Master of Design
September 2019 Entry
The Hong Kong Polytechnic University’s School of Design offers Master of Design Scheme in the areas of: Design Practices, Design Strategies, Interaction Design, International Design and Business Management and Urban Environments Design. A world-class city, Hong Kong is an international environment that blends eastern and western influences. Students study in English but explore the increasingly world-changing context of Chinese culture as they acquire interdisciplinary skills and analytical thinking and development across boundaries. Aspects of interdisciplinary design among different specialisms corresponding to the global trend is highly encouraged within the Scheme. The international and interdisciplinary faculty prepares students to take charge of their future learning and development in design’s nimble and quickly changing environments.
PolyU Design has relocated to the Jockey Club Innovation Tower in 2013 which is built to further drive the development of Hong Kong as a design hub in Asia, and provide additional space to facilitate multi-disciplinary collaboration. The home of PolyU Design provides advanced facilities for teaching and learning, as well as ample exhibition and collaboration spaces that are positioned to attract deserved attention to our students’ work. The Innovation Tower is the first permanent architectural work in Hong Kong of the late Zaha Hadid (1950–2016).

PolyU Design has fully equipped modelling workshops that allow students to have conceptual and physical space to investigate and experiment with materials (such as: garment, ceramics, wood, plastic, metal and fine-metal), tools (such as: photography and knitting), processes and ideas. Practical techniques are regarded as an integral part of the problem-solving process which students need to exercise through hands-on workshop activities. The workshop facilities provide students the opportunity to familiarise with skills for the mastery of making.

Our teaching labs and studios feature hardware that is custom-built to accommodate high-end graphics and multimedia content development. PolyU Design provides the most advanced audio and visual studios and labs for different levels of projects in digital media.
Hong Kong: Excellent Setting for a Design Career

Proximity and Connections to the World’s Second Largest Economy

Hong Kong is centrally located in East Asia, which is home to some of the world’s largest and most prosperous economies and one-fifth of the world’s population. The proximity of Hong Kong to Asia’s metropolitan areas and manufacturing base in China has drawn many international students from design and business fields to explore these markets, all within 4 hours’ flight time from Hong Kong, made easy by efficient regional travel.

Hong Kong’s position as a connection hub will be further strengthened when the two major transportation systems open in late 2018. The recently launched Guangzhou-Shenzhen-Hong Kong high-speed trains – shorten the travel time significantly from Hong Kong to Shenzhen and to Guangzhou to 14 and 48 mins respectively. The world’s longest sea-crossing bridge, the Hong Kong–Zhuhai–Macau Bridge, connects the city more closely with Macao and Zhuhai in the Pearl River Delta Metropolitan Region (PRD). PRD is the world’s major manufacturing base that is also emerging as an R&D hub of ICT, automotive, steel and petrochemical industries.

Find out more from Designers Inbetween, a documentary created by our two inbound exchange students, about how the manufacturing processes and craftsmanship are generically different from the West and the rest of Asia.

Bustling Startup Scene for Post-Graduation Career Path

Innovation and technological capabilities are key indicators of social and economic development. In 2018, Hong Kong came 4th in leading innovation in South East Asia, East Asia and Oceania, and 14th in the World, according to Global Innovation Index (GII), an annual study co-published by Cornell University, INSEAD, and the World Intellectual Property Organization (WIPO).

The determination to develop Hong Kong into a knowledge-based economy and innovation hub for technology and its application in the region has led to various funding schemes offered by government agencies, research & development centres, universities, businesses and foundations. PolyU Micro Fund Scheme offers seed funding of HK$120,000 to each approved team to implement their business ideas every year. As a PolyU student, you will be connected to incubation programmes and funding networks to help you become resourceful entrepreneurs. Incubatees will receive assistance in many areas, such as office premises, business development support, related training programmes and networking sessions with industrial organisations, professional bodies and potential business partners. Public corporations such as Cyberport and Hong Kong Science Park, and not-for-profit initiative Alibaba Entrepreneurs Fund are key platforms in the ecosystem.

Celebrating Art and Design

Hong Kong is a city of diversity, where new meets old, east meets west, and global meets local. Countless established art festivals, fairs, programmes, and independent shows and screenings take over the city during different times of the year. New art establishments such as M+, Tai Kwun and the soon-to-open Xiiqu Centre, and the re-opening of Hong Kong Art Museum and the Hong Kong Art Museum will be further strengthening Hong Kong’s position as a connection hub will be further strengthened when the two major transportation systems open in late 2018.

A Student-friendly City for Developing Cultural Intelligence

Hong Kong is one of the best student cities (QS Best Student Cities Index 2018) and performs well for its employee activity and student mix. The city also ranks one of the World’s top 10 safe cities in the categories of digital, health, infrastructure and personal security (The Economist Intelligence Unit Safe Cities Index 2017).

Because designers are in the heart of shaping everyday experience and culture through products, services and systems they define and realise, their need to understand foreign cultures is arguably stronger than other professions. Creative yet convincing solutions often depend on designers’ ability to distil insights and to find patterns emerged from a deep understanding of people. Hong Kong is a dynamic city of high-speed and density that enjoys freedom of information. Before long, non-local design students in Hong Kong will become sensitised to the psychology, behaviour, culture, and heritage of Asia. English, along with Chinese, are the official languages of Hong Kong. Generally, English speakers can interact with the locals without encountering language barriers in communication.

Watch Designers Inbetween at https://vimeo.com/84336158
Master of Design: Unique Gateway to Work and Live in Asia as a Designer

Most Competitive Tuition Fees among Top 25 D-Schools

Our intensive 1-year programmes are popular with international students due to the fact that their financial and career considerations are addressed – the tuition fee is the most competitive among the top d-schools list; the 1-year study period makes a sabbatical plan possible when professionals only have a short period of time to be taken out of their career to seek a different experience or to broaden their horizons away from home.

Professional Network in Asia

Being an MDes student expands your design communities to keep you up-to-date and informed in an on-going basis. The Scheme admits only around a hundred students each year. This size of the student community allows a close-knit network of professionals – who understand design at a strategic level and at the same time come with a diversity of perspectives and experiences – to share and cross-pollinate ideas. From top management of listed companies to design specialists of services used by millions of people, PolyU Design has groomed a consortium of creative minds in its history. Their achievements are influences beyond design to steer change.

Design Careers in Multiple Pathways

The career prospects could mean differently to people when they are driven by different goals. Thanks to our education, our graduates are given the opportunity to develop advanced skills and processes that work in rapidly changing environments. MDes graduates have been successful in securing ideal positions in their chosen field. Whether working in-house or for a design firm, they are hired into a wide range of functions in design, such as product design, interaction design, spatial design, and branding. Some have broadened their professional fields and taken up roles in project management, research and teaching. Industries that have hired our graduates include fashion, retail, hospitality, financial services, healthcare, toy, consumer electronics, information technologies, advertising, research and development, higher education and also public services.

Welcoming Immigration Policy for Post-degree Career in Hong Kong

Non-local graduates who plan to work in Hong Kong after graduation can take advantage of the arrangement of “Immigration Arrangements for Non-local Graduates” (IANG). Under the IANG Scheme, successful applicants are granted 12 months’ stay on time limitation without any other conditions of stay provided that normal immigration requirements are met. Many of our graduates have taken this opportunity to start a new page in their career development—from starting up a new business, to engaging in research, consultancy or design practice in Asia with a base in Hong Kong.

Learn more about employers of MDes graduates at: https://polyu.hk/UQUyl
The Master of Design (Design Practices) is a hands-on, studio-based specialism directed at students who want to deepen their innovative abilities, who are curious about design and business integration, and who enjoy the creative form challenges of making objects and ideas that improve people’s lives. Designers with a bachelor’s degree in product design, fashion design, interaction design, architecture, product engineering, interior design or communication design may find Design Practices to be the logical next step in their professional development.

**Aims**

This specialism focuses on design as a strategic tool for the consumer economy. Interdisciplinary projects embrace business strategy and brand development, identifying opportunities for innovation and user experience. This full-time international programme responds to the world’s industrial and technological transformation. The development of a high level of research, analysis, strategic vision, aesthetics, and technical mastery in development, fabrication and commercialisation of design prepares students for leadership roles.

**Objectives**

This specialism seeks to join practical strategies for innovation with formal aspects of design development, by making design through:

› real-world project development
› teamwork approaches to problem-solving
› cultural considerations as well as business & technology
› customers’ needs and goals
› design entrepreneurship and brand creation

**Programme Structure**

Primarily a studio experience, some projects will be sponsored by leading companies with real business context provided as the base for collaborative workshops. This is a full-time, intensive one-year programme. Theory and method subjects are delivered during weekends over four consecutive weeks each. A ‘capstone project’ concludes the year with an experience that synthesizes learning in a real-world setting.

**Class Delivery Mode & Duration**

Classes are normally held during daytime on weekdays except for three subjects, which will be delivered during weekends. Each of these weekend subjects requires three weekends spread over 4–5 weeks.

Normally it takes 1 year to complete the specialism.

View MDes projects on our youtube channel at http://goo.gl/XXcPe5
The Master of Design (Design Strategies) is directed at people who are established in their careers and wish to deepen and enhance their strategic thinking and methods by integrating design, business, and technology. The specialism is intended for both design and non-design professionals with solid working experience in or related to the areas of design, such as communication, brand management, production, marketing, engineering or teaching. Those who are considering becoming entrepreneurs, taking on more responsibility for design-led business development, or translating new technology into designed experiences and practical applications will benefit from this specialism. Design Strategies was rated as one of the World’s Best Design Thinking Programs by *BusinessWeek*.

**Aims**
This specialism seeks to locate design strategically in the context of business and technology by exploring best practices as shown in case studies, human-centered explorations to identify previously unrecognised user needs and desires, comparative analyses of business opportunities, successes, and failures, analyses of branding strategies, and with particular attention to the local context of transforming original equipment manufacture (OEM) to original design manufacture (ODM), and finally to own brand management (OBM). The specialism is applicable to both business and nonprofit organisations and extends across local and global issues.

**Objectives**
This specialism seeks to enrich knowledge in design that facilitates the integration of design, technology and business by:

- creating value by design
- applying design to business development
- transforming OEM/ ODM to OBM
- branding products and services for domestic and international markets
- exploring culture differences and issues in local and global contexts
- understanding customers’ needs and goals

**Programme Structure**
Design Strategies has a flexible approach to learning for engaged professionals. Subjects are taught on weekends with most subjects taken in any order after the completion of a selection of core subjects. For example, a typical 3-credit subject requires three weekends spread over a 4–5 week period. Not a studio programme, the purpose of this specialism is academic—to deepen design understanding and integrate design in its business and technological context through reading, thinking, discussing, and writing. The programme concludes with a report that synthesizes individual experience and interests with programme materials leading to strategic development for an organisation or in the pursuit of social or cultural goals.

**Class Delivery Mode & Duration**
Normally classes are held during weekends except one core subject and one elective that are delivered on weekday evenings. Each subject requires three weekends spread over 4–5 weeks.

Normally it takes 2 years to complete the specialism.

Find out more about SD faculty at https://polyu.hk/evjkv
The Master of Design (Interaction Design) is directed at students with a passion for people and technology, who have curiosity about the future and want to shape how information is accessed and used, how environments might change based on need, or how embedded information in products support use. Those with Bachelor’s degree in design (visual communication, product, digital media, or environmental design), communication, information technology, or even psychology may find interaction design to be the next step in their professional development.

Aims
This specialism seeks to enhance human ability and life through the design of innovative, interactive and experiential ideas, based on a synthesis of human thought patterns and habits with technical means. A combination of theory, planning strategies, research, and technical skills provide the foundation for workshops that explore emerging aspects of interaction design, based on human needs and pleasures as well as technological development.

Objectives
This specialism seeks to join theory and action by:
- putting people first in the people/technology equation—explore human-centeredness
- understanding active communication processes on which interactivity is built
- learning methods for analysis and construction of interaction design
- focusing on one of the above as an alternative focus
- developing a holistic approach to human-centered interaction that includes problem or opportunity identification, research, prototyping and execution

Programme Structure
Interaction Design is structured by a combination of intensively taught short courses that directly support a workshop investigation. Workshops take various forms from individual to teamwork, from self-initiated projects to externally sponsored projects. A range of electives are available to tailor the experience to individual interests. Some classes meet during weekends and evenings. The expectation is that the student is fully committed to the programme and works in the studio environment. The programme concludes with a demonstration project that unites: research, creative exploration, user understanding, and prototype testing toward a solution.

Class Delivery Mode & Duration
Classes are normally held during daytime on weekdays, except some shared electives are delivered on weekday evenings and weekends. Each of these weekend subjects requires three weekends spread over 4–5 weeks. Normally it takes one year to complete the programme.
### Entrance Requirement

**Design Strategies**
A Bachelor’s degree or the equivalent; and a minimum of two years of professional experience in a design related field is required. Candidates with other tertiary qualifications complemented by substantial relevant professional experience will be considered on a case-by-case basis.

**Design Practices**
A Bachelor’s degree in design or the equivalent in a related discipline and professional experience in design is preferred.

**Interaction Design**
A Bachelor’s degree in design, or the equivalent in a related discipline is required. Candidates with other tertiary qualifications complemented by substantial relevant professional experience will be considered on a case-by-case basis.

**International Design and Business Management**
A Bachelor’s degree in Design, or Business, or a technological field, or the equivalent in a related discipline preferably with two years of relevant professional experience. Candidates with other tertiary qualifications complemented by substantial relevant professional experience will be considered on a case-by-case basis.

**Urban Environments Design**
A Bachelor’s degree in a spatial design field or the equivalent in a related discipline (e.g. interior design, environment design, landscape design, architecture, urban design) is required. Candidates with other tertiary qualifications complemented by substantial relevant professional experience will be considered on a case-by-case basis.

### Application

A complete application includes:
- Application form (www.polyu.edu.hk/admission)
- Letter of intent
- Three letters of recommendation (academic/profession)
- Evidence of academic qualification, i.e. Official Full Transcripts and Degree Certificates
- Portfolio (except applications for Design Strategies)
- IELTS/TOEFL report* (minimum score: TOEFL 550 / IELTS 6.0 / iBT80)
- Interview (in case of international students, the interview will be conducted via video calls on Skype)

* You are not required to present an IELTS/TOEFL score if you are a native English speaker and your Bachelor's degree (or equivalent qualification) is awarded by a recognised university where the medium of instruction is English.

### Number of Credits

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### Tuition*

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<th>Local: HK$162,000</th>
<th>Non-local: HK$183,600/USD$23,388*</th>
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### Financial Aid (for Locals)

- **Continuing Education Fund (CEF)**
  Some MDes subjects are CEF reimbursable. Students taking these subjects will benefit from the CEF subsidy ceiling of HK$20,000 in effect from Apr 2019—applicable to Hong Kong residents. For details, please refer to: http://www.wfsfaa.org.

### Types of VISA (for Non-locals)

- **People’s Republic of China and foreign nationals (including IANG holders)** may apply to our programmes as non-locals. **Non-locals** will need a **student visa** to study in our full-time programme or a **multiple entry visa** in our part-time programme (Design Strategies).

- **Holders of a valid employment or dependent visa/entry permit** may apply to our part-time programme (Design Strategies) as **locals**.

  Applicants will be informed by the University’s Academic Secretariat about the visa application process when receiving the Notice of Offer.

### Normal Period of Study

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<td>Normal Period of Study</td>
<td>2 Years (part-time)</td>
<td>1 Year (full-time)</td>
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<td>1.5 Years (full-time)</td>
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### FAQ on MDes Application and Admissions: [https://polyu.hk/naDqe](https://polyu.hk/naDqe)

*Conversion (for reference only) HK$7.85 = US$1

*PolyU reserves the right to change or withdraw scholarships at anytime. In case of any dispute/disagreement, PolyU’s decision is final.
Master of Design (International Design and Business Management)

ID&B&M is a multidisciplinary specialism based on an integrative design thinking management approach, pulling together professional knowledge in the areas of design, business and technological fields to achieve “managing design as a competitive strategy” in an international business setting. Globalisation in business and education has rapidly diminished boundaries between countries, cultures, and economies. ID&B&M will provide a “meeting point” for students and faculties amongst the collaborative institutes from different regions of the world, which enables cross-cultural and -disciplinary project teams to solve and manage real-life design, business and technical problems. ID&B&M is targeting intakes distributed across Hong Kong, mainland Chinese and international students, and across design, business and technological fields.

Aims
ID&B&M aims to nurture “T-shaped professionals” with high-level competencies to better understand and manage global business dynamic and to function in and contribute to design-sensitive and technological-intensive business environments. These competences enable students to lead the transformation of their respective local enterprises and to challenge existing mindset in technological innovations, product and service designs from an integrative design thinking management approach. Ultimately, ID&B&M aims to create an impact at the regional and global levels by meeting future talents demand of well-balanced business developers, entrepreneurs, products and services innovators.

Objectives
Students, irrespective of their disciplinary background, learn together to nurture a new mindset and attitude where cross-disciplinary stimulation is the foundation of innovation. They will:

› Apply theories and concepts of the three domains underpinning this specialism
› Evaluate cultural differences and their implications for leadership

Programme Structure
ID&B&M is a one year, three-semester long programme. It begins with an intensive seven-week introduction to the Essential Knowledge in each of the three disciplines, then followed by a series of compulsory subjects which centers on corresponding theories and/or practices. In the second semester, the focus is on two team-based ID&B&M Multidisciplinary Projects collaborated with private or public organisations, while students can choose elective subjects in design and business disciplines to enhance their individual career profile. Capstone Reflective Thesis synthesises the learning in ID&B&M at the summer term.

Class Delivery Mode & Duration
Classes are normally held during daytime on weekdays, except some shared electives are delivered on weekday evenings and weekends. Each of the weekend subjects requires three weekends spread over 4–5 weeks.

It normally takes 1 year to complete the specialism.
The Master of Design (Urban Environments Design) draws on the contemporary Hong Kong/China urban experience to offer a unique postgraduate education in urban space design. In line with the School’s human-centered critical approach to environment design, this studio-based specialism integrates the design of multiple scales and typologies of urban environments. Urban Environments Design focuses on the analysis and design of hybrid and composite interior environments, urban public spaces and urban systems and strategies.

Aims
This full-time international postgraduate programme responds to the unprecedented urban transformations occurring during the past few decades in Hong Kong and China. Urban Environments Design aims at the development of a high level of intellectual and practical mastery of the analysis and design of diverse urban environments in the region, with broader implications for urban contexts worldwide. The approach of the Urban Environments Design is based on an understanding of socio-cultural dynamics of the regional context transferred into new design strategies and design interventions.

Objectives
This specialism seeks to unite practical approaches for innovation in urban strategies with formal aspects of urban environment design, through:

› real-world project development
› teamwork approaches to problem-solving
› socio-cultural and aesthetic considerations
› reflecting critically and analytically on the urban environment
› value creation by design within the urban environment
› a critical understanding of contemporary urban transformations in China
› definition of strategic approaches to urban environment design
Faculty

From left to right: Gerhard Bruyns, BArch, MSc, PhD / Jörn Bühring, MBA, PhD / Philippe Casens, BA, MA / Kenny Chow, BSc, MSc, MFA, PhD / Clifford Choy, BEng, PhD / Melissa Cate Christ, BLA, MLA / Laurent Gutierrrez, BTS, BT, PgD, BArch, March, PhD / Fred Han, BS, MDes / Peter Havelok, BSc,Arch,(Home), AA Dip, RIBA / Jeffrey Ho, BEng, BSc, MPH, PhD / Johan Hoon, BA, MA, PhD / Terry Lam, BFA, MDes / Leong Ding Benny, MDes, IDSA, FIDSHK / Sylvia Liu, PhD / Tina Luximon, PhD / Sandy Ng, PhD / Gilles Vanderstocken, March / Wei Huaxin, BSc, MSc, PhD

Visiting Faculty

From left to right: Eli Blevis, PhD / Bert Bongers, BSc, MSc, PhD / Carolina Cordero di Vonzo / Thomas Fischer, MA, PhD / Michael Fox, BArch, SMarch / Ernie Greer / Pamsy Hui (PolyU Department of Marketing and Management), BA, PhD / Liu Wu (PolyU Department of Marketing and Management), BCom, MCom, PhD / Jane Ngai, BSc, MArch / David Williams, BEng, PhD / Anne-Marie Willis, BA, MA / George Wong Lap Bun (PolyU School of Accounting and Finance), BCom, PhD / Alvin Yip, AA Dip

Find out more about SD faculty at https://polyu.hk/vnjkk
Double Degree Arrangement with Politecnico di Milano (MIP)

Graduate School of Business

ID&BM students, upon completion of 36 credits, are eligible to apply for a double degree in one specific MIP’s International Master’s programme. The study in MIP consists of three phases, totalling 60 ECTS. This arrangement not only enables students to achieve two Master’s degrees from PolyU and MIP, but also to expand their network in Asia and Europe within a short amount of time.

Shared Studio Subjects

Some studio subjects are delivered and shared with a partner institution that has common interests and similar approaches. Recent partnerships: Parsons School of Design, Northumbria University School of Design and University of Technology Sydney Faculty of Design, Architecture and Building.

International Workshops

Apart from learning in the classroom, students have the opportunities to be nominated to participate in workshops in Hong Kong or overseas, offered by other institutions. Recent partners: Design Academy Eindhoven (DAE), Royal College of Art (RCA), Zurich University of the Arts (ZHDK), University of New South Wales (UNSW), University of Technology Sydney (UTS), and National University of Singapore (NUS).

International Guest Lectures and Conferences

MDes Scheme engages academic staff beyond PolyU to deliver seminars/ studio subjects or workshops throughout the years. Eli Blevis (Indiana University Bloomington), Kees Dorst (UTS), Michael Fox and Sharon Poggenpolh among others, have visited in recent years. Besides, PolyU Design Lecture Series has hosted lectures by design academics, researchers, professionals, for example, Don Norman, Ezio Manzini (University of the Arts London), M. Christine Boyer (Princeton School of Architecture), Ron Wakkary (Simon Fraser University), John Zimmerman (Carnegie Mellon University), Miodrag Mitrasinovic (Parsons School of Design), Patricia Moore, Daan Roosegaarde, Thomas Heatherwick, Tom Dixon, Henry Steiner, Eric Yim, and many more.

PolyU Design also partners with special interest groups around the world to organise academic conferences. In recent years, we hosted key academic events: ACM Designing Interactive Systems (DIS) Conference, International Symposium on Electronic Art (ISEA), Asia Design Engineering Workshop (A-DEWS), Design Management Academic Conference (DMA) where faculty and their students presented their research outcomes and forged new network.

International Academic Collaborations

PolyU Design collaborates with design schools around the world to offer opportunities within and alongside the curriculum that benefit students’ learning and growth in their desired areas.

Exchange Programme

There are exchange opportunities for all MDes students, to gain broader experience and horizons in the domain of design and innovation. ID&BM students can apply to study one semester (second semester) in Northumbria University’s MSc Multidisciplinary Innovation programme.

International students, who are interested in inbound exchange or study abroad, can study one semester in a related MDes full-time programme.

In general, the arrangement is to be discussed and worked out between institutions in advance.

A shared studio on Public Space, partnered with Parsons School of Design and Shenzhen University, studied Foreign Domestic Helper in Hong Kong and the Econology of Cardboard Box.

Erik Stolterman delivered a keynote address at DIS Conference

Experience Night, curated by Michael Fox, brought together 14 Demos, 50 Provocations and Work-in-Progress, and a small design exhibition, which illuminated interaction design in Hong Kong and the Pearl River Delta. Tom Igoe, author of four highly regarded books including Getting Started with RFID and co-founder of Arduino, delivered a keynote at the opening.

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Material Resource Centre
The Material Resource Centre (MRC) is central to PolyU Design’s learning infrastructure. As a place for leading trends in design, material research and production, MRC brings together thousands of new and innovative materials from all over the world. Existing collections are constantly updated while new ones are added every season. Students are, therefore, exposed to innovative and sustainable materials and processes and at the same time, through corresponding database, able to access information, such as, specifications, guidelines, costs and supplier contacts for further enquiry or procurement.

Studios and Workshops
The legacy of the Polytechnic has made our design education special. Our learning space is organised to fit designers’ hands-on style of working. Full-time students have a dedicated studio with individual workspace; workshop facilities include digital print shop, production workshops, audio video workshop, sound studio, and photographic studio. Besides, students can use the University’s library, industrial centre and sports centres, and make the most of their MDes experience.

Find out more about MRC at http://polyu.hkiiizl
One triad became a dozen and soon enough, I got to know better my classmates, and even those who are not in the same batch of MDes students as I am. We were forced (and oftentimes not forced) to study together, argue with each other (part of the group dynamic in classes), set up meetings and dinners. We had times when we would encourage one another to pursue an area of study, especially when choosing a topic for a subject requirement, and times when we would give ugly but constructive feedback to better the other’s work. Ultimately, hard and challenging times would call us to feed off of another’s strength and confront our fears collectively with brave faces, whether in the area of academics, career, or even life in general.

Sylvia Yeung
Leaving Sao Paulo for Hong Kong
#Why #LivingAbroad

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There is a famous Portuguese saying that goes ‘wherever you go and stay, you will leave a piece of you behind’. By staying and living in a different city for a relatively long time, you have time to change things, then be changed in it. Then, every time you go back to your home country or to the previous place of residence, the feeling about that it will be changed because you have changed. Not only a place and its culture can change.

And changing oneself is the bright side of having the opportunity to live abroad.

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PolyU tutors believe in designing a bottom-up solution or at least to make this approach coexisting with the top down system in place. And not only do they believe in it as a theory for design but they also use it as a practical way. Hence, we are taught with approaches influenced under this strong belief. At the beginning of the programme, the bottom up approach was a bit confusing for students, as we were mostly coming from schools run by the top-down system. Now we are working on the final project, and the bottom-up approach makes so much sense. Students are asked to propose ideas synthesising all we have learnt in the past year be it knowledge or skills. That explains why all the capstones are so different from each other.

Mathilde Gattegno
Two Schools – Two Approaches
#Comparison #SchoolsApproach

The flat was compact; it had everything required for day to day use. Yet I started feeling homesick – I felt that I would not be able to live the way I had and had to make adjustments whether I liked it or not. What made the transition easier was when I met my flatmates and got to know them better eventually – through observing. They have been bringing a positive attitude to how they lived and managed school work. This positivity motivated and changed me – I started to adjust more willingly, bringing many positive changes in my life. The challenge has turned out to be a great learning experience for which I am very grateful.

Sajial Sharma
Finding Home Away from Home
#SharedAccommodation

Such skills (interpersonal communication, creativity, problem-solving, persuasiveness and empathy), by default are very much desired and a part of every strategic design professional’s training and practice. Going by my own experience, my training (master studies) as a strategic designer helped me gain expertise in human-centred design process to solve real-world problems. During the course, we were introduced to a number of methods and tools that would help us get familiar with the design process and inculcate creative and critical thinking skills. Many of the projects assigned to us were group projects that helped win collaborative and cross-disciplinary communication skills.

Aditya Kedia
The Skills for a Future-Proof Career
#Creative #ProblemSolving #CommunicationSkills

Such skills (interpersonal communication, creativity, problem-solving, persuasiveness and empathy), by default are very much desired and a part of every strategic design professional’s training and practice. Going by my own experience, my training (master studies) as a strategic designer helped me gain expertise in human-centred design process to solve real-world problems. During the course, we were introduced to a number of methods and tools that would help us get familiar with the design process and inculcate creative and critical thinking skills. Many of the projects assigned to us were group projects that helped win collaborative and cross-disciplinary communication skills.

Aditya Kedia
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Our international student has made new friends by joining PolyU’s rowing team.


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