The Hong Kong Polytechnic University’s School of Design offers Master of Design Scheme in the areas of: Design Practices, Design Strategies, International Design and Business Management, Interaction Design 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 cultural experience that extend creative, critical, and analytical thinking and development across boundaries. Aspects of interdisciplinary design among different specialisms corresponding to the global trend are 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 environment.
Studying at PolyU Design

PolyU Design has been an important hub of design education for Hong Kong since 1964. The School thrives on its geographical position in bridging the East and the West, allowing its students to develop their design strengths with a uniquely international cultural awareness at both professional and social levels.

PolyU Design is at the forefront of applying Asian innovation to global opportunities and has been ranked as one of the Top Design Schools in the World by BusinessWeek, and the only School in Asia among the Top 25 in the world by Business Insider. In the Quacquarelli Symonds (QS) World University Rankings by Subject, the School is ranked one of the best in Asia in the area of art and design.

International Standing: One of Asia's Best Design Schools

We nurture more than 1,400 students yearly in a wide range of undergraduate and postgraduate programmes with some 50 of them being PhD students. The School provides a high level, well-equipped environment that includes significant research infrastructure with eight laboratories and a variety of first-class technical workshops in the Jockey Club Innovation Tower, a landmark architecture designed by the late Zaha Hadid.

Jockey Club Innovation Tower: Stimulating Infrastructure for Creativity and Multidisciplinarity

The Jockey Club Innovation Tower 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.

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.

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.
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.

SDWorks

SDWorks is a platform assisting students to launch their ideas into the real-world, understanding optimisation, issues with manufacturing companies and customers’ feedback.

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.
<table>
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<tr>
<th>Programme</th>
<th>Students &amp; Alumni</th>
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<tr>
<td>15 Years of operation</td>
<td>86 First-year students</td>
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<td>5 Specialisms</td>
<td>4:6 Male-female ratio</td>
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<tr>
<td>989 Degrees conferred</td>
<td>5:1 Student to faculty ratio</td>
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<tr>
<td>5:1 Student to faculty ratio</td>
<td>1:4 Local-non-local student ratio</td>
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<td>5</td>
<td>70% Students with an undergraduate degree in design</td>
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<td>2 years (full-time) Average work experience</td>
<td>7 years (part-time)</td>
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<td>5 Alumni studied PhD in SD</td>
<td>37 Nations where alumni live</td>
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<td>37 Nations where alumni live</td>
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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
Master of Design (Design Practices)

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

Specialism Leader:
Dr Newman Lau, Associate Professor, BEng, MPhil, PhD
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.

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.

In the course Innovative Products and Services Development, students are asked to take a 2025 futures scenarios perspective in health, wealth, living, and mobility context. This course is led by Jörn Bühring who has been leading several successful design foresight studies in SD and supported by Hong Kong Applied Science and Technology Research Institute (ASTRI) with technology road mapping and potential for use-applications in the focus areas.

In Vision and Change, the induction programme orientates students to take multiple-perspective consideration and build trust and respect in the communication process for contributing a more comprehensive and human-centred approach to design. Locals, expats, international students from varying industry and professional background share surprisingly similar responsibilities in their organisations for design-led business development.

Find out more about SD faculty at https://polyu.hk/vnjkk
Other Information

### 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, environmental 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/ professional)
- Evidence of academic qualification, i.e. Official Full Transcripts and Degree Certificates
- Portfolio*  
- IELTS/ TOEFL report† (minimum score: TOEFL 550/ IELTS 6.0/ iBT80)  
- Interview (may be conducted over video conference for non-locals)

### Number of Credits

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### Tuition

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<th>Local: HK$167,400</th>
<th>Non-local: HK$190,800/ US$24,435*</th>
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<td>Non-local: HK$190,800/ US$24,435*</td>
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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 – applicable to Hong Kong residents. For details, please refer to http://www.wfsfaa.gov.hk/cef.

**Tuition fee concession**†
- PolyU Design BA graduates who successfully enrolled in one of the MDes programmes in September 2020 entry can apply for a 15% tuition fee concession. This concession is administered at the discretion of the School.

### Types of VISA and Local/ Non-local Status

**People’s Republic of China and foreign nationals may apply to our programmes as non-locals.*
- You will need a student visa to study in our full-time programme, or a multiple-journey visa in our part-time programme (Design Strategies) depending on your place of residence during your study.

**Holders of a valid employment visa/ entry permit may apply to our part-time programme (Design Strategies) as locals, and holders of a dependant visa or a visa under IANG as non-locals but do not require a student visa.**
- You will be informed by the University’s Academic Registry about the visa application process when receiving the Notice of Offer.

### Normal Period of Study

<table>
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<tr>
<th>Program</th>
<th>2 Years (part-time)</th>
<th>1 Year (full-time)</th>
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* Conversion (for reference only) HK$7.8 = US$1
† Subject to approval. The School reserves the right to change the terms or withdraw the concession at any time. In case of any dispute or disagreement, the School’s decision is final.

FAQ on MDes Application and Admissions: https://polyu.hk/naDqe
Master of Design (Interaction Design)

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
- working across communication technology, product interface, and service systems
- 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.

View MDes student profiles at https://polyu.hk/gwTfO

Specialism Leader:
Dr Kenny Chow, Associate Professor, BSc, MSc, MFA, PhD
Deputy Specialism Leader:
Dr Wei Huaxin, Associate Professor, BSc, MSc, PhD

The Demonstration Project presentation is joined by students, their advisors and returning alumni. In the final individual project, students explore topics from relationships between children and parents, the present and the past, to financial wellbeing for millennials, and building civic empathy in Hong Kong, and bring together a complete interaction design process, synthesising research and development and ending in proof of concept.

Tangible Interaction Workshop gives students experience in the concept, design, and implementation of networked products that represent and control online information through systems of tagged physical objects. Students are engaged in hands-on fabrication of the physical objects and hands-on programme of products’ interactivity.

View MDes student profiles at https://polyu.hk/gwTfO
Master of Design (International Design and Business Management)

ID&BM 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&BM 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&BM is targeting intakes distributed across Hong Kong, mainland Chinese and international students, and across design, business and technological fields.

Aims
ID&BM 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&BM 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

and effective management of design and business activities
› Identify and evaluate the means by which value creation may be managed
› Participate effectively in the design, implementation and comprehensive evaluation of projects involving multidisciplinary and multicultural teams
› Demonstrate the ability to view, frame and resolve design issues by adopting multiple perspectives
› Understand and perform the integrative design thinking roles of a T-shaped professional in a business environment

Programme Structure
ID&BM 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&BM 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&BM 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.
Master of Design  
(Urban Environment Design)

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

Programme Structure
Following an introductory seminar, which initiates students in the Urban Environments ethos and approach, the first year of the programme is structured around three half-semester studio subjects, each of which is paired with a seminar subject that provides a knowledge base for the respective studio. Each project is undertaken in collaboration with a public- or private-sector partner, addressing spatial design challenges that emerge from the partner’s real-world operations and institutional culture. The final semester centers on a student-defined capstone design project that synthesises the learning of the programme.

Class Delivery Mode & Duration
Seminars and workshops are normally held during the daytime on weekdays. Electives are delivered during weekends. Each of the weekend subjects requires three weekends spread over 4–5 weeks. It normally takes 1.5 years to complete the specialism.

Specialism Leader:
Prof Laurent Gutierrez, Professor, BTS, BT, PgD, BArch, March, PhD

Check out our public lectures and other event news at https://polyu.hk/EgKrZ
MDes Capstone Projects

The Master of Design study is concluded with a ‘capstone’ in a form of project, report, or reflective thesis.

The capstone, usually divided into a research phase and a project phase, is the exploration to an individually-defined brief that represents an emerging or future opportunity for design in the context of society, business or the life of individuals. The outcome is aimed at demonstrating an advanced understanding of all elements of the preceding course of study.

At the master’s level, the capstone is expected to focus on research methods, theories and findings which later support design processes and ideations with evidence. Master’s students are prepared to be able to communicate and present their ideas for different pathways ahead for industry awards, exhibitions, research fundings, publications and PhD proposals.

Talking Textile: Soft product design for therapeutical interaction (Lionel Wong)

Brand/Art: Collaboration between brands and contemporary art as strategic tool to generate value (Melissa Wu)

Loom: Creating value for mundane clothing items through provenance and legacy (Tania Jocelynn Trisnadi)

On Brink: Live data physicalisation of the bitcoin blockchain (Dustin Stupp)

The Ultimate Toolkit against sexual harassment in the workplace (Sunhera Cariappa)

Slash: New disciplinary collaboration and co-creation strategies (Venus Lee)

Face-to-Face with Emoji: A study of the emoji language and its impact on communications (Magaux Tan)

AIDO: Innovative solution for paraplegic car drivers (Mavis Cheung)
Faculty

From left to right: Jörn Bühring, MBA, PhD/ Kenny Chow, BSc, MSc, MFA, PhD/ Clifford Choy, BEng, PhD/ Laurent Gutierrez, BTS, BT, PhD, BArch, March, PhD/ Jeffrey Ho, BEng, BSc, MPhil, PhD/ Newman Lau, BEng, MPhil, PhD/ Leong Ding Benny, MDes, IIDA, FIDSHK/ Sylvia Liu, PhD/ Tulio Maximo, PhD/ Sandy Ng, PhD/ Jae Oh, MFA, PhD/ Wei Huaxin, BSc, MSc, PhD

Visiting Faculty

From left to right: Eli Blevis, PhD/ Michael Bond, BA PhD/ Bert Bongers, BSc, MSc, PhD/ Philippe Casens, BA, MA/ Rico Chan, MDes, PhD/ Carolina Cordero di Vonzo/ Thomas Fischer, MEd, PhD/ Michael Fox, BArch, SMArchS/ Ernie Greer/ Terry Lam, BFA, MDes/ Tak Lee, BA, FCSG, Life Fellow/ Dominic Leung, MDes/ Liu Wu (PolyU Department of Marketing and Management), BComm, MCom, PhD/ Ernesto Spicciolato, DArch/ 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&B students, upon completion of 36 credits, are eligible to apply for a double degree in one of the specific MIP’s International Master’s programmes. The study in MIP consists of three phrases, totaling of 60 ECTS. This arrangement not only enables students to achieve two Master’s degrees from PolyU and MIP but also expand their network in Asia and Europe in 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 opportunity 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), Bert Bongers (UTS), Kees Dorst (UTS), Michael Fox, Gordon Hush (Glasgow School of Art) and among others, have visited in recent years. Besides, PolyU Design Lecture Series has hosted lectures by design academics, researchers, professionals, for example, Hermann Klockner (Anhalt University of Applied Sciences), Peter Lloyd (TU Delhi), Birgit Mager (KISD), Modrag Mitrasinovic (Parsons School of Design), Stephen Jia Wang (RCA), Ron Wakkary (Simon Fraser University), Thomas Heatherwick, Daan Roosegaarde, Tom Dixon, Neil Poulton, Patricia Moore, Kigge Hvid, 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: Leadership Forum on Design Education, ACM Designing Interactive Systems (DIS) Conference, International Symposium on Electronic Art (ISEA), Asia Design Engineering Workshop (ADEWS), Design Management Academic Conference (DMAC) where faculty and their students presented their research outcomes and forged new network.

* Subject to change