SCHOOL OF DESIGN

The School of Design is home to established and emerging design disciplines, encompassing programs in game design, graphic design, industrial design, user experience design, digital communication and media arts, and human centered design. Connecting across disciplinary areas, faculty and students use design to address societal problems and create new experiences and artistic expressions.

Faculty

Lucia Dettori, Ph.D.
Interim Dean
University of Paris

Shiro Akiyoshi, M.F.A.
Associate Professor
School of the Art Institute of Chicago

Sajad Amini, M.F.A.
Assistant Professor
University of Oregon

Anna Anthropy
Game Designer in Residence

Ross Carl, MDes
Assistant Professor
Illinois Institute of Technology

Michael DeAnda, Ph.D.
Professional Lecturer
Illinois Institute of Technology

Nathan Koch, M.F.A.
Professional Lecturer
Parsons School of Design, The New School

Chung Liang, B.F.A.
Instructor
University of Illinois

Nathan Matteson, M.F.A.
Associate Professor and Associate Director
University of Chicago

Denise Nacu, Ph.D.
Associate Professor and Director of the School of Design
University of Michigan

Heather Quinn, M.F.A.
Assistant Professor
Vermont College of Fine Arts

Brian Schrank, Ph.D.
Associate Professor
Georgia Institute of Technology

Lien Tran, M.F.A.
Assistant Professor
Parsons School of Design

Paige Treebridge, M.F.A.
Associate Professor and Associate Director
University of Illinois

Allen Turner
Assistant Professor

LeAnne Wagner, M.F.A.
Professional Lecturer
Parsons School of Design

Jess Westbrook, M.F.A., Ph.D.
Associate Professor
M.F.A., Temple University and Ph.D., DePaul University

Richard Wetzel, Ph.D.
Associate Professor
University of Nottingham

Vivian Xu, M.F.A.
Assistant Professor
Parsons School of Design

Lee Zelenak, M.F.A.
Professional Lecturer
Kent State University