

MASTER'S DEGREE

DESIGN, INNOVATION, SOCIETY



INTRODUCTION

The DIS master's degree is adapted to the current realities of issues linked to the transformation and degradation of the individual and collective habitability of our world. These issues have become considerably more complex and require resumed focus on user experience and the search for more sustainable lifestyles. In this perspective, passive users re-appropriate their lifestyles and become partners in the design project, in which sustainability (ecological, economic, cultural, social) is one of the main conditions of feasibility.

OBJECTIVES

Teaching objectives for professional skills:

- Train design specialists, project designers in multidisciplinary teams, capable of incorporating technological data, and the practical, human and cultural values of a product or service.
- Learn to manage the complexity of cooperative processes between institutional and industrial factors, users and designers, processes that require incorporation of partners' strategies, and their social and economic realities.
- Develop concept editor skills for innovative products and provide training on processing programs for the emergence of new products and services, prospective skills that are now essential.
- Encourage entrepreneurial spirit to develop realistic projects at the outposts of creation in a context of eco-design and sustainable development.

ENTRY REQUIREMENTS

- **The course is aimed at students with a bachelor's degree in applied arts or design (access in Year I of the master's degree) or 60 ECTS from a master's degree (access in the second year). Subject to conditions, the course is open to graduates of the Ecole des Mines d'Alès, engineering schools focused on product design, innovation and ergonomics master's degrees, accredited design schools and graduate architects or holders of a DSAA (Applied arts post-graduate diploma).**

SKILLS AND EXPERTISES

The program's theoretical core is the concept of the project (rather than the product, space or website, etc.), which takes place in two sequential parts: the design phase and the completion phase.

The skills unique to designers, mentioned above, involve:

- Tackling an issue (use, service, industrial innovation, planning of an area or domestic or public territory, material or symbolic, etc.),
- Knowing how to configure it, after analysis and modelling, in the form of a project, without losing complexity or wealth,
- Steering the project and managing inevitable unpredictable situations,
- Approving and assessing the final product before delivery.

POSSIBLE CAREER PATHS

Employment prospects

- Designer in a manufacturing business or services
- Consultant designer for a public or private institution, or local authorities
- Designer in a design agency (products, spaces, graphics)
- Independent designer/Consultant

Continuing studies

The degree's dual focus on research and professionalization enables graduates to continue on to a PhD in psychology and therefore research professions.



IMT Mines Alès
École Mines-Télécom

KEY FIGURES

92.9%
of students graduated
in 2017

100%
of graduates were
employed 30 months
after completing
the Master's degree.

Source: OVIE (Unimes Student Life and Employment Observatory) surveys of graduates from 2012, 2013 and 2014

ECTS Credits: 120

Duration: 2 years

Level of studies: BAC +5

ENTRY REQUIREMENTS

- Apprenticeship/further education
- Validation of prior experience (VAE)

INTERNSHIP

- 5 weeks in first year
- 20 weeks in second year

CONTACT

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