

Graduate School of Art

The Graduate School of Art confers the terminal professional degrees in Master of Fine Arts in Illustration & Visual Culture (IVC) and Master of Fine Arts in Visual Art (VA). It also confers the Master of Design (MDes) for Human Computer Interaction (HCI) and Emerging Technologies. These programs are accredited by the National Association of Schools of Art and Design.

The residence requirement for the Master of Fine Arts degree is at least two years of full-time study (minimum 15 units each semester). Students work closely with faculty advisors to explore individual interests within the Sam Fox School and the larger university.

MFA in Illustration & Visual Culture

The MFA in Illustration & Visual Culture (IVC) explores the idea of illustration and authorship by combining student practice in illustration and cartooning alongside training in curation and writing about visual and material culture. The program is built on the strengths and expertise of the Sam Fox School's illustration and design faculty and the vast visual resources of Washington University, including the Dowd Illustration Research Archive, a permanent site for studying the history and culture of American illustration.

MFA in Visual Art

The MFA in Visual Art curriculum is designed to help artists craft a future studio practice worthy of mining for a lifetime. Parallel courses in making and thinking build a foundation of studio as research. The faculty are artists with broad professional experience, working generously and seriously with each grad student. As part of a Tier 1 research university, the program involves an inclusive, close-knit community of renegade makers and thinkers. The program is a site for rigorous inquiry, humanity, and intellectual generosity.

MDes for Human-Computer Interaction and Emerging Technology

The MDes teaches students to solve systemic societal issues by designing innovative digital products with meaningful impact. The program empowers students to collaborate with researchers campus-wide, forging the future of socially impactful digital innovations. Students acquire the technical prowess to craft elegant products and user experiences in addition to gaining critical research perspectives to contextualize product impact. Collaborative leadership skills are learned in a team-oriented educational environment.

Contact Information

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- Contact form for MFA in Illustration & Visual Culture
- Contact form for MFA in Visual Art
- Contact form for MDes for HCI and Emerging Technology

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