

Exhibition and Experience Design

NYSED: 29386 CIP: 50.0799

The full-time MFA program in Exhibition and Experience Design provides a holistic view of the industry that draws on myriad disciplines—exploring theory, methods, techniques, and technologies needed to create experiences in any venue—from museums and branded environments to interactive digital and public spaces. The curriculum is a blend of theory, field, and studio work, and focuses on designing narrative environments rooted in human psychology. Students collaborate throughout the MFA in an interdisciplinary manner developing skills in design thinking, narrative creation, concept development, spatial design, experiential graphics, evaluation methods, lighting, model making, sustainability, social justice and inclusivity, accessibility and universal design practices, community engagement, emerging technologies and integration, prototyping methods, project management, entrepreneurship, international business development, and professional practices in the exhibition and experiential design industry.

Working closely with industry partners, students embark on real-world professional projects and studio-based competitions with local and international firms, museums, and public facilities. Students may elect to intern at exhibition venues, such as design firms, design and production facilities, retail sites, or museums. The program culminates with an individualized thesis project and academic paper for publication that draws on critical research in alignment with major industry innovations and current practices. Curriculum is for the entering class of fall 2026.

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Fall - Semester 1

ED 567	Exhibition and Experience Design History and Evolution	3
ED 568	Spatial Experience Design and Integrated Technologies I	3
ED 569	Exhibition Audience & Narrative Experience Studio	3
ED 570	Experiential Graphics and Branding	3
ED 571	Illuminating the Exhibition Experience	3

Spring - Semester 2

ED 574	Design for Social Justice and Community Engagement	3
ED 575	Spatial Experience Design and Integrated Technologies II	3
ED 576	Dynamic Branding and Accessible Experiential Graphic Design	3
ED 577	Sustainability in Experience Design and Practice	3
ED 584	Exhibition and Experience Design Development and Evaluation	3

Summer Session 1 Optional **0-2**
 IC 5 Internship: Graduate Level

Fall - Semester 3

ED 523	Exhibition Design for the Museum Setting	3
ED 542	Exhibition and Experience Design Graphics	3
ED 601	Phenomenology and Exhibition Object Encounters	3
ED 602	Applied Thesis Research and Project Initiation	3
ED 675	Spatial Experience Retail Design and Integrated Technologies III	3

Spring - Semester 4

ED 690	Exhibition Model/ Prototype Making and Integrated Technologies: Capstone	3
ED 691	Project and Qualifying Paper: Capstone	3
ED 693	Project Management and Business Development	3
ED 694	Spatial Experience Design and Integrated Technologies IV: Capstone	3
ED 695	Exhibition and Experience Design Graphics: Capstone	3

Total Credits **60-62**

Optional Noncredit Seminar

Existing and incoming students have the opportunity to take optional noncredit seminar EXD 001 Exhibition & Experience Design Technical Skills Certification Seminar

COMMON REQUIREMENTS

All degree programs require that students maintain a cumulative grade point average of 3.0 every semester while enrolled in the program. A student is placed on probation if his or her semester GPA is below 3.0. A student is not subject to academic dismissal at the end of his or her first semester in a degree program. A student will be dismissed from the college after two consecutive semesters with a GPA below 3.0. A final GPA of 3.0 is required for graduation.

ADVANCEMENT TO DEGREE CANDIDACY

Eligibility to Attend Commencement Exercises

Candidates for the master's degree at FIT must have advanced to candidacy before being permitted to attend graduation ceremonies.

Degree Requirements

General

For admittance to degree candidacy, students must have satisfied all prerequisites and completed a minimum of 60 approved course credits in 4 semesters of full-time attendance. Please contact the program chair for information. Student must achieve a final grade point average (GPA) of at least 3.0, and had their qualifying thesis project approved by their committee. Students must have advanced to degree candidacy before being permitted to attend graduation ceremonies.

Qualifying Thesis Project

The final semester of the program comprises four interdisciplinary courses, through which students conceive and execute a professional-quality, independent thesis design project, subject to department approval. The thesis is comprised of a design hypothesis proven through research and the execution of a comprehensive exhibition design and qualifying academic paper.

Laptop

Students accepted into the Exhibition and Experience Design program are expected to bring a laptop computer that meets current program specifications. For specific information, please contact the program chair.