

MASTER OF DESIGN IN
DESIGN LEADERSHIP
AND INNOVATION

NAFA
Nanyang Academy of Fine Arts

UAS
University
of the Arts
Singapore



WHAT DO YOU SEE
THAT OTHERS DON'T?

A challenge that needs a different approach. A system that could work better. A possibility waiting to be explored.

SEE THE BIGGER SYSTEM.
CHALLENGE WHAT IS.
DESIGN WHAT COULD BE.

The Master of Design in Design Leadership and Innovation is a practice-led programme for experienced professionals from diverse backgrounds who want to challenge established ways of working, see the bigger picture and turn ideas into action.

1 YEAR FULL-TIME

**WHY THIS MASTER'S,
WHY NOW**

From consumption to care.
How can design create
value for people, prosperity
and the planet?

**BEYOND SOLVING
PROBLEMS. TOWARDS
SHAPING SYSTEMS.**

Whatever your professional background, today's most complex challenges rarely belong to one discipline.

Addressing them requires the ability to look beyond the immediate problem, understand the wider system and recognise where change can begin.

The Master of Design in Design Leadership and Innovation brings professionals from diverse backgrounds together to explore new ways of approaching complex challenges. Through critical enquiry, collaboration, fieldwork and real-world intervention, you will learn to question established practices, work across disciplines, connect different perspectives and turn ideas into action.

**THE CITY BECOMES
YOUR LAB**

Use the city as a living laboratory to examine the systems that shape our world. Through critical enquiry, experimentation and real-world intervention, you will develop the ability to turn ideas into action.

**LEAD CHANGE.
INNOVATE CHANGE.**

Design Leadership develops your ability to influence change across organisations and systems. Design Innovation develops the rigour to experiment, test and create new approaches.

Together, they equip you to understand complexity and act on it.

SEE THE WHOLE SYSTEM

Critical Design, socio-ecological thinking and Planetary Health offer different ways to understand how people, places and systems are connected, and where design can make a difference.

USE AI WITH PURPOSE

Use AI to make sense of complex information, uncover connections and support better decisions.

THE LEARNING JOURNEY

Your practice is the starting point.

Bring your professional experience into a programme that asks you to look deeper, think wider and act with greater purpose.

01 — POSITION

UNDERSTAND
WHERE YOU STAND.

Examine the assumptions and perspectives that shape your practice and build a strong foundation for the work ahead.

02 — INVESTIGATE

SEE BEYOND THE
IMMEDIATE PROBLEM.

Explore the relationships between social, ecological, technological and institutional systems and identify where change can begin.

03 — INTERVENE

TEST YOUR THINKING
IN THE REAL WORLD.

Move beyond the traditional studio through fieldwork, experimentation and intervention in real-world contexts.

04 — LEAD

TURN INSIGHT INTO ACTION.

Bring your learning together through a major applied project that addresses a significant real-world challenge, strengthening your ability to work across boundaries, navigate complexity and lead meaningful change.

YOUR PROGRAMME

SEMESTER 1 — REFRAME

- ↗ Research Methodologies in the Creative Arts
- ↗ Studio 1: Self-Positioning
- ↗ Design as Critical Enquiry: From Theory to Praxis
- ↗ Elective

SEMESTER 2 — ENGAGE

- ↗ Studio 2: Critical Design in Practice
- ↗ Critical Readings of Planetary Health in Singapore
- ↗ Elective

SEMESTER 3 — ACT

- ↗ Graduation Project

Your Next Step

For experienced professionals ready to extend their influence.

You do not need to come from a design background. This programme brings together professionals from diverse fields who want to move beyond established ways of working and develop new approaches to complex social, ecological and institutional challenges.

BRING US THE CHALLENGE YOU WANT TO CHANGE.

Your application is an opportunity to show us not only what you have done, but what you are ready to do next.

Submit a portfolio of professional practice and a 2,000-word proposal* identifying a significant challenge within your field as an opportunity for design intervention.

Shortlisted applicants will attend an interview and give a three-minute presentation of their proposed provocation.

AT A GLANCE

DURATION

Full-time: 1 year
(3 Semesters)
Part-time: Up to 2 Years
(6 Semesters)

ENTRY REQUIREMENT

A Bachelor's degree from a recognised local or international institution in any field, with a minimum of five years' professional experience.

Applicants without a Bachelor's degree may be considered on a case-by-case basis if they have relevant experience and are assessed to have the ability to pursue the programme.

ENGLISH REQUIREMENTS

- IELTS (Academic) Band 6.0 or above.
- TOEFL IBT score of 80 or 4.0 or above.
- Pearson Test of English Academic (PTE Academic) score of 50 or above.

INTAKE

August 2027

READY TO TAKE YOUR PRACTICE FURTHER?



DISCOVER
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*You may refer to our website for details.

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