

DESIGN

MODEL PROGRAM

The Design program is an integrated model, intertwining studio work, critical/historical studies and humanities/sciences. Students' placement in the program is dependent on portfolio review and transfer credits.

<i>Design/Foundation Credits</i>	84
<i>Humanities & Sciences Credits</i>	30
<i>College Electives</i>	6
<i>Total Credits for a BFA Degree</i>	120

FIRST YEAR

FOUNDATION	FALL	SPRING
<i>FN 123 Interdisciplinary Studio I</i>	9	–
<i>FN 124 Interdisciplinary Studio II</i>	–	9
<i>FN 133 Critical + Contextual Studies I</i>	3*	–
<i>FN 134 Critical + Contextual Studies II</i>	–	3
<i>HS 113 Writing & Analysis I</i>	3	–
<i>HS 114 Writing & Analysis II</i>	–	3
<i>Total Credits</i>	15	15

*Counts towards H&S requirements

SECOND YEAR

	FALL	SPRING
<i>DE 223 Studio</i>	6	–
<i>DE 224 Studio Elective</i>	–	3
<i>DE 225-226 Digital Lab</i>	3	3
<i>DE 233 Critical + Contextual Studies I</i>	3	–
<i>DE 234 Critical + Contextual Studies II</i>	–	3
<i>HS 213 Research in the Liberal Arts I</i>	3	–
<i>HS 214 Research in the Liberal Arts II</i>	–	3
<i>College Electives</i>	–	3
<i>Total Credits</i>	15	15

THIRD YEAR

	FALL	SPRING
<i>DE 323 Studio</i>	3	–
<i>DE 324 Collaborative Studio</i>	–	3
<i>DE 325-326 Studio Elective</i>	3	3
<i>DE 419 Professional Practices for Design</i>	–	3
<i>DE 333 Critical + Contextual Studies I</i>	3	–
<i>DE 334 Critical + Contextual Studies II</i>	–	3
<i>HS Elective</i>	3	3
<i>College Electives</i>	3	–
<i>Total Credits</i>	15	15

FOURTH YEAR

	FALL	SPRING
<i>DE 423 Studio</i>	6	–
<i>DE 424 Studio</i>	–	6
<i>DE 425-426 Studio Elective</i>	3	3
<i>DE 422 Design Activism</i>	–	3
<i>HS Elective</i>	6	3
<i>Total Credits</i>	15	15

COURSE DESCRIPTIONS

DE 223 Systems

6 credits, Fall

DE 223 is a directed 15 week unit taught through three 5 week modules representing the major areas of practice in ux design, narrative systems and type and image. Each 5 week module culminates in a project outcome that incorporates appropriate concepts and skills relevant to the specific module and unit theme. Students rotate through each module every 5 weeks in order to practice all three areas of research in design. Drawing practices exploring observational representation and communication of concepts run concurrently. Digital skills relevant to image creation and processing, time based media, page layout and web development are developed through the 15 week unit. Humanities & social sciences and critical and contextual studies are integrated into the module themes. A process book documenting process and final project outcomes demonstrate subject knowledge.

DE 224 Meta-Systems

3 credits, Spring

DE 224 is a directed 15-week unit taught through three 5-week modules representing three major areas of practice in design; ux design, narrative systems and type and image. Each 5-week module culminates in a project outcome that incorporates appropriate concepts and skills relevant to the specific module and unit theme. Students rotate through each module every 5 weeks in order to practice all three domains of design. Drawing practices exploring observational representation and communication of concepts run concurrently. Digital skills relevant to image creation and processing, time based media, page layout and web development are developed through the 15 week unit. Humanities & social sciences and critical and contextual studies are integrated into the modules through the theme. A process book documenting process and final project outcomes demonstrate subject knowledge.

DE 225 Digital Lab &

DE 226 Digital Lab

3 credits, Fall/Spring

Digital Lab is a directed 15-week unit taught through three 5-week modules representing the major areas of practice in UX Design, Narrative Systems and Type and Image. Each 5-week module culminates in a project outcome that demonstrates appropriate concepts and skills relevant to the specific module's digital workflow. Students rotate through each module every 5 weeks in order to practice the digital tools relevant to all three areas of research in design. A process book documenting process and final project outcomes demonstrate subject knowledge.

DE 233 The Western Design Canon

3 credits, Fall

DE233 establishes a critical and contextual underpinning for the work students are making in Studio. The class presents the contemporary "canon" of design history, focuses on the ways designers have constructed their pasts, and reviews how they endeavor to create their present identities while creating the role of design in the future. Students develop their understanding of historical and critical viewpoints through participation in lectures, seminars, made work, and visiting lecturers and workshop facilitators.

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DESIGN COURSE DESCRIPTIONS

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DE 234 The Western Design Canon II

3 credits, Spring

DE 234 is a 15-week unit taught parallel to the sequence of rotational studio modules. Critical + Contextual Studies faculty will draw on discipline perspectives in relationship to the Unit Theme. Students' understanding of historical & critical studies will be developed through their participation in lectures, seminars, tutorials and visiting lecturers. C&CS supports students to develop the ability to research and understand their practice within a contemporary and historical cultural context. This unit will also enable students to develop verbal, written and presentation skills. Students will participate in the process of knowledge acquisition and creation through a research process supported by lectures, seminars and writing.

DE 296 Tutorial Study

2-3 credits, Fall/Spring

Tutorial study is a variable credit course defined as college-level complementary training which may include study, research, or other learning experience. Students may apply for tutorial study after meeting with their department chair and by submitting a Tutorial Study application to the Registrar. This course meets once a week for the full semester.

DE 297 Group Study

1-3 credits, Fall/Spring

Group Study is defined as project based study, research, or other learning experience, that is developed by student(s) or a department to augment existing curricula. Group study must be approved by the Department Chair and structured by clearly defined criteria with learning outcomes. There is a five student minimum enrollment required for all group study courses with a maximum enrollment of nine students per course. Students may not enroll in more than one Group Study per semester.

DE 298 Independent Study

1-4 credits, Fall/Spring

Focuses on a special project of the student's choice and design that is unavailable within the regular curriculum. Sophomore standing and permission from Department Chair required.

DE 319 Professional Practices for Design

3 credits, Spring

Professional Practices is a co-taught lecture based course for juniors. This course supports career development through professional panels, lectures, studio visits, and homework

assignments. The focus of this course is to educate the student on the business aspects and best practices of the design industry. Outcomes include a resume, website, social media marketing strategies, and investigations into opportunities based on personal career ambitions.

DE 323 Immersive Studio

3 credits, Fall

DE 323 is taught in a 15-week semester through three 5-week modules. Students develop solutions to projects that reflect one or more of the major areas of practice: user experience, narrative systems and type and image. Junior-level students are taught in a cohort-based studio creating individual and collaborative projects. Students work with 3 core faculty representing the areas of user experience, narrative systems and type and image as well as with a pool of adjunct faculty that provides specialization in a variety of design practices that supplement the studio disciplines. Critical + Contextual studies are concurrent to studio practice and provide further context to projects. Students research natural, social and aesthetic systems and their historical evolutions. Exercises, readings and final projects demonstrate learning outcomes. A process book documents student process.

DE 324 Collaborative Studio

3 credits, Spring

DE 324 is taught in a 15-week semester through two larger projects. Students explore their areas of focus in design practice through self-directed projects. Junior-level students are taught in a cohort-based studio creating individual and collaborative projects. Students work with 3 core faculty representing the areas of user experience, narrative systems and type and image as well as with a pool of adjunct faculty that provides specialization in a variety of design practices that supplement the studio disciplines. Critical + Contextual studies are concurrent to studio practice and provide further context to projects. Students research natural, social and aesthetic systems and their historical evolutions. Exercises, readings and final projects demonstrate learning outcomes. A process book documents student process.

DE 325 & DE 326 Special Topics

3 credits, Fall/ Spring

Special Topics are offered to junior and senior students in the Design department that allow students to take studio credits outside their department. The Special Topics are structured as 15 week offerings. Special Topics allow

professionals to communicate best practices in specialized areas of interest and will change as needed.

DE 333 Parallel Views:Narratives of Design

3 credits, Fall

Students' understanding of historical & critical studies develop as they participate in lectures, seminars, and talks with visitors. C+CS supports students in developing their abilities in research and their understanding of the larger arenas in which design takes place, placing practice within a contemporary and historical cultural context. This unit also includes student development in verbal, written and presentation skills. Students will participate in the process of knowledge acquisition and creation through a significant research process supported by lectures, seminars and writing.

DE 334 Parallel Views:Narratives of Design

3 credits, Spring

DE 334 is a 15-week unit taught through a sequence of rotational modules. Critical & Contextual Studies faculty will draw on discipline perspectives in relationship to the Unit Theme. Students' understanding of historical & critical studies will develop as they participate in lectures, seminars, tutorials and talks with visitors. C+CS supports students in developing their abilities in research and understanding of the larger arenas in which design takes place, placing practice within a contemporary and historical cultural context. This unit also includes student development in verbal, written and presentation skills. Students will participate in the process of knowledge acquisition and creation through a research process supported by lectures, seminars and writing.

DE 396 Tutorial Study

2-3 credits, Fall/Spring

Tutorial study is a variable credit course defined as college-level complementary training which may include study, research, or other learning experience. Students may apply for tutorial study after meeting with their department chair and by submitting a Tutorial Study application to the Registrar. This course meets once a week for the full semester.

DE 397 Group Study

1-3 credits, Fall/Spring

Group Study is defined as project based study, research, or other learning experience, that is

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DESIGN COURSE DESCRIPTIONS

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developed by student(s) or a department to augment existing curricula. Group study must be approved by the Department Chair and structured by clearly defined criteria with learning outcomes. There is a five student minimum enrollment required for all group study courses with a maximum enrollment of nine students per course. Students may not enroll in more than one Group Study per semester.

DE 398 Independent Study

1-4 credits, Fall/Spring

Focuses on a special project of the student's choice and design that is unavailable within the regular curriculum. Junior standing and permission from Department Chair required.

DE 418 Design Internship

1-6 credits, Fall/Spring

Design Internship. Arrange with Department Chair. Department authorization required.

DE 422 Design Activism

3 credits, Spring

Designers can work as corporate innovators, but they also work as skilled citizens, using their knowledge as social activists. Design can address domestic and global issues like political policy, environment, health, poverty, economic empowerment, and basic services. Activist design challenges are complex, systemic and human. Designers who work as activists strive to represent the needs of the underserved, underrepresented, and disadvantaged. The design challenges these activists face are different from those faced by corporate designers. This class delineates those challenges, addressing all aspects of design in large-scale and small-scale social problem-solving. The course assignments spotlight a variety of clients in the private, political and social sectors. Speakers include humanitarian aid specialists and social activists. Readings address the fundamentals of social change, propaganda, and ethics of persuasion.

DE 423 Design Research

6 credits, Fall

This course includes research, presentation, approval and production of a self-authored capstone degree project. Senior level students are cohort-based. As students develop their self-defined projects, they are mentored by core faculty and adjunct faculty representing the 3 areas of design research and practices; ux design, narrative systems and type and image.

Students engage with design professionals through professional panels. A BFA proposal must be approved by faculty. Formal presentations and a process book documents process and final outcomes that demonstrate agency.

DE 424 BFA Seminar

6 credits, Spring

This course includes exhibition of a self-authored capstone degree project. Senior level students are cohort-based. As students develop their self-defined projects, they are mentored by core faculty. Studio electives run concurrently and are taught by adjunct faculty specializing in a variety of design disciplines. An Exhibition Seminar explores exhibition design and implementation. The semester culminates in the BFA Capstone exhibition featuring self-authored projects.

DE 425 & DE 426 Special Topics

3 credits, Fall/Spring

Special Topics are offered to junior and senior students in the Design department that allow students to take studio credits outside their department. The Special Topics are structured as 15 week offerings. Special Topics allow professionals to communicate best practices in specialized areas of interest and will change as needed.

DE 496 Tutorial Study

2-3 credits, Fall/Spring

Tutorial study is a variable credit course defined as college-level complementary training which may include study, research, or other learning experience. Students may apply for tutorial study after meeting with their department chair and by submitting a Tutorial Study application to the Registrar. This course meets once a week for the full semester.

DE 497 Group Study

1-3 credits, Fall/Spring

Group Study is defined as project based study, research, or other learning experience, that is developed by student(s) or a department to augment existing curricula. Group study must be approved by the Department Chair and structured by clearly defined criteria with learning outcomes. There is a five student minimum enrollment required for all group study courses with a maximum enrollment of nine students per course. Students may not enroll in more than one Group Study per semester.

DE 498 Independent Study

1-4 credits, Fall/Spring

Focuses on a special project of the student's choice and design that is unavailable within the regular curriculum. Junior standing and permission from Department Chair required.