

Design (DES)

DES 301 Introduction to Design Thinking 3 Hours

Introduces design thinking and design methods, with a focus on design process.

DES 102 Topics in Technologies in Design Practice 1 Hour

Introduces a variety of technology and software used by design professionals.

DES 102C Introduction to 2D Design 1 Hour

Explore the fundamental principles and methods of 2D design making, including an introduction to software.

DES 102D Introduction to 3D Design 1 Hour

Introduction to theories, principles, methods, techniques, tools, and software for 3D design.

DES 102E Introduction to Interaction Design 1 Hour

Introduction to theories, methods, and techniques for designing time-based and interactive experiences, including video, motion graphics, and web and mobile applications.

DES 303 Introduction to Graphic Design 3 Hours

Lecture/seminar/studio course. Introduces the fundamental principles, conventions, and techniques of graphic design.

DES 304 Design Studio I 3 Hours

Explore the vocabulary, principles and techniques of design across disciplines through project work in a studio setting.

DES 305 Design Studio II 3 Hours

Build upon vocabulary, principles and techniques of design across disciplines through project work in a studio setting.

DES 306 Design Studio III 3 Hours

Refine and apply vocabulary, principles and techniques of design across disciplines through project work in a studio setting.

DES 307 Design and Culture 3 Hours

Explore the broad social, economic, technological, and political forces that shape design, and how design influences the human experience in today's world. Examine the critical discourse surrounding the creation, production, consumption, and interpretation of design.

DES 307C Everyday Design 3 Hours

Explore the influence of design in daily life, its impact on society, and how design disciplines shape the world through purposeful choices and creative practices.

DES 308 Introduction to Design Theory and Criticism 3 Hours

Lecture/seminar course. Introduces design theory and criticism, examining how people's beliefs and values inform the way they make, understand, and evaluate works of design.

DES 309 Introduction to Design 3 Hours

Studio course. Introduction to the design process, including research, ideation, prototyping, critique, and iteration. Projects also introduce the vocabulary, principles, strategies, techniques, and conventions of drawing and rendering used by design professionals.

DES 110C Introduction to Design Research 1 Hour

Examine the role of research in the design process, and explore a variety of research methods.

DES 110T, 310T Topics in Innovative Design 1,3 Hours

DES 111C Portfolio Critique 1 Hour

Develop a portfolio of work to present for feedback.

DES 311J Design Technologies I 3 Hours

Studio course. Projects introduce the vocabulary, principles, strategies, techniques, and conventions of color, composition, rendering, photography, and typography used by design professionals.

DES 311K Design Technologies II 3 Hours

Studio course. Projects introduce techniques and theories for designing time-based and interactive experiences, including video, motion graphics, and web/mobile applications.

DES 312 Visual Syntax in Communication 3 Hours

Introduction to fundamental typographic elements: visual composition and form-making, sequence and narrative, and contrast and hierarchy. Final project is a portfolio to be submitted for sophomore performance review.

DES 312G Typography in Communication 3 Hours

Studio course. Introduction to fundamental typographic elements: visual composition and form-making; sequence and narrative; and contrast and hierarchy.

DES 113, 313 Introduction to Design History 1,3 Hours

Introduction to the history of design, with a focus on key themes and ideas.

DES 314 Introduction to Industrial Design 3 Hours

Introduction to theories, principles, methods, and techniques for industrial design in a studio format.

DES 115C Sketching 1 Hour

Introduction to elements, techniques, processes, and tools for sketching in design practice. Explore sketching as a way to convey ideas.

DES 119S, 219S, 319S, 419S, 519S, 619S, 719S, 819S, 919S Topics in Design 1-9 Hours

This course is used to record credit the student earns while enrolled at another institution in a program administered by the University's Study Abroad office. Credit is recorded as assigned by the Design Assistant Chair of the Department of Art and Art History. University credit is awarded for work in an exchange program; it may be counted as coursework taken in residence. Transfer credit is awarded for work in an affiliated studies program.

DES 320 Design Theories and Methods 3 Hours

Lecture/seminar/studio course. Introduces cultural and aesthetic theories pertinent to design, as well as research methods for generating and prototyping ideas.

DES 321 Images in Communication 3 Hours

Studio course. Explores the selection and creation of images appropriate to specific communication goals and contexts, such as promotional images, infographics, logos, instructions, and/or narratives.

DES 121C Portfolio Critique 1 Hour

Develop a portfolio of work to present for feedback.

DES 322 Design and the Social Environment 3 Hours

Studio course. Involves researching a contemporary social issue; define an area of opportunity; and design graphics, objects, services, and/or systems that respond ethically to the issue.

DES 323 Color in Theory and Practice 3 Hours

Explore contemporary color notation systems and color management techniques. Survey economic, health and safety, environmental, cultural, legal, political, and other ethical considerations pertinent to using color.

DES 324 Design Research and Methods 3 Hours

Lecture/studio course. Lectures and projects introduce problem-framing and problem-solving techniques and a variety of design research, ideation, prototyping, and iterative methods.

DES 325 Typography I 3 Hours

Studio course. Projects introduce the fundamental principles, conventions, and techniques of typography.

DES 326 Objects and Spaces 3 Hours

Studio course. Projects introduce rendering and prototyping techniques used for solving problems in three-dimensional media such as product design, packaging design, environmental graphics, and/or architectural/landscape design.

DES 327 Prototyping Physical Space 3 Hours

Studio-based exploration of the iterative development of low-resolution immersive environments.

DES 328 Print and Packaging 3 Hours

Studio-based exploration of the print environment, and build technical skills and process management skills.

DES 129S, 229S, 329S, 429S, 529S, 629S, 729S, 829S, 929S Topics in Design 1-9 Hours

This course is used to record credit the student earns while enrolled at another institution in a program administered by the University's Study Abroad office. Credit is recorded as assigned by the Design Assistant Chair of the Department of Art and Art History. University credit is awarded for work in an exchange program; it may be counted as coursework taken in residence. Transfer credit is awarded for work in an affiliated studies program.

DES 130T, 330T Topics in Innovative Design 1,3 Hours

Exploration of innovative topics in design.

DES 131 Portfolio and Performance Review 1 Hour

Develop and review a portfolio of work, guided by feedback from the instructor, group critiques, and reviews with visiting critics.

DES 334 Introduction to Interaction Design 3 Hours

Studio course. Projects introduce theories, methods, and techniques for designing time-based and interactive experiences, including video, motion graphics, and web/mobile applications.

DES 334C Interaction Design I 3 Hours

Explore theories, methods, and techniques for designing time-based and interactive experiences, including video, motion graphics, and web and mobile applications.

DES 335 Typography II 3 Hours

Studio course. Students use typographic principles to design complex print and on-screen publications.

DES 336 History of Design 3 Hours

Lecture/seminar course. Surveys the history of graphic and/or industrial design from c.1450 to the present, with an emphasis on the last 150 years.

DES 337 Topics in Design History 3 Hours

Lectures and discussions focusing on specialized or advanced topics in the history of design.

DES 337.1 History of Graphic Design 3 Hours

Survey the history of graphic design from c.3000 BCE to the present, with an emphasis on the last 200 years.

DES 337.2 History of Industrial Design 3 Hours

Surveys the history of industrial design from 1750 to the present, with an emphasis on the last 150 years.

DES 337.3 Research Methods in Design History 3 Hours

Introduces a variety of research methods in design history.

DES 337C Graphic Design History 3 Hours

Survey the history of graphic design from c.3000 BCE to the present, with an emphasis on the last 200 years.

DES 138, 338 Topics in Design 1,3 Hours

Examine specialized or advanced topics in design.

DES 339T Topics In Design Theory 3 Hours

Examine advanced topics in the study of cultural, aesthetic, and practice-based theories pertinent to design.

DES 340 Design Systems 3 Hours

Development of flexible, integrated design systems such as identities, wayfinding, and service design.

DES 340C Identity Systems 3 Hours

Examine the relationship between business and graphic design to simplify, unify, and amplify a brand's identity in a studio format.

DES 340D Brand Storytelling 3 Hours

Examine the relationships between research, strategy, identity, human-centered design, and storytelling to articulate and communicate a brand's purpose in a studio format.

DES 340G Branding and Visual Identity Systems 3 Hours

Studio course. Explores the purposes and constraints of branding and visual identity design, and creative systems that can be applied consistently across media and materials.

DES 341 Advanced Issues in Visual Syntax 3 Hours

Exploration of advanced issues in typography.

DES 341G Typography III 3 Hours

Studio course. Advanced projects in typography; introduction to type design, material explorations, environmental type design, and expressive distortion

DES 342 Design and Persuasion 3 Hours

Development and presentation of coherent informational and persuasive visual statements.

DES 342G Information and Persuasion 3 Hours

Studio course. Explores ways to communicate information accurately, clearly, and persuasively through informational graphics and data visualization.

DES 343 Design Research and Methods II 3 Hours

Studio course. Students use insights gleaned from comparison research, user testing, and/or product reviews to refine existing prototypes or products.

DES 344 Objects and Spaces II 3 Hours

Studio course. Advanced practice in problem-solving, rendering, and prototyping in three-dimensional media, such as product design, packaging design, environmental graphics, and architectural/landscape design.

DES 345 Design Writing 3 Hours

Lecture/seminar course. Students propose and carry out original research and writing projects with the aim of submitting their writing for publication.

DES 346 Project Studio 3 Hours

Studio course. Professional experience solving real-world problems, including commissioned projects, student-initiated projects, and/or pro bono projects.

DES 347 Publication Studio 3 Hours

Studio course. Advanced publishing projects in print and/or digital media.

DES 348 Information Visualization 3 Hours

Studio course. Students devise ways to communicate information accurately, clearly, and memorably.

DES 349 Interaction Design II 3 Hours

Lecture/studio course. Students design visually pleasing, responsive, user-centered web and mobile interfaces.

DES 350 Special Topics in Design 3 Hours

Studio course. Projects focusing on contemporary design practice, featuring approaches and subfields not represented elsewhere in the curriculum.

DES 351 Design Perspectives 3 Hours

Studio course. Workshops and projects led by industry professionals, visiting lecturers, and/or University faculty and graduate students, featuring design approaches, subfields, practices, and media.

DES 352 Service and Systems Design 3 Hours

Studio course. Students design effective user-centered systems and services.

DES 353 Advanced Topics in Interaction Design 3 Hours

Studio Course. Students undertake advanced projects in interaction design. Topics may include user research, user interface design, service design, usability, and accessibility.

DES 354 Design Issues 3 Hours

Lecture/seminar course. Students engage with contemporary issues in design through reading, discussion, and writing.

DES 355 Interaction Design III 3 Hours

Studio course. Advanced projects in visually pleasing, responsive, user-centered web and mobile interfaces.

DES 356 Topics in Graphic Design 3 Hours

Topics in graphic design.

DES 356.1 Spatial Graphic Design 3 Hours

Examine the relationship between the built environment and typography, image, symbol, material, and visual storytelling in the context of artistic, social, and cultural movements in a studio format.

DES 357C Interaction Design III: Experiential and Spaces 3 Hours

Examine communication through physical material and space. Explore topics such as experiential design, branded environments, and exhibition design in a studio format.

DES 357D Interaction Design IV: Objects and Media 3 Hours

Studio-based exploration of the practical, theoretical, and speculative ability for products, objects, digital space, and media to communicate in context of the Internet of Things.

DES 358C Industrial Design I 3 Hours

Explore methods and techniques for industrial design.

DES 358D Industrial Design II 3 Hours

Build upon methods and techniques for industrial design.

DES 358E Industrial Design III 3 Hours

Refine and apply methods and techniques for industrial design.

DES 358G Advanced Topics in Industrial Design 3 Hours

Examine advanced theories, principles, methods, and techniques for industrial design in a studio format.

DES 359 Professional Practices in Design 3 Hours

Lecture/studio course. Lectures introduce professional practices in design, intellectual property issues, contracts, pricing, accounting, tax preparation, business plans, promotion, etc.

DES 260, 360 Design Internship 2-3 Hours

Introduces students to ethical standards and professional practices in design; allows completion of an approved professional internship.

DES 160I, 260I, 360I Internship in Design 1-3 Hours

Participate in a professional design internship in a field of interest.

DES 370 Senior Project in Design 3 Hours

Studio course. Students define their own research problem and propose appropriate design solutions, guided by feedback from desk critiques with the instructor, group critiques, and reviews with a visiting critic.

DES 370C Individual Projects in Design 3 Hours

Define research problem and propose appropriate design solutions, guided by feedback from desk critiques with the instructor, group critiques, and reviews with a visiting critic.

DES 371 Design Practicum Internship 3 Hours

Lecture/internship course. Resume and portfolio preparation; discussion of professional ethics and responsibilities; professional internship.

DES 374 Capstone Design Project 3 Hours

Studio course. Students define their own research problem and propose appropriate design solutions, guided by feedback from desk critiques with the instructor, group critiques, and reviews with a visiting critic.

DES 374P Senior Portfolio 3 Hours

Develop, curate, review, and present a portfolio of original design work.

DES 375 Capstone Design Exhibition 3 Hours

Studio course. Students collaboratively curate, design, and install a senior BFA exhibition, and publish collateral materials that publicly showcase their capstone projects.

DES 375S Senior Showcase 3 Hours

Curate, design, and install a showcase of design projects.

DES 376 Independent Study: Design 3 Hours

Student-defined projects completed under faculty supervision.

DES 380 Topics in Core Course in Design 3 Hours

Introduction to design process, research, and methodologies.

DES 381 Core Laboratory 1 3 Hours

Practice laboratory for a variety of design methodologies.

DES 182, 382, 482, 582, 682 Critique Studio 1,3,4,5,6 Hours

Context and structured dialogue regarding areas of, and the student's own direction in, graduate research.

DES 383 Graduate Projects 3 Hours

DES 184, 384, 684 Design Documentation and Storytelling 1,3,6 Hours

Covers portfolio creation and other tools related to documenting and communicating design work.

DES 384C Design Criticism 3 Hours

Thinking, writing and talking about design.

DES 184D, 284D, 384D Design Perspectives 1-3 Hours

Explore design approaches, subfields, practices, and media through workshops, projects or lectures led by industry professionals, visiting instructors, and/or University faculty and graduate students.

DES 184E, 384E The Art of Critique 1,3 Hours

Explore methods, frameworks, and practice in giving and receiving feedback in a design studio setting.

DES 184F, 384F Materials Exploration 1,3 Hours

Consider materials in design applications.

DES 184G, 384G User Research 1,3 Hours

Explore generative and evaluative methods for design research, research synthesis techniques, and the design of research field studies for design applications.

DES 384H Design Theory and Method 3 Hours

Examine theory and methods in design.

DES 384J Design in Context 3 Hours

Explore the social, political, historical, legal and economic contexts of design.

DES 184K Introduction to Campus Resources for Designers 1 Hour

Introduction to design-related resources on campus including the Library, materials lab, fabrication lab, and publication studio.

DES 385C, 685C Studio I 3,6 Hours

Explore principles and techniques of design across disciplines through project work in a studio setting.

DES 385D, 685D Studio II 3,6 Hours

Build upon principles and techniques of design across disciplines through project work in a studio setting.

DES 385E, 685E Studio III 3,6 Hours Refine and apply advanced principles and techniques of design across disciplines through project work in a studio setting.	DES 190.1, 290.1, 390.1, 490.1, 590.1, 690.1 Design in Health Studio 1-6 Hours Collaborate with clients in teams, and apply design skills to immediate challenges in the health space.
DES 385F, 685F Studio IV 3,6 Hours Culminate previous knowledge of principles and techniques of design across disciplines through project work in a studio setting.	DES 190.2, 290.2, 390.2, 490.2, 590.2, 690.2 Storytelling for Presentation 1-6 Hours Explore the frameworks for good storytelling as applied to professional presentation and written work.
DES 385G, 685G Foundation Studio I 3,6 Hours Introduction to vocabulary, principles, strategies, techniques and conventions foundational to design in a studio format.	DES 190.3, 290.3, 390.3, 490.3, 590.3, 690.3 Graphic Design Tools 1-6 Hours Explore 2D Visualizations tools for print and screen.
DES 385H, 685H Foundation Studio II 3,6 Hours Build upon vocabulary, principles, strategies, techniques and conventions foundational to design in a studio format.	DES 190.4, 290.4, 390.4, 490.4, 590.4, 690.4 Eliciting and Inspiring Participant Data 1-6 Hours Explore tactics and techniques of several common primary research methodologies including contextual inquiry, intercept interviews, personal inventories, empathy modeling, and others.
DES 385J, 685J Foundation Studio III 3,6 Hours Refine vocabulary, principles, strategies, techniques and conventions foundational to design in a studio format.	DES 190.5, 290.5, 390.5, 490.5, 590.5, 690.5 Sketching for Communication 1-6 Hours Examine the elements of sketching to visualize concepts.
DES 385K, 685K Topics in Visual Design Studio 3,6 Hours Studio-based exploration of techniques and concepts specific to visual design.	DES 190.6, 290.6, 390.6, 490.6, 590.6, 690.6 3D Prototyping 1-6 Hours Use rapid prototyping methods to test ideas iteratively with an emphasis on products and the built environment.
DES 185L, 385L, 685L Topics in Interaction Design Studio 1,3,6 Hours Studio-based exploration of techniques and concepts specific to interaction design.	DES 391 Core Laboratory 2 3 Hours Designed to provide students with the opportunity to test and expand their design research through writing and various methods of dissemination.
DES 185M, 385M, 685M Topics in Industrial Design Studio 1,3,6 Hours Studio-based examination of techniques and concepts specific to industrial design.	DES 392 Professional Communication of Research 3 Hours Seminar addressing strategies for communicating design research processes and results to a variety of audiences through vehicles such as exhibitions, scholarly reports, and video recordings.
DES 385N, 685N Topics in Service Design Studio 3,6 Hours Studio-based exploration of techniques and concepts specific to service design.	DES 393 Topics in Design Theory and Research 3 Hours Investigates current discourse within design studies.
DES 385T, 685T Topics in Design Studio 3,6 Hours Develop studio projects focusing on specialized or advanced topics or methods.	DES 194, 294, 394, 494, 594, 694 Topics in Advanced Design 1-6 Hours Examine design practices in all areas, and their relationship to research.
DES 385V, 685V Topics in Visiting Designer Studio 3,6 Hours Projects developed by visiting designer on technique and concepts related to their practice in a studio format.	DES 194.1, 294.1, 394.1, 494.1, 594.1, 694.1 Health Systems Design 1-6 Hours Explore aspects of complex health ecosystems. Examine the principles and methods of interconnection. Design future systems that elicit new behaviors.
DES 386 Design History 3 Hours	DES 194.2, 294.2, 394.2, 494.2, 594.2, 694.2 Anthropology and Design 1-6 Hours Explore anthropological and ethnographic tools that can attune practitioners to social and cultural differences and their implications.
DES 387, 487, 587, 687 Graduate Internship in Design 3-6 Hours Professional design internship in a field of the student's interest.	DES 194.4, 294.4, 394.4, 494.4, 594.4, 694.4 Design in Health: Introduction To Collaboration 1-6 Hours Examine nuanced and complex considerations for designing in the health space. Explore design practice and challenging legacy health notions.
DES 387H, 487H, 587H, 687H Internship in Healthcare Design 3-6 Hours	DES 194.5, 294.5, 394.5, 494.5, 594.5, 694.5 Final Project In Design 1-6 Hours Design and lead a project with the guidance of a faculty member.
DES 388 Introduction to Design Thinking 3 Hours A preliminary foundation in the emerging practice of human-centered design, the methodology driving design thinking as a way of achieving innovation across sectors.	DES 194.6, 294.6, 394.6, 494.6, 594.6, 694.6 Health Care Law/Policy 1-6 Hours Examine current health law and policy.
DES 388C Topics in Design Seminar 3 Hours Examine specialized or advanced topics in design.	DES 395 Topics in Fieldwork in Design 3 Hours Students conduct fieldwork as part of a collaborative research team and/or under the direction of a project supervisor.
DES 388D Topics in Service Design Seminar 3 Hours Examine specialized or advanced topics in service design.	DES 396 Business of Design 3 Hours Explore the integration of design into business and business into design.
DES 388E Topics in Industrial Design Seminar 3 Hours Examine specialized or advanced topics in industrial design.	
DES 388F Topics in Interaction Design Seminar 3 Hours Examine specialized or advanced topics in interaction design.	
DES 388G Topics in Visual Design Seminar 3 Hours Examine specialized or advanced topics in visual design.	
DES 190, 290, 390, 490, 590, 690 Topics in Advanced Design Skills 1-6 Hours	

DES 397 Service Design 3 Hours

Apply design thinking to service-based sectors such as hospitality, healthcare, food service and others.

DES 397C Design Pedagogy and Instruction 3 Hours

Covers theory and research related to the pedagogy of design. Explores creation of design learning experiences.

DES 197P, 297P, 397P, 497P, 597P, 697P Teaching Practicum 1-6 Hours

Applied teaching in design subjects.

DES 398P Capstone Project 3 Hours

Utilize design methodologies and techniques on an applied project.

DES 398R, 698R Master's Report 3,6 Hours

DES 398S Master's Exhibition 3 Hours

DES 398T Supervised Teaching in Design 3 Hours

Training and teaching under the close supervision of the course instructor for one semester; group meetings with the instructor, individual consultations, and reports throughout the teaching period.