COLLEGE OF DESIGN

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www.design.iastate.edu/ (http://www.design.iastate.edu/)

Objectives of the Curricula in Design

The College of Design is among a small number of comprehensive design schools offering outstanding opportunities for both disciplinary and interdisciplinary education.

The College of Design strives to provide each student with a broad educational background and preparation in a specific design or art discipline. Each program is designed to develop knowledge and appreciation of the physical and cultural environment, to stimulate creative thinking and analysis, and to prepare students for participation in a wide variety of careers.

The college's programs also encompass many opportunities for individualized study and extracurricular activities such as visiting lectures and symposia, workshops, gallery exhibits, practicum and internship programs, field trips, and international study programs.

Graduates of the college are employed in private firms, government, industry, and education, or are self-employed as designers or artists. Opportunities for graduates include careers as architects, landscape architects, community and regional planners, graphic designers, industrial designers, interior designers, studio artists, arts administrators and environmental designers.

Organization of Curricula

All undergraduate programs in the College of Design share a common foundation curriculum, the Core Design Program, followed by degree-specific curricula. The Core Design Program grounds the undergraduate degree programs and provides a rich, rigorous, inclusive base for the college's professional and non-professional programs. It creates a shared language, experience, and community for programs, faculty, and students and exposes students to all design disciplines, allowing them to make more informed degree choices, apply to multiple degree programs, and experiment with interdisciplinary work.

The intense, discipline-specific professional curricula that follow the Core Design Program focus on developing students' ability and knowledge in their major. Within the major area, students advance creative and professional skills through classroom and studio work, critiques of student projects, discussion with professional practitioners, and field studies.

General education, contained in both the Core Design Program and the degree programs, is composed to ensure that students receive a well-rounded undergraduate education.

High School Preparation

Courses in fine arts and design that develop visualization and freehand drawing abilities are highly recommended, though not required for entrance. Students planning to enroll in an academic program in the College of Design must complete the following high school requirements:

- 4 years of English, including coursework in composition and literature and up to 1 year of speech and/or journalism, to develop communication skills and critical reading/writing ability.
- 3 years of mathematics to develop problem-solving skills, including 1 year each of algebra, geometry, and advanced algebra.
- 3 years of science, including at least two of the following:
    - 1 year of biology, 1 year of chemistry, or 1 year of physics
- 2 years of social studies, including at least 1 year of U.S. history and 1 semester of U.S. government

Admission Standards to Enrollment-Managed Professional Programs

Admission into the enrollment-managed professional programs of Architecture, Graphic Design, Industrial Design, Integrated Studio Arts, Interior Design, and Landscape Architecture requires a separate application after completing the Core Design Program.

Students may apply directly to the professional program in Community and Regional Planning and to the programs in Art and Design and Interdisciplinary Design. Transfer students from two-year institutions also may apply to these three programs.

Advising

Each student receives personal assistance from an academic advisor within the student's curriculum area. Students enrolled in the college's Core Design Program are advised by professional advisors. Once admitted to professional programs, students are assigned to faculty advisors within the student's curriculum area. Advisors help students develop a program of study and access pertinent university resources and provide information on career choice.

The college's career services office works with students to develop their career goals as well as prepare and search for employment.

Honors Program

The College of Design participates in the Honors Program, which provides opportunities for outstanding students to individualize their programs of study. Honors students in the College of Design will work with the Honors Program chair or Honors academic advisor to choose from academic and co-curricular experiences that offer breadth and depth in their learning, as well as opportunities for personal, community, and professional development.

See Honors Program (http://catalog.iastate.edu/interdisciplinaryprograms/honorsprogram/).

Departments of the College

- Architecture
- Art and Visual Culture
- Community and Regional Planning
- Graphic Design
- Industrial Design
- Interior Design
- Landscape Architecture

Requirements in the College of Design

All students in the College of Design are expected to meet the following requirements.

Core Design Program

Cr. Fall/Spring

DSNS 1020	Design Studio I	4
DSNS 1150	Design Collaborative Seminar [*]	1
DSNS 1310	Drawing I	4
DSNS 1830	Design in Context	3
Social Science/Humanities Electives [**]		6
Math/Science Electives [***]		6
Communications		7

[*]   Students enrolled in the Design Exchange Learning Community take DSNS 1100 in place of DSNS 1150.

[**] General education credits in the Core Design Program may count toward the minimum credits.

[***] Students who intend to apply to the Architecture program are strongly advised to take MATH 1450 Applied Trigonometry and PHYS 1310 General Physics I, PHYS 1310L General Physics I Laboratory during their Core year. While these specific courses are not required to apply to the program, they are required to advance in the B.Arch. program beyond the first semester.

Students who intend to apply to the Industrial Design program are advised to take PHYS 1010 Physics for the Nonscientist Physics for the Nonscientist, ECON 1010 Principles of Microeconomics Principles of Microeconomics, and a math course during their Core year.

General Education
International Perspective: 3 cr.
U.S. Diversity: 3 cr.
Communications: 7 cr.

ENGL 1500	Critical Thinking and Communication	3
ENGL 2500	Written, Oral, Visual, and Electronic Composition	3
LIB 1600	Introduction to College Level Research	1
Total Credits		**7**

According to the university-wide Communication Proficiency Grade Requirement, students must demonstrate their communication proficiency by earning a grade of C or better in ENGL 1500 and 2500 (or ENGL 2500H).

Mathematics, physical sciences, and biological sciences 6 cr.
Includes courses in the fields of agronomy, astronomy and astrophysics, biology, chemistry, civil engineering, computer science, geology, mathematics, physics, and statistics.

Humanities: 6 cr.
Includes courses in the fields of classical studies, English (literature), foreign languages, history, philosophy, religious studies, as well as history/theory/literature courses in dance, music, theater, journalism, African American studies, American Indian studies, environmental studies, Latino/a studies, women's studies, and university studies.

Social Sciences: 6 cr.
Includes courses in the fields of African American studies, American Indian studies, anthropology, economics, environmental studies, geography, human development and family studies, Latino/a studies, psychology and sociology, women's studies, and university studies.

General Education Electives: 9 cr.
9 cr. from any of the above areas, 6 cr. of course level 3000-4000.

Undergraduate Programs
Majors

- Art and Design (http://catalog.iastate.edu/collegeofdesign/artanddesign/#text)
- Architecture (http://catalog.iastate.edu/collegeofdesign/architecture/)
- Community and Regional Planning (http://catalog.iastate.edu/collegeofdesign/communityandregionalplanning/#curriculumincommunityandregionalplanning)
- Graphic Design (http://catalog.iastate.edu/collegeofdesign/graphicdesign/)
- Industrial Design (http://catalog.iastate.edu/collegeofdesign/industrialdesign/)
- Integrated Studio Arts (http://catalog.iastate.edu/collegeofdesign/integratedstudioarts/)
- Interior Design (http://catalog.iastate.edu/collegeofdesign/interiordesign/)
- Landscape Architecture (http://catalog.iastate.edu/collegeofdesign/landscapearchitecture/#curriculuminlandscapearchitecture)

- Biological/Pre-Medical Illustration (BPM I)* (http://catalog.iastate.edu/collegeofliberalartsandsciences/biopremedillustration/#undergraduatetext)

*The College of Design participates in this interdepartmental major.

Secondary Majors

- Environmental Studies** (http://catalog.iastate.edu/collegeofliberalartsandsciences/environmentalstudies/#undergraduatetext)
- Interdisciplinary Design (http://catalog.iastate.edu/collegeofdesign/design/)
- International Studies** (http://catalog.iastate.edu/collegeofliberalartsandsciences/internationalstudies/#minor)

Minors

- Critical Studies in Design
- Design Studies
- Digital Media
- Entrepreneurial Studies (http://catalog.iastate.edu/interdisciplinaryprograms/entrepreneurship/#text)**
- Environmental Studies** (http://catalog.iastate.edu/collegeofliberalartsandsciences/environmentalstudies/#minortext)
- Geographic Information Science**
- Gerontology** (http://catalog.iastate.edu/collegeofhumansciences/gerontology/)
- Illustration
- International Studies** (http://catalog.iastate.edu/collegeofliberalartsandsciences/internationalstudies/#undergraduateminortext)
- Preservation and Cultural Heritage
- Sustainability** (http://catalog.iastate.edu/interdisciplinaryprograms/sustainability/)
- Textile Design**
- Urban Studies**

**The College of Design participates in these interdepartmental secondary majors and minors.

Minors in Design

The College of Design offers or participates in the following undergraduate minors:

- Critical Studies in Design
- Design Studies
- Digital Media
- Entrepreneurship (http://catalog.iastate.edu/interdisciplinaryprograms/entrepreneurship/#text)

- Geographic Information Science (GISC)
- Illustration
- Preservation and Cultural Heritage
- Textile Design
- Urban Studies

Critical Studies in Design

The undergraduate minor in Critical Studies in Design offers students opportunities to engage the history, theory and criticism of visual and material culture and the built environment. In lectures and focused seminars, students explore:

- Historical and contemporary issues
- Cultural production
- Media and technology
- Design in everyday life
- Models of professional practice

Open to undergraduates in all university majors, this minor requires 15 credits of coursework. At least 6 of the 15 credits must be taken at Iowa State University in courses numbered 3000 or above. At least 9 of the 15 credits must not be used to meet any other department, college or university requirements except the credit requirement for graduation.

Requirements:

ARTH 2920	Introduction to Visual Culture Studies	3
DSNS 1830	Design in Context	3
or ARCH 2200	Contemporary Architecture	
or ARCH 2210	Histories and Theories of Architecture to 1750	
or ARTH 2800	History of Art I	
or ARTH 2810	History of Art II	
or CRP 2910	World Cities and Globalization	
or CRP 2930	Environmental Planning	
9 credits from approved list (at least 6 credits at 3000-level or above)		9
Total Credits		**15**

Design Studies

The undergraduate minor in Design Studies is constructed to facilitate design awareness among interested students and to provide a vehicle for interdisciplinary study within the College of Design. This minor is open to all undergraduate students at Iowa State University.

This minor requires 15 credits of course work: three (3) credits selected from College of Design history/theory course offerings (DSNS 1830 will not meet this requirement) and additional 12 credits selected from any College of Design course offerings*.

At least 6 of the 15 credits must be taken at Iowa State University in courses numbered 3000 or above. At least 9 of the 15 credits must not

be used to meet any other department, college or university requirements except the credit requirement for graduation.

Students enrolled in the College of Design may not use courses required in their major degree programs or in the Core Design Program to satisfy this minor.

* The following courses **cannot** be used to meet the requirements for the Design Studies Minor: DSNS 1100, 1110, 1150, 3010, 3730, 3970, 4920.

Digital Media

Manipulation of digital media has emerged as an essential skill for design inquiry alongside traditional methods of building models and drawing sketches. To familiarize students with the use of digital media in the design process, the College of Design offers an undergraduate Minor in Digital Media. This minor is open to all undergraduate students at Iowa State University.

This minor requires 15 credits of coursework. At least three (3) credits of fundamental courses at the 2000 level must be taken in the student's primary major (see list below). At least 9 of the 15 credits must be taken at Iowa State University in courses numbered 3000 or above and may not be used to meet any other department, college, or university requirement.

Fundamental Courses:

ARCH 2300	Design Communications I (for Architecture majors)	3
ARTGR 2750	Graphic Technology I (prereq: ARTGR 2700; for Graphic Design majors)	3
ARTGR 2760	Graphic Technology II (for Graphic Design majors)	3
ARTID 2630	Graphic Communication for Interior Design II (prereq: ARTID 2610; for Interior Design majors)	3
ARTIS 2120	Studio Fundamentals: Digital Media (for Integrated Studio Arts and all majors)	3
ARTIS 2270	Introduction to Creative Digital Photography (for Integrated Studio Arts majors)	3
CRP 2510	Fundamentals of Geographic Information Systems (for non-design majors)	3
DSNS 2320	Digital Design Communications (for non-design majors)	3
LA 2110	Digital Design Methods for Landscape Architecture (for Landscape Architecture and all majors)	3

Entrepreneurial Studies

The College of Design is an active participant in the Entrepreneurial Studies Minor (http://catalog.iastate.edu/interdisciplinaryprograms/entrepreneurship/#text) for undergraduate students.

Geographic Information Science (GISC)

The undergraduate minor in Geographic Information Science (GISC) is an interdisciplinary program that provides students with opportunities to engage the theory, processes, techniques and tools that use spatial data and computational technology to create cutting-edge analysis and mapping approaches for a wide range of fields, such as urban planning, architecture, landscape architecture, design, community development, agriculture, environmental sciences, natural resources, sociology, criminology, anthropology, political science, environmental studies and others.

The minor is open to undergraduates in all university majors with a minimum overall GPA of 2.0 prior to enrolling.

Students must complete a minimum of 15 undergraduate credits of GIS coursework to receive the minor. At least 6 of the 15 credits must be taken at Iowa State University in courses numbered 3000 or above with a grade of C or higher. At least 9 of the 15 credits must not be used to meet any other department, college or university requirements except the credit requirement for graduation.

Requirements:

Foundations of GIS - complete the following 2 courses:		6
CRP 2510	Fundamentals of Geographic Information Systems	
CRP 3510	Intermediate Geographic Information Systems	
GIS Tools and Techniques - choose 3 courses from the following:		9
ABE 4370	Watershed Modeling and Policy	
CRP 4490	Geodesign: Planning for Sustainable Futures	
CRP 4520	Geographic Data Management and Planning Analysis	
CRP 4540	Fundamentals of Remote Sensing and Spatial Analysis	3
CRP 4560	GIS Programming and Automation	
CRP 4570	Geogames for Civic Engagement	
GEOL 4520	Intro GIS for Geoscientists	
GEOL 4680	Applied Geostatistics for Geoscientists	
GEOL 4880	Raster GIS for Geoscientists	
NREM 3450	Natural Resource Photogrammetry and Geographic Information Systems	
NREM 4460	Integrating GPS and GIS for Natural Resource Management	
Total Credits		**18**

Illustration

The undergraduate minor in Illustration is ideal for students interested in illustration for books, graphic novels, magazine articles, advertising and concept art for game design and film. This minor provides the ability to tailor a curriculum that serves these varied career interests, whether

you want to work in the industry or freelance as an independent studio practitioner.

Through this minor, students will:

- Develop conceptual skills directed toward communicating narrative content in sequential visual form.
- Demonstrate the ability for critical thinking through visual, verbal and written communication.
- Develop technical skills, working with a range of both traditional and digital media used in the field of illustration.
- Develop an awareness of historical and contemporary illustration.
- Strengthen individual portfolios to position themselves for success in their chosen field after graduation.

Requirements:
Students must complete two prerequisites prior to pursing the Illustration minor.

Prerequisites:

DSNS 1310	Drawing I	4
ARTIS 2300	Drawing II	3

After completion of the prerequisites, students must complete a minimum of 15 credits of Illustration coursework to receive the minor. At least 9 of the 15 credits must not be used to meet any other department, college or university requirements except the credit requirement for graduation.

Required Courses:		6
ARTIS 3300	Drawing III: Life Drawing	
ARTIS 4320	Sequential Narrative Drawing	
Elective Courses:		9
ARTGR 4640	Digital Imaging	
ARTH 4890	History of Comics	
ARTIS 2330	Watercolor Painting	
ARTIS 3080	Computer Modeling, Rendering and Virtual Photography	
ARTIS 3380	Painting II	
ARTIS 3560	Relief Printmaking: Digital/Traditional	
ARTIS 3570	Intaglio and Monotype Printmaking: Digital / Traditional	
ARTIS 3580	Lithography: Digital / Traditional	
ARTIS 4080	Principles of 3D Animation	
ARTIS 4300	Drawing IV	
ARTIS 4380	Painting III	
ARTIS 4900F	Independent Study: Illustration	
BPMI 3230	Scientific Illustration Principles and Techniques	
or ARTIS 3230	Scientific Illustration Principles and Techniques	
BPMI 3260	Illustration and Illustration Software	
or ARTIS 326	Illustration and Illustration Software	
BPMI 3270	Illustration as Communication	
or ARTIS 3270	Illustration as Communication	
BPMI 3370	Application of Scientific Illustration Techniques	
or ARTIS 337	Application of Scientific Illustration Techniques	

Preservation and Cultural Heritage

The undergraduate minor in Preservation and Cultural Heritage provides students with knowledge, skills, and credentials that complement undergraduate degrees in a wide variety of majors, but especially Architecture, Interior Design, Community & Regional Planning, Landscape Architecture, and History. To these ends, the Minor has two major curricular objectives:

- Provide student with a holistic understanding of historic preservation that draws from the various departments involved, yet allows for the development of expertise within a student's specific major.
- Provide a curriculum that conforms with the National Council for Preservation Education's pedagogical guidelines and the Federal government's Professional Qualification Standards for historic preservation under 36 Code of Federal Regulations (CFR) Part 61.

The minor requires a minimum of 15 credit hours. At least six (6) credits need to be taken at the 3000 or above (see list below), and at least 9 of the 15 credits must not be used to meet any other department, college or university requirement except the credit requirement for graduation.

For more information go to https://www.preservation.design.iastate.edu/pch-undergraduate-minor/
For any questions, please send an email to historicplaces@iastate.edu

Preservation & Cultural Heritage Minor Curriculum:
The Minor requirements are divided into three sections (see below). Please choose six (6) credits from **Section 1 (Preservation Courses)**, three (3) credits from **Section 2 (General History)**, and six (6) credits from **Section 3 (History and Design of the Built Environment)**.

Section 1: Preservation Courses (choose two of the following)		6
ARCH 5670	Preservation, Restoration, Rehabilitation, Cultural Heritage, and Technology	
ARCH 5680	Historic Preservation	
ARTID 5720	Preservation & Cultural Heritage	3
CRP 5110	Documenting the Historic Built Environment	
Section 2: General History (choose one of the following)		3
ARTH 3830	Greek and Roman Art	
ARTH 3840	Art of Islam	
ARTH 3850	Renaissance Art	

ARTH 3860	American Art to 1945	
HIST 3070	American Popular Culture	
HIST 3200	History of Modern Europe, 1789 to Present	
HIST 3620	Global Environmental History	
HIST 3630	U. S. Environmental History	3
HIST 3860	History of Women in America	
HIST 4880	American Stuff, Colonial Times to the Present	

Section 3: History, Design, and Planning of the Built Environment (choose two courses or one studio)		6

One of the two courses can be an independent study course that students can take with faculty teaching courses in the Minor in Preservation & Cultural Heritage Program

ARCH 2210	Histories and Theories of Architecture to 1750
ARCH 3220	Histories and Theories of Architecture after 1750
ARTH 2800	History of Art I
ARTH 2810	History of Art II
ARTH 5970	Green Art: Earthworks and Beyond
ARTID 3550	Interior Design History/Theory/Criticism I
ARTID 3560	Interior Design History/Theory/Criticism II
CRP 4210	Financing Historic Preservation Projects
CRP 5210	Historic Preservation Planning: Theory and Practice
DSNS 5460	Interdisciplinary Design Studio
INDD 3800	History and Culture of Objects
LA 3710	History of Modern Landscapes, 1750 to Present
LA 3730	Gardens and Landscapes from Antiquity to 1750

Textile Design

The undergraduate minor in Textile Design allows students to focus specifically on the design and creation of textiles - a practice with applications in the fine arts, fashion and related fields. Open to undergraduates at the sophomore level and above enrolled in any College of Design major or in the Apparel, Merchandising and Design major n the College of Human Sciences.

Through this minor, students will:

- Learn historical and contemporary applications of textile production.
- Develop conceptual skills in textile media and techniques such as printing, dyeing and weaving for self-expression.
- Develop technical skills in both hand skills and digital tools.
- Demonstrate the ability for critical thinking through visual, verbal and written communications with an emphasis on what it means to be an artist/designer using textile media and techniques.

- Strengthen individual portfolios to position themselves for success in their chosen field after graduation.

Students must complete 16-18 credits of Textile Design coursework to receive the minor. At least 9 of the 15 credits must not be used to meet any other department, college or university requirements except the credit requirement for graduation.

Requirements:

Required Core		6
AMD 2040	Textile Science	
ARTIS 2140	Studio Fundamentals: Textiles	
History/Theory (choose one of the following)		3
AMD 3620	Global Dress in the Fashion System and Society	
ARTH 2800	History of Art I	
ARTH 2810	History of Art II	
ARTH 2920	Introduction to Visual Culture Studies	
Practice (choose two of the following)		6
AMD 1210	Apparel Assembly Processes	
AMD 3280T	Apparel, Merchandising, and Design Seminar: Fashion Trend Forecasting	1-3
or AMD 3280Y	Apparel, Merchandising, and Design Seminar: Styling	
AMD 4900	Independent Study	
ARTIS 2080	Color	
ARTIS 3450	Introduction to Weaving	
ARTIS 3460	Natural Dyes	
ARTIS 3470	Dyed and Printed Textiles	
ARTIS 4480	Digital Textile Design	
Electives (choose from the following)		3-5
AMD 3540	Euro-American Dress History: Prehistoric to Mid-19th Century	
AMD 3560	Euro-American Dress History: Mid-19th Century to the Present	
ARTIS 2060	Studio Fundamentals: Printmaking	
ARTIS 2130	Studio Fundamentals: Painting	
ARTIS 3100	Sources and Methods of Visual Art	
ARTH 3820	Art and Architecture of Asia	
ARTH 3840	Art of Islam	
DSNS 1310	Drawing I	

Urban Studies

The undergraduate minor in Urban Studies is an interdisciplinary program that emphasizes urban life in a variety of settings and from different disciplinary and methodological approaches. The Urban Studies minor will allow students to explore varied and multiple dimensions of

urban and community life through differing conceptual and analytical frameworks. Students can pursue interests in:

- Urban history
- Urban design
- Neighborhood revitalization
- Economic development
- Social movements
- Global urbanization

The minor is open to undergraduates in all university majors except Community & Regional Planning.

This minor requires 15 credit hours of coursework. At least 6 of the 15 credits must be taken at Iowa State University in courses numbered 3000 or above. At least 9 of the 15 credits must not be used to meet any other department, college or university requirements except the credit requirement for graduation.

Requirements:

CRP 2010	The North American Metropolis	3
CRP 2910	World Cities and Globalization	3
Nine (9) credits in three other courses from the approved list [**]		9
Total Credits		**15**

[**] Approved list of elective courses for Urban Studies Minor (https://www.design.iastate.edu/programs-minors/minors/urban-studies/)

Graduate Programs

The College of Design offers graduate study in the areas shown below. Graduate study is conducted through the Graduate College. Details are found in the Graduate College section of this catalog.

Majors

- Architecture (http://catalog.iastate.edu/collegeofdesign/architecture/#curriculuminarchitecture)
- Community and Regional Planning (http://catalog.iastate.edu/collegeofdesign/communityandregionalplanning/#curriculumincommunityandregionalplanning)
- Graphic Design (http://catalog.iastate.edu/collegeofdesign/graphicdesign/)
- Industrial Design (http://catalog.iastate.edu/collegeofdesign/industrialdesign/)
- Integrated Visual Arts (http://catalog.iastate.edu/collegeofdesign/integratedstudioarts/)
- Interior Design (http://catalog.iastate.edu/collegeofdesign/interiordesign/)
- Landscape Architecture (http://catalog.iastate.edu/collegeofdesign/landscapearchitecture/#curriculuminlandscapearchitecture)
- Sustainable Environments* (http://catalog.iastate.edu/collegeofdesign/sustainableenvironments/)
- Transportation* (http://catalog.iastate.edu/interdisciplinaryprograms/transportation/)
- Urban Design* (http://catalog.iastate.edu/collegeofdesign/urbandesign/)

Double Degree Programs

- Architecture / Business Administration
- Architecture / Community and Regional Planning
- Architecture / Sustainable Environments
- Architecture / Urban Design
- Community and Regional Planning / Business Administration
- Community and Regional Planning / Landscape Architecture
- Community and Regional Planning / Sustainable Agriculture
- Community and Regional Planning / Sustainable Environments
- Community and Regional Planning / Urban Design
- Industrial Design / Human Computer Interaction (HCI)
- Integrated Visual Arts / Sustainable Environments
- Landscape Architecture / Sustainable Environments
- Landscape Architecture / Urban Design

Certificates

- Geographic Information Systems (GIS)
- Gerontology*
- Preservation and Cultural Heritage

* The College of Design participates in this interdepartmental graduate program.