

# INTERDISCIPLINARY DESIGN

The Bachelor of Arts in Interdisciplinary Design is a 122.5-credit non-professional undergraduate degree program that combines design studios and the liberal arts in a four-year curriculum focused on educating students to use design and critical thinking skills to generate ideas, solve complex problems and be creative and innovative makers. The program provides each student flexibility in exploring across multiple disciplines to learn design methods, theory, and application that drive the design process. The core of the degree program is a series of lectures, seminars, and studios. Students have hands-on experiences grappling with design challenges that vary in complexity and scale. Courses are taught by faculty from multiple design disciplines. Seniors complete a capstone project, called Launchpad, and a portfolio and professional development course in preparation for graduate school or the job market. The program works well with a second major or a minor, can be completed on a part-time schedule, and is transfer-friendly. Students with transfer credit should speak to academic adviser about how these credits can apply to degree requirements.

The curriculum developed out of a shared philosophy across the college's disciplines that designers have the capacity to think strategically and creatively about society's increasing economic, social and environmental challenges. Innovation and entrepreneurship are encouraged, integrated, and valued. Our graduates pursue a wide range of professional career paths in design practice, digital media and entrepreneurship. Upon completion, students may enter graduate programs in the design professions or other fields in which design thinking, skills in making, and critical analysis are valued.

## Curriculum for Bachelor of Arts in interdisciplinary design

**Total Degree Requirement: 121.5 cr.**

Only 65 cr. from a two-year institution may apply which may include up to 6 cr. in Design History/Theory/Criticism and 6 cr. in Design Skills credit; 16 technical cr.; 21 P-NP cr. of free electives; 2.00 minimum GPA average; completion of all requirements listed below.

**International Perspective: 3 cr.**

**U.S. Diversity: 3 cr.**

**Communications: 13 cr.**

(C or Better in ENGL 150 and ENGL 250)

ENGL 150	Critical Thinking and Communication	3
ENGL 250	Written, Oral, Visual, and Electronic Composition	3
SP CM 212	Fundamentals of Public Speaking	3
LIB 160	Information Literacy	1

3 credits selected from: 3

ENGL 302	Business Communication	
ENGL 309	Proposal and Report Writing	
ENGL 314	Technical Communication	

**Total Credits 13**

**\*Mathematics/Physical Sciences/Biological Sciences: 9 cr.**

9 cr. from approved list

**\*Social Sciences: 9 cr.**

9 cr. from approved list

**\*Humanities: 6 cr.**

6 cr. from approved list

\*At least 3 credits in Mathematics/Physical Sciences/Biological Sciences, Social Sciences, or Humanities must be above 300-level.

**Design Core Program: 11.5 cr.**

DSN S 102	Design Studio I	4
DSN S 115	Design Collaborative Seminar	0.5
or DSN S 110	Design Exchange Seminar I	
DSN S 131	Drawing I	4
DSN S 183	Design in Context	3

**Total Credits 11.5**

**Interdisciplinary Design Concentration: 31 cr.**

9 credits:

DES 230	Design Thinking	3
DES 241	Interdisciplinary Foundation Studio I	3
DES 242	Interdisciplinary Foundation Studio II	3

9 credits:

DES 250	Design Intersections (*)	6
DES 330	Visual Literacy for Design Critique	3

13 credits:

DES 340	Interdisciplinary Foundation Studio III	4
DES 491	Portfolio and Professional Preparation	3
DES 495	Launchpad	6

\*Repeatable 3 cr. of DES 250 can be substituted with approved equivalent.

**Total Credits 31**

**Design Skills: 12 cr.**

12 cr. selected from approved list.

**Design History/Theory/Criticism: 9 cr.**

9 cr. selected from approved list.

**Minor and/or Electives: 21 cr.**

Interdisciplinary Design, B.A.

**First Year**

Fall	Credits Spring	Credits
DSN S 102 or 131	4 DSN S 131 or 102	4
DSN S 115 or 110	0.5-1 DSN S 183 (or Minor/ Elective)	3
DSN S 183 (or Minor/ Elective)	3 ENGL 150 (or General Education)	3
ENGL 150 (or General Education)	3 General Education	3
General Education	3 PSYCH 101, 230, or SOC 134	3
LIB 160	1	
<b>14.5-15</b>		<b>16</b>

**Second Year**

Fall	Credits Spring	Credits
DES 230	3 DES 242	3
DES 241	3 DES 250	3
Design Skills	3 ENGL 250	3
General Education	3 History/Theory/Criticism	3
History/Theory/Criticism	3 MATH, PHYS 101, STAT 101, or STAT 104	3-4
<b>15</b>		<b>15-16</b>

**Third Year**

Fall	Credits Spring	Credits
DES 340	4 DES 250	3
DES 250	3 DES 330	3
SP CM 212	3 DES 340	4
ENGL 302, 309, or 314	3 Design Skills	3
History/Theory/Criticism	3 General Education	6
<b>16</b>		<b>19</b>

**Fourth Year**

Fall	Credits Spring	Credits
DES 491	3 DES 495	6
Design Skills	3 Design Skills	3
Minor/Elective	9 Minor/Elective	9
<b>15</b>		<b>18</b>

**DES 230: Design Thinking**

(3-0) Cr. 3.

Introduction to design thinking processes, toolkits, and mindsets, and its interaction with art, design, and technology. Emphasis on interdisciplinary practices.

**DES 241: Interdisciplinary Foundation Studio I**

(0-6) Cr. 3.

Integration of art, design, and technology through contemporary strategies, methods, and approaches. Strategy and framework for design methodology and its implications on the disciplinary intersections.

**DES 242: Interdisciplinary Foundation Studio II**

(0-6) Cr. 3.

Hands-on exposure to a wide range of technologies as they relate to art and design. Move conceptual works quickly into visible and tangible forms that can be shared, tested, and evaluated based on quality. Multiple studio projects that will move at a fast pace and be iterative.

**DES 250: Design Intersections**

(3-0) Cr. 3. Repeatable, maximum of 6 credits.

Themes and issues that are relevant to the creative technologies used in art and design fields through guest artists, scientists, developers and corporate leaders.

**DES 259: Design Field Study**

Cr. R. Repeatable.

*Prereq: Enrollment in or 2 credits of DES 240.*

Off-campus tours of areas of interest within the design professions such as design offices, museums, buildings, and neighborhoods. Offered on a satisfactory-fail basis only.

**DES 330: Visual Literacy for Design Critique**

(3-0) Cr. 3. S.

Interpret, analyze, and evaluate visual materials, use images and text effectively to communicate ideas, and understand issues surrounding the creation and use of images and visual media for design critique.

Precedent study and critique of sample student design work to understand principles of visual literacy and how to apply them to the presentation of design work. Emphasis on peer-to-peer discussion and in-class participation. Lecture and discussion format.

**DES 333: Time-Based Digital Media**

(Cross-listed with DSN S). (3-0) Cr. 3. S.

*Prereq: DSN S 232 or equivalent.*

Introduction to various time-based digital media tools to develop basic skills including sequencing, storytelling, animation, sound editing, and video production.

**Courses primarily for undergraduates:**

**DES 340: Interdisciplinary Foundation Studio III**

(0-12) Cr. 4. Repeatable.

Projects of increasing complexity requiring interdisciplinary approaches to contemporary challenges and opportunities. Field trip.

**DES 491: Portfolio and Professional Preparation**

(1-4) Cr. 3.

Discussion of interdisciplinary design practices and career planning. Guidance for interviewing, professional networking, business etiquette, and resume writing. Workshops and lectures.

**DES 495: Launchpad**

(0-12) Cr. 6.

Launchpad to design careers. Comprehensive interdisciplinary design work in four areas: design research, design management, design leadership, and design entrepreneurship. Advanced practice of design skills and project planning and development.