

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, depends on available resources, and is subject to review by faculty committee. Applicants are reviewed on the basis of a portfolio of original work, academic performance, and a written essay.

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/previouscatalogs/2021-2022/interdisciplinaryprograms/undergraduategraduate/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

DSN S 102	Design Studio I	4
DSN S 115	Design Collaborative Seminar *	1
DSN S 131	Drawing I	4
DSN S 183	Design in Context	3
Social Science/Humanities Electives **		6
Math/Science Electives ***		6
Communications		7

* Students enrolled in the Design Exchange Learning Community take DSN S 110 in place of DSN S 115.

** 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 145 Applied Trigonometry and PHYS 111 General Physics 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 101 Physics for the Nonscientist, PHYS 101 Physics for the Nonscientist, ECON 101 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 150	Critical Thinking and Communication	3
ENGL 250	Written, Oral, Visual, and Electronic Composition	3
LIB 160	Information Literacy	1
Total Credits		7

(C- or better grade). Includes courses in the fields of English (composition) and speech communication (interpersonal and rhetorical). 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 250 (or ENGL 250H).

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 300-400.

Minor in 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, including cultural production, media and technology, design in everyday life, and models of professional practice. The minor is open to undergraduates in all university majors.

Total minor requirements: 15 cr.

ART H 292	Introduction to Visual Culture Studies	3
DSN S 183	Design in Context	3
or another 100-200 level History/theory course offered in the College of Design		
Nine credit hours from approved list.		9
Total Credits		15

At least six of the 15 credits must be taken at Iowa State University in courses numbered 300 or above. At least nine of the 15 credits must not be used to meet any other college or university requirements except the credit requirement for graduation.

Undergraduate Curricula

Majors

- Art and Design (<http://catalog.iastate.edu/previouscatalogs/2021-2022/collegeofdesign/artanddesign/#text>)
- Architecture (<http://catalog.iastate.edu/previouscatalogs/2021-2022/collegeofdesign/architecture/>)
- Community and Regional Planning (<http://catalog.iastate.edu/previouscatalogs/2021-2022/collegeofdesign/communityandregionalplanning/#curriculumincommunityandregionalplanning>)
- Graphic Design (<http://catalog.iastate.edu/previouscatalogs/2021-2022/collegeofdesign/graphicdesign/>)
- Industrial Design (<http://catalog.iastate.edu/previouscatalogs/2021-2022/collegeofdesign/industrialdesign/>)
- Integrated Studio Arts (<http://catalog.iastate.edu/previouscatalogs/2021-2022/collegeofdesign/integratedstudioarts/>)
- Interdisciplinary Design (<http://catalog.iastate.edu/previouscatalogs/2021-2022/collegeofdesign/design/>)
- Interior Design (<http://catalog.iastate.edu/previouscatalogs/2021-2022/collegeofdesign/interiordesign/>)
- Landscape Architecture (<http://catalog.iastate.edu/previouscatalogs/2021-2022/collegeofdesign/landscapearchitecture/#curriculuminlandscapearchitecture>)
- Biological/Pre-Medical Illustration (BPM I)* (<http://catalog.iastate.edu/previouscatalogs/2021-2022/collegeofliberalartsandsciences/biopremedillustration/#undergraduatetext>)

*The College of Design participates in this interdepartmental major.

Secondary Majors

- Environmental Studies** (<http://catalog.iastate.edu/previouscatalogs/2021-2022/collegeofliberalartsandsciences/environmentalstudies/#undergraduatetext>)
- International Studies** (<http://catalog.iastate.edu/previouscatalogs/2021-2022/collegeofliberalartsandsciences/internationalstudies/#minor>)

Minors

- Critical Studies in Design (<http://catalog.iastate.edu/previouscatalogs/2021-2022/collegeofdesign/#minorstext>)
- Design Studies (<http://catalog.iastate.edu/previouscatalogs/2021-2022/collegeofdesign/#minorstext>)

- Digital Media (<http://catalog.iastate.edu/previouscatalogs/2021-2022/collegeofdesign/#minorstext>)
- Entrepreneurial Studies (<http://catalog.iastate.edu/previouscatalogs/2021-2022/interdisciplinaryprograms/minor/entrepreneurship/>)**
- Environmental Studies** (<http://catalog.iastate.edu/previouscatalogs/2021-2022/collegeofliberalartsandsciences/environmentalstudies/#minortext>)
- Geographic Information Science** (<http://catalog.iastate.edu/previouscatalogs/2021-2022/collegeofdesign/#minorstext>)
- Gerontology** (<http://catalog.iastate.edu/previouscatalogs/2021-2022/collegeofhumansciences/gerontology/>)
- Illustration (<http://catalog.iastate.edu/previouscatalogs/2021-2022/collegeofdesign/#minorstext>)
- International Studies** (<http://catalog.iastate.edu/previouscatalogs/2021-2022/collegeofliberalartsandsciences/internationalstudies/#undergraduateminortext>)
- Sustainability** (<http://catalog.iastate.edu/previouscatalogs/2021-2022/interdisciplinaryprograms/minor/sustainability/>)
- Textile Design** (<http://catalog.iastate.edu/previouscatalogs/2021-2022/collegeofdesign/#minorstext>)
- U (<https://www.design.iastate.edu/programs-minors/minors/urban-studies/>)rban Studies** (<http://catalog.iastate.edu/previouscatalogs/2021-2022/collegeofdesign/#minorstext>)

**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
- Geographic Information Science (GIS)
- 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 300 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:

ART H 292	Introduction to Visual Culture Studies	3
DSN S 183	Design in Context	3
or ARCH 220	Contemporary Architecture	
or ARCH 221	History of Pre-Modern Architecture	
or ART H 280	History of Art I	
or ART H 281	History of Art II	
or C R P 291	World Cities and Globalization	
or C R P 293	Environmental Planning	
9 credits from approved list (at least 6 credits at 300-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 (DSN S 183 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 300 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: DSN S 110, 111, 115, 301, 373, 397, 492.

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 200 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 300 or above and may not be used to meet any other department, college, or university requirement.

Fundamental Courses:

ARCH 230	Design Communications I (for Architecture majors)	3
DSN S 232	Digital Design Communications (for non-design majors)	3
ARTGR 275	Graphic Technology I (prereq: ARTGR 270; for Graphic Design majors)	3
ARTGR 276	Graphic Technology II (for Graphic Design majors)	3
ARTIS 212	Studio Fundamentals: Computers (for Integrated Studio Arts and all majors)	3
ARTIS 227	Introduction to Creative Digital Photography (for Integrated Studio Arts majors)	3
ARTID 263	Graphic Communication for Interior Design II (prereq: ARTID 261; for Interior Design majors)	3
C R P 251	Fundamentals of Geographic Information Systems (for non-design majors)	3
L A 211	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/previouscatalogs/2021-2022/interdisciplinaryprograms/minor/entrepreneurship/>) for undergraduate students.

Geographic Information Science (GIS)

The undergraduate minor in Geographic Information Science (GIS) 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 300 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

C R P 251	Fundamentals of Geographic Information Systems
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C R P 351	Intermediate Geographic Information Systems
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GIS Tools and Techniques - choose 3 courses from the following: 9

A B E 437	Watershed Modeling and Policy
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C R P 449	Geodesign: Planning for Sustainable Futures
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C R P 452	Geographic Data Management and Planning Analysis
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C R P 454	Fundamentals of Remote Sensing and Spatial Analysis (or substitute GEOL 489: Survey of Remote Sensing Technologies)
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C R P 456	GIS Programming and Automation
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C R P 457	Geogames for Civic Engagement
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NREM 345	Natural Resource Photogrammetry and Geographic Information Systems
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NREM 446	Integrating GPS and GIS for Natural Resource Management
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GEOL 452	GIS for Geoscientists
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GEOL 468	Applied Geostatistics for Geoscientists
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GEOL 488	GIS for Geoscientists II
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Total Credits 15

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 pursuing the Illustration minor.

Prerequisites:

DSN S 131	Drawing I	4
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ARTIS 230	Drawing II	3
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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 330	Drawing III: Life Drawing
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ARTIS 432	Sequential Narrative Drawing
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Elective Courses: 9

ART H 489	History of Comics
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ARTGR 464	Digital Imaging
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ARTIS 233	Watercolor Painting
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ARTIS 308	Computer Modeling, Rendering and Virtual Photography
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ARTIS 338	Painting II
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ARTIS 356	Relief Printmaking: Digital/Traditional
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ARTIS 357	Intaglio and Monotype Printmaking: Digital / Traditional
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ARTIS 358	Lithography: Digital / Traditional
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ARTIS 408	Principles of 3D Animation
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ARTIS 430	Drawing IV
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ARTIS 438	Painting III
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ARTIS 490F	Independent Study: Illustration
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BPM I 323	Scientific Illustration Principles and Techniques or ARTIS 323Scientific Illustration Principles and Techniques
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BPM I 326	Illustration and Illustration Software or ARTIS 326Illustration and Illustration Software
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BPM I 327	Illustration as Communication or ARTIS 327Illustration as Communication
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BPM I 337 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 300 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 567	Preservation, Restoration, and Rehabilitation
ARCH 568	Historic Preservation
ARTID 569D	Advanced Studies in Interior Design: Preservation
C R P 511	Documenting the Historic Built Environment

Section 2: General History (choose one of the following) 3

ART H 383	Greek and Roman Art
ART H 384	Art of Islam
ART H 385	Renaissance Art
ART H 386	American Art to 1945
HIST 307	American Popular Culture
HIST 320	History of Modern Europe, 1789 to Present
HIST 362	Global Environmental History
HIST 363	U. S. Environmental History

HIST 386 History of Women in America

HIST 468 History of Rural America

HIST 488 American Stuff, Colonial Times to the Present

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

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 221 History of Pre-Modern Architecture

ARCH 322 Histories and Theories of Modern Architecture

ART H 280 History of Art I

ART H 281 History of Art II

ART H 597 Green Art: Earthworks and Beyond

ARTID 355 Interior Design History/Theory/Criticism I

ARTID 356 Interior Design History/Theory/Criticism II

C R P 421 Financing Historic Preservation Projects

C R P 521 Historic Preservation Planning: Theory and Practice

DSN S 546 Interdisciplinary Design Studio

IND D 380 History and Culture of Objects

L A 371 History of Modern Landscapes, 1750 to Present

L A 373 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 in 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
A M D 204 Textile Science	
ARTIS 214 Studio Fundamentals: Textiles	
History/Theory (choose one of the following)	3
A M D 362 Cultural Perspectives of Dress	
ART H 292 Introduction to Visual Culture Studies	
ART H 280 History of Art I	
ART H 281 History of Art II	
Practice (choose two of the following)	6
A M D 121 Apparel Assembly Processes	
A M D 328 Apparel, Merchandising, and Design Seminar	
A M D 490 Independent Study	
ARTIS 208 Color	
ARTIS 345 Woven Textile Structures	
ARTIS 346 Natural Dyes	
ARTIS 347 Printed Textile Design	
ARTIS 448 Digital Textile Design	
ARTIS 490E Independent Study: Textiles	
Electives (choose from the following)	3-5
A M D 354 History of European and North American Dress	
A M D 356 History of Twentieth Century Fashion	
ARTIS 206 Studio Fundamentals: Printmaking	
ARTIS 213 Studio Fundamentals: Painting	
ARTIS 310 Sources and Methods of Visual Art	
ART H 382 Art and Architecture of Asia	
ART H 384 Art of Islam	
DSN S 131 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 300 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:

C R P 201 The North American Metropolis	3
C R P 291 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 Curricula

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/previouscatalogs/2021-2022/collegeofdesign/architecture/#curriculuminarchitecture>)
- Community and Regional Planning (<http://catalog.iastate.edu/previouscatalogs/2021-2022/collegeofdesign/communityandregionalplanning/#curriculumincommunityandregionalplanning>)
- Graphic Design (<http://catalog.iastate.edu/previouscatalogs/2021-2022/collegeofdesign/graphicdesign/>)
- Industrial Design (<http://catalog.iastate.edu/previouscatalogs/2021-2022/collegeofdesign/industrialdesign/>)
- Integrated Visual Arts (<http://catalog.iastate.edu/previouscatalogs/2021-2022/collegeofdesign/integratedstudioarts/>)
- Interior Design (<http://catalog.iastate.edu/previouscatalogs/2021-2022/collegeofdesign/interiordesign/>)
- Landscape Architecture (<http://catalog.iastate.edu/previouscatalogs/2021-2022/collegeofdesign/landscapearchitecture/#curriculuminlandscapearchitecture>)
- Sustainable Environments* (<http://catalog.iastate.edu/previouscatalogs/2021-2022/collegeofdesign/sustainableenvironments/>)

- Transportation* (<http://catalog.iastate.edu/previouscatalogs/2021-2022/interdisciplinaryprograms/graduate/transportation/>)
- Urban Design* (<http://catalog.iastate.edu/previouscatalogs/2021-2022/collegeofdesign/urbandesign/>)

Double Degree Programs

- Architecture / Business
- Architecture / Community and Regional Planning
- Architecture / Urban Design
- Architecture / Sustainable Environments
- Community and Regional Planning / Landscape Architecture
- Community and Regional Planning/ Public Administration
- Community and Regional Planning / Sustainable Agriculture
- Community and Regional Planning / Business
- Community and Regional Planning / Urban Design
- Community and Regional Planning / Sustainable Environments
- Integrated Visual Arts / Sustainable Environments
- Landscape Architecture / Urban Design
- Landscape Architecture / Sustainable Environments

Minor

- Gerontology*
- Industrial Design
- Integrated Visual Arts
- Sustainable Environments

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

Certificate

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