

DESIGN (DES)

Any experimental courses offered by DES can be found at:

registrar.iastate.edu/faculty-staff/courses/explisting/ (<http://www.registrar.iastate.edu/faculty-staff/courses/explisting/>)

Courses primarily for undergraduates:

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.

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.