

# Design (D)

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## **D 100 Design Inquiry I: Methods and Processes** (3 credit hours)

Design Inquiry I asks students to think critically about and experiment with expanding their toolkit of process and methods in solving large scale problems with innovative solutions. Through discussion sections, students will also be introduced to methods of critical reading and writing as a reflective practice. Topics students will consider and implement include lateral thinking, metaphorical thinking, abductive reasoning, networked thinking, discourse as thought, systems thinking and more. Students in Design must receive a C- to pass the course.

*GEP Interdisciplinary Perspectives*

*Typically offered in Fall only*

## **D 101 Design Inquiry II: Methods and Processes** (3 credit hours)

As an important extension of the first semester, Design Inquiry II asks students to engage in the critical evaluation of the making process and how design and the artifacts that we create contribute to material culture. Lecture topics are both historical and contemporary and include: design in the age of reason, the age of composition, and the age of experience; consumption and material culture; designing the obsolete; human-centered design, and universal design. Student in Design must receive a C- to pass the course.

*GEP Interdisciplinary Perspectives*

*Typically offered in Spring only*

## **D 104 First Year Studio I** (6 credit hours)

First Year Studio I provides College of Design freshman with an introduction to foundational design concepts and methods representative of creative activity across design and artistic disciplines. This 6-credit fall semester course encourages entering freshman to think critically and act creatively about and upon design, art and the world around them as they secure a skillful level of craftsmanship in the conception, development, and making of all studio-based work. Semester work focuses on key design issues such as process, method, technique, technology and the production of visual and physical items necessary for the envisioning and development of design. College of Design Studio Majors Only; Students must receive a C- to pass the course.

Co-requisite: D 100; restricted to Design majors only

*Typically offered in Fall only*

## **D 105 First Year Studio II** (6 credit hours)

First Year Studio II is the continuation of a comprehensive introduction to foundational design concepts and methods begun in First Year Studio I. This 6-credit fall semester course asks freshman to think critically and act creatively about and upon design, art, and the world around them as they apply a skillful level of craftsmanship in the conception, development, and making of all studio-based work. In this discipline specific second semester studio, students acquire further knowledge of design and art through assignments and projects that explore their design major. College of Design Studio Majors Only; Students must receive a C- to pass the course.

Prerequisite: D 100 and D 104; Restricted to Design majors only

*Typically offered in Spring only*

## **D 231 Design History for Engineers and Scientists** (3 credit hours)

Study of historical connections among various disciplines and across cultures from prehistory to the present, with an emphasis on design. Students develop visual timelines of events to better understand how seemingly disparate disciplines affect one another. Special attention paid to scientific, artistic, and philosophical "revolutions" and their impact upon each other and upon other intellectual and practical endeavors. There are no prerequisites or corequisites for this course. Design Studies students should consult with the Instructor prior to enrollment for their own benefit.

*GEP Visual and Performing Arts*

*Typically offered in Fall only*

## **D 292 Special Topics in Design** (1-3 credit hours)

Topics of current interest in the college of Design. Used to develop new courses.

*Typically offered in Fall, Spring, and Summer*

## **D 492 Special Topics in Design** (1-6 credit hours)

Topics of current interest in the College of Design. Used to develop new courses.

*Typically offered in Fall, Spring, and Summer*

## **D 592 Special Topics in Design** (1-6 credit hours)

Topics of current interest in the College of Design. Used to develop new courses.

Prerequisite: Graduate standing

*Typically offered in Fall, Spring, and Summer*

## **D 684 Teaching Design at the College Level** (3 credit hours)

Preparation for college level teaching in the design disciplines. Discussion of the history of design education, curriculum development, pedagogical strategies, assessment, and teaching and research demands on college design faculty. Meets partial requirements for the university Certificate of Accomplishment in Teaching. Restricted to students enrolled in College of Design masters and doctoral programs.

*Typically offered in Spring only*