

SCHOOL OF DESIGN AND HUMAN ENVIRONMENT

School of Design and Human Environment

The School of Design and Human Environment offers undergraduate instruction in the areas of apparel design, interiors/residential design, housing studies, and merchandising management. Advanced courses prepare students for positions in retailing of apparel and textile products, design and development of sewn products for manufacturers and retailers, housing design and policy, design of commercial and residential environments, and for graduate work leading to research and college and university teaching.

Graduate Studies

The school offers the MS, MA, MAIS, and PhD degrees. Areas of emphasis for the MS and MA degrees include cultural/historic aspects of the near environment, human behavior and the near environment, design in the near environment, merchandising management and textiles. Areas of emphasis for the PhD degree include cultural/historic aspects of the near environment, design in the near environment, and human behavior and the near environment.

Pre-Professional Studies Admission Requirements

To be considered for admission to the professional majors of Apparel Design, Merchandising Management, and Interior Design (Interior Design option and Housing Studies option), a student must earn a minimum GPA and complete a list of designated courses. Application information is available in the College of Business Advising Office in Austin Hall 122, <http://business.oregonstate.edu/advising>.

Undergraduate Programs

Majors

- Apparel Design (<http://catalog.oregonstate.edu/college-departments/business/school-design-human-environment/apparel-design-bs-hbs>)
- Design and Innovation Management (<http://catalog.oregonstate.edu/college-departments/business/design-innovation-management-bs-hbs>)
- Interior Design (<http://catalog.oregonstate.edu/college-departments/business/school-design-human-environment/interior-design-bs-hbs>) (renamed "Design and Innovation Management")

Graduate Programs

Major

- Design and Human Environment (MA, MAIS, MS, PhD) (<http://catalog.oregonstate.edu/college-departments/business/school-design-human-environment/design-human-environment-ma-ms-phd-mais>)

Minor

- Design and Human Environment (<http://catalog.oregonstate.edu/college-departments/business/school-design-human-environment/design-human-environment-graduate-minor>)

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Faculty

Professors Burns, Marks
Associate Professors Chen, Kim, Lee, Mullet, Pedersen, Read
Assistant Professor Tural
Senior Instructors Burnett, Egan
Instructors Cluver, Gallagher, Scranton, Vong

Design and Human Environment

DHE 160. DESIGN PERSPECTIVES. (4 Credits)

Overview of how design reflects and shapes social, cultural, and temporal values and contexts across many different areas of design specialization. Areas to be explored include design processes, principles, and problem solving.

DHE 161. DESIGN EXPLORATIONS. (4 Credits)

Introduction to principles and theories of design through iterative development and making of project work. Topics include basic design terminology, design principles, and materiality. Lec/studio.

Prerequisites: DHE 160 with C- or better

DHE 170. INTRODUCTION TO THE TEXTILE AND APPAREL INDUSTRY. (4 Credits)

Overview of industry sectors involved in the planning, creation, production, merchandising, distribution, and consumption of textile, apparel, and related products. Overview of various career options within the industry.

DHE 180. INTRODUCTION TO SINGLE FAMILY HOUSING. (3 Credits)

Critical examination of single family housing. Considers space planning fundamentals. Introduces construction principles and methods. Develops a working knowledge of methods used to communicate architectural ideas.

DHE 181. INTRODUCTION TO INTERIOR DESIGN. (3 Credits)

Introduction to the interior design profession including space planning fundamentals, design process, color, sustainability, and human-centered design.

DHE 187. INTRODUCTION TO DESIGN COMMUNICATION. (0-3 Credits)

Fundamentals of design communication including drafting, lettering, illustrative sketching, perspective, and orthographic projections. Lec/studio.

Prerequisites: DHE 180 with C- or better

DHE 199. SPECIAL TOPICS. (1-16 Credits)

This course is repeatable for 16 credits.

DHE 227. APPAREL DESIGN AND PRODUCTION 1. (4 Credits)

Terminology, construction techniques and processes used to produce apparel. Development of production patterns and specifications with analysis of apparel construction related to equipment, cost, quality, end use and customer needs.

DHE 233. HISTORY OF CONTEMPORARY FASHION. (4 Credits)

Examination of fashion change in apparel from 1890 to the present. Recognition of style variations. Influence of socio-cultural factors.

Prerequisites: DHE 170 with C- or better

Equivalent to: DHE 463

DHE 242. INTRODUCTION TO SOFTGOODS MERCHANDISING. (4 Credits)

Overview of merchandising functions within the apparel industry, as well as how these functions interact with industry sectors involved in the planning, creation, production, distribution, and sale of apparel and related products. Wholesale and retail assortment planning. Basic merchandising mathematics. Excel skill development.

Equivalent to: DHE 271, DHE 276

DHE 262. HUMAN-CENTERED RESEARCH IN DESIGN AND MERCHANDISING. (4 Credits)

Application of a qualitative, multi-method approach to gain insight into how the consumer experience can be improved within a given context.

Prerequisites: DHE 161 with C- or better

DHE 263. HUMAN-CENTERED DESIGN THEORIES AND STRATEGIES. (4 Credits)

Overview of perception, semantics, and information design theories and strategies within a human-centered context.

DHE 270. *APPEARANCE, POWER AND SOCIETY. (4 Credits)

Survey of the cultural, sociological, psychological, economic, and aesthetic influences on appearance and power. (Bacc Core Course)

Attributes: CPDP – Core, Perspective, Difference/Power/Discrimination

DHE 271. INTRODUCTION TO RETAIL BUYING. (3 Credits)

Introduction to soft goods retailing with a focus on the role of the retail buyer. Fundamental retailing and merchandising concepts, sustainable and socially responsible decision-making related to retail buying, basic merchandising mathematics, and Excel skill development. Lec/lab.

Equivalent to: DHE 242, DHE 276

DHE 276. INTRODUCTION TO MERCHANDISING MANAGEMENT. (4 Credits)

Overview of merchandising functions within the textile and apparel industry. Fundamental merchandising concepts. Merchandising mathematics related to pricing and re-pricing, the profit and loss statement, and performance evaluation. Excel skill development. Lec/lab.

Prerequisites: DHE 170 with C- or better

Equivalent to: DHE 242, DHE 271, DSGN 276

DHE 281. DRAWING AND SKETCHING INTERIORS. (4 Credits)

Build technical drawing skills, observational and perspective drawing, as well as imagination and creativity. Working knowledge of visual methods for communicating design concepts and describing interior spaces.

Prerequisites: DHE 280 with D- or better

Equivalent to: DSGN 281

DHE 283. BUILDING CONSTRUCTION AND MATERIALS. (3 Credits)

Introduction to the manufacture, characteristics and use of construction materials used in contract and residential construction, including environmentally friendly materials.

Equivalent to: DSGN 383

DHE 287. STUDIO I: DESIGN COMMUNICATION. (4 Credits)

Design communication through electronic media: 2D and 3D visualizations and presentations of interior space. Lec/studio.

Prerequisites: DHE 187 with C- or better

Equivalent to: DSGN 287

DHE 288. ENVIRONMENTAL BUILDING SYSTEMS. (3 Credits)

Lighting, heating, ventilating, air conditioning, and acoustical systems in residential and commercial buildings. Includes sustainable building principles.

Prerequisites: DHE 283 with C- or better and DHE 287 [C-]

DHE 289. STUDIO II: RESIDENTIAL SPACE PLANNING. (4 Credits)

Utilization of space planning principles in the design of residences. Includes rendering, perspective drawing, graphic communication techniques, and model building.

Prerequisites: DHE 287 with C- or better

DHE 299. SPECIAL TOPICS. (1-16 Credits)

This course is repeatable for 16 credits.

DHE 300. FIELD EXPERIENCE ORIENTATION AND DEVELOPMENT. (1-2 Credits)

Exploration of career choices, goals, and field experience opportunities; preparation in planning, obtaining, and completing an internship. Graded P/N. Section 1: Apparel Design. Section 2: Interior Design and Housing Studies. Section 3: Merchandising Management. Section 4: Graphic Design.

This course is repeatable for 3 credits.

DHE 310. FIELD EXPERIENCE. (1-12 Credits)

Integration and application of academic preparation in an on-the-job work situation with supervision by personnel at the participating site and university faculty. Application must be made prior to participation.

Section 1: Merchandising Management (1-12) Section 2: Interior Design (1-12) Section 3: Apparel Design (1-12) Section 4: Graphic Design (1-12)

Graded P/N.

Prerequisites: DHE 300 with D- or better

Equivalent to: DSGN 410

This course is repeatable for 16 credits.

DHE 321. ILLUSTRATION, PORTFOLIO, AND DESIGN DEVELOPMENT. (3 Credits)

Techniques in technical drawing, fashion illustration, and portfolio development; use of computer-aided design applications in the design of apparel.

Prerequisites: DHE 245 with C- or better and DHE 277 [C-]

DHE 326. SEWN PRODUCT DEVELOPMENT. (5 Credits)

Materials, assembly process, quality factors, and costs in the development of sewn textile products; consideration of consumer product expectations and intended end-use. Lec/lab.

Prerequisites: DHE 250 (may be taken concurrently) with C- or better or DHE 255 (may be taken concurrently) with C- or better

Equivalent to: DHE 476

DHE 327. APPAREL DESIGN AND PRODUCTION 2. (4 Credits)

Terminology, construction techniques and processes used to produce apparel. Development of production patterns and specifications. Development of original apparel designs.

Prerequisites: DHE 227 with C- or better

Equivalent to: DSGN 327

DHE 328. COMPUTER-AIDED PATTERN DEVELOPMENT. (3 Credits)

Computer-aided flat pattern, grading and marker techniques using pattern development software.

Equivalent to: DSGN 328

Recommended: DHE 327 or previous flat pattern experience.

DHE 330. *FASHION FORECASTING AND MARKET ANALYSIS. (4 Credits)

Forecasting and market analysis processes applied to fashion goods. (Writing Intensive Course)

Attributes: CWIC – Core, Skills, WIC

Prerequisites: DHE 233 with C- or better and WR 121 [C-] and WR 222 [C-]

Equivalent to: DHE 370, DSGN 330

DHE 334. FASHION HISTORY AND SOCIETY. (4 Credits)

The influence of society, culture, geography, fashion, and technology on the design and consumption of dress, Late Middle Ages to 1899.

Prerequisites: DHE 330 with C- or better

Equivalent to: DHE 461

DHE 355. TEXTILE PERFORMANCE AND EVALUATION. (4 Credits)

Analysis and evaluation of textile materials and final products in relation to end use. Performance properties and serviceability testing, product specifications and industrial standards. Lec/lab.

Prerequisites: DHE 255 with C- or better

Equivalent to: DHE 453, DSGN 355

DHE 360. COLLABORATIVE STUDIO. (4 Credits)

Examines a variety of collaborative methodologies and situations. Students will work across disciplines to solve complex collaborative projects. The projects will be both client based and hypothetical. Lec/studio.

Prerequisites: DHE 262 with C- or better and DHE 263 [C-]

DHE 366. CROSS CULTURAL ASPECTS OF THE NEAR ENVIRONMENT. (4 Credits)

Sociocultural study of the function and design of clothing, housing, interiors, and textiles. Cultural diversity; impact of cross-cultural contact; ethnicity.

Equivalent to: DHE 437

DHE 370. *TEXTILE AND APPAREL MARKET ANALYSIS. (4 Credits)

Organization, operation, and merchandising activities of the domestic textile and apparel industries. Analysis of the marketing process and the product/service mix of textile and apparel manufacturers. (Writing Intensive Course)

Attributes: CWIC – Core, Skills, WIC

Prerequisites: DHE 277 (may be taken concurrently) with C- or better

Equivalent to: DHE 330, DSGN 330

Recommended: BA 390

DHE 376. RETAIL MERCHANDISE PLANNING AND PRESENTATION. (4 Credits)

Organization, operation, and competitive strategies of soft goods retailers. Planning, procurement, and promotion of merchandise assortments and inventory management.

Prerequisites: DHE 276 with C- or better and BA 215 [C-]

Equivalent to: DSGN 472

DHE 387. STUDIO III: ADVANCED DESIGN COMMUNICATION. (4 Credits)

Development of illustrative sketching, perspective drawing, concept model construction, and presentation materials.

Prerequisites: DHE 289 with C- or better

Equivalent to: DSGN 387

DHE 389. STUDIO IV: KITCHEN AND BATH DESIGN. (4 Credits)

Kitchen and bath planning in compliance with building codes and industry standards, with emphasis on resource conservation, safety, and special needs. This course utilizes both CAD and hand drafting.

Prerequisites: DHE 387 with C- or better

DHE 399. SPECIAL TOPICS. (1-16 Credits)

This course is repeatable for 16 credits.

DHE 401. RESEARCH AND SCHOLARSHIP. (1-16 Credits)

This course is repeatable for 16 credits.

DHE 402. INDEPENDENT STUDY. (1-16 Credits)

This course is repeatable for 16 credits.

DHE 403. THESIS. (1-16 Credits)

Equivalent to: DSGN 403

This course is repeatable for 16 credits.

DHE 406. PROJECTS. (1-16 Credits)

Equivalent to: DSGN 406

This course is repeatable for 16 credits.

DHE 427. DRAPING. (4 Credits)

Garment design based on manipulation of fabric on a body form; emphasis on the interrelationships between fabric, garment design, and the human form.

Prerequisites: DHE 321 with C- or better and DHE 327 [C-]

Equivalent to: DSGN 427

DHE 428. APPAREL PRODUCTION PROCESSES. (4 Credits)

Production pattern-making, pattern grading, marker making, garment specifications, and cost analysis. Apparel assembly processes; analysis of equipment capabilities and production processes.

Prerequisites: DHE 327 with C- or better

Equivalent to: DSGN 428

DHE 429. ADVANCED APPAREL DESIGN. (4 Credits)

Design processes and research methods used to develop apparel designs. Students will identify design problems and implement appropriate methods to develop apparel products.

Prerequisites: DHE 321 (may be taken concurrently) with C- or better and DHE 327 (may be taken concurrently) [C-] and DHE 427 (may be taken concurrently) [C-] and DHE 428 (may be taken concurrently) [C-]

Equivalent to: DSGN 429

DHE 437. CONSUMER BEHAVIOR AND CULTURE. (4 Credits)

Global and cultural consumer behavior, globalization and cross-cultural marketing related to soft goods merchandising and retailing.

Prerequisites: DHE 334 with C- or better

Equivalent to: DHE 366

DHE 443. STUDIO VI: COMMERCIAL DESIGN. (4 Credits)

Commercial design, space planning and specifications for facilities such as retail, hospitality, healthcare, public institutions and offices.

Prerequisites: DHE 389 with C- or better

DHE 445. STUDIO VII: ADVANCED COMMERCIAL DESIGN. (4 Credits)

Interior design project development with emphasis on design of hospitality environments. Application of knowledge of space planning, building codes, and specifications to projects. Studio work includes concept sketches, schematic drawings, contract documents, sample boards, and models.

Prerequisites: DHE 443 with C- or better

DHE 453. PRODUCT QUALITY ASSURANCE. (4 Credits)

Analysis and evaluation of textile materials and final products in relation to end use. Performance properties and serviceability testing, product specifications and industrial standards. Lec/lab.

Prerequisites: DHE 255 with C- or better

Equivalent to: DHE 355

Recommended: DHE 326

DHE 461. HISTORY OF THE NEAR ENVIRONMENT I. (4 Credits)

History of clothing, furniture, interiors, textiles, and housing and building styles; primarily Euro-American, from the ancient world to the Renaissance. The influence of social and cultural factors upon design of the near environment. Need not be taken in sequence.

Equivalent to: DHE 334

DHE 462. *HISTORY OF THE NEAR ENVIRONMENT II. (4 Credits)

History of clothing, furniture, interiors, textiles, and housing and building styles; primarily Euro-American, from the Renaissance to 1899. The influence of social and cultural factors upon design of the near environment. Need not be taken in sequence. (Bacc Core Course)

Attributes: CSST – Core, Synthesis, Science/Technology/Society
Equivalent to: DHE 334

DHE 463. HISTORY OF CONTEMPORARY FASHION. (4 Credits)

Historic analysis of fashion change in men's and women's apparel from 1890 to the present. The influence of social and cultural factors upon Euro-American fashion.

Equivalent to: DHE 233

Recommended: DHE 461 or DHE 462

DHE 464. CONTEMPORARY HISTORY OF INTERIORS AND HOUSING. (3 Credits)

History of housing and interior design from the mid-19th century until the present.

Prerequisites: DHE 461 with C- or better or DHE 462 with C- or better

Equivalent to: DSGN 464

DHE 470. RETAIL MERCHANDISING. (4 Credits)

Organization, operation, and competitive strategies of soft goods retailers. Planning, procurement, pricing, and promotion of merchandise assortments and inventory management.

Prerequisites: DHE 370 with C- or better

DHE 472. MERCHANDISE PLANNING AND CONTROL. (4 Credits)

Quantitative analysis of inventory planning, pricing, and control for the profitable management of soft goods; analysis of management problems using quantitative data and merchandising principles. Lec/rec.

Prerequisites: DHE 271 with C- or better and DHE 470 [C-] and (BA 215 [C-] or BA 215H [C-])

Equivalent to: DSGN 472

DHE 475. *GLOBAL SOURCING OF TEXTILES, APPAREL, AND FOOTWEAR. (4 Credits)

Trade theory and the effects of trade policy, cultural values, and economics on the global production, distribution, and consumption of textiles, apparel, and footwear. (Bacc Core Course)

Attributes: CSGI – Core, Synth, Global Issues

Equivalent to: DSGN 475

DHE 476. LINE PLANNING AND PRODUCT DEVELOPMENT. (4 Credits)

Overview of the merchandising function within branded apparel companies and private label retailers.

Prerequisites: DHE 376 with C- or better

Equivalent to: DHE 326

DHE 481. ^PROFESSIONAL PRACTICE IN HOUSING AND INTERIOR DESIGN. (3 Credits)

Ethical, business, and legal aspects of the design profession. Development of written documents, schedules, specifications, and other materials typical of the profession. (Writing Intensive Course)

Attributes: CWIC – Core, Skills, WIC

Prerequisites: DHE 389 with C- or better

DHE 488. STUDIO VI: HEALTHCARE DESIGN. (4 Credits)

Interior design project development with emphasis on healthcare design, contract documents, and building codes.

Prerequisites: DHE 394 with C- or better

Equivalent to: DSGN 488

DHE 490. STUDY TOUR. (1-6 Credits)

Planned study tour with specific professional focus.

This course is repeatable for 16 credits.

DHE 499. SPECIAL TOPICS IN DESIGN AND HUMAN ENVIRONMENT. (1-16 Credits)

This course is repeatable for 16 credits.

DHE 501. RESEARCH AND SCHOLARSHIP. (1-16 Credits)

This course is repeatable for 16 credits.

DHE 502. INDEPENDENT STUDY. (1-16 Credits)

This course is repeatable for 16 credits.

DHE 503. THESIS. (1-16 Credits)

This course is repeatable for 999 credits.

DHE 505. READING AND CONFERENCE. (1-16 Credits)

This course is repeatable for 16 credits.

DHE 506. PROJECTS. (1-16 Credits)

This course is repeatable for 16 credits.

DHE 507. SEMINAR. (1-16 Credits)

This course is repeatable for 16 credits.

DHE 508. WORKSHOP. (1-16 Credits)

This course is repeatable for 16 credits.

DHE 509. PRACTICUM. (1-16 Credits)

This course is repeatable for 16 credits.

DHE 510. INTERNSHIP. (1-16 Credits)

This course is repeatable for 16 credits.

DHE 528. APPAREL PRODUCTION PROCESSES. (4 Credits)

Production pattern-making, pattern grading, marker making, garment specifications, and cost analysis. Apparel assembly processes; analysis of equipment capabilities and production processes.

Recommended: DHE 327

DHE 529. ADVANCED APPAREL DESIGN. (4 Credits)

Design processes and research methods used to develop apparel designs. Students will identify design problems and implement appropriate methods to develop apparel products. Lec/studio.

Recommended: Completion or concurrent enrollment in DHE 327 and DHE 427 and DHE 428

DHE 561. HISTORY OF THE NEAR ENVIRONMENT I. (4 Credits)

History of clothing, furniture, interiors, textiles, and housing and building styles; primarily Euro-American, from the ancient world to the Renaissance. The influence of social and cultural factors upon design of the near environment. Need not be taken in sequence.

DHE 562. HISTORY OF THE NEAR ENVIRONMENT II. (4 Credits)

History of clothing, furniture, interiors, textiles, and housing and building styles; primarily Euro-American, from the Renaissance to 1899. The influence of social and cultural factors upon design of the near environment. Need not be taken in sequence.

DHE 563. HISTORY OF CONTEMPORARY FASHION. (4 Credits)

Historic analysis of fashion change in men's and women's apparel from 1890 to the present. The influence of social and cultural factors upon Euro-American fashion.

DHE 564. CONTEMPORARY HISTORY OF INTERIORS AND HOUSING. (3 Credits)

History of housing and interior design from the mid-19th century until the present.

DHE 566. RESEARCH IN THE CROSS CULTURAL ASPECTS OF THE NEAR ENVIRONMENT. (3 Credits)

Examines the research methods used to study the cultural aspects of the near environment. Case studies concerning cultural variation in the design and use of fabric, clothing and adornment, housing.

DHE 572. MERCHANDISE PLANNING AND CONTROL. (4 Credits)

Quantitative analysis of inventory planning, pricing, and control for the profitable management of soft goods; analysis of management problems using quantitative data and merchandising principles.

Prerequisites: DHE 570 (may be taken concurrently) with C or better
Recommended: BA 215

DHE 582. AESTHETIC AND PERCEPTUAL THEORIES OF THE NEAR ENVIRONMENT. (2 Credits)

Aesthetic aspects from the philosophical and theoretical bases formulated in art, art history, and psychology as applied to the near environment.

DHE 585. HUMAN BEHAVIOR AND THE NEAR ENVIRONMENT. (3 Credits)

Application of concepts and theories from cultural anthropology, sociology, psychology, and social psychology to the study of clothing and interiors. The significance of the near environment in the dynamics of social interaction.

DHE 594. RESEARCH METHODS IN DESIGN AND HUMAN ENVIRONMENT. (3 Credits)

Introduction to theory and research design in Design and Human Environment. Includes sampling, measurement, data collection (both qualitative and quantitative) and data analysis.

DHE 599. SPECIAL TOPICS IN DESIGN AND HUMAN ENVIRONMENT. (1-16 Credits)

This course is repeatable for 16 credits.

DHE 601. RESEARCH AND SCHOLARSHIP. (1-16 Credits)

This course is repeatable for 16 credits.

DHE 602. INDEPENDENT STUDY. (1-16 Credits)

This course is repeatable for 16 credits.

DHE 603. THESIS. (1-16 Credits)

This course is repeatable for 999 credits.

DHE 605. READING AND CONFERENCE. (1-16 Credits)

This course is repeatable for 16 credits.

DHE 606. PROJECTS. (1-16 Credits)

This course is repeatable for 16 credits.

DHE 607. SEMINAR. (1-16 Credits)

This course is repeatable for 16 credits.

DHE 608. WORKSHOP. (1-16 Credits)

This course is repeatable for 16 credits.

DHE 609. PRACTICUM. (1-16 Credits)

This course is repeatable for 16 credits.

DHE 610. INTERNSHIP/WORK EXPERIENCE. (1-16 Credits)

This course is repeatable for 16 credits.

DHE 690. THEORY DEVELOPMENT. (3 Credits)

Critical analysis of scientific explanation, research, theory, and paradigms. Focus on theory development, particularly within the area of the near environment.

Design

DSGN 121. COMPUTER AIDED DESIGN. (3 Credits)

Introduction to the Adobe Creative Suite: Illustrator and Photoshop. Instruction in drawing, image editing, flat illustrations and textile design. Lec/studio.

DSGN 199. SPECIAL TOPICS. (1-6 Credits)

This course is repeatable for 12 credits.

DSGN 226. SPECIFICATION BUYING. (4 Credits)

Introduction to terminology, assembly process, quality factors, and costs in the development of sewn product specifications. Lec/lab.

DSGN 244. COLOR INNOVATION. (4 Credits)

The aesthetics, meaning, and perception of color provide the foundational knowledge in this course.

Equivalent to: DSGN 244H

DSGN 244H. COLOR INNOVATION. (4 Credits)

The aesthetics, meaning, and perception of color provide the foundational knowledge in this course.

Attributes: HNRS – Honors Course Designator

Equivalent to: DSGN 244

DSGN 253. PROFESSIONAL DEVELOPMENT. (3 Credits)

This course is designed to give you an early start on the process of career planning and development. The process involves thoughtful self-assessment, career exploration, planning and follow-through with preliminary employment strategies. The philosophy of this course is that the career management process is ongoing, systematic, and aimed towards a fulfilling work life, which is part of your overall plan for personal development.

Prerequisites: BA 101 with C- or better or (BA 162 with C- or better or BA 162H with C- or better)

Equivalent to: BA 253, BA 253H, BA 281, BA 281H, BA 353

DSGN 255. TEXTILES. (4 Credits)

Properties, identification, selection, use and care of textile fibers and fabrics. Analysis of fiber, yarn, and fabric constructions in textiles.

DSGN 276. INTRODUCTION TO MERCHANDISING MANAGEMENT. (4 Credits)

Provides the introductory knowledge necessary to prepare students for working in the retail industry. Introduces students to the retail industry including basic terminology, industry history, and to merchandising management decisions. Prepares students for more advanced knowledge acquired in the Merchandising Management concentration.

Equivalent to: DHE 276

DSGN 281. DRAWING AND SKETCHING. (4 Credits)

Designed for both beginning drawers and those wanting to improve their skills. Focuses exclusively on hand drawing skills with an emphasis on technical drawing skills, observational and perspective drawing, as well as imagination and creativity. Students develop a working knowledge of visual methods for communicating design concepts. Class format includes a combination of quick drawing activities, demonstrations, lectures, critiques, and work time on drawing assignments. Throughout the term students are introduced to the drawings of several prominent designers and artists.

Equivalent to: DHE 281

DSGN 282. PERSONAL, PROFESSIONAL, AND LEADERSHIP DEVELOPMENT I. (1 Credit)

DSGN 282 – DSGN 284 is a series of three one-credit courses taken during the students' second year. Helps students develop lifelong skills that are practical, meaningful, and useful. These skills and the understanding developed through this course strengthens the student's ability to adapt career goals to changing market conditions, make good decisions in difficult situations, and set financial goals. CROSSLISTED as BA 282.

Prerequisites: BA 101 with C- or better or BA 162 with C- or better or BA 162H with C- or better

Equivalent to: BA 282

DSGN 283. PERSONAL, PROFESSIONAL, AND LEADERSHIP DEVELOPMENT II. (1 Credit)

DSGN 282 – DSGN 284 is a series of three one-credit courses taken during the students' second year. Helps students develop lifelong skills that are practical, meaningful, and useful. These skills and the understanding developed through this course strengthens the student's ability to adapt career goals to changing market conditions, make good decisions in difficult situations, and set financial goals. CROSSLISTED as BA 283.

Prerequisites: BA 101 with C- or better or BA 162 with C- or better or BA 162H with C- or better

Equivalent to: BA 283

DSGN 284. PERSONAL, PROFESSIONAL, AND LEADERSHIP DEVELOPMENT III. (1 Credit)

DSGN 282 – DSGN 284 is a series of three one-credit courses taken during the students' second year. Helps students develop lifelong skills that are practical, meaningful, and useful. These skills and the understanding developed through this course strengthens the student's ability to adapt career goals to changing market conditions, make good decisions in difficult situations, and set financial goals. CROSSLISTED as BA 284.

Prerequisites: BA 101 with C- or better or BA 162 with C- or better or BA 162H with C- or better

Equivalent to: BA 284

DSGN 287. STUDIO I: DESIGN COMMUNICATION. (4 Credits)

Focuses on design communication through electronic media. Students use AutoCAD, SketchUp, and the Adobe Creative Cloud to create 2D and 3D visualizations and presentations of interiors. Lec/studio.

Equivalent to: DHE 287

DSGN 327. PERFORMANCE APPAREL INNOVATION I. (4 Credits)

Develop innovative performance apparel from technical specifications or prototypes. Analysis of apparel construction related to equipment, cost, quality, end use and customer needs. Lec/lab.

Prerequisites: DSGN 226 with C- or better

Equivalent to: DHE 327

DSGN 328. DIGITAL DESIGN FOR APPAREL. (3 Credits)

Computer-aided flat pattern, grading and marker techniques using industry relevant pattern development software.

Prerequisites: DSGN 327 with C- or better

Equivalent to: DHE 328

DSGN 329. SPORTSWEAR INDUSTRY COLLABORATION. (3 Credits)

Industry lead team project. Creation of briefs, sketch, pattern, design textile prints, construct prototypes based on identified consumer and company.

Prerequisites: DSGN 327 with C- or better

DSGN 330. ^FASHION FORECASTING AND MARKET ANALYSIS. (4 Credits)

Forecasting and market analysis processes applied to fashion goods. (Writing Intensive Course)

Attributes: CWIC – Core, Skills, WIC

Prerequisites: WR 222 with C- or better or WR 323 with C- or better or WR 327 with C- or better

DSGN 333. HISTORY OF CONTEMPORARY FASHION. (4 Credits)

Historic analysis of fashion change in men's and women's apparel from 1890 to the present. The influence of social and cultural factors upon Euro-American fashion.

Equivalent to: DHE 233, DHE 463

DSGN 335. APPAREL AND FOOTWEAR VALUE CHAIN. (3 Credits)

Survey of the structure, functions, and current trends within the apparel and footwear value chain.

DSGN 341. DESIGN THINKING AND PROCESS INNOVATION. (4 Credits)

Application of a qualitative, multi-method approach to gain insight into how the consumer experience can be improved within a given context. Application of design thinking principles to identify and develop solutions to improve consumer experience within a given context.

Equivalent to: DSGN 341H

DSGN 341H. DESIGN THINKING AND PROCESS INNOVATION. (4 Credits)

Application of a qualitative, multi-method approach to gain insight into how the consumer experience can be improved within a given context. Application of design thinking principles to identify and develop solutions to improve consumer experience within a given context.

Attributes: HNRS – Honors Course Designator

Equivalent to: DSGN 341

DSGN 342. INTRODUCTION TO DESIGN MANAGEMENT. (4 Credits)

Introduces the foundations and concepts of design strategy and creative development.

Prerequisites: DSGN 341 with C- or better

DSGN 343. IDEA VISUALIZATION. (4 Credits)

Focuses on the design process through visual communication of ideation and sketching.

Prerequisites: DSGN 342 with C- or better

DSGN 352. TEXTILES FOR INTERIORS. (4 Credits)

Types, qualities, and maintenance of functional and decorative fabrics for homes and public buildings. Use of specifications, standards, and legislation.

Prerequisites: DSGN 255 with C- or better or DHE 255 with C- or better

DSGN 355. SPECIFICATION AND EVALUATION OF PERFORMANCE MATERIALS. (4 Credits)

Specification of materials for athletic and outdoor apparel to enhance human comfort, safety, and performance. Lec/lab.

Prerequisites: DSGN 255 with C- or better and DSGN 327 [C-]

Equivalent to: DHE 355

DSGN 356. SPECIFICATION AND EVALUATION OF PERFORMANCE MATERIALS. (3 Credits)

Specification of materials for athletic and outdoor apparel to enhance human comfort, safety, and performance.

Prerequisites: DSGN 255 with C- or better

DSGN 357. EVALUATION OF PERFORMANCE MATERIALS LABORATORY. (1 Credit)

Evaluation of materials for athletic and outdoor apparel to enhance human comfort, safety, and performance.

Prerequisites: DSGN 255 with C- or better and DSGN 327 [C-]

Corequisites: DSGN 356

Recommended: Concurrent enrollment with DSGN 356

DSGN 372. MERCHANDISE PLANNING AND CONTROL. (4 Credits)

Quantitative analysis of inventory planning, pricing, and control for the profitable management of soft goods; analysis of management problems using quantitative data and merchandising principles.

Prerequisites: DSGN 276 with C or better

Equivalent to: DSGN 472

DSGN 377. RETAIL AND MERCHANDISING. (4 Credits)

Evaluation of performance within the merchandising functions of an organization. Development of merchandising plans based on quantitative and qualitative analysis, as well merchandising principles.

Prerequisites: DSGN 276 with C- or better

DSGN 383. BUILDING CONSTRUCTION AND MATERIALS. (3 Credits)

An introduction to the manufacture, characteristics, sustainability, and use of construction materials in commercial and residential construction.

Equivalent to: DHE 283

DSGN 387. STUDIO III: ADVANCED DESIGN COMMUNICATION. (4 Credits)

Development of presentation and Building Information Modeling (BIM) skills through various computer programs including Adobe Illustrator, Adobe PhotoShop, Sketchup, and Revit Architecture. In-class exercises and take-home assignments.

Prerequisites: DSGN 287 with C- or better

Equivalent to: DHE 387

DSGN 388. STUDIO IV: HOSPITALITY DESIGN. (4 Credits)

Study and design of hospitality spaces in compliance with building codes and industry standards, with emphasis on sustainability, safety, and cultural context.

Prerequisites: DSGN 387 with C- or better

DSGN 394. STUDIO V: LIGHTING DESIGN. (4 Credits)

Lighting design and documentation for residential and small commercial projects. The commercial projects include space planning and lighting design for workspace and retail environments. Lec/Studio.

Prerequisites: DSGN 388 with C- or better or DHE 388 with C- or better

DSGN 403. THESIS. (1-16 Credits)

This course is repeatable for 16 credits.

DSGN 405. READING AND CONFERENCE. (1-16 Credits)

This course is repeatable for 16 credits.

DSGN 406. PROJECTS. (1-16 Credits)

This course is repeatable for 16 credits.

DSGN 407. SEMINAR. (1-16 Credits)

This course is repeatable for 16 credits.

DSGN 408. WORKSHOP. (1-16 Credits)

This course is repeatable for 16 credits.

DSGN 409. PRACTICUM. (1-16 Credits)

This course is repeatable for 16 credits.

DSGN 410. FIELD EXPERIENCE. (6-12 Credits)

This course is repeatable for 16 credits.

DSGN 422. DHE FASHION SHOW AND DESIGN EXHIBITION. (1-16 Credits)

Special topics in design and human environment.

This course is repeatable for 16 credits.

DSGN 427. PERFORMANCE APPAREL INNOVATION II. (4 Credits)

Develop innovative performance apparel from technical specifications or prototypes. Analysis of apparel construction related to equipment, cost, quality, end use and customer needs. Lec/lab.

Prerequisites: DSGN 327 with C- or better

Equivalent to: DHE 427

DSGN 428. TECHNICAL SPORTSWEAR SIZING AND FIT. (4 Credits)

Development of sizing and grading systems used in sportswear and evaluation of garment fit by use of virtual and physical prototypes.

Prerequisites: DSGN 327 with C- or better

Equivalent to: DHE 428

DSGN 429. FUNCTIONAL DESIGN AND PRODUCT DEVELOPMENT. (4 Credits)

Design processes and research methods used to create functional designs. Students will identify design problems and develop design brief and functional product line for identified target company. Lec/lab.

Prerequisites: DSGN 428 with C- or better

Equivalent to: DHE 429

DSGN 440. DESIGN RESEARCH. (4 Credits)

Surveys design principles, methods and applications in business outcomes. Application of design research is investigated and analyzed in group projects.

Prerequisites: DSGN 343 with C- or better

DSGN 441. SERVICE DESIGN INNOVATION. (4 Credits)

Focuses on the impact that service design has on business enterprises. Creative ideation, critical analysis, and innovative thinking are integrated as foundations for service design outcomes.

Prerequisites: DSGN 440 with C- or better

DSGN 442. MATERIALITY AND MAKING FIELD PROJECT. (4 Credits)

Focuses on material properties and specifications. Students work in the makerspace to design product outcomes.

Prerequisites: DHE 440 with C- or better or DSGN 440 with C- or better

DSGN 464. CONTEMPORARY HISTORY OF INTERIORS AND HOUSING. (3 Credits)

History of interior design from the mid-19th century to the present.

Prerequisites: ART 204 with C- or better or ART 205 with C- or better or ART 206 with C- or better

Equivalent to: DHE 464

DSGN 471. RETAIL PRESENTATION STRATEGIES. (4 Credits)

Provides an overview of, and examines competitive presentation strategies within, retail environments and channels (e.g., in-store, catalog, online, mobile) by integrating the principles and elements of design with sensory marketing.

Prerequisites: DSGN 377 with C- or better and (BA 390 [C-] or BA 390H [C-] or MRKT 390 [C-])

DSGN 472. MERCHANDISE PLANNING AND CONTROL. (4 Credits)

Quantitative analysis of inventory planning, pricing, and control for the profitable management of soft goods; analysis of management problems using quantitative data and merchandising principles.

Prerequisites: (BA 215 with C- or better or BA 215H with C- or better) and (DHE 276 [C-] or DSGN 276 [C-])

Equivalent to: DSGN 372

Recommended: enrollment restricted to Apparel Design (major code 400) and Merchandising Management (major code 416) majors.

DSGN 473. RETAIL STRATEGIES PRACTICUM. (4 Credits)

Explores the role that retail strategies play within a value delivery network. Looks at how retailing helps deliver value created in manufacturing and in services. Examines how these organizations develop strategies to attract consumers and also how consumers develop strategies to acquire goods and services from retailers. Provides a foundation for students who plan to work in retailing or related disciplines.

Prerequisites: DSGN 377 with C- or better

DSGN 475. *GLOBAL SOURCING OF TEXTILES, APPAREL, AND FOOTWEAR. (4 Credits)

Trade theory and the effects of trade policy, cultural values, and economics on the global production, distribution, and consumption of textiles, apparel, and footwear. (Bacc Core Course)

Attributes: CSGI – Core, Synth, Global Issues

DSGN 488. STUDIO VI: HEALTHCARE DESIGN. (4 Credits)

Interior design project development with emphasis on healthcare design, contract documents, and building codes.

Prerequisites: DSGN 394 with C- or better or DHE 394 with C- or better

DSGN 495. STUDIO VII: SENIOR THESIS II. (4 Credits)

Individual design project development of programming document and construction drawings.

Prerequisites: DSGN 488 with C- or better