DESIGN (DSGN)

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 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 255. TEXTILES. (4 Credits)

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 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 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

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

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 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