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. **Equivalent to:** DSGN 221
Available via Ecampus

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
Introduces career management process. Emphasizes ongoing, systematic nature of process. Topics include self-assessment, career exploration, preliminary employment strategies. **Prerequisite:** DSGN 121 with C- or better **Equivalent to:** BA 253, BA 253H, BA 281, BA 281H, BA 291, BA 292, BA 294, BA 295, BA 353, BA 381, BA 382, BA 384, BA 385

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. **Equivalent to:** DHE 255

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.

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.

DSGN 282, DRAFTING YOUR CAREER BLUEPRINT, 1 Credit
Part of Blueprint – a 12 course professional development course series to guide the student from college to career. Topics include understanding and developing one’s own talents and strengths and beginning the initial stages of career exploration. **Equivalent to:** BA 282

DSGN 283, CREATIVITY, CULTURE, AND THE WORKPLACE, 1 Credit
Part of Blueprint – a 12 course professional development course series to guide the student from college to career. Explores students’ unique talents and how teams as well as organizations can benefit from diverse and inclusive communities. **Equivalent to:** BA 283

DSGN 284, FOUNDATIONS OF PERSONAL FINANCE I, 1 Credit
Part of Blueprint – a 12 course professional development course series to guide the student from college to career. Topics include foundations of personal finance, helping students navigate paying-for-college resources and aiding them in developing and sticking to a realistic budget while in school. **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.

DSGN 311, FRAMING YOUR CAREER PLAN, 1 Credit
Part of Blueprint – a 12 course professional development course series to guide the student from college to career. Course topics are designed to help the student explore different types of business communications and how to effectively communicate their ideas in a variety of methods. **Equivalent to:** BA 311

DSGN 312, FOUNDATIONS OF PERSONAL FINANCE II, 1 Credit
Part of Blueprint – a 12 course professional development course series to guide the student from college to career. Second of four course in Blueprint that is dedicated to learning the foundations of personal finance. Topics include Taxes, Credit, Loans & Cars, and Investing. **Equivalent to:** BA 312
DSGN 313, THE ORANGE AND BLACK CASE COMPETITION, 1 Credit
Part of Blueprint – a 12 course professional development course series to guide the student from college to career. Strengthens students’ foundational business knowledge, critical thinking abilities, and team collaboration skills through a college-wide case competition.
Prerequisite: BA 260 with C- or better or BA 260H with C- or better
Equivalent to: BA 313

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.
Prerequisite: DSGN 226 with C- or better

DSGN 328, DIGITAL DESIGN FOR APPAREL, 3 Credits
Computer-aided flat pattern, grading and marker techniques using industry relevant pattern development software.
Prerequisite: DSGN 327 with C- or better

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.
Prerequisite: 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
Prerequisite: WR 222 with C- or better or WR 323 with C- or better or WR 327 with C- or better
Equivalent to: DHE 330

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.

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.
Prerequisite: DSGN 341 with C- or better

DSGN 343, IDEA VISUALIZATION, 4 Credits
Focuses on the design process through visual communication of ideation and sketching.
Prerequisite: DSGN 342 with C- or better

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.
Prerequisite: 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.
Prerequisite: 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.
Prerequisite: 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.
Prerequisite: DSGN 372 with C- or better or DSGN 472 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.
Prerequisite: DSGN 287 with C- or better

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.
Prerequisite: 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.
Prerequisite: DSGN 388 with C- or better
Equivalent to: DHE 394

DSGN 403, THESIS, 1-16 Credits
This course is repeatable for 16 credits.

DSGN 405, READING AND CONFERENCE, 1-16 Credits
Equivalent to: DHE 405
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
Equivalent to: DHE 407
This course is repeatable for 16 credits.

DSGN 408, WORKSHOP, 1-16 Credits
Equivalent to: DHE 408
This course is repeatable for 16 credits.

DSGN 409, PRACTICUM, 1-16 Credits
Equivalent to: DHE 409
This course is repeatable for 16 credits.

DSGN 410, DESIGN INTERNSHIP, 1-6 Credits
Planned and supervised work experience at selected cooperating business firms. Supplementary training, conference, reports, and appraisals. Graded P/N.
Equivalent to: DHE 410
This course is repeatable for 16 credits.

DSGN 411, NAVIGATING YOUR WORKPLACE, 1 Credit
Part of Blueprint – a 12 course professional development course series to guide the student from college to career. Builds a foundation of financial planning, offering students the tools to successfully manage their career pathways. Topics include: analyzing job offers and benefits packages, negotiating a job’s salary/benefits, strategizing the first 90 days on the job, and advocating for opportunities at work.
Equivalent to: BA 411

DSGN 412, FINANCIAL PLANNING I, 1 Credit
Part of Blueprint – a 12-course professional development course series to guide the student from college to career. Continues to build a foundation of financial planning, offering students the tools to successfully prepare for future wealth. Topics include: budgeting for life after graduation, planning for new earnings and income, saving for your future self, and keeping your money and yourself secure.
Equivalent to: BA 412

DSGN 413, FINANCIAL PLANNING II, 1 Credit
Part of Blueprint – a 12-course professional development course series to guide the student from college to career. Finalizes the foundations of financial planning, offering students the tools to successfully outline long-term financial goals. Topics include: addressing debt and buying a home, managing risk and insurance, planning for retirement, and creating a long-term legacy.
Equivalent to: BA 413

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.
Prerequisite: DSGN 327 with C- or better

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.
Prerequisite: DSGN 327 with C- or better

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.
Prerequisite: DSGN 428 with C- or better
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.
Prerequisite: 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.
Prerequisite: 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.
Prerequisite: DSGN 440 with C- or better
Equivalent to: DHE 442

DSGN 464, CONTEMPORARY HISTORY OF INTERIORS AND HOUSING, 3 Credits
History of interior design from the mid-19th century to the present.
Prerequisite: ART 204 with C- or better or ART 205 with C- or better or ART 206 with C- or better

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.
Prerequisite: DSGN 377 with C- or better and (BA 390 [C-] or BA 390H [C-] or BA 223 [C-] or BA 223H [C-] or MRKT 390 [C-])

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.
Prerequisite: 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.
Prerequisite: DSGN 394 with C- or better

DSGN 495, STUDIO VII: SENIOR THESIS II, 4 Credits
Individual design project development of programming document and construction drawings.
Prerequisite: DSGN 488 with C- or better
Equivalent to: DHE 495