1 GATEWAY
Introduction, foundation

2 INSPIRATION
Research, discovery, reframing

3 IDEATION
Design, brainstorming
Select one of the following
Rapid Viz is prereq for
ID1 Intro to Product Development
and suggested for Digital
Solid Modeling
VCD1: Fundamentals is prereq
for VCD7 and VCD8

4 IMPLEMENTATION
Prototyping, delivery
Select one of the following

5 CAPSTONE
Putting it all together

DESN Matters
Introduction to Design Thinking
Articulate the tenets of the design thinking methods and apply methodologies to identify problems and developing service, product and experience solutions.

DESN Research Practices
Principles of user-centered research
Overview of design research methodologies, planning strategies, interviewing, observing and participatory techniques, and data analysis and synthesis for the development of insights and implications informing the development process.

DESN Rapid Visualization
Principles of visual ideation
Studio course introducing rapid sketching, rendering and presentation techniques as a tool for development, refinement and tangible communicating of concepts, ideas, objects and stories to others.

DESN VCD1: Fundamentals of Design*
Principles of visual expression
Creating, planning and executing ideas and experiences with visual and textual content, physical or virtual, including images, words, or graphic forms.

DESN ID1: Intro to Product Development*
Form & Physical Model Development

DESN Digital Solid Modeling
3D CAD Modeling and Rapid Prototyping

DESN VCD3 Web Design
Web based interactivity for desktop & mobile

DESN VCD7 Interaction Design
User Interface and Interaction

DESN VCD 8 Social Design
Initiatives, Challenges & Innovation

DESN Collaborative Design Development
Cross Disciplinary Problem Solving
Industry sponsored design briefs to challenge interdisciplinary teams to deploy design thinking for successful innovation and implementation.

*Department approval required to override prereq