

DEPARTMENT OF ART, ART HISTORY & DESIGN

BACHELOR OF ARTS—Professional Track | INDUSTRIAL DESIGN

NAME:

NDID#:

GRAD DATE:

First

Middle
Initial

Last

BAP Requirements | 48 credits/16 classes

3 Design Fundamental Courses (co-reqs)

- DESN 20203–Design Matters
- ARST 10100–2D Foundations
- DESN 20200–Rapid Ideation & Viz (prev. Rapid Viz)

6 Design Studio Courses

- DESN 20201–ID 1: ID Process & Prototyping
- DESN 30209–Digital Modeling (prev. DSM)
- DESN 30204–ID 2: Human Centered Design (prev. ID 2-1)
- DESN 30205ID 3: Advanced Product Dev. (prev. ID 2-2)
- DESN 40200–ID 4: Design Strategy & User Exp. (prev. ID 3)
- DESN 40202–ID 5: Professional Practices (prev. ID 4)

6 Supplemental Studio Courses

- DESN 30200–Digital Visualization (prev. Advanced Viz)
- DESN 30210–Design Research
- DESN XXXXX–Sustainability of Designed Objects (NEW)
- 2–Design Electives (DESN course–see options below)
- Studio Art Elective (any ARST course)

1 Critical Studies Course

Critical Studies Option (see options below)

Design Elective Options

- DESN 40201: Service Design (prev. Collab. Desn. Dev.)
- DESN 20101–VCD 1
- DESN 30131–VCD 6
- DESN 30140 –VCD 7
- DESN 40100–VCD 8
- DESN 40101–VCD 9

Critical Studies Options:

- ARHI XXXXX–any art history course
- ARCH 43711–Figurative Design Systems
- AMST 30105–Sustainable America
- AMST 30150–Decolonizing Gaming: Critical Engagement through Design
- AMST 30183–Applied Multimedia Through Journalism
- ANTH 10210–The Anthropology of Your Stuff
- ANTH 33210–The Anthropology of Everyday Life
- ANTH 33208– Global Visual Culture
- ENGL 40196–Theories of Media and Technology
- HIST 30644–Consuming America
- HIST 30616–History of American Capitalism
- CSEM 23101–Objects Matter: The Power, Politics, and Promise of Things

FRESHMAN	fall 20		spring 20
Summer			
TOTAL			
SOPHOMORE	fall 20		spring 20
Summer			
TOTAL			
JUNIOR	fall 20		spring 20
Summer			
TOTAL			
SENIOR	fall 20		spring 20
TOTAL			
5th YEAR	fall 20		spring 20
TOTAL			