



12 November 2014

To: The Arts and Sciences (ASC) Curriculum Committee

Re: Proposed revisions to the following first-year courses in the Industrial Design; Interior Design; and Visual Communication Design Bachelor of Science in Design (BSD) major programs' shared foundation course sequence. These revisions also affect the "Design Minor (Design-MN) Track Two: for Pre-Design students not accepted to a Design major." Proposed implementation date: Autumn semester 2015.

Specific revisions proposed and courses affected:

1) Design 2110: Design Fundamentals 1 (AU, weeks 1 to 7, 1.5 credits) will switch to 14 weeks and 3 credits. As well, Design 2120: Design Fundamentals 2 (AU, weeks 8 to 14, 1.5 credits) will be eliminated.

2) Design 2310: Visualization Principles 1 (AU, weeks 1 to 7, 1.5 credits) will switch to 14 weeks and 3 credits. As well, Design 2320: Visualization Principles 2 (AU, weeks 8 to 14, 1.5 credits) will be eliminated.

3) Design 2130: Design Fundamentals 3 (SP, weeks 1 to 7, 1.5 credits) will switch to 14 weeks and 3 credits. As well, Design 2140: Design Fundamentals 4 (SP, weeks 8 to 14, 1.5 credits) will be eliminated.

4) Design 2330: Visualization Principles 3 (SP, weeks 1 to 7, 1.5 credits) will switch to 14 weeks and 3 credits. As well, Design 2340: Visualization Principles 4 (SP, weeks 8 to 14, 1.5 credits) will be eliminated.

5) Elimination of Design 3505 Typographic Design for Non-Majors course (weeks 8 to 14) from the revised Design Minor (Design-MN) Track Two, as that content has been brought in to the above, 14 week courses.

Please note:

We are aware that the proposed changes will result in a sequence of courses that progress over two semesters from, for example, Design Fundamentals 1 to Design Fundamentals 3, with Design Fundamentals 2 no longer appearing. As our Academic Advisor manages enrollments in all of these first-year studio courses in our foundation sequence, we do not foresee the numbering inconsistency causing any significant issues.

Rationale for the proposed revisions:

We have significantly re-worked the contents of the existing first-year foundation courses, including moving the acceptance of new major students from the end of Autumn to the end of Spring semester. Given this new approach, the current seven-week structure is no longer necessary for the foundation course sequence. As well, we wish to correct an issue related to the seven-week course length. Specifically, those students not doing well on a seven-week term can not drop later in the term, like those on 14-week terms. A resulting, poor seven-week grade can affect GPA and hamper a student's ability to go to other majors with competitive entrance standards. As Design only accepts a certain number of students to its major programs, this issue has negatively affected some students not accepted to a Design major.

The Department considers the proposed course revisions to be the most direct and simple manner to address the above curricular issues. Many thanks to the ASC Curriculum Committee for its consideration. Best wishes.

Mary Anne Beecher, Ph.D., Professor and Department Chairperson



Industrial Design Major

Current curriculum

General Education:

47 to 49 hours

ArtSci 1100: 1 credit hour

Writing: 6 credit hours

Writing 1 (English 1110)

Writing 2 (any 2367)

Quantitative and Logical Skills

Mathematical and Logical Analysis
(from GE list, 3-5 credit hours)

Data Analysis
(from GE list, 3 credit hours)

Science: 10 credit hours

Biological Science

Physical Science
(one must have a lab)

Literature: 3 credit hours

Visual and Performing Arts:

3 credit hours

Art 2555 (Photography)

Social Science: 6 credit hours

(from below categories)

Historical Study: 3 credit hours

History of Art 2001

2nd Historical Study: 3 credit hours

History of Art 2002

Open Option: 6 credit hours

Choose one 3 credit hour course
from History of Art 3000-level or
above + another 3 credit course

One course on *Social Diversity in the US*, and two *Global Studies* courses are required — these contents are typically embedded in other GE courses. Failure to choose courses with these two designations could result in up to 9 additional credits needed to complete the GE requirements.

Industrial Design Major Requirements:

72 hours

First Year

- 1.5 Design 2110: Design Fundamentals 1 (AU, weeks 1 to 7)
- 1.5 Design 2120: Design Fundamentals 2 (AU, weeks 8 to 14)
- 1.5 Design 2310: Visualization Principles 1 (AU, weeks 1 to 7)
- 1.5 Design 2320: Visualization Principles 2 (AU, weeks 8 to 14)
- 3 Design 2700: Intro to Design Practice (AU)
- 1.5 Design 2130: Design Fundamentals 3 (SP, weeks 1 to 7)
- 1.5 Design 2140: Design Fundamentals 4 (SP, weeks 8 to 14)
- 1.5 Design 2330: Visualization Principles 3 (SP, weeks 1 to 7)
- 1.5 Design 2340: Visualization Principles 4 (SP, weeks 8 to 14)
- 3 Design 2750: Design History (SP)

Second Year

- 3 Design 3101: Intro to Ind Design 1 (AU)
- 3 Design 3200: Design Research 1 (AU)
- 3 Design 3301: Visualization Strategies for Ind Design 1 (AU)
- 3 Design 3400: Design Media 1 (AU)
- 3 Design 3151: Intro to Ind Design 2 (SP)
- 3 Design 3450: Design Media 2 (SP)
- 3 Design 3550: Materials + Processes (SP)

Third Year

- 3 Design 4101: Intermediate Ind Design 1 (AU)
- 3 Design 4200: Design Research 2 (AU)
- 3 Design 4400: Design Media 3 (AU)
- 3 Design 4151: Intermediate Ind Design 2 (SP)
- 3 Design 4650: Collaborative Design (SP)
- 3 Design 4750: Professional Practices (SP, weeks 1 to 7)
- 6* Design 4797: Study Abroad (SP, weeks 8 to 14)

*Only for students pre-approved for study abroad experiences.

Credits will be used to replace Design 4151, Design 4650, and up to another six hours of Design elective courses.

Fourth Year

- 3 Design 5101: Advanced Ind Design 1 (AU)
- 3 Design 5200: Design Research 3 (AU)
- 3 Design 5301: Visualization Strategies for Ind Design 2 (AU)
- 3 Design 5151: Advanced Ind Design 1 (SP)
- 3 Design 5800: Design Seminar (SP)

Design Electives: 12 credit hours, see following sheet for suggestions

Minimum required for graduation: 131 credit hours



Industrial Design Major

Revised curriculum

General Education:

47 to 49 hours

ArtSci 1100: 1 credit hour

Writing: 6 credit hours

Writing 1 (English 1110)

Writing 2 (any 2367)

Quantitative and Logical Skills

Mathematical and Logical Analysis

(from GE list, 3-5 credit hours)

Data Analysis

(from GE list, 3 credit hours)

Science: 10 credit hours

Biological Science

Physical Science

(one must have a lab)

Literature: 3 credit hours

Visual and Performing Arts:

3 credit hours

Art 2555 (Photography)

Social Science: 6 credit hours

(from below categories)

Historical Study: 3 credit hours

History of Art 2001

2nd Historical Study: 3 credit hours

History of Art 2002

Open Option: 6 credit hours

Choose one 3 credit hour course
from History of Art 3000-level or
above + another 3 credit course

One course on *Social Diversity in the US*, and two *Global Studies* courses are required — these contents are typically embedded in other GE courses. Failure to choose courses with these two designations could result in up to 9 additional credits needed to complete the GE requirements.

Industrial Design Major Requirements:

72 hours

First Year

3 Design 2110: Design Fundamentals 1 (AU) **1**

3 Design 2310: Visualization Principles 1 (AU) **2**

3 Design 2700: Intro to Design Practice (AU)

3 Design 2130: Design Fundamentals 3 (SP) **3**

3 Design 2330: Visualization Principles 3 (SP) **4**

3 Design 2750: Design History (SP)

Second Year

3 Design 3101: Intro to Ind Design 1 (AU)

3 Design 3200: Design Research 1 (AU)

3 Design 3301: Visualization Strategies for Ind Design 1 (AU)

3 Design 3400: Design Media 1 (AU)

3 Design 3151: Intro to Ind Design 2 (SP)

3 Design 3450: Design Media 2 (SP)

3 Design 3550: Materials + Processes (SP)

Third Year

3 Design 4101: Intermediate Ind Design 1 (AU)

3 Design 4200: Design Research 2 (AU)

3 Design 4400: Design Media 3 (AU)

3 Design 4151: Intermediate Ind Design 2 (SP)

3 Design 4650: Collaborative Design (SP)

3 Design 4750: Professional Practices (SP, weeks 1 to 7)

6* Design 4797: Study Abroad (SP, weeks 8 to 14)

*Only for students pre-approved for study abroad experiences.

Credits will be used to replace Design 4151, Design 4650, and up to another six hours of Design elective courses.

Fourth Year

3 Design 5101: Advanced Ind Design 1 (AU)

3 Design 5200: Design Research 3 (AU)

3 Design 5301: Visualization Strategies for Ind Design 2 (AU)

3 Design 5151: Advanced Ind Design 1 (SP)

3 Design 5800: Design Seminar (SP)

Design Electives: 12 credit hours, see following sheet for suggestions

Minimum required for graduation: 131 credit hours



Interior Design Major

Current curriculum

General Education:

47 to 49 hours

ArtSci 1100: 1 credit hour

Writing: 6 credit hours

Writing 1 (English 1110)

Writing 2 (any 2367)

Quantitative and Logical Skills

Mathematical and Logical Analysis
(from GE list, 3-5 credit hours)

Data Analysis
(from GE list, 3 credit hours)

Science: 10 credit hours

Biological Science

Physical Science
(one must have a lab)

Literature: 3 credit hours

Visual and Performing Arts:

3 credit hours

Art 2555 (Photography)

Social Science: 6 credit hours

(from below categories)

Historical Study: 3 credit hours

History of Art 2001

2nd Historical Study: 3 credit hours

History of Art 2002

Open Option: 6 credit hours

Choose one 3 credit hour course
from History of Art 3000-level or
above + another 3 credit course

One course on *Social Diversity in the US*, and two *Global Studies* courses are required — these contents are typically embedded in other GE courses. Failure to choose courses with these two designations could result in up to 9 additional credits needed to complete the GE requirements.

Interior Design Major Requirements:

75 hours

First Year

- 1.5 Design 2110: Design Fundamentals 1 (AU, weeks 1 to 7)
- 1.5 Design 2120: Design Fundamentals 2 (AU, weeks 8 to 14)
- 1.5 Design 2310: Viz Principles 1 (AU, weeks 1 to 7)
- 1.5 Design 2320: Viz Principles 2 (AU, weeks 8 to 14)
- 3 Design 2700: Intro to Design Practice (AU)
- 1.5 Design 2130: Design Fundamentals 3 (SP, weeks 1 to 7)
- 1.5 Design 2140: Design Fundamentals 4 (SP, weeks 8 to 14)
- 1.5 Design 2330: Viz Principles 3 (SP, weeks 1 to 7)
- 1.5 Design 2340: Viz Principles 4 (SP, weeks 8 to 14)
- 3 Design 2750: Design History (SP)

Second Year

- 3 Design 3102: Intro to Int Design 1 (AU)
- 3 Design 3200: Design Research 1 (AU)
- 3 Design 3302: Viz Strategies for Int Design 1 (AU)
- 3 Design 3400: Design Media 1 (AU)
- 3 Design 3152: Intro to Int Design 2 (SP)
- 3 Design 3450: Design Media 2 (SP)
- 3 Design 3552: Int Design Technology 1 (SP)

Third Year

- 3 Design 4102: Intermediate Int Design 1 (AU)
 - 3 Design 4200: Design Research 2 (AU)
 - 3 Design 4302: Viz Strategies for Int Design 2 (AU)
 - 3 Design 4502: Int Design Technology 2 (AU)
 - 3 Design 4152: Intermediate Int Design 2 (SP)
 - 3 Design 4650: Collaborative Design (SP)
 - 3 Design 4750: Professional Practices (SP, weeks 1 to 7)
 - 6* Design 4797: Study Abroad (SP, weeks 8 to 14)
- *Only for students pre-approved for study abroad experiences.
Credits will be used to replace Design 4152, Design 4650, and up to another six hours of Design elective courses.

Fourth Year

- 3 Design 5102: Advanced Int Design 1 (AU)
- 3 Design 5200: Design Research 3 (AU)
- 3 Design 5502: Int Design Technology 3 (AU)
- 3 Design 5152: Advanced Int Design 2 (SP)
- 3 Design 5552: Int Design Technology 4 (SP)

Design Electives: 6 credit hours, see following sheet for suggestions

Architecture 5510 or 5520: 3 credit hours

Minimum required for graduation: 131 credit hours



Interior Design Major

Revised curriculum

General Education:

47 to 49 hours

ArtSci 1100: 1 credit hour

Writing: 6 credit hours

Writing 1 (English 1110)

Writing 2 (any 2367)

Quantitative and Logical Skills

Mathematical and Logical Analysis

(from GE list, 3-5 credit hours)

Data Analysis

(from GE list, 3 credit hours)

Science: 10 credit hours

Biological Science

Physical Science

(one must have a lab)

Literature: 3 credit hours

Visual and Performing Arts:

3 credit hours

Art 2555 (Photography)

Social Science: 6 credit hours

(from below categories)

Historical Study: 3 credit hours

History of Art 2001

2nd Historical Study: 3 credit hours

History of Art 2002

Open Option: 6 credit hours

Choose one 3 credit hour course
from History of Art 3000-level or
above + another 3 credit course

One course on *Social Diversity in the US*, and two *Global Studies* courses are required — these contents are typically embedded in other GE courses. Failure to choose courses with these two designations could result in up to 9 additional credits needed to complete the GE requirements.

Interior Design Major Requirements:

75 hours

First Year

3 Design 2110: Design Fundamentals 1 (AU) **1**

3 Design 2310: Visualization Principles 1 (AU) **2**

3 Design 2700: Intro to Design Practice (AU)

3 Design 2130: Design Fundamentals 3 (SP) **3**

3 Design 2330: Visualization Principles 3 (SP) **4**

3 Design 2750: Design History (SP)

Second Year

3 Design 3102: Intro to Int Design 1 (AU)

3 Design 3200: Design Research 1 (AU)

3 Design 3302: Viz Strategies for Int Design 1 (AU)

3 Design 3400: Design Media 1 (AU)

3 Design 3152: Intro to Int Design 2 (SP)

3 Design 3450: Design Media 2 (SP)

3 Design 3552: Int Design Technology 1 (SP)

Third Year

3 Design 4102: Intermediate Int Design 1 (AU)

3 Design 4200: Design Research 2 (AU)

3 Design 4302: Viz Strategies for Int Design 2 (AU)

3 Design 4502: Int Design Technology 2 (AU)

3 Design 4152: Intermediate Int Design 2 (SP)

3 Design 4650: Collaborative Design (SP)

3 Design 4750: Professional Practices (SP, weeks 1 to 7)

6* Design 4797: Study Abroad (SP, weeks 8 to 14)

*Only for students pre-approved for study abroad experiences.

Credits will be used to replace Design 4152, Design 4650, and up to another six hours of Design elective courses.

Fourth Year

3 Design 5102: Advanced Int Design 1 (AU)

3 Design 5200: Design Research 3 (AU)

3 Design 5502: Int Design Technology 3 (AU)

3 Design 5152: Advanced Int Design 2 (SP)

3 Design 5552: Int Design Technology 4 (SP)

Design Electives: 6 credit hours, see following sheet for suggestions

Architecture 5510 or 5520: 3 credit hours

Minimum required for graduation: 131 credit hours



Visual Communication Design Major

Current curriculum

General Education:

47 to 49 hours

ArtSci 1100: 1 credit hour

Writing: 6 credit hours

Writing 1 (English 1110)

Writing 2 (any 2367)

Quantitative and Logical Skills

Mathematical and Logical Analysis
(from GE list, 3-5 credit hours)

Data Analysis
(from GE list, 3 credit hours)

Science: 10 credit hours

Biological Science

Physical Science
(one must have a lab)

Literature: 3 credit hours

Visual and Performing Arts:

3 credit hours

Art 2555 (Photography)

Social Science: 6 credit hours

(from below categories)

Historical Study: 3 credit hours

History of Art 2001

2nd Historical Study: 3 credit hours

History of Art 2002

Open Option: 6 credit hours

Choose one 3 credit hour course
from History of Art 3000-level or
above + another 3 credit course

One course on *Social Diversity in the US*, and two *Global Studies* courses are required — these contents are typically embedded in other GE courses. Failure to choose courses with these two designations could result in up to 9 additional credits needed to complete the GE requirements.

Visual Communication Design Major Requirements:

72 hours

First Year

- 1.5 Design 2110: Design Fundamentals 1 (AU, weeks 1 to 7)
- 1.5 Design 2120: Design Fundamentals 2 (AU, weeks 8 to 14)
- 1.5 Design 2310: Viz Principles 1 (AU, weeks 1 to 7)
- 1.5 Design 2320: Viz Principles 2 (AU, weeks 8 to 14)
- 3 Design 2700: Intro to Design Practice (AU)
- 1.5 Design 2130: Design Fundamentals 3 (SP, weeks 1 to 7)
- 1.5 Design 2140: Design Fundamentals 4 (SP, weeks 8 to 14)
- 1.5 Design 2330: Viz Principles 3 (SP, weeks 1 to 7)
- 1.5 Design 2340: Viz Principles 4 (SP, weeks 8 to 14)
- 3 Design 2750: Design History (SP)

Second Year

- 3 Design 3103: Intro to Vis Com Design 1 (AU)
- 3 Design 3200: Design Research 1 (AU)
- 3 Design 3400: Design Media 1 (AU)
- 3 Design 3503: Typographic Design (AU)
- 3 Design 3153: Intro to Vis Com Design 2 (SP)
- 3 Design 3450: Design Media 2 (SP)
- 3 Design 3550: Materials + Processes (SP)

Third Year

- 3 Design 4103: Intermediate Vis Com Design 1 (AU)
- 3 Design 4200: Design Research 2 (AU)
- 3 Design 4400: Design Media 3 (AU)
- 3 Design 4153: Intermediate Vis Com Design 2 (SP)
- 3 Design 4650: Collaborative Design (SP)
- 3 Design 4750: Professional Practices (SP, weeks 1 to 7)
- 6* Design 4797: Study Abroad (SP, weeks 8 to 14)

*Only for students pre-approved for study abroad experiences.

Credits will be used to replace Design 4153, Design 4650, and up to another six hours of Design elective courses.

Fourth Year

- 3 Design 5103: Advanced Vis Com Design 1 (AU)
- 3 Design 5200: Design Research 3 (AU)
- 3 Design 5800: Design Seminar (AU)
- 3 Design 5153: Advanced Vis Com Design 2 (SP)
- 3 Design 5453: Vis Com Design Media 4 (SP)

Design Electives: 12 credit hours, any courses

Minimum required for graduation: 131 credit hours



Department of Design, College of Arts and Sciences, The Ohio State University

Visual Communication Design Major

Revised curriculum

General Education:

47 to 49 hours

ArtSci 1100: 1 credit hour

Writing: 6 credit hours

Writing 1 (English 1110)

Writing 2 (any 2367)

Quantitative and Logical Skills

Mathematical and Logical Analysis
(from GE list, 3-5 credit hours)

Data Analysis

(from GE list, 3 credit hours)

Science: 10 credit hours

Biological Science

Physical Science

(one must have a lab)

Literature: 3 credit hours

Visual and Performing Arts:

3 credit hours

Art 2555 (Photography)

Social Science: 6 credit hours

(from below categories)

Historical Study: 3 credit hours

History of Art 2001

2nd Historical Study: 3 credit hours

History of Art 2002

Open Option: 6 credit hours

Choose one 3 credit hour course
from History of Art 3000-level or
above + another 3 credit course

One course on *Social Diversity in the US*, and two *Global Studies* courses are required — these contents are typically embedded in other GE courses. Failure to choose courses with these two designations could result in up to 9 additional credits needed to complete the GE requirements.

Visual Communication Design Major Requirements:

72 hours

First Year

3 Design 2110: Design Fundamentals 1 (AU) **1**

3 Design 2310: Visualization Principles 1 (AU) **2**

3 Design 2700: Intro to Design Practice (AU)

3 Design 2130: Design Fundamentals 3 (SP) **3**

3 Design 2330: Visualization Principles 3 (SP) **4**

3 Design 2750: Design History (SP)

Second Year

3 Design 3103: Intro to Vis Com Design 1 (AU)

3 Design 3200: Design Research 1 (AU)

3 Design 3400: Design Media 1 (AU)

3 Design 3503: Typographic Design (AU)

3 Design 3153: Intro to Vis Com Design 2 (SP)

3 Design 3450: Design Media 2 (SP)

3 Design 3550: Materials + Processes (SP)

Third Year

3 Design 4103: Intermediate Vis Com Design 1 (AU)

3 Design 4200: Design Research 2 (AU)

3 Design 4400: Design Media 3 (AU)

3 Design 4153: Intermediate Vis Com Design 2 (SP)

3 Design 4650: Collaborative Design (SP)

3 Design 4750: Professional Practices (SP, weeks 1 to 7)

6* Design 4797: Study Abroad (SP, weeks 8 to 14)

*Only for students pre-approved for study abroad experiences.

Credits will be used to replace Design 4153, Design 4650, and up to another six hours of Design elective courses.

Fourth Year

3 Design 5103: Advanced Vis Com Design 1 (AU)

3 Design 5200: Design Research 3 (AU)

3 Design 5800: Design Seminar (AU)

3 Design 5153: Advanced Vis Com Design 2 (SP)

3 Design 5453: Vis Com Design Media 4 (SP)

Design Electives: 12 credit hours, any courses

Minimum required for graduation: 131 credit hours

Department of Design Undergraduate Programs Goals

1. Thinking

Students acquire abilities to address Design opportunities, including the skills of problem identification, formulation, qualitative and quantitative research, analysis, synthesis, prototyping, user-testing, and evaluation of outcomes.

2. Doing

Students acquire competency with tools, technologies, skills and materials in the exploration, creation, and production of products, artifacts, environments, systems, communications solutions and services.

3. Practice

Students demonstrate understanding of basic professional practices, including the ability to communicate, document, organize and lead work productively as team members able to adapt to the evolving role of Design.

4. Scope

Students demonstrate understanding of the role and responsibility of Design in the local and global context, including the foundational comprehension and application of ethical concepts of sustainable development, social innovation and human-centered design to practice.

5. Context

Students demonstrate knowledge of established and emerging theory and practice, including critical thinking and an understanding of interdisciplinary relationships in order to recognize and act on opportunities.

6. Role

Students acquire the ability to recognize the role of the Designer as the expert practitioner and/or catalyst for collective creativity.

Industrial Design Major

Bachelor of Science in Design (BSD), College of Arts and Sciences

PROGRAM LEARNING GOALS: #1 OF 2

Goal 1:	Goal 2:	Goal 3:	Goal 4:	Goal 5:	Goal 6:
Thinking	Doing	Practice	Scope	Context	Role

Required Courses						
2110: D. Fundamentals 1	Beginning	Beginning				
2310: Vis. Principles 1	Beginning	Beginning				
2700: Intro. to D. Practice			Beginning	Beginning	Beginning	Beginning
2130: D.Fundamentals 3	Beginning	Beginning/Interm	Beginning			
2330: Vis. Principles 3	Beginning	Beginning/Interm	Beginning			
2750: D. History			Beginning	Beginning	Beginning	Beginning
3101: Intro. to IND 1	Beginning/Interm	Beginning/Interm	Beginning			Beginning
3200: D. Research 1	Beginning		Beginning		Beginning	Beginning
3301: Vis Strategies IND 1		Intermediate	Intermediate			
3400: D. Media 1	Beginning/Interm	Beginning/Interm	Beginning/Interm			
3151: Intro. to IND 2	Intermediate	Beginning/Interm	Beginning/Interm			Beginning
3450: D. Media 2	Beginning					
3550: Materials+Processes			Intermediate	Intermediate	Intermediate	
4101: Intermediate IND 1	Intermediate	Intermediate	Intermediate			Beginning/Interm
4200: D. Research 2	Intermediate	Beginning/Interm	Intermediate	Beginning/Interm	Intermediate	Beginning/Interm
4400: D. Media 3	Intermediate	Intermediate	Intermediate			Beginning/Interm
4151: Intermediate IND 2	Intermediate	Intermediate	Intermediate			Beginning/Interm
4650: Collaborative D.		Intermediate		Intermediate	Advanced	
4750: Prof. Practices			Intermediate	Intermediate	Intermediate	
4797: Study Abroad	Intermediate	Intermediate			Advanced	Intermediate
5101: Advanced IND 1	Advanced	Advanced	Advanced	Interm/Advanced	Interm/Advanced	Intermediate
5200: D. Research 3	Interm/Advanced	Intermediate	Intermediate	Intermediate	Intermediate	Interm/Advanced
5151: Advanced IND 2	Advanced	Advanced	Advanced	Interm/Advanced	Advanced	Advanced
5301: Vis Strategies IND 2	Interm/Advanced	Interm/Advanced	Interm/Advanced			Advanced
5800: D. Seminar	Advanced		Advanced	Interm/Advanced	Interm/Advanced	Interm/Advanced

Industrial Design Major

PROGRAM LEARNING GOALS: #2 OF 2

Goal 6:
Role

Elective Courses						
5191: Internship	Intermediate	Intermediate	Advanced	Intermediate	Intermediate	Intermediate
5193: Individual Studies	Intermediate	Intermediate			Advanced	
5194: Group Studies	Intermediate	Intermediate			Advanced	
5600E: Design Matters: Embedded	Advanced	Intermediate	Intermediate	Intermediate	Intermediate	Intermediate
5600S: Design Matters: Service	Advanced	Intermediate	Intermediate	Intermediate	Intermediate	Intermediate
5798: Study Tour	Advanced				Intermediate	
5998: UG Schlrshp: Creative	Advanced			Advanced	Advanced	
5998H: Honors UG Schlrshp: Creative	Advanced			Advanced	Advanced	
5999: UG Schlrshp: Writing	Advanced			Advanced	Advanced	
5999H: Honors UG Schlrshp: Writing	Advanced			Advanced	Advanced	
<i>Revised Curriculum map Part 2</i>						

Interior Design Major

Bachelor of Science in Design (BSD), College of Arts and Sciences

PROGRAM LEARNING GOALS: #1 OF 2

Goal 1: Thinking **Goal 2:** Doing **Goal 3:** Practice **Goal 4:** Scope **Goal 5:** Context **Goal 6:** Role

Required Courses						
2110: D. Fundamentals 1	Beginning	Beginning				
2310: Vis. Principles 1	Beginning	Beginning				
2700: Intro. to D. Practice			Beginning	Beginning	Beginning	Beginning
2130: D.Fundamentals 3	Beginning	Beginning/Interm	Beginning			
2330: Vis. Principles 3	Beginning	Beginning/Interm	Beginning			
2750: D. History			Beginning	Beginning	Beginning	Beginning
3102: Intro. to INT 1	Beginning/Interm	Beginning/Interm	Beginning			Beginning
3200: D. Research 1	Beginning		Beginning		Beginning	Beginning
3302: Vis Strategies INT 1		Intermediate	Intermediate			
3400: D. Media 1	Beginning/Interm	Beginning/Interm	Beginning/Interm			
3152: Intro. to INT 2	Intermediate	Beginning/Interm	Beginning/Interm			Beginning
3450: D. Media 2	Beginning					
3552: INT D. Tech 1			Intermediate	Intermediate	Intermediate	
4102: Intermediate INT 1	Intermediate	Intermediate	Intermediate			Beginning/Interm
4200: D. Research 2	Intermediate	Beginning/Interm	Intermediate	Beginning/Interm	Intermediate	Beginning/Interm
4302: Vis Strategies INT 2	Intermediate	Intermediate	Intermediate			Beginning/Interm
4502: INT D. Tech 2	Intermediate	Intermediate	Intermediate			Beginning/Interm
4152: Intermediate INT 2	Intermediate	Intermediate	Intermediate			Beginning/Interm
4650: Collaborative D.		Intermediate		Intermediate	Advanced	
4750: Prof. Practices			Intermediate	Intermediate	Intermediate	
4797: Study Abroad	Intermediate	Intermediate			Advanced	Intermediate
5102: Advanced INT 1	Advanced	Advanced	Advanced	Interm/Advanced	Interm/Advanced	Intermediate
5200: D. Research 3	Interm/Advanced	Intermediate	Intermediate	Intermediate	Intermediate	Interm/Advanced
5502: INT D. Tech 3	Advanced		Advanced	Interm/Advanced	Interm/Advanced	Interm/Advanced
5152: Advanced INT 2	Advanced	Advanced	Advanced	Interm/Advanced	Advanced	Advanced
5552: INT D. Tech 4	Interm/Advanced	Interm/Advanced	Interm/Advanced			Advanced

Interior Design Major

Bachelor of Science in Design (BSD), College of Arts and Sciences

PROGRAM LEARNING GOALS: #2 OF 2

	Goal 1: Thinking	Goal 2: Doing	Goal 3: Practice	Goal 4: Scope	Goal 5: Context	Goal 6: Role
Elective Courses						
5191: Internship	Intermediate	Intermediate	Advanced	Intermediate	Intermediate	Intermediate
5193: Individual Studies	Intermediate	Intermediate			Advanced	
5194: Group Studies	Intermediate	Intermediate			Advanced	
5600E: Design Matters: Embedded	Advanced	Intermediate	Intermediate	Intermediate	Intermediate	Intermediate
5600S: Design Matters: Service	Advanced	Intermediate	Intermediate	Intermediate	Intermediate	Intermediate
5798: Study Tour	Advanced				Intermediate	
5998: UG Schlrshp: Creative	Advanced			Advanced	Advanced	
5998H: Honors UG Schlrshp: Creative	Advanced			Advanced	Advanced	
5999: UG Schlrshp: Writing	Advanced			Advanced	Advanced	
5999H: Honors UG Schlrshp: Writing	Advanced			Advanced	Advanced	
<i>Revised Curriculum map Part 2</i>						

Visual Communication Design Major

Bachelor of Science in Design (BSD), College of Arts and Sciences

PROGRAM LEARNING GOALS: #1 OF 2

Goal 1: Thinking **Goal 2:** Doing **Goal 3:** Practice **Goal 4:** Scope **Goal 5:** Context **Goal 6:** Role

Required Courses						
2110: D. Fundamentals 1	Beginning	Beginning				
2310: Vis. Principles 1	Beginning	Beginning				
2700: Intro. to D. Practice			Beginning	Beginning	Beginning	Beginning
2130: D.Fundamentals 3	Beginning	Beginning/Interm	Beginning			
2330: Vis. Principles 3	Beginning	Beginning/Interm	Beginning			
2750: D. History			Beginning	Beginning	Beginning	Beginning
3103: Intro. to VCD 1	Beginning/Interm	Beginning/Interm	Beginning			Beginning
3200: D. Research 1	Beginning		Beginning		Beginning	Beginning
3400: D. Media 1	Beginning/Interm	Beginning/Interm	Beginning/Interm			
3503: Typographic			Intermediate	Beginning	Beginning	
3153: Intro. to VCD 2	Intermediate	Beginning/Interm	Beginning/Interm			Beginning
3450: D. Media 2	Beginning					
3550: Materials+Processes				Intermediate	Intermediate	
4103: Intermediate VCD 1	Intermediate	Intermediate	Intermediate			Beginning/Interm
4200: D. Research 2	Intermediate	Beginning/Interm	Intermediate	Beginning/Interm	Intermediate	Beginning/Interm
4400: D. Media 3	Intermediate					
4153: Intermediate VCD 2	Intermediate	Intermediate	Intermediate			Beginning/Interm
4650: Collaborative D.		Intermediate		Intermediate	Advanced	
4750: Prof. Practices			Intermediate	Intermediate	Intermediate	
4797: Study Abroad	Intermediate	Intermediate			Advanced	Intermediate
5103: Advanced VCD 1	Advanced	Advanced	Advanced	Interm/Advanced	Interm/Advanced	Intermediate
5200: D. Research 3	Interm/Advanced	Intermediate	Intermediate	Intermediate	Intermediate	Interm/Advanced
5800: D. Seminar	Advanced		Advanced	Interm/Advanced	Interm/Advanced	Interm/Advanced
5153: Advanced VCD 2	Advanced	Advanced	Advanced	Interm/Advanced	Advanced	Advanced
5453: VCD Media 4	Advanced	Intermediate				Advanced

Visual Communication Design Major

PROGRAM LEARNING GOALS: #2 OF 2

Goal 6:
Role

Elective Courses						
5191: Internship	Intermediate	Intermediate	Advanced	Intermediate	Intermediate	Intermediate
5193: Individual Studies	Intermediate	Intermediate			Advanced	
5194: Group Studies	Intermediate	Intermediate			Advanced	
5600E: Design Matters: Embedded	Advanced	Intermediate	Intermediate	Intermediate	Intermediate	Intermediate
5600S: Design Matters: Service	Advanced	Intermediate	Intermediate	Intermediate	Intermediate	Intermediate
5798: Study Tour	Advanced				Intermediate	
5998: UG Schlrshp: Creative	Advanced			Advanced	Advanced	
5998H: Honors UG Schlrshp: Creative	Advanced			Advanced	Advanced	
5999: UG Schlrshp: Writing	Advanced			Advanced	Advanced	
5999H: Honors UG Schlrshp: Writing	Advanced			Advanced	Advanced	
<i>Revised Curriculum map Part 2</i>						