Status: NEW

PROGRAM REQUEST
Industrial Interior & Visual Communications
Minor

Last Updated: Nini,Paul Joseph
11/09/2010

Fiscal Unit/Academic Org	Industr,Intr&Vis Comm Desg - D0230
Administering College/Academic Group	The Arts
Co-adminstering College/Academic Group	
Semester Conversion Designation	Converted with minimal changes to program goals and/or curricular requirements (e.g., sub-plan/specialization name changes, changes in electives and/or prerequisites, minimal changes in overall structure of program, minimal or no changes in program goals or content)
Current Program/Plan Name	Industrial Interior & Visual Communications Minor
Proposed Program/Plan Name	Industrial Interior & Visual Communications Minor
Program/Plan Code Abbreviation	DESIGN-MN
Current Degree Title	

Credit Hour Explanation

Program credit hour requirements		A) Number of credit hours in current program (Quarter credit hours)	B) Calculated result for 2/3rds of current (Semester credit hours)	C) Number of credit hours required for proposed program (Semester credit hours)	D) Change in credit hours
Total minimum credit hours required for completion of program		25	16.7	18	1.3
Required credit hours offered by the unit	Minimum	25	16.7	18	1.3
	Maximum	25	16.7	18	1.3
Required credit hours offered outside of the unit	Minimum	0	0.0	0	0.0
	Maximum	0	0.0	0	0.0
Required prerequisite credit hours not included above	Minimum	0	0.0	0	0.0
	Maximum	0	0.0	0	0.0

Program Learning Goals

Note: these are required for all undergraduate degree programs and majors now, and will be required for all graduate and professional degree programs in 2012. Nonetheless, all programs are encouraged to complete these now.

Program Learning Goals
• Learning goals are included in attachment.

Assessment

Assessment plan includes student learning goals, how those goals are evaluated, and how the information collected is used to improve student learning. An assessment plan is required for undergraduate majors and degrees. Graduate and professional degree programs are encouraged to complete this now, but will not be required to do so until 2012.

Is this a degree program (undergraduate, graduate, or professional) or major proposal? No

Program Specializations/Sub-Plans

If you do not specify a program specialization/sub-plan it will be assumed you are submitting this program for all program specializations/sub-plans.

Pre-Major

Does this Program have a Pre-Major? No

Status: NEW

PROGRAM REQUEST
Industrial Interior & Visual Communications
Minor

Last Updated: Nini,Paul Joseph
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Attachments

- Design_Minor_Nov_2010.pdf: Design Minor Program

  (Program Proposal. Owner: Nini,Paul Joseph)

Comments

Workflow Information

25 October 2010

Office of Academic Affairs
Bricker Hall
The Ohio State University

RE: Department of Design Quarters to Semesters Conversion

On behalf of the faculty of the Department of Design, I am pleased to submit this proposal for conversion of our curriculum from quarters to semesters. We have undergone a comprehensive review process, and have arrived at revised and updated versions of our current programs.

I recommend, therefore, that the Office of Academic Affairs approve proposals for the following degree programs:

1) Our undergraduate-level Bachelor of Science in Design (BSD) programs in Industrial Design, Interior Design, and Visual Communication Design;

2) Our undergraduate-level Minor program in Design, now constructed in two versions; and

3) Our graduate-level Masters of Fine Arts (MFA) and Masters of Arts (MA) degree programs.

None of our programs are being withdrawn at this time. All current programs are moving forward for approval as part of this review process.

Our internal process for conversion of the current curriculum to semesters has been grounded in all cases by the requirements set forth by our accrediting body, the National Association of Schools of Arts and Design (NASAD). Our basic program goals derive directly from NASAD criteria for accreditation, and are applied to the courses in our degree programs. This approach has kept the conversion process focused, and provided a unifying structure to our programs.

This process was led by a core group of faculty members representing our undergraduate disciplines and graduate program that worked closely with University Center for the Advancement of Teaching (UCAT) to fully define program goals, course goals, and assessment processes. The group conducted a comprehensive series of meetings over several months with their faculty colleagues. Using our mission statement as guiding principles, they led us through the process of "unpacking" our current curriculum, so it could be reassembled appropriately for semesters.

We arrived at conclusions that confirmed many of our long-held, core beliefs. We have examined and reaffirmed our collective commitment to content areas such as

Design as a problem-solving activity, socially-responsible Design, user-centered Design research, cross-disciplinarity, collaborative educational experiences, and emerging Design media. Each of these areas have been better integrated in the curriculum, and thereby strengthened in our various programs.

Attached you will find several documents detailing the new versions of our degree programs. Below I will provide specific information to supply rationale and context for each of those programs.

Bachelor of Science (BSD) programs in Industrial Design, Interior Design, and Visual Communication Design

Our undergraduate degree programs are configured as separate majors that share a common foundation sequence, along with a number of core-topic courses where the three disciplines come together for joint instruction. This approach allows each major program to fully prepare its students for the professional expectations of their particular Design discipline. It also allows for students to develop a more holistic view of Design in general, and to see the opportunities for connection and collaboration across the disciplines.

We have used the semester conversion process as an opportunity to continue the approach described above, and to strengthen it by careful coordination of each of the major programs around common, thematic content "threads" — such as course sequences devoted to studio/making, research, visualization, media, technology, collaboration, and professional practices. This approach provides a cohesive structure across the major programs, but still allows for course contents to be customized to discipline-specific needs.

Our undergraduate programs each currently require 195 credit hours in the quarter system. They are considered "tagged" professional degrees, and include a modified version of the GEC to meet NASAD requirements for hours in the major. We expect that the GEC will be modified in a similar fashion under semesters.

A strict conversion of 195 credits to two-thirds would equal 130 credits. Our faculty have decided, however, to reduce the total number of required credits to 121, by combining contents from previous courses in the new curricular structure. This movement has resulted in less credits devoted to Free Electives, but as we find that many of our current students complete minors in other areas related to Design, we expect that many will graduate with more than 121 credits and additional elective courses beyond those required in their programs.

Please also keep in mind that the current Design major programs operate in a "lock-step" fashion, where any quarter's courses are required to be taken in that exact term, and are prerequisites for the next quarter's courses. We will continue with that system under semesters, and will continue to advise students as we do now, to insure that they correctly follow their major sequences.

The largest adjustment to our programs will take place in the first year, where our foundations sequence occurs. Those courses have been constructed as seven week modules, and will be required for all Pre-Design students wishing to apply for

entrance to the major programs. Evaluation of applications will occur in the early Spring semester, and 18 new students will be accepted to each of the three majors, as we do currently.

We expect that the proposed series of seven-week, 1.5 credit courses will allow us to break various content areas into more manageable units, as projects will be shorter-term, and address a variety of principles. This approach will also result in students being exposed to a larger number of instructors and viewpoints in the first year of studies.

Those students not accepted to a major program will be guided to an alternate course sequence for the second seven weeks of Spring semester. Their completion of that particular first year sequence of course will result in a Design Minor, which they can then use as a supplement to their eventual major program in the university.

We have also provided a seven week module in Spring semester of the third year, so that major students may participate in study abroad experiences at one of many foreign institutions with which we have partnered via The Office of International Affsirs (OIA).

Participating students will take one, three-credit course in the first seven weeks that will meet twice as often as usual, and will then take six to twelve hours of additional credits under the "Study at a Foreign Institution" course during the second seven weeks of the term. Those foreign study credits will then be used to replace required courses and electives normally completed in the Spring semester major programs.

Students not particpating in study abroad experiences will also take the three-credit course in the first seven weeks mentioned above, along with the other, full-semester courses required that term.

Finally, we will continue with the practice of a required Senior Thesis Project for all major program students, and required exhibition of project outcomes in our annual Spring Exhibition.

Undergraduate-level Minor program in Design

As mentioned in the previous section, a version of the Design Minor will be in place for any Pre-Design students completing the first year foundations sequence but not accepted to one of the three major programs.

A second version of the Design Minor will also be in place, but specifically for students in other majors in the University that have not completed our first year sequence. This version will be very similar to the current Design Minor, where students will choose from course offerings in certain categories, and take those courses in a sequence of their choosing.

Both versions of the proposed Design minor will convert to 18 semester credits. The current minor consists of 25 quarter credits.

Masters of Fine Arts (MFA) and Masters of Arts (MA) degree programs

Our graduate degree programs are interdisciplinary in nature, and involve studies in content areas that crossover our three design disciplines, as well as those from aligned areas such as Architecture, Business, Computer Science, Engineering, the Fine Arts, and the Social Sciences.

To support this approach, we will continue to offer a series of Seminar and Studio courses that require reflection on contemporary design issues and responses to those issues via project outcomes. These core courses are augmented by special topic courses, independent study courses, and thesis development courses.

Graduate students currently work with committees of faculty advisors for development of thesis projects and documents, and that practice will continue under semesters. Students will also continue to work with advisors to identify elective course in aligned areas such as those listed above that are related to their thesis topics.

The current MFA degree program consists of 90 quarter credit hours, and will convert to 60 semester credits. The current MA degree program consists of 60 quarter credit hours, and will convert to 42 semester credits.

Thanks and acknowledgements

The faculty of the Department of Design would like to thank the staff of University Center for the Advancement of Teaching (UCAT) for their assistance in the process of organizing and reviewing our curriculum for this conversion process. They brought much-needed clarity to what appeared at first to be an overwhelming task.

I would also like to recognize the vast amount of work put into this process by our Ad Hoc Faculty Semesters Committee, which included Carolina Gill, Associate Professor of Industrial Design (Committee Chairperson), Peter Kwok Chan, Associate Professor of Visual Communication Design, Susan Melsop, Assistant Professor of Interior Design, and Alan Price, Associate Professor, Design/ACCAD, and Graduate Studies Chairperson. They all went well-beyond the call of duty to work with and represent the rest of the Design faculty, and will continue to do so as we progress to the next phases of this process.

Finally, the faculty of the Department of Design thanks the Office of Academic Affairs for its consideration of this proposal, and relays to the members of the review committee our best wishes.

Respectfully submitted.

Paul J. Nini
Professor + Interim Chairperson
Department of Design

Department of Design Program Proposals

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1. Bachelor of Science in Design (BSD) programs in Industrial Design, Interior Design, and Visual Communication Design

a. Bachelor of Science in Design (BSD): Industrial Design
b. Bachelor of Science in Design (BSD): Interior Design
c. Bachelor of Science in Design (BSD): Visual Communication Design

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2. Undergraduate-level Minor program in Design

a. Design Minor (Design-MN)
b. Design Minor for Pre-Design students not accepted to a Design Major

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3. Master of Fine Arts (MFA) and Master of Arts (MA) degree programs

a. Master of Fine Arts (MFA) in Design
b. Master of Arts (MA) in Design

All of the above programs have been converted to semesters with minimal changes to program goals and curricular requirements.

Department of Design

College of Arts and Sciences
380 Hopkins Hall
128 N. Oval Mall
Columbus, OH 43210-1318

Phone (614) 292-6746
Fax (614) 292-0217
design.osu.edu

Department of Design Mission Statement

The Department of Design seeks to maintain a progressive and viable under-graduate and graduate curriculum directed toward the education of students in the professional practice of Industrial, Interior and Visual communication design. The Department also seeks to contribute to the furtherance of professional standards in cooperation with industry, government, and other societal institutions.

The Department seeks to impart traditional design knowledge and skills as well as to provide an environment for the creation and exploration of new Design knowledge through research and curriculum development.

The Department promotes the development and application of progressive and innovative approaches to problem solving — a process that is understood as a value-laden activity directed towards the optimization of solutions by narrowing the gap between "the existing" and "the desired."

The Department utilizes the full resources of the University to provide a multi-disciplinary, interdisciplinary and liberal learning environment. Within the undergraduate and graduate programs, a process-oriented approach to learning is encouraged. Such an approach provides the students with a continuous stream of learning experiences similar to those encountered in professional practice.

Within the undergraduate and graduate curricula, emphasis is placed on the development and refinement of fundamental principles and concepts that may serve as frameworks for further investigation and learning. "Learning to learn" is an implicit aim of the total educational unit.

The Department recognizes the need for its students and faculty to continue to form and strengthen relationships with other faculty within this and other universities and schools of Design. The Department promotes national and international contact with professional organizations and societies, industry, governmental agencies, advocacy groups, through exchange agreements and involvement with the community-at-large in the pursuit of a more responsive educational program.

The Department is committed to the attainment of all of the aforementioned goals, and expects its faculty to participate in this commitment. Furthermore, the Department recognizes that the discipline of Design, as well as the standards and expectations that define the discipline are always changing. In this regard, the Department is accordingly committed to improving itself in all aspects of its mission. This property of continuous improvement will drive all areas of recruitment, ongoing evaluation, and promotion and tenure of the faculty.

Department of Design Undergraduate Programs Goals

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1. **Thinking**
The ability to address Design opportunities, including the skills of problem identification, formulation, qualitative and quantitative research, analysis, synthesis, prototyping, user-testing, and evaluation of outcomes.

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2. **Doing**
A competency with tools, technologies, skills and materials in the exploration, creation, and production of products, artifacts, environments, systems, communications solutions and services.

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3. **Practice**
An 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.

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4. **Scope**
An 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.

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5. **Context**
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.

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6. **Role**
The ability to recognize the role of the Designer as the expert practitioner and/or catalyst for collective creativity.

Department of Design Program Proposal

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2. **Undergraduate-level Minor program in Design**

a. Design Minor (Design-MN)
b. Design Minor for Pre-Design students not accepted to a Design Major

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Rationale:
See appropriate section of Chairperson's letter. Conversion to semesters has occurred with minimal changes to program goals and curricular requirements.

Two versions of the minor are proposed. One is for students in all majors of the University outside of Design, and is a strict conversion of the existing Minor.

The other version is for Pre-Design freshmen students who go through our first year foundations sequence of courses, but are not admitted to one of the three undergraduate major programs via the highly-competitive entrance examination.

Following:
Current quarters-based and proposed semesters-based advising sheets.
List of semester courses.
Conversion table.
Transition policy + example plan.

Department of Design
380 Hopkins Hall, 128 North Oval Mall
Columbus, OH 43210-1318
614-292-6746; http://design.osu.edu/

The Design Minor builds a solid understanding of the principles, processes, and applications of Design. The minor consists of 25 credit hours from the department's offerings, including the core courses. At least 13 credit hours must be in courses at the 300-level or above.

No permissions or approvals are required to pursue the Design Minor, though students should alert college or school counselors of their intent to complete the minor so that the correct plan can be assigned to their records.

Core requirements: 17-19 credit hours

Design methods course (3 credit hours)
Design 230 – Basic Design Concepts for Non-Majors

Drawing course (3 credit hours)
Select one course from the following list:
Design 201+, 203(formerly Design 199)+, 205

Design history course (3-5 credit hours)
Select one course from the following list:
Design 200 (formerly 160) (5), 253^ (3)

Studio courses (8 credit hours)
Select two courses from the following list:
Design 570 (4), 571 (4), 573 (4)

General electives: 8 credit hours
Select courses from the following:

If Design 570 is not taken in the Studio courses category above select from: Design 310 (3), 320 (4)

If Design 573 is not taken in the studio courses category above select from: Design 340 (3), 552^ (3), 554^ (3), 555^ (3), 656^ (3), 673 (4)

Electives from outside departments:
Communications 310 (5), 311 (5), 423 (5)
En Graph 304 (3)
Industrial and Systems Engineering 670 (3)
Mechanical Engineering 621^ (3), 682~ (4)
Theatre 341> (3), 621> (3), 643<(3)
CS:FSNRTS 370

+Pre-requisite 201 for 203, and 203 for 205.
^ Permission of Instructor
~ Mechanical Engineering students may use this course to count on the Design Minor.
> Pre-req Theatre 220
< Pre-req Theatre 341

Design minor program guidelines

Required for graduation No

Credit hours required A minimum of 25

Transfer credit hours allowed A maximum of 10

Overlap with the GEC Permitted

Overlap with the major Not allowed and
• The minor must be in a different subject than the major.
• The same courses cannot count on the minor and on the major.

Overlap between minors Each minor completed must contain 20 unique hours.

100-level course: For every five credit hours of 100-level course work on the minor, the minimum total required for the minor is increased by five.

Grades required
• Minimum C- for a course to be listed on the minor.
• Minimum 2.00 cumulative point-hour ratio required for the minor.
• Course work graded Pass/Non-Pass cannot count on the minor.

Approval required The minor program description sheet indicates if the minor course work must be approved by:
• The academic unit offering the minor, or
• College/School Counselor

Filing the minor program form The minor program form must be filed at least by the time the graduation application is submitted to a college/school counselor.

Changing the minor Once the minor program is filed in the college office, any changes must be approved by:
• The academic unit offering the minor, or
• College/School Counselor

Current quarters-based advising sheet showing all minor requirements.

Department of Design
380 Hopkins Hall, 128 North Oval Mall
Columbus, OH 43210-1318
614-292-6746; http://design.osu.edu/

The Design Minor builds a solid understanding of the principles, processes, and applications of Design. The minor consists of 18 credit hours from the department's offerings. At least 9 credit hours must be in courses at the 2000-level or above.

No permissions or approvals are required to pursue the Design Minor, though students should alert college or school counselors of their intent to complete the minor so that the correct plan can be assigned to their records and tracked in the degree auditing system.

Required courses - 9 credit hours:

3   Design 2105: Design Concepts for Non-Majors

3   Design 2305: Design Visualization for Non-Majors

3   Design 2505: Typographic Design for Non-Majors

Electives - 9 credit hours:

3   Design 1700: Introduction to Design Practice

3   Design 1750: Design History

3   Design 3405: Design Media for Non-Majors

3   Design 3505: 3-D Visualization

3   Design 4405: Web Communications

3   Design 4505: Information Design

Or electives from outside departments:

Communications XXXX (5), XXXX (3), XXXX (3)

En Graph XXXX (3)

Industrial and Systems Engineering XXXX (3)

Mechanical Engineering XXXX^ (3), XXXX~ (3)

Theatre XXXX> (3), XXXX> (3), XXXX<(3)

CS:FSNRTS XXXX (3)

^ Permission of Instructor
~ Mechanical Engineering students may use this course to count on the Design Minor.
> Pre-req Theatre XXXX
< Pre-req Theatre XXXX

Design minor program guidelines

Required for graduation: No

Credit hours required: A minimum of 18

Transfer credit hours allowed: A maximum of 6

Overlap with the GEC: Permitted

Overlap with the major: Not allowed and
• The minor must be in a different subject than the major.
• The same courses cannot count on the minor and on the major.

Overlap between minors: Each minor completed must contain XX unique hours.

Grades required
• Minimum C- for a course to be listed on the minor.
• Minimum 2.00 cumulative point-hour ratio required for the minor.
• Course work graded Pass/Non-Pass cannot count on the minor.

Approval required
The minor program description sheet indicates if the minor course work must be approved by:
• The academic unit offering the minor, or
• College/School Counselor

Filing the minor program form
The minor program form must be filed at least by the time the graduation application is submitted to a college/school counselor.

Changing the minor
Once the minor program is filed in the college office, any changes must be approved by:
• The academic unit offering the minor, or
• College/School Counselor

College of Arts and Sciences
Curriculum and Assessment Services
154 Denney Hall,164 W. 17th Ave.
http://artsandsciences.osu.edu
CCI Approved Rev. X/X/XX
VLW X/X/XX

Minor Version One - for all majors outside of Design: Proposed semesters-based advising sheet showing all minor requirements.

The Ohio State University Department of Design

Design Minor (for Pre-Design students not accepted to a Design Major)

Curriculum Sheet, updated xx/xx

➔ 1st Year: Autumn

1.5	Design 1110: Design Fundamentals 1 (weeks 1 to 7)
1.5	Design 1120: Design Fundamentals 2 (weeks 8 to 14)
1.5	Design 1310: Vis Principles 1 (weeks 1 to 7)
1.5	Design 1320: Vis Principles 2 (weeks 8 to 14)
3	Design 1700: Intro to Design Practice
___	
9	Total Autumn semester credit hours

___

Total credit hours to complete the minor: 18

Spring

1.5	Design 1130: Design Fundamentals 3 (weeks 1 to 7)
1.5	Design 1330: Vis Principles 3 (weeks 1 to 7)
3	Design 1750: Design History
3	Design 2505: Typographic Design for Non-Majors (weeks 8 to 14)
___	
9	Total Spring semester credit hours

The annual Entrance Examination process for undergraduate Pre-Design students

The Department of Design allows no more than 120 Pre-Design students to go through its freshman foundation course sequence on an annual basis. The sequence is divided into seven week modules during both Autumn and Spring semesters, as shown above.

An annual Entrance Examination process occurs at the start of each Spring semester, where students submit project outcomes from the above Autumn semester courses, along with other materials specified by the Department.

As a result of a process of Design faculty review, the following number of students will be offered acceptance to the Department's undergraduate major programs:
• 18 new major students in Industrial Design.
• 18 new major students in Interior Design.
• 18 new major students in Visual Communication Design.

Those students not accepted to one of the above major programs via the Entrance Examination at the start of each Spring semester will be directed to Design 2505: Typographic Design for Non-Majors (3 credits) for weeks 8 to 14 of that term. At that point those students will have completed this version of the Design Minor, and will be able to pursue another major in the University.

Any questions concerning the Entrance Examination process, or this version of the Design minor for Pre-Design students not accepted to a Design Major, should be addressed to the Department of Design Chairperson in 380 Hopkins Hall, 128 N. Oval Mall.

Notes:

Minor Version Two - for students not accepted to a Design major: Proposed semesters-based advising sheet showing all minor require-ments.

**Undergraduate-level Minor program in Design:
semester courses and descriptions**

Version one: conversion of existing Design Minor (Design-MN)

1700: Introduction to Design Practice (formerly 200) 3 credit hours
Introduction to theory, rationale, practice, and societal impact of design; design
process, critical issues, relationship to the environment.

1750: Design History (formerly 253) 3 credit hours
A history of design as affected by technology, science, and cultural world view.

2105: Design Concepts for Non-Majors (formerly 230) 3 credit hours
A studio-based introduction to the design process; creative problem-solving
process emphasizes divergent thinking skills through observation, abstraction,
evaluation and communication.

2305: Design Visualization for Non-Majors (formerly 201) 3 credit hours
Development of drawing skills to explore, observe, understand, record, analyze
and communicate visual information.

2505: Typographic Design for Non-Majors (formerly 258) 3 credit hours
Introduction to the knowledge and skills of typographical design and its
corresponding aesthetic, functional, and technological applications and
utilizations.

3405: Design Media for Non-Majors (formerly 320, 570) 3 credit hours
The application of electronic media technologies to design content.

3505: 3-D Visualization (formerly 571) 3 credit hours
Concepts of 3D modeling, rendering and animation for visualizing design forms.

4405: Web Communications (formerly 573) 3 credit hours
Electronic communication techniques related to the web and interactivity; web
design and technology principles.

4505: Information Design (formerly 340) 3 credit hours
Design principles related to visualizing quantitative information, processes and
systems.

Undergraduate-level Minor program in Design:
semester courses and descriptions

Version two: Design Minor for Pre-Design students not accepted to a Design Major

1110: Design Fundamentals 1(formerly 251, 310) 1.5 credit hours, AU weeks 1 to 7. Introduction to form, organizational structures and problem solving in the context of basic 2D design.

1120: Design Fundamentals 2 (formerly 251, 310) 1.5 credit hours, AU weeks 1 to 7. Introduction to form, organizational principles, material techniques, and problem solving in the context of basic 3D design.

1130: Design Fundamentals 3 (formerly 252, 310) 1.5 credit hours, SP weeks 1 to 7. Application of acquired skills and knowledge of visual language and spatial constructs to generate design concepts in a given context.

1310: Visual Principles and Techniques 1 (formerly 201) 1.5 credit hours, AU weeks 1 to 7. Skill building in using drawing to observe, see, record and communicate characteristics of subjects, objects, information, environments, experiences and interactions.

1320: Visual Principles and Techniques 2 (formerly 203) 1.5 credit hours, AU weeks 8 to 14. Skill building in using drawing to describe, analyze and communicate design situations.

1330: Visual Principles and Techniques 3 (formerly 205) 1.5 credit hours, SP weeks 1 to 7. Skills and techniques mix media that assist in interpreting, translating and generating visual narratives that reveal relationships among subjects, objects, information, environments, experience and interactions.

1700: Introduction to Design Practice (formerly 200) 3 credit hours, AU. Introduction to theory, rationale, practice, and societal impact of design; design process, critical issues, relationship to the environment.

1750: Design History (formerly 253) 3 credit hours, SP.
A history of design as affected by technology, science, and cultural world view.

2505: Typographic Design for Non-Majors (formerly 258) 3 credit hours, SP weeks 8 to 14. Introduction to the knowledge and skills of typographical design and its corresponding aesthetic, functional, and technological applications and utilizations.

Undergraduate-level Minor program in Design

Conversion table (2/3 of current totals)

Current Undergraduate-level Minor program in Design requirements (quarters)
Total degree credit hours required: 25

Proposed Undergraduate-level Minor program in Design requirements (semesters)
Total degree credit hours required: 18*

*A strict conversion at 2/3 would equal 16.66 credit hours. This figure has been rounded-up to 18, so as to be divisible by three credits, the Department standard for course credit hours.

Transition policy

No student will be delayed from completing their minor program due to the conversion to semesters. Those students affected by the transition will receive specific degree requirement sheets showing minor program courses from the quarter system, and the equivalent courses under semesters.