

Fiscal Unit/Academic Org	Industr,Intr&Vis Comm Desg - D0230
Administering College/Academic Group	The Arts
Co-administering 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

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

Attachments

- MinorDesignMar7.pdf: Design Minor Proposal

(Program Proposal. Owner: Nini,Paul Joseph)

Comments

Workflow Information

Status	User(s)	Date/Time	Step
Submitted	Nini,Paul Joseph	01/12/2011 04:48 PM	Submitted for Approval
Revision Requested	Gill,Carolina L	01/22/2011 11:00 AM	Unit Approval



7 March 2011

Office of Academic Affairs
Bricker Hall
The Ohio State University

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design.osu.edu

RE: Department of Design Quarters to Semesters Conversion: Chair's Letter and Rationale for conversion with minimal changes

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

None of our programs is 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 Art 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, as a socially-responsible activity, as an interdisciplinary activity, as a collaborative educational experience with a focus on user-centered Design research 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 content to be customized to discipline-specific needs.

Rationale for changes:

While it might appear to someone outside of Design that the proposed semester structure is significantly different from our current structure, the opposite is the case. In fact, the new structure mirrors very closely what we are currently delivering under the quarter system. Many course titles and descriptions have existed for 40 years or more — and while those were written to allow for maximum flexibility, it was necessary to make some revisions to better reflect current conditions in the profession. Our faculty members strongly believe that these changes better represent our intentions, and make the course sequences clearer to our students.

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 propose that the GE be modified in a similar fashion under semesters.

A strict conversion of 195 credits to two-thirds would equal 131 credits. Our faculty have decided to maintain this number of credit hours and to shift some of our current Design elective courses to become required in the major programs. The 22 elective credits from a select group of courses that were a part of the quarter-based program and 10 credit hours of free electives in all three undergraduate majors will now convert to 12 semester credit hours of electives that can be taken in any discipline across the university. Effectively, the quarter-system of 22 credit hours of major electives category is eliminated in the semester-system and these hours are distributed to the major program requirements and university free electives. This change will reflect what is currently happening in the major. Please note that due to additional accreditation standards, Interior Design requires 6 credits of electives and one course from Architecture for a 9 credit hour elective requirement.

We find that many of our current students complete minors in other areas related to Design, and we expect that many will graduate with more than the 131 credits required in their programs. We have also identified a number of minor programs throughout the university strongly-related to Design, and will continue to suggest those to our major students as part of our advising activities.

Please also keep in mind that the current Design major programs operate in a “lock-step” fashion, where any quarter’s course must be taken in that exact term as described in the four-year plan, and is the prerequisite for the next quarter’s course. We will continue with that system under semesters, and will continue to advise

students as we do now, to ensure 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 majors, as we do currently.

We expect that the proposed series of seven-week, 1.5 credit courses will allow us to break existing 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 completion of one possible track in the Design Minor, as described below.

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 Affairs (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 participating 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.

We are aware that this Design Minor track does not include the typical percentage of courses at upper-levels, that is, above 2000. Given the fact that students who complete this version of the minor will do so by taking courses that are first year requirements for our major students, it is impossible to meet the upper-level policy set forth by Arts and Sciences Committee on Curriculum and Instruction.

The contents of these first-year courses that would fulfill this minor track are, however, at a more advanced-level than what is typically found in freshman courses in many disciplines within the university. The Design 2000-level foundational courses provide a significant grounding in Design process, visualization, history and basic practices that should serve these students well as they finish this version of the minor program and proceed with their eventual major programs in other areas of the university.

Therefore, we ask for an exception to the typical percentage of required courses above 2000-level in this track of the minor for Pre-Design students not accepted to

one of the three major programs.

A second Design Minor track will also be in place, but specifically for students in other majors in the University that have not completed our first-year sequence. This track 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 track 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.

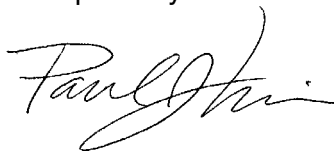
Thanks and acknowledgements

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

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
-

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
-

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
100 Hayes Hall
108 N. Oval Mall
Columbus, OH 43210-1318

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

Current Design Minor:
Quarter-based advising sheet showing all minor requirements.

**The Ohio State University
College of Arts and Sciences**

Design Minor (Design-MN)

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

College of Arts and Sciences
Curriculum and Assessment Services
154 Denney Hall, 164 W. 17th Ave.
<http://artsandsciences.osu.edu>
CCI Approved Rev. 4/7/10
VLW 8/17/10

Minor Track One - for all majors outside of Design:
Semesters-based advising sheet showing all minor requirements.

The Ohio State University
College of Arts and Sciences

Design Minor (Design-MN) Track One: for all majors outside of Design or Pre-Design

Department of Design

100 Hayes Hall, 108 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 3105: Design Concepts for Non-Majors
- 3 Design 3305: Design Visualization for Non-Majors
- 3 Design 3505: Typographic Design for Non-Majors

Electives - 9 credit hours:

- 3 Design 2700: Introduction to Design Practice
- 3 Design 2750: Design History
- 3 Design 4405: Design Media for Non-Majors
- 3 Design 4505: 3-D Visualization
- 3 Design 5405: Web Communications
- 3 Design 5505: 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
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CCI Approved Rev. X/X/XX
VLW X/X/XX

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

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

Design 2700: 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.

Design 2750: Design History (formerly 253) 3 credit hours. A history of design as affected by technology, science, and cultural world view.

Design 3105: 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.

Design 3305: Design Visualization for Non-Majors (formerly 201) 3 credit hours. Development of drawing skills to explore, observe, understand, record, analyze and communicate visual information.

Design 3505: 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.

Design 4405: Design Media for Non-Majors (formerly 320, 570) 3 credit hours. The application of electronic media technologies to design content.

Design 4505: 3-D Visualization (formerly 571) 3 credit hours. Concepts of 3D modeling, rendering and animation for visualizing design forms.

Design 5405: Web Communications (formerly 573) 3 credit hours. Electronic communication techniques related to the web and interactivity; web design and technology principles.

Design 5505: Information Design (formerly 340) 3 credit hours. Design principles related to visualizing quantitative information, processes and systems.

**Minor Track Two - for Pre-Design students not accepted to a Design Major:
Semesters-based advising sheet showing all minor requirements.**

The Ohio State University
College of Arts and Sciences

Design Minor (Design-MN) Track Two: for Pre-Design Students not accepted to a Design Major

Department of Design

100 Hayes Hall, 108 North Oval Mall
Columbus, OH 43210-1318
614-292-6746; <http://design.osu.edu/>

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 listed below.

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 a slightly different course sequence for weeks 8 to 14 of that term, as compared to students accepted to a Design Major. 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.

1st Year, Autumn - 9 credit hours:

- 1.5 Design 2110: Design Fundamentals 1 (weeks 1 to 7)
- 1.5 Design 2120: Design Fundamentals 2 (weeks 8 to 14)
- 1.5 Design 2310: Vis Principles 1 (weeks 1 to 7)
- 1.5 Design 2320: Vis Principles 2 (weeks 8 to 14)
- 3 Design 2700: Intro to Design Practice (weeks 1 to 14)

1st Year, Spring - 9 credit hours:

- 1.5 Design 2130: Design Fundamentals 3 (weeks 1 to 7)
- 1.5 Design 2330: Vis Principles 3 (weeks 1 to 7)
- 3 Design 2750: Design History (weeks 1 to 14)
- 3 Design 3505: Typographic Design for Non-Majors (weeks 8 to 14)

Design minor program guidelines

Required for graduation: No

Credit hours required: A minimum of 18

Transfer credit hours allowed: 0

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 must be approved by the student's 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.

College of Arts and Sciences
Curriculum and Assessment Services
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VLW X/X/XX

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

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

Design 2110: 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.

Design 2120: 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.

Design 2130: 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.

Design 2310: 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.

Design 2320: 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.

Design 2330: 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.

Design 2700: 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.

Design 2750: Design History (formerly 253) 3 credit hours, SP. A history of design as affected by technology, science, and cultural world view.

Design 3505: 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.