

DESIGN

MODEL PROGRAM

The Design program is an integrated model, intertwining studio work, critical/historical studies and humanities/sciences. Students' placement in the program is dependent on portfolio review and transfer credits.

INTERIOR ARCHITECTURE

<i>Design/Foundation</i>	84
<i>Humanities & Sciences</i>	30
<i>College Electives</i>	6
<i>Total Credits for a BFA Degree</i>	120

FIRST YEAR

FOUNDATION	FALL	SPRING
<i>FN 123 Foundation Studies I: Studio</i>	9	–
<i>FN 124 Foundation Studies II: Studio</i>	–	9
<i>FN 133 Foundation Studies I: C&CS Studies</i>	3*	–
<i>FN 134 Foundation Studies II: C&CS Studies</i>	–	3
<i>HS 113 Foundation Studies I: H&S</i>	3	–
<i>HS 114 Foundation Studies II: H&S</i>	–	3
<i>Total Credits</i>	15	15

*Counts towards H&S requirements

SECOND YEAR

	FALL	SPRING
<i>DE 227 Sophomore Studies I: Studio</i>	9	–
<i>DE 228 Sophomore Studies II: Studio</i>	–	6
<i>DE 233 Sophomore Studies I: C&CS Studies</i>	3	–
<i>DE 234 Sophomore Studies II: C&CS Studies</i>	–	3
<i>HS 213 Sophomore Studies I: H&S</i>	3	–
<i>HS 214 Sophomore Studies II: H&S</i>	–	3
<i>College Electives</i>	–	3
<i>Total Credits</i>	15	15

THIRD YEAR

	FALL	SPRING
<i>DE 327 Junior Studies I: Studio</i>	9	–
<i>DE 328 Junior Studies II: Studio</i>	–	6
<i>AR 338 Junior Studies II: C&CS Studies</i>	–	3
<i>HS Continuing Studies</i>	3	6
<i>College Electives</i>	3	–
<i>Total Credits</i>	15	15

FOURTH YEAR

	FALL	SPRING
<i>DE 427 Senior Studies I: Studio</i>	9	–
<i>DE 428 Senior Studies II: Studio</i>	–	12
<i>DE 437 Senior Studies: C&CS Studies</i>	3	–
<i>HS Continuing Studies</i>	3	3
<i>Total Credits</i>	15	15

DESIGN

<i>Design/Foundation Credits</i>	84
<i>H&S Credits</i>	30
<i>College Electives</i>	6
<i>Total Credits for a BFA Degree</i>	120

FIRST YEAR

FOUNDATION	FALL	SPRING
<i>FN 123 Foundation Studies I: Studio</i>	9	–
<i>FN 124 Foundation Studies II: Studio</i>	–	9
<i>FN 133 Foundation Studies I: C&H Studies</i>	3*	–
<i>FN 134 Foundation Studies II: C&H Studies</i>	–	3
<i>HS 113 Foundation Studies I: H&S</i>	3	–
<i>HS 114 Foundation Studies II: H&S</i>	–	3
<i>Total Credits</i>	15	15

SECOND YEAR

	FALL	SPRING
<i>DE 223 Sophomore Studies I: Studio</i>	9	–
<i>DE 224 Sophomore Studies II: Studio</i>	–	6
<i>DE 233 Sophomore Studies I: C&H Studies</i>	3	–
<i>DE 234 Sophomore Studies II: C&H Studies</i>	–	3
<i>HS 213 Sophomore Studies I: H&S</i>	3	–
<i>HS 214 Sophomore Studies II: H&S</i>	–	3
<i>College Electives</i>	–	3
<i>Total Credits</i>	15	15

THIRD YEAR

	FALL	SPRING
<i>DE 323 Junior Studies I: Studio</i>	9	–
<i>DE 324 Junior Studies II: Studio</i>	–	6
<i>DE 334 Junior Studies II: C&H Studies</i>	3	–
<i>HS Continuing Studies</i>	3	6
<i>College Electives</i>	3	–
<i>Total Credits</i>	15	15

FOURTH YEAR

	FALL	SPRING
<i>DE 423 Senior Studies I: Studio</i>	9	–
<i>DE 424 Senior Studies II: Studio</i>	–	12
<i>DE 433 Senior Studies II: C&H Studies</i>	3	–
<i>HS Continuing Studies</i>	3	3
<i>Total Credits</i>	15	15

DESIGN COURSE DESCRIPTIONS

COURSE DESCRIPTIONS

DE 223 Sophomore Studies: Studio I

9 Credits, Fall

DE 224 Sophomore Studies: Studio II

6 Credits, Spring

DE 223 and DE 224 are directed 15 week units taught through three 5 week modules representing the major areas of practice in interactive design, motion design and graphic design. Each 5 week module culminates in a project outcome that incorporates appropriate concepts and skills relevant to the specific module and unit theme of Making Meaning. Students rotate through each module every 5 weeks in order to practice all three domains of design. Drawing practices exploring observational representation and communication of concepts run concurrently. Digital skills relevant to image creation and processing, time based media, page layout and web development are developed through the 15 week unit. Humanities & social sciences and critical and contextual studies are integrated into the modules. A process book documenting process and final project outcomes demonstrate subject knowledge.

DE 227 Sophomore Studies: IA Studio I

9 Credits, Fall

This unit provides three modules: Module 1 - Introduction to IA Practices; Module 2 - Temporal Space & Light; Module 3 - Introduction to Forms & Human Activities. Each Module introduces the language of the built-environment and its spatial and formal elements. Students explore the dual nature of space as both functional and expressive, and investigate how the built environment communicates both statically and dynamically over time. Design Modules evolve from the exploration of the expressive potential of the more abstract elements of the built-environment to their sequential ordering and composition into forms and spaces. During the 15 week course, students will observe & create projects comprised of evidence based 2D & 3D design in a variety of medias including film & photography. Projects Problems are designed to understand environmental spaces, materials & objects while also gaining knowledge of basic social & psychological meanings of well-being, esthetics, & innovations of interior architecture.

DE 233 Sophomore Studies: C&CS I &

DE 234 Sophomore Studies: C&CS II

3 Credits, Fall/Spring

DE 233 is a 15-week unit taught parallel to the sequence of rotational studio modules. Critical & Contextual Studies faculty will draw on discipline perspectives in relationship to the Unit Theme. Students' understanding of historical & critical studies will be developed through their participation in lectures, seminars, tutorials and visiting lecturers. C&CS supports students to develop the ability to research and understand their practice within a contemporary and historical cultural context. This unit will also enable students to develop verbal, written and presentation skills. Students will participate in the process of knowledge acquisition and creation through a research process supported by lectures, seminars and writing.

HS 213 Sophomore Studies I: H&S &

HS 214 Sophomore Studies II: H&S

3 Credits, Fall/Spring

HS 213 and HS 214 are 15-week units drawing on disciplinary perspectives from the humanities and social sciences in relation to the Unit Theme. Learning experiences will include lectures, discussion seminars and workshops. Students will move more deeply in the inquiry process and engagement with inquiry outcomes, expository writing outcomes and quantitative reasoning outcomes.

DE 323 Junior Studies: Studio I 6 Credits, Fall &

DE 324 Junior Studies: Studio I 9 Credits, Spring

DE 323 and DE 324 are taught in 15-week semesters through three 5-week modules that represent the major areas of practice: interactive design, motion design and graphic design. Each 5-week module identifies appropriate concepts and skills relevant to each area and develops a project outcome in that area. Junior-level students are a cohort, and create individual projects and collaborative projects based on the single-module theme of Systems. Students work with 3 core faculty representing the areas of interactive design, graphic design and motion design as well as with a pool of adjunct faculty that provides specialization in: 2D animation, 3D animation, illustration, printmaking, typography, product and packaging, book arts, comics and apparel/wearables. The modules are integrated into the 15-week semester theme. Critical + Contextual studies are embedded into projects. Students research natural, social and aesthetic systems and their historical evolutions. A process book documents student process and final outcomes to demonstrate subject knowledge.

DE 327 Junior Studies: IA Studio I &

DE 328 Junior Studies: IA Studio II

6 Credits, Fall/Spring

This unit provides three modules: Module 1 - Introductions to Public Spaces & IA Practices; Module 2 - Community Outreach & Accessibility; Module 3 - Community Design & Impacts developed for small-scale buildings with varying degrees of contextual complexity. This Unit is a comprehensive exploration of problem identification that includes research, programming, preliminary space planning and design development for a non-profit organization. Students will be sensitive to the projects economic & growth constraints within each Module. Students develop full scope projects ranging from charitable, educational, scientific, religious sites and agencies. Emphasizes on understanding design as an analytical process extends from programmatic analysis to a formal development of design ideas. Projects design small-scale buildings with a variety of programming complexities including custom materials & furnishings. Students experience local, regional & global non-profit trends as advocates for citizenship & social responsibility awareness.

DE 333 Junior Studies: C&CS I &

DE 334 Junior Studies: C&CS II

3 Credits, Fall/Spring

DE 333 is a 15-week unit taught through a sequence of rotational modules. Critical & Contextual Studies faculty will draw on discipline perspectives in relationship to the Unit Theme. Students' understanding of historical & critical studies will develop as they participate in lectures, seminars, tutorials and talks with visitors. C&CS supports students in developing their abilities in research and understanding of the larger arenas in which design takes place, placing practice within a contemporary and historical cultural context. This unit also includes student development in verbal, written and presentation skills. Students will participate in the process of knowledge acquisition and creation through a research process supported by lectures, seminars and writing.

DE 337 Junior Studies: IA C&CS I

3 Credits, Fall

Lectures will provide a framework for the study of design throughout history, analyzing processes and artifacts for evidence of production technology, function, iconography, and patronage, as well as formal attributes and developments. Note:

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DESIGN COURSE DESCRIPTIONS *(continued)*

This course can satisfy H&S elective or College elective requirements for non-majors.

DE 338 Junior Studies: IA C&CS

3 Credits, Spring

History of Architecture, Interiors and Objects in the twentieth century to present reflect societal changes and directions. This unit explores the global design history of style, production, materials & use of objects & interior architecture. Lecture format, field trips with selected areas of research.

DE 418 Design Internship

1-6 Credit(s), Fall/Spring

Design Internship. Arrange with Department Chair. Department authorization required.

DE 423 Senior Studies: Studio I

9 Credits, Fall

& DE 424 Senior Studies: Studio II

12 Credits, Spring

DE 423 and DE 424 are taught through 15-week semesters of three 5-week modules which divide into research, presentation and production of a self-authored capstone degree project. Senior level students are cohort-based. As students develop their self-defined projects, they are mentored by core faculty and adjunct faculty specializing in such areas as 2D animation, 3D animation, illustration, printmaking, typography, product and packaging, book arts, comics and apparel/wearables. The modules are integrated into the 15-week semester theme Ecosystems. Critical + Contextual studies integrates into individual projects, furthering understanding of research methodologies and personal writing style. A process book documents process and final outcomes that demonstrate agency.

DE 427 Senior Studies: IA Studio I

9 Credits, Spring

& DE 428 Senior Studies: IA Studio I

12 Credits, Spring

This unit provides two modules: Module 1 - five-week project that develops solutions incorporating environmentally sound, cost effective and responsible design methods; Module 2 - ten-week project illustrating a synthesis of complex systems in functional & sustainable designs. This Unit allows the culmination of all skills learned to unfold into a comprehensive, evidence-based investigation, facilitating a critical look at self-defined criteria within two Module Projects. This senior level unit

surveys & researches global trends that may influence clients. Students research and analyze the current state of the design industry including architecture, products, arts and media in preparation for their Research Capstone Project.

433 Senior Studies: C&CS 3 Credits, Fall

DE 333 is a 15-week unit taught through a sequence of rotational modules. Critical & Contextual Studies faculty will draw on discipline perspectives in relationship to the Unit Theme. Students' understanding of historical & critical studies will develop as they participate in lectures, seminars, tutorials and talks with visitors. C&CS supports students in developing their abilities in research and understanding of the larger arenas in which design takes place, placing practice within a contemporary and historical cultural context. This unit also includes student development in verbal, written and presentation skills. Students will participate in the process of knowledge acquisition and creation through a research process supported by lectures, seminars and writing.

DE 496 Tutorial Study

2-3 Credits, Fall/Spring

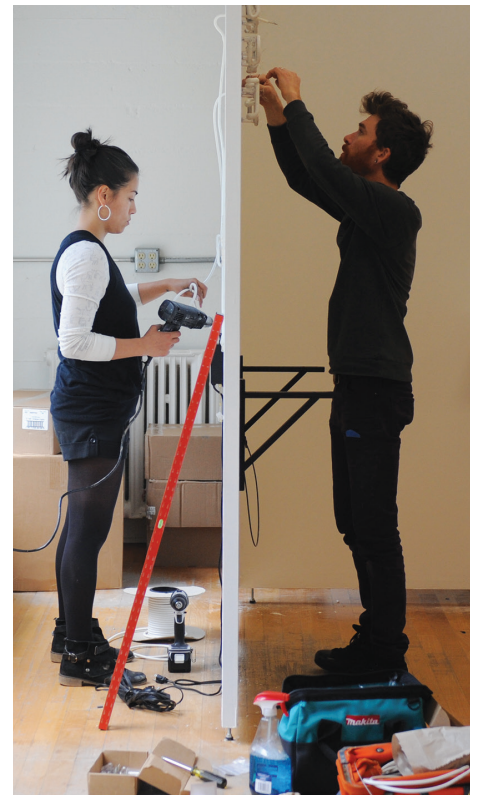
Tutorial study is a variable credit course defined as college-level complementary training which may include study, research, or other learning experience. Students may apply for tutorial study after meeting with their department chair and by submitting a Tutorial Study application to the Registrar. This course meets once a week for the full semester.

DE 497 Group Study 1-3 Credit(s), Fall/Spring

Group Study is defined as project based study, research, or other learning experience, that is developed by student(s) or a department to augment existing curricula. Group study must be approved by the department and structured by clearly defined criteria and with learning outcomes. There is a five student minimum enrollment required for all group study courses with a maximum enrollment of nine students per course. Students may not enroll in more than one Group Study per semester.

DE 498 Independent Study 1-4 Credit(s)

Focuses on a special project of the student's choice and design that is unavailable within the regular curriculum. Junior standing and permission from Department Chair required.



DESIGN FACULTY

JEFF BRICE *Department Chair*
Visual Communication, Motion Design
MA New York Institute of Technology,
BFA Carnegie Mellon University

ROBIN AVNI *Adjunct Instructor*
UX Design

JESSE BELKNAP *Adjunct Instructor*
Interior Design
MA University of Washington

SUSAN BOYE *Professor*
Design Fundamentals, Drawing
MFA Washington State University,
BA Washington State University

RICKY CASTRO *Adjunct Instructor*
Visual Communication Design, Motion Design
BFA California State University at Fullerton

SALLY ANN CORN *Adjunct Instructor*
Interior Architecture

STACEY CRUMBACKER *Adjunct Instructor*
Interior Architecture

TIFFANY DE MOTT *Assistant Professor*
Visual Communication Design, Motion Design
MFA Rhode Island School of Design,
BFA Rutgers University

JAKE FENNELL *Adjunct Professor*
Indie Games

ELLEN FORNEY *Adjunct Instructor*
Comic Arts
BA Wesleyan University

PAM GLAVANI *Adjunct Instructor*
Design History

TYLER JACOBSEN *Adjunct Instructor*
Web Publishing

NATALIA ILYIN *Professor*
Visual Communication Design, Design History
MFA Rhode Island School of Design

CHRIS JULIAN *Adjunct Instructor*
NS Workshop

JOE KENT *Adjunct Instructor*
Interior Architecture

JACOB KOHN *Professor*
Design Fundamentals, Drawing
MFA University of Wisconsin/Madison,
BS University of Wisconsin/Milwaukee

ESTHER LOOPSTRA *Adjunct Instructor*
UX Design

ANA SOFIA MARIZ *Adjunct Instructor*
Typography

KAREN MCCLURE *Adjunct Instructor*
UX Workshop

JULIE MYERS *Associate Professor*
Interior Design
MFA School of the Art Institute of Chicago,
BFA School of the Art Institute of Chicago

CAMERON NEAT *Adjunct Instructor*
Visual Communication
MFA Rhode Island School of Design,
BFA Cornish College of the Arts

ROBYNNE RAYE *Adjunct Instructor*
Visual Communication Design
BA Western Washington University

ISSABELLE ROBERTSON *Adjunct Instructor*
Interior Architecture

NICHOLAS ROBERTSON *Adjunct Instructor*
Interior Architecture

DAN SHAFER *Adjunct Instructor*
Book Arts, Visual Communication Design, Design
Fundamentals
MFA California College of the Arts,
BA Western Washington University

KATIE TRELSTAD *Associate Professor*
Critical and Contextual Studies

JUNICHI TSUNEOKA *Adjunct Instructor*
Visual Communication Design
BFA Cornish College of the Arts,
BFA Waseda University, Tokyo

GENEVIEVE GAISER TREMBLAY
Resident Research Fellow
Motion Design, History of Motion Design
MFA Massachusetts College of Art,
BFA Carnegie Mellon University

TONY WHITE *Adjunct Instructor*
Motion Design
East Ham Technical College

