

INTERDISCIPLINARY DESIGN (INTD)

INTD 151 | DESIGN RESOURCES EXPLORATION | 2-2.25 quarter hours (Undergraduate)

This 2-credit class introduces students to community and facilities of the School of Design. Through a series of short, creative projects, students will utilize fabrication facilities and printing studios to familiarize themselves with resources available on campus at the School of Design. Additionally, students will attend lectures from faculty about their research and creative practices to expand their understanding of the various fields of study represented at the school.

INTD 152 | PROTOTYPING SOFTWARE WORKSHOP | 2-2.25 quarter hours (Undergraduate)

This course introduces students to creating interactive software prototypes through hands on, in-depth experience with a professional prototyping software package. Students will explore fundamental strategies in executing the design of cross-platform websites and applications, from mobile to desktop. Topics and techniques covered during lectures will be reinforced through in-class exercises and projects. Specific tools selected by the instructor. Tools covered vary with each offering. Contact instructor for more information. Course may be repeated with different topics.

INTD 210 | DESIGN PRESENTATION | 2-2.25 quarter hours (Undergraduate)

This course focuses on effective oral communication for designers in the professional world and beyond. While teaching various presentation formats and techniques, this course aims to raise students' awareness for the human aspects of becoming an effective communicator and offers experimental, creative solutions to communication problems. Based on psychology research and playful methodologies, this course offers insights on what it takes to hear others and be heard as well as experiments with creating constructive, productive, playful work environments and team relationships. This course targets all design disciplines and deliberately avoids any domain specific subjects.

UXD 220 OR GAM 200 OR GAM 245 is a prerequisite for this course.

INTD 251 | DESIGN PORTFOLIO DEVELOPMENT | 2-2.25 quarter hours (Undergraduate)

This 2-credit course provides the student an opportunity to create a professional portfolio to prepare for their job or internship search. During the course, students will refine and document their design projects to present in a personal portfolio website. Students will construct the information architecture of their portfolio to communicate and highlight their core skills. Activities and discussions with invited professionals will help students plan, construct, and build their online presence that can be used for a job search and professional networking. Students will also spend time researching potential employers so that they can strategically tailor their portfolios and use appropriate terminology to describe their work.

INTD 265 | DESIGN AND DISABILITY | 4 quarter hours (Undergraduate)

This course examines the dynamic and complex intersections of design, disability, and technology. Students will explore philosophical and theoretical frameworks including accessibility and universal design, disability justice and disability futures, and crip theory and crip technoscience. Through these lenses, the course investigates the design and application of assistive, adaptive, and prosthetic technologies. From everyday tools like band-aids to advanced delivery systems like nanobots, students will consider how wearable devices, implants, and other emerging medical technologies challenge and redefine the boundaries between human and machine. By applying human-centered, intersectional, and post-human design approaches, students will learn to create inclusive and empowering solutions. Co-design and participatory strategies will be central to activities, ensuring diverse users are centered. Through a blend of field research, scholarly inquiry, user research cycles, and iterative prototyping, students will gain meaningful insights and develop design propositions. The course also emphasizes critical engagement with ethical considerations, including issues of access, predictive analytics and bias, consent and privacy, and the trouble with technosolutionism, while envisioning the transformative possibilities of designing for diverse bodies and minds.

INTD 330 | SPECULATIVE DESIGN FUTURES | 4 quarter hours (Undergraduate)

Design fiction and speculative design are powerful tools for exploring aspects of social, cultural, political, and ethical life. This course introduces students to the history of design fiction in art, interface design, games, film, performance, and other media. Students will prototype objects and interfaces for near-future scenarios as a method for examining the possible impacts of new and emerging technologies. Theory and methods from design fiction are applied to design exercises and hands-on projects with performance, video, and games to produce critical works.

INTD 390 | SPECIAL TOPICS IN INTERDISCIPLINARY DESIGN | 4 quarter hours (Undergraduate)

Specific topics will be selected by the instructor and may vary with each quarter.

INTD 430 | SPECULATIVE DESIGN FUTURES | 4 quarter hours (Graduate)

Design fiction and speculative design are powerful tools for exploring aspects of social, cultural, political, and ethical life. This course introduces students to the history of design fiction in art, interface design, games, film, performance, and other media. Students will prototype objects and interfaces for near-future scenarios as a method for examining the possible impacts of new and emerging technologies. Theory and methods from design fiction are applied to design exercises and hands-on projects with performance, video, and games to produce critical works.

INTD 490 | ADVANCED SPECIAL TOPICS IN INTERDISCIPLINARY DESIGN | 4 quarter hours (Graduate)

Specific topics will be selected by the instructor and may vary with each quarter.