

# SCHOOL OF DESIGN (SDES)

## **SDES 332 Advanced 3D Modeling: Computational Design Techniques (5 Credits)**

In this course, students explore the world of visual programming, unlocking the potential to create parametric and generative designs that transcend the limitations of traditional 3D-modeling tools. Students are equipped with the skills needed to thrive in the future, where efficiency and adaptability are paramount. Mastering computational design thinking and harnessing the power of industry standard technology, students position themselves as forward-thinking creatives ready to make a significant impact in their future careers.

**Prerequisite(s):** SFAS 160; SDES 205; ELDS 205; ELDS 225 or IDUS 231.

**Attributes:** Studio Elective Requirement

## **SDES 490 Collaborative Experiences (5 Credits)**

This collaborative course focuses on responding to project objectives and exceeding client expectations in a professional project environment. By working in multidisciplinary teams, students solve current challenges and problems in the design field and are exposed to the challenges and benefits of working with people from a variety of fields.

**Prerequisite(s):** Liability waiver is required.

**Attributes:** Studio Elective Requirement

## **SDES 501 Visual Communication and Presentation (5 Credits)**

Proficiency with 2D and 3D digital tools to document and convincingly communicate ideas is essential for the artist and designer in a wide range of creative careers. Students learn and explore the various advantages of the digital tools and their appropriate application toward the effectual presentation of ideas.

**Attributes:** Studio Elective Requirement

## **SDES 502 The Human Factor, Design Thinking (5 Credits)**

Students explore physical, behavioral and emotional human characteristics as components of the design thinking process. Through a series of projects, students apply human factors and user-centered design methodologies to the diverse fields of design pertaining to products, services and systems.

**Attributes:** Studio Elective Requirement

## **SDES 503 Fundamentals of Graduate Research (5 Credits)**

Through structured discussions, presentations and readings, students build the knowledge base and critical skills required to formulate methodological research.

## **SDES 560 Collaborative Experiences in the School of Design (5 Credits)**

Students from a variety of disciplines within the School of Design work as a team to research, conceptualize and develop creative solutions for current design challenges. Specific projects vary from quarter to quarter. [This course may be taken up to three times for credit.]

**Prerequisite(s):** Liability waiver is required.

**Attributes:** Business-focused elective; Studio Elective Requirement

## **SDES 711 Methods of Contextual Research (5 Credits)**

This course presents the techniques—such as interviews, focus groups, contextual inquiry, surveys and questionnaires and the creation of novel research methods—necessary to conduct relevant and useful research. Students gain knowledge and expertise to contribute to the design process of products, services and systems in which goals, users and task needs are given equal importance.

**Attributes:** Studio Elective Requirement

## **SDES 791 Collaborative Experience for Graduate Students (5 Credits)**

Students from various disciplines collaborate in a client-centered, project-driven studio environment to develop design concepts and prototype solutions that meet project objectives and exceed external industry partner expectations. Students learn specialized design skills and techniques, and effectively manage issues involved in developing design solutions for an industry partner.

**Prerequisite(s):** Liability waiver is required.

**Attributes:** Studio Elective Requirement