

product design

Below are descriptions of some of the Product Design Program's studio courses. The Program is made up of these courses and many more from the Art, Art History, and Interior Architecture programs.

BA/BS MATERIAL + PRODUCT STUDIES

PD 323 Product Design Drawing (4 credits,repeatable) Introduction to the specific techniques associated with drawing and modeling objects and their spatial context in two- and three-dimensions. The studio workshop format allows for demonstration and implementation of various media and types of drawing. Pre-req: ART 115, 116, 233 and/or ARCH 283, 284.

PD 340 Product Design I: Design for Use (4 credits, repeatable) is the first of a three-course cluster. PD I provides the basic theoretical underpinnings for considering the socio-culture background and design of products. Lectures and readings present the main issues, and discussions in class and on-line round out the conceptual and human-rooted principals.

PD 350 Product Design II: Objects and Impacts (4 credits, repeatable) is part of a three-course cluster. In PD II students explore how design influences and is influenced by materials and manufacturing processes. Lectures and readings present sustainability, aesthetic and functional aspects of product design. Dialogue in class and in separate discussion sections reinforce and examine the numerous impacts and design issues. Pre-req: PD 340.

PD 370 Product Design III: Design Process (4 credits, repeatable) is part of a three-course cluster. Lectures and readings explore a multitude of research methods and aspects of the design process from various disciplines and professional perspectives. Assignments along with dialogue in class and separate discussion sections aid in suggesting and evaluating multiple role-playing and problem-solving possibilities. Pre-req: PD 340.

PD 484 Product Design Studio (4-6 credits, repeatable) is a core component of the BA/BS degree in Material and Product Studies. The varied studios combine hands-on problem solving with a focus on schematic to design development, and aspects of prototyping, manufacturing and test-marketing. Pre-req: PD 323, 340, 350, 370 or Junior standing in ARCH/IARCH/ART and permission of instructor. Repeatable three times for 12-18 credits.

BFA PRODUCT DESIGN

PD 486 Product Design Studio: BFA (6 credits, repeatable) is a core component of the BFA degree. The varied studios present hands-on design problems that stress design development through innovation and responsibility to solve complex societal, functional and aesthetic issues. Assignments concern prototyping, manufacturing and strong presentation skills. A separate seminar component fosters theoretical, professional and creative dialogue. Pre-req: BFA status. Repeatable three times for 18 credits.

PD 404 Product Design Internship (4 credits, repeatable) is a core component of the BFA degree and requires professional commitment to work in a designer's office, at a manufacturer's business and/or within a research-based center. Hands-on experience will include learning about design and production processes, working with clients and their needs, testing prototypes, etc. Professional mentors provide specialized management of student and grade performance along with faculty instructor. Repeatable three times for 12 credits.