Product Design (PD)

Courses

PD 101. Introduction to Product Design. 4 Credits.
This course is an introduction to the Product Design profession and its cultural relevance. Lectures, reading and projects convey theory (critical thinking), designers (history), design methods (CAD, drawing, building), and storytelling (documentation / presentation) to give a foundation in product innovation, creation, and portfolio generation.

PD 198. Workshop: [Topic]. 1-12 Credits.
An intensive experience, limited in scope and time, in which a group of students focus on skills development rather than content mastery.
Repeatable 99 times

PD 199. Special Studies: [Topic]. 1-5 Credits.
Experimental course - topic varies.
Repeatable 99 times

PD 223. Beginning Design Drawing. 4 Credits.
Focuses on perspective, line weight, construction with primary shapes, and shading in the creation of three-dimensional objects.

PD 240. Designers' Tools. 4 Credits.
Fundamental construction methods for design. Develop and understanding material properties and the use of specific tools through the design, development and construction of two projects.

PD 301. Introduction to Design Studio. 4 Credits.
Introduction to a studio based design course that combines theory and practice with a series of assignments and projects.
Requisites: Prereq: PD 223, PD 240, PD 330.

PD 302. Introduction to Design Studio II. 4 Credits.
Integrate 2D and 3D communication and presentation skills to develop project-based design solutions.
Requisites: Prereq: PD 301; coreq: PD 323.

PD 323. Design Drawing. 4 Credits.
Introduces specific techniques in drawing and modeling objects and their spatial context; the demonstration and implementation of various media and types of drawing.
Requisites: Prereq: ART 115, PD 223.
Repeatable 1 time for a maximum of 8 credits

PD 330. Introduction to Computer Aided Design. 4 Credits.
Introduction to computer-assisted design (CAD) in which students learn virtual design and physical manufacturing relationships and techniques.

PD 340. Design for Use. 4 Credits.
Provides the basic theoretical underpinnings for considering the socio-cultural background and design of products. Lectures and readings present main issues; discussions complete conceptual principals.
Requisites: Prereq: PD 350.

PD 350. Objects and Impacts. 4 Credits.
Explores how design influences and is influenced by materials and manufacturing processes. Lectures, readings, and discussions present sustainability, aesthetic, and functional aspects of product design.
Requisites: Prereq: PD 370.

PD 370. Design Process. 4 Credits.
Introduces design processes, from theoretical to professional, using readings, guest lectures, and experimental new structures.

PD 399. Special Studies: [Topic]. 1-5 Credits.
Experimental course - topic varies.
Repeatable 99 times

PD 401. Research: [Topic]. 1-12 Credits.
Disciplined inquiry of a topic with varying techniques and assignments suited to the nature and conditions of the problem being investigated. Often pursued in relation to a dissertation or thesis.
Repeatable 99 times

PD 404. Internship: [Topic]. 1-12 Credits.
Professional practice in an organization that integrates concepts studied at the university with career-related work experience.
Repeatable 2 times for a maximum of 12 credits

PD 405. Special Problems: [Topic]. 1-12 Credits.
Specialized inquiry into a particular topic by a student and discussed with a faculty member.
Repeatable 99 times

PD 406. Practicum: [Topic]. 1-12 Credits.
A series of clinical experiences under academic supervision designed to integrate theory and principles with practice.
Repeatable 99 times

PD 407. Seminar: [Topic]. 1-4 Credits.
A small group of students studying a subject with a faculty member. Although practices vary, students may do original research and exchange results through informal lectures, reports, and discussions.
Repeatable 99 times

PD 408. Workshop: [Topic]. 1-6 Credits.
An intensive experience, limited in scope and time, in which a group of students focus on skills development rather than content mastery.
Repeatable 99 times when topic changes

PD 410. Experimental Course: [Topic]. 1-6 Credits.
Experimental course - topic varies.
Repeatable 99 times

PD 430. Computer-Assisted Design and Production. 4 Credits.
Meshes virtual design and physical design as students work on projects using shop tools and computer-aided design and manufacturing software and equipment.
Requisites: Prereq: ART 115, ART 116, PD 223.

PD 460. Interaction Design. 4 Credits.
This course will provide students with an understanding of the fundamentals of User Experience/User Interface design, including the design thinking process, interaction design, design principles, and prototyping. As part of this course, students will be immersed in user research, learning to identify and meet the needs of the users. Additionally, students will gain hands-on experience designing interfaces and prototyping through available digital design tool. After completing this course, students will be ready to create user-centric digital products with full understanding of User Experience/User Interface design
Requisites: Prereq: PD 340, PD 370.

PD 483. Advanced Studio I. 4 Credits.
Design studio focuses on personal questions that are explored through active design development. Questions may relate to issues of user interface, sustainability, or societal problems.
Requisites: Prereq: PD 302, PD 340.
Repeatable 2 times for a maximum of 12 credits

PD 484. Advanced Studio II. 4 Credits.
Design studio focuses on global questions explored through active development. Questions may relate to issues of user interface, sustainability, or societal problems.
Requisites: Prereq: PD 302, PD 340.
Repeatable 2 times for a maximum of 12 credits

PD 485. Advanced Studio III. 4 Credits.
Design studio focuses on corporate questions that are explored through active design development. Questions may relate to issues of user interface, sustainability, or societal problems.
Requisites: Prereq: PD 302, PD 340.
Repeatable 2 times for a maximum of 12 credits

PD 486. BFA Studio I. 6 Credits.
Explores problems that stress design development through innovation and the responsibility to solve complex societal, functional, and aesthetic issues. Seminar component fosters theoretical, professional, and creative discussion.

PD 487. BFA Studio II. 6 Credits.
Second course in series of interactive studios in which students engage in independent project-based learning. Sequence with PD 486, PD 488.
Requisites: Prereq: PD 486.

PD 488. BFA Studio III. 6 Credits.
Third course in series of interactive studio in which students engage in independent project-based learning. Sequence with PD 486, PD 487.
Requisites: Prereq: PD 487.

PD 510. Experimental Course: [Topic]. 1-6 Credits.
Experimental course - topic varies.
Repeatable 99 times

PD 560. Interaction Design. 4 Credits.
This course will provide students with an understanding of the fundamentals of User Experience/User Interface design, including the design thinking process, interaction design, design principles, and prototyping. As part of this course, students will be immersed in user research, learning to identify and meet the needs of the users. Additionally, students will gain hands-on experience designing interfaces and prototyping through available digital design tool. After completing this course, students will be ready to create user-centric digital products with full understanding of User Experience/User Interface design