DESIGN (DSGN)

DSGN 500 Fundamentals of Design for Social Innovation 3 Credit Hour(s)
This course will introduce the components of design thinking as a methodology to solve problems in an innovative way. The application of design thinking to real-world problems will be explored and discussed.
Offered: Online

DSGN 501 Human-Centered Design: Observations and Insights 3 Credit Hour(s)
An in-depth investigation of existing frameworks to identify opportunities for innovation and improved user experience. The empathic design process and design research methods will be used to produce thoughtful insights.
Offered: Online

DSGN 625 Principles of User Experience for the Physical and Digital World 3 Credit Hour(s)
Online Prerequisite: ARTS 500 and DSGN 500 and DSGN 501
The investigation of User Experience principles as applied to digital and physical experiences in a variety of contexts.
Offered: Online

DSGN 650 Human-Centered Design Lab I 3 Credit Hour(s)
Online Prerequisite: ARTS 500 and ARTS 525 and ARTS 601 and DSGN 500 and DSGN 501
Study and practice-based application of human-centered design and design thinking to products, processes, and learning.
Offered: Online

DSGN 651 Human-Centered Design Lab II 3 Credit Hour(s)
Online Prerequisite: ARTS 500 and ARTS 525 and ARTS 601 and DSGN 500 and DSGN 501 and DSGN 625 and DSGN 650
Study and practice-based application of human-centered design and design thinking to environments, experiences, services, and interaction.
Offered: Online

DSGN 696 Human-Centered Design Capstone Project 3 Credit Hour(s)
Online Prerequisite: ARTS 500 and ARTS 525 and ARTS 601 and DSGN 500 and DSGN 501 and DSGN 625 and DSGN 650
A cumulative capstone project incorporating all aspects of human-centered design and design thinking to produce and propose innovative solutions.
Offered: Online