

DESIGN (DES)

DES 500 Selected Topics (1-6 Credits)

Design

Exploration of a topic (to be determined) not covered by the standard curriculum but of interest to faculty and students in a particular semester. Repeatable

DES 547 Research Methods and Design (3 Credits)

Design

Introduction to methodologies, research design and application, and the foundations of ethical research.

DES 561 Furniture and Light Workshop (3 Credits)

Design

Design and development of experimental furniture and light fixtures. Experiences in prototype construction and industrial production methods. Shared Competencies: Critical and Creative Thinking (<https://coursecatalog.syracuse.edu/shared-competencies/critical-and-creative-thinking/>)

DES 562 Advanced Detailing and Construction (3 Credits)

Design

Advance detailing and construction techniques, documentation, shop drawings, computer-aided construction methods for fabrication.

DES 590 Independent Study (1-6 Credits)

Design

Exploration of a problem, or problems, in depth. Individual independent study upon a plan submitted by the student. Admission by consent of supervising instructor(s) and the department. Repeatable

DES 600 Selected Topics (1-6 Credits)

Design

Exploration of a topic (to be determined) not covered by the standard curriculum but of interest to faculty and students in a particular semester. Repeatable

DES 601 Design Thinking and Strategies (3 Credits)

Design

Introduction to design thinking as primary mode of solving problems to arrive at creative and alternative solutions.

DES 602 Design Thinking & Ideas (3 Credits)

Design

Double-numbered with DES 302
Introduction of major theories and writings about design within a historical context. Provide students with a theoretical toolkit for exploring design and other creative work.

DES 605 Digital Design Techniques I (3 Credits)

Design

Double-numbered with DES 305
Explores the capabilities of industry-standard design software to develop and preflight multi-page layouts for printed distribution, with precise control over typography and composition. Projects stress essential design and pre-press techniques applicable to all design disciplines. Additional work required of graduate students. Shared Competencies: Critical and Creative Thinking (<https://coursecatalog.syracuse.edu/shared-competencies/critical-and-creative-thinking/>); Information Literacy and Technological Agility (<https://coursecatalog.syracuse.edu/shared-competencies/information-literacy-and-technological-agility/>)

DES 606 Digital Design Techniques II (3 Credits)

Design

Double-numbered with DES 306
Introduces students to the two central practices of today's designers, creating vector illustrations and manipulating digital imagery. Using industry-standard design software, assignments provide practical experience for generating professional illustrations and image-based work. Additional work required of graduate students.

DES 607 Digital Design Techniques III (3 Credits)

Design

Double-numbered with DES 307
Introduces students to the industry-leading programming environment for producing interactive content on the web, smartphones, tablets, and televisions. Assignments provide practical experience for generating professional animated work.

DES 610 Inclusive Design Intelligence ++ (3 Credits)

Design

Double-numbered with DES 310
Students you will gather insights to explore challenges and opportunities related to Intellectual Disability; gain empathy and insights through a series lectures, in-class exercises, field research, and immersive experiences. As an incubator for innovation, the goal is to envision, prototype and test ideas that will have a lasting quality of life impact. Additional work required for graduate students.

DES 612 Interior Furnishings (3 Credits)

Design

Double-numbered with DES 312
Design of decorative patterns for residential and commercial interior environments. Emphasis will be on the psychological effects of pattern and color. Specific repeats, rendering and presentation techniques for furnishing appropriate to end-use market production. Additional work required of graduate students.

DES 624 Creative Problem Solving (3 Credits)

Design

Double-numbered with DES 324
Creative problem solving enhances knowledge concerning creativity, increases creative ability, and fosters problem-solving skills that are essential across disciplines. Students challenge cultural, social, and personal norms to achieve meaningful and 'different' solutions for small- and large-scale problems. Additional work required for graduate students. Shared Competencies: Critical and Creative Thinking (<https://coursecatalog.syracuse.edu/shared-competencies/critical-and-creative-thinking/>); Ethics and Integrity (<https://coursecatalog.syracuse.edu/shared-competencies/ethics-and-integrity/>)

DES 625 Graduate Seminar (3 Credits)

Design

This course will provide a supported framework for faculty and students to engage in focused learning into a selected topic that will enable designers to develop critical perspectives on their practice.

DES 627 Professional Practice (3 Credits)

Design

This course will explore the current context of professional practice in design in all its complexity and in particular how to be successful within the diverse modes of practice from a gig economy to inhouse consultancy.

DES 629 Advanced Problems (3 Credits)*Design*

This course will provide a supported structure for students to engage in a focused study relating to their emerging thesis work. The course will provide a framework for discussion, encouragement, feedback and accountability.

DES 631 Art Nouveau Design and Architecture: Studies in Material Culture (3 Credits)*Design*

Double-numbered with DES 431

Introduction to the historical and social context that gave rise to Art Nouveau, its various manifestations, and the important practitioners and promoters of this movement in Europe and the United States.

DES 635 App Design and Prototyping (3 Credits)*Design*

Double-numbered with DES 335

Planning, Design, and Digital prototyping of mobile devices (smart phones, tablets, watches) for multiple operating systems. User experience (UX) and User Interface (UI) best practices. Wireframes, flow mapping, and user testing for mobile operating systems. Additional work required for graduate students.

Repeatable 2 times for 6 credits maximum

Shared Competencies: Critical and Creative Thinking (<https://coursecatalog.syracuse.edu/shared-competencies/critical-and-creative-thinking/>); Information Literacy and Technological Agility (<https://coursecatalog.syracuse.edu/shared-competencies/information-literacy-and-technological-agility/>); Scientific Inquiry and Research Skills (<https://coursecatalog.syracuse.edu/shared-competencies/scientific-inquiry-and-research-skills/>)

DES 641 Fabrication Skills and Methods (3 Credits)*Design*

Double-numbered with DES 341

Introduction to wood and metal shop construction techniques for design fabrication. Additional work required of graduate students.

Shared Competencies: Critical and Creative Thinking (<https://coursecatalog.syracuse.edu/shared-competencies/critical-and-creative-thinking/>)

DES 642 Computer Generated Fabrication (3 Credits)*Design*

Double-numbered with DES 342

Introduction to computer generation construction techniques for design fabrication. Additional work required of graduate students.

DES 648 Introduction to Design Communication (3 Credits)*Design*

Introduction to the processes and techniques of design communication and presentation including both computer generated and manual applications.

DES 650 Adaptive Design (3 Credits)*Design*

Double-numbered with DES 450

Adaptive Design focuses on the creative relationships between people with disabilities, clinicians, and designers. This course centers on dialogue, interviewing, collaborative teaming, and co-design, creating custom solutions to meet specific needs for those in the disabled community. Additional work required for graduate students.

DES 652 Branding and Marketing Works (3 Credits)*Design*

Double-numbered with DES 452

Interdisciplinary design studio focused on branding and marketing.

Additional work required of graduate students.

DES 663 Design Innovation and Ideation (3 Credits)*Design*

Double-numbered with DES 363

Design Innovation using non-linear and iterative processes. Uncover and iteratively address user needs, challenge assumptions, redefine problems.

Value creation with a bias toward action to address both wicked and tame problems in industry and society. Identification and exploration of possibilities over problems as a path forward. Additional work required for graduate students.

Repeatable 2 times for 6 credits maximum

Shared Competencies: Communication Skills (<https://coursecatalog.syracuse.edu/shared-competencies/communication-skills/>)

DES 670 Experience Credit (1-6 Credits)*Design*

Participation in a discipline or subject related experience. Student must be evaluated by written or oral reports or an examination. Permission in advance with the consent of the department chairperson, instructor, and dean. Limited to those in good academic standing.

Repeatable

DES 672 Introductory Design Studio (3 Credits)*Design*

Introduction to design processes and the application of design thinking, language, and methods to introductory level projects.

DES 690 Independent Study (1-6 Credits)*Design*

Exploration of a problem, or problems, in depth. Individual independent study upon a plan submitted by the student. Admission by consent of supervising instructor(s) and the department.

Repeatable

DES 699 Thesis (6 Credits)*Design*

This course will support the students as they follow a logical path of exploration through their chosen thesis subject integrating research and studio based activities.

DES 748 Design Communication (3 Credits)*Design*

Development of a design communication skills and techniques for the process of design research, analysis, and synthesis with solutions to the thesis problem.

DES 771 Analysis and Synthesis (3 Credits)*Design*

Organization and evaluation strategies used in the analysis and synthesis of research information and data for establishing definitive design parameters and criteria.

Advisory recommendation Prereq: DES 647

DES 772 Design Project (6 Credits)*Design*

Developing and completing a comprehensive design project, including essential illustrations, technical drawings, models, and prototypes.

DES 774 Thesis Preparation (6 Credits)*Design*

This course prepares students for their thesis, setting out expectations, outlining what constitutes a successful project, and aids students in selecting a suitable topic and constructing a thorough and compelling research proposal.

DES 996 Final Presentation (3 Credits)*Design*

Final presentation accompanied by written statement, culminating in oral examination for M.F.A. degree. Taken during final semester upon advisor's approval.

Advisory recommendation Prereq: DES 771, 772

DES 997 Masters Thesis (6 Credits)*Design*

Formal master's thesis. Written document exhibiting substantive and original research. Planned under direction of major departmental advisor.

Advisory recommendation Prereq: DES 771 AND 772

DES 999 Dissertation (0-12 Credits)*Design*