DESIGN STUDIES, BS

Contact

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Faculty

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Program Description

The BS Design Studies program will provide students the skill set to become innovative creatives and leaders of cultural change in our global community. The main goal of this program is to educate students in a broad spectrum of design applications and academic studies. Students will consider the impact and influence of design in the context of the overall professional world including many disciplines that intersect the design fields, including engineering, marketing, entrepreneurship, product development, and other fields. One of the program's primary purposes is to connect design practices to other disciplines at the university and to build on the strong community engagement component that is embedded in all of the existing design majors at SU.

Students transferring must have a minimum 2.8 GPA.

Student Learning Outcomes

- Design Discourse Demonstrate an understanding of design as a research-driven, interdisciplinary field by analyzing current trends and proposing future directions within a global context.
- Design Research and Critical Thinking Apply research
 methodologies, data analysis, and critical thinking skills to develop
 evidence-based knowledge that informs the approach to complex
 design challenges.
- Interdisciplinary Perspectives Demonstrate an understanding of design's broader role and impact by synthesizing knowledge from other academic disciplines to enrich design work across varied contexts.
- Ethical and Social Responsibility Evaluate and address ethical considerations and the broader social, cultural, and environmental impacts within design production, processes, research, and industry practices.
- Effective Communication Communicate research findings, conceptual ideas, and innovative solutions clearly and effectively through written, visual, and oral formats, tailoring communication to diverse audiences within and beyond design-related fields.

Code	Title	Credits
Required Studios		
CMD 352	Design Project Management	3
DES 102	Digital Tools for Designers II	3
DES 103	Analog Design Tools	3
DES 104	Fundamentals of Design	3
DES 304	Collaborative Design	3
DES 441	Design Research	3
DES 442	Capstone	3
IND 481	Ethnography and Culture in Design	3
Select nine credit	s of Studio Electives	9

You can find a comprehensive list of courses that count as studio electives here: http://vpa.syr.edu/current-students/undergraduate-students/advising-support/advising-registration (http://vpa.syr.edu/current-students/undergraduate-students/advising-support/advising-registration/)/

Required Academ	nics	
DES 101	Digital Tools for Designers I	3
DES 203	Design Thinking	3
DES 324	Creative Problem Solving	3
WRT 105	Studio 1: Practices of Academic Writing	3
WRT 205	Studio 2: Critical Research and Writing	3
Required Art/Des	ign History	
DES 113	History of Modern Design: 1850-Present	3
DES 114	Design, Cultural Traditions and the Environment	3
Art/Design Histor	y Electives	
Select three cours	ses from VPA Catalog	9
Academic Electiv	es	
Academic Elective - Open x 4		12
Academic Elective (Minor exploration)		3
Academic Electiv	e (Social Science) x 2	6
CRS 325	Presentational Speaking	3
Academic Elective (Minor A) x 6		18
Academic Elective (Natural Science)		3
Academic Electiv	e (Natural Science or Math)	3
Academic Elective (Humanities-Foreign Language) x 2		6
	Elective - (Related to a Design Discipline - Select ted in the VPA Catalog)	3
Total Credits		120

Academic Electives

You can find a comprehensive list of approved academic electives: here (http://vpa.syr.edu/current-students/undergraduate-students/advising-support/advising-registration/)

Degree Awarded: BS in Design Studies

Undergraduate University Requirements

The following requirements and experiences apply to all Syracuse University Undergraduate matriculated degree programs.

- IDEA Course Requirement (https://coursecatalog.syracuse.edu/ undergraduate/idea-course-requirement/)
- First Year Seminar (https://coursecatalog.syracuse.edu/ undergraduate/courses/fys/)