

INDUSTRIAL AND INTERACTION DESIGN, B.I.D.

Contact

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Faculty

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Program Description

Industrial designers develop a wide spectrum of design solutions that meet current demands and anticipate the future needs of society. Their designs must incorporate the effective use of materials and technology, allow for manufacturing constraints, and provide a clear advantage to existing solutions.

Our program is noted for combining theory and practice, taking a process-oriented approach, and focusing on social and environmental responsibility. It is accredited by the National Association of Schools of Art and Design and exceeds the educational minimums recommended by the Industrial Designers Society of America (IDSA). The program consists of courses in design theory and practice, as well as support courses in the humanities, the physical and natural sciences, and the behavioral and social sciences. The responsive curriculum maintains a balance between technical, aesthetic, and humanistic aspects and keeps pace with the leading edge of design technology by anticipating developments in the field.

Students in the program participate in collaborative projects with business, industry, and government agencies, challenging students with real-life design problems. Industrial and interaction design students have an active chapter of the IDSA, which plans lecture programs, organizes field trips to consultant and corporate design offices, and participates in regional and national meetings of the society.

Student Learning Outcomes

1. Demonstrate effective research skills and techniques to support and guide their design work
2. Articulate the theoretical context and historical influences for their work as designers
3. Demonstrate in their design work knowledge of a range of appropriate materials and manufacturing processes used in batch and mass manufacturing
4. Articulate the philosophical and ethical implications of design activity on society, culture, the environment, and professional practice
5. Apply a broad and deep knowledge of human factors in their design solutions specifically an understanding of semiotics, ergonomics, and the design of interfaces, systems and services
6. Communicate their design intent in a professional manner across a broad range of analogue and digital media as well as in verbal and written forms

Code	Title	Credits
Major Requirements		
DES 101	Digital Tools for Designers I	3

DES 102	Digital Tools for Designers II	3
DES 103	Analog Design Tools	3
DES 304	Collaborative Design	3
DES 441	Design Research	3
IND 484	Capstone	3
IND 104	Fundamentals of Industrial & Interaction Design	3
IND 128	Design Worlds	3
IND 132	Industrial and Interaction Design Visualization Techniques I	3
IND 201	Portfolio and Self Presentation I	1
IND 256	Digital Twin I	3
IND 264	Visualizing Design Research	3
IND 271	Sustainable Product Systems I	3
IND 273	Prototyping	3
IND 275	Qualitative Observation and Analysis	3
IND 278	Designing Interaction	3
IND 301	Portfolio and Self Presentation II	1
IND 337	Industrial and Interaction Design Visualization Techniques II	3
IND 339	Semiotics: Messages and Interpretations	3
IND 371	Sustainable Product Systems II	3
IND 375	Human Factors For Designers	3
IND 396	Advanced Research Methods	3
IND 401	Portfolio and Self Presentation III	1
IND 447	Digital Twin II	3
IND 471	Digital and Physical Intersections	3
IND 475	Advanced Design Studio	3
IND 496	Design Philosophy & Ethics	3

First Year Requirements

FYS 101	First Year Seminar	1
DES 100	Selected Topics	1

Art History Requirements

DES 113	History of Modern Design: 1850-Present	3
DES 114	Design, Cultural Traditions and the Environment	3
Art/Design History Elective		3
Art/Design History Elective		3

Academic Requirements

WRT 105	Studio 1: Practices of Academic Writing	3
WRT 205	Studio 2: Critical Research and Writing	3

Liberal Arts Electives

Academic electives are most courses offered outside of art, design, or transmedia (for example, courses offered in CRS, Arts and Sciences, Whitman, and other colleges outside of VPA). These academic courses usually have non-art-related content, such as math, natural sciences, astronomy, global history, political science, psychology, and entrepreneurship, and languages at the 100-level, among others.

You can find a comprehensive list of courses that count here.
(<https://vpa.syr.edu/student-services/advising/>)

Studio Electives

Select 12 credits	12
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Free Electives

Select 3 credits	3
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Study Abroad

Pending a successful application and meeting program requirements, students may be eligible to spend a semester of their third year abroad at the SU Center in London, UK, or in Florence, Italy. Please refer to the SUAbroad website for eligibility and application criteria.

Total Credits

122

Degree Awarded: BID in Industrial and Interaction Design

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/>)