

COLLEGE for Creative STUDIES



# 2021 – 2022 Graduate Course Catalog

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**Additional College policies are located in the CCS Policy Database**



## **Vital Information**

### ***Mission***

The College for Creative Studies nurtures the creativity that is vital to the enrichment of modern culture. The College educates visual artists and designers, knowledgeable in varied fields, who will be leaders in creative professions that shape society and advance economic growth. The College fosters students' resolve to pursue excellence, act ethically, embrace their responsibilities as citizens of diverse local and global communities, and learn throughout their lives. The College engages in community service by offering opportunities for artistic enrichment and opening career pathways to talented individuals of all ages.

### ***Purposes and Goals***

The College strives to be a creative institution, consistent with its name and mission. To that end, it periodically examines itself through a strategic planning process that clarifies its purposes and articulates its goals for the future. The 2012 Strategic Plan identified, and the 2017 Strategic Plan reaffirmed, a vision and four principles that guide the College's activities. Following are those vision and goals statements:

### ***Vision Statement***

Through relentless creativity, we will educate students to be the best artists and designers in the world.

By expanding our collaborative commitment to quality, innovation, financial soundness, social responsibility and ethical practice, we will enhance the College's contributions to our students and the community and assure its long-term vitality.

### ***Guiding Principles***

#### **Student Experience**

We will provide an exceptional supportive experience to all students at every touchpoint, to enable and encourage them to reach their highest potential.

#### **Faculty/Staff**

We will create an environment that attracts, supports, develops and inspires a world-class faculty and staff.

#### **Programs**

We will develop and sustain innovative academic programs to ensure CCS is always at the forefront of creative education and practice.

#### **Social Responsibility/Community**

We will expand upon our culture of engagement with diverse constituencies to enable our students, employees, alumni, partners and community to flourish.

### ***Institutional Learning Outcomes***

The faculty of the College have articulated the general objectives of a CCS education in the form of Institutional Learning Outcomes and the criteria of the various majors have been aligned with these Institutional Outcomes. The Institutional Learning Objectives are as follows:

CCS graduates will be able to:

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- **THINK:** Demonstrate critical thinking characterized by experimentation, inquiry and theoretically informed social, cultural and historical awareness.
- **CREATE:** Synthesize knowledge and skills in the conceptualization and realization of creative expression.
- **COMMUNICATE:** Articulate ideas and visual concepts in writing, presentations, and professional practice.
- **INNOVATE:** Frame visionary responses to evolving social, cultural, and economic needs and opportunities.
- **CONNECT:** Engage as responsible and ethical citizens of diverse, local, global and professional communities.
- **LEAD:** Demonstrate leadership through appropriate research, methods, design and professional conduct.

### ***Freedom of Expression***

The mission of the College for Creative Studies asserts that we embrace excellence, ethical action, and social responsibility in all aspects in the practice of art, design, and scholarship. To adequately support this mission, CCS must preserve freedom of expression in all its forms. Freedom of expression is essential to basic human dignity. It ensures that members of the CCS community (students, faculty, staff and guests invited by the College) are at liberty to develop their creative abilities to the fullest extent.

CCS supports the rights of its community members to research and create using all forms of expression. It supports the right to express one's views publicly as well as privately at venues and in activities both on and off campus.

The CCS community recognizes that creative expression by its very nature may be provocative. To encourage healthy debate, members of the CCS community and guests must demonstrate respect for the right of others to express views which they find disagreeable or offensive. Likewise, members of the CCS community must be sensitive to the various audiences who may encounter their work.

That being said, CCS also notes that this freedom is not absolute. In certain circumstances, the institution may restrict expression, for example, that violates the law, is harassing or defamatory, invades substantial privacy or confidentiality interests, or does not meet curatorial standards. Moreover, the institution may reasonably regulate the time, place, and manner of expression to ensure that it does not disrupt the ordinary activities of the College.

### ***Academic Programs***

CCS offers a Bachelor of Fine Arts degree in 11 majors, Certification in Art Education, and a Master of Fine Arts degree in four areas. In addition, the College offers Precollege and Continuing Studies courses for youth, adults, and high school students.

### ***Bachelor of Fine Arts Degrees***

The College offers a BFA degree in Advertising Design, Art Practice (Fine Arts), Craft and Material Studies, Entertainment Arts, Fashion Accessories Design, Communication Design, Illustration, Interior Design, Photography, Product Design and Transportation Design. The BFA degree requires completion of 126/127 credit hours: 78 in studio areas and 42/43 in general studies courses and 6 in general elective classes. The certification in Art Education requires 27 credits to complete.

In addition to coursework in their chosen major, first-year students take courses in the Foundation Department, where they study drawing, 2D and 3D design, and an introduction to digital tools.

Students in all majors also take courses in the Liberal Arts Department, designed to help them develop critical thinking skills and an understanding of the larger social and cultural context in which they live. Typical weekly schedules for full-time students comprise 24 studio hours and six academic hours.

### ***Master of Fine Arts***

The College's MFA degrees in Color and Materials Design, Interaction Design, Systems Design Thinking and Transportation Design are terminal degrees that prepare students for leadership in the design industries. The MFA degree programs share core curricula, with variations in technology components, and the focus and content of industry sponsored projects.

The MFA degree requires completion of 60 credit hours and focuses on fostering critical thinking in a design context while keeping contemporary business reality in mind. CCS graduate classes are taught by industry leaders and an internationally recognized roster of visiting designers and artists with experience in design strategy, user-centric research, design execution and presentation, as well as entrepreneurial practices.

### ***Faculty***

The College has 56 full-time faculty and approximately 237 adjunct faculty who are professionals in their individual fields and bring diverse backgrounds and experience to the classroom.

### ***Community Arts Partnerships***

The College for Creative Studies (CCS) is committed to making art and design education accessible to the community. The Community Arts Partnerships (CAP) program cultivates collaborations between CCS and metro Detroit community organizations to bring CCS's educational resources to underserved populations. CAP programs are individually crafted, providing unique and effective art and design education and enrichment programs for young people from diverse backgrounds. Each program is solidly based in a strong visual arts curriculum that emphasizes hands-on art making, team teaching and learning through the introduction of new art and design technologies, while inspiring Detroit youth to embrace art in everyday life. CAP regularly employs CCS students as instructors in these community programs, providing young artists the opportunity to engage directly with Detroit communities.

### ***Precollege and Continuing Studies***

The Precollege and Continuing Studies (PCS) program at CCS offers art and design courses for high school students; pre-college programs such as Precollege Summer Experience, Create + Connect; youth programs; adult courses; and Professional Automotive Modeling certificate programs; and professional development programs.

### ***A Brief History***

For more than a century, the College for Creative Studies (CCS) has distinguished itself as one of the premier institutions of higher learning in the world. The current College traces its heritage back to 1906 when a group of local civic leaders, inspired by the English Arts and Crafts movement, formed the Detroit Society of Arts and Crafts. The Society's mission was to keep the ideals of beauty and craftsmanship alive in what was rapidly becoming an industrialized world. At their original location on Farmer Street, Society members began teaching informal classes in basic design, drawing and woodcarving. In 1911, they opened a gallery where students as well as prominent modern artists displayed and sold their work.

As Detroit's creative community continued to take root, the Society recognized the need to expand. They moved to a larger location on Watson Street (1916), and 10 years later became one of the first arts and crafts organizations to offer a formal, four-year program in art (1926). Within a year, the Art School of the Detroit Society of Arts and Crafts grew to an enrollment of 280 students.

Much of the school's success was attributed to its close integration of rigorous courses with



progression of the art and design movements and world-class, contemporary exhibitions—a tradition that continues to prevail. In addition to hiring talented, local artists and designers, the school sought renowned painters, sculptors and craftspeople from around the world to teach courses. In 1933, the Society's gallery garnered national media attention as one of the first art institutions to recognize the automobile as an art form. This was around the same time that programs in industrial design and commercial art were introduced to the school's curriculum.

The school relocated for a third time in 1958 to its current location near the city's cultural center. The move provided students with more convenient access to the Detroit Institute of Arts' impressive collection. All classes and offices were initially housed in the Arts & Crafts building designed by Minoru Yamasaki.

In 1962, the school officially became a college when the Michigan Department of Education authorized the institution to offer of a Bachelor of Fine Arts in Industrial Design. Eight years later, the College was awarded the right to provide degrees in all of their major programs. The National Association of Schools of Art and Design (NASAD) granted original accreditation in 1972, and the North Central Association of Colleges and Schools (NCA) granted regional accreditation in 1977.

The next four decades brought about several improvements and significant changes to the campus. In 1975, construction of the architectural award-winning Kresge-Ford Building was completed, and the Detroit Society of Arts and Crafts changed its name to the Center for Creative Studies—College of Art and Design. The school acquired an apartment building adjacent to campus (the Art Centre building) in 1988 that serves as the main dormitory on campus and the building that formerly housed Detroit's African American Museum of History in 1997 that was later transformed into the Academic Resource Center (now the Manoogian Visual Resource Center), which contains the Center Galleries and library. A parking structure was added to the campus in 1999, and in the fall of 2001, the College inaugurated the Walter B. Ford II building for design and technology-driven disciplines. The donation to fund this project was the largest ever given to an art college at the time. That year, two historic homes on the northern side of campus were also renovated to accommodate administration and admissions offices.

The year 2001 brought about a milestone critical to the future of the school. Results of a research study led to the Board of Trustees' decision to change the school's name to the College for Creative Studies (CCS) to more clearly communicate its identity as an accredited, degree-granting "college."

The Josephine F. Ford Sculpture Garden was added in the fall of 2005 to provide a gathering place for the campus community, and in 2007, the College renovated another home on historic Ferry Street to house the Institutional Advancement and Human Resources offices.

In 2008, CCS embarked on its most significant project to date—a \$145 million redevelopment of the 760,000 sq. ft. historic Argonaut Building (formerly General Motors first research and design studio). Located in Detroit's New Center district (about a mile from the original Walter and Josephine Ford Campus), the building serves as the A. Alfred Taubman Center for Design Education.

The Taubman Center is home to the College's five undergraduate design departments, graduate degree programs in design and transportation design and the Henry Ford Academy: School for Creative Studies, an art and design charter school for middle and high school students. This site has enabled CCS to expand its curriculum to include new areas of the creative industries, improve facilities for all of its departments and connect with the local community through the Design Core Detroit. It represents the College's commitment toward accelerating metro Detroit's transition to an innovation-based economy by renewing the infrastructure of an important urban neighborhood; attracting, developing and retaining talent in the creative industries; spurring research in sustainable product development; and creating jobs and new business opportunities. The original Ford campus continues to house arts and crafts disciplines as well as the majority of administrative offices.

The College's legacy has contributed to its recognition as an international leader in art and design education. In 2007, Bloomberg Business Week listed CCS among the top design schools in the world.

The College now enrolls more than 1,400 students seeking undergraduate degrees across twelve majors and four graduate degrees. CCS also offers non-credit courses in the visual arts through its Precollege and Continuing Studies programs and annually provides over 4,000 high-risk Detroit youth with art and design education through the Community Arts Partnerships programs. A century of tradition shaped by some of the most brilliant minds in the world has culminated in a truly unsurpassed institution of higher learning—a community where the creative spirit is free to soar.

### ***Accreditation***

The College for Creative Studies is a nonprofit, private, art college authorized by the Michigan Education Department to grant Bachelor's and Master's degrees. CCS is an accredited institutional member of the National Association of Schools of Art and Design and is accredited by the Higher Learning Commission. Documents regarding accreditation are available in the Executive Office upon formal request.

In order to make the accreditation process responsive to a broad range of constituents, the accrediting agencies invite the public to provide written comments about the College's qualifications for re-accreditation. If you wish to make comments, send them by letter or e-mail to the following address:

The Higher Learning Commission  
230 South La Salle Street, Suite 7-500  
Chicago, IL 60604  
<http://www.hlcommission.org/>

National Association of Schools of Art and Design  
11250 Roger Bacon Drive, Suite 21  
Reston, Virginia 20190-5248  
<http://nasad.arts-accredit.org>

In addition, the Interior Design program is accredited by the Council for Interior Design Accreditation.

Council for Interior Design Accreditation  
206 Grandville Avenue, Suite 350  
Grand Rapids, MI 49503-4014  
<http://accredit-id.org>

### ***Nondiscrimination Policy***

The College for Creative Studies subscribes to the principle of equal opportunity in its employment, admissions, educational practices, scholarship and loan programs and other school-administered programs, and strives to provide an educational environment and workplace free from unlawful harassment or discrimination. Discrimination, including harassment, because of age, race, color, national or ethnic origin, religion, sex, sexual orientation, gender identity or expression, veteran status, physical attributes, marital or familial status, disability or any other characteristic protected by law is strictly prohibited.

The following office has been designated to handle inquiries regarding nondiscrimination policies:

College for Creative Studies  
Office of Institutional Equity and Inclusion  
9<sup>th</sup> Floor, Taubman Center  
460 W. Baltimore Ave., Detroit, MI 48202  
313.664.1487

The following person has been designated to handle inquiries regarding the nondiscrimination policy:

Dr. Deirdre Young, Assistant Dean for Institutional Equity and Inclusion  
Office of Institutional Equity and Inclusion  
313.664.1489

[ddyoung@collegeforcreativestudies.edu](mailto:ddyoung@collegeforcreativestudies.edu)

**Overview**

The 2021-22 Course Catalog provides information on how to register for classes, along with curriculum charts and course descriptions. Course information is also available through Student Self-Service and WebAdvisor. The Table of Contents page provides links to important policies each student should review and additional policies are located in the [CCS Policy Database](#).

Academic Advisors are available to assist students with the registration process.

## Academic Calendars

### **FALL 2021**

(09/07/21 – 12/18/21)

April 7

FALL 2021, WINTER 2022, and SUMMER 2022 Registration begins:  
Seniors, Graduate, Veterans–04/07/21 Juniors–04/12/21  
Sophomores –04/19/21 Freshmen–04/26/2021

All outstanding balances must be paid in full, and all holds removed prior to registering.

April 26 - September 14

Open registration for FALL 2021

June 1

Payment plans open for Fall 2021 on [officialpayments.com](http://officialpayments.com)

August 2

TUITION / HOUSING PAYMENT DUE (total balance)  
FALL 2021 accounts not paid in full by this date are assessed a \$25 late fee

August 25

New International Student housing move-in

August 26-27

New International Student Orientation

August 28 & 29

New Student housing move-in

August 31

New Student Orientation

September 1

FALL 2021 accounts not paid in full by this date are assessed an additional \$25 late fee

September 3 & 4

Returning Student housing move-in

**September 7**

**FALL 2021 classes begin**

**September 14**

**LAST DAY TO MAKE ANY ADDITIONS OR SECTION CHANGES TO FALL 2021 SCHEDULE**

LAST DAY to register for Fall 2021 classes  
Winter 2022 registration is still open

Last day for 100% refund/credit for dropped credits

Last day to adjust meal plan

September 20

Last day for 80% refund/credit for dropped credits (grade of W)

September 27

Last day for 60% refund/credit for dropped credits (grade of W)

September 30 Applications for December 2021 graduation due

	(\$100.00 fee for Undergraduate Students, \$175.00 for Graduate Students) After this date the \$25.00 late fee applies.
October 1	FALL 2021 accounts not paid in full by this date are assessed a \$75 delinquency fee (in addition to \$25 late fees as they apply)
October 4	Last day for 40% refund/credit for dropped credits (grade of W)
October 5	FULL CHARGES APPLY – no refunds (grade of WN begins)
October 11	Registration Begins-Winter 2022 Incoming Students
October 25	Faculty: Midterm grades are due 4:30pm EST
October 27	Students: Midterm grades are available in Self Service
October 29	Final deadline to apply for December 2021 graduation (\$125 fee) (\$125.00 fee for Undergraduate Students, \$200.00 for Graduate Students) No applications for December 2021 Graduation accepted after this date
November 25 - 26	<i>NO CLASSES - Thanksgiving Break</i>
November 29 (Monday)	Classes resume
November 29	LAST DAY TO WITHDRAW FROM FALL 2021 CLASSES ABSOLUTELY NO WITHDRAWALS AFTER THIS DATE Must have staff advisor's signature on <i>Add/Drop Form</i> <b>Students with a delinquent Fall 2021 semester balance will be withdrawn from Winter 2022 and Summer 2022 semesters</b>
December 15	Winter 2022 Tuition Due
December 15	☺ <i>DECEMBER COMMENCEMENT CEREMONY</i> ☺
<b>December 18</b>	<b>Last day of FALL 2021 semester</b>
December 20	Faculty: Final grades are due 4:30pm EST
December 21	Students: Final grades are available through Self Service (to students without holds on their account or student records)



## WINTER 2022

(01/10/22 – 05/07/22)

November 1	Payment plans open for Winter 2022 on <a href="http://officialpayments.com">officialpayments.com</a>
December 5	TUITION / HOUSING PAYMENT DUE (total balance) WINTER 2022 accounts not paid in full by this date are assessed a \$25 late fee
January 5	New Student housing move-in
January 6	New International Student Orientation
January 7	New Student Orientation
January 9	Returning Student housing move-in
<b>January 10</b>	<b>WINTER 2022 classes begin</b>
January 14	WINTER 2022 accounts not paid in full by this date are assessed an additional \$25 late fee
January 17	<i>NO CLASSES - Martin Luther King Jr. Day</i>
<b>January 18</b>	<b>LAST DAY TO MAKE ANY ADDITIONS OR SECTION CHANGES TO WINTER 2022 SCHEDULE</b>  LAST DAY to register for classes Summer 2022 registration is still open  Last day for 100% refund/credit for dropped credits  Last day to adjust meal plan
January 24	Last day for 80% refund/credit for dropped credits (grade of W)
January 28	Last day for 60% refund/credit for dropped credits (grade of W)
January 31	Applications for May 2022 graduation due (\$100.00 fee for Undergraduate Students, \$175.00 for Graduate Students) After this date the \$25 late fee applies
February 7	Last day for 40% refund/credit for dropped credits (grade of W)
February 8	FULL CHARGES APPLY – no refunds (grade of WN begins)
February 15	WINTER 2022 accounts not paid in full by this date are assessed a \$75 delinquency fee (in addition to \$25 late fees as they apply)
February 28	Faculty: Midterm grades are due 4:30 pm EST

March 1	Final deadline to apply for May 2022 graduation (\$125.00 fee for Undergraduate Students, \$200.00 for Graduate Students) No applications for May 2022 Graduation accepted after this date
March 2	Students: Midterm grades are available through Self Service
March 7 - 12	<i>NO CLASSES - Spring Break</i>
March 14 (Monday)	Classes resume
April 6	FALL 2022, Winter 2023, and Summer 2023 registration begins: Seniors, Graduate, Veterans - 4/6/22 Juniors - 4/11/22 Sophomores - 4/18/22 Freshmen - 4/25/22 All outstanding balances must be paid in full, all holds removed prior to registering
April 8	LAST DAY TO WITHDRAW FROM WINTER 2022 CLASSES ABSOLUTELY NO WITHDRAWALS AFTER THIS DATE Must have a staff advisor's signature on blue <i>Drop/Add Form</i> A, B, C, D (including + and -), F or I grades are the only grades that can be assigned to students who remain enrolled in classes after this date.
April 30	Classes end – Mandatory review week for all students is May 2 – May 7
May 2– May 7	Review Week
<b>May 7</b>	<b>Last day of WINTER 2022 semester</b>
May 9	Faculty: Final grades are due 4:30 pm EST
May 11	Students: Final grades are available through Self Service (to students without holds on their accounts or student records)
May 12	☺ <i>MAY COMMENCEMENT CEREMONY</i> ☺
May 13	Student Exhibition Opening

## **SUMMER 2022**

Eight Weeks (06/06/22– 08/01/22)

June 3	TUITION/FEES DUE (100% of balance) Accounts not paid in full by this date are assessed a \$25 late fee
<b>June 6</b>	<b>SUMMER classes begin</b>
<b>June 13</b>	<b>LAST DAY TO MAKE ANY ADDITIONS OR SECTION CHANGES TO SUMMER SCHEDULE</b> LAST DAY to register for SUMMER 2022 classes Last day for 100% refund for SUMMER 2022 Accounts not paid in full by this date are assessed a \$25 late fee
June 14-17	Grade of W applied to dropped classes
June 20-July 18	Grade of WN applied to dropped classes
June 24	SUMMER 2022 Application for Graduation deadline (\$100.00 fee for Undergraduate Students, \$175.00 for Graduate Students) After this date the \$25 late fee applies
June 28	Last day for 50% refund for SUMMER 2022
July 4	NO CLASSES – Independence Day Observance
July 8	SUMMER 2022 accounts not paid in full by this date are assessed a \$75 delinquency fee (in addition to \$25 late fees as they apply)  FALL courses will be dropped if SUMMER tuition/fees are not paid in full
July 15 Students)	Late/Final deadline – SUMMER 2022 Application for Graduation (\$125.00 fee for Undergraduate Students, \$200.00 for Graduate Students)  No SUMMER 2022 Applications for Graduation accepted after this date
July 18	LAST DAY TO WITHDRAW FROM SUMMER CLASSES
<b>August 1</b>	<b>Last day of SUMMER classes</b>
August 2	Faculty: Final grades are due 4:30pm EST
August 3	Students: Final grades are available through Self Service (to students without holds on their account or student records)

## **Academic Advising and Registration Office (AARO)**

The Academic Advising and Registration Office (AARO) provides a variety of registration and records services as well as academic advising for domestic undergraduate students (International undergraduate and graduate advising is provided by the International Student Services Office.) Some of the services provided by the AARO include, but are not limited to: assistance with course selection and student registration; guidance/assistance with registration forms and procedures; referrals to student support services; assistance with transfer credit and course equivalency guides for local colleges/universities; VA enrollment certification; processing of AICAD Exchange Program applications; processing of graduation applications/degree completion.

Students are assigned to Academic Advisors by major and are strongly encouraged to meet with their assigned advisor each semester to ensure that they are taking the required courses for graduation as they strive to attain their personal and educational goals. Academic advisors routinely review [academic evaluations](#) to ensure progress is being made. Students who are identified as not making satisfactory progress toward their degree will receive a notification from the AARO; a [restriction/hold](#) may be applied to the student's account, if applicable. Students with an "advising hold" will not be allowed to register for the upcoming semester and are required to make an appointment with their assigned advisor to address the issue(s).

Candidates for graduation are audited by the Registrar to ensure all requirements are satisfied.

### ***Registration***

**New Students** are registered for their first semester by an Academic Advisor upon receiving their registration confirmation (this takes place after the enrollment deposit has been paid). An email notification is sent to students when their schedule is ready to view. Schedule Changes must be requested through an Academic Advisor or approved to process using Self Service.

**Current Students** must register according to the assigned registration dates (based on [class level](#)) listed on the Academic Calendar. Students should schedule an appointment with their Academic Advisor (before their assigned date) for assistance with course selection, reviewing their academic evaluation, and registration of selected classes. Students are walked through the online registration process to set-up courses/register using Self Service/Student Planning. Students may register online each year as long as their record is free from holds. Additional registration or add/drop options are available by using appropriate forms and submitting them to the AARO front desk.

All enrolled students are assigned a username and password from Information Technology Services to access CCS systems like student email, Self Service/Student Planning, and Blackboard. New and returning students use the online Self Service system to view grades, pay tuition, request enrollment verifications, and access Student Planning for registration and degree planning.

Registration of all courses must be submitted by the deadline indicated on the CCS Academic Calendar. Students who have account [restrictions/holds](#) must have all holds removed before registration is permitted.

### ***Steps to Complete Registration in Person***

#### **To register (or make schedule changes) in person**

Undergraduate, Graduate, and Teacher Certification students should schedule an appointment with their assigned Academic Advisor.

Students having trouble registering online and/or wish to add/register planned courses in person may fill out the appropriate form in the AARO and submit their registration (or add a class) at the front desk.

***Restricted Courses***

Students who intend to register for a course that is restricted to a particular major or class level (for example, Crafts only or juniors only) and who are not in that department or at the required class level must have the department chair or administrator complete and sign the Registration Permission Form and then must submit it to the AARO to complete the registration of courses.

***Internships and Independent Study***

Students who intend to register for an Internship or Independent Study must submit those completed and signed forms, along with the registration form to the AARO, on or before the deadline to register for the semester (check Academic Calendar for exact date). Late registration for an Internship or Independent Study is not permitted and will not be accepted. See Independent Study guidelines following registration steps. Internships must be approved and set up through Career Services for registration/credit. Contact Career Services for guidelines or visit Blackboard to view the Career Services page.

***AICAD Exchange and Study Abroad***

Students interested in the AICAD Exchange program must contact the AARO for details and/or to apply for the program. Students interested in Study Abroad must contact International Student Services for more information and/or to apply for the program. See respective offices for program deadlines and registration.

***Steps to Complete Registration Online***

Go to [idp.collegeforcreativestudies.edu](http://idp.collegeforcreativestudies.edu)

Login using your CCS username and password.\*

Select "Self-Service"

Select "Student Planning"

Go to "Plan your Degree and Register for Classes"

Search for courses using the "Search for Courses" feature. To select the desired section, click "Add Section to Schedule".

Go back to "Plan and Schedule" to see a visual representation of all desired/planned courses.

Register by hitting the "Register Now" button.

\*Students with username and password issues, contact the AARO at 313-664-7672.



The results should show all courses that processed as “Registered.” Classes that are scheduled will appear in green in Student Planning under the “Schedule” tab. If there were problems with the registration, an error message will display in the 'Status' column of the screen. Contact the Academic Advising & Registration Office to review registration problems for possible solutions.

### Course Overload Policy

A class schedule containing more than 18 credit hours in one semester is considered a course overload. Students who wish to register for an overload must have a cumulative grade point average of 3.0 and must be in good academic standing. Permission to take above 18 credit hours in one semester is granted by the Academic Advisor.

### Adding/Dropping Classes

Registered students may change their schedule online up until the first day of classes (using Self Service/Student Planning). Once classes begin, students must obtain an Advisor’s signature to drop a class. Students who drop classes during the first 6 business days of classes (see Academic Calendar for specific dates) are not charged for the drop. After the 6th day dropped classes are charged on a sliding scale and those courses will receive a grade of “W,” “WN,” OR “WF.” Please refer to the academic calendar for specific tuition reimbursement information. The last day to withdraw from a course is on Friday of the thirteenth week of classes. No exceptions to these deadlines will be made.

Students should review the Academic Calendar each semester to view the last day to register and final drop dates.

### Withdrawal from All Classes

All students are advised to seriously consider the consequences of withdrawing from all classes. Withdrawing from all classes results in a loss of effort in course completion, loss of tuition if done after the refund period and possible loss of good academic standing and financial aid.

Students requesting a [COMPLETE WITHDRAWAL](#) from CCS must initiate the process by submitting the Complete Withdrawal form along with the Add/Drop form, and then meet with an Academic Advisor for an exit interview. The student will then be required to meet with a Financial Aid Counselor so they can inform the student of any financial aid situations. The complete withdrawal will be finalized in the AARO where all withdrawals forms are processed.

Students may not conduct a complete withdrawal of all classes using the WebAdvisor or Self Service system. See the [Complete Withdrawal and Return of Title IV Aid](#) Policy in the CCS Policy Database.

### ***Academic Evaluation***

The academic evaluation identifies academic progress made toward a degree for BFA, and Teacher Certification programs. Students should review their academic evaluation at the end of each semester. A copy of the academic evaluation may be viewed through WebAdvisor, Self Service/Student Planning, or a hard copy may be obtained in the AARO. Courses are identified by alpha letters indicating progress:

“C” next to a course indicates course completion

“I” indicates a course in progress

“N” is a course not started

“P” is a course pending completion of unfinished activity

In the academic evaluation there is an “**other courses**” section at the end of the evaluation. Courses that are not applying to the student’s major will default into this area. Students should see their Academic Advisor or the Registrar to verify if courses can apply to their required credits. Students will also see courses that they’ve withdrawn from or failed in this section. These courses are not applying to the students current degree program.

Students with questions should contact the Academic Advising and Registration Office.

### ***Obtaining Grades Online***

Grading is based on work performed, growth in ability, attendance, and attitude. A continuous record of all students’ classes is kept in the Academic Advising and Registration Office. Final grade reports are available through Self Service, the online student registration system, the week after classes end provided there are no restrictions (holds) on the student’s record.

### ***CCS Transcripts/Enrollment Verification***

Requests for copies of academic transcripts must be submitted in writing (with the student’s signature) to the AARO or electronically through [www.parchment.com](http://www.parchment.com). A fee is assessed for each copy requested. Electronic transcripts are processed on business days, Monday-Friday.

Enrollment verifications are also available from the AARO. There is no charge for the completion of enrollment verifications needed for insurance, loans, etc.

No transcripts or enrollment verifications (except loan verifications) will be completed for students who have a Restriction (HOLD) on their records. Students may view unofficial transcripts through the Self Service system.

### ***Student Responsibility/Restrictions***

Students are responsible for taking care of their financial obligations to the College. This includes full payment of tuition and fees, returning library books and materials, returning department equipment and materials, and settling all bookstore charges and unpaid parking violations. Students who do not

fulfill these obligations will be restricted from receiving certain services. Transcripts, enrollment verifications (except loan verifications), registrations, grade reports, or graduation requests will not be processed for any student who has restrictions (holds) on their record.

### ***Resources for Veterans***

We would like to take this opportunity to thank you for the contributions you have made to our country while serving in the Armed Forces. The College for Creative Studies is committed to our veterans and their eligible dependents. While transitioning back into civilian and college life, let us help you with many of the opportunities and challenges that you may face, including:

The VA educational benefits application process  
Academic advising and course selection  
Planning a program of study in accordance with CCS and VA policies and guidelines  
Submission of enrollment certification paperwork  
Information about scholarships offered to veterans and service members  
Connections to College resources: Registration, Tutoring, Wellness Center, and Career Services  
Special recognition during the CCS Commencement Ceremony

At the service member's request, we will also:  
Act as a liaison between the veteran and the VA  
Serve as a point of contact for additional referrals and resources

### **Veterans Educational Benefits**

Eligibility for benefits is determined solely by the Veterans Administration.

**Tuition payments:** Tuition payments are sent directly to CCS for Chapter 31 (Vocational Rehabilitation) and Chapter 33 (Post-9/11 GI Bill & Yellow Ribbon). Please keep in mind, that if your Chapter 33 benefits are less than 100% you are responsible for the remaining balance. Under all other programs, students receive funds from the VA and are responsible for paying their own tuition.

**Enrollment Verification:** If you are claiming benefits under Chapters 30, 1606, or 1607, you must verify your enrollment on the last calendar day of each month. Verification can be made online through WAVE at [www.gibill.va.gov](http://www.gibill.va.gov) or by phone through the Interactive Voice Response (IVR) at 1-877-823-2378.

**Monthly Housing Allowance:** If eligible, the monthly housing allowance is paid directly to you. Students receiving benefits under Chapter 33 must be enrolled more than half-time (6 credit hours) to receive the housing allowance.

**Book Stipend:** If eligible, the book stipend (this includes art supplies) is paid directly to you. The stipend is based on your enrollment and is paid once per term (\$41.67 per credit hour up to \$1000/year).

**Yellow Ribbon Program:** CCS participates in the Yellow Ribbon Program. The Yellow Ribbon GI Education Enhancement Program (Yellow Ribbon Program) is a provision of the Post-9/11 Veterans Educational Assistance Act of 2008. This program allows institutions of higher learning (degree granting institutions) in the United States to voluntarily enter into an agreement with the VA to fund tuition expenses that exceed either the annual maximum cap for private institutions or the resident tuition and fees for a public institution.

### **New Students**

### **New Students applying for Veteran benefits for the first time:**

Complete the Application for VA Education Benefits online at [va.gov](http://va.gov). If you do not have access to apply online, call 1-888-442-4551 and request that an application be sent to you.

A Certificate of Eligibility (COE) will be issued by the Department of Veterans Affairs to the applicant/student showing approval to pursue an education program. This will include the remaining entitlement for the student and the eligibility dates.

If you are eligible for VA benefits, submit your Certificate of Eligibility (COE) to the VA School Certifying Official's (SCO) office before the start of your first semester at CCS either by mail, email or dropping it off in person. The SCO's office is located in the Academic Advising and Registration Office on the first floor of the Yamasaki Building.

### **Transferring VA Benefits:**

**If you have used your VA benefits at another institution, you will need to transfer your VA benefits:**

Complete Form 22-1995 Request for Change of Program or Place of Training  
– [www.gibill.va.gov/GI\\_Bill\\_Info/education\\_forms.htm](http://www.gibill.va.gov/GI_Bill_Info/education_forms.htm)

Submit your Certificate of Eligibility (COE) to the VA School Certifying Official's (SCO) office before the start of your first semester at CCS either by mail, email or dropping it off in person. The SCO's office is located in the Academic Advising and Registration Office on the first floor of the Yamasaki Building.

### **All VA Students:**

**All VA Students need to:**

Complete the Request for VA Enrollment Certification once you have registered for classes. This form will need to be completed each semester you wish to receive VA benefits. Bring completed form to the VA School Certifying Official (SCO) located in the Academic Advising and Registration Office in the Yamasaki Building.

Notify the SCO of all changes of address, majors, and withdrawals from courses.

### **Additional Information for VA students:**

The SCO monitors your academic progress and notifies the VA Regional Office of any withdrawals from classes or other changes in your status. Class attendance and completion is required for students receiving VA benefits. The VA only pays for courses a student completes. Lack of attendance or completion of any course could affect your benefits and create a debt with the VA.

The U.S. Department of Veterans Affairs will be notified of any student who is placed on probation or suspended from CCS.

The Department of Veteran Affairs will pay for a student to repeat a course if the original grade received was a 0.0 or if the grade received does not meet the minimum requirement for graduation.

The College's [refund policy](#) for tuition and fees for students who drop a course(s) or withdraw from the College can be found in CCS Policy Database.



Veterans receiving assistance under Chapter 31 or 33 will not incur any penalties, including the assessment of late fees, the denial of access to classes, libraries, or other institutional facilities, or the requirement that a covered individual borrow additional funds, on any covered individual because of the individual's inability to meet his or her financial obligations to the institution due to the delayed disbursement funding from VA.

Questions regarding veteran and military assistance may be directed to the VA School Certifying Official, Karen LaDucer, at [kladucer@collegeforcreativestudies.edu](mailto:kladucer@collegeforcreativestudies.edu) or via phone at 313-664-7671



## **Graduate Studies Tuition and Fees**

(2021-2022)

Tuition:	\$1,608 per credit; \$24,120 per semester for full-time enrollment, 12 – 18 credits
Registration Fee:	\$100 per semester (nonrefundable)
Student Accident Insurance:	\$30 per year
Tuition Insurance:	\$244 per year
Resource Fee:	\$590 per semester for full-time students (12.0 – 18.0 credits)  \$590 per semester for part-time students (6.0 – 11.5 credits)  \$490 per semester for less than part-time students (1.0 – 5.5 credits)
Graduation Fee:	\$175 (nonrefundable)
Medical Insurance:	\$1,420 (mandatory for International students, with exception of Canadian border commuter students)
International Student Orientation Fee:	\$200 one time only

### ***2021-2022 Meal Plan Costs***

785 dining dollars each semester - \$725 per semester

1570 dining dollars each semester - \$1450 per semester

### ***2021-2022 Housing Costs***

Art Centre Building - 1 student per unit = \$3,900 per semester  
2 students per unit = \$3,750 per semester  
4 students per unit = \$3,450 per semester  
6 students per unit = \$3,350 per semester

Taubman Center - 3 - 4 students per unit = \$3,450 per semester\*

\*Students in the Taubman Center are required to have a meal plan.

### ***Tuition Payment Options***

The College offers the following tuition payment options:

Full payment of tuition and fees at the time of registration (cash, check, money order, credit card [Visa, MasterCard, American Express, Discover]). International students must make payments by credit card, check (drawn on a U.S. bank), international money order or through Flywire (formerly PeerTransfer). Payments may be made on-line using Self Service, by mail, phone, or in person. International payments made using Flywire may go to [collegeforcreativestudies.flywire.com](https://collegeforcreativestudies.flywire.com).

Deferred payment of tuition and fees: The balance of tuition and fees, less financial aid and scholarships, is due on August 1st for the fall semester and December 13th for the winter semester.

Tuition invoices will no longer be mailed to homes. Please view and pay your invoice online through Self Service. All payments not received by the due date will be assessed a \$25 late fee per billing (see Academic Calendar for specific dates). The College uses email as an official method of communication with students. Students are responsible for reading emails from the College on a timely basis. The failure to read tuition due date email alerts or viewing invoices through Self Service does not constitute a valid reason for not paying by the due date.

**Third-party billings:** Students who are having a third party (such as an employer) pay their tuition must submit an approved voucher (not an application for approval) to the Business Services Department at the time of their registration. Students are responsible for any portion of their tuition and fees that the third party does not cover by the semester due date.

**Interest-free monthly payment plan:** The College does offer a payment plan through a third party company. Easy online enrollment, flexible payment options, and no interest. For additional information please visit: [payplan.officialpayments.com](http://payplan.officialpayments.com).

### ***Withdrawal and Refunds***

Refunds of tuition paid for dropped classes follow the schedule below:

Through the 6th business day of classes (for Fall)	100% refunded
Through the 7th business day of classes (for Winter)	100% refunded
Through the 10th business day of classes	80% refunded
Through the 15th business day of classes	60% refunded
Through the 20th business day of classes	40% refunded

There is no refund for classes dropped after the 20th business day of classes. Students who have not paid the full tuition and who withdraw from classes are obligated to pay for the dropped classes as follows:

After the 20th business day of classes, tuition for the dropped classes must be paid in full.

The [Complete Withdrawal and Return of Title IV Aid](#) will apply to those students who receive Title IV financial aid.

### ***Tuition Refund Insurance***

Students will be charged and automatically enrolled in a Tuition Refund Insurance Plan each semester. Subject to the program terms and conditions, if a student withdraws from all classes due to a personal injury, sickness, or mental illness, the Tuition Refund Insurance Plan will cover the following:

### ***Injury and Sickness Withdrawals***

75% of the insured term tuition and fees, less any refund or credit due you from the college, will be refunded provided your physical condition is certified by a licensed physician and forces you to completely withdraw from all classes for the balance of the term.

### ***Mental Health Withdrawals***

75% of the insured term tuition and fees, less any refund or credit due you from the college, will be refunded provided your medical condition is certified by a licensed physician and you have completely withdrawn from all classes for a condition whose diagnosis is found in the DSM-V Manual.

In both cases, a "complete withdrawal" from the college is required. This means the student has given written notice that due to an injury or sickness he/she will not be able to complete the term and will not receive any academic credit. A written statement from a doctor certifying the injury or sickness and

college verification is required. All mental health withdrawals will be classified in accordance with the American Psychiatric Association's Diagnostic and Statistical Manual DSM-V.

For more information regarding the Plan please go to:  
<http://tuitionprotection.com/collegeforcreativestudies>

***Tuition Refund Insurance – Opt Out***

To opt out of the tuition refund insurance you must go to the following website and complete the Waiver Form.

<http://tuitionprotection.com/collegeforcreativestudies>

**CATALOG REQUIREMENTS AND COURSE DESCRIPTIONS**

### **DGR-601 GRADUATE COMMUNICATION**

Strong English language skills are essential for success at CCS and in a future career as an international designer. In this course, students will develop and improve English communication skills. Using a wide range of tools and assignments, students will talk and write about design with focus on planning and organization, visual aids, audience, appropriate vocabulary, revising based on feedback, and presenting before a group. The skills acquired in this course will enable students to produce a presentation on design research conducted throughout the semester.

CREDITS: 1

PREREQUISITES:

### **DGR-613 GRADUATE SEMINAR**

Graduate Seminar brings together the full cohort of CCS graduate students where they are exposed to key contemporary issues influencing the design professional. Students will attend lectures and workshops with visiting artists, designers, as well as related industry and academic leaders. Graduate Seminar serves to advance both the investigative and critical writing skills of students. Social Context, sustainability, and ethics will be some of the themes addressed, possibly structured within a colloquial format. This Seminar requires extensive reading, research, and short, fast-paced assignments set in the various workshops. Students participate in individual and group presentations in the Seminar.

CREDITS: 3

PREREQUISITES:

### **DGR-620 GRADUATE RESEARCH METHODS**

The Graduate Research Methods course equips students with the knowledge and skills required to undertake a range of advanced research methodologies appropriate to contemporary creative practice and critical inquiry in art and design, from ethnography and interviews to phenomenology and critical performance. Using a wide range of primary and secondary sources students will learn to critically explore and evaluate art and design research practices. The knowledge acquired throughout the course will support students in the formulation of a sophisticated, reflective and fully referenced proposal for research-led creative practice, and a rigorously informed critical discourse.

CREDITS: 3

PREREQUISITES: DGR 613 GRADUATE SEMINAR

### **DGR-631 WRITTEN THESIS**

The Written Thesis is a self-directed, academically rigorous and fully referenced 8,000-10,000 word document providing a critical appraisal of primary and secondary research sources, and theoretical discussion and debate on the overarching context of the Final Project. It runs concurrently with the Final Project 1 course in semester 1.

CREDITS: 3

PREREQUISITES: DGR 613 DGR 620

### **DGR-635 DESIGN THINKING**

Students learn to use Design Thinking as a cross-disciplinary method for problem solving. Design Thinking is characterized by a non-linear, creative, playful, and collaborative approach for generating and testing ideas through rapid ideation and prototyping. Students learn to challenge assumptions, take risks, and adopt unconventional perspectives in the process of problem solving. The class teaches students to take a human-centered approach, led by user empathy to (re)define problems, generate ideas, prototype, model, and test concepts and ideas for new products, services, processes, and strategies. Students do not need any formal design training to take this course, but will be required to visualize, map, enact, and document thinking and ideas in collaborative spaces.

CREDITS: 3

PREREQUISITES:

### **DGR-640 MINOR PROJECT**

"On average, it takes a (design) graduate two years to get their first job, but 76% of Student Award winners walk into a job or placement within 3 months." The minor project is an opportunity for students to diversify their portfolios and broaden career opportunities with a project(s) taken from national and international student design competitions. By working on briefs set outside of the college, students can widen their scope for employment and evidence successful team-working on their resume and in portfolios. It enables students to assess their professional skills, redefine ideas and strategies for art, media and design and provide quickly visualized outcomes in response to creative briefs. Students are encouraged to take risks, but also work to their strengths. However, while there is a range of project briefs to choose from, students are cautioned not to venture into creative disciplines that are beyond their skillset. Students are required to work in teams of two or three, and interdisciplinary groups drawn from across programs and year groups\* are strongly encouraged. \*NOTE: The course is also offered as an elective.

CREDITS: 3

PREREQUISITES:

### **DGR-650 FINAL PROJECT**

This course is a self-directed project that forms the capstone of the MA degree. Students will critically situate the project in a specific context and it will be informed by robust contextualization. Students will develop a body of well-documented interactive Ideation, leading to thematically relevant creative outcomes evidencing practical impact and/or a critical provocation.

CREDITS: 3

PREREQUISITES: DGR 613

### **DGR-685 SPECIAL PROJECT**

The Special Project course is offered on an occasional basis, with course content specific to the area being explored.

FALL 2021

d Tree Studio

CCS is collaborating with the Charles Wright Museum of African American History on a special project which brings together design, crafts, sustainability, and community vision and storytelling. In January 2020, the Wright Museum removed three dying Zelkova trees from their campus. These trees were milled and the timber has been drying in the basement of CCS's Ford campus, now ready for use. Students will work alongside Detroit based wood / tree practitioners, African American storytellers and tribal artists and community participants to produce artefacts in response to socio-cultural themes aligned to the mission of the Museum and African Yoruba culture. Students will learn socio-cultural research methods (storytelling and listening) and co-design, as well as practical woodworking techniques. Students will also learn about African American History, and cultural place making. At the end of the project, the objects will form part of an exhibition, and in some cases, may form site specific installations. The course is open to any CCS student from Freshman to Graduate student, by application. There are 12 places available to CCS students from across the student community. Participants do not need to be expert makers, but should have a basic experience of working with wood. While there will be technical support, being able to use woodworking machines and hand-guided tools safely is important.

### **INTRODUCTION TO RAPID PROTOTYPING**

In this course, students will acquire a working knowledge of the main 3D printing methods using a range of basic equipment and PLA filament. Turning ideas into objects and swatches, students will become familiar with the software and related tools that are used for prototyping with 3D printers. Students will explore producing their own 3D filament, with a focus on creating sustainable and environmentally friendly material options. No previous experience is required, the course is designed to bring students and their ideas to a range of additive printing possibilities that will lead to experimentation with PLA and sustainable material filaments.

CREDITS: 3



## PREREQUISITES:

### **DGR-711 GRADUATE THESIS I**

Thesis I is part one of a self-directed major project that will be the culmination of the graduate study experience. Students will critically situate the project in a specific context and will be informed by robust research methodologies. Students will develop a body of well-documented research and development work, that will underpin thematically relevant creative outcomes in part two, evidencing practical impact and/or a critical provocation.

CREDITS: 6

PREREQUISITES:

### **DGR-712 GRADUATE THESIS II**

This course is designed to help students articulate and execute a body of work that is the culmination of his/her graduate study experience. Students should be able to synthesize external factors - such as technological, global, environmental issues and trends, including social change - translate them into a form that is meaningful in a business setting, and create relevant design solutions. "Relevant" in this context requires that students' design solutions resonate with an identified market segment, from all design and functional standpoints.

CREDITS: 6

PREREQUISITES:

### **DGR-721 PROFESSIONAL PRACTICE**

Professional Practice runs in two concurrent modules, A and B. Part A (weighted 60%) provides a cross-disciplinary overview of the arts and creative industries and their importance to GDP and the economy overall, i.e. the creative economy. It examines the value artists, designers, and other creative practitioners bring to economic and socio-cultural advancement. Students will strengthen their understanding of the broader business of creativity and arena of culture in which they will operate professionally. Students will also gain an understanding and empathy towards the working practices of others, which may differ from their own and develop themselves as "T-shaped" individuals. Part B (weighted 40%) allows students to assess their own role and potential in the creative economy, and appraise their "hard" and "soft" skills. Students will make a plan to address gaps in their resume. Drawing up a list of potential employers, students will prepare their portfolios (both print and online) for gaining work experience during their studies.

CREDITS: 3

PREREQUISITES:

### **DGR-775 GRADUATE STUDIES INTERNSHIP**

Participation in an internship experience allows students to use classroom-learned skills in a related employment experience. Students must work a minimum of 135 hours over the course of the entire semester. Students must have a minimum cumulative GPA of 3.0. All internships must be approved by the graduate program department chairperson.

CREDITS: 3

PREREQUISITES:

## M.F.A. - Color & Materials Design

### Year One

#### First Semester = 15 Credit Hours

Earned	Course #	Course Title	Credits
	CMD 601	Studio I: CMD Experience	3
	DGR 613	Graduate Seminar I	3
	CMD 604	Trend Research Methods	3
	CMD 605	Color Lab	3
	-----	Studio Elective	3

#### Second Semester = 15 Credit Hours

Earned	Course #	Course Title	Credits
	CMD 602	Studio II: CMD Brand Narratives	3
	DGR 721	Professional Practice I	3
	DGR 620	Graduate Research Methods	3
	CMD 606	Materials Lab	3
	-----	Studio Elective	3

### Year Two

#### Third Semester = 15 Credit Hours

Earned	Course #	Course Title	Credits
	DGR 711	Graduate Thesis I	6
	CMD 701	Studio III: CMD Impact	3
	CMD 607	Applied Material and Processes	3
	DGR 631	Written Thesis	3

#### Fourth Semester = 15 Credit Hours

Earned	Course #	Course Title	Credits
	DGR 712	Graduate Thesis II	6
	CMD 702	Studio IV: Materials 360	3
	DGR 722	Professional Practice II	3
	-----	Studio Elective	3

Catalog Year 21/22

Total Credits

60

### *M.F.A. Color and Materials Design*

#### **CMD-601 STUDIO I: CMD EXPERIENCE**

In this course, students learn how to use the categories of color, materials and finish (CMF) design to create a meaningful narrative that connects ideas, artifacts and experiences to people. Working in experiential and sometimes interdisciplinary projects students collaborate alongside their peers with industry and other external partners in industry. Color and Material designers participate in a range of complex activities. Roles in the design industry span from materials research and innovation to liaising with color and materials development teams for the purposes of manufacture and delivery of the design intent. The course will serve as a foundation for students pursuing CMF Design position's in industry.

CREDITS: 3

PREREQUISITES:

#### **CMD-602 STUDIO II: CMD BRAND NARRATIVES**

In this course, students explore the role of color and materials in defining a brand narrative through Color Materials and Finish (CMF) design. Using research, students discuss how organizations have strategically used design, color, and materials to advance and elevate their brands. Making emotional connections is at the center of many brand strategies for resonating with their customers and audiences, and students are introduced to the visceral and experiential qualities of materials and color.

CREDITS: 3

PREREQUISITES: CMD 601

### **CMD-604 TREND RESEARCH METHODS PLANNING**

In this course, students learn how to identify, assess, and forecast both long-term and short-term trends that can be researched through a variety of information sources, consumer demographics, developments in technology, manufacturing and the sciences, as well as cultural, social, environmental and economic influences. Students explore how trends shape values and behaviors that lie deep in all of us; and how these values and behaviors influence the ways we perceive and adopt new ideas. Uncovering these insights in a rapidly changing world is an increasingly important challenge for all professional designers. The ability to understand and identify trends and their impact on consumer behavior is an important skill that will be utilized within the structure of the Color and Materials Design courses.

CREDITS: 3

PREREQUISITES:

### **CMD-605 COLOR LAB**

Color is relative. Our perception of a color always depends on what colors abut or surround it. Students will engage in a series of explorations of the interaction of color to develop an understanding of the elusive behavior of color and how to most effectively employ it in any medium. Students will acquire the vocabulary needed to discuss how color is behaving in any context and to understand and express their own evolving color sensibility.

CREDITS: 3

PREREQUISITES:

### **CMD-606 MATERIALS LAB**

Getting to know a material is an essential part of a designer's job. In Materials Lab students engage in a series of experiments that examine material properties. Exploring the familiar and unfamiliar as new surfaces and forms are developed. The course supports the student in developing and innovating ideas using both proven and non-traditional techniques. Working in shop and studio environments, projects will immerse students in both 2D and 3D surface and form that seek to present new and innovative concepts. The course offers both structured group projects and self-directed learning.

CREDITS: 3

PREREQUISITES: CMD 605

### **CMD-607 APPLIED MATERIALS & PROCESSES**

This course is broken into separate sessions, each covering a variety of materials, processes and applications. Students will be exposed to class lectures, visiting speakers, in-studio prototyping, and field trips to gain firsthand knowledge of materials and processes.

CREDITS: 3

PREREQUISITES:

### **CMD-609 DIGITAL VIS FOR COLOR & MATERIAL DESIGN**

The course is an advanced digital visualizations course that will prepare students to be able to apply color, materials and finish concepts to a range of products and by doing so visualize their final concepts and produce compelling presentations at a professionally competent level that visually articulate the design intent.

CREDITS: 3

PREREQUISITES:

### **CMD-685 SPECIAL PROJECT**

The Special Project course is offered on an occasional basis, with course content specific to the area being explored.

CREDITS: 3

PREREQUISITES:

### **CMD-701 STUDIO III: CMD IMPACT**

In this course, students explore the consequences of their decision-making as Color and Material designers, and question subsequent social, economic, and environmental impacts. They deploy their creative abilities using color and material design to create positive design strategies that are forward-thinking and consider sustainability, circular economics, and social justice at a local and global level. The course questions the provenance of materials, processes, and commodity chains. Students explore possibilities for using materials and processes where there is no harm to nature or human well-being; and whether locally sourced materials and processes can be specified to advance social enterprise and closed-loop systems.

CREDITS: 3

PREREQUISITES: CMD 601, CMD 602

### **CMD-702 STUDIO IV: MATERIALS 360**

Today, designers need to show their understanding of the whole story surrounding materials selection; their origin, provenance, characteristics, properties, environmental impact, and end of life. Being material-minded is an integral part of the design process. In this course, student's conduct in-depth research and prototyping that will lead to thoughtful and relevant material concepts and narratives. The curriculum supports both analog and rapid prototyping processes.

CREDITS: 3

PREREQUISITES: CMD 601, CMD 602, CMD 701

### **CMD-775 GRADUATE STUDIES INTERNSHIP**

Participation in an internship experience allows students to use classroom-learned skills in a related employment experience. Students must work a minimum of 135 hours over the course of the entire semester. Students must have a minimum cumulative GPA of 3.0. All internships must be approved by the graduate program department chairperson.

CREDITS: 3

PREREQUISITES:

### **CMD-790 COLOR & MAT INDEPENDENT STUDY**

Independent Study is available to graduate students who have a cumulative grade point average of 3.00 or above. The student may receive approval to work in an area or on a project that is not otherwise offered or addressed in the regular curriculum. Students may receive credit toward graduation for no more than 6 credit hours. The student must submit to the chairperson of the department in which they wish to study, an Independent Study Proposal of 150 words (no less) of the student's plan for study and her/his reason for choosing to study independently. Once the department chairperson provides approval and the instructor for the Independent Study is determined, the faculty member must write an Independent Study Syllabus with education goals, learning outcomes, meeting dates, course expectations, timelines, and due dates.

CREDITS: 3

PREREQUISITES:

## M.F.A. - Systems Design Thinking

### Year One

#### First Semester = 15 Credit Hours

Earned	Course #	Course Title	Credits
	GRD 601	Design Graduate Studio I	3
	DGR 613	Graduate Seminar I	3
	GRD 605	Data Visualization	3
	GRD 625	Environmental Scanning Research	3
	G - - - -	Studio Elective	3

#### Second Semester = 15 Credit Hours

Earned	Course #	Course Title	Credits
	GRD 602	Design Graduate Studio II	3
	GRD 608	Co-Creation and Participatory Design	3
	GRD 626	User Exploration Research	3
	DGR 620	Graduate Research Methods	3
	GRD 610	Data Visualization II	3

### Year Two

#### Third Semester = 15 Credit Hours

Earned	Course #	Course Title	Credits
	DGR 711	Graduate Thesis I	6
	GRD 701	Design Graduate Studio III	3
	GRD 720	Business Model Generation	3
	- - - - -	Studio Elective	3

#### Fourth Semester = 15 Credit Hours

Earned	Course #	Course Title	Credits
	DGR 712	Graduate Thesis II	6
	GRD 702	Design Graduate Studio IV	3
	GRD 721	Innovation & Entrepreneurship	3
	- - - - -	Studio Elective	3

Catalog Year 21/22

Total Credits

60

### ***M.F.A. Systems Design Thinking***

#### **GRD-602 DESIGN GRADUATE STUDIO II**

Students are assigned formally structured design projects, each requiring a substantive research phase, a prototype or concept testing phase followed by concept refinement and concept presentation phases. Where appropriate, the research phase will require students to collaborate in teams, and in some instances the entire projects are team-based. Typically, a project definition or project brief will grow out of the research findings and will serve as the plan of work for the completion of the course. Students are expected to develop their design proposals by creating mock-ups and/or conceptual prototypes that would be subject to a process of testing and iterative refinement. Students are also expected to create high quality visual material (concept sketches, computer 2D/3D renderings and layouts), and/or a 3D model, either digitally created or hand built, as appropriate for specific assignments. At the conclusion of these assignments, students are required to make a clear and comprehensive verbal presentation to their faculty and peers. A written document articulating their research approach, their findings and the rationale and context of their design, in support of the original project brief, is also a requirement.

CREDITS: 3

PREREQUISITES:

#### **GRD-605 DATA VISUALIZATION**

This course will introduce the fundamental concepts, methods, and practices of data visualization design. Data visualization is an emerging field requiring technical skill, design aptitude, and interdisciplinary thought. Students will work both individually and in teams to explore the data visualization design development process, and communicate data effectively through visual narrative. The purpose of this class is to equip students with a new range of skills that will facilitate deep

engagement of diverse audiences through a design thinking process, to visually display the results of their research, analysis and create powerful tools for brainstorming.

CREDITS: 3

PREREQUISITES:

### **GRD-608 CO-CREATION AND PARTICIPATORY DESIGN**

Trends in the 21st Century have paved the way for a participatory approach to design. New tools such as open-source technology, the transparency of internet media, and the ethos of crowd-sourcing are now insisting on the democratized creation of goods, services, and experiences. The goal of this class is for students to understand human-centered and participatory methods of design-conducting observational research, interviews and workshops, undertaking internal and external research activities, generating conceptual frameworks, and formulating insights related to the synthesis of the research data-while communicating findings and concepts to project sponsors in a clear and compelling manner.

CREDITS: 3

PREREQUISITES:

### **GRD-610 DATA VISUALIZATION II**

In this hands-on lab course designed to build skills in advanced data visualization, students will work both individually and in teams to build technical skills in R, one of the leading analytical programs used today. In addition to building customized data visualizations, students will learn methods for data transformation and processing necessary to effectively communicate data through images. The course will emphasize a professional workflow for visualization, integrating data science software with design tools.

CREDITS: 3

PREREQUISITES: GRD 605

### **GRD-625 ENVIRONMENTAL SCANNING RESEARCH**

In large organizations or companies, the ongoing tracking of trends and occurrences of their internal and external environment is the element that could bring success, currently and in the future. The art of tracking trends and occurrences is called Environmental Scanning. It is about being informed and building a global context for your work, your organization, your competitive environment, and your industry. This class will provide students with the tools to examine trends and changes, and to create the key environmental indicators-internal, external, qualitative, and quantitative that will have the most important potential impact on their work.

CREDITS: 3

PREREQUISITES:

### **GRD-626 USER EXPLORATION RESEARCH**

The success of any project - a new product design, or the redesign of existing products - for an external client, or for an internal project, is to adopt a user-first approach that positions the people that use what we design front and center. This process relies on understanding people in order to define their needs, attitudes, and motivations. This class will expose students to how designers should learn about, from, and with their users or customers, and will equip them with the research tools needed to design great user experiences. The goal is to build empathy as the first step in a robust innovation process.

CREDITS: 3

PREREQUISITES: GRD-625

### **GRD-685 SPECIAL PROJECT**

The Special Project course is offered on an occasional basis, with course content specific to the area being explored.

CREDITS: 3

PREREQUISITES:



**GRD-701 DESIGN GRADUATE STUDIO III**

Students are assigned formally structured design projects, each requiring a substantive research phase, a prototype or concept testing phase followed by concept refinement and concept presentation phases. Where appropriate, the research phase will require students to collaborate in teams, and in some instances the entire projects are team-based. Typically, a project definition or project brief will grow out of the research findings and will serve as the plan of work for the completion of the course. Students are expected to develop their design proposals by creating mock-ups and/or conceptual prototypes that would be subject to a process of testing and iterative refinement. Students are also expected to create high quality visual material (concept sketches, computer 2D/3D renderings and layouts), and/or a 3D model, either digitally created or hand built, as appropriate for specific assignments. At the conclusion of these assignments, students are required to make a clear and comprehensive verbal presentation to their faculty and peers. A written document articulating their research approach, their findings and the rationale and context of their design, in support of the original project brief, is also a requirement.

CREDITS: 3

PREREQUISITES:

**GRD-702 DESIGN GRADUATE STUDIO IV**

Students are assigned formally structured design projects, each requiring a substantive research phase, a prototype or concept testing phase followed by concept refinement and concept presentation phases. Where appropriate, the research phase will require students to collaborate in teams, and in some instances the entire projects are team-based. Typically, a project definition or project brief will grow out of the research findings and will serve as the plan of work for the completion of the course. Students are expected to develop their design proposals by creating mock-ups and/or conceptual prototypes that would be subject to a process of testing and iterative refinement. Students are also expected to create high quality visual material (concept sketches, computer 2D/3D renderings and layouts), and/or a 3D model, either digitally created or hand built, as appropriate for specific assignments. At the conclusion of these assignments, students are required to make a clear and comprehensive verbal presentation to their faculty and peers. A written document articulating their research approach, their findings and the rationale and context of their design, in support of the original project brief, is also a requirement.

CREDITS: 3

PREREQUISITES:

**GRD-720 BUSINESS MODEL GENERATION**

This class will provide the language, tools and techniques and the dynamic approach needed to design innovative and competitive new models to defy outmoded business models and design tomorrow's creative enterprises.

CREDITS: 3

PREREQUISITES:

**GRD-721 INNOVATION & ENTREPRENEURSHIP**

Entrepreneurs and designers alike need to have a good understanding of the business landscape within which contemporary design-driven groups and corporations are inextricably embedded. The class explores issues, theories, cultures, and methods associated with designing an "ideal business". The aim is to develop a business design strategy and a plan, both imaginative and reliable, to initiate new ventures, through means of design methodology, sensitivity, and culture, for business.

CREDITS: 3

PREREQUISITES: GRD 720

**GRD-775 GRADUATE STUDIES-DESIGN INTERNSHIP**

Participation in an internship experience allows students to use classroom-learned skills in a related employment experience. Students must work a minimum of 135 hours over the course of the entire semester. Students must have a minimum cumulative GPA of 3.0. All internships must be approved

by the graduate program department chairperson.

CREDITS: 3

PREREQUISITES:

### **GRD-785 SPECIAL PROJECT**

The Special Project course is offered on an occasional basis, with course content specific to the area being explored.

CREDITS: 3

PREREQUISITES: Take GRD-605

### **GRD-790 GRADUATE DESIGN INDEPENDENT STUDY**

Independent Study is available to graduate students who have a cumulative grade point average of 3.00 or above. The student may receive approval to work in an area or on a project that is not otherwise offered or addressed in the regular curriculum. Students may receive credit toward graduation for no more than 6 credit hours. The student must submit to the chairperson of the department in which they wish to study, an Independent Study Proposal of 150 words (no less) of the student's plan for study and her/his reason for choosing to study independently. Once the department chairperson provides approval and the instructor for the Independent Study is determined, the faculty member must write an Independent Study Syllabus with education goals, learning outcomes, meeting dates, course expectations, timelines, and due dates.

CREDITS: 3

PREREQUISITES:

# M.F.A. - Interaction Design

## Year One

### First Semester = 15 Credit Hours

Earned	Course #	Course Title	Credits
	IXD 601	Studio I: Interactive 3D Prototyping	3
	DGR 613	Graduate Seminar I	3
	IXD 605	User Interface Design	3
	IXD 610	Frameworks for Interaction & Conversation	3
	-----	Studio Elective	3

### Second Semester = 15 Credit Hours

Earned	Course #	Course Title	Credits
	IXD 602	Studio II: Smart Devices	3
	DGR 620	Graduate Research Methods	3
	IXD 606	Advanced User Interface Design	3
	DGR 721	Professional Practice I	3
	-----	Studio Elective	3

## Year Two

### Third Semester = 15 Credit Hours

Earned	Course #	Course Title	Credits
	DGR 711	Graduate Thesis I	6
	IXD 701	Studio III: Future Cities	3
	DGR 631	Written Thesis	3
	DGR 640	Minor Project	3

### Fourth Semester = 15 Credit Hours

Earned	Course #	Course Title	Credits
	DGR 712	Graduate Thesis II	6
	IXD 702	Interaction Design Studio IV	3
	DGR 722	Professional Practice II	3
	-----	Studio Elective	3

Catalog Year 21/22

Total Credits

60

## M.F.A. Interaction Design

### IXD-601 STUDIO I: INTERACTIVE 3D PROTOTYPING

Based on a foundation of web technologies, this class teaches students the concepts and use of programming languages in order to complement and extend their capabilities as designers. Students will learn how to think like a computer and to structure code (functions and algorithms, not markup) to perform data manipulation tasks, to enable user interaction that incorporate devices and services, and to gain facility across multiple programming languages. As a result, students will better understand the strengths and limitations of digital systems and therefore how programming may enhance (or limit) the goals of their interaction designs. The course will serve as a solid starting point for students looking to go into mobile app development, physical computing and IoT, or web development.

CREDITS: 3

PREREQUISITES:

### IXD-602 STUDIO II: SMART DEVICES

The Graduate Studio I, II, III and IV courses are designed to address projects of increasing complexity and progressively strengthen students' problem-solving skills in Interaction Design. Students will solve a particular design problem that is rooted in a business context, requiring a substantive research phase, a concept development phase followed by refinement and execution phases. Research methodologies and business objectives students learned in the Business Practices and Contextual Design Research courses will be applied to develop and evaluate design solutions. These courses are structured to simulate the professional studio environment with formally scheduled milestones and defined deliverables and will be reviewed by both faculty and industry professionals through formal presentations.

CREDITS: 3

PREREQUISITES: IXD 601

### **IXD-605 USER INTERFACE DESIGN**

This course will introduce the fundamental concepts, methods and practices of interface design. Students will put into practice the processes of interface design development, the role of design leadership in that process and the technical aspects of creating an effective interaction experience. Students will work both individually and in teams to explore the User Interface (UI) development process and communicate their ideas through a narrative. Due to the complexity and length of the process, finished interfaces will not be produced. Instead, students will participate in a series of design exercises that will orient them to the process and the resources they will need to further pursue UI design. Students will participate in group discussions, critiques and presentations.

CREDITS: 3

PREREQUISITES:

### **IXD-606 ADVANCED USER INTERFACE DESIGN**

In this course, students will apply the fundamental principles, methods and process of interface design covered in Interface Design I, to interaction design projects. Students will work independently with group critique to develop their skill sets in critical thinking, information architecture, usability, and dynamic engagement. They will also learn to use the voice of the customer to meet consumer needs and to pursue business objectives. A single project or a series of short projects will be derived from real world scenarios and will require strategic and creative problem solving to accomplish goals within limited time frames. It is critical that interface solutions meet usability requirements and standards. Students will therefore practice the focus group research method to help them build and test User Interface (UI) solutions based on consumer needs.

CREDITS: 3

PREREQUISITES: IXD 605

### **IXD-610 FRAMEWORKS FOR INTERACTION AND CONVERSATION**

This course presents a pragmatic systems approach to understanding, communicating about, and collaborating on designs that enable interactions and conversations in service of human needs. The course introduces five individual systemic models that have been derived from the history of systems and cybernetics, each presented with background, sample applications, and studio assignments. The models combine into frameworks that express the rich inter-relationships between human beings and interactive artifacts. Students will study the models and frameworks and thereby gain a powerful foundation of "systems literacy". They will gain the ability to "read" systems (understand those that exist) as well as "write" systems (make new or evolve existing ones). The final weeks of the course focus on major projects of the student's own choosing through which they demonstrate facility with the frameworks. Because the design process is itself a mesh of interactions and conversations, the same frameworks apply to and can improve students' collaboration skills and productivity. The result is acquisition of a comprehensive, actionable language for better designs and better design processes. This course is open to select undergraduate seniors who seek departmental approval.

CREDITS: 3

PREREQUISITES:

### **IXD-611 CODING FOR DESIGNERS**

This is an introductory course for designers and artists with no prior experience of coding and programming. Led by play, students will generate ideas and advance interaction concepts that are brought to life with code. Students will learn to use code as a creative medium and as a means to activate interactions between humans, objects, spaces and interfaces.

CREDITS: 3

PREREQUISITES:

### **IXD-612 UX DESIGN**

Students will learn the principles of UX (user experience) design. Students will learn how to map user journeys and prototype meaningful scenarios informed by research and iterative modelling and testing. Students will, at times, utilize and apply user-centered research and co-design methods.

CREDITS: 3  
PREREQUISITES:

### **IXD-685 SPECIAL PROJECT**

The Special Project course is offered on an occasional basis, with course content specific to the area being explored.

CREDITS: 3  
PREREQUISITES:

### **IXD-701 STUDIO III: FUTURE CITIES**

The Graduate Studio I, II, III and IV courses are designed to address projects of increasing complexity and progressively strengthen your problem-solving skills in Interaction Design. Students will solve a particular design problem that is rooted in a business context, requiring a substantive research phase, a concept development phase followed by refinement and execution phases. Research methodologies and business objectives students learned in the Business Practices and Contextual Design Research courses will be applied to develop and evaluate your solutions. These courses are structured to simulate the professional studio environment with formally scheduled milestones and defined deliverables and will be reviewed by both faculty and industry professionals through formal presentations.

CREDITS: 3  
PREREQUISITES: IXD 601, IXD 602

### **IXD-702 INTERACTION DESIGN STUDIO IV**

The Graduate Studio I, II, III and IV courses are designed to address projects of increasing complexity and progressively strengthen your problem-solving skills in Interaction Design. Students will solve a particular design problem that is rooted in a business context, requiring a substantive research phase, a concept development phase followed by refinement and execution phases. Research methodologies and business objectives students learned in the Business Practices and Contextual Design Research courses will be applied to develop and evaluate your solutions. These courses are structured to simulate the professional studio environment with formally scheduled milestones and defined deliverables and will be reviewed by both faculty and industry professionals through formal presentations.

CREDITS: 3  
PREREQUISITES: IXD 701

### **IXD-775 GRADUATE STUDIES-INTER DES INTERNSHIP**

Participation in an internship experience allows students to use classroom-learned skills in a related employment experience. Students must work a minimum of 135 hours over the course of the entire semester. Students must have a minimum cumulative GPA of 3.0. All internships must be approved by the graduate program department chairperson.

CREDITS: 3  
PREREQUISITES:

### **IXD-790 INTERACTION DESIGN INDEPENDENT STUDY**

Independent Study is available to graduate students who have a cumulative grade point average of 3.00 or above. The student may receive approval to work in an area or on a project that is not otherwise offered or addressed in the regular curriculum. Students may receive credit toward graduation for no more than 6 credit hours. The student must submit to the chairperson of the department in which they wish to study, an Independent Study Proposal of 150 words (no less) of the student's plan for study and her/his reason for choosing to study independently. Once the department chairperson provides approval and the instructor for the Independent Study is determined, the faculty member must write an Independent Study Syllabus with education goals, learning outcomes, meeting dates, course expectations, timelines, and due dates.

CREDITS: 3  
PREREQUISITES:

## M.F.A. - Transportation Design

### Year One

#### First Semester = 15 Credit Hours

Earned	Course #	Course Title	Credits
	GRT 601	Studio I: Exterior Messaging	3
	GRT 605	Digital Viscom I	3
	GRT 607	Analytical Drawing & Rendering I	3
	DGR 613	Graduate Seminar I	3
	-----	Studio Elective	3

#### Second Semester = 15 Credit Hours

Earned	Course #	Course Title	Credits
	GRT 602	Studio II: Interior Experience	3
	GRT 606	Digital Viscom II	3
	DGR 620	Graduate Research Methods	3
	DGR 721	Professional Practice I	3
	GRT 608	Analytical Drawing & Rendering II	3

### Year Two

#### Third Semester = 15 Credit Hours

Earned	Course #	Course Title	Credits
	DGR 711	Graduate Thesis I	6
	DGR 631	Written Thesis	3
	GRT 701	Studio III: Strategic Branding	3
	-----	Studio Elective	3

#### Fourth Semester = 15 Credit Hours

Earned	Course #	Course Title	Credits
	DGR 712	Graduate Thesis II	6
	GRT 702	Studio IV: Professional Focus	3
	DGR 722	Professional Practice II	3
	-----	Studio Elective	3

Catalog Year 21/22

Total Credits

60

### ***M.F.A. Transportation Design***

#### **GRT-601 STUDIO I: EXTERIOR MESSAGING**

This is the first in a two-course sequence that introduces advanced fundamentals of vehicle design through the analysis and development of both conventional and unconventional vehicles types. Special focus is on the research and conceptual/form development of an aesthetic message concept to be applied firstly in this course to vehicle exterior designs, and then further developed towards interior application in the following semester. Both courses are augmented by supporting studio courses teaching technical 2D and 3D skills. In both semesters, the main studio courses, GRT-601 and GRT-602 provide the core project brief around which primary lessons are introduced, then reinforced either directly or indirectly with assignments from the supporting studios. This course will result in a final exterior design executed as a technical digital 3D model data set capable of further engineering assessment and/or fabrication.

CREDITS: 3

PREREQUISITES:

#### **GRT-602 STUDIO II: INTERIOR EXPERIENCE**

The second of the two-course core studio sequences, this class continues the introduction of advanced fundamentals of vehicle design. Existing concept vehicle interiors are analyzed to help develop a unique interior design for the final exterior design created in Graduate Transportation Design I. Here, the aesthetic message concept generated last semester is now further developed into an experiential interior context which considers specific user research and is realized as both physical and psycho-sensorial formal executions. This course will result in final integrated exterior and interior designs executed as a technical digital 3D model data set capable of further engineering assessment and/or fabrication. The final combined interior and exterior 3D digital model will also be animated to demonstrate its conceptual intent.



CREDITS: 3  
PREREQUISITES: GRT 601

### **GRT-605 DIGITAL VISCOM I**

This course introduces multiple 3D modeling and rendering tools, techniques, and processes required for both analyzing and realizing complex formal design expressions. These are then executed as final, technical digital 3D model data sets that are capable of further engineering assessment and fabrication. Special attention is given to the rapid exploration and development of 3D vehicle exterior form through extensive use of a range of 3D digital modeling and rendering software including Zbrush, Alias, VRED, Keyshot, Blender &/or Unreal Engine.

CREDITS: 3  
PREREQUISITES:

### **GRT-606 DIGITAL VISCOM II**

As a continuation of Digital Visual Communication I. this course focuses on advanced 3D modeling and rendering tools, techniques, and processes required for both analyzing and realizing complex formal design expressions with a special focus on vehicle interiors. In addition to continuing to build competency in rapid 3D form exploration and development, this course expands into the refinement of a technical digital 3D model data set of a fully integrated exterior and interior vehicle design. This 3D model is then animated to evaluate final product execution, communicate conceptual intent, and demonstrate technical component articulation. 3D digital modeling and animation software such as Zbrush, Alias, VRED, Keyshot, Blender &/ or Unreal Engine are extensively used.

CREDITS: 3  
PREREQUISITES: GRT 605

### **GRT-607 ANALYTICAL DRAWING & RENDERING I**

This course reviews both fundamental and advanced tools and techniques for analytical drawing and rendering of a variety of form and material expressions across a range of vehicle exterior proportions. At the end of this course, students will have developed the ability to deconstruct complex form compositions into primary structural elements. Thus, they will be able to draw and render clear and communicative 2D depictions of observed and imagined formal expressions. This course will also introduce professional documentation and presentation of creative work during its development and for final display. Professional 2D and 3D digital software being used within the transportation design industry will be used extensively in this course.

CREDITS: 3  
PREREQUISITES:

### **GRT-608 ANALYTICAL DRAWING & RENDERING II**

This course applies fundamentals and advanced tools and techniques for analytical drawing and rendering of a variety of thematic expressions across a range of vehicle interior designs. At the end of this course, students will have developed the ability to both deconstruct as well as assemble complex formal compositions in consideration of their primary structural elements. And thus, be able to draw and render clear and communicative 2D depictions of observed and imagined vehicle interior designs at a professional level of craft and artistry. Additionally, this course will further practice professional documentation and presentation of creative work throughout the development process and for final display. Professional 2D and 3D digital software being used within the transportation design industry will be used extensively in this course.

CREDITS: 3  
PREREQUISITES: GRT 607

### **GRT-685 SPECIAL PROJECT**

The Special Project course is offered on an occasional basis, with course content specific to the area being explored

CREDITS: 3  
PREREQUISITES:

**GRT-701 STUDIO III: STRATEGIC BRANDING**

This course will focus on the examination of brand identity and competitive market analysis to further the development of an original vehicle concept. Target user research will be conducted to assess specific needs and wants as well as to establish contextual scenarios that will help inform design criteria. This studio's project brief can be either interior or exterior focused and students are encouraged to tailor this choice towards the specialty they hope to pursue professionally. This course will result in a final exterior or interior design executed as a technical digital 3D model data set capable of further engineering assessment fabrication and/or animation.

CREDITS: 3

PREREQUISITES: GRT 602

**GRT-702 STUDIO IV: PROFESSIONAL FOCUS**

This course has two main components. The first half of the semester will concentrate on the completion of a compressed project. This can be a stand-alone mini-project that provides yet another opportunity in the area of desired professional specialization, or the project can be an extension and completion of the one conducted in the previous semesters' GRT-701. For example, if a vehicle exterior was the focus for GRT-701, the mini project in GRT-702 could be the interior for that exterior or vice versa. The second half of the semester will then focus on the finalization and refinement of student portfolios and online promotional presence in preparation for the end of the year exhibition and industry interviews. This course will result in a final exterior or interior design executed as a technical digital 3D model data set capable of further engineering assessment, fabrication, and/or animation.

CREDITS: 3

PREREQUISITES: GRT 701

**GRT-775 GRADUATE TRANS DESIGN INTERNSHIP**

Participation in an internship experience allows students to use classroom-learned skills in a related employment experience. Students must work a minimum of 135 hours over the course of the entire semester. Students must have a minimum cumulative GPA of 3.0. All internships must be approved by the graduate program department chairperson.

CREDITS: 3

PREREQUISITES:

**GRT-775 GRADUATE INTERNSHIP 6 CREDIT**

Participation in an internship experience allows students to use classroom-learned skills in a related employment experience. Students must work a minimum of 135 hours over the course of the entire semester. Students must have a minimum cumulative GPA of 3.0. All internships must be approved by the graduate program department chairperson.

CREDITS: 6

PREREQUISITES:

**GRT-790 INDEPENDENT STUDY**

Independent Study is available to students who are at the Graduate level standing with a cumulative grade point average of 3.00 or above. The student may receive approval to work in an area or on a project that is not otherwise offered or addressed in the regular curriculum. Students may receive credit toward graduation for no more than 6 credit hours. The student must submit to the chairperson of the department in which they wish to study, an Independent Study Proposal of 150 words (no less) of the student's plan for study and her/his reason for choosing to study independently. Once the department chairperson provides approval and the instructor for the Independent Study is determined, the faculty member must write an Independent Study Syllabus with educational goals, learning outcomes, meeting dates, course expectations, timelines and due dates.

CREDITS: 3

PREREQUISITES:

**GRT-790 INDEPENDENT STUDY**

Independent Study is available to students who are at the Graduate level standing with a cumulative grade point average of 3.00 or above. The student may receive approval to work in an area or on a project that is not otherwise offered or addressed in the regular curriculum. Students may receive credit toward graduation for no more than 6 credit hours. The student must submit to the chairperson of the department in which they wish to study, an Independent Study Proposal of 150 words (no less) of the student's plan for study and her/his reason for choosing to study independently. Once the department chairperson provides approval and the instructor for the Independent Study is determined, the faculty member must write an Independent Study Syllabus with educational goals, learning outcomes, meeting dates, course expectations, timelines and due dates.

CREDITS: 1.5

PREREQUISITES:

## M.A. - Art Education

### Year One

#### First Semester (Summer) = 6 Credit Hours

Earned	Course #	Course Title	Credits
	MAE 601	Advanced Curriculum Design	3
	MAE 701	Artistic Research - The Teacher	3

#### Second Semester (Fall) = 3 Credit Hours

Earned	Course #	Course Title	Credits
	MAE 610	Art of Reflective Teaching	3

#### Third Semester (Winter) = 3 Credit Hours

Earned	Course #	Course Title	Credits
	MAE 615	Multimedia Apps for Teaching Art	3

### Year Two

#### Fourth Semester (Summer) = 6 Credit Hours

Earned	Course #	Course Title	Credits
	MAE 730	Immersive Research in Art Ed	3
	MAE 702	Artistic Research - The Researcher	3

#### Fifth Semester (Fall) = 3 Credit Hours

Earned	Course #	Course Title	Credits
	MAE 740	Adv Assessment Practices in Art Ed	3

#### Sixth Semester (Winter) = 3 Credit Hours

Earned	Course #	Course Title	Credits
	MAE 745	Design Thinking	3

### Year Three

#### First Semester (Summer) = 6 Credit Hours

Earned	Course #	Course Title	Credits
	MAE 750	Contemporary Issues in Art & Design	3
	MAE 703	Artistic Research - The Artist	3

Catalog Year 21/22

Total Credits

30

### ***M.A. Art Education***

#### **MAE-601 ADVANCED CURRICULUM DESIGN**

This course is designed to offer art education graduate students an opportunity to investigate current concepts in art education curriculum and curriculum theory through readings, reflective thinking, discussion, and interactions with peers. The course assignments will enable them to make sound professional decisions in curriculum planning, design and instruction.

CREDITS: 3

PREREQUISITES:

#### **MAE-610 ART OF REFLECTIVE TEACHING**

This course will investigate reflective practices which make deep inquiries into personal theoretical teaching practices. Readings and explorations will guide students to examine existing beliefs through written reflection, visual thinking and metaphor.

CREDITS: 3

PREREQUISITES: MAE 601, MAE 701

**MAE-615 MULTIMEDIA APPS FOR TEACHING ART**

This course provides opportunities for in depth discussion and discovery of the changing nature of the 21st century art classroom. Balancing theory and practice, enrollees will be challenged to critically examine the development of the unique thinking processes embodied within the studio environment. Methods to engage and enrich artful decision-making through technological media are explored as teachers design creative and conceptually rich curricula for their classrooms. Enrollees will be expected to actively participate in on-line instruction, discussion boards, personal art creation and reflection, and some small group virtual conferences/critiques.

CREDITS: 3

PREREQUISITES: MAE 601, MAE 701

**MAE-701 ARTISTIC RESEARCH: THE TEACHER**

Conceptualized to span across the three summer residencies as a connective thread, the course introduces relevant theory and practice that directly intersects with the core art education courses. Student will explore questions inspired by and directly connected to their teaching contexts through a visual lens. A/R/Tography will serve as a methodology for research development and identity exploration, and its impact on artistic and personal classroom practice. The three studio explorations are designed as a series that can be taken in any order. Each summer emphasizes theoretical frameworks contextually relevant to contemporary art and art education. EMPHASIS: THE TEACHER: Artistic and theoretical investigations are put into practice in the studio through a curricular lens, paralleling the pedagogical and artistic processes to inform and deepen notions of curriculum design. It asks the question; What does curriculum do?

CREDITS: 3

PREREQUISITES:

**MAE-702 ARTISTIC RESEARCH: THE RESEARCHER**

Conceptualized to span across the three summer residencies as a connective thread, the course introduces relevant theory and practice that directly intersects with the core art education courses. Student will explore questions inspired by and directly connected to their teaching contexts through a visual lens. A/R/Tography will serve as a methodology for research development and identity exploration, and its impact on artistic and personal classroom practice. The three studio explorations are designed as a series that can be taken in any order. Each summer emphasizes theoretical frameworks contextually relevant to contemporary art and art education. EMPHASIS: THE RESEARCHER: Artistic and theoretical investigations are put into practice in the studio through a research lens designed to provoke critical questions related to visual literacy and art education.

CREDITS: 3

PREREQUISITES:

**MAE-703 ARTISTIC RESEARCH: THE ARTIST**

Conceptualized to span across the three summer residencies as a connective thread, the course introduces relevant theory and practice that directly intersects with the core art education courses. Student will explore questions inspired by and directly connected to their teaching contexts through a visual lens. A/R/Tography will serve as a methodology for research development and identity exploration, and its impact on artistic and personal classroom practice. The three studio explorations are designed as a series that can be taken in any order. Each summer emphasizes theoretical frameworks contextually relevant to contemporary art and art education. EMPHASIS: THE ARTIST: Artistic and theoretical investigations are put into conversation with contemporary issues and topics at the forefront of studio practice as they relate to art and art education.

CREDITS: 3

PREREQUISITES:

**MAE-730 IMMERSIVE RESEARCH IN ART ED**

During this course, students will examine the purpose, history, and structure of research issues past and present that impact art education. This course will prepare students to become aware of the role research plays in the development of new theories, practices, and ideologies as found in the art education research literature and to understand the role of the teacher as researcher and decision maker. As an effective, response/able educator, the professional knowledge of these contexts will become an integral part of the student's practice.

CREDITS: 3

PREREQUISITES:

#### **MAE-740 ADV ASSESSMENT PRACTICES IN ART ED**

Recognizing the complexities of assessment in the arts, this course explores multiple perspectives to assessment practices in the field of art education and its need to establish practices that move beyond skill-based measurable assessment practices. Investigating one-page portfolios to video and photo documentation of process, multiple strategies will be explored that shift the emphasis from product to process and knowledge acquisition.

CREDITS: 3

PREREQUISITES: MAE 702, MAE 730

#### **MAE-745 DESIGN THINKING**

Embracing the integral role of design in contemporary culture, students will examine the architecture of design thinking as it applies conceptually to curriculum design, classroom management, and design as advocacy for art education in the larger community. Students will examine how design thinking has evolved overtime and its functions historically, juxtaposed with contemporary culture.

CREDITS: 3

PREREQUISITES: MAE 702, MAE 730

#### **MAE-750 CONTEMPORARY ISSUES IN ART & DESIGN**

As contemporary culture expands and intersects on a more global scale, topics in art education require new conceptualizations of what art education is and does. This course affords students the opportunity to deep dive into issues at the forefront of education. Putting design thinking to work through the lenses of the Artist/Researcher/Teacher, students will select contextually relevant and culturally sensitive topics to explore which emphasize positive change within the classroom while simultaneously advocating for the arts as an integral aspect of all educational disciplines.

CREDITS: 3

PREREQUISITES:



## **Faculty and Administration**

### **ADVERTISING DESIGN**

Philip McAvoy  
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### **ART EDUCATION**

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BFA, Maryland Institute College of Art

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BA, Western Illinois University

Valerie Jenkins  
MFA, University of Minnesota  
BFA, Grand Valley State University

Chido Johnson  
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BFA, Georgia State University

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BFA, University of Illinois at Chicago

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BFA, Valparaiso University

### **CRAFT AND MATERIAL STUDIES**

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MFA, Cranbrook Academy of Art  
BFA, Rhode Island School of Design

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BFA, Kansas State University

Jeremy Noonan  
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BFA, College for Creative Studies

Kimberly H. Scott  
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### **ENTERTAINMENT ARTS**

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Steven Stanchfield

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BA, The College of William & Mary

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BFA, College for Creative Studies

### **GRADUATE STUDIES**

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MA, Central St Martins

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MDES, Domus Academy  
MFA, ISIA Design France

Raphael Zammit  
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BFA, University of Michigan  
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MA, Syracuse University  
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## **ILLUSTRATION**

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BFA, School of Visual Arts

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BFA, Utah State University

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BFA, Art Center College of Design

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BFA, Ringling College of Art & Design

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## **PHOTOGRAPHY**

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