



COLLEGE for Creative STUDIES

# 2023 – 2024 Graduate Course Catalog

**Office of Academic Advising & Registration**

**313.664.7672**

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## **Overview**

The 2023-2024 **Graduate Catalog** provides a general overview of institution guidelines for enrollment and registration at the College for Creative Studies. The Table of Contents page provides links to important policies and procedures each student should review, as well as an introduction to registration procedures, major program requirements and course descriptions. Course information is also available through Self-Service. Additional policies are located in the [CCS Policy Database](#).

## ***CCS Mission, Goals and Institutional Learning Outcomes***

### ***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:

- **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 an Associate of Fine Arts (AFA) in Product Design, Bachelor of Fine Arts degree in 13 majors, Certification in Art Education, Master of Arts in Art Education (MAAE), Master of Fine Arts (MFA) degree and Master of Arts (MA) degree in 4 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, Communication Design, Craft and Material Studies, Entertainment Arts (Emphasis in Animation, Concept Design or Game), Fashion Design (Emphasis in Apparel or Accessories), Film, Illustration, Interdisciplinary Art & Design, Interior Design, Photography, Product Design and Transportation Design. The BFA degree requires completion of 120-127 credit hours. Required major studio credits, general education credits and electives are indicated on the curriculum charts for each major. 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, Transportation Design, User Experience Design and Interdisciplinary Design Studies 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.

#### **Master of Arts**

The 30-credit MA (initial degree) focuses on professional and technical skills and knowledge. MA programs are available in the following areas: Color and Materials Design, Transportation Design, User Experience Design and Interdisciplinary Design Studies.

### **Master of Arts in Art Education**

The 30-credit MA focuses on professional and technical skills and knowledge. Students in this low-residency, hybrid program are able to maintain their current teaching position while earning their master's degree in 25-months. The curriculum gives graduates the necessary skills to participate in highly collaborative, interdisciplinary settings.

### ***Faculty***

The College has 50 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 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/>

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)

### ***CCS Contacts***

College for Creative Studies

201 E. Kirby

Detroit, MI 48202

313.664.7400

- Undergraduate Admissions: [admissions@collegeforcreativestudies.edu](mailto:admissions@collegeforcreativestudies.edu)
- Graduate Admissions: [grad\\_admissions@collegeforcreativestudies.edu](mailto:grad_admissions@collegeforcreativestudies.edu)
- International Admissions: [intl admissions@collegeforcreativestudies.edu](mailto:intladmissions@collegeforcreativestudies.edu)
- Academic Advising & Registration Office (advising, registration and records services for current, former and guests students): [aaro@collegeforcreativestudies.edu](mailto:aaro@collegeforcreativestudies.edu)
- International Advising and Immigration Services: [international@collegeforcreativestudies.edu](mailto:international@collegeforcreativestudies.edu)
- Financial Aid Office: [finaid@collegeforcreativestudies.edu](mailto:finaid@collegeforcreativestudies.edu)
- Business Services: [busserv@collegeforcreativestudies.edu](mailto:busserv@collegeforcreativestudies.edu)
- Pre-College and Continuing Studies: 313.664.7843

## ACADEMIC CALENDARS – FALL 2023/ WINTER 2024/ SUMMER 2024

FALL 2023 SEMESTER (09/05/23 – 12/16/23)	
April 5	<p>FALL 2023 and WINTER 2024 priority registration begins:  Seniors, Graduate, Veterans - 4/5/23 Juniors - 4/10/23  Sophomores - 4/12/23 Freshmen - 4/17/23</p> <p>All outstanding balances must be paid in full, and all holds removed prior to registering.</p>
April 17 - September 12	Open registration (Add/Drop Period) for FALL 2023
June 1	Payment plans open for FALL 2023 on <a href="http://officialpayments.com">officialpayments.com</a>
August 1	<p><b>FALL 2023 TUITION / HOUSING PAYMENT DUE</b> (total balance)  Accounts not paid in full by this date are assessed a \$25 late fee</p>
August 26 August 27 August 28 August 29	<p>New International Students early housing move-in  New Student housing move-in  New Student Orientation  New International Student Check In</p>
September 1	FALL 2023 accounts not paid in full by this date are assessed an <i>additional</i> \$25 late fee
September 1	Returning Student housing move-in
<b>September 5</b>	<b>FALL 2023 SEMESTER CLASSES BEGIN</b>
<b>September 12</b>	<p><b>Last day for 100% refund of dropped FALL 2023 credits</b>  <b>Last day to adjust/change/register FALL 2023 course(s)</b>  <b>Last day of FALL 2023 Add/Drop Period</b>  <b>Last day to adjust meal plan</b></p> <p>After this date: No schedule additions/section changes after this date; drop requests are processed as “course withdrawals” with refund restrictions.</p> <p><i>Winter 2024 registration remains open</i></p>
<b>September 13</b>	<p>Withdrawal Grade Period begins for FALL 2023 course withdrawal requests. Advisor approval required to process course withdrawals. Withdrawal grades of W and/or WN apply to confirm attempted credits.</p> <p><i>Grade of W begins for withdrawn courses and appear on academic transcripts.</i></p>
September 18	Last day to withdraw FALL 2023 courses for 80% refund (grade of W applied)
September 25	Last day to withdraw FALL 2023 courses for 60% refund (grade of W applied)
<b>September 29</b>	<b>Applications for December 2023 graduation due</b> (\$50 fee); \$25.00 late fee applies after this date.
October 2	FALL 2023 accounts not paid in full by this date are assessed a \$75

	delinquency fee (in addition to \$25 late fees as they apply)
October 2	Last day to withdraw FALL 2023 courses for 40% refund (grade of W applied)
<b>October 3</b>	<b>Full charges apply for FALL 2023 course withdrawal requests. No refunds.</b> <i>Grade of WN begins for withdrawn courses and appear on academic transcripts</i>
October 9	Registration Begins for Winter 2024 Incoming Students
October 23	Faculty: Midterm grades are due by 12:00 NOON (EST)
October 25	Students: Midterm grades are available in Self Service
November 1	Payment plans open for Winter 2024 on <a href="http://officialpayments.com">officialpayments.com</a>
November 17	<b>LAST DAY TO WITHDRAW FROM FALL 2023 CLASSES</b> ABSOLUTELY NO WITHDRAWALS AFTER THIS DATE. Students enrolled after the withdrawal deadline will receive a final grade for WI/24 registered courses  <i>Students with a delinquent Fall 2023 semester balance will be withdrawn from Winter 2024 and Summer 2024 semesters.</i>
November 22 - 25	<b>NO CLASSES - Thanksgiving Break</b>
November 27 (Monday)	Classes resume
December 13	☺ <i>DECEMBER COMMENCEMENT CEREMONY</i> ☺
December 15	<b>Winter 2024 Tuition/Housing Payment Due</b> (total balance) Winter 2024 accounts not paid in full by this date are assessed a \$25 late fee.
<b>December 16</b>	<b>Last day of FALL 2023 semester</b>
December 18	Faculty: Final grades are due 12:00 NOON (EST)
December 20	Students: Final grades are available through Self Service (to students without holds on their account or student records)

<b>WINTER 2024 SEMESTER (01/08/24 – 05/04/24)</b>
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April 5 ----- <b>2023</b>	<p>WINTER 2024 priority registration begins:  Seniors, Graduate, Veterans - 4/5/23      Juniors - 4/10/23  Sophomores - 4/12/23                      Freshmen - 4/17/23</p>
April 17 – January 16	Open registration (Add/Drop Period) for Winter 2024
November 1	Payment plans open for Winter 2024 on officialpayments.com
December 15	<p><b>Winter 2024 Tuition/Housing Payment Due</b> (total balance)  Winter 2024 accounts not paid in full by this date are assessed a \$25 late fee.</p>
January 4 ----- <b>2024</b>	New Student housing move-in
January 5	New International Student Check In
January 6	New Student Orientation
January 7	Returning Student housing move-in
<b>January 8</b>	<b>WINTER 2024 Semester Classes Begin</b>
January 15	<i>NO CLASSES - Martin Luther King Jr. Day</i>
January 16	WINTER 2024 accounts not paid in full by this date are assessed an additional \$25 late fee
<b>January 16</b>	<p><b>Last day for 100% refund of dropped Winter 2024 credits</b>  <b>Last day to adjust/change/register Winter 2024 course(s)</b>  <b>Last day of Winter 2024 Add/Drop Period</b>  <b>Last day to adjust meal plan</b></p> <p>No schedule additions/section changes after this date. Drop requests are processed as “course withdrawals” with refund restrictions, after this date.</p> <p><i>Summer 2024 registration remains open</i></p>
January 17	<p>Withdrawal Grade Period begins for WINTER 2024 course withdrawal requests.  *Advisor approval required to process course withdrawals. Withdrawal grades of W and/or WN will apply to confirm attempted credits.</p> <p><i>Grade of W begins for withdrawn courses and appear on academic transcripts</i></p>
January 22	Last day to withdraw Winter 2024 courses for 80% refund (grade of W applied)
January 29	Last day to withdraw Winter 2024 courses for 60% refund (grade of W applied)
January 31	<p>Applications for May 2024 graduation due (\$50.00 fee)  After this date, \$25 late fee applies</p>
February 5	Last day to withdraw Winter 2024 course for 40% refund (grade of W applied)
February 6	<p>Full charges apply for Winter 2024 course withdrawal requests. No refunds.  <i>Grade of WN begins for withdrawn courses and appear on academic transcripts</i></p>

February 13	WINTER 2024 accounts not paid in full by this date are assessed a \$75 delinquency fee (in addition to \$25 late fees as they apply)
February 26	Faculty: Midterm grades are due by 12:00 NOON (EST)
February 28	Students: Midterm grades are available through Self Service
March 4 - 9	<i>NO CLASSES - Spring Break</i>
March 11 (Monday)	Classes resume
March 29	<b>LAST DAY TO WITHDRAW FROM WINTER 2024 CLASSES</b> ABSOLUTELY NO WITHDRAWALS AFTER THIS DATE. Students enrolled after the withdrawal deadline will receive a final grade for WI/24 registered courses.
April 3	FALL 2024 and WINTER 2025 priority registration begins for current students: Seniors, Graduate, Veterans - 4/3/24 Juniors - 4/5/24 Sophomores - 4/10/24 Freshmen - 4/12/24  All outstanding balances must be paid in full, all holds removed prior to registering
April 27	Classes end – Mandatory review week for all students is April 29 – May 4
<b>April 29 – May 4</b>	<b>Mandatory Review Week</b>
<b>May 4</b>	<b>Last day of WINTER 2024 semester</b>
May 6	Faculty: Final grades are due 12:00 NOON (EST)
May 8	Students: Final grades are available through Self Service (to students without holds on their accounts or student records)
May 9	☺ <i>MAY COMMENCEMENT CEREMONY</i> ☺
May 10	Student Exhibition Opening

**SUMMER 2024 – Eight Weeks (06/03/24– 07/30/24)**

August 9 ----- 2023	SUMMER 2024 Registration Opens
May 31	TUITION/FEEES DUE (100% of balance) Accounts not paid in full by this date are assessed a \$25 late fee
June 3 ----- 2024	<b>SUMMER CLASSES BEGIN</b>
June 10	<b>Last day for 100% refund of dropped SUMMER 2024 credits</b> <b>Last day to adjust/change/register SUMMER 2024 course(s)</b> <b>Last day of SUMMER 2024 Add/Drop Period</b> <b>Last day to adjust meal plan</b>  After this date: No schedule additions/section changes; drop requests are processed as “course withdrawals” with refund restrictions.
June 10	Accounts not paid in full by this date are assessed a \$25 late fee
June 11	<b>Withdrawal Grade Period begins</b> for SUMMER 2024 course withdrawal requests. *Advisor approval required to process course withdrawals. Withdrawal grades of W and/or WN will apply to confirm attempted credits.  <i>Grade of W begins for withdrawn courses and appear on academic transcripts.</i>
June 21	Last day to withdraw SUMMER 2024 courses for 50% refund (Grade of W applied)
June 21	SUMMER 2024 Application for Graduation deadline (\$50.00 fee) After this date the \$25 late fee applies.
June 22	Full charges apply for SUMMER 2024 withdrawn courses. No refunds. <i>Grade of WN begins for withdrawn courses and appear on academic transcripts.</i>
June 22	MA-Art Ed move in only
June 23	MA-Art Ed Orientation/Meet & Greet only
June 24	MA-Art Ed only classes begin
July 3	SUMMER 2024 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 4	NO CLASSES – Independence Day Observance
July 15	LAST DAY TO WITHDRAW FROM SUMMER CLASSES
July 19	Last day of MA-Art Ed classes
July 20-21	MA-Art Ed move out of ACB
July 30	Last day of SUMMER classes
July 31	Faculty: Final grades are due 12:00 NOON (EST)



Aug 2

Students: Final grades are available through Self Service (to students without holds on their account or student records)

## Graduate Studies Tuition and Fees 2023-2024

Tuition is \$1,739 per credit for the 2023-2024 school year; \$26,085 per semester for full-time enrollment, 12–18 credits.

Credits	Tuition
1.00	\$1, 739 per credit
12.00-18.00	\$26, 085 per semester

### Mandatory Fees

Registration Fee (nonrefundable)	\$100.00 per semester
Accident Insurance (nonrefundable after the 7th business day)	\$ 25.00 per year

### Resource Fees per semester\* (nonrefundable after the 7th business day)

*Full-time students (12.0 – 18.0 credits)	\$590 per semester
*Part-time students (6.0 – 11.5 credits)	\$490 per semester
*Less than part-time students (1.0 – 5.5 credits)	\$255 per semester

### Other Fees

Tuition Refund Insurance	\$168.00
End of semester delinquent account charge	\$75.00
International Orientation Fee	\$200.00
Graduate Graduation Application fee (nonrefundable, paid once)	\$50.00

Late Graduate Graduation Application fee	\$75.00
Late Tuition Fee (per billing)	\$25.00
Returned Check Fee	\$30.00
On-The-Spot Transcript (time permitting)**	\$10.00
Transcript Fee	\$5.00

\*\* not available 8/15-9/30, 11/15-1/15, 4/1-6/30

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## 2023-2024

### **Meal Plan Costs**

- 785 dining dollars each semester — \$725 per semester
- 1570 dining dollars each semester — \$1,450 per semester

### **Housing Costs**

Building/Location	No. Students Per Unit	Cost per semester
Art Centre Building	four students per unit	\$4,070 per semester
Art Centre Building	six students per unit	\$3,960 per semester
Taubman Center	three & four students per unit:	\$4,070 per semester*

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

### **Tuition Payment Options**

The College offers the following tuition payment options:

- 1) **Full payment of tuition and fees at the time of registration** (cash, check, money order, credit card [Visa, MasterCard, American Express, Discover]). Payments may be made on-line using Self Service, by mail, phone, or in person.
  - a) *International students* must make payments by credit card, check (drawn on a U.S.

bank), international money order or through Flywire (formerly PeerTransfer). International payments made using Flywire may go to <https://payment.flywire.com/pay/payment>.

b) *In-person or mail payments* should go to:

College for Creative Studies  
Attn: Cashier  
201 E. Kirby  
Detroit, MI 48202  
Phone 313-664-7435

- 2) **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 15th for the winter semester. Tuition invoices will be mailed to homes. You can also 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).
- 3) **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.
- 4) **Interest-free monthly payment plan:** The College does offer a payment plan through a third party company. Interest-Free Monthly Payment Plan through ACI. This payment option allows students to divide tuition and other expenses into five (5) smaller monthly payments, spread over the semester for a \$65.00 enrollment fee. For additional information please visit [payplan.officialpayments.com](http://payplan.officialpayments.com).
  - Fall semester payment plan sign-up opens on June 1st
  - Winter semester payment plan sign-up opens on November 1st

*Important! 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.*

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

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

Through the 6th business day of classes (Fall Semester) = 100% refund

Through the 7th business day of classes (Winter Semester) = 100% refund

Through the 10th business day of classes = 80% refund

Through the 15th business day of classes = 60% refund

Through the 20th business day of classes = 40% refund

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 [Withdrawal and Return of Title IV Federal Aid Policy](#) will apply to those students who receive 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 because of a personal injury, sickness or mental health reasons, this insurance will cover the following:

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

75% of the students insured term tuition and qualifying fees 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 students insured term tuition and fees 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, they 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 for this to be considered. All mental health withdrawals will be classified in accordance with the American Psychiatric Association’s Diagnostic and Statistical Manual DSM-V

The Tuition Refund Insurance will assist a student greatly by giving them money that can: 1) ease loan obligations and 2) allow a student to continue their education. For more information regarding the plan please go to <http://tuitionprotection.com/collegeforcreativestudies>

### ***Tuition Refund Insurance - opt out***

Students have the option to opt out of the Tuition Refund Insurance. To opt out of the refund insurance you must go to <http://tuitionprotection.com/collegeforcreativestudies> and complete the Waiver Form.

## Resources for Veterans

### ***Military Tuition Assistance***

Military tuition assistance (TA) is a benefit that is paid to eligible members and veterans of the United States military branches. TA is not a loan and will not need to be repaid as long as the student enrolls in and attends class. More information can be found here:

<https://campus.collegeforcreativestudies.edu/policy/military-tuition-assistance/>

### ***Veterans Educational Benefits***

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, Tom Turoczi, at [tturoczi@collegeforcreativestudies.edu](mailto:tturoczi@collegeforcreativestudies.edu) or via phone at 313-664-7832.

## Enrollment and Registration

### ***Graduate Admissions Requirements***

Students seeking a graduate degree must apply for acceptance through the Graduate Admissions Office. Upon completion of the acceptance and deposit process by Admissions staff, new graduate students are referred to the Academic Advising & Registration Office to complete course planning and registration. Complete details on graduate admissions requirements can be found here:

<https://www.collegeforcreativestudies.edu/admissions/graduate-admissions/>

### ***Academic Advising & Registration Office***

The Academic Advising and Registration Office (AARO) provides a variety of registration and records services as well as academic advising for domestic undergraduate, graduate and teacher certification students. Services provided to all students by the AARO include, but are not limited to:

Address/Phone Updates	Transcripts & Transfer Credit
Enrollment Verifications	Graduation*
Course Search & Registration	Withdrawals
Course Changes (Add/Drop)	Resources & Policies
Midterm/Final Grades	Student Records Privacy (FERPA)
Name Change Procedures	AICAD Exchange Program applications
VA enrollment certification	Referrals to student support services
Program/Major Changes	

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

### ***International Student Services Office***

The International Student Services Office (ISSO) provides the following student services: Academic Advising and registration assistance for graduate and undergraduate level international students; applications for study abroad and international exchange programs, immigration records, services and resources.

### ***CCS Academic Advising Program\*\****

International graduate students are assigned to an ISSO Academic Advisor, all other graduate students are assigned to the AARO Senior Academic Advisor. Graduate and Teacher Certification (TC) students will meet one-on-one with their assigned Advisor from AARO or ISSO. Advising assistance is provided to all students throughout the academic year via workshops, group advising sessions, and one-on-one appointments.

Students 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).

***\*\*Students will find their assigned CCS Academic Advisors listed in their Self-Service/Student Planning accounts.***

### ***Student Records Privacy/FERPA***

FERPA (Family Educational Rights and Privacy Act) is a federal law that protects student records. Students can request to release or withhold records information by completing appropriate forms provided by the Academic Advising & Registration Office. See FERPA policy details or contact the AARO directly.

[Student Records Privacy \(FERPA policy\)](#)

[FERPA General Guidelines and FAQs](#)

### ***Registration Requirements and Procedures***

All accepted and enrolled students are assigned a CCS student username and password from Information Technology Services to use the primary CCS platforms: 1) **Access Manager** to view CCS campus apps and services, 2) **Self-Service** to access registration, student records, payments/financial aid resources, 3) **Canvas** to access registered course content and instruction, 4) **CCS Email** account - all campus communication and tuition notifications are sent to students using their assigned CCS email. New and returning students should use the online Self Service system every semester to view grades, pay tuition, request enrollment verifications, and access Student Planning for registration and degree planning.

### **New Students**

New Graduate level students are preregistered and notified of upcoming New Student Registration Session dates, which are required through CCS Academic Advising staff. All new students must participate in a scheduled one-on-one meeting to complete online registration for their first semester. Students must review and confirm their program, degree timeline and are informed of online registration and advising practices using Self-Service/Student Planning. Schedule Changes must be requested through an Academic Advisor or approved to process using Self Service.

### **Current Students**

Students returning to CCS to continue their studies for an upcoming academic year must register according to the assigned registration dates (based on [class level](#)) listed on the Academic Calendar. Returning students eligible for registration must have good academic standing (and if returning after withdrawal/leave of absence), should schedule an appointment with their Academic Advisor before their assigned registration date for assistance with course selection, reviewing their academic progress, and registration of required classes. Students are walked through the online registration process to set-up courses and 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.

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.

### **Non-degree Students**

[Guest/Non-Matriculated Students](#)

[Audit Course Policy](#)

## **Student Agreements**

All students (new and continuing) are required to complete the CCS Tuition and Registration Agreement each academic year to acknowledge and accept registration/tuition policies for each semester they intend to register. The CCS Tuition/Registration agreements are provided to graduate level students in Self-Service and must be “confirmed” to register for the academic year. Also see the Business Services [Payment Agreement](#) regarding tuition charges and payments.

Additionally, all students are required to update personal and emergency contact information in their Self-Service account for continued registration access.

## **Registration and Credit Policies**

### Restricted Courses

Students who intend to register for a course that is restricted to a particular major or 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.

### [Academic Evaluation](#)

### [Adding/Dropping Classes](#)

### [Catalog Year](#)

### [Class Level](#)

### [Course Overload Policy](#)

### [Credit Hours](#)

### [Complete Withdrawal](#)

- [How a Withdrawal Affects Financial Aid](#)
- [Tuition Withdrawal & Refunds](#)

### [Leave of Absence](#)

### [Readmission Policy - Graduate](#)

### [Repeating Courses/Repetitions](#)

### [Repeating A Course and Federal Student Aid](#)

### [Transfer Credit - Graduate](#)

## **Academic Credit Opportunities**

### [AICAD Exchange](#)

### [Faculty Led International Courses](#)

### [Internships](#)

### [Independent Study](#)

### [Study Abroad](#)

## **Academic Progress & Program Policies**

### [Academic Integrity](#)

### [Academic Probation and Suspension-Graduate Students](#)

- [Financial Aid Satisfactory Academic Progress - Graduate](#)

[Assigning Academic Credit](#)

[Attendance Policy](#)

- [Department Review Attendance Policy](#)

[Change of Academic Level](#)

[Grading](#)

[Grade Appeal Process](#)

[Grade Change Policy](#)

[Honors](#)

[Incomplete Grades](#)

[Obtaining Grades Online](#)

[Second Year Status Graduate Program Policy](#)

## **General College & Student Responsibility Policies**

[Code of Student Conduct](#)

[College Liability](#)

[Deletion/Destruction of Student Work](#)

[Dismissal from College](#)

[Exhibition Policy](#)

[Graduate Assistantship](#)

[Graduation Policy](#)

- [Residency Requirement](#)

[Photography and Video Use](#)

[Restrictions/Holds](#)

[Transcript & Enrollment Verifications](#)

[Use Rights](#)

## **CCS Student Services & Resources**

- [Advising & Registration](#)
- [Center for Tutoring & Writing](#)
- [Financial Aid/Scholarships](#)
- [International Student Services](#)
- [Office of Partnerships \(Career Development Team\)](#)
- [Student Advocate](#)
- [Student Diversity & Inclusion](#)
- [Students with Disabilities](#)
- [Student Affairs](#)
- [Wellness & Counseling Services](#)

- *Additional student resources are provided through the CCS Access Manager app.*

## **Program Requirements and Course Descriptions**

### ***Graduate Lecture & Studios***

#### **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 I 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 I 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 over-arching 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-644 RAPID PROTOTYPING: PLA-Y**

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.

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.

### **WINTER 2024 - BIODESIGN CHALLENGE**

This course will introduce graduate students to the ideas of working with biomaterials in the context of their properties and aesthetics with a focus on developing ideas that offer new ways of using materials for solving larger problems. Through engagement, collaboration, and experimentation, classroom discussions will look at the ethics and human impact of materials from sourcing, manufacturing, and transporting to the end user. Sustainability, environmental impact, and life cycle will be recurring themes during the idea development process. Open to Graduate and Undergraduate Junior and Seniors.

CREDITS: 3

PREREQUISITES:

### **DGR-711 THESIS PROJECT 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 THESIS PROJECT 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 711

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

Professional Practice I 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 and 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-744 THOUGHT LEADERSHIP**

This course facilitates an ontological exploration of creative thought, and asks students to consider what it is to think like an artist and/or designer, and how such thinking can converge with other fields. With references to key texts and works, students will be challenged to debate, defend, and expound an epistemology on creative thought with a clear treatise on leadership predicated in creative thinking.

CREDITS: 3

PREREQUISITES: DGR 613

#### **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:

#### **DGR-790 GRAD STUDIES INDEPENDENT STUDY**

Independent Study is available to students who are at Junior or Senior 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. An Independent Study should include opportunities for individual student voice and provide a space for diverse perspectives. 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. Art Education candidates must pass DAE 490 with a grade of 'C' (2.00) or higher to qualify for certification.

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. <BR>

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 students who are at Junior or Senior 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. An Independent Study should include opportunities for individual student voice and provide a space for diverse perspectives. 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. Art Education candidates must pass DAE 490 with a grade of 'C' (2.00) or higher to qualify for certification.

CREDITS: 3

PREREQUISITES:

### ***Design for Climate Action***

#### **CLA-605 CLIMATE ACTION STUDIO I**

This is the first of a series of studio courses that allow students on the MA and MFA Design for Climate Action programs to develop their skills and knowledge in live design briefs with industry and community partners. By their nature, these courses include socio-economic and political considerations. The studio courses are designed to challenge students with projects of increasing complexity and progressively strengthen the students' problem-solving skills. Students will solve design problems requiring substantive research, concept ideation and realization, and implementation. In conjunction with the Zero-Waste Materials and Processes course, Climate Action Studio I uses creative practice to focus on life-cycle analysis: manufacturing cycles, materials cycles, and distributions systems.

CREDITS: 3

PREREQUISITES:

#### **CLA-606 CLIMATE ACTION STUDIO II**

This is the second of a series of studio courses that allow students on the MA and MFA Design for Climate Action programs to develop their skills and knowledge in live design briefs with industry and community partners. By their nature, these courses include socio-economic and political considerations. The studio courses are designed to challenge students with projects of increasing complexity and progressively strengthen the students' problem-solving skills. Students solve design problems requiring substantive research, concept ideation and realization, and implementation. Projects on this course address the environmental impact of human habitats, including domestic waste infrastructures, energy usage, transport systems and logistics.

CREDITS: 3

PREREQUISITES: CLA 605

#### **CLA-607 CLIMATE ACTION STUDIO III**

This is the third and final of a series of studio courses that allow students on the MFA Design for Climate Action program to develop their skills and knowledge in live design briefs with industry and community partners. By their nature, these courses include socio-economic and political considerations. The studio courses are designed to challenge students with projects of increasing complexity and progressively strengthen the students' problem-solving skills. Students solve design problems requiring substantive

research, concept ideation and realization, and implementation. Projects on this course address environmental stewardship, concern for natural habitats, ecology, urban green spaces, and land use.

CREDITS: 3

PREREQUISITES: CLA 605 CLA 606

### **CLA-612 INTRODUCTION TO EARTH SCIENCE**

This course introduces scientific theories, methodologies, and findings used to explain anthropogenic climate change. It provides designers and those from other disciplines with a clear understanding of processes, terminology, data and statistics that can reliably inform and support problem solving and systems intervention with multidisciplinary perspectives; it enables credible and transparent shaping of strategic narratives and communication.

CREDITS: 3

PREREQUISITES:

### **CLA-621 ZERO-WASTE DESIGN**

This course introduces students to the selection and specification of appropriate materials, processes and systems for carbon neutral, non-polluting design. Students explore low-energy and renewable materials, closed-loop manufacturing and construction, industrial symbiosis, and perpetual material cycles for circular economies. Students learn about the development and selection of non-harmful materials and processes, localized logistics, design for disassembly, longevity and ethics. The course also covers regulatory factors relating to safety standards, materials recovery and reuse, pollution and emissions.

CREDITS: 3

PREREQUISITES:

### **CLA-626 CLIMATE NARRATIVES**

In this course, students will learn techniques for effective listening, persuasion and negotiation in the climate crisis. They will learn to form rational and ethical arguments and debates that advance positive action informed by verifiable data. The climate crisis is culturally and politically complex, and often polarized. Communication narratives require rational, measured and skillful delivery. In this course, with reference to the work of others, students will learn how to create accurate and well-judged communication, PR, and persuasion strategies in the climate crisis, using text and audio-visual formats through a range of media channels (social and commercial).

CREDITS: 3

PREREQUISITES:

### **CLA-631 CIRCULAR ECONOMIES AND DESIGN**

On this course, students learn about the principles of the circular economy. Students explore the economic advantages for cradle-to-cradle design, closed loop manufacturing, align of waste-streams to material flows, and industrial symbiosis. Through a design assignment, students explore the challenges of transitioning from infinite growth to circular economies.

CREDITS: 3



PREREQUISITES:

### **CLA-722 ADVOCACY IN CLIMATE POLICY**

In this course, students reflect on their program studies so far and make persuasive cases for policy and political change. Understanding global mapping of climate action politics, business practices, and social justice is necessary for effective advocacy for change. Students learn about geo-political, economic and trading factors that impact climate change.

CREDITS: 3

PREREQUISITES:

### ***Motion Design***

#### **MOD-601 MOTION DESIGN STUDIO I**

This is the first in a series of studio courses on the MF and MFA Motion Design programs. These studio courses enable students explore modes of moving image narrative. Building on technical courses in the program curriculum, students will use the analysis and critique of contemporary narratives to develop their own motion design methodology.

CREDITS: 3

PREREQUISITES:

#### **MOD-602 MOTION DESIGN STUDIO II**

This is the second in a series of studio courses on the MF and MFA Motion Design programs. These studio courses enable students explore modes of moving image narrative. Building on technical courses in the program curriculum, students will use the analysis and critique of contemporary narratives to develop their own motion design methodology.

CREDITS: 3

PREREQUISITES:

#### **MOD-621 IMAGE, SOUND AND TEXT**

This course teaches audio-visual enhancement, and enables students to integrate image, audio, written text, and other forms of semiotic coding. Students will explore synergistic combinations of multi-sensual signals and communication codes.

CREDITS: 3

PREREQUISITES:

#### **MOD-622 VISUAL NARRATIVE (STORYTELLING)**

Working in response to real-life topics and themes, students will learn about storytelling with visual narratives. They will learn storyboarding methods, and about the sequencing of images to construct and arrange narrative concepts. They will advance their ability to use moving image in coherent non-verbal storytelling and draw upon narrative communication theory and the practice of others, to inform their own practice. Students will develop their understanding of constructing and critiquing moving image narratives, and the use of image in non-verbal storytelling and essaying.

CREDITS: 3

PREREQUISITES:

### **MOD-631 2D ANIMATION PRINCIPLES**

This course teaches 2D digital animation techniques to students who have already demonstrated an accomplished skillset and advanced understanding of visual language. Students will be introduced to software and digital techniques in creating and finessing 2D images and narratives that move.

CREDITS: 3

PREREQUISITES:

### **MOD-633 3D ANIMATION PRINCIPLES**

This course teaches 3D digital animation techniques to students who have already demonstrated an accomplished skillset and advanced understanding of visual language. Students will be introduced to software and digital techniques in creating and finessing 3D images and narratives that move.

CREDITS: 3

PREREQUISITES:

### **MOD-701 MOTION DESIGN STUDIO III**

This is the third in a series of studio courses on the MFA Motion Design program. These studio courses enable students explore modes of moving image narrative. Building on technical courses in the program curriculum, students use the analysis and critique of contemporary narratives to develop their own motion design methodology. This course uses a combination of instruction with applied project work. Using live and/or applied project briefs, students create short motion design narratives in response to real-life topics and projects for areas including business, education, advertising and public information.

CREDITS: 3

PREREQUISITES:

### **MOD-725 DIGITAL POST-PRODUCTION**

This course teaches students advanced skills in post-production software, including Cinema 4D and After Effects. Students will learn video editing and moving image enhancement methods for pre-produced work or work in progress.

CREDITS: 3

PREREQUISITES:

### **MOD-775 GRADUATE STUDIES-MOTION DESIGN I INERNSHIP**

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:

**MOD-790 MOTION DESIGN INDEPENDENT STUDY**

Independent Study is available to students who are at Junior or Senior 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. An Independent Study should include opportunities for individual student voice and provide a space for diverse perspectives. 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. Art Education candidates must pass DAE 490 with a grade of 'C' (2.00) or higher to qualify for certification.

CREDITS: 3

PREREQUISITES:

# M.A. - Art Education

Master of Arts Degree Requirements

## 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 23/24

Total Credits

30

Students enrolled in Graduate Level Programs must maintain the required 3.0 cumulative GPA.

## ***Art Education***

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

This course is designed to offer art education 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 - Must be completed prior to taking this course.

### **MAE-615 MULTIMEDIA APPS FOR TEACH 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 - Must be completed prior to taking this course.

### **MAE-701 ARTISTIC RESEARCH: 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: None

**MAE-702 ARTISTIC RESEARCH: 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: None

**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: None

**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: None

**MAE-740 ADV ASSESSMENT PRACTICES**

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 - Must be completed prior to taking this course.

### **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 - Must be completed prior to taking this course.

### **MAE-750 CONTEMP 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: None

# M.A. - Color & Materials Design

## Master of Arts Degree Requirements

### Year One

#### First Semester = 15-16 Credit Hours

Earned	Course #	Course Title	Credits
	DGR 601*	Graduate Communication	1
	CMD 601	Studio I: CMD Experience	3
	DGR 613	Graduate Seminar	3
	CMD 604	Trend Research Methods	3
	CMD 605	Color Lab: Theory & Science	3
	CMD 609	Digital Visualization for Color & Material Design	3

#### Second Semester = 15 Credit Hours

Earned	Course #	Course Title	Credits
	CMD 602	Studio II: CMD Brand Narratives	3
	CMD 606	Material Lab: Crafted Science	3
	DGR 620	Graduate Research Methods	3
	DGR 650	Final Project	
Choose One	DGR 775 -----	Graduate Studies Internship Assigned Elective	3

\*Contingent upon the English Proficiency Exam

**Catalog Year 23/24**

**Total Credits**

**30-31**

**Assigned Electives** - Studio or Lecture course assigned from a specific list of approved courses. Students are required to meet with their Graduate Department Chair for final confirmation of elective selection, prior to registration.

**Students enrolled in Graduate Level Programs must maintain the required 3.0 cumulative GPA.**



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

## Master of Fine Arts Degree Requirements

### Year One

#### First Semester = 15-16 Credit Hours

Earned	Course #	Course Title	Credits
	DGR 601*	Graduate Communication	1
	CMD 601	Studio I: CMD Experience	3
	DGR 613	Graduate Seminar	3
	CMD 604	Trend Research Methods	3
	CMD 605	Color Lab: Theory & Science	3
	CMD 609	Digital Visualization for Color & Material Design	3

#### Second Semester = 15 Credit Hours

Earned	Course #	Course Title	Credits
	CMD 602	Studio II: CMD Brand Narratives	3
	CMD 606	Material Lab: Crafted Science	3
	DGR 620	Graduate Research Methods	3
	DGR 721	Professional Practice	3
Choose One	DGR 775	Graduate Studies Internship	3
	-----	Assigned Elective	

\*Contingent upon the English Proficiency Exam

### Year Two

#### Third Semester = 15 Credit Hours

Earned	Course #	Course Title	Credits
	DGR 711	Thesis Project 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	Thesis Project II	6
	CMD 702	Studio IV: CMF 360	3
Choose One	CMD 790	Color & Materials Independent Study	3
	-----	Assigned Elective	
Choose One	DGR 775	Graduate Studies Internship	3
	-----	Assigned Elective	

Catalog Year 23/24

Total Credits

60-61

**Assigned Electives** - Studio or Lecture course assigned from a specific list of approved courses. Students are required to meet with their Graduate Department Chair for final confirmation of elective selection, prior to registration.

Students enrolled in Graduate Level Programs must maintain the required 3.0 cumulative GPA.

## ***Color & 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: THEORY & SCIENCE**

In this course, students are introduced to the discipline of color, materials and finish (CMF) design to create meaningful narratives that connect ideas, artifacts and experiences to individuals and communities. Working in experiential - and sometimes interdisciplinary - projects, students collaborate alongside their peers with design teams and external partners within the industry. The role of a Color and Material Designer is to participate in a range of complex activities, including graphic-led visual storytelling, materials research and innovation, collaborating with color and materials development

teams for the purposes of manufacture, digitally applying CMF strategies to virtual models, and the delivery of the final design intent through visual and verbal presentations. This course will serve as the foundation for students intending on pursuing CMF Design, Color Design, Material Design, and adjacent positions within the industry and entrepreneurship. DEI: The CLO - Recognize and utilize color relationships within design situations across cultural boundaries, as well as acknowledge and expand individual color preferences. contains DEI content.

CREDITS: 3

PREREQUISITES:

### **CMD-606 MATERIAL LAB: CRAFTED SCIENCE**

In this course, students explore the intersection of design, craft, and science through engaging in a series of material experiments to examine properties, technique, mechanics, potential, and failure to develop innovations in color, materials, and finish design. The course supports the student in developing and innovating ideas using both proven and non-traditional techniques. Students work in the wood, metal, glass, and ceramic studios to create a series of surfaces and artifacts - with the fundamental understanding of the chemistry behind each process - to support their concepts within their CMD studio courses. Working in shop and studio environments, the projects immerse students in both 2D and 3D surface and form to present forward-thinking concepts. The course offers both structured group projects and self-directed learning.

CREDITS: 3

PREREQUISITES: CMD 605

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

In this course, students will increase their experiential knowledge of industry standards regarding engineered materials, manufacturing processes, and relevant applications through a series of local and regional field trips, guest lectures, workshops, in-studio prototyping, and self-led projects.

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.

FALL 2023 - TEXTILES FOR CMF DESIGN

In this course, students will explore the potential of textile design and practices to gain expertise in making informed decisions for Color and Materials Design strategies, including textile provenance, construction, science and dye chemistry, sustainable practices, appropriateness, and specification for a broad range of industries. Students will research, source, make, and test a library of samples that include wovens, non-wovens, knits, sewn goods, adjacent materials, and finishing techniques. Students will apply their knowledge to user scenarios within the context of CMF strategies appropriate for the identified industries, including identifying relevant trends, sourcing and making physical material samples, and applying material concepts to 3D-rendered products, environments, and experiences.

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: CMF 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 students who are at Junior or Senior 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. An Independent Study should include opportunities for individual student voice and provide a space for diverse perspectives. 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. Art Education candidates must pass DAE 490 with a grade of 'C' (2.00) or higher to qualify for certification.

CREDITS: 3

PREREQUISITES:

# M.A. - Interdisciplinary Design Studies

## Master of Arts Degree Requirements

### Year One

#### First Semester = 15-16 Credit Hours

Earned	Course #	Course Title	Credits
	DGR 601*	Graduate Communication	1
	GID 601	Interdisciplinary Studio I	3
	-----	Graduate Course Option	3
	-----	Graduate Course Option	3
	DGR 613	Graduate Seminar	3
	DGR 635	Design Thinking	3

#### Second Semester = 15 Credit Hours

Earned	Course #	Course Title	Credits
	GID 602	Interdisciplinary Studio II	3
	-----	Graduate Course Option	3
	-----	Graduate Course Option	3
	-----	Elective	3
	DGR 650	Final Project	3

\*Contingent upon the English Proficiency Exam

**Catalog Year 23/24**

**Total Credits**

**30-31**

**Graduate Course Option** - Interdisciplinary Design Studies (IDS) students will work with their Graduate Department Chair to determine course selections for this requirement and develop a plan of work for their program. Must be approved prior to registration by the Graduate Department Chair.

**Elective** - Studio or Lecture course from the Graduate (or Undergraduate) level. Must be approved prior to registration by the Graduate Department Chair. Additional permission may be required for confirmed UG credits.

**Students enrolled in Graduate Level Programs must maintain the required 3.0 cumulative GPA.**

# M.F.A. - Interdisciplinary Design Studies

Master of Fine Arts Degree Requirements

## Year One

### First Semester = 15-16 Credit Hours

Earned	Course #	Course Title	Credits
	DGR 601*	Graduate Communication	1
	GID 601	Interdisciplinary Studio I	3
	DGR 613	Graduate Seminar	3
	DGR 635	Design Thinking	3
	-----	Graduate Course Option	3
	-----	Graduate Course Option	3

### Second Semester = 15 Credit Hours

Earned	Course #	Course Title	Credits
	GID 602	Interdisciplinary Studio II	3
	-----	Graduate Course Option	3
	-----	Graduate Course Option	3
	-----	Elective	3
	DGR 650	Final Project	3

\*Contingent upon the English Proficiency Exam

## Year Two

### Third Semester = 15 Credit Hours

Earned	Course #	Course Title	Credits
	DGR 711	Thesis Project I	6
	DGR 631	Written Thesis	3
	-----	Graduate Course Option	3
	-----	Graduate Course Option	3

### Fourth Semester = 15 Credit Hours

Earned	Course #	Course Title	Credits
	DGR 712	Thesis Project II	6
	-----	Graduate Course Option	3
	-----	Elective	3
	-----	Elective	3

Catalog Year 23/24

Total Credits

60-61

**Graduate Course Option** -Interdisciplinary Design Studies (IDS) students will work with their Graduate Department Chair to determine course selections for this requirement and develop a plan of work for their program. Must be approved prior to registration by the Graduate Department Chair.

**Elective** - Studio or Lecture course from the Graduate (or Undergraduate) level. Must be approved prior to registration by the Graduate Department Chair. Additional permission may be required for confirmed UG credits.

**Students enrolled in Graduate Level Programs must maintain the required 3.0 cumulative GPA.**

# M.A. - Transportation Design

## Master of Arts Degree Requirements

### Year One

#### First Semester = 15-16 Credit Hours

Earned	Course #	Course Title	Credits
	DGR 601*	Graduate Communication	1
	GRT 601	Studio I: Exterior Messaging	3
	GRT 605	Digital Viscom I	3
	GRT 607	Analytical Drawing & Rendering I	3
	DGR 613	Graduate Seminar	3
Choose One	DGR 775 -----	Graduate Studies Internship Elective	3

#### Second Semester = 15 Credit Hours

Earned	Course #	Course Title	Credits
	GRT 606	Digital Viscom II	3
	GRT 608	Analytical Drawing & Rendering II	3
	DGR 620	Graduate Research Methods	3
	DGR 650	Final Project	3
	DGR 721	Professional Practice	3

\*Contingent upon the English Proficiency Exam

**Catalog Year 23/24**

**Total Credits**

**30-31**

**Elective** - Studio or Lecture course from the Graduate (or Undergraduate) level. Must be approved prior to registration by the Graduate Department Chair. Additional permission may be required for confirmed UG credits.

**Students enrolled in Graduate Level Programs must maintain the required 3.0 cumulative GPA.**



# M.A. - Transportation Design (2YR)

Master of Arts Two Year Degree Requirements

## Year One 12-31 credit hours\*\*

### First Semester = 15-16 Credit Hours

Earned	Course #	Course Title	Credits
	DGR 601*	Graduate Communication	1
	GRT 519	Graduate Foundation Studio I	3
	GRT 521	Grad Foundation: Visual Communication I	3
	GRT 531	Grad Foundation: Digital Modeling I	3
	-----	Assigned Elective	3
	-----	Assigned Elective	3

### Second Semester = 15 Credit Hours

Earned	Course #	Course Title	Credits
	GRT 520	Graduate Foundation Studio II	3
	GRT 522	Graduate Foundation: Visual Communication II	3
	GRT 532	Graduate Foundation: Digital Modeling II	3
	-----	Assigned Elective	3
	-----	Assigned Elective	3

\*Contingent upon the English Proficiency Exam

\*\*Year One is customized based on the Department Chair's recommendation and Plan of Work

## Year Two

### Third 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	3
	-----	Elective	3

### Fourth Semester = 15 Credit Hours

Earned	Course #	Course Title	Credits
	GRT 606	Digital Viscom II	3
	GRT 608	Analytical Drawing & Rendering II	3
	DGR 620	Graduate Research Methods	3
	DGR 650	Final Project	3
	DGR 721	Professional Practice	3

Catalog Year 23/24

Total Credits

42-61

**Assigned Elective** - Studio or Lecture course assigned from a specific list of approved courses. Students are required to meet with their Graduate Department Chair for final confirmation of elective selection, prior to registration.

**Elective** - Studio or Lecture course from the Graduate (or Undergraduate) level. Must be approved prior to registration by the Graduate Department Chair. Additional permission may be required for confirmed UG credits.

**Students enrolled in Graduate Level Programs must maintain the required 3.0 cumulative GPA.**

# M.F.A. - Transportation Design

## Master of Fine Arts Degree Requirements

### Year One

#### First Semester = 15-16 Credit Hours

Earned	Course #	Course Title	Credits
	DGR 601*	Graduate Communication	1
	GRT 601	Studio I: Exterior Messaging	3
	GRT 605	Digital Viscom I	3
	GRT 607	Analytical Drawing & Rendering I	3
	DGR 613	Graduate Seminar	3
Choose One	DGR 775 -----	Graduate Studies Internship Elective	3

\*Contingent upon the English Proficiency Exam

#### Second Semester = 15 Credit Hours

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

### Year Two

#### Third Semester = 15 Credit Hours

Earned	Course #	Course Title	Credits
	DGR 711	Thesis Project I	6
	DGR 631	Written Thesis	3
	GRT 701	Studio III: Strategic Branding	3
Choose One	DGR 775 -----	Graduate Studies Internship Elective	3

#### Fourth Semester = 15 Credit Hours

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

Catalog Year 23/24

Total Credits

60-61

**Assigned Elective** - Studio or Lecture course assigned from a specific list of approved courses. Students are required to meet with their Graduate Department Chair for final confirmation of elective selection, prior to registration.

**Elective** - Studio or Lecture course from the Graduate (or Undergraduate) level. Must be approved prior to registration by the Graduate Department Chair. Additional permission may be required for confirmed UG credits.

**Students enrolled in Graduate Level Programs must maintain the required 3.0 cumulative GPA.**

# M.F.A. - Transportation Design (3YR)

Master of Fine Arts Three Year Degree Requirements

## Year One

12-31 credit hours\*\*

### First Semester = 15-16 Credit Hours

Earned	Course #	Course Title	Credits
	DGR 601*	Graduate Communication	1
	GRT 519	Graduate Foundation Studio I	3
	GRT 521	Grad Foundation: Visual Communication I	3
	GRT 531	Grad Foundation: Digital Modeling I	3
	-----	Assigned Elective	3
	-----	Assigned Elective	3

### Second Semester = 15 Credit Hours

Earned	Course #	Course Title	Credits
	GRT 520	Graduate Foundation Studio II	3
	GRT 522	Graduate Foundation: Visual Communication II	3
	GRT 532	Graduate Foundation: Digital Modeling II	3
	-----	Assigned Elective	3
	-----	Assigned Elective	3

\*Contingent upon the English Proficiency Exam

\*\*Year One is customized based on the Department Chair's recommendation and Plan of Work

## Year Two

### 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	3
Choose One	DGR 775	Graduate Studies Internship	3
	-----	Elective	

### Second Semester = 15 Credit Hours

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

## Year Three

### Third Semester = 15 Credit Hours

Earned	Course #	Course Title	Credits
	DGR 711	Thesis Project I	6
	DGR 631	Written Thesis	3
	GRT 701	Studio III: Strategic Branding	3
Choose One	DGR 775	Graduate Studies Internship	3
	-----	Elective	

### Fourth Semester = 15 Credit Hours

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

Catalog Year 23/24

Total Credits

72-91

**Assigned Elective** - Studio or Lecture course assigned from a specific list of approved courses. Students are required to meet with their Graduate Department Chair for final confirmation of elective selection, prior to registration.

**Elective** - Studio or Lecture course from the Graduate (or Undergraduate) level. Must be approved prior to registration by the Graduate Department Chair. Additional permission may be required for confirmed UG credits.

**Students enrolled in Graduate Level Programs must maintain the required 3.0 cumulative GPA.**

## ***Transportation Design***

### **GRT-519 GRADUATE FOUNDATION STUDIO I**

The graduate first-year transportation design experience is divided into two semester-length studios: one interior-focused, one exterior-focused. Students taking an interior-focused studio in the fall semester will then take an exterior focused studio in the winter semester, and vice versa. In both interior and exterior studios, students will be encouraged to pursue a user-center design approach. Incoming graduate transportation design students will be introduced to rendering and modeling techniques integral to the transportation design process. Course content may be reinforced through field trips to local design studios and factories. Students prepare a comprehensive presentation at the end of semester which includes critical self-assessment and reflection of their developmental strengths and needs.

CREDITS: 3

PREREQUISITES:

### **GRT-520 GRADUATE FOUNDATION STUDIO II**

The graduate first-year transportation design experience is divided into two semester-length studios: one interior-focused, one exterior-focused. Students taking an interior-focused studio in the fall semester will then take an exterior focused studio in the winter semester, and vice versa. In both interior and exterior studios, students will be encouraged to pursue a user-center design approach. Incoming graduate transportation design students will be introduced to rendering and modeling techniques integral to the transportation design process. Course content may be reinforced through field trips to local design studios and factories. Students prepare a comprehensive presentation at the end of semester which includes critical self-assessment and reflection of their developmental strengths and needs.

CREDITS: 3

PREREQUISITES:

### **GRT-521 GRAD FOUNDATION:VISUAL COMM I**

In this course, graduate transportation students review basic drawing skills of perspective and form rendering. Convincing description of original designs via multiple perspective views and tonal modeling to describe form is stressed. Through group analysis of work, students learn how to improve their skills, as well as how to professionally give and receive constructive criticism. Students prepare a comprehensive presentation at the end of semester which includes critical self-assessment and reflection of their developmental strengths and needs.

CREDITS: 3

PREREQUISITES:

### **GRT-522 GRAD FOUNDATION:VISUAL COMM II**

In this course, students will begin making the important transition from analog rendering to digital visualization. This transition will involve an introduction to popular digital resources, an emphasis on color theory, and constant reinforcement of the essential skills learned in Visual Communication I.

Students prepare a comprehensive presentation at the end of semester which includes critical self-assessment and reflection of their developmental strengths and needs.

CREDITS: 3

PREREQUISITES: GRT 521

#### **GRT-531 GRAD FOUNDATION:DIG MODELING I**

This digital modeling course introduces students to digital orthographic drawing, leading to basic 3-D digital modeling and rendering using industry standard software such as Autodesk Alias and Blender. Students prepare a comprehensive presentation at the end of semester which includes critical self-assessment and reflection of their developmental strengths and needs.

CREDITS: 3

PREREQUISITES:

#### **GRT-532 GRAD FOUNDATION:DIG MODELING II**

This course builds upon the skills learned in Digital Modeling and Rendering I; students are introduced to more complex surfaces, shapes and building techniques. Skills such as modeling to a package, dimensional accuracy and maintaining surface continuity are stressed. Students prepare a comprehensive presentation at the end of semester which includes critical self-assessment and reflection of their developmental strengths and needs.

CREDITS: 3

PREREQUISITES: GRT 531

#### **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.

### **WINTER 2024 - PORTFOLIO DEVELOPMENT & PRESENTATION**

This course is taught in two seven-week modules. The first focuses on the development of student portfolios, resumes, and digital presence in preparation for applying for internships. The second introduces advanced 3D digital animation techniques for animating vehicle designs and interactive interior experiences. Students will be introduced to Blender as the main animation & rendering software and will also incorporate other digital assets and software for rigging 3D models and video editing.

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 Junior or Senior 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. An Independent Study should include opportunities for individual student voice and provide a space for diverse perspectives. 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. Art Education candidates must pass DAE 490 with a grade of 'C' (2.00) or higher to qualify for certification.

CREDITS: 3

PREREQUISITES:



**GRT-790 INDEPENDENT STUDY**

Independent Study is available to students who are at Junior or Senior 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. An Independent Study should include opportunities for individual student voice and provide a space for diverse perspectives. 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. Art Education candidates must pass DAE 490 with a grade of 'C' (2.00) or higher to qualify for certification.

CREDITS: 1.5

PREREQUISITES:

# M.A. - User Experience Design

Master of Arts Degree Requirements

## Year One

### First Semester = 15-16 Credit Hours

Earned	Course #	Course Title	Credits
	DGR 601*	Graduate Communication	1
	IXD 601	UX Design Studio I	3
	IXD 606	UX Research (User Testing)	3
	IXD 621	Human Factors	3
	DGR 613	Graduate Seminar	3
	DGR 635	Design Thinking	3

### Second Semester = 15 Credit Hours

Earned	Course #	Course Title	Credits
	IXD 602	UX Design Studio II	3
	IXD 605	User Interface Design	3
	IXD 636	Artificial Intelligence	3
	-----	Elective	3
	DGR 650	Final Project	3

\*Contingent upon the English Proficiency Exam

**Catalog Year 23/24**

**Total Credits**

**30-31**

**Elective** - Studio or Lecture course from the Graduate (or Undergraduate) level. Must be approved prior to registration by the Graduate Department Chair. Additional permission may be required for confirmed UG credits.

**Students enrolled in Graduate Level Programs must maintain the required 3.0 cumulative GPA.**

# M.F.A. - User Experience Design

## Master of Fine Arts Degree Requirements

### Year One

#### First Semester = 15-16 Credit Hours

Earned	Course #	Course Title	Credits
	DGR 601*	Graduate Communication	1
	IXD 601	UX Design Studio I	3
	IXD 606	UX Research (User Testing)	3
	IXD 621	Human Factors	3
	DGR 613	Graduate Seminar	3
	DGR 635	Design Thinking	3

#### Second Semester = 15 Credit Hours

Earned	Course #	Course Title	Credits
	IXD 602	UX Design Studio II	3
	IXD 605	User Interface Design	3
	IXD 636	Artificial Intelligence	3
	DGR 620	Graduate Research Methods	3
	-----	Elective	3

\*Contingent upon the English Proficiency Exam

### Year Two

#### Third Semester = 15 Credit Hours

Earned	Course #	Course Title	Credits
	DGR 711	Thesis Project I	6
	IXD 701	UX Design Studio III	3
	DGR 631	Written Thesis	3
	IXD 715	Metaverse Design	3

#### Fourth Semester = 15 Credit Hours

Earned	Course #	Course Title	Credits
	DGR 712	Thesis Project II	6
	IXD 702	UX Design Studio IV	3
	DGR 644	Rapid Prototyping: PLA-Y	3
	-----	Elective	3

Catalog Year 23/24

Total Credits

60-61

**Elective** - Studio or Lecture course from the Graduate (or Undergraduate) level. Must be approved prior to registration by the Graduate Department Chair. Additional permission may be required for confirmed UG credits.

Students enrolled in Graduate Level Programs must maintain the required 3.0 cumulative GPA.

## ***User Experience Design***

### **IXD-601 UX DESIGN STUDIO I PROTOTYPING**

This is the first in a series of studio courses on the MA and MFA User Experience Design programs. Studio courses are designed to expose students to a wide range of real life design problems with industry and community partners. These courses challenge students to apply creative thinking skills in developing technologically mediated interventions and experiences with objects, spaces and interfaces. This course focuses on skills in physical modelling and user-experience mapping. It introduces students to the coding of human-machine interactions with hardware and software using Arduino prototyping and raspberry pi. Students will learn to improvise and prototype with a range of making methods, including the use of traditional hand guided tools and CNC fabrication processes.

CREDITS: 3

PREREQUISITES:

### **IXD-602 UX DESIGN STUDIO II**

This is the second in a series of studio courses on the MA and MFA User Experience Design programs. Studio courses are designed to expose students to a wide range of real life design problems with industry and community partners. These courses challenge students to apply creative thinking skills in developing technologically mediated interventions and experiences with objects, spaces and interfaces. This course focuses on service design mediated through technology and digital systems. Students will research and visually map user experiences for smart services, and provide prototypes for user-testing.

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 UX RESEARCH (USER TESTING)**

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-621 HUMAN FACTORS**

Designing excellent user experiences requires an understanding of the human factors that underlie a user's comprehension of the world. This course looks at the science that formulates the way humans make sense of the world around them and how to leverage that innate human experience to design successful human-compute experiences. Particularly relevant to designers working on human-centered interactions with new technologies, this course helps students to craft experiences compatible with the strengths and weaknesses of the human's embodied mind. Students will learn how to leverage human perception, ergonomics, and information systems to generate intuitive interactions with new technologies.

CREDITS: 3

PREREQUISITES:

### **IXD-636 ARTIFICIAL INTELLIGENCE**

As humankind shifts from the era of the Personal Computer (PC) to that of machine learning (ML), Artificial Intelligence (AI) is quickly becoming ubiquitous, radically changing the relationship between humans and computing. In this class, students will be introduced to AI, and explore its power and its implications. Through practical exercises and projects, students will learn how to create next-generation human-AI interfaces to unlock new human capabilities.

CREDITS: 3

PREREQUISITES: IxD 621

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

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

### **FALL 2023 - SOUND DESIGN FOR INTERACTION**

This class explores the benefits of working with sound to enhance interactions and/or various interfaces. We will explore ways of creating new sounds, study techniques for sound design as it applies to UI and Interaction Design and generate a final project that will exemplify the techniques we study and learn in class. Open to Undergraduate students with permission.

### **WINTER 2024 - DIGITAL STORYTELLING**

The course will cover the principles and practices of how to construct a digital story, including writing and editing for digital media, gathering and editing images, audio and video for online use. Students will experiment with storytelling in a variety of forms including multimedia, transmedia, locative media, hypertext and video games.

CREDITS: 3

PREREQUISITES:

### **IXD-701 UX DESIGN STUDIO III**

This is the third in a series of studio courses on the MFA User Experience Design program. Studio courses are designed to expose students to a wide range of real life design problems with industry and community partners. These courses challenge students to apply creative thinking skills in developing technologically mediated interventions and experiences with objects, spaces and interfaces. This course focuses on technology and digital systems for future cities. Students research and visually map user experiences in the urban space, and provide prototypes for user-testing.

CREDITS: 3

PREREQUISITES: IxD 601, IxD 602

### **IXD-702 UX 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-715 METAVERSE DESIGN**

In this course, students study the conceptual and related UX design approaches to metaverse creation. Metaverse is a broader term encompassing technologies such as augmented reality (AR), virtual reality (VR), mixed reality (MR), and virtual 3D environments where interactions take place. Students explore various platforms, technical aspects, and design approaches applicable in such a non-physical environment. The virtual worlds today are more than just technology. They have become humans' alternative habitat to the physical one. Such tendencies require full attention from the new generation of UX designers and a profound understanding of the media phenomena from different perspectives. It is a hands-on type of course where priority is given to engagement on real-industry projects and searches for design solutions that include the use of metaverse and 3D virtual environments for video games, virtual classrooms, augmented chat platforms, artificial intelligence-generated content, and many other emerging applications.

CREDITS: 3

PREREQUISITES: IXD 621

#### **IXD-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:

#### **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 students who are at Junior or Senior 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. An Independent Study should include opportunities for individual student voice and provide a space for diverse perspectives. 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. Art Education candidates must pass DAE 490 with a grade of 'C' (2.00) or higher to qualify for certification.

CREDITS: 3

PREREQUISITES:

## Faculty & Administration

### ADVERTISING DESIGN

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### ART PRACTICE, CRAFTS & MATERIAL STUDIES

Ebiyenyeafa Baralaye  
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BFA, Rhode Island School of Design

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BFA, Bowling Green State University

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MFA, University of Minnesota  
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BSFA, Valparaiso University

### ENTERTAINMENT ARTS

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*(Entertainment Arts continued...)*

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MFA, Wayne State University  
BFA, University of Michigan

### **GRADUATE STUDIES**

Ian Lambert  
MA, Central St Martins  
Ph.D., University of Edinburgh

Raphael Zammit  
MFA, University of Cincinnati  
BFA, University of Michigan  
BS, Art Center College of Design

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MFA, University of Arts in Belgrade  
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BFA, Ringling College of Art & Design

### **INTERIOR DESIGN**

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BFA, Universidad Autonoma Del Caribe

## **LIBERAL ARTS**

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BA, Wake Forest University

## **PHOTOGRAPHY**

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