

# DD: Design Division Studies

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## **DD 100 — FIT/MIT: INTRDIS INNV DESN TEX**

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## **DD 112 — DESIGN SURVEY**

3 credits; 6 lab hours

Students explore career options in the applied arts and are provided the opportunity to assess their talents and skills by working in each of the areas introduced.

## **DD 113 — DESIGN SURVEY**

3 credits; 6 lab hours

## **DD 114 — Creativity and Aesthetics**

2 credits; 1 lecture and 2 lab hours

Teaches non-designers, the designer viewpoint including how visual thinking applies to design strategies. Knowledge and skills from this course will enable them to effectively partner or collaborate professionally, either as business developers, retail managers, account managers, or strategic planners.

## **DD 115 — Design Management Collaboration**

2 credits; 1 lecture and 2 lab hours

Teaches non-designers interested in product development, merchandising, architecture, promotion design and experience design, collaborative design management and how it applies to different disciplines. Utilizes individual research and team building projects that develop collaboration and communication skills.

## **DD 116 — Design Process**

2 credits; 1 lecture and 2 lab hours

Teaches non-designers how to integrate design and business processes. An exploration of strategies that enhance the conceptualization, development and execution of design projects. Trend setting approaches and innovative methods used by organizations managing the design process across industries are examined.

## **DD 117 — Digital Documentation and Presentation**

2 credits; 1 lecture and 2 lab hours

This course prepares the student to refine an original idea and communicate a concept through a series of visual-based and text-based projects. It is founded on developing then enhancing the student's ability to originate critical thinking through a process-driven, visually based sequence of planned events that generate a predictable outcome. The course is directed toward non-designers, working in teams, whose choice of industry may embrace a wide range of disciplines to include design, manufacturing, branding, publication, transportation, fashion, engineering, account management and education.

## **DD 118 — Environments and Experiences**

2 credits; 1 lecture and 2 lab hours

The main objective of this course is to introduce students to the designed environment and intended experiences by exploring different physical spaces. This course will focus on historic and cultural references and design philosophies, as well as visual and verbal design communication skills. This course is oriented towards non-designers who are intending to work in the design industry or with designers, either as business developers, accounts and marketing managers, or strategic planners.

## **DD 231 — Color Production Techniques for Digital Prepress**

2 credits; 1 lecture and 2 lab hours

Students learn how to prepare digital files to simplify the complexities of prepress and ensure quality of final output. The relationship between creative vision, what is seen on the screen, and the realities of the printed piece is explored.

Prerequisite(s): CD 322.

## **DD 299 — Independent Study in Design Division Studies**

1-3 credit

Prerequisite(s): a minimum 3.5 GPA and approval of instructor, chairperson, and dean for Art and Design.

**DD 499 — Independent Study in Design  
Division Studies**

1-3 credit

Prerequisite(s): a minimum 3.5 GPA and approval of instructor, chairperson, and dean for Art and Design.