Spatial Experience Design

http://fitnyc.edu/vped

School of Art and Design

Applications accepted for fall only.   NYSED: 36131   CIP: 50.0499

The major in Spatial Experience Design prepares students for opportunities in spatial experience fields, including careers in exhibition design, retail design, product display, events, stage and screen, brand environments and themed places and spaces. An internship is required. Curriculum below is for the entering class of fall 2024.

Semester 5		Credits
MAJOR AREA	VP 302 - Overview of Spatial Experience Design	2
	VP 303 - Space, Environment and Visualization	4
	VP 312 - Product Presentation - Small Scale	2
	VP 331 - Three-Dimensional Construction for Spatial Experience Design	2
LIBERAL ARTS	choice - see American History* G10	3
	choice - see History of Art and Civilization*	3
Semester 6		
MAJOR AREA	VP 304 - Brand, Spatial Experience and Retail Design	2
	VP 305 - Placemaking, Wayfinding and Environmental Graphics	2
	VP 306 - CAD for Spatial Experience	2
	VP 314 - Product Presentation - Large Scale	2
RELATED AREA	CT 303 - Dynamic Branding	2
	ID 241 - Lighting Design I	1.5
LIBERAL ARTS	choice - see Other World Civilizations* G9	3
Semester 7		
MAJOR AREA	VP 400 - Portfolio and Careers in Spatial Experience Design	2
	VP 411 - Interpretive Exhibition Design	2
	VP 441 - Interpretive Exhibition Graphics	2
	choice - see Major Area Elective*	1.5
RELATED AREA	choice - See Related Area Elective*	3
LIBERAL ARTS	choice - see Requirements*	3
	choice - see Liberal Arts*	3
Semester 8		
MAJOR AREA	VP 412 - Senior Design Project	4
RELATED AREA	BE 404 - Business for Spatial Experience Design	2
	IC 497 - Senior Internship: Career Planning	3

	choice - see Related Area Elective*	1.5-2
LIBERAL ARTS	choice - see Liberal Arts*	3
TOTAL CREDIT REQUIREMENTS		
	MAJOR AREA	29.5
	RELATED AREA	13-13.5
	LIBERAL ARTS	18
	Total Credits:	**60.5-61**

Liberal Arts and Art History: 18 credits

- **American History: 3 credits.** CHOICE of any course that meets the General Education American History requirement (G10)
- **English: 3 credits.** CHOICE of 200- or 300-level EN writing course in semester seven
- **Foreign Language or Modern Languages and Cultures: 6 credits.** CHOICE of any Foreign Language or MC course (for which prerequisites have been met)
- **History of Art and Civilization: 3 credits.** CHOICE of any HA course (for which prerequisites have been met) not previously taken or required
- **Other World Civilizations: 3 credits.** CHOICE of any HA course that meets the General Education Other World Civilizations requirement (G9)

Major Area Elective(s): 1.5 credits (minimum). CHOICE of DE 401, VP 401, VP 404, VP 431, VP 432, or VP 433

Related Area Elective(s): 4.5–5 credits total
Selective: 1.5–2 credits CHOOSE either ID 431 or CT 301 in semester seven or eight
AND
Elective: 3 credits. CHOICE of any elective course(s) in Art and Design for which student has met the prerequisite(s).

OVERALL BACHELOR'S DEGREE REQUIREMENTS

FIT's 2+2 degree structure requires an earned AAS or equivalent plus all the BS or BFA degree requirements.

This structure includes the following overall bachelor's degree graduation requirements:

- 120–126 total earned credits
- 30 credits in General Education credits approved by the State University of New York (SUNY)

BFA degrees NASAD and New York State guidelines:

- 12 credits art/design history
- 30 credits in Liberal Arts/General Studies
- 78–84 credits in major and related area, including a minimum of 24 credits in 300- to 400-level major and related area coursework

Upon graduating from the Spatial Experience Design BFA program, students will be able to:

1. Develop research techniques including trends analysis, brand review, interviews, and historical study.
2. Master presentation skills utilizing reports, presentation boards, and multi-media.
3. Manage the design process for a unique individual project from research, to concept, to final installation.
4. Create physical and digital models of spaces, displays and details using a variety of materials and software tools.
5. Develop techniques and methods for the placement and positioning of products and brands.
6. Complete full fabrication documentation packages, including dimensioned drawings, and material specifications.
7. Specify and research specialist and material support including lighting, props, and accessories in the development of fully realized displays and exhibitions.
8. Create graphic approaches to environmental projects that include type, color, material, and methodology.