DESIGN (DSGN)

DSGN 500 Fundamentals of Design for Social Innovation 3 Credit Hour(s)

This course will introduce the components of design thinking as a methodology to solve problems in an innovative way. The application of design thinking to real-world problems will be explored and discussed. **Offered:** Online

DSGN 501 Human-Centered Design: Observations and Insights 3 Credit Hour(s)

An in-depth investigation of existing frameworks to identify opportunities for innovation and improved user experience. The empathic design process and design research methods will be used to produce thoughtful insights.

Offered: Online

DSGN 625 Principles of User Experience for the Physical and Digital World 3 Credit Hour(s)

Online Prerequisite: ARTS 500 and DSGN 500 and DSGN 501 The investigation of User Experience principles as applied to digital and physical experiences in a variety of contexts. **Offered:** Online

DSGN 650 Human-Centered Design Lab I 3 Credit Hour(s) Online Prerequisite: ARTS 500 and ARTS 525 and ARTS 601 and DSGN 500 and DSGN 501

Study and practice-based application of human-centered design and design thinking to products, processes, and learning. **Offered:** Online

DSGN 651 Human-Centered Design Lab II 3 Credit Hour(s) Online Prerequisite: ARTS 500 and ARTS 525 and ARTS 601 and DSGN 500 and DSGN 501 and DSGN 625 and DSGN 650 Study and practice-based application of human-centered design and design thinking to environments, experiences, services, and interaction. Offered: Online

DSGN 696 Human-Centered Design Capstone Project 3 Credit Hour(s)

Online Prerequisite: ARTS 500 and ARTS 525 and ARTS 601 and DSGN 500 and DSGN 501 and DSGN 625 and DSGN 650 A cumulative capstone project incorporating all aspects of human-centered design and design thinking to produce and propose innovative solutions.

Offered: Online