



Twin Cities Campus

Product Design Minor

DESGN GARP Administration

College of Design

- Program Type: Undergraduate minor related to major
- Requirements for this program are current for Fall 2018
- Required credits in this minor: 16

Product design is inherently creative and interdisciplinary, blending design, engineering, business, art, and other humanities. The program focuses on physically crafting the future in the form of new objects, systems and services. This minor will provide students with a tool set for innovation that can be applied to their major area of study.

Program Delivery

This program is available:

- via classroom (the majority of instruction is face-to-face)

Admission Requirements

A GPA above 2.0 is preferred for the following:

- 2.80 already admitted to the degree-granting college
- 2.80 transferring from another University of Minnesota college

For information about University of Minnesota admission requirements, visit the [Office of Admissions website](#).

Minor Requirements

The product design minor requires a minimum of 16 credits.

Required core

[DESGN 2701](#) - Creative Design Methods (3.0 cr)

[PDESGN 2702](#) - Concept Sketching (3.0 cr)

[PDESGN 3711](#) - Product Innovation Lab (4.0 cr)

or [PDESGN 5711](#) - Product Innovation Lab (4.0 cr)

Take 6 or more credit(s) from the following:

- [ANTH 4121](#) - Business Anthropology (3.0 cr)
- [ANTH 4035](#) - Ethnographic Research Methods (3.0 cr)
- [CSCI 5127W](#) - Embodied Computing: Design & Prototyping [WI] (3.0 cr)
- [DESGN 3131](#) - User Experience in Design (4.0 cr)
- [DESGN 3321](#) - Furniture Design: Exploration (3.0 cr)
- [DESGN 4322](#) - Furniture Design, Practice (4.0 cr)
- [DESGN 5185](#) - Human Factors in Design (3.0 cr)
- [EE 1301](#) - Introduction to Computing Systems (4.0 cr)
- [ESPM 3603](#) - Environmental Life Cycle Analysis (3.0 cr)
- [GCC 3005](#) - Innovation for Changemakers: Design for a Disrupted World [GP] (3.0 cr)
- [MGMT 3015](#) - Introduction to Entrepreneurship (4.0 cr)
- [MGMT 4171W](#) - Entrepreneurship in Action I [WI] (4.0 cr)
- [MGMT 4172](#) - Entrepreneurship in Action II (4.0 cr)
- [PDESGN 2703](#) - Concept Visualization and Presentation 1 (3.0 cr)
- [PDESGN 2777](#) - Product Form and Model Making (3.0 cr)
- [PDESGN 3704](#) - Computer-Aided Design 1: Solid Modeling and Rendering (3.0 cr)
- [PDESGN 3705](#) - History and Future of Product Design (3.0 cr)
- [PDESGN 3706](#) - Designing for Manufacture (4.0 cr)
- [PDESGN 3715](#) - Design and Food (4.0 cr)
- [PDESGN 4193](#) - Directed Study in Product Design (1.0 - 4.0 cr)
- [ME 2011](#) - Introduction to Engineering (4.0 cr)