Twin Cities Campus

Interdisciplinary Design Minor

DESIGN Intrdiscp Assoc Dean

College of Design

- Program Type: Undergraduate free-standing minor
- Requirements for this program are current for Fall 2018
- Required credits in this minor: 18

The interdisciplinary design minor is a program that shows how design can be used as a catalyst for exploration and research. Choosing from a selection of both lecture and studio courses, students are introduced to the history, theory, and practice of design across multiple design disciplines. With the interdisciplinary design minor, students may compose their own individual program in which they will understand the interdisciplinary nature of the design process, appreciate the role design plays in everyday life, experience design thinking and action, explore and expand their own design interests, and understand how to work with designers in their chosen field. The interdisciplinary design minor provides an integrated education in design where students enhance their learning by making connections between traditional design courses and nontraditional views of design.

Program Delivery

This program is available:

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

Minor Requirements

Two courses may double-dip with the student's major or other minor. The minor requires a minimum of 18 total credits. DES 1111 may be taken A/F or S/N, depending upon how it was offered.

Category A: Introductory Design Thinking "Big Picture"

Choose one course from the list below. Courses from this category introduce students to the scope of design thinking. These courses combine lectures with projects or case studies.

DES 1000 - D@MN: Design@Minnesota [AH] (3.0 cr)
or DES 1101V - Honors: Introduction to Design Thinking [AH, WI] (4.0 cr)
or DES 1101W - Introduction to Design Thinking [AH, WI] (4.0 cr)
or LA 1001 *{Inactive}*[ENV] (3.0 cr)
or LA 1401 - The Designed Environment [AH] (3.0 cr)
or LA 1601 - Design and Equity [DSJ, AH] (3.0 cr)
or LA 3601 - Design and Equity [DSJ, AH] (3.0 cr)

Category B: Introductory Design Thinking "Hands-on"

Choose one course from the list below. Courses from this category introduce students to design thinking and making in a studio setting.

ARCH 1281 - Design Fundamentals I [AH] (4.0 cr)
or DES 1111 - Creative Problem Solving (3.0 cr)
or DES 1111H - Honors: Creative Problem Solving (3.0 cr)
or DES 2101 - Design and Visual Presentation (3.0 cr)
or GDES 1311 - Foundations: Drawing and Design in Two and Three Dimensions (4.0 cr)
or GDES 1312 - Foundations: Color and Design in Two and Three Dimensions (4.0 cr)
or GDES 1315 - Foundations: The Graphic Studio (4.0 cr)
or GDES 3312 - Color and Form in Surface Design (4.0 cr)
or LA 1301 - Introduction to Landscape Architecture Drawing [AH] (3.0 cr)
or ME 2011 - Introduction to Engineering (4.0 cr)
or PDES 2702 - Concept Sketching (3.0 cr)
or PDES 3711 - Product Innovation Lab (4.0 cr)
or PDES 5702 - Visual Communication (3.0 cr)
or PDES 5711 - Product Innovation Lab (4.0 cr)

Category C: Electives

Courses from this category allow students to explore design from a variety of perspectives. Take three or four courses to complete the total required credits for the minor (18).

Take 3 or more course(s) totaling 10 - 13 credit(s) from the following:
•ADES 3217 - Fashion: Trends and Communication (3.0 cr)
•ADES 3121 - History of Fashion, 19th to 21st Century (3.0 cr)

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•ADES 4218W - Fashion, Design, and the Global Industry [WI] (3.0 cr)
•ARCH 3511 - Material Transformations: Technology and Change in the Built Environment [TS] (3.0 cr)
•ARCH 3611 - Design in the Digital Age (3.0 cr)
•ARCH 3711V - Honors: Environmental Design and the Sociocultural Context [SOCS, CIV, WI] (3.0 cr)
•ARCH 3711W - Environmental Design and the Sociocultural Context [SOCS, CIV, WI] (3.0 cr)
•ARCH 4423 *{Inactive}*(3.0 cr)
•ARCH 4424 - Renaissance Architecture (3.0 cr)
•ARCH 4425W - Baroque Architecture [WI] (3.0 cr)
•ARCH 4432 - Modern Architecture (3.0 cr)
•ARCH 4434 - Contemporary Architecture (3.0 cr)
•ARCH 4561 - Architecture and Ecology [ENV] (3.0 cr)
•ARCH 4701W - Introduction to Urban Form and Theory [WI] (3.0 cr)
•DES 2101 - Design and Visual Presentation (3.0 cr)
•DES 3131 - User Experience in Design (4.0 cr)
•DES 3141 - Technology, Design, and Society [TS] (3.0 cr)
•DES 3160 - Topics in Design (1.0 - 4.0 cr)
•DES 3170 *{Inactive}*(1.0 - 4.0 cr)
•DES 3309 - Storytelling and Design (3.0 cr)
•DES 3311 - Travels in Typography (3.0 cr)
•DES 3321 - Furniture Design: Exploration (3.0 cr)
•DES 4322 - Furniture Design, Practice (4.0 cr)
•DES 3331 - Street Life Urban Design Seminar (3.0 cr)
•DES 3341 *{Inactive}*(3.0 cr)
•DES 3351 - Phenomenon of Everyday Design (3.0 cr)
•DES 4160 - Topics in Design (1.0 - 4.0 cr)
•DES 4165 - Design and Globalization [DSJ] (3.0 cr)
•DES 5160 - Topics in Design (1.0 - 4.0 cr)
•DES 5185 - Human Factors in Design (3.0 cr)
•EE 1301 - Introduction to Computing Systems (4.0 cr)
•GCC 3015 *{Inactive}*[TS] (3.0 cr)
•GDES 2342 - Web Design (3.0 cr)
•GDES 2345 - Typography (4.0 cr)
•GDES 2361 - Design Process: Photography (3.0 cr)
•GDES 2399W - Design and its Discontents: Design, Society, Economy, and Culture [WI] (3.0 cr)
•GDES 3311 - Illustration (3.0 cr)
•GDES 3312 - Color and Form in Surface Design (4.0 cr)
•GDES 4131W - History of Graphic Design [WI] (4.0 cr)
•GDES 4330 *{Inactive}*(4.0 cr)
•GDES 4345 - Advanced Typography (4.0 cr)
•GDES 4371 - Data & Information Visualization (3.0 cr)
•GDES 5311 - Illustration (3.0 cr)
•GDES 5341 - Interaction Design (3.0 cr)
•GDES 5342 - Advanced Web Design (3.0 cr)
•GDES 5372 *{Inactive}*(3.0 cr)
•GDES 5383 - Digital Illustration and Animation (3.0 cr)
•GDES 5386 - Fundamentals of Game Design (3.0 cr)
•HSG 5481 *{Inactive}*(3.0 cr)
•IDES 2612 - Interior Materials and Specifications [ENV] (4.0 cr)
•IDES 3161 - History of Interiors and Furnishings: Ancient to 1750 [GP] (4.0 cr)
•IDES 3162 - History of Interiors and Furnishings: 1750 to Present [HIS] (4.0 cr)
•IDES 4616 - Sustainable Commercial Interior Design (3.0 cr)
•JOUR 3745 - Media and Popular Culture [AH, DSJ] (3.0 cr)
•KIN 3505 - Intro to Human-Centered Design (3.0 cr)
•LA 1001 *{Inactive}*[ENV] (3.0 cr)
•LA 3001 - Understanding and Creating Landscape Space (4.0 cr)
•LA 3002 - Informants of Creating Landscape Space (4.0 cr)
•LA 3003 - Climate Change Adaptation (3.0 cr)
•LA 3413 - Introduction to Landscape Architectural History [HIS, GP] (3.0 cr)
•LA 3501 - Environmental Design and Its Biological and Physical Context [ENV] (3.0 cr)
•LA 3514 *{Inactive}*[CIV] (3.0 cr)
•LA 4755 *{Inactive}*[TS] (3.0 cr)
•PDES 2701 - Creative Design Methods (3.0 cr)
•PDES 2702 - Concept Sketching (3.0 cr)
•PDES 2777 - Product Form and Model Making (3.0 cr)
•PDES 3704 - Computer-Aided Design 1: Solid Modeling and Rendering (3.0 cr)
•PDES 3705 - History and Future of Product Design (3.0 cr)

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- PDES 3711 - Product Innovation Lab (4.0 cr)
- PDES 3715 - Design and Food (4.0 cr)
- PDES 5701 - User-Centered Design Studio (4.0 cr)
- PDES 5702 - Visual Communication (3.0 cr)
- PDES 5703 - Prototyping Methods (4.0 cr)
- PDES 5705 - History and Future of Product Design (3.0 cr)
- PDES 5711 - Product Innovation Lab (4.0 cr)
- RM 3243 - Visual Merchandising (2.0 cr)
- RM 4212W - Dress, Society, and Culture [WI] (3.0 cr)
- RM 4248 - Creative Leadership in Retailing (3.0 cr)
- ARCH 3411V - Architectural History to 1750 [HIS, GP, WI] (3.0 cr)
  or ARCH 3411W - Architectural History to 1750 [HIS, GP, WI] (3.0 cr)
- ARCH 3412W - Architectural History Since 1750 [HIS, GP, WI] (3.0 cr)
  or ARCH 3412H *{Inactive}*[HIS, GP] (3.0 cr)

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