

SCHOOL OF INDUSTRIAL DESIGN

Industrial design is the professional service of creating and developing concepts and specifications that optimize the function, value, and appearance of products and systems for the mutual benefit of both user and manufacturer. An industrial designer's work touches all of our lives in the form of home products and furnishings, communication devices, healthcare equipment, rehabilitation technologies, and a myriad of other consumer and industrial products and services. While giving form to the efforts of industry, an industrial designer is at the same time a consumer advocate, providing the humanizing link between technology and people. As such, an industrial designer's central responsibilities include fitting the artifact, system, or service to the person through considering appropriate aesthetics and ergonomics, technical processes, requirements for manufacture, marketing opportunities, and economic constraints.

The Georgia Tech School of Industrial Design offers a well-rounded course of study with early emphasis on basic design and design skills. Design projects stress realistic design situations. The program encourages students to develop a diverse background in order to expand individual talents and to respond to changing opportunities in the field. Most faculty members are practicing designers with extensive experience in the field.

Resources such as the Interactive Product Design Lab, the Body Scan Lab, the Human Machine Interaction Transportation Lab and the Digital Fabrication Lab support a culture of research-focused teaching and learning.

The faculty reserves the right to refuse credit for any project executed outside the precincts of the College or otherwise executed without proper coordination with the instructor.

The Bachelor of Science in Industrial Design and the Master of Industrial Design degree programs offered by the School of Industrial Design are accredited by the National Association of Schools in Art and Design (NASAD). Georgia Tech is recognized by the Industrial Designers Society of America (IDSA) as a NASAD-accredited institution.

Minors

- Minor in Industrial Design

Bachelor's Degrees

- Bachelor of Science in Industrial Design

Master's Degrees

- Master of Industrial Design
- Master of Science in Human-Computer Interaction

ID 1011. Industrial Design Fundamentals 1. 2 Credit Hours.

Art and design theory and practice in Industrial Design including an introduction to process, methodology, ergonomics, research tools and user research. Focus is on fundamental design principles based on design history and practice.

ID 1012. Industrial Design Fundamentals 2. 2 Credit Hours.

Art and design theory and practice in Industrial Design including an introduction to process, methodology, ergonomics, research tools and user research. Focus is on CAD and digital prototyping.

ID 1101. Introduction to Industrial Design 1. 1 Credit Hour.

Introduction to Industrial Design – a survey of evolving diverse career options and the designer's impact on society. Emphasis on traditional product design, research, and strategy.

ID 1102. Introduction to Industrial Design 2. 1 Credit Hour.

Introduction to Industrial Design – a survey of evolving diverse career options and the designer's impact on society. Emphasis is on user experience and interaction design.

ID 1401. Introduction to Graphic Communications 1. 1 Credit Hour.

Introduction to graphic design, composition, layout, color, typography, photography, social media & videography. Emphasis of this first course is on the history and theory of development of basic visual literacies.

ID 1402. Introduction to Graphic Communications 2. 1 Credit Hour.

Introduction to graphic design history and practice, composition, layout, color, typography, photography, social media & videography. This second course in the sequence will emphasize digital skill development.

ID 1418. Introduction to Sketching and Modeling 1. 1 Credit Hour.

Introduction to basic visual representation techniques that empower designers of products, services and systems through sketching, model making, computer-assisted drawing, rapid prototyping, and other methods.

ID 1419. Introduction to Sketching and Modeling 2. 1 Credit Hour.

Introduction to intermediate visual representation techniques that empower designers of products, services and systems through sketching, model making, computer-assisted drawing, rapid prototyping, and other methods.

ID 1XXX. Industrial Dsgn Elective. 1-21 Credit Hours.

ID 2011. Introductory Design I. 4 Credit Hours.

Foundation course in visual communications theory and practice, continuing the development of two-dimensional visual literacy. Emphasis on both analog and digital media.

ID 2012. Introductory Design II. 4 Credit Hours.

Foundation course in form giving and representing, continuing the development of three-dimensional visual literacy. Emphasis on visual relationships between form and image.

ID 2021. Industrial Design Studio 1. 4 Credit Hours.

This course provides an introduction to the design process on visual principles and presentation techniques with a focus on sketching and modeling techniques related to 3D form.

ID 2022. Industrial Design Studio 2. 4 Credit Hours.

This course applies more structured design methods to research and exploration of product form and function and introduces concepts of universal design and user centered design.

ID 2023. Industrial Design Studio 1. 3 Credit Hours.

This course applied structured design methods to research and exploration of product form and function and introduces concepts of user centered design.

ID 2024. Industrial Design Studio 2. 3 Credit Hours.

This course applies structured user-centered design methods to research and exploration of product design and function, and introduces concepts of universal design.

ID 2101. Digital Design Methods. 3 Credit Hours.

This course introduces the basics of product design in the CAD environment. Students design a product, apply 3D scanning, produce an animation and 3D print.

ID 2102. 3D Modeling. 2 Credit Hours.

This course introduces 3D modeling methods for solid and surface modeling in CAD software. Students create multi-component assembly drawings and explore rendering techniques for product design.

ID 2201. Sustainable Issues for Design. 3 Credit Hours.

Introduction to the broad environmental issues that face humankind as a participant in the biosphere.

ID 2202. History of Modern Industrial Design. 3 Credit Hours.

History and development of industrial design from the beginning of the Industrial Revolution to the present.

ID 2241. History of Art 1. 3 Credit Hours.

This course surveys art from Prehistory through the Renaissance and is organized around stylistic periods that are arranged chronologically. Classes will consist of lectures with slides that focus on these stylistic periods.

ID 2242. History of Art 2. 3 Credit Hours.

This course surveys the major artistic movements and aesthetics of the 17th, 18th, 19th, 20th, and early 21st centuries in painting, sculpture and architecture.

ID 2320. Human Factors in Design. 3 Credit Hours.

This course examines the theory of Human Factors to provide a working knowledge of the physical and cognitive attributes of people that designers must accommodate.

ID 2325. User Centered Design Methods. 3 Credit Hours.

This course introduces students to user-centric design methods used to identify, understand, assess and prioritize the neuroscience factors and perceptions that contribute to more effective product design and human-centered design solutions.

ID 2401. Visual Design Thinking. 3 Credit Hours.

Introduction to techniques to help designers build a vocabulary to support effective visual communication including fundamentals of layout, sketching, rendering, schematics, information graphics & storyboarding.

ID 2510. Introduction to Smart Product Design. 3 Credit Hours.

This course provides an introduction to smart product design including the basics of sensor technologies, electronics and programming required to produce working product concept prototypes.

ID 2698. Undergraduate Research Assistantship. 1-12 Credit Hours.

Independent research conducted under the guidance of a faculty member.

ID 2699. Undergraduate Research. 1-12 Credit Hours.

Independent research conducted under the guidance of a faculty member.

ID 2XXX. Industrial Dsgn Elective. 1-21 Credit Hours.

ID 3011. Intermediate Design I. 5 Credit Hours.

The systematic design process as applied to industrial design and packaging problems.

ID 3012. Intermediate Design II. 5 Credit Hours.

Various dimensions of human factors applied to design, including: aging, disability, normal age change, childhood and adult anthropometrics, and human capability.

ID 3031. Health Design Studio 1. 4 Credit Hours.

The application of systematic user-centered design methods and research to projects focused on the design development of new and/or improved health-related products with an emphasis on inclusive design.

ID 3032. Health Design Studio 2. 4 Credit Hours.

The application of systematic user-centered design methods and research to projects focused on the design development of new and/or improved health-related products with an emphasis on products and product systems.

ID 3041. Product Development Studio 1. 4 Credit Hours.

The application of systematic user-centered design methods and research to projects focused on the use of parametric design and CNC capabilities in the design development of products, services & systems.

ID 3042. Product Development Studio 2. 4 Credit Hours.

The application of systematic user-centered design methods to projects focused on the design development of 'real-world' products, services, interfaces & systems in collaboration with external sponsors.

ID 3051. Interactive Product Design Studio 1. 4 Credit Hours.

The application of systematic product design and research methods to projects focused on new applications of sensor-based technologies to the creation of interactions, products and interfaces with an emphasis on the importance of user-centered design.

ID 3052. Interactive Product Design Studio 2. 4 Credit Hours.

The application of systematic user-centered design methods to projects focused on new applications of sensor-based technologies with an emphasis on interactive environments, interfaces, navigation and mobility.

ID 3103. Industrial Design Computing I. 3 Credit Hours.

Introduction to 2-D computer drawing systems.

ID 3104. Industrial Design Computing II. 3 Credit Hours.

Introduction to 3-D modeling systems.

ID 3201. Design & Community: The Social and Environmental Impact of Design. 3 Credit Hours.

Students explore socially and environmentally responsible industrial design practices at home and abroad, and partner with local organizations to develop community-based design projects.

ID 3301. Materials I: Renewables. 3 Credit Hours.

This course examines the characteristics, production technologies, histories, and environmental impacts of nine categories of renewable materials familiar to product and product system design.

ID 3302. Materials and Processes II: Nonrenewables. 3 Credit Hours.

Examination of characteristics, production technologies, histories, and environmental impacts of nonrenewable materials used in product design.

ID 3320. Design Methods: User Centered Design. 3 Credit Hours.

This course introduces students to current user-centric design methods used to identify, understand, assess and prioritize the factors and perceptions that contribute to more effective product design and human-centered design solutions.

ID 3510. Introduction to Interactive Product Design. 3 Credit Hours.

This course provides an introduction to interactive product design including the basics of sensor technologies, electronics and programming required to produce working product concept prototypes.

ID 3520. Tangible Interaction. 3 Credit Hours.

This course addresses the design process related to interactive environments. Projects will emphasize the inclusion of ubiquitous and emerging interactive technologies.

ID 3803. Special Topics. 3 Credit Hours.

Topics of current interest in industrial design.

ID 3811. Special Topics. 1 Credit Hour.**ID 3813. Special Topics. 3 Credit Hours.**

Topics of current interest in Industrial Design.

ID 3814. Special Topics. 4 Credit Hours.

Special Topics in Industrial Design (lecture and lab).

ID 3824. Special Topics. 4 Credit Hours.**ID 3901. Special Problems. 1-21 Credit Hours.****ID 3902. Special Problems. 1-21 Credit Hours.****ID 3XXX. Industrial Dsgn Elective. 1-21 Credit Hours.****ID 4011. Advanced Design I. 5 Credit Hours.**

Application of the design process to advanced multidisciplinary design problems. Experience in solving real design problems from areas such as consumer products and equipment, transportation and equipment.

ID 4012. Advanced Design II. 5 Credit Hours.

Capstone industrial design project of student's own choosing, with consent of instructor, to refine problem-solving and design ability in preparation for professional practice.

ID 4061. ID Capstone Design Studio 1. 4 Credit Hours.

Comprehensive team-based projects incorporating an iterative approach to design development of products, & systems with emphasis on integration of research, user-centered design, prototyping, usability and testing.

ID 4062. ID Capstone Design Studio 2. 4 Credit Hours.

Comprehensive team-based projects incorporating an iterative approach to design development of products, & systems with emphasis on integration of research, user-centered design, prototyping, usability and testing.

ID 4071. Invention Studio 1. 4 Credit Hours.

An interdisciplinary team-based approach to integrate industrial design and engineering competencies in user-centered design development of products and systems with emphasis on corporate-sponsored projects.

ID 4072. Invention Studio 2. 4 Credit Hours.

Comprehensive projects incorporating an iterative approach to user-centered design development of products, systems & services with emphasis on invention, innovation and entrepreneurship.

ID 4081. ID/ME Collaborative Design Studio 1. 4 Credit Hours.

An interdisciplinary team-based approach to integrate industrial design and engineering competencies in user-centered design development of products and systems with emphasis on corporate-sponsored projects.

ID 4082. ID/ME Collaborative Design Studio 2. 4 Credit Hours.

An interdisciplinary team-based approach to integrate industrial design and engineering competencies in user-centered design development of products and systems with emphasis on humanitarian projects.

ID 4103. Alias Studio I. 3 Credit Hours.

Introduction to modeling, rendering, and animation with Alias Studio software.

ID 4104. Alias Studio II. 3 Credit Hours.

Introduction to product animation using Alias Studio software.

ID 4105. Advanced Modeling Concepts for Creating Complex Forms. 3 Credit Hours.

The Advance Modeling Concepts Course explores concepts, tools and theories used to model and validate complex forms encountered in the product design process.

ID 4106. Parametric Product Modeling. 3 Credit Hours.

This course focuses on advanced digital methods in product modeling for visual analysis, flexible design approaches and digital fabrication methods.

ID 4201. Design/Research Methods. 3 Credit Hours.

Research methods applicable to industrial design including task definition, information gathering, and analysis.

ID 4202. Professional Practice and Preparation. 3 Credit Hours.

Principles of consulting and corporate industrial design including preparation of the professional portfolio.

ID 4203. French Society and Culture. 3 Credit Hours.

Studies in French society and culture.

ID 4204. Theorizing Design. 3 Credit Hours.

Introduction to what designers do and how they undertake their tasks; examples will come from a variety of design disciplines.

ID 4205. French Design and Culture. 3 Credit Hours.

Studies in French design and culture.

ID 4206. Culture of Objects: A Seminar on the Design and Culture of Objects. 3 Credit Hours.

This seminar surveys the theories and methodologies within the field of industrial design that locate meaning in the designed object as derived from culture.

ID 4210. Introduction to Universal Design in the Built Environment. 3 Credit Hours.

This course provides an introduction to universal design focusing on the implications of ability on the usability of places, products, and systems for all individuals.

ID 4320. Prototyping Interaction: Designing for Experience. 3 Credit Hours.

This course exposes students to a range of practical methods for research and design exploration to support the design development of interactive products and technologies.

ID 4418. Design Sketching. 3 Credit Hours.

This course addresses drawing and visualization techniques necessary for design thinking and development and introduces methods and processes to formulate and present visual information.

ID 4450. Developing a Professional Design Portfolio. 3 Credit Hours.

The portfolio development course provides students with a structured approach to preparing a professional visual record of their work in print and digital formats.

ID 4510. Wearable Product Design. 3 Credit Hours.

Wearable Product Design explores techniques in producing designs and prototypes for on-body interactions, and general textile knowledge for making effective wearable products.

ID 4698. Undergraduate Research Assistantship. 1-12 Credit Hours.

Independent research conducted under the guidance of a faculty member.

ID 4699. Undergraduate Research. 1-12 Credit Hours.

Independent research conducted under the guidance of a faculty member.

ID 4803. Special Topics: Furniture. 3 Credit Hours.

Special topics in furniture design not covered in the professional curriculum.

ID 4813. Special Topics: Sustainability. 3 Credit Hours.

Special topics in sustainability not included in the professional curriculum.

ID 4823. Special Topics: Information Technology. 3 Credit Hours.

Special topics in information technology not included in the professional curriculum.

ID 4824. Special Topics. 4 Credit Hours.**ID 4833. Special Topics: Collaborative. 3 Credit Hours.**

Application of the design process to advanced multidisciplinary problems by a team. Projects from a range of interest areas: consumer, industrial products, transportation, furniture.

ID 4843. Special Topics: History and Theory. 3 Credit Hours.

Special topics in history and theory not included in the professional curriculum.

ID 4850. Special Topics. 3 Credit Hours.

Special.

ID 4863. Special Topics. 3 Credit Hours.

Special Topics Course.

ID 4900. Special Problems: Visual Communications. 1-21 Credit Hours.

Special problems in communication not covered in the professional curriculum.

ID 4901. Special Problems: Mentor Program. 1-21 Credit Hours.

Special problems in teaching pedagogy; mentoring by senior faculty in basic and intermediate design courses.

ID 4902. Special Problems: Mentor Program. 1-21 Credit Hours.

Special problems in teaching pedagogy; mentoring by senior faculty in basic and intermediate design courses.

ID 4903. Special Problems: Research. 1-21 Credit Hours.

Special research topics for advanced students not covered in the professional curriculum.

ID 4904. Special Problems: Research. 1-21 Credit Hours.

Special research topics for advanced students not covered in the professional curriculum.

ID 4XXX. Industrial Dsgn Elective. 1-21 Credit Hours.**ID 6100. Introduction to Graduate Studies in Industrial Design. 3 Credit Hours.**

Introduction to the theory and practice of graduate studies in Industrial Design in relation to human-centered design, assistive technology, interaction, product system design, usability, user experience, interface, and instructional design.

ID 6101. Human Centered Design. 3 Credit Hours.

This course examines design artifacts in relation to the human body, aging, disabilities, and environments with a perspective of human-centered methodology that includes data gathering, analysis, and usability.

ID 6102. Graduate Studio A. 4 Credit Hours.

Studio introduces the MID certificate in Design. The ID studio class stands at the heart of design education and professional practice. Industrial Design is considered from a strategic perspective. Assignments explore the business, technology and use experience components.

ID 6103. Graduate Studio B. 4 Credit Hours.

This course is a project-based ID studio that gives students an overview of and practice with the insights-driven, iterative ID process.

ID 6104. Rapid Design Vis. 2 Credit Hours.

This course trains students in the basics of sketching and free hand drawing needed in the Industrial Design studio environment.

ID 6105. Brand and Visual Design. 3 Credit Hours.

This course introduces the principles of branding and visual identity. It emphasizes branded experiences in a service/product/mobile context.

ID 6106. 3D Design Methods. 2 Credit Hours.

This course teaches students about the 3D digital tools needed to develop products for human form. By learning how to model, render and animate, students can better express their research, ideations and designs.

ID 6107. Integrated Product Design. 3 Credit Hours.

Introduction to smart products teaches students to create IOT products. Students work with sensors and signals, U/I design, and multi-platform prototyping.

ID 6108. Survey of Industrial Design History. 3 Credit Hours.

This course surveys the history of industrial design from the Industrial Revolution to contemporary times.

ID 6109. Human Factors and Ergonomics. 3 Credit Hours.

This course teaches students about the human perspective in design, research, and interactions with physical and interface products. Students learn about tools and techniques used instructional design, human-computer interaction, product design, user-centered design, and usability.

ID 6200. Industrial Design Graduate Studio I. 6 Credit Hours.

Graduate application of the design process to advanced multidisciplinary design problems. Experience in solving real design problems for consumer products.

ID 6201. Industrial Design Graduate Studio II. 6 Credit Hours.

Graduate-level application of the design process to advanced multidisciplinary problems.

ID 6211. Graduate Studio One. 4 Credit Hours.

This course introduces the design program philosophy, human-centered design and evidence-driven research from a strategic perspective. Assignments explore the technology, business, and user experience components in the design process and validate the final design with advanced usability tools and methods.

ID 6212. Grad Studio Two: Health and Wellness. 4 Credit Hours.

This course explores the application of systematic product design methods to projects that focus on the design of new and/or improved health products, interactions, and delivery of services.

ID 6213. Grad Studio Two: Interactive Products. 4 Credit Hours.

This course explores the application of systematic product design methods to projects that focus on the design development of new/or improved interactive or smart products.

ID 6214. Strategic Design Language. 3 Credit Hours.

Introduction to techniques to help designers clarify and support design ideas in a strategic business context by exploring methods to better leverage visual design skills.

ID 6215. Service Design. 3 Credit Hours.

This course introduces best practices of service design and focuses on the alignment and design of multiple brand touch points to optimize customer experience.

ID 6216. Service Design, Brand and Value Creation. 3 Credit Hours.

This course introduces students to how data gathering and analysis, perception, visual, product, interface, and service design align to optimize user experiences that drive business service and value creation.

ID 6271. Healthcare Design of the Future. 3 Credit Hours.

Introduction to research-based approaches to integrated healthcare design innovation.

ID 6400. Master's Project. 1-21 Credit Hours.

Under the guidance of a faculty member, students explore a design project that relates to advance theoretical research through a human perspective with a design and/or technology focus on a product. The project may include areas in instructional design, human-computer interaction, learning, neuroscience, perception, product design, user-centered design, and usability.

ID 6401. Visualizing Interaction. 3 Credit Hours.

Introduction to techniques that empower designers to plan and create effective and clear visual communication depicting the interaction and relationships between people, products, and services.

ID 6403. Intro to Thesis Studies. 3 Credit Hours.

This introduction to thesis course helps students understand the human-centered research methods, analytical tools, and design processes used in developing a thesis or project in graduate studies.

ID 6420. Advanced Sketching. 3 Credit Hours.

This class will focus on developing advanced, traditional (non-digital) sketching, rendering, and presentation techniques.

ID 6506. Parametric Product Modeling. 3 Credit Hours.

This graduate course focuses on advanced digital methods in product modeling for visual analysis, flexible design approaches and digital fabrication methods.

ID 6508. Shape Grammars. 3 Credit Hours.

Shape grammars are a powerful formal system for the generative description, interpretation and evaluation of designs.

ID 6509. Computation, Creativity and Design Cognition. 3 Credit Hours.

This course investigates computational methods, models, tools that support design creativity and cognition. Credit not allowed for both ID 6509 and ARCH 6509.

ID 6510. Design for Interaction: Working with New Technologies. 3 Credit Hours.

This course examines opportunities for designers to leverage visualization and prototyping methods to foster new applications of technology to enhance user experience in everyday life.

ID 6515. Interface Prototyping: Exploring Tools & Theories. 3 Credit Hours.

This course focuses on interface prototypes, how these are used throughout the design process and the variety of ways they can be created with different technologies. Through interface prototypes, students learn how to express their research, receive user feedback, explore user perceptions, and improve their designs.

ID 6520. Crafting Design Methods. 3 Credit Hours.

Traditional craftwork and how we can use material change, scale shifts, methods of manufacture, and algorithmic analysis to incorporate and revitalize these traditions into design.

ID 6620. Soft Goods Design. 3 Credit Hours.

This graduate course focuses on product opportunities highlighting user benefits from soft material integration.

ID 6753. Human-Computer Interaction Professional Preparation and Practice. 1 Credit Hour.

Preparation for a professional career in HCI. Hands-on workshops in resume and portfolio building, interviewing, public speaking, team work. HCI career choices and trajectories.

ID 6763. Design of Interactive Environments. 3 Credit Hours.

Investigate and design ambient, intelligent, interactive interfaces and computational applications in tangible and physical environment to support health, wellness and quality of life. Credit not allowed for both ID 6763 and COA 6763 or CS 6763.

ID 6800. Investigations of Universal Design in the Built Environment. 3 Credit Hours.

This course provides an advanced level to universal design focusing on the implications of ability on the usability of places, products, and systems for all individuals.

ID 6820. Web Design, Usability and Accessibility. 3 Credit Hours.

This course will teach students the fundamentals of web design and usability issues in online environments, with an emphasis on universal design principles and accessibility.

ID 6830. Wearable Tech for Health. 3 Credit Hours.

This course explores the future of wearable technologies for health by adopting various human-centered design methodologies to meet users' needs, abilities, and expectations.

ID 6998. HCI Master's Project. 1-9 Credit Hours.

Final project for students completing a Human-Computer Interaction master's degree in the Digital Media track. Repeatable for multi-semester projects.

ID 7000. Master's Thesis. 1-21 Credit Hours.

Under the guidance of a faculty member, students explore advance theoretical research through a human perspective in areas instructional design, human-computer interaction, learning, neuroscience, perception, product design, user-centered design, and/or usability.

ID 7655. Designing For Curiosity. 3 Credit Hours.

This course focuses on the development of research-through-design skills particular to their application in interaction design.

ID 8802. Special Topics in ID. 2 Credit Hours.

Special Topics in Industrial Design.

ID 8803. Special Topics. 3 Credit Hours.

Special Topics in Industrial Design.

ID 8804. Special Topics. 4 Credit Hours.

Special Topics in Industrial Design (lecture and supervised lab).

ID 8900. Special Problems. 1-21 Credit Hours.

Special problems in industrial design.

ID 8903. Special Problems in Human-Computer Interaction. 1-3 Credit Hours.

Small-group of individual investigation of advanced topics in human-computer interaction. Guided study and research.

ID 8997. Teaching Assistantship. 1-9 Credit Hours.

For graduate students holding graduate teaching assistantships.

ID 8998. Research Assistantship. 1-9 Credit Hours.

For graduate students holding graduate research assistantships.