

INDUSTRIAL DESIGN (ID)

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 behavior research and consumer products.

ID 6101. Human Centered Design. 3 Credit Hours.

This course examines design artifacts in relation to the human body, aging, disabilities, and environments.

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. Drawing. 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.

3D Design Methods teaches students body scanning, free form CAD software and 3D printing through an iterative design process.

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 will cover an introduction to the topics of Human Factors and Ergonomics and their practical application in the design of workplace products, consumer products and services.

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.

Studio introduces MID program philosophy. Industrial Design is considered from a strategic perspective. Assignments explore the business, technology and user experience components.

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

The application of systematic design methods to projects focused on the design of new and/or improved health products, services and interactions.

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

The application of systematic design methods to projects focused on the design development of new and/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 visual design, product design, and service design align to optimize user experiences that drive business.

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.

Student produces a product prototype that must meet with instructor's approval.

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 6420. Advanced Sketching. 3 Credit Hours.

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

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 the development of interactive prototypes for digital displays. Students learn how graphic and interactive design principles can be represented through prototypes.

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 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.

Provides students with the opportunity to pursue advanced research under the guidance of a faculty member.

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.