

# DESIGN (DESI)

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## **DESI 510. Materials and Methods Studio. 3 Hours.**

Semester course; 6 studio hours. 3 credits. Prerequisite: permission of program director. Studio course that develops skills in the use of materials, methods and technologies relevant to a broad range of activities pertaining to design.

## **DESI 511. Studio in Digital Design and Fabrication Technology. 3 Hours.**

Semester course; 2 lecture and 3 studio hours. 3 credits. Prerequisite: permission of program director. A studio-based examination of design research methods with emphasis placed on new technology of three-dimensional digital design and fabrication. The studio will utilize recently installed and existing facilities, faculty and resources at Digital Fabrication Lab at VCUQatar.

## **DESI 512. Studio in Visual Communications. 3 Hours.**

Semester course; 2 lecture and 3 studio hours. 3 credits. Prerequisite: permission of program director. A studio-based examination of design research methods with emphasis placed on time-based media production. The course is designed to provide a lab/studio opportunity for students to develop media skills while focusing on individual production, collaborative projects and critical discussion. The studio will utilize recently installed and existing facilities, faculty, and resources at Media Lab at VCUQatar.

## **DESI 520. Design Research Methodologies. 3 Hours.**

Semester course; 2 lecture and 3 studio hours. 3 credits. Prerequisite: permission of program director. A studio-based examination of design research methods with emphasis placed on linking knowledge, comprehension and application of historic and emerging methods of experimentation to generative and iterative studies.

## **DESI 601. Interdisciplinary Design Seminar. 3 Hours.**

Semester course; 3 lecture hours. 3 credits. A seminar to examine the theories and practices related to the contemporary designer's role in the technological, psychological, cultural and aesthetic environment. The seminar will include exploration of historical and contemporary art, architecture, communications, cultural theory and design criticism. The course involves intensive professional debate of various aspects of interdisciplinary design practice, ongoing group discussion, and exercises in critical writing. Professionals at the university and outside of the university will be invited for participation.

## **DESI 605. Design Strategies and Ethics for Business. 3 Hours.**

Semester course; 3 lecture hours. 3 credits. An investigation of precedents and potentials for application of design methods and processes to the development of business strategies and ethics.

## **DESI 611. Design Studio One. 6 Hours.**

Semester course; 12 studio hours. 6 credits. A topical studio focusing on research, experimentation and problem-solving methods from a cross section of design disciplines.

## **DESI 612. Design Studio Two. 6 Hours.**

Semester course; 12 studio hours. 6 credits. Studio course focusing on interdisciplinary, team-based approaches to identifying and solving advanced design problems.

## **DESI 613. Design Studio Three. 6 Hours.**

Semester course; 12 studio hours. 6 credits. Prerequisites: successful completion of 30 credits of graduate study and permission of the program director. Studio course focusing on experimentation, analysis and development of creative projects that directly contribute to a design brief to be used as a basis for the final thesis.

## **DESI 620. Design Thesis Research and Formulation. 3 Hours.**

Semester course; 2 lecture and 3 studio hours. 3 credits. Prerequisites: successful completion of 30 credit hours of graduate study and permission of the program director. Students examine applied research methods with emphasis placed on comprehension and analysis of case studies and then apply design research methods to test original proposals in a studio environment. Through development of design processes, students define an individual or team project of complex scope and intensity.

## **DESI 621. Design Research Studio: Leadership and Entrepreneurship. 3 Hours.**

Semester course; 1 lecture and 6 studio hours. 3 credits. Prerequisites: successful completion of 30 credit hours of graduate study and permission of the program director. Students evaluate emerging leadership methodologies by applying lessons from case studies and emerging fields of knowledge. Course provides collaborative and presentation opportunities.

## **DESI 630. Teaching Practicum in Design. 3 Hours.**

Semester course; 1 lecture and 6 practicum hours. 3 credits. Prerequisite: completion of 18 credit hours of graduate study. Exploration of philosophical, informational and technical aspects of design education. Observation, instruction and practice in teaching. Topics include effective teaching strategies, curriculum development, learning styles and evaluation techniques. Graded as P/F.

## **DESI 631. Design Internship. 3 Hours.**

Semester course; 1 lecture and 6 studio hours. 3 credits. Prerequisites: successful completion of 30 credit hours of graduate study and permission of the program director. Provides supervised practical work experience that is coordinated with professional designers under the guidance of the design faculty. Internship placement is based upon research interest. Graded as P/F.

## **DESI 690. Thesis Studio. 1-9 Hours.**

Semester course; variable hours (2 studio hours per credit; 1 seminar hour per 3 credits). 1, 3, 6 or 9 credits. Prerequisites: successful completion of 30 credit hours of graduate study and permission of the program director. This course will support and assist the student in the development and completion of the final thesis project. Executed under the supervision of a graduate adviser and review committee. Graded as S/U/F.

## **DESI 692. Interdisciplinary Design Research/Individual Study. 1-3 Hours.**

Semester course; 3-9 studio hours. 1-3 credits. May be repeated. The structuring, research, execution and presentation of an independent project in interdisciplinary design under the guidance of a faculty member.