

PRODUCT DESIGN (PRDN)

PRDN1014 | Industry and Profession | Seminar (1 Credit)

Industry and Profession explores the history, structure, and organization of design practices. Discover and develop communication and collaborative skills along with an appreciation and understanding of the unique roles of design disciplines.

PRDN3011 | Handheld Studio | Lecture/Studio (5 Credits)

Handheld Studio examines the use, function, and mechanics of everyday objects and reimagines the user experience. Emphasis is placed on research, ideation, prototyping, ergonomics, and illustration. Explore responsive design solutions through the use of fabrication techniques, materials properties, manufacturing processes, sustainability, and marketability.

PRDN4011 | Wearable Studio | Lecture/Studio (5 Credits)

Wearable Studio analyzes human-centered constraints of comfort through the design of a wearable device. Emphasis is placed on researching how, where, and when the user will wear the product and the entirety of the user experience. Examine relationships with embedded technologies and the interaction between users, use of materials, and controls.

Prerequisite(s): SODN3021

PRDN4021 | Capstone Studio | Lecture/Studio (5 Credits)

Capstone Studio explores a self-directed, comprehensive design project supported by design research and cultural and social contexts. Emphasis is placed on individual design philosophy, process, learning, working, and thinking associated with academic work and practice. Demonstrate design skills that synthesize a comprehensive and professional understanding to solve design problems through exploration and iteration.

Prerequisite(s): PRDN4011 And SODN4015