

DEPARTMENT OF APPAREL MERCHANDISING AND INTERIOR DESIGN

interior design studies

H168: Beginning Interior Design (3 credits)

Focus on critical and analytical ability, reasoned understanding and rational application of design elements and principles, development of vocabulary, attitudes and skills basic to design and interior design.

H191: Design Studies: Form & Function (3 cr.)

In this introductory course, students will learn about the decisions designers make to shape the objects they encounter everyday – and the effects of those decisions on those of us who interact with them. The course will feature lectures and hands-on projects examining designs as diverse as toothbrushes, iPods, bicycles, and buildings.

H263: Design Methods (3 cr.)

Introduction to the basic techniques of design research and evaluation, emerging trends in design thinking, and state-of-the-art design methodologies.

H265: Architectural, Interior, and Furniture Design Studies (3 cr.)

This course surveys the history of design at three scales: architecture, interiors, and furniture design. The underlying concepts behind historically prominent work, and the commonalities of design at different scales, will be reviewed. In addition, through the course, students will cultivate their own visual memory to guide their design thinking and work.

H268: Architectural Theories and Concepts (3 cr.)

Study of the philosophical, theoretical, historical, and conceptual ideas that have guided architecture and design since the later 19th century.

H271: Interior Design I – Three-Dimensional Interior Design (3 cr.)

Introduction to fundamentals of space design for human activity; space standards, programming, and graphic communication. Drawing and rendering in two and three dimensions, presentation methods, and design practices.

H272: Interior Design II – Space Design (3 cr.)

H490: Digital Portfolio Design (3 cr.)

This course is open to students from any design discipline who would like to produce a digital portfolio of their work. A variety of digital presentation techniques and approaches will be presented. The primary emphasis of the course will be on visual communication, usability, and accessibility.

fashion design

H211: Fashion Design I: Conceptualization (3 cr.)

Exploration of aesthetic and/or historical inspiration and foundation for developing a fashion line. Development of design philosophy and concepts leading to a fashion line for senior project.

H217: Fashion Design II: Interpretation (3 cr.)

Fundamental principles and processes of planning a fashion line, including interpreting design concepts and themes, designing and sketching ensembles, and coordinating fabrication, color, and texture.

H328: CAD for Apparel Merchandising (3 cr.)

Computer application for design, marketing, and merchandising in the apparel and textile industries. Includes color, graphics, prints, knits, and wovens. May be repeated with a different topic for a maximum of 6 credit hours.

DEPARTMENT OF THEATRE & DRAMA

theatre & drama

T125: Introduction to Theatrical Production

The objective of the course is to acquaint students with the methods, practices, and materials used in theatrical design and production. The course is divided into two components. The first half of the semester is an introduction to theatrical design with an emphasis on scenic design.

T230: Costume Design and Technology I

Introduction to theories, methodology and skills for costume design for the theatre, with laboratory component in basic costume technology skills and wardrobe.

T326: Scene Design I

Introduction to process of scene design, scene designer's responsibilities, scene problem solving, and exploration of visual materials and forms.

T335: Stage Lighting

Introduction to the process of determining and implementing a lighting design. Analytical skills, concept development, design methods, lighting technology, and practical applications are covered. Lecture and laboratory.

T426: Scene Design II

Work in line, color, and composition using historical conventions as the basis for contemporary scenic statements. Emphasis on period style and presentational forms.

T433: Costume Design II

Intensive study of costume design in mainstream theatre. Projects in collaborative aesthetics in design and practical application, rendering techniques and visual communication. No laboratory/technology component.

T438: Lighting Design

Stage lighting design concept development, presentation, and implementation are emphasized. Advanced lighting techniques and approaches. A practicum will be assigned.

SCHOOL OF FINE ARTS

introductory courses**F100: Fundamental Studio – Drawing (3 cr.)**

Development of visual awareness and coordination of perceptual and manual skills; seeing, representing, and inventing on an experimental, exploratory level in two dimensions. Includes placement, scale, volume, light, formal articulation, and investigation of graphic tools and media.

F101: Fundamental Studio – 3D (3 cr.)

Volume, space, material, and physical force studies provide the basis for exploration of three-dimensional form; includes carving, construction, and modeling, using wood, plaster, clay etc.

F102: Fundamental Studio – 2D (3 cr.)

Color, shape, line, and value structures are studied as the basis for exploration of two-dimensional spatial relationship; includes investigation of conventional and invented tools and media.

N110: Introduction to Studio Art for Non-majors (3 cr.)

Introduces non-majors to the elements and principles of visual language. Students will explore drawing, two-dimensional and three-dimensional design. Development of compositional skills that will result in a more sensitive aesthetic and sensibility. For non-majors who are exploring practice in the visual arts.

U401/U501: Depicting Landscape (3 cr.)

Students from both the arts and the social sciences learn how to see, represent, and analyze the landscape created by human activity. The course concentrates on street and road systems and introduces students to GIS (Geographic Information Systems) as well as using standard representational methods in fine arts.

Ceramics**S260: Ceramics I (3 cr.)**

A limited introduction to hand building, throwing, glaze mixing, and glaze application, including lectures on basic ceramic techniques. Critiques of student work. P: F100, F101, and F102.

S361 Ceramics II (3 cr.)

Continued practice informing and glazing, with the emphasis on wheel throwing, surface decoration, and kiln firing techniques. Lectures and critiques. May be repeated once. P: S260.

S461: Ceramics III (cr. arr.)

Further practice in ceramic techniques. Lectures and critiques. Topics vary with the instructor and/or year. May be repeated for a total of 20 credit hours. P: 6 credit hours in ceramics or consent of the instructor.

Drawing**S200: Drawing I (3 cr.)**

Preliminary course for advancement in drawing, stressing basic visual awareness; seeing, representing and technical command on a two-dimensional surface. Problems in handling placement, scale, space, volume, light, and formal articulation. P: F100, F101 and F102.

S301: Drawing II (3 cr.)

Intermediate course in drawing from the model and other sources. Emphasis on technical command of the media in conjunction with the development of visual awareness. Continued problems in the articulation of space, scale, volume, value, and linear sensitivity. P: S200

S401: Drawing III (cr. arr.)

Advanced drawing. Continuation of S301. May be repeated for a total of 20 credit hours.

S403: Anatomy for the Artist (3 cr.)

Intensive lecture/studio course describing all of the bones and muscles of the body. The emphasis is on joint movement and proportion. The areas of the body are divided into 3-D mass conception, bone and muscle description, and joint description. Students draw from the skeleton, plaster cadaver casts, and the human figure. P: F100, S200.

Fibers**S220: Textile Design I (3 cr.)**

An introduction to image-making with fiber processes. This survey course investigates a wide variety of materials and processes with the emphasis on their expressive potential. The surface design media include textile printing with stamps and silk-screens and resist-dye patterning techniques. The construction media include felting, loom weaving, and basketry techniques. P: F100, F101 and F102, or consent of instructor.

S311: Printed and Dyed Textile Design II (3 cr.)

Lacquer film silk screening of yardage and extensive designing in tie-dye and batik, followed in second semester with designing for liquid block-out screens and introduction to color separations, mixed media printing and color studies for vat dyes. May be repeated once. P: S220

S321: Woven and Constructed Textile Design II (3 cr.)

Designing for woven structures with studies of fibers, yarns, warp preparation, loom techniques, and pattern drafting. Exploration of two- and three-dimensional composition in conjunction with rug, appliqué, embroidery, and direct fabrication processes. May be repeated once. P: S220

S411: Printed and Dyed Textile Design III (cr. arr.)

Designing for photographic silk screens by direct emulsion method. Commercial hot dye technique. Followed in second semester with research in dye pastes, direct painting on fabrics, and skein dyeing with natural dyes. May be repeated for a total of 20 credit hours. P: S311.

S421: Woven and Constructed Textile Design III (cr. arr.)

Creative use of pattern weaves in contemporary textile construction. Study of yarn formation and advanced loom techniques. Research and exploration of tapestry structure in combination with drawing and designing. May be repeated for a total of 20 credit hours. P: S321

Graphic Design**S250: Introduction to Design Practice (3 cr.)**

Drawing and perception in the history and practice of visual communication, including a basic introduction to the field and exercises with pencil, marker, computer, and other tools, to produce symbols, letter forms, and symbol-letter combinations. P: F100, F101 F102.

S351: Typography and the Integration of Imagery (3 cr.)

Studies in visual communication concentrating on typography as it related to other design elements in practical design application. Processes include idea development and computer refinement. P: S250

S352: Production for the Graphic Designer (3 cr.)

A thorough set of practical exercises that combine design projects with related information about both presentation of ideas and printing of finished designs. P: S351 and consent of instructor.

S451: Graphic Design Problem Solving (cr. arr.)

Professional problem solving in graphic design. Using a variety of mediums to communicate messages, students apply processes from printing to multimedia as appropriate for directed projects. May be repeated for a total of 20 credit hours. P: S352 and consent of instructor.

S45?: History and Practice of Graphic Design (3 cr.)

P: S352 and consent of instructor.

Metalsmithing and Jewelry Design

S280: Metalsmithing and Jewelry Design (3 cr.)

Introductory course for exploring metalworking and jewelry design as a serious form of creative expression. Focuses on the basic techniques of piercing of metals, soldering, sheet metal construction, surface embellishment, mechanical joining, wire forming and forging, stretching of sheet metals and various metal finishing techniques. P: F100, F101, and F102, or consent of instructor.

S381: Metalsmithing and Jewelry Design II (3 cr.)

Extensive drawing, designing, and model making for exploring forms and ideas in metal and mixed media, either as jewelry, hollow ware, flatware, boxes, or small-scale sculpture. Focuses on techniques of angle raising, repousse and chasing, forging of flatware, stone setting, and lost-wax casting. May be repeated for a maximum of 6 credit hours. P: S280

S481: Metalsmithing and Jewelry Design III (cr. arr.)

Improves and expands knowledge and skill in metalsmithing and jewelry design. Advanced techniques include patination of metals, surface embellishments, stone setting, chain making, and advance metal finishing. Guidance toward developing a personal artistic aesthetic and philosophy. May be repeated for a total of 20 credit hours. P: S381

SCHOOL OF EDUCATION

Instructional Systems Technology

R519: Effective Writing for Instructional Technology (3 cr.)

Emphasis is a reader-centered writing in the creation of instructional materials. Additionally, students will develop skills in writing business as well as technical proposals and reports using suitably direct and simple language.

R521: Instructional Design and Development I (3 cr.)

Introduces the instructional systems development process, from analysis through evaluation and implementation, and includes practice in all phases. Emphasizes design issues such as classification of learning tasks, selection of instructional strategies, and development of prototypes. Students practice the design of effective and appealing instruction based on principles from instructional theory.

R541: Instructional Development and Production Process I (3 cr.)

Given a design plan for a simple interactive product, student teams are introduced to the entire multimedia production process. Emphasizes basic skills in writing, graphic design, interface design, scripting, prototyping, editing, formative evaluation, quality assurance and complementary teamwork. Laboratory use of text, still image, authoring and presentation software.

R542: Instructional Graphics Design (3 cr.)

Introduction to instructional graphics design. Promotes visual thinking and problem solv-

ing with an emphasis on multimedia based application for instructional learning environments. Focuses on message design principles, specifically as they relate to graphic design. Explores the philosophy and use of appropriate technology.

R547: Computer-Mediated Learning (3 cr.)

Intermediate level course on design, development and formative evaluation of computer-mediated learning programs. Instructional design strategies based on research on effective practice are emphasized. Students use software development tools to create and evaluate interactive lessons including questions for assessing learning achievement.

R622: Learning Environments Design (3 cr.)

Principles and practice of environmental design. Study of interrelationships among environmental variables. Use of decision models in the design process. Design, construction, and testing of learning environments representing alternative profiles of variables.

R641: Instructional Development and Production Process II (3 cr.)

Given an instructional problem, student teams create a design plan for an interactive product and complete the instructional development process. Emphasizes intermediate skills in writing, graphic design, interface design, scripting, prototyping, editing, formative evaluation, quality assurance, and teamwork. Laboratory use of audio and motion video software.

SCHOOL OF INFORMATICS

I541: Human-Computer Interaction Design (3 cr.)

Human-Computer Interaction Design (HCID) describes the way a person or group accomplishes tasks with a computer - what the individual or group does and how the computer responds; what the computer does and how the individual or group responds. Sometimes known as "interface design," HCID becomes increasingly important as computing intelligence and connectivity spread ubiquitously to home, work, and play environments. This course will be organized around a collection of readings and three design projects concerned with applying human-computer interaction principles to the design, selection, and evaluation of interactive systems.

I543: Usability and Evaluation Methods for Interaction Design (3 cr.)

Students will learn basic concepts and methods for usability studies and evaluation of interactive systems as well as apply those methods to actual system design evaluations. This course is not only for understanding the basics and traditional approaches in this area, but also for exploring new ways of evaluating the usability of state-of-the-art technology-based systems such as systems in ubiquitous computing, CSCW, tangible and social computing areas.

I561: Human-Computer Interaction Design II (3 cr.)

This course is a continuation of Human-Computer Interaction Design I, emphasizing the justification of design effectiveness.

I604: Human Computer Interaction Design Theory (3 cr.)

The course will explore, analyze, and criticize underlying assumptions and the rationale behind some of the most influential theoretical attempts in HC and related fields. The purpose of the course is to make students aware of how theories can influence practice and to develop critical thinking around the role, purpose, and function for theories.

I624: Advanced Seminar I in Human-Computer Interaction (3 cr.)

Introduces students to major historical, contemporary and emerging theories, methods, techniques, technologies and applications in the field of Human-Computer Interaction. Students will explore relevant and influential research, results and applications. Students will develop an understanding of leading research approaches and paradigms, and will design an independent research program in relation to their individual research fields and personal interests. P: Advanced graduate standing or consent of instructor.

I634: Advanced Seminar II in Human-Computer Interaction (3 cr.)

Introduces students to major historical, contemporary and emerging theories, methods, techniques, technologies and applications in the field of Human Computer Interaction. Students will explore relevant and influential research, results and applications. Students will develop an understanding of leading research approaches and paradigms, and will design an independent research program in relation to their individual research fields and personal interests. P: Advanced graduate standing or consent of instructor.

I694: Thesis/Project in Human-Computer Interaction (1-6 cr.)

The student prepares and presents a thesis or project in an area of Human-computer interaction. The product is substantial, typically multi-chapter paper, or a carefully designed and evaluated application, based on well-planned research or scholarly project. Details are worked out between the student and sponsoring faculty member. May be repeated for credit.

SCHOOL OF HEALTH, PHYSICAL EDUCATION AND RECREATION**Ergonomics****K591: Participatory Ergonomics**

This course presents facilitation methodologies employed by ergonomic change teams. A collaborative model will be emphasized in this course. Models, basic principles and skills practice will be offered in four areas: organizational change, data collection, group process, and training development.

K596: Industrial Design

This course surveys the traditional relationship of Industrial Design and Ergonomics. Students are required to examine how aesthetic and functional needs direct people to create, use, and modify their physical environment.

K589: 3-D Modeling

This course develops a basic understanding of the CAD process for Rapid Prototype production. Students will be instructed in the use of 3D CAD software for research and professional settings.

K598: Ergonomics

This is an advanced level course that focuses on research and experimentation to determine the interaction between specific human physical traits and design of tasks, equipment, and environments with the goal of matching human capabilities with demands through the application of ergonomics methods and techniques.

K599: Cognitive Ergonomics

This course is designed to provide an advanced level review of the cognitive principles of this science by presenting a systematic application of relevant information about human capabilities, limitations, and behaviors with regard to the design of machines and their use within specific environments. Emphasis will be placed on the interactive nature of human machine systems from an information processing perspective, and the development of ergonomic models and techniques used to assess the design of modern workplaces.

SOCIOLOGY

S101: Sociology: Envisioning the City (3 cr.)

In this introduction to urban studies students learn how to see, represent and analyze the built environment. Using Bloomington as the site, they design responses to two current social problems: overweight and obesity, and residential segregation.