DESIGN

Overview

The Design Program within the Tulane School of Architecture and Built Environment introduces students to the discipline of design as a visual language and a mechanism for positive change. Students learn vital skills of creative problem-solving through a rigorous curriculum that combines tactile and digital experimentation.

The Design Program offers a major and a minor, both intended to provide students with an interdisciplinary approach to design thinking and making. Rather than offering a single design focus, our program touches upon multiple design disciplines including graphic, textiles, industrial, interior—encouraging the building of relationships between design innovation and engagement with society, culture, and the built environment. The program cultivates values of curiosity, creativity, and empathy as future-oriented skills that prepare students for challenges of an evolving world.

For questions the program, please visit the Design Program pages (https://architecture.tulane.edu/academics/design/) on the School of Architecture and Built Environment's website.

Programs

Undergraduate

Major

- Design, BA (https://catalog.tulane.edu/architecture/design/design-ba/)

Minor

- Design Minor (https://catalog.tulane.edu/architecture/design/design-minor/)

Courses

Design (DESG)

DESG 1005 Fundamentals of Design & Making (4)
Project-based course that provides an introduction to the fundamentals of the iterative design process, focusing on cultivating the visualization and communication skills necessary to analyze design problems and to synthesize creative solutions. Students work in a collaborative, studio environment and will have an introduction to various types of 2D and 3D design media, both analog and digital. Students maintain an active sketchbook throughout the course, though no previous drawing experience is required.

DESG 1105 Intro Design/Creative Thinking (3)
This course will offer a broad introduction to the fundamental principles of design, visual communication, and creative problem-solving. Students will gain a greater understanding and appreciation for design by looking deeply and analytically at the constructed world around them. From the scale of the body to the scale of the city, course content will explore two-dimensional and three-dimensional design as a vehicle for considering the aesthetics and utility of man-made objects. No prerequisites are necessary.

DESG 1110 Introduction to Design History (3)
This course comprehensively explores the evolution of design throughout history, encapsulating profound concepts spanning from prehistory to the modern era. Serving as a foundational platform, it invites students to cultivate and nurture their intellectual curiosity regarding material culture and our engagement with, comprehension of, and enhancement of it. Design history delves into the multifaceted influences of social trends, historical events, technological advancements, architecture, and the fine arts on contemporary design. Employing a pedagogical approach encompassing lectures, visual examples, creative workshops, independent research, and written assessments, students will acquire an understanding of printed media, typography, as well as interior, graphic, and fashion design. The curriculum highlights designed objects considered pivotal by scholars, covering diverse topics such as 20th Century Design, Design in America, BIPOC and Under-Represented Designers, and the Earliest Makers.

DESG 1880 Foundations of Textile Construction (4)
This course is an introduction to textile and fashion design. Students will develop their creativity and ideation skills as they explore the fashion design process, from concept development to final presentation. Students will be introduced to the history of textiles, fabric properties, color theory, and pattern design with industry-standard techniques. They will also learn how to generate and refine ideas for sustainability and technology in textile and fashion design. This course includes a lab component for production including garment construction, prototyping, textile engineer printing, and use of the Textile Lab's Juki industrial sewing machines.

DESG 1930 Special Topics (0-6)
Special Topics in Design

Course Limit: 99

DESG 1940 Transfer Coursework (0-20)
Transfer coursework at the 1000 level. Departmental approval may be required.

Maximum Hours: 99

DESG 2005 Design Studio I (4)
This 4-credit design studio is one in a series of three sequential design studios that offer interrelated lessons to advance knowledge and skill sets in analog and digital design. The curriculum engages a variety of project-based exercises that emphasize creative problem-solving, visual communication, and spatial composition. Studios will build upon one another as students learn to develop large-scale drawings, physical models, digital models, and calibrated images to explore the relationship between the virtual and physical in contemporary design production.

Prerequisite(s): DESG 1110 and 2305.

DESG 2120 Design for Rebellion (3)
In this class, students will learn how outsider groups use social innovation, art, fashion, music, creative communications, and serious play to subvert the status quo, protest injustice, express their values, and change the world. Students will explore the history and future of design's role in the inception, growth (and occasional demise) of outsider groups, focusing on the American culture of rebellion over the past century. We will look deeply at groups concerned with equity and power like the Black Panthers, the Chicanx power movement, punk rock, Occupy, and burgeoning groups of today. Through dynamic lectures, active discussions, and creative projects, students will explore the potential of design to redistribute power and reshape our world. This class is designed for all undergraduates, no design or artistic experience is needed.

DESG 2305 Visual Communication & Advocacy (4)
This course explores graphic design as a tool for communicating information and advocating for various purposes, in both print and digital forms. Students will gain skills in Adobe Creative Cloud programs including Illustrator, In Design, and Photoshop. The course will cover topics such as visual analysis and design research methods, informational hierarchy and typographic layout, and how to effectively apply design principles to create impactful visual communication and elicit a meaningful audience response. Coursework will be largely project based, with lectures, demos, group critique, and in-class lab time included.

Prerequisite(s): ARCH 1011 or (DESG 1005 and 1105).

DESG 2510 Portfolio Skills Lab (1)
In this class, students will create a clear vision for their professional future and develop a competitive online portfolio. Students will focus on identifying and filling gaps in their work to help achieve their dream internship, job, or advanced degree. Assignments include portfolio development and a self-driven project that combines students' unique interests, professional aspirations, and needs of their portfolios. Class time will be a mix of discussion, feedback sessions, and short creative exercises, including fast-paced in-class activities that will generate content quickly. This class is appropriate for both beginning and advanced students of all creative disciplines (design, animation, photography, etc.) with or without an existing portfolio.

Prerequisite(s): DESG 1005.
Course Limit: 99

DESG 2705 Design & Society (3)
Conversations about design often focus on an individual object. Yet, design's impact goes beyond the scale of an individual object and physical form at any scale is shaped by historic, cultural, economic, and social forces. This course will use topical case studies to investigate the role of design in society. A focus on the relationship between lived experience and design will allow the course to consider the roles and responsibilities of designers to address issues ranging from affordable housing to climate change and larger questions of inequity and accessibility. Overall, the course will look at policies and programs, natural and built environments, fashion and products and people and space relationships. The course will examine these and many other subjects with a focus on specific populations meant to explore global and local relationships within the purview of the past, present and future.

Prerequisite(s): DESG 1005 and 1105.

DESG 2890 Service Learning (0-1)
Students complete a service activity in the community in conjunction with the content of a co-requisite course.

Maximum Hours: 99

DESG 2930 Special Topics (0-6)
Special Topics in Design

Course Limit: 99

DESG 2931 Special Topics (0-6)
Special Topics in Design

Course Limit: 99

DESG 2940 Transfer Coursework (0-20)
Transfer coursework at the 2000 level. Departmental approval may be required.

Maximum Hours: 99

DESG 3005 Design Studio II (4)
This 4-credit design studio is one in a series of three sequential design studios that offer interrelated lessons to advance knowledge and skill sets in analog and digital design. The curriculum engages a variety of project-based exercises that emphasize creative problem-solving, visual communication, and spatial composition. Studios will build upon one another as students learn to develop large-scale drawings, physical models, digital models, and calibrated images to explore the relationship between the virtual and physical in contemporary design production.

Prerequisite(s): DESG 2005.

DESG 3010 Prototyping (4)
This upper-level course draws upon foundational design skills from studio prerequisites to explore form-making through physical prototypes. Students will first analyze an archetype (e.g, stool, table, sawhorse), then will work to develop concepts, uses, and formal qualities to be tested on their own design. The iterative process will include material studies, physical and digital model-making, and constructed fabrication drawings that inform individual projects at full scale. Understanding design as inseparable from making is central to this course. The final builds are simultaneously a studied work and an object for refinement.

Prerequisite(s): ARCH 1012 or DESG 2005.

DESG 3120 Textual & Tactile: Writing for Designers (3)
This course develops writing skills for aspiring design professionals, exploring real scenarios that call for translating visual and perceptual ideas into the written form. Projects will include design analyses, artist biographies, mission statements, and grant proposals. We will approach writing as an endeavor to explain something, both to ourselves and to others. Students will regularly practice expository writing on three levels: writing for personal expression; writing as discourse; and writing for community engagement.

Prerequisite(s): ENGL 1010 and (ARCH 1110, DESG 1105 or 1110).

DESG 3320 Designing with Dynamic Data (4)
This course will explore how design thinking can be applied to organize and effectively communicate complex data in order to create powerful and cohesive visual stories. After designing still-image infographics, students will explore how time-based media can add deeper viewer comprehension. Students will expand their confidence in Adobe Illustrator for graphic creation and infographic design, and will be introduced to Adobe AfterEffects for motion graphics. Bring your own laptop; Adobe software access will be provided. Coursework will be largely project based, with lectures, demos, group critique, and in-class lab time included.

Prerequisite(s): DESG 2305.

DESG 3940 Transfer Coursework (0-20)
Transfer coursework at the 3000 level. Departmental approval may be required.

Maximum Hours: 99

DESG 4005 Design Studio III (4)
This 4-credit design studio is one in a series of three sequential design studios that offer interrelated lessons to advance knowledge and skill sets in analog and digital design. The curriculum engages a variety of project-based exercises that emphasize creative problem-solving, visual communication, and spatial composition. Studios will build upon one another as students learn to develop large-scale drawings, physical models, digital models, and calibrated images to explore the relationship between the virtual and physical in contemporary design production.

Prerequisite(s): ARCH 2022 or DESG 2005.

DESG 4560 Design Internship (1-3)
Open to upper level students in good standing, the Design Internship course provides students with an opportunity to reinforce and expand their skills and knowledge through professional internship experiences during the course of their studies. Students must consult with the Design Major Advisor to get approval for selected work assignment prior to registration.

Course Limit: 2

DESG 4570 Design CPS Internship (1-3)
This course is for students pursuing an internship in Design via the Public Service Internship Program managed by the Center for Public Service (CPS). The student must apply directly to CPS by the predetermined deadline. If the internship is approved, CPS will coordinate registration with the Design Program. Students must contact the Center for Public Service for additional information.

DESG 4890 Service Learning (0-1)
Students complete a service activity in the community in conjunction with the content of a co-requisite course.

Maximum Hours: 99

DESG 4910 Independent Study (1-6)
The Independent Study course gives upper-level undergraduate students an opportunity to work with a faculty advisor to pursue a personal academic interest with greater focus. Qualified students must develop a syllabus and schedule with the help of the faculty advisor. The course must be approved by the Design Major Advisor prior to registration.

DESG 4930 Special Topics (0-4)
Special Topics in Design. These are newly developed courses or courses taught by visiting faculty. Title and content may vary by semester. See the Schedule of Classes for specific offerings. Course may be repeated unlimited times for credit.

Course Limit: 99

DESG 4931 Special Topics (1-6)
Special Topics in Design

Maximum Hours: 99

DESG 4932 Special Topics (0-4)
Special Topics in Design

Maximum Hours: 99

DESG 4933 Special Topics (1-6)
Special Topics in Design.

Corequisite(s): DESG 4931.

DESG 4940 Transfer Coursework (0-20)
Transfer coursework at the 1000 level. Departmental approval may be required.

Maximum Hours: 99

DESG 4950 Senior Capstone (1-3)
The capstone seminar provides a forum for seniors in the Bachelor of Arts Design degree major to synthesize their undergraduate work in Design through a culminating project with the guidance of a faculty member. The final design product may involve 2D and/or 3D visual representation. As students reach the zenith of their undergraduate design education, this final course challenges students to reflect, integrate conceptual knowledge, and apply innovative design thinking to solve a single complex problem. Students will also engage in discussion of professional practices and design ethics, and will curate their formal design portfolio.

Prerequisite(s): DESG 3005 or 4005.

DESG 4990 Honors Thesis (3)
For especially qualified seniors with approval of the faculty director. Students are generally expected to have a minimum of a 3.400 overall grade-point average and a 3.500 grade-point average in the major.

DESG 4991 Senior Honors Project in Fine Arts (3)
Senior Honors Project in Fine Arts

DESG 5000 Honors Thesis (4)
For especially qualified seniors with approval of the faculty director. Students are generally expected to have a minimum of a 3.400 overall grade-point average and a 3.500 grade-point average in the major.

Prerequisite(s): DESG 4990.

DESG 5001 Senior Honors Project in Fine Arts (3)
Senior Honors Project in Fine Arts

Prerequisite(s): DESG 4991.

DESG 5380 Junior Year Abroad (1-20)
Semester Abroad. Course may be repeated up to unlimited credit hours.

Maximum Hours: 99

DESG 5381 Junior Year Abroad Studio (1-20)
Semester Abroad Studio Course.

Maximum Hours: 99

DESG 5390 Junior Year Abroad (1-20)
Semester Abroad. Course may be repeated up to unlimited credit hours.

Maximum Hours: 99

DESG 5391 Junior Year Abroad Studio (1-20)
Semester Abroad Studio Course.

Maximum Hours: 99

DESG 5980 Junior Year Abroad (0-20)
Semester Abroad. Courses may be repeated up to unlimited credit hours.

Maximum Hours: 99

DESG 5990 Junior Year Abroad (0-20)
Semester Abroad. Courses may be repeated up to unlimited credit hours.

Maximum Hours: 99

DESG 6930 Special Topics (1-3)
Special Topics in Design. These are newly developed courses or courses taught by visiting faculty. Title and content may vary by semester. See the Schedule of Classes for specific offerings. Course may be repeated unlimited times for credit.

Course Limit: 99