DESIGN

Overview
The Tulane School of Architecture's Design Program introduces students to design as a visual language and a mechanism for positive change. Students learn to integrate multiple aspects of a problem and respond with interdisciplinary solutions to address challenges of an evolving world.

The Design Program offers a major and a minor. Both are intended to provide students with an interdisciplinary approach to design thinking and creative problem-solving. Our curriculum touches upon all facets within the design discipline (e.g. graphic, fashion, industrial, interior) building relationships between design innovation and engagement with society, culture, and the built environment.

For questions regarding admissions, or to contact the Program Director, please visit the Design Program pages (https://architecture.tulane.edu/academics/design/) on the School of Architecture'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 SRED Honors Thesis (3)

DESG 1005 Fundamentals of Design & Making (4)
Introduction to the fundamentals of iterative design process. Students will analyze design problems at three scales; human scale, building scale and urban scale and will synthesize creative solutions through two and three-dimensional medium in the intimate student learning environment.

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 introductory course will survey the history of designed objects and surfaces from prehistory to the modern period. Design history considers the influences of social trends, historical events, technological developments, and the fine arts on contemporary design. Through lectures, visual examples, independent research, and written assessments, students will gain knowledge of printed media, typography, interior architecture, and designed objects. Topics include the Materiality of Writing Systems from Sumeria to the Andes, World Manuscripts and Book Design, Early Modern Indian Textiles and Global Commerce, the Bauhaus, Corporate Design, Afro-Futurism, and the Digital.

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 1005.
DESG 2012 Design Studio (6)
This spring semester design studio explores the role of form and geometry in space. The curriculum is comprised of three interrelated lessons that advance knowledge and skill sets in manual and digital methods. Each lesson will culminate in an independent project and final review. Students will develop large-scale drawings, physical models, and images as sites to explore the relationship between the virtual and physical in contemporary design production. Computer-aided design (CAD) software will be introduced as a medium of production for drawing, modeling, and representation. The software, Rhino 6, will be introduced through a series of in-studio workshops throughout the semester to impart a basic set of principles for using software as a design and drawing tool. Prerequisite(s): DESG 2305

Prerequisite(s): DESG 2305.

DESG 2305 Visual Comm & Advocacy (4)
This course explores graphic communication as a tool for displaying and visualizing information in presentations and publications, through the use of various Adobe Creative Cloud programs such as Illustrator, InDesign, and Adobe Spark. Students will cover topics such as data visualization, informational hierarchy, and how design principles impact the effectiveness of visual communication. Coursework will be largely project based with a dedicated lab time built into each class meeting. Prerequisite(s): DESG 1005 and 1105.

Prerequisite(s): DESG 1005* and 1105*.
* May be taken concurrently.

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. Prerequisites: DESG 1005, 1105

Prerequisite(s): DESG 1005* and 1105*.
* May be taken concurrently.

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.

Prerequisite(s): DESG 2005.

DESG 3010 Prototyping Solutions (3)
This upper level course will explore the specific manifestations of a design challenge whether visual, physical, systems based, or multivalent. Content areas will include analysis of case studies to yield understanding of design process, sequence, material properties, production techniques, and functional requirements of solutions. Critical iteration and testing will be the fundamental approach across all projects and exercises. Prerequisites: DESG 2012* (*May be taken concurrently)

Prerequisite(s): DESG 2012*.
* May be taken concurrently.

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): DESG 3005.

Prerequisite(s): DESG 3005.
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.

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 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 (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

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

Maximum Hours: 99

DESG 4950 Senior Capstone Project (1)
The capstone seminar provides a forum for seniors in the Bachelor of Arts Design degree major to synthesize their undergraduate work in Design through an interdisciplinary project engaging content from another subject area. This is a course devoted to the development of a capstone project and is a required component of the Bachelor of Arts in Design major. Under supervision of a faculty advisor in Design, students use the tools of design process to solve a contemporaneous problem from the academic content area of an elective at the 3000 level or above. The project goal is to develop solutions and communicate these ideas through presentation of 2D and/or 3D visual representation. The co-requisite elective must be approved by the Design Major Advisor. Prerequisites: DESG 2012* (*May be taken concurrently)

DESG 4990 Honors Thesis (3)
DESG 5000 Honors Thesis (4)

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