

Multi-Disciplinary Design Course Map as of Fall 2024

	Design Foundations (DF)		Major Year 1		Major Year 2		Major Year 3	
	Fall	Spring	Fall	Spring	Fall	Spring	Fall	Spring
<b>Studio</b>	<b>ARCH 2630*</b> Design Foundations Workshop 3.0 cr /FF		<b>DES 3510*</b> Design Product Studio I 6.0 cr	<b>DES 3515*</b> Design Research Studio II 6.0 cr	<b>DES 3520*</b> Design Product Studio II 6.0 cr	<b>DES 3525*</b> Design Research Studio II 6.0 cr	<b>DES 4510</b> Senior Design Studio 6.0 cr	<b>DES 4515</b> Senior Design Studio 6.0 cr
<b>Design Core</b>		<b>DES 2615*</b> Introduction to Design Thinking 3.0 cr /FF	<b>DES 2700</b> Visual Strategy 3.0 cr	<b>DES 2810</b> Design History Theory 3.0 cr				
	<b>DES 2630*</b> Design Contexts 3.0 cr /FF		<b>DES 2830</b> Human Factors 3.0 cr	<b>DES 2820</b> Design Research Methods 3.0 cr				
<b>Design Track + Electives</b>					<b>DES Track</b> Product or Digital 3.0 cr	<b>DES Track</b> Product or Digital 3.0 cr	<b>DES Track</b> Product or Digital 3.0 cr	
					<b>DES Elective</b> Product or Digital 3.0 cr	<b>DES Elective</b> Product or Digital 3.0 cr		
<b>Exploration</b>		<b>CMP 2010*</b> Design Ecologies 3.0 cr /BF						<b>Internship</b> Approved by Chair non-credit
<b>University Graduation Requirements</b> (Suggested order)	<b>American Insts. (AI)</b> 1 course	<b>Writing (WR2)</b> 1 course	<b>Life Sciences (LS)</b> 1 course	<b>Humanities (HF)</b> 1 course	<b>Upper-level writing (CW)</b> 1 course	<b>Physical Sciences (PS)</b> 1 course	<b>International (IR)</b> 1 course	<b>Diversity (DV)</b> 1 course
	<b>Writing (WR1)</b> 1 course	<b>Quantitative Literacy (QL)</b> 1 course					<b>Methods (DI or QI)</b> 1 course	<b>Social Science (BF)</b> 1 course

# UNDERGRADUATE CURRICULUM

in the **Division of Multi-Disciplinary Design**

The undergraduate Bachelor of Science in Multi-Disciplinary Design explores product design in three categories: physical, digital, and platform. The program encompasses a curriculum with four substantive areas applicable to product design education: Studio, Technical, History/Theory, and Practice. MDD engages our students to compete in an ever increasingly complex work environment with a thorough understanding of ethical conduct and social responsibility through these specific concepts of: inquiry and project-based learning, critical thinking skills, problem solving, visual strategy, innovation, design leadership, team building, and collaboration, identifying opportunity for impact, design research, and human centered design principles.

## Design Application Process

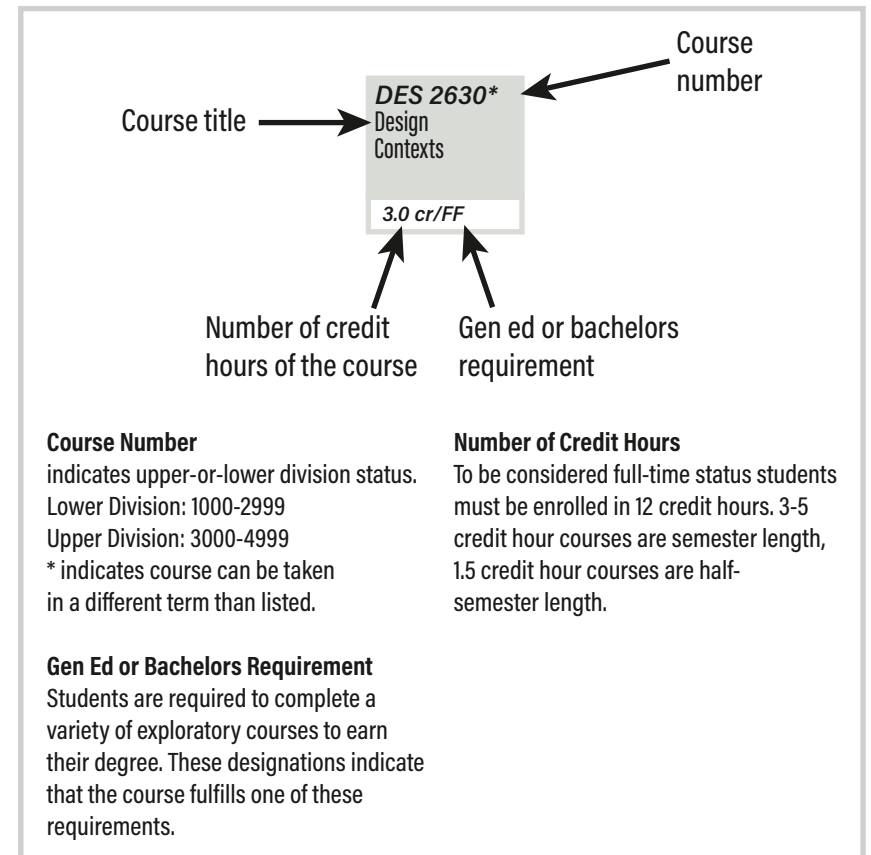
The BS in Multi-Disciplinary Design is a “closed major” in which students must complete a supplemental application to be admitted into the degree program. Before applying, students complete a series of pre-requisite foundations courses to develop primary design skills and understandings. The application process occurs each spring semester of the academic year. Students who wish to apply either from within the university, or as a transfer student from another institution must complete the entire application process. Students will submit a resume, personal statement, and portfolio which will then be reviewed by program faculty for admission.

## University of Utah Applicants

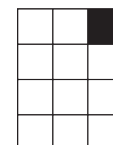
Students who complete the design foundations curriculum at the University of Utah that are subsequently admitted into the BS program are accepted with 3 years of coursework before graduation.

## Transfer Applicants

Students who are transferring from another institution to complete the BS degree will have their prior coursework reviewed to evaluate placement into the program. Please note, not all credits are guaranteed to transfer dependent on learning outcomes.



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