# DESN – DESIGN

**DESN 110**
**Design Studio I: Visual Organization, Composition and Visual Language**
**3 Credits       Weekly (2-2-0)**
This course introduces the foundational elements and principles of two- and three-dimensional form as they relate to visual communication. Design process and problem solving through project-based studies are emphasized as students acquire the fundamentals of visual language, composition and colour. This course also introduces students to the principles of visual perception and communication theory.

**DESN 120**
**Design Software I**
**3 Credits       Weekly (2-2-0)**
This course introduces the digital work environment of a visual communication designer. Students develop a foundation of software skills while attending to best practices of reliable organizational and file management habits, suitability of software application for a variety of production outcomes and technology problem solving skills.

**DESN 131**
**Typography I**
**3 Credits       Weekly (2-2-0)**
Students are introduced to the history of letterforms, and the use of typography as it relates to visual communication design. Terminology, systems of measurement, type families and classification are explored, while students study the structure and layout of the printed page. There is special emphasis on the fundamentals of legibility, readability and hierarchies of information, while the typographic grid is introduced and put into practice in basic layouts. Students experiment as well with the expressive potential of type as image. Note: Students cannot obtain credit in both DESN 131 and DESN 230.
*Prerequisites: DESN 110 and DESN 120.*

**DESN 150**
**Image Structure and Meaning**
**3 Credits       Weekly (2-2-0)**
Students develop visual sensitivity through the creation of static and dynamic images using photography and video. Composition, framing, viewpoint and use of light are studied and practiced as students visually explore the world around them. Students research a range of subject matter in order to develop a message as well as compose, shoot and edit photographs and video. Special consideration is given to the relationship between composition and communicative value. This course also introduces students to the basic principles of communication theory and selected aspects of the history of the lens arts.

**DESN 171**
**History of Visual Communication Design**
**3 Credits       Weekly (3-0-0)**
The history of visual communication design from antiquity to the present is explored through discussion of the development of visual language; the relationships between fine arts and the commercial arts; technological, socio-cultural and theoretical innovations that influence visual communications; graphic style; and, the social and political climates that defined each era. Students discover the works of graphic design, movements, styles, principles and theories. Credit may be obtained in only one of DESN 270 or DESN 171.
*Prerequisites: ENGL 102.*

**DESN 200**
**Drawing for Illustration**
**3 Credits       Weekly (2-2-0)**
Students explore the communicative potential of illustration as a visual medium. The human figure, natural and manufactured forms are rendered through traditional illustration techniques. Through creative, aesthetic and expressive choices, students are challenged to resolve the illustration of visual concepts.
*Prerequisites: ARTE 110.*

**DESN 203**
**Concept Visualization**
**3 Credits       Weekly (2-2-0)**
This course fosters creative thinking through brainstorming, rapid visualization, sketching and storyboarding. Design concept and ideation are emphasized as students are challenged to express original ideas on paper. Students develop a visual vocabulary for the exploration and representation of ideas through the study of line, gesture, media and mark-making, observational exercises and other drawing techniques. Note: Students cannot obtain credit in DESN 203 and DESN 100 or DESN 103.

**DESN 205**
**Design Studio II: Process, Audience, and Context**
**3 Credits       Weekly (2-2-0)**
This course introduces students to design thinking. The role of the designer, design research, and design process are introduced in a project-based context, as students are challenged to develop concepts, rationales and basic formal solutions to real-life design problems. Principles of visual communication theory are introduced. Students who have taken DESN 210 cannot receive credit for this course.
*Prerequisites: DESN 110, DESN 120, DESN 150.*

**DESN 220**
**Design Software II**
**3 Credits       Weekly (2-2-0)**
Students gain a professional understanding of file assembly techniques, refining their ability to build and manage complex production files for digital and offset output. Students study the functions of, and relationships between, software production applications used in the design and pre-press stages of current printing and publishing technologies. Multi-page print and dimensional projects allow for advanced application and integration of typography, illustration, image production and manipulation, colour, bindery, and finishing techniques. Note: Students cannot obtain credit in both DESN 220 and DESN 210.
*Prerequisites: DESN 120.*

**DESN 231**
**Typography II**
**3 Credits       Weekly (2-2-0)**
Students continue the study of typography as an essential component of visual communication design. This course advances knowledge of the interrelationship of content and form, while exploring the integration of type and image, the use of grid systems, and the expressive potential of typography. There is special emphasis on analysis of content and concept; organization of information and visual hierarchy; legibility and readability; excellence in the mechanics of type; and the application of typographic systems for a variety of publication types. Principles of the design of information and the display of quantitative data are introduced. Students also further develop software skills to adhere to industry standard practices of production. Note: Students cannot obtain credit in both DESN 231 and DESN 330.
*Prerequisites: DESN 131 and DESN 203.*

**DESN 240**
**Introduction to Digital Experience Design**
**3 Credits        Weekly (2-2-0)**
Students are introduced to the field of user experience design, applying design processes, methods and visual design skills to the creation of digital products such as websites and software applications (apps). Students learn to recognize audience behaviours, translate them into user goals and tasks, and incorporate these tasks into visual interface designs. Interface designs may be translated into clickable prototypes using industry-standard tools. While developing creative and technical skills in the medium, students design and manage digital projects from research to conceptualization to refined designs. Note: Credit can only be obtained from one of the following: CMPT 250, DESN 240 or DESN 242.
*Prerequisites: DESN 205 AND DESN 131.*

**DESN 242**
**Introduction to Digital Experience Design for Non-Designers**
**3 Credits        Weekly (2-2-0)**
Students are introduced to the field of user experience design, applying design processes, methods and visual design skills to the creation of digital products such as websites and software applications (apps). Students learn to recognize audience behaviours, translate them into user goals and tasks, and incorporate these tasks into visual interface designs. Interface designs may be translated into clickable prototypes using industry-standard tools. While developing creative and technical skills in the medium, students design and manage digital projects from research to conceptualization to refined designs. Note: Credit can only be obtained from one of the following: CMPT 250, DESN 240 or DESN 242.

**DESN 243**
**Digital Experience Design History, Theories and Issues**
**3 Credits        Weekly (3-0-0)**
During this course, students will gain a comprehensive understanding of the historical milestones of UX design and digital technologies. They will become familiar with key theoretical frameworks that inform the creation of human-centered digital products. The course will also explore the role of inclusive design principles and ethical considerations that guide responsible digital product design practices. Finally, students will learn about issues, emerging trends and the future direction of digital experience design, allowing them to develop a well-rounded knowledge base in the field.

**DESN 246**
**Game Design I: From Principles to Practice**
**3 Credits        Weekly (2-2-0)**
This course is an introduction to the theory and practice of designing game prototypes and game-like experiences, including card games, board games and video games. Students are familiarized with game design concepts like mechanics, balance, flow and narrative. Students will employ research methods and techniques for prototyping and playtesting used in the design of games, both analogue and digital, for entertainment, education and business purposes, applying what they learn in a project-based, player-centered environment to produce analogue outcomes focusing on research, prototyping, playtesting, and iteration. Students act as both designers of their own work, and players of the work of their peers.
*Prerequisites: 12 Credits.*

**DESN 250**
**Introduction to Photography**
**3 Credits        Weekly (2-2-0)**
Using a DSLR camera and accessories, students explore photography as a tool of communication. Through the practice of photographic techniques, students develop the photographer's sensibilities for composition, exposure, lighting and camera operation. Creative decisions, both technical and aesthetic, are emphasized. Master photographers are studied to inspire and develop a critical vocabulary.
*Prerequisites: DESN 120 and DESN 150.*

**DESN 260**
**Video Production I**
**3 Credits        Weekly (2-2-0)**
This course introduces the communicative possibilities of video, focusing on creative vision, acquisition, and editing. Students engage in the creative process, produce short video projects, and learn how to creatively utilize video assets. Students will explore how audio and visual editing techniques influence the message and viewer perception.

**DESN 261**
**Motion Graphics I**
**3 Credits        Weekly (2-2-0)**
Students create visual narratives with motion typography and animation. The principles of motion, time, colour, sound and space are explored as students learn to apply the tools and techniques of the motion graphics designer to creative animated visual sequences.
*Prerequisites: DESN 131.*

**DESN 271**
**History of Modern Design and Material Culture**
**3 Credits        Weekly (3-0-0)**
This course introduces students to the history of Modern design and material culture. Students will examine the relationship between visual and material culture and major socio-economic and cultural formations of modernity such as industrialization, mass production, mass media, urbanization, technology, progress, consumption and lifestyle. Artifacts of western and non-European culture including art, architecture, furniture, products, interior design, clothing, and visual communication design are examined in the context of design history.
*Prerequisites: DESN 171 and one of ENGL 103, ENGL 104 or ENGL 105.*

**DESN 290**
**Business of Design**
**3 Credits        Weekly (3-0-0)**
In this course students learn business skills that designers need to effectively work as a practicing visual communication designer. Topics include time and file management, management of client relations, team building and subcontracting, marketing and self-promotion, negotiation and pricing, ethical and legal standards of practice. Students will also be given an introduction to portfolio development. Guest speakers provide real-world examination of the professional practice. Note: Students may receive credit in only one of DESN 290 or DESN 390.
*Prerequisites: DESN 220, DESN 240 and DESN 310.*

**DESN 295**
**Field Placement**
**0 Credits        Total (0-0-105)**
The opportunity to establish working relationships and observe the real-world workplace is central to this course as students experience the pace and demands of a design agency or communications department. Working under the supervision of a professional practicing designer, students apply the skills learned in course work and demonstrate the techniques, methods and problem solving expected of a professional designer. NOTE: Students cannot obtain credit in both DESN 295 and DESN 391.
*Prerequisites: Minimum grade of B+ in DESN 231, DESN 240, and DESN 310.*

**DESN 300**
**Illustration Techniques**
**3 Credits        Weekly (2-2-0)**
Students develop the technical, conceptual and expressive illustration skills to design, prepare and produce illustration work for commercial outcomes. The history, use and trends in hand-rendered and digital illustrative design are also explored as students experiment with a wide range of media and stylistic techniques. Study, practice and assignments focus on the development of illustration concepts and principles of composition.
*Prerequisites: DESN 200.*

**DESN 310**
**Design Studio III: Concept and Communication**
**3 Credits        Weekly (2-2-0)**
With a focus on concept development, students explore communication theory-in-practice. There is a special emphasis on content, context and audience; messages that inform, instruct and persuade; and, the ideation stage of the design process. Students are challenged to stretch their creative capacity and go beyond the common-place in order to conceive, execute and present original solutions to complex design problems.
*Prerequisites: ARTE 110, DESN 131, DESN 171, DESN 203, DESN 205 and one of ENGL 103, ENGL 104 or ENGL 105.*

**DESN 311**
**Visual Identity Design and Branding I**
**3 Credits        Weekly (2-2-0)**
Students learn and apply the principles of visual identity design and branding, in the context of various organizational, event identity designs. With an emphasis on visual design principles, communication theory, and market/audience research, students will develop a variety of visual identities utilizing a comprehensive design process for visual identity research, design, and application.
*Prerequisites: DESN 310 and DESN 231.*

**DESN 313**
**Information Design I**
**3 Credits        Weekly (2-2-0)**
Students examine the processes by which information can be organized and presented visually so that it is understandable and useful to the viewer. The design of diagrams, symbols, charts, infographics, and orientation systems are explored with a special emphasis on information analysis, architecture and visualization.
*Prerequisites: DESN 231 and DESN 380.*

**DESN 314**
**Environmental Graphic Design**
**3 Credits        Weekly (2-2-0)**
This studio course introduces students to graphic design principles and practices specific to the design of informational and directional graphics for the built environment. Students engage in a mix of theoretical and practical production activities to develop critical and applied understanding of graphic design for three dimensional application. With an emphasis on wayfinding and place making, students design effective solutions that consider form and user experience as it relates to information, environment and cultural context.
*Prerequisites: DESN 310.*

**DESN 315**
**Visual Narrative and Storytelling**
**3 Credits        Weekly (2-2-0)**
The focus of this course is the exploration of visual narrative forms and their role in visual storytelling. Contemporary visual narrative theories guide student projects as they explore and discuss their effect on storytelling. Students stretch their image-making and design abilities to tell dynamic stories in visual form, while choosing appropriate media, narrative structure, pace, rhythm and sound, in order to elicit an emotion in the viewer.
*Prerequisites: DESN 310 and one of DESN 200, DESN 250 or DESN 260.*

**DESN 316**
**Branded Environments**
**3 Credits        Weekly (2-2-0)**
This course explores brand identity when it is visually and spatially applied to the built environment. Students extend the audience's experience of a brand into three dimensions through the use of visual and sensory cues, including environmental graphics, signage, identity systems and finish materials selection.
*Prerequisites: DESN 311.*

**DESN 317**
**Publication Design**
**3 Credits        Weekly (2-2-0)**
In this advanced course, students examine and compare the anatomy and overall design characteristics of editorial publications, catalogues, and books with a focus on audience, style, format and organization. Students experience the publication process, from initial client meetings to final production. Working alone and in teams, students develop and defend solutions that address the communication needs of these varied publication types, while planning and adhering to industry standards of production workflow.
*Prerequisites: DESN 220, DESN 231, DESN 310 and DESN 313.*

**DESN 318**
**Advertising Design I**
**3 Credits        Weekly (2-2-0)**
In this course students focus on marketing and advertising design principles in the studio environment. Importance is placed on process, analysis, and the development of creative solutions. The advertising message, formats for common ad copy, and production methods are considered as students design several advertising campaigns.
*Prerequisites: DESN 311.*

**DESN 331**
**Typography III**
**3 Credits        Weekly (2-2-0)**
This course provides students with an in-depth study of typography as an essential component of visual communication design. Complex content, grid systems, and advanced typographic systems are put into practice in increasingly sophisticated multi-page publications for a variety of formats and media. These advanced projects include proposal writing, research, documentation of process and findings, and verbal presentation of final work.
*Prerequisites: DESN 231.*

**DESN 340**
**Web Design & Development I**
**3 Credits        Weekly (2-2-0)**
Students expand their website design skill set and user experience design knowledge to code responsive websites using HTML and CSS. They learn how their design decisions are affected by a greater knowledge of the web technology that is used to build websites. They learn how to employ semantic tags and create proper HTML structures to enhance website accessibility. Responsive design concepts, processes and techniques are also taught to ensure websites are usable and engaging in a mobile, tablet or desktop environment. Students also learn how to publish their websites on the Internet.
*Prerequisites: DESN 240 or DESN 242 or CMPT 250.*

**DESN 342**
**Digital Experience Design and Usability: Methods and Practices**
**3 Credits        Weekly (2-2-0)**
Students learn about and apply formative and summative research methods specific to user experience design, usability, and accessibility. They will use this research to understand users, gather requirements, make informed decisions, and effectively justify their choices when designing digital products. Throughout the course, students will explore the benefits, context of usage, implementation techniques, and data analysis strategies of the methods employed. Using the findings from their research, students will redesign a digital product from strategic planning to a high-fidelity digital prototype.
*Prerequisites: DESN 240 or DESN 242 or CMPT 250.*

**DESN 344**
**Interaction Design I**
**3 Credits        Weekly (2-2-0)**
Designers wireframe and prototype software applications (apps) and other high interactivity digital products using the latest industry tools. Students learn how to turn a user's needs into product concepts, task flow diagrams, wireframes, and finally high-fidelity prototypes. Interface design patterns and interaction design principles are used to create interactive digital products. Note: Credit can be obtained in only one of DESN 344 OR DESN 241.
*Prerequisites: DESN 240 or DESN 242 or CMPT 250.*

**DESN 345**
**Service Design Seminar: Principles and Concepts**
**3 Credits        (0-0-3)**
Students will learn about the fundamental principles and practices of service design. Throughout the course, students will explore main service design concepts and topics such as user-centered service ecosystems, service blueprinting, co-creation, and omnichannel experiences through multiple touchpoints (websites, social media, built environment, etc.) with an organization. The course will provide students with a comprehensive understanding of the service design process and how it operates within different contexts.
*Prerequisites: DESN 205 or DESN 242.*

**DESN 347**
**Immersive Learning I**
**3 Credits**
Students will be introduced to immersive learning, including its main components, basic structure, and framework for developing one such experience. They will develop an understanding to differentiate and structure immersive learning within varying educational contexts. Immersive learning experiences will take multiple forms in projects: physical, digital, and hybrid. Projects will require students to break down a problem, act as problem solvers, distinguish components, and use relevant strategies (e.g., place-based, relay-based, game-based, etc.) and technologies (e.g., virtual reality, augmented reality, projection mapping, etc.) to address the problem within formal or informal education contexts.
*Prerequisites: A minimum of 45 credits or consent of the department.*

**DESN 349**
**Digital Experience Design Internship**
**3 Credits**
Students complete a full-time, eight-week supervised workplace learning experience where they apply and test their Digital Experience Design (DXD) skills and knowledge. The opportunity to establish working relationships and observe the real-world workplace is central to this course as students experience the pace and demands of a digital experience design agency, in-house DXD shop or related department. Working under the supervision of a professional practicing digital experience designer, students apply the skills learned in coursework and demonstrate the techniques, methods and problem-solving expected of a professional digital experience designer.
*Prerequisites: B+ in DESN (p. 1)344 and in 12 credits from DESN340, DESN440, DESN442, DESN342, DESN444, DESN445 or DESN443.*

**DESN 350**
**Photo Lighting, Production, and Styling**
**3 Credits        Weekly (2-2-0)**
Students explore lighting, production and styling within the context of advertising and editorial photography as an integral component of visual communication in design. Students build upon prior courses to employ creative process and advanced camera techniques in the creation of compelling photographic imagery. Note: Students cannot receive credit in both DESN 350 and DESN 251.
*Prerequisites: DESN 250.*

**DESN 352**
**Image Manipulation and Post-Production**
**3 Credits        Weekly (2-2-0)**
Students use image manipulation and post-production techniques to influence the communicative impact of an image. Industry standard software is used to create, process, and modify images that effectively responds to a creative brief. Note: Students cannot receive credit in both DESN 352 and DESN 252.
*Prerequisites: DESN 250.*

**DESN 360**
**Video Production II**
**3 Credits        Weekly (2-2-0)**
This course explores intermediate techniques in the planning, filming, and delivery of video production projects. Students will expand their understanding of video ideation, producing, directing, capture, and post production processes.
*Prerequisites: DESN 260.*

**DESN 361**
**Motion Graphics II**
**3 Credits     Weekly (2-2-0)**
This course examines advanced topics and practices in motion graphic production. Students explore the communicative potential of motion graphics in a project-based and peer-oriented context. There is special emphasis on concept development, asset management and motion branding. Students also explore advanced animation techniques including: compositing, character animation and code driven animation.
*Prerequisites: DESN 261.*

**DESN 363**
**Intro to Visual Effects**
**3 Credits     Weekly (2-2-0)**
Students use digital compositing techniques to apply visual effects to video footage. Motion tracking, rotoscoping, keying, and basic simulation are explored as ways to enhance footage and tell a visual story.
*Prerequisites: DESN 310 and one of the following: DESN 260 or DESN 261.*

**DESN 380**
**Design Research**
**3 Credits     Weekly (3-0-0)**
This course introduces research methods commonly used by designers within a human-centered approach. Students examine case studies of innovative design solutions and they discuss the challenging psychological, social, political, economic, and environmental contexts of design projects in order to learn how research and design work together. Through the design process students will conduct research using appropriate methods.
*Prerequisites: (DESN 205 or DESN 242) and ENGL 102.*

**DESN 393**
**Multi-disciplinary Visual Communication Design Studio**
**3 Credits     Weekly (2-2-0)**
Students from related disciplines (Arts and Cultural Management, Communication Studies, Business, etc.) form teams with design students to work on a project. Each team must identify a problem, complete research about the problem, interview stakeholders and potential audience, identify constraints and opportunities, create communications plans, design mockups for possible solutions, evaluation solutions, and possibly execute the solution based on the mockup evaluations. Students will be expected to manage their own project using project management skills taught in previous courses.
*Prerequisites: Minimum grade of B- in DESN 240, DESN 310 and DESN 311.*

**DESN 395**
**Internship**
**3 Credits     Total (0-0-290)**
Students complete a full-time, eight-week supervised workplace learning experience where they apply and test their design skills and knowledge. The opportunity to establish working relationships and observe the real-world workplace is central to this course as students experience the pace and demands of a design agency, in-house communications shop or related department. Working under the supervision of a professional practicing designer, students apply the skills learned in course work and demonstrate the techniques, methods and problem solving expected of a professional designer.
*Prerequisites: Minimum B+ in DESN 290, DESN 310, and DESN 313.*

**DESN 400**
**Applied Illustration**
**3 Credits     Weekly (2-2-0)**
Students apply techniques and strategies from previous illustration courses to address particular client needs using process and methods that are unique to commercial illustration practice. Importance is placed on conceptual and expressive illustration skills to design, prepare and produce illustration work for commercial outcomes.
*Prerequisites: DESN 300.*

**DESN 410**
**Design Studio IV: Applied Design Research**
**3 Credits     Weekly (2-2-0)**
Students conduct an applied research project that is partially student-driven. This course builds on the literature and learning outcomes from DESN (p. 1)380. Specific attention is given to the approaches and methods used to understand users/audiences in design practice. In this course, students develop a project proposal, select research methods, conduct a study, and propose a design solution based on research findings. Students can use the research completed in DESN 410 as a basis for the project work to be conducted in DESN 415.
*Prerequisites: DESN 271, DESN 311 and DESN 380.*

**DESN 411**
**Visual Identity Design and Branding II**
**3 Credits     Weekly (2-2-0)**
This course focuses on advanced visual identity systems design, brand design and development, blending theoretical understanding with practical application across a variety of media. Students will study brand dynamics, using case studies to see how brand influences consumer perception and lays the groundwork for effective marketing communications. With a focus on creating cohesive and unified brand systems, students will learn to craft and apply comprehensive brand identity designs across various mediums that are strategically planned to meet business goals and market positions, and to develop comprehensive guidelines and style guides.
*Prerequisites: DESN 311.*

**DESN 413**
**Information Design II**
**3 Credits     Weekly (2-2-0)**
This course introduces students to interactive information design to provide the skills to present complex information clearly and effectively. This includes exploring the information design process, using strategy and storytelling, advanced data representation, and applying interaction strategies. By the end of this course, students will be able to critically analyze data and content to create their own static and interactive data visualizations and dashboards.
*Prerequisites: DESN 313 and DESN 344.*

**DESN 414**
**Experiential Design**
**3 Credits     Weekly (2-2-0)**
This intra-disciplinary studio course focuses on the design of storytelling and multi-sensory experiences for cultural, commercial, and entertainment purposes in public spaces or other environments. Importance is placed on interpretive planning, design for specific audiences, the integration and manipulation of objects, and the communication of complex ideas in the built environment is explored.
*Prerequisites: DESN 314.*

**DESN 415**
**Design Studio V: Capstone**
**3 Credits        Weekly (2-2-0)**
This is a capstone course where students demonstrate proficiency in the different subject areas taught throughout the program. In a self-directed format, students identify a design problem, then plan, research and execute design solutions to meet the required objectives. There is an emphasis on design research and methods, design process, proposal writing, presentation, and quality and appropriateness of end forms.
*Prerequisites: DESN 410.*

**DESN 417**
**Book Design**
**3 Credits        Weekly (2-2-0)**
In this advanced course, students explore traditional, non-traditional, and digital book forms. Students will experience the process of book creation at all stages of development, ending with a final product that will be self-published, either in print or in online formats. There is a special emphasis on format, layout, and typography; concept development; and the adherence to industry standard practices of production.
*Prerequisites: DESN 317.*

**DESN 418**
**Advertising Design II**
**3 Credits        Weekly (2-2-0)**
This course focuses on the development of comprehensive advertising campaigns that incorporate both traditional and non-traditional approaches such as social media and viral and guerrilla marketing to advertising design and communications.
*Prerequisites: DESN 318.*

**DESN 440**
**Web Design & Development II**
**3 Credits        Weekly (2-2-0)**
In this course, students will explore advanced web development tools and techniques, focusing on using content management systems (CMS) and frameworks to enhance site functionality, and maintenance, and ensure interface consistency. They will learn to extend website features with CMS plugins and widgets. Students collaborate with a community partner to apply their skills to design and launch functional, user-centric websites. The course also focuses on project management, to acquire the necessary skills to plan and execute a web project efficiently. NOTE: Student cannot obtain credit in both DESN 440 and DESN 343.
*Prerequisites: DESN 340.*

**DESN 442**
**Information Architecture and Content Strategy**
**3 Credits        Weekly (2-2-0)**
This course introduces the student to information architecture (IA) and content strategy, taking a design and human-centred approach. Students will learn about IA and content strategy principles and theories, including information organization, content lifecycle, literacy, mental models, and user information behaviour. Students will engage with methods such as content audit, card sorting and tree testing, to assess and design intuitive and accessible large websites and other digital information spaces.
*Prerequisites: DESN 240 or DESN 242 or CMPT 250.*

**DESN 443**
**Multi-disciplinary Digital Experience Design Studio**
**3 Credits        Weekly (2-2-0)**
Students from multiple disciplines (e.g. digital experience design, computing science) form teams to plan and build a digital product. Each team must identify a problem, complete research about the problem, interview stakeholders and potential end-users, identify constraints and opportunities, define product features and data requirements, design prototypes, evaluate prototypes, and build the product based on the prototype evaluations. Students will be expected to manage their own project using the project management and communication skills taught in previous courses.
*Prerequisites: DESN 342 and DESN 344 and consent of the department.*

**DESN 444**
**Interaction Design II**
**3 Credits        Weekly (2-2-0)**
Building upon skills and methods from Interaction Design I, students learn how to design experiences and interfaces for apps that will be delivered using various form factors: mobile, tablet, desktop, wearable, virtual. Emphasis is placed on work-integrated learning, where students will engage with real-world scenarios and collaborate with a community partner to apply their skills in a practical context. Note: Students cannot obtain credit in both DESN 444 and DESN 341.
*Prerequisites: DESN 344.*

**DESN 445**
**Service Design Studio: From Research to Solutions**
**3 Credits        Weekly (2-2-0)**
Students will take a holistic approach to user experience design (UX) by considering an entire service. To do so, they collaborate with a community partner to improve one of their services. Students conduct user research, identify user needs, uncover issues to address and determine potential areas for intervention. Based on their findings, they suggest a solution that would work seamlessly across various touchpoints (ex., websites, mobile apps, social media, wearable devices, and built environments).
*Prerequisites: (DESN 242 or DESN 240 or CMPT 250) and (DESN 342 or DESN 380 or DESN 345).*

**DESN 447**
**Immersive Learning II**
**3 Credits**
Students will increase knowledge and retain advanced skills in designing and evaluating immersive learning experiences using various methodologies, strategies, and technologies (e.g. reality capture, extended reality, artificial intelligence). They will categorize and compare different approaches and structures for designing immersive learning experiences across diverse educational contexts. Projects will adopt a more open-ended approach, necessitating students to both identify and solve problems within formal or informal learning contexts. Students will be tasked with interpreting data collected during the evaluation of their designed immersive learning experiences using quantitative and mixed methods.
*Prerequisites: DESN 347.*

**DESN 460**
**Video Production III**
**3 Credits        Weekly (2-2-0)**
This course explores advanced video production processes in a collaborative environment. Working in teams, students will plan, pitch, and produce high fidelity professional content using industry best practices. Format exploration can include commercial, documentary, or short narrative work.
*Prerequisites: DESN 360.*

**DESN 480**
**Design Issues Seminar**
**3 Credits        Weekly (3-0-0)**
This course challenges students to reflect on some of the major issues facing designers and the design profession. Students develop a broader and deeper understanding of the historical and contemporary context of an issue through research, discussion and presentation. Issues across design disciplines are critically examined through design theory, problems and practice. The specific topics covered in any given year will be selected by the instructor. Note: Students cannot obtain credit in both DESN 480 and DESN 381.
*Prerequisites: DESN 271.*

**DESN 485**
**Special Topics in the Design Field**
**3 Credits        Weekly (2-2-0)**
This advanced course provides an opportunity of an in-depth study of special topics and current issues in visual communication design. The topic for the course varies year to year and is announced prior to registration. Specific prerequisites for each topic are also specified, and students are advised to check the descriptions prior to requesting permission from the Chair.
*Prerequisites: DESN 240, DESN 310 and DESN 380.*

**DESN 486**
**Individual Study**
**3 Credits        Total (0-0-15)**
This individual study course provides senior students with an opportunity to explore a design topic in greater detail than in any currently offered design courses. The student works in consultation with and under the supervision of a member of the department with the requisite expertise. An individual study course includes directed reading and literature search, and/or field or applied design research. Students may opt to execute a design project proposed through a prior individual study course or Studio. Note: This course may be taken twice for credit. Prior to enrollment, the student must submit a description of a project and obtain signed authorization from a supervising professor.
*Prerequisites: 30 credits of* DESN *(p. 1) coursework including DESN 380 and consent of department.*