

# Core Design Program



## Beginning Design

The undergraduate curricula in design are divided into two phases: a preprofessional Core Design Program and a professional program. Students entering the College of Design attend a common set of studio and lecture classes intended to prepare them for application to any of the college's professional degree curricula.

Classes in the Core Design Program create a shared language, experience, and community that expose students to all disciplines within the College of Design, including architecture, art and design, community and regional planning, graphic design, integrated studio arts, interior design, and landscape architecture. This will allow you to:

- make more informed degree choices,
- apply to multiple programs at the end of your first year, and
- experiment with interdisciplinary work at the earliest stage of your college education.



## Curriculum

All incoming undergraduate students complete the Core Design Program to advance into degree programs.

### Inside the college:

	Credits
Design Studio (Dsn S 102)	4
Design Seminar (Dsn S 115)	0.5
Design Representation (Dsn S 131)	4
Design Cultures (Dsn S 183)	3

### Outside the college:

Social Science and/or Humanities Electives	6
Math and/or Science Electives	6
English, Communications, Library Science	6.5

<b>Total</b>	<b>30.0</b>
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## NOTE

Admission into the enrollment-managed professional programs of Architecture, Graphic Design, Integrated Studio Arts, Interior Design, Community and Regional Planning, and Landscape Architecture requires a separate application after completing the Core Design Program, depends on available resources, and is subject to review by faculty committee. Applicants are reviewed on the basis of a portfolio of original work, scholastic performance, and a written essay.

## Learning Outcomes

In the first year of study, students focus on design process: the ability to relate the concepts of design to the physical world (buildings, art, landscapes, etc.), to the world of ideas (how design influences our thinking) and to the world of imagination (how we think of design and apply it creatively). Critical components of design process include the following:

- 1. Critical thinking**  
Ability to begin to think critically and solve problems creatively, and apply these skills in the creation of your own work
- 2. Visual organization**  
Ability to recognize, understand and apply fundamental concepts of visual organization in two- and three-dimensional design
- 3. Visual translation**  
Ability to translate objects observed and imagined through collage, drawing, mapping, model-making, and other techniques
- 4. Media**  
Ability to handle and understand a variety of media and material processes
- 5. Research**  
Ability to research, analyze and appraise a variety of references and resources
- 6. Ethics**  
Awareness of the artist's, designer's and planner's potential impact on the individual, society and environment
- 7. Communication**  
Ability to demonstrate basic design literacy in oral, visual and written presentations
- 8. Collaboration**  
Ability to develop basic knowledge of and experience in collaborative design endeavors
- 9. Critical evaluation**  
Ability to analyze and evaluate your own design work and that of others against a range of criteria
- 10. Professional awareness**  
Awareness of the unique qualities of the design professions and disciplines represented in the College of Design

Classes in the Core Design Program help you develop these important skills and abilities and prepare you for application to any of the college's professional degree curricula.



## Questions?

For more information about the College of Design's Core Design Program, please contact:

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