BA Design Studies

Design Electives

ART 106

ART 132 ART 147

ART 149

ART 151

ART 140

ART 141

ART 172

2024-2025 Catalog

Departmental advisor-approved design electives. 2 Lower Division and 2 Upper Division design electives are required.

| Select 6 units of Lower Division Design Electives | | Units | (Upper Division Design Electives continued) | | |
|---------------------------------------------------|------------------------------------------------------------------------|--------|---------------------------------------------|----------------------------------------------|--|
| ADV 91 | Introduction to Advertising | 3 | ARTH 110 | History & Theory of New Media | |
| ADV 93 | Design Fundamentals for Advertising 1 (Fall) | 3 | ARTH 126 | History of Photography | |
| ADV 94 | Design Fundamental for Advertising 2 (Spring | 3 | ARTH 160 | Modern Architecture | |
| ART 13 | Three-Dimensional Design Concepts | 3 | ARTH 161 | Contemporary Architecture | |
| ART 14 | Color | 3 | ARTH 162 | California Architecture | |
| ART 46 | Introduction to Ceramics | 3 | ARTH 190B | Early Modernist Art | |
| ART 47 | Introduction to Metalsmithing Beginning | 3 | ARTH 190C | 20th Century Art: from Dada to Pop | |
| ART 68 | Sculpture: Object & Concept | 3 | ARTH 192A | Modern Design | |
| ART 74 | Introduction to Digital Video Art | 3 | ARTH 192C | History of Interior Design | |
| BUS 92 | Introduction to Business Programming | 3 | BUS2 130 | Introduction to Marketing | |
| 3US3 16 | Introduction to Leadership & Innovation | 3 | BUS2 131A | Business to Business Marketing | |
| CMPE 30 | Programming Concepts & Methodology | 3 | BUS2 131C | Marketing of High Technology | |
| COMM 60 | Verbal Reasoning | 3 | BUS2 134A | Consumer Behavior | |
| CS 22A | Python Programing for Non Majors I | 3 | BUS3 181 | Introduction to Entrepreneurship | |
| S 22B | Python Programming for Non Majors II | 3 | CA 175 | Seminar in Creative Process | |
| S 46A | Introduction to Programming | 3 | CA 176 | Creativity & Creative Leadership | |
| S 49C | Programming in C | 3 | CA 194 | Community Building through Art Organizations | |
| NGR 10 | Introduction to Engineering | 3 | CMPE 101 | Programming Concepts & Problem Solving | |
| NG 70 | Emerging Modernisms & Beyond | 3 | DSID 126 | Ergonomics for Design | |
| OUR 61 | Writing for Print, Electronic and Online Media | 3 | DSID 120 | Architectural Project Materials | |
| OUR 95 | Beginning Digital News Photography | 3 | ENGR 103 | Life Cycle Engineering | |
| 1COM 63 | New Media | 3 | ENGL 116 | Myth & Literature | |
| | Visual Communication for Modern Media | 3 | | | |
| 1COM 70 | | | ENGL 117B | Film, Literature & Culture | |
| HOT 40 R 99 | Introduction to Photography | 3 | ENGL 176 | The Short Story | |
| R 99 TVF 20 | Contemporary Public Relations | 3 | ENVS 132 | Solar Home Design | |
| | Introduction to Sound Production Introduction to Film/TV Production | 3 | ENVS 118 | Sustainable Home Gardens | |
| TVF 30 | | 3 3 | ENVS 152 | Globalization & the Environment | |
| TVF 31 | Film & Television Aesthetics | | HA 187 | Creative Practicum | |
| TVF 80 | Introduction to Media | 3 | HUM 101 | Human Life: Let's Think About It | |
| TVF 82 | Introduction to Film History | 3 | | Life Cycle Engineering | |
| A 5 | Acting | 3 | ISE 164 | Computer & Human Interaction | |
| | | | JOUR 133 | Editing and News Management | |
| Select 6 units of Upper Division Design Electives | | Units | MCOM 104 | Introduction to Mass Communications | |
| ome cours | es have prerequisite requirement | | MCOM 105 | Lifestyles, Diversity & the Media | |
| DV 4 04 | | | MCOM 106 | Global Mass Communication | |
| DV 121 | Consumer Advertising | 3 | PHIL 106 | Philosophy of Art | |
| DV 122 | Business-to-Business Advertising | 3 | PHIL 122 | Social Justice | |
| DV 123 | Broadcast & New Media | 3 | PHIL 126 | Environment Ethics & Philosophy | |
| DV 130 | Advertising Portfolio 1 | 3 | PHOT 112 | Color Photography | |
| DV 131 | Advertising Portfolio 2 | 3 | PHOT 115 | Intermediate Digital Imaging | |
| DV 132 | UX and UI Design for Advertising | 3 3 | PHOT 120 | Image & Idea | |
| DV 124 | Copywriting | | PHOT 121 | Introduction to Studio Lighting | |
| MS 179 | American Pop Culture | 3 | PHOT 123 | Photographic Illustration | |
| NTH 102 | Silicon Valley Connections | 3 | PSYC 135 | Cognition | |
| NTH 105 | Applied Anthropology | 3 | PSYC 157 | Psychology of Motivation | |
| NTH 132 | Creating Built Words | 3 | PSYC 158 | Perception | |
| NTH 133 | Organizational Cultures | 3 | RTVF 160 | Introduction to Screenwriting | |
| RT 101 | Digital Media Art | 3 | RTVF 132A | Introduction to Cinematography | |
| RT 103 | Art as System | 3 | URBP 148 | Intro Spatial Vis Tech in Urb Plan | |
| RT 104 | Interdisciplinary Seminar in Digital Media Art | 3 | URBP 151 | Intro to Urban Design | |
| RT 105 | Advanced Digital Video | 3 | URBP 152 | Intro to Urban Design Studio | |
| ADT 106 | Topics in Human Machina Interface | 2 | | | |

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(Continued on next column)

Topics in Human Machine Interface

Intermediate Sculpture: System/Structure

Topics – Vessel

Lost Wax

Glass

Print Making

Blow Molds

Wearable Sculpture