

DESIGN

College of Arts and Letters

Department of Design

The Department of Design prepares its students for a wide range of career opportunities in the fields of Architecture Studies, Design Studies, Graphic Design, Interior Architecture, and Photography. Our graduates are trained to work creatively and to explore new possibilities in their respective media while at the same time providing the highest quality of professional services to their clients.

The Department of Design recognizes that the environments in which we live and work are shaped by an ever-increasing quantity of visual information. This information, in the form of two and three dimensional images, comes to us from a variety of sources that utilize both traditional and technologically advanced modes of visual communication. To a greater extent than at any other point in our history, artists and designers are dissolving the boundaries between two and three dimensional visualization.

The Department of Design is well positioned to respond to the multifaceted nature of today's visual arts. By offering degree programs in Architecture Studies, Design Studies, Graphic Design, Interior Architecture, and Photography we are able to train our students in a wide range of visual and design and research practices that play a part in creating our built environment. Students in the Department typically take a group of core courses that introduces them to a vocabulary of shared visual concepts and techniques and methods before moving on to advanced study in their selected field.

The Department of Design offers Bachelor of Fine Arts in Architecture Studies, Graphic Design, Interior Architecture, and Photography and a Bachelor of Arts in Design Studies. Programs in the Department are accredited by NASAD; the Interior Design Program is also accredited by CIDA, the professional organization that establishes standards for the practice of interior design.

Programs

Architecture Studies (<https://catalog.csus.edu/colleges/arts-letters/design/interior-architecture/bfa-architecture-studies/>)

Design Studies (<https://catalog.csus.edu/colleges/arts-letters/design/ba-design-studies/>)

Graphic Design (<https://catalog.csus.edu/colleges/arts-letters/design/graphic-design/>)

Interior Architecture (<https://catalog.csus.edu/colleges/arts-letters/design/interior-architecture/>)

Photography (<https://catalog.csus.edu/colleges/arts-letters/design/photography/>)

Contact Information

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Department of Design Website (<http://www.csus.edu/design/>)

Faculty

CARLINO, PJ

DERTINGER, DOUG

ESTIOKO, MARIO

FORREST, JOHN

GIBBS, CAROLYN

GREGORY, ELIZA

KELLY, LAUREN

OROOJI, MAHTAB

PARK, MYUNG

POOR, NIGEL

POTTS, EMILY

PRATT, RICHARD

SHEPARD, NICHOLAS

ARCH 1A. History of Architecture: Prehistory to 1800. 3 Units

General Education Area/Graduation Requirement: Arts (3-A)

Term Typically Offered: Fall, Spring

A survey of global architecture and the built environment from prehistory through the end of the 18th century, viewed through its narratives, theories, representations, and formal qualities. Emphasis on architecture's social, cultural, economic and political contexts. Introduction to basic methods of architectural analysis, using context, typology, poetics, structure, technology, materiality, zeitgeist, economics, tectonics, and creativity.

Cross Listed: ARCH/INTD 1A; only one may be counted for credit.

ARCH 1B. History of Architecture: 1800 to Today. 3 Units

General Education Area/Graduation Requirement: Arts (3-A)

Term Typically Offered: Fall, Spring

A survey of global architecture and the built environment from 1800 to today, viewed through its narratives, theories, representations, and formal qualities. Emphasis on architecture's social, cultural, economic and political contexts. Introduction to basic methods of architectural analysis, using context, typology, poetics, structure, technology, materiality, zeitgeist, economics, tectonics, and creativity.

Cross Listed: ARCH/INTD 1B; only one may be taken for credit.

ARCH 11A. Architectural Design Fundamentals. 3 Units

Prerequisite(s): Students are encouraged to take INTD 25 and DSGN 10 before ARCH 11A.

Term Typically Offered: Fall, Spring

Introduction to the planning and designing of interior spaces related to residential and commercial projects. Emphasizes understanding and applying programmatic relationships and spatial problem-solving processes to multiple small-scale multilevel design problems. Focuses on the programmatic and schematic design phases. Introduction to architectural drafting concepts, including architectural scale, drawing conventions, and orthographic view creation. Introduction to iterative design work processes and subsequent architectural design development and communication.

ARCH 30. Digital Literacy for Designers. 2 Units

Term Typically Offered: Fall, Spring, Summer

Introductory digital literacy course for design majors. Focuses on preparing students to engage with digital assets and techniques relevant to the scholarly and creative endeavors of the design disciplines. Explores digital literacy as a practice in relation to design.

ARCH 33. Beginning AutoCAD and SketchUP. 2 Units

Prerequisite(s): ARCH 30.

Term Typically Offered: Fall, Spring, Summer

Introductory computer-aided design (CAD) course. Focuses on using AutoCAD and SketchUp software for orthographic drawing development and three-dimensional models of buildings. Emphasis on CAD vocabulary, digital drawing/modeling conventions, and techniques. Provides practice constructing digital two-dimensional orthographic drawings and digital three-dimensional models of architectural projects.

ARCH 36. Beginning Revit. 2 Units

Prerequisite(s): ARCH 30

Term Typically Offered: Fall, Spring, Summer

Introduction to Building Information Modeling (BIM) concepts and modeling techniques using Autodesk Revit. Introductory course on the basic methodology of parametric systems. Covers the fundamental principles of BIM modeling workflow. Emphasis on project setup, project modeling, view setups, and sheet layouts.

ARCH 110A. Intermediate Architecture Design Studio Option A. 4 Units

Prerequisite(s): INTD 25, ARCH 11, ARCH 33, ARCH 36

Term Typically Offered: Fall, Spring

Intermediate architectural design studio exploring issues, ideas, and methods of making and thinking in in single-family and multi-family residential architecture. Design problems emphasize creating an integrated solution that considers form, space, site, tectonics, materials, and energy considerations. Emphasis on schematic concept formation and subsequent architectural development. Students work on individual and group design projects.

ARCH 110B. Intermediate Architecture Design Studio Option B. 4 Units

Prerequisite(s): INTD 25, ARCH 11, ARCH 33, ARCH 36

Term Typically Offered: Fall only

Intermediate architectural design studio exploring issues, ideas, and methods of making and thinking in commercial architecture. Design problems emphasize creating an integrated solution that considers form, space, site, tectonics, materials, and energy considerations. Emphasis on schematic concept formation and subsequent architectural development. Students work on individual and group design projects.

ARCH 110C. Intermediate Architecture Design Studio Option C. 4 Units

Prerequisite(s): INTD 25, ARCH 11, ARCH 33, ARCH 36

Term Typically Offered: Fall only

Intermediate architectural design studio exploring issues, ideas, and methods of making and thinking in public-sector architecture. Design problems emphasize creating an integrated solution that considers form, space, site, tectonics, materials, and energy considerations. Emphasis on schematic concept formation and subsequent architectural development. Students work on individual and group design projects.

ARCH 136. Advanced Building Information Modeling for Architecture. 2 Units

Prerequisite(s): ARCH 36

Term Typically Offered: Fall, Spring

Advanced techniques for designing in Building Information Modeling (BIM) environments, including conceptual modeling, design options, custom object creation, and energy modeling and analysis. Emphasis on creating construction drawings using Revit.

ARCH 138A. Architectural Rendering I. 2 Units

Prerequisite(s): ARCH 30, ARCH 33, ARCH 36.

Term Typically Offered: Fall, Spring

Investigation of and practice with media, methods, and techniques of architectural visualization. Exploration of the many forms of perspective and isometric visual expression used during the various stages of the design process. Topics related to rendering, including 3D modeling, visual communication, color, light and shadow, and animation. Employs analog and digital techniques.

ARCH 150. Introduction to Structural Concepts. 3 Units

Prerequisite(s): Student must have completed their G.E. Area B4 requirement.

Term Typically Offered: Spring only

Introduction to structural principles as they apply to buildings. Course content includes a historical overview of how structural engineering has shaped buildings; an in-depth analysis of structural forces, including compression, tension, and lateral loads; and an examination of the structural properties of wood, concrete, masonry and steel.

ARCH 153. Building Regulations, Life Safety, and Accessibility. 3 Units

Term Typically Offered: Fall, Spring

Study of the professional role of the architect in relation to clients, contractors, consultants, and the public. Topics include building and life-safety codes, accessibility codes, green building, and energy codes. Architectural licensure requirements, professional ethics, permitting, regulations, and related laws will be discussed along with strategies for project delivery. Field Trip(s) may be required. Field trip(s) may be required.

ARCH 157. Building Envelope: Materials, Systems, and Assemblies. 3 Units

Term Typically Offered: Fall, Spring

An introduction to exterior building materials, envelope systems, assemblies, and façade design. Emphasis on materials selection, design, detailing, and performance evaluation including sustainable design criteria. Field trip(s) may be required. Field trip(s) may be required.

ARCH 159. MEP Systems and Building Performance Analysis. 3 Units
Term Typically Offered: Fall, Spring

An introduction to the general concepts of mechanical, electrical, and plumbing systems and overall building performance as they relate to sustainable design. Emphasis on active and passive thermal comfort and control, building energy, water use, acoustics, and lighting. Field trip(s) may be required.

Field trip(s) may be required.

ARCH 180. Capstone Architecture Studio. 5 Units

Prerequisite(s): 12 units of the ARCH 110 choices with a grade "C" or better.

Term Typically Offered: Fall, Spring

Capstone design studio where given complex interior architectural problems, students explore issues, ideas, and methods of making and thinking in architecture. Continued emphasis is on designing integrated solutions that explore form, space, tectonics, materials, building systems, and sustainability. Focus is on demonstrating competency in design research, analysis, programming, conceptualization, design development, and communicating final design proposals. Projects completed with assistance from instructor, client, and working professionals.

ARCH 185. Pro Practice - Architecture Career Preparation. 3 Units

Term Typically Offered: Fall, Spring

Professional practice studio course in which students develop their professional self-marketing tools. Required guest lectures, professional networking, and career guidance events with written and verbal self-reflection activities.

ARCH 195. Architecture Internship. 3 Units

Prerequisite(s): Faculty approval required; Students must have completed at least two intermediate design studios.

Term Typically Offered: Summer only

Directed professional work experience that synthesizes work and academic explorations for architecture studies majors. Approved internship in an architecture office or a planning or architectural-related public service agency. Enhances students' academic experience by providing real-world application of theoretical knowledge, fostering invaluable professional skills, and facilitating connections between classroom learning and industry practices.

Note: Students must make arrangements with a faculty member for a work program prior to admittance.

Credit/No Credit

ARCH 196L. Building Regulations, Life Safety, and Accessibility. 3 Units

Term Typically Offered: Fall, Spring

Study of the professional role of the architect in relation to clients, contractors, consultants, and the public. Topics include building and life-safety codes, accessibility codes, green building, and energy codes. Architectural licensure requirements, professional ethics, permitting, regulations, and related laws will be discussed along with strategies for project delivery.

ARCH 196M. Building Envelope: Materials, Systems, and Assemblies. 3 Units

Term Typically Offered: Fall, Spring

An introduction to exterior building materials, envelope systems, assemblies, and façade design. Emphasis on materials selection, design, detailing, and performance evaluation including sustainable design criteria.

ARCH 196S. MEP Systems and Building Performance Analysis. 3 Units

Term Typically Offered: Fall, Spring

An introduction to the general concepts of mechanical, electrical, and plumbing systems and overall building performance as they relate to sustainable design. Emphasis on active and passive thermal comfort and control, building energy, water use, acoustics, and lighting. Field trip(s) may be required.

Field trip(s) may be required.

DSGN 4. Design and Thinking. 3 Units

Term Typically Offered: Fall, Spring

An introduction to critical analysis of visual forms. This course introduces students to core principles of design by establishing and examining the framework around which visual forms are built and used in our society. Common ideas surrounding the logic of visual forms and the possibilities and limitations of their communicative range will be discussed.

DSGN 10. Think Make. 4 Units

Term Typically Offered: Fall, Spring

The course explores the combined acts of thinking and making in the production of designed objects. Using a variety of media and approaches from multiple design professions, students engage in design as a lens of inquiry and exploration. Design Department Majors Only.

DSGN 20. Design and Society Since 1780. 3 Units

Term Typically Offered: Fall, Spring

Identifies significant developments in the global history of design. Analyzes a series of socio-historical phenomena and systems of belief that underpin design movements. Examines urban planning, architecture, interiors, graphics, photographs, clothing, furniture and products through the lenses of technology, economics, consumerism, ethics, race, gender, class, labor, ecological impact, and cultural expression. Students develop critical thinking, research and writing skills through discussions, lectures, readings, videos, and essays.

DSGN 101. World Design and Visual Culture. 3 Units

Prerequisite(s): HIST 100

Term Typically Offered: Spring only

A comparative global history of design that relates the products and practices of design to cultural, political, economic and technologic forces across diverse groups. The course analyzes cities, architecture, interiors, products, fashion, photographs, graphic design and the decorative arts.

DSGN 130. Design Research Methods. 3 Units**Term Typically Offered:** Fall only

This course provides an overview of key concepts in design research methods. The course is primarily theoretical and process-focused with a practical base. Topics in the course include identifying design research questions, methods and tools to answer research questions, design research using multiple methods, data collection and analysis, ethical concerns in conducting research, and research communication. The course is open to Design Studies majors or with instructor permission.

Note: The course is open to Design Studies majors or with instructor permission.

DSGN 150. Contemporary Topics in Design. 3 Units**Term Typically Offered:** Spring only

This course will explore contemporary issues that are shaping the design profession. Students will learn about the latest trends and developments in traditional and emerging design-related occupations. The course will also cover the ethical and social implications of design, and how designers can use their skills to make a positive impact on the world. The course is open to Design Studies majors or with instructor permission.

DSGN 192. Senior Seminar: Design Studies. 3 Units**Prerequisite(s):** DSGN 130 Design Research Methods.**Term Typically Offered:** Spring only

Capstone seminar in which students apply their knowledge of design research methods to investigate and address a social issue related to design. Through a combination of research, analysis, and practical skills, students will conceive, develop, and execute a comprehensive research project that engages with real-world design challenges.

DSGN 195. Internship in Design Studies. 3 Units**Prerequisite(s):** Upper division status; GPA of 2.5 or above and instructor permission.**Term Typically Offered:** Fall, Spring

Directed observation and supervised work experience in an approved business, government, or service agency. Internships are offered to increase student understanding of the nature and scope of agency operations and to give students orientation in occupational specialties. Supervision is provided by authorized persons in the cooperating agencies and collaborative supervision is provided by the Design Studies faculty. The course is open to Design Studies majors with instructor permission.

Note: Students must make arrangements with a faculty member for a work program prior to admittance.

DSGN 199. Special Problems. 1 - 3 Units**Term Typically Offered:** Fall, Spring

Individual projects or directed projects open to students who wish to attempt independent work.

Note: Faculty approval is required. No more than 3 units may be counted toward a Design Studies degree.