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Multi-disciplinary Design **| Learning Outcomes Assessment Plan > Fall 2020**

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Multi-disciplinary
Design Program

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1. OBJECTIVE

This plan describes the process by which the Multi-disciplinary Design program (Design) will assess learning outcomes developed when the program was established in 2013 (Appendix A). A curriculum committee led by the program Director and Associate Director will identify specific learning outcomes to address each semester. The curriculum committee made up of Design faculty, will review the outcomes, identify evidence and collect data for assessment and interpret the data collected. The curriculum committee will present the findings and conclusions to the Design faculty for discussion and review. The curriculum committee will prepare a final assessment report with recommendations to be voted on by the Design faculty.

2. 2020-2021 TIMELINE

Fall 2020	> Program Director and Associate Director identify specific outcomes for assessment cycle. > Convene Design Program Curriculum Committee, chaired by the Associate Director > Collect Data
Spring 2021	> Curriculum Committee completes Data analysis > Curriculum Committee presents analysis and initial recommendations to the Design Faculty for review and discussion. > Curriculum Committee Prepares final report and recommendations.
Summer 2021	> Associate Director prepares implementation of adjustments for the 2021-22 Academic Year.
Fall 2021	> Associate Director prepares any catalog changes for yearly catalog update process. > Assessment cycle repeats

3. LEARNING OUTCOMES FOR 2020-21 ASSESSMENT CYCLE

The following outcomes will be assessed in this the current academic year:

1. Students will develop and hone a deep understanding of design process through observation, ideation, and implementation. They will be able to use this process and related methods to solve complex problems in a variety areas, including human-centered and traditional (real solutions to real problems) focuses.

5. Students will develop both qualitative and quantitative design research aptitudes and will be able to use this research to identify design opportunities and develop solutions to those opportunities.

4. EVIDENCE IDENTIFICATION & DATA COLLECTION

These learning outcomes are most closely tied to the sequence of 7 studios that students complete in the Design curriculum - 2 pre-major and 5 in-major. Data and evidence to be used in assessment will be collected in the following activities with full participation of all design majors. Student work archived for each studio will also be discussed at Curriculum Committee Meetings and Bi-annual Faculty retreats.

1. Mid-Reviews: Each studio in the Design program will hold mid-reviews at the appropriate point in the semester for their respective schedules. Design faculty will attend reviews, both as jurors and guests so that they can observe the studio work at all levels of the curriculum in process.
2. Final Critiques: Each studio in the Design program will participate in Final Critique Week as scheduled by the program. Design faculty and students will attend all studio Final Critiques, both as jurors and guests so that they can observe the final studio outcomes.
3. Fall Exhibit: Each Fall the Design program hosts a week-long exhibit of all final projects from the Fall semester. Every in-major student participates. Work is organized by studio so that the full in-major studio sequence is on exhibit for assessment. Final documentation for each project is collected for the program archive. The curriculum committee and faculty meet during the exhibit to discuss each studio and outcomes. These projects demonstrate program learning outcomes at each level of the curriculum - sophomore, junior, and senior years.
4. Senior Show: Every spring the Design program hosts a Senior Show in which seniors exhibit their final senior projects. These independent projects are a demonstration of the synthesis and mastery of all program learning outcomes.

5. ASSESSMENT & ANALYSIS

The Design program Curriculum Committee will complete initial assessment and analysis of student work based on reviews, exhibits, and faculty discussion. They will present their assessment to the faculty at a dedicated faculty retreat for discussion of final conclusions and recommendations.

6. FINAL REPORT & RECOMMENDATIONS

The final report will be written by the program Director and Associate Director. The report will be distributed to Design Faculty to read and implement in their individual coursework. The report will also be forwarded to the College Leadership Team. The Associate Director will coordinate implementation of recommendations with the help fo the curriculum committee.

APPENDIX A > B.S. DESIGN LEARNING OUTCOMES

1. Students will develop and hone a deep understanding of design process through observation, ideation, and implementation. They will be able to use this process and related methods to solve complex problems in a variety areas, including human-centered and traditional (real solutions to real problems) focuses.
2. Students will understand considerations of desirability, viability, and feasibility.
3. Students will be engaged with client communities in real-world applications of design
4. Students will learn sophisticated communication methods, both by hand and using the computer, and will develop fine craft skills in the construction of real physical prototypes. They will utilize computer modeling techniques and digital fabrication methods and tools
5. Students will develop both qualitative and quantitative design research aptitudes and will be able to use this research to identify design opportunities and develop solutions to those opportunities.
6. Students will gain an understanding of business modeling and analysis techniques.

MULTI-DISCIPLINARY **DESIGN ** COURSEMAP > B.S. DESIGN

DESIGN FOUNDATION — YEAR 1

FALL					SPRING					SUMMER			
ARCH 2630	DESIGN FOUNDATION WKSHP	3	FF	OR	ARCH 2630	DESIGN FOUNDATION WKSHP	3	FF		DES 2510	DESIGN STUDIO	6	
DES 2630	DESIGN CONTEXT	3		OR	DES 2630	DESIGN CONTEXT	3						
CMP 2010	DESIGN ECOLOGY	3	BF	OR	CMP 2010	DESIGN ECOLOGY	3	BF					
DES 2615	INTRO TO DESIGN THINKING	3	FF, CEL	OR	DES 2615	INTRO TO DESIGN THINKING	3	FF, CEL					

Please note:
DES 2510 is required to continue in the program.
It is only offered in the Summer.

.... *APPLY*

DESIGN SOPHOMORE — YEAR 2

FALL					SPRING				SUMMER			
DES 3510	DESIGN PRODUCT STUDIO 1	6		< >	DES 3515	DESIGN RESEARCH STUDIO 1	6					
DES 2820	RESEARCH METHODS	3			DES 2810	DESIGN HISTORY & THEORY	3					
					DES 2830	HUMAN FACTORS	3					
DES 2700	VISUAL STRATEGY	3		Or	DES 2700	VISUAL STRATEGY	3					

DESIGN JUNIOR — YEAR 3

FALL					SPRING				SUMMER			
DES 3520	DESIGN PRODUCT STUDIO 2	6		< >	DES 3525	DESIGN RESEARCH STUDIO 2	6					
	DESIGN TRACK COURSE 1	3				DESIGN TRACK COURSE 2	3					
	DESIGN ELECTIVE	3				DESIGN ELECTIVE	3					

DESIGN SENIOR — YEAR 4

FALL					SPRING			
	Internship			< >	DES 4510	SENIOR DESIGN STUDIO	6	
	DESIGN TRACK COURSE 3	3						

Students must complete 1 of 2 Product Tracks.

Students must complete 2 Design Elective courses. Courses may not be counted for both the Design Track and electives.

PHYSICAL PRODUCT DESIGN TRACK			
DES 4800	MANUFACTURING METHODS	3	
DES 4805	PROTOTYPING METHODS	3	
DES 4200	PRODUCT DESIGN & DEVELOP.	3	

DIGITAL PRODUCT DESIGN TRACK			
DES 4810	INTRO DIGITAL PRODUCT	3	
DES 4820	ADVANCED DIGITAL PRODUCT	3	
DES 4830	DIGITAL ANALYTICS	3	

DESIGN ELECTIVE COURSES			
DES 3810	SOFT GOODS (SUMMER ONLY)	3	
DES 4835	DESIGN ENTREPRENEURSHIP	3	
DES 4840	DIGITAL ASSEMBLIES	3	
DES 4805	PROTOTYPING METHODS	3	
DES 4200	PRODUCT DESIGN & DEVELOP.	3	
DES 4810	INTRO DIGITAL PRODUCT	3	
DES 4820	ADVANCED DIGITAL PRODUCT	3	
DES 4830	DIGITAL ANALYTICS	3	

YEAR 1 > DESIGN FOUNDATIONS

FALL | SPRING | SUMMER

SUMMER Studio

3

ARCH 2630

6

DES 2510

3 CMP 2010
Design Ecologies BF

3 DES 2615
Design Thinking

3 DES 2630
Design Contexts

3 AI

3 WR2

3 QA

3 SF/AS

3 HF

3 BF

General (dashed)

General (dashed)

15 | **15** | **6**

YEAR 2 > DESIGN SOPHOMORE

FALL | SPRING

PRODUCT Studio1 ↔ **RESEARCH** Studio1

6 ↔ **6**

DES 3510 | DES 3515

3 DES 2810
Design Theory

3 DES 2820
Research Methods

3 DES 2700
Visual Strategy

3 DES 2830
Human Factors

3 SF

3 HF

16 | **15**

YEAR 3 > DESIGN JUNIOR

FALL | SPRING

PRODUCT Studio 2 ↔ **RESEARCH** Studio 2

6 ↔ **6**

DES 3520 | DES 3525

3 Design Elective

3 Design Elective

PHYSICAL
3 DES 4800 Mft'g Methods
3 DES 4805 Prototyping Methods
3 DES 4200 Prod. Des & Dev

DIGITAL TRACK
3 DES 4810 Intro Digital Product
3 DES 4820 Adv. Digital Product
3 DES 4830 Digital Analytics

Additional Electives
3 DES 3810 Soft Goods
3 DES 4835 Design Entrepreneurship

3 QB

15 | **15**

YEAR 4 > DESIGN SENIOR

FALL | SPRING

Internship ↔ **SENIOR** Studio

(dashed) ↔ **6**

DES 4510

3 QI

3 IR

3 CW

3 DV

3 QI

12 | **12** | **121**