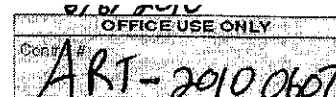


CREATING AND CHANGING UNDERGRADUATE
ACADEMIC PROGRAMS

After college/school/campus review, send a signed original and 8 copies to the Curriculum Office/FCAS, Box 355850.

For information about when and how to use this form: <http://depts.washington.edu/uwcr/1503instructions.pdf>**College/Campus** College of Arts & Sciences**Department/Unit** School of Art**Date** 6/7/2010**New Programs**

- ☐ Leading to a Bachelor of _____ in _____ degree.
- ☐ Leading to a Bachelor of _____ degree with a major in _____.
- ☒ Leading to a ID, IxD, and VCD Option within the existing major in Bachelor of Fine Arts degree in Design.
- ☐ Leading to a minor in _____.

Changes to Existing Programs

- ☐ New Admission Requirements for the Major in _____ within the Bachelor of _____.
- ☐ Revised Admission Requirements for the Major in _____ within the Bachelor of _____.
- ☐ Revised Program Requirements for the Major in _____ within the Bachelor of _____.
- ☐ Revised Requirements for the Option in _____ within the major in _____.
- ☐ Revised Requirements for the Minor in _____.

Other Changes

- ☒ Change name of program from BFA in Industrial Design and Visual Communication Design to Bachelor of Fine Arts in Design.
- ☐ New or Revised Continuation Policy for _____.
- ☐ Eliminate program in _____.

Proposed Effective Date: **Quarter:** ☒ Autumn ☐ Winter ☐ Spring ☐ Summer **Year:** 20 10

Contact Person: Judith Clark

Phone: 3-0646

Email: jclark@uw.edu

Box: 353440

EXPLANATION OF AND RATIONALE FOR PROPOSED CHANGE

For new program, please include any relevant supporting documentation such as student learning outcomes, projected enrollments, letters of support and departmental handouts. (Use additional pages if necessary).

The School of Art would like to consolidate the Bachelor of Fine Arts degree in Visual Communication Design and Industrial Design into a standard Bachelor of Fine Arts degree in Design with options in Visual Communication Design, Industrial Design, and a new option in Interaction Design. There is a central admission process and core curriculum for all design students so it makes sense to consolidate the individual design majors into a central BFA in Design.

OTHER DEPARTMENTS AFFECTED

List all departments/units/ or co-accredited programs affected by your new program or changes to your existing program and acquire the signature of the chair/director of each department/unit listed. Attach additional page(s) if necessary. *See online instructions.

Department/Unit:	Chair/Program Director:	Date:
Department/Unit:	Chair/Program Director:	Date:

CATALOG COPY

Catalog Copy as currently written. Include only sections/paragraphs that would be changed if your request is approved. Please cross out or otherwise highlight any deletions.

See attached

PROPOSED CATALOG COPY

Reflecting requested changes (Include exact wording as you wish it to be shown in the printed catalog. Please underline or otherwise highlight any additions. If needed, attach a separate, expanded version of the changes that might appear in department publications).
Please note: all copy will be edited to reflect uniform style in the General Catalog.

See attached

APPROVALS

Chair/Program Director:

Date:

08 June 2010

College/School/Campus Curriculum Committee:

Date:

Dean/Vice Chancellor:

Date:

Faculty Council on Academic Standards/ General Faculty Organization/Faculty Assembly Chair:

Date:

JUN. 21, 2010

POST TRI-CAMPUS APPROVAL (when needed)

Faculty Council on Academic Standards/ General Faculty Organization/Faculty Assembly Chair:

Date:

Current:

The School of Art offers the following undergraduate programs:

- The Bachelor of Arts degree with a major in art history, design studies (~~incorporates elements of the Bachelor of Fine Arts industrial design and visual communication design programs~~), interdisciplinary visual arts, or painting and drawing.
- The Bachelor of Fine Arts degree with a major in fibers, ~~industrial design~~, metals, painting and drawing, photo media, printmaking, three-dimensional forum, ~~or visual communication design~~.
- A minor in interaction design.
- NOTE: The design studies, fibers, printmaking, and metals programs are not currently admitting new majors.

Bachelor of Arts

Design Studies, Interdisciplinary Visual Arts (IVA), Painting and Drawing (Students may earn a Bachelor of Arts or a Bachelor of Fine Arts with a major in Painting and Drawing, but not both.)

Department Admission Requirements

The minimum GPA for application to the School of Art is 2.50.

Note: Design Studies is not currently accepting students

Admission to the Interdisciplinary Visual Arts Major for Freshmen or Currently Enrolled Students: After completing 5 credits of introductory level art (100/200 level), students meet with an Art adviser to declare the major.

Admission to the Interdisciplinary Visual Arts Major for Transfer Students: Students complete the equivalent of 5 credits of introductory art (100/200 level) prior to transferring. Once admitted to the UW, they meet with an Art adviser to declare the major. Prior to transfer, students may address questions to uaskart@uw.edu.

Admission to the Painting and Drawing Major for Freshmen and Currently Enrolled Students: After completing ART 190, students meet with an Art adviser to declare the major.

Admission to the Painting and Drawing Major for Transfer Students: Once admitted to the UW, students meet with an Art adviser to enroll in ART 190. Students who transfer with college credits in painting and drawing may wish to present a portfolio for advanced placement in the program. Prior to transfer, students may address questions to uaskart@uw.edu.

Major Requirements

Design Studies (80 credits)

Major not accepting new students

Interdisciplinary Visual Arts (63 credits)

1. 20 credits of introductory art selected from ART 120, ART 124, ART 126, ART 131, ART 133, ART 140, ART 165, ART 166, ART 190, ART 201, ART 202, ART 208, ART 226, ART 227, ART 233, ART 234, ART 245, ART 246, ART 272, ART 273, ART 290, ART 292.
2. 25 upper-division credits in art selected from ART 327, ART 328, ART 329, ART 332, ART 333, ART 334, ART 335, ART 338, ART 339, ART 342, ART 345, ART 350, ART 351, ART 352, ART 353, ART 360, ART 361, ART 383, ART 390, ART 392, ART 393, ART 427, ART 450, ART 457, ART 458, ART 483, ART 484, ART 490, ART 492, ART 496, ART 498, ART 499, ART H 498, ART H 499.
3. 18 credits in art history, with a minimum 8 upper division credits, to include one from ART H 203, ART H 380, ART H 381, ART 384, or ART H 482; one non-western course from ART H 205, ART H 206, ART H 212, ART H 215, ART H 230, ART H 233, ART H 310, ART H 311, ART H 313, ART H 315, ART H 318, or ART H 337.

Painting and Drawing (60 credits)

1. 5 credits: ART 190
2. 15 credits drawing classes: 5 credits ART 290; 5 credits ART 390; 5 credits ART 490
3. 25 credits painting classes: 5 credits ART 292; 5 credits ART 293; 5 credits ART 392; 5 credits ART 393; 5 credits ART 492
4. 15 credits art history (with a minimum 5 upper division) to include one from ART H 203, ART H 380, ART H 381, or ART H 384; one non-western from ART H 205, ART H 206, ART H 215, ART H 230, ART H 311, ART H 312, ART H 313, ART H 315, ART H 318, ART H 330, ART H 331, or ART H 337.

Bachelor of Fine Arts

Fibers, ~~Industrial Design~~, Metals, Painting & Drawing (Students may earn a Bachelor of Fine Arts or a Bachelor of Arts with a major in Painting & Drawing, but not both), Photography, Printmaking, Three-Dimensional Forum, ~~Visual Communication Design~~

Department Admission Requirements

The minimum GPA for admission to School of Art B.F.A. programs is 3.00.

Note: The fibers, printmaking, and metals programs are not currently admitting new majors. Students may check with Academic Advising and Student Services for updated information. uaskart@uw.edu

For currently enrolled students

Admission to Painting and Drawing: Students complete ART 190, then meet with an Art adviser to declare the major.

Admission to Three-Dimensional Forum: Students complete ART 124 and one of ART 201, ART 202, ART 233, ART 272, or ART 273, then meet with an Art adviser to declare the major.

Admission to Photomedia: Admission is competitive. Students enroll in ART 140 spring quarter of their freshman year to prepare the portfolio required for the competitive selection process for ART 241 autumn quarter. Students selected to register for ART 241 spend autumn quarter working with the photomedia faculty, revising their portfolio which is then used to select students admitted to the photomedia major in winter quarter. See department Web site at art.washington.edu/ for timing and suggestions for successful completion of portfolio requirements.

Admission to ~~Industrial Design, and Visual Communication Design~~: Students must complete prerequisite courses unique to ~~each~~ major (see major requirements, below). Students then apply to the major using the appropriate application process. ~~Each~~ major has its own unique application process; see program guides at the department Web site at art.washington.edu/.

For transfer students

Admission to Painting and Drawing, and Sculpture: Once admitted to the UW, students meet with an Art adviser to enroll in ART 190. Students who transfer with college credits in the proposed area of study may wish to present a portfolio for advanced placement in the program. Prior to transfer, students may address questions to uaskart@uw.edu.

Admission to Three-Dimensional Forum: Once admitted to the UW, students meet with an Art adviser to enroll in the appropriate art course, ART 124. Students who transfer with college credits in the proposed area of study may wish to present a portfolio for advanced placement in the program. Prior to transfer, students may address questions to uaskart@u.washington.edu.

Admission to Photomedia: Admission is competitive. Transfer students must apply for admission to the UW for summer or autumn quarter, must have completed an equivalent course to ART 140, and must submit their portfolios by mid-August for consideration to register for ART 241 autumn quarter. Students selected to register for ART 241 spend

autumn quarter working with photomedia faculty, revising their portfolios which are then used to select students admitted to the photomedia major in winter quarter. See department Web site at art.washington.edu for further information on timing and suggestions for successful completion of portfolio requirements.

~~*Admission to Industrial Design and Visual Communication Design:* Students must complete prerequisite courses unique to each major (see major requirements, below). Students then apply to the major using the appropriate application process and submitting a portfolio. Each major has its own unique application process; see program guides at department Web site for specific information: art.washington.edu/.~~

Admission Policy for Postbaccalaureate Applicants: Postbaccalaureate study in studio art is limited; admission requirements vary within each major. See information concerning specific postbaccalaureate admission online at department Web site: art.washington.edu/.

Major Requirements

Fibers (85 credits)

Major not accepting new students

~~*Industrial Design (90 credits)*~~

- ~~1. 5 credits prerequisite: ART 166~~
- ~~2. Successful completion of design admission selection process~~
- ~~3. 30 credits: ART 207, ART 208, ART 209, ART 210, ART 211, ART 212~~
- ~~4. 30 credits: ART 316, ART 317, ART 318, ART 321, ART 322, ART 323~~
- ~~5. 15 credits: ART 445, ART 446, ART 447.~~
- ~~6. 10 credits of art history including ART H 203, ART H 380, ART H 381, ART H 382, or ART H 384; and any non-western art history: ART H 205, ART H 206, ART H 212, ART H 215, ART H 230, ART H 233, ART H 306, ART H 310, ART H 311, ART H 313, ART H 315, ART H 318, ART H 331, or ART H 337.~~

Metals (85 credits)

Major not accepting new students

Painting & Drawing (95 credits)

1. 5 credits, ART 190.
2. 15 credits drawing classes: 5 credits ART 290; 5 credits ART 390; 5 credits ART 490

3. 45 credits painting classes: 5 credits ART 292; 5 credits ART 293; 5 credits ART 392; 5 credits ART 393; 10 credits ART 492 or 5 credits ART 492 and 5 additional credits ART 490; 15 credits ART 494.
4. 15 credits studio art or related electives.
5. 15 credits of art history (with a minimum 5 upper division) to include one from ART H 203, ART H 380, ART H 381, or ART H 384; one non-western art history from ART H 205, ART H 206, ART H 215, ART H 230, ART H 311, ART H 312, ART H 313, ART H 315, ART H 318, ART H 330, ART H 331, ART H 337.

Photomedia (80 credits)

1. 55 credits: ART 140 or adviser-approved course; ART 241; ART 338; ART 340; ART 341; ART 342; ART 343; and ART 400.
2. 15 credits: Approved ART electives or related adviser-approved courses.
3. 10 credits of art history: one of ART H 203, ART H 380, ART H 381, ART H 382, or ART H 384; one non-western art history course from ART H 205, ART H 206, ART H 212, ART H 215, ART H 230, ART H 233, ART H 306, ART H 310, ART H 311, ART H 313, ART H 315, ART H 318, or ART H 337.
4. Successful completion of photography portfolio review.

Printmaking (85 credits)

Major not accepting new students

Three-Dimensional Forum (80 credits)

1. 5 credits of ART 124.
2. 20 credits of ART 453.
3. 25 credits from one of the following tracks:
 - a. *Ceramics*: ART 201; one of ART 202, ART 233, ART 272, or ART 273; ART 353 (15 credits) or ART 353 (10 credits) and either ART 332 or ART 333.
 - b. *Glass*: ART 233; one of ART 202, ART 272, or ART 273; ART 333 (15 credits) or ART 333 (10 credits) and either ART 332 or ART 353.
 - c. *Sculpture*: ART 272; one of ART 201, ART 233, or ART 273; ART 332 (15 credits) or ART 332 (10 credits) and ART 333 or ART 353.
4. 15 credits of ART or adviser-approved electives.
5. 15 credits of ART H (with a minimum 5 upper division), to include one from ART H 202, ART H 380, ART H 381, ART H 382, or ART H 384; one non-western from ART H 205, ART H 206, ART H 212, ART H 215, ART H 230,

ART H 233, ART H 306, ART H 310, ART H 311, ART H 313, ART H 315, ART H 318, or ART H 330; one additional 5-credit ART H elective.

~~Visual Communication Design (100 credits).~~

- ~~1. 5 credits prerequisite: ART 166.~~
- ~~2. Successful completion of design admission selection process.~~
- ~~3. 30 credits: ART 207, ART 208, ART 209, ART 210, ART 211, ART 212~~
- ~~4. 30 credits: ART 366, ART 367, ART 368, ART 376, ART 377, ART 378~~
- ~~5. 25 credits: ART 466, ART 467, ART 478, ART 479, ART 480~~
- ~~6. 10 credits of art history including ART H 203, ART H 380, ART H 381, ART H 382, or ART H 384; and any non-western art history: ART H 205, ART H 206, ART H 212, ART H 215, ART H 230, ART H 233, ART H 306, ART H 310, ART H 311, ART H 313, ART H 315, ART H 318, ART H 331, or ART H 337.~~

Proposed:

The School of Art offers the following undergraduate programs:

- The Bachelor of Arts degree with a major in art history, design studies, interdisciplinary visual arts, or painting and drawing.
- The Bachelor of Fine Arts degree with a major in **design**, fibers, metals, painting and drawing, photo media, printmaking, or three dimensional forum.
- A minor in interaction design.
- NOTE: The design studies, fibers, printmaking, and metals programs are not currently admitting new majors.

Bachelor of Arts

Design Studies, Interdisciplinary Visual Arts (IVA), Painting and Drawing (Students may earn a Bachelor of Arts or a Bachelor of Fine Arts with a major in Painting and Drawing, but not both.)

Department Admission Requirements

The minimum GPA for application to the School of Art is 2.50.

Note: Design Studies is not currently accepting students

Admission to the Interdisciplinary Visual Arts Major for Freshmen or Currently Enrolled Students: After completing 5 credits of introductory level art (100/200 level), students meet with an Art adviser to declare the major.

Admission to the Interdisciplinary Visual Arts Major for Transfer Students: Students complete the equivalent of 5 credits of introductory art (100/200 level) prior to transferring. Once admitted to the UW, they meet with an Art adviser to declare the major. Prior to transfer, students may address questions to uaskart@uw.edu.

Admission to the Painting and Drawing Major for Freshmen and Currently Enrolled Students: After completing ART 190, students meet with an Art adviser to declare the major.

Admission to the Painting and Drawing Major for Transfer Students: Once admitted to the UW, students meet with an Art adviser to enroll in ART 190. Students who transfer with college credits in painting and drawing may wish to present a portfolio for advanced placement in the program. Prior to transfer, students may address questions to uaskart@uw.edu.

Major Requirements

Design Studies (80 credits):

Major not accepting new students

Interdisciplinary Visual Arts (63 credits)

1. 20 credits of introductory art selected from ART 120, ART 124, ART 126, ART 131, ART 133, ART 140, ART 165, ART 166, ART 190, ART 201, ART 202, ART 208, ART 226, ART 227, ART 233, ART 234, ART 245, ART 246, ART 272, ART 273, ART 290, ART 292.
2. 25 upper-division credits in art selected from ART 327, ART 328, ART 329, ART 332, ART 333, ART 334, ART 335, ART 338, ART 339, ART 342, ART 345, ART 350, ART 351, ART 352, ART 353, ART 360, ART 361, ART 383, ART 390, ART 392, ART 393, ART 427, ART 450, ART 457, ART 458, ART 483, ART 484, ART 490, ART 492, ART 496, ART 498, ART 499, ART H 498, ART H 499.
3. 18 credits in art history, with a minimum 8 upper division credits, to include one from ART H 203, ART H 380, ART H 381, ART 384, or ART H 482; one non-western course from ART H 205, ART H 206, ART H 212, ART H 215, ART H 230, ART H 233, ART H 310, ART H 311, ART H 313, ART H 315, ART H 318, or ART H 337.

Painting and Drawing (60 credits)

1. 5 credits: ART 190
2. 15 credits drawing classes: 5 credits ART 290; 5 credits ART 390; 5 credits ART 490

3. 25 credits painting classes: 5 credits ART 292; 5 credits ART 293; 5 credits ART 392; 5 credits ART 393; 5 credits ART 492
4. 15 credits art history (with a minimum 5 upper division) to include one from ART H 203, ART H 380, ART H 381, or ART H 384; one non-western from ART H 205, ART H 206, ART H 215, ART H 230, ART H 311, ART H 312, ART H 313, ART H 315, ART H 318, ART H 330, ART H 331, or ART H 337.

Bachelor of Fine Arts

Design, Fibers, Metals, Painting & Drawing (Students may earn a Bachelor of Fine Arts or a Bachelor of Arts with a major in Painting & Drawing, but not both), Photography, Printmaking, Three-Dimensional Forum

Department Admission Requirements

The minimum GPA for admission to School of Art B.F.A. programs is 3.00.

Note: The fibers, printmaking, and metals programs are not currently admitting new majors. Students may check with Academic Advising and Student Services for updated information. uaskart@uw.edu

For currently enrolled students

Admission to Painting and Drawing: Students complete ART 190, then meet with an Art adviser to declare the major.

Admission to Three-Dimensional Forum: Students complete ART 124 and one of ART 201, ART 202, ART 233, ART 272, or ART 273, then meet with an Art adviser to declare the major.

Admission to Photomedia: Admission is competitive. Students enroll in ART 140 spring quarter of their freshman year to prepare the portfolio required for the competitive selection process for ART 241 autumn quarter. Students selected to register for ART 241 spend autumn quarter working with the photomedia faculty, revising their portfolio which is then used to select students admitted to the photomedia major in winter quarter. See department Web site at art.washington.edu/ for timing and suggestions for successful completion of portfolio requirements.

Admission to Design: Admission to the Design major is competitive within the School of Art. Applicants to the Design program must apply directly to the Division of Design. The competitive admissions process requires preparatory coursework, a written application, and participation in the annual Design Entrance Workshop. See program guide at the department Web site at art.washington.edu/.

For transfer students

Admission to Painting and Drawing, and Sculpture: Once admitted to the UW, students meet with an Art adviser to enroll in ART 190. Students who transfer with college credits in the proposed area of study may wish to present a portfolio for advanced placement in the program. Prior to transfer, students may address questions to uaskart@uw.edu.

Admission to Three-Dimensional Forum: Once admitted to the UW, students meet with an Art adviser to enroll in the appropriate art course, ART 124. Students who transfer with college credits in the proposed area of study may wish to present a portfolio for advanced placement in the program. Prior to transfer, students may address questions to uaskart@u.washington.edu.

Admission to Photomedia: Admission is competitive. Transfer students must apply for admission to the UW for summer or autumn quarter, must have completed an equivalent course to ART 140, and must submit their portfolios by mid-August for consideration to register for ART 241 autumn quarter. Students selected to register for ART 241 spend autumn quarter working with photomedia faculty, revising their portfolios which are then used to select students admitted to the photomedia major in winter quarter. See department Web site at art.washington.edu for further information on timing and suggestions for successful completion of portfolio requirements.

Admission to Design: Admission to the Design major is competitive within the School of Art. Applicants to the Design program must apply directly to the Division of Design. The competitive admissions process requires preparatory coursework, a written application, and participation in the annual Design Entrance Workshop. See program guide at the department Web site at art.washington.edu/.

Admission Policy for Postbaccalaureate Applicants: Postbaccalaureate study in studio art is limited; admission requirements vary within each major. See information concerning specific postbaccalaureate admission online at department Web site: art.washington.edu/.

Major Requirements

BFA Design (88-93 credits)

1. **5 credits prerequisite: ART 166.**
2. **Successful completion of design admission selection process.**
3. **33 credits: ART 207, ART 208, ART 209, ART 210, ART 211, ART 212, ART 488.**
4. **10 credits of art history including ART H 203, ART H 380, ART H 381, ART H 382, or ART H 384; and any non-western art history: ART H 205, ART H**

206, ART H 212, ART H 215, ART H 230, ART H 233, ART H 306, ART H 310, ART H 311, ART H 313, ART H 315, ART H 318, or ART H 337.

5. Option coursework (45-50 credits)

- a. Industrial Design (45 credits): ART 316, ART 317, ART 318, ART 321, ART 322, ART 323, ART 445, ART 446, ART 447.
- b. Visual Communication Design (50 credits): ART 366, ART 367, ART 368, ART 376, ART 377, ART 378, ART 466, ART 478, ART 479, ART 480.
- c. Interaction Design (45 credits): ART 381, ART 383, ART 384, ART 385, ART 386, ART 387, ART 481, ART 483, ART 484.

Fibers (85 credits)

Major not accepting new students

Metals (85 credits)

Major not accepting new students

Painting & Drawing (95 credits)

1. 5 credits, ART 190.
2. 15 credits drawing classes: 5 credits ART 290; 5 credits ART 390; 5 credits ART 490
3. 45 credits painting classes: 5 credits ART 292; 5 credits ART 293; 5 credits ART 392; 5 credits ART 393; 10 credits ART 492 or 5 credits ART 492 and 5 additional credits ART 490; 15 credits ART 494.
4. 15 credits studio art or related electives.
5. 15 credits of art history (with a minimum 5 upper division) to include one from ART H 203, ART H 380, ART H 381, or ART H 384; one non-western art history from ART H 205, ART H 206, ART H 215, ART H 230, ART H 311, ART H 312, ART H 313, ART H 315, ART H 318, ART H 330, ART H 331, ART H 337.

Photomedia (80 credits)

1. 55 credits: ART 140 or adviser-approved course; ART 241; ART 338; ART 340; ART 341; ART 342; ART 343; and ART 400.
2. 15 credits: Approved ART electives or related adviser-approved courses.
3. 10 credits of art history: one of ART H 203, ART H 380, ART H 381, ART H 382, or ART H 384; one non-western art history course from ART H 205, ART H

206, ART H 212, ART H 215, ART H 230, ART H 233, ART H 306, ART H 310, ART H 311, ART H 313, ART H 315, ART H 318, or ART H 337.

4. Successful completion of photography portfolio review.

Printmaking (85 credits)

Major not accepting new students

Three-Dimensional Forum (80 credits)

1. 5 credits of ART 124.
2. 20 credits of ART 453.
3. 25 credits from one of the following tracks:
 1. *Ceramics*: ART 201; one of ART 202, ART 233, ART 272, or ART 273; ART 353 (15 credits) or ART 353 (10 credits) and either ART 332 or ART 333.
 2. *Glass*: ART 233; one of ART 202, ART 272, or ART 273; ART 333 (15 credits) or ART 333 (10 credits) and either ART 332 or ART 353.
 3. *Sculpture*: ART 272; one of ART 201, ART 233, or ART 273; ART 332 (15 credits) or ART 332 (10 credits) and ART 333 or ART 353.
4. 15 credits of ART or adviser-approved electives.
5. 15 credits of ART H (with a minimum 5 upper division), to include one from ART H 202, ART H 380, ART H 381, ART H 382, or ART H 384; one non-western from ART H 205, ART H 206, ART H 212, ART H 215, ART H 230, ART H 233, ART H 306, ART H 310, ART H 311, ART H 313, ART H 315, ART H 318, or ART H 330; one additional 5-credit ART H elective.

Eligible UW, transfer and post-bac students must apply to the Division of Design by attending the annual Spring Entrance Workshop, held on Tuesday, June 15, 2010.

At the workshop, students will be required to submit a written application comprised of the following elements:

- Five to ten samples of previous design work
- A letter of intention outlining your interest in the field of design
- A resume summarizing your educational and extracurricular experiences
- All college transcripts (unofficial transcripts accepted)

For more information on the written application and the Entrance Workshop, please visit the [Entrance Workshop information page](#).

After the Spring Entrance Workshop, design faculty will select approximately 55-60 students to populate all Design majors (VCD, ID and IxD). These new Design students will enter into a year-long sophomore design curriculum - a series of six courses that addresses broad themes and issues in design concepts, methods and values.

At the end of the sophomore year, all Design sophomores will be selected into the specific design majors (VCD, ID and IxD) based on a faculty review of their interests and demonstrated abilities.

Timeline:

June 2010:

Spring Design Admission Workshop - Students apply/selected for the autumn 2010 200-level Design program cohort. Note: the School of Art will not be admitting any more students into the BA in Design Studies.

October 2010: BFA in ID and BFA in VCD officially converted to a BFA in Design with options in ID, IxD, and VCD.

June 2011: Design cohort students divided into the ID, IxD, and VCD options in the BFA in Design based on interest and aptitude as demonstrated in portfolio. .

June 2012:

Last cohort of students complete and graduate with the BA in Design Studies. BA in Design Studies is eliminated.

First cohort of students to graduate with the proposed BFA in Design + option

Can Students Switch Tracks?

The Design program is a cohort based model. Once students are placed in a "track", currently BA in Design Studies, BFA in ID, and the BFA in VCD - proposed the options in ID, IXD, and VCD, they are NOT permitted to switch tracks. They must complete the track they are placed in, switch to a non-competitive Art major, or to a non-Art major altogether.

The School has a two year teach out plan for the BA in Design Studies. The students who just completed the sophomore Design sequence and will start the Design Studies program in the fall are the last cohort to be admitted. Because the Design Studies major is an interdisciplinary design major there is enough flexibility within the curriculum to allow any potential returning students to complete the BA under the 10-year rule.

How do the Proposed Options vary/academic focus?

The Industrial Design program at the University of Washington, one of several undergraduate programs in the School of Art, has evolved over the past forty years. It is a professional program aimed primarily at industrial design practice in the corporate and institutional innovation sector where new technologies lead to the development of new forms of products, processes, and service from a human-centered design perspective.

The ID course of undergraduate study is an intensive program emphasizing the development of form that is derived from patterns of use, requirements for function, constraints imposed by industrial manufacturing and aesthetics driven by social context. Key aspects in this view on design are understanding the interactions between people and technology. Students are trained to identify design challenges and to envision promising strategies for design responses, communication, documentation, and organizational skills to conduct the design process from project brief to design implementation.

The curriculum includes all phases of design field study including ideation, scenario-building, concept selection, refinement, detailing to model-making, prototyping, testing, refining, and production. During all phases of the design process industrial designers plan for and participate in presentations and collaborative problem-solving.

Interaction Designers define the structure and behavior of interactive products and services. Interaction Designers create compelling relationships between people and the interactive systems they use, from computers to mobile devices to appliances; Interaction Designers lay the groundwork for intangible experiences.

The need for interaction designers for the development of new interactive products, systems and services has increased exponentially in recent years in virtually all industries. Interactive systems are present in many areas in everyday life where people coordinate tasks and engage in activities in collaboration with others, facilitated through technology. Examples range from mobile phones to computer software, from GPS systems for cars or navigation in the open ocean, and information systems that support the work of expert practitioners in technology-driven domains such as aviation, medicine, and process control.

The design of interactive systems poses new types of challenges for designers. In the course of the interaction design sequence, students are introduced to the opportunities for designing interactions. They learn how to identify design problems in interactive devices, systems, and services. They learn how to respond to these design challenges by a) applying observation techniques to understand interactions in context, b) develop conceptual models and representations (stories, scenarios, mock-ups and prototypes) to assess the perspectives of prospective users (understand their understanding) in the course of a participatory design process to develop interactions that are useful, understandable, and useful.

The Visual Communication Design program educates and trains designers for the communication needs of industry and society. Emphasis is placed on the conception, creation, planning and realization of visual solutions to complex problems in contemporary culture. Students integrate methodology, prototyping, aesthetics, human factors, technology, materials, context and audience to develop strategies and solutions that give form to print, screen and the built environment. Faculty emphasize the objectives of design rather than the process of production, and encourage innovative visual ideas that inform, interpret, instruct or persuade the intended user across the spectrum of application.

The success of the program is evidenced by the receipt of numerous national and international student design awards/scholarships as well as significant publications. Three international design journals, *Novum* (Germany), *IDEA* (Japan), and *Art and Design* (China) have produced major articles on design education featuring the University of Washington program of Visual Communication Design.

Visual Communication Design is one of the largest undergraduate programs in the School of Art. It has evolved over the past 20 years into a professional program primarily aimed at visual communication in the corporate, institutional and municipal sectors. It is an intensive program emphasizing visual problem solving, organizational skills and information theory. The curriculum includes all phases of typography, information design, design systems, exhibition design, publication design, new media, and visual methods/processes.

ART 106



SPRING DESIGN SELECTION WORKSHOP



ART 207 ART 208 ART 209 ART 210 ART 211 ART 212 ART 488 10 credits of Art History



OPTION ASSIGNMENT



INDUSTRIAL DESIGN	INTERACTION DESIGN	VISUAL COMMUNICATION DESIGN
ART 316	ART 381	ART 366
ART 317	ART 383	ART 367
ART 318	ART 384	ART 368
ART 321	ART 385	ART 377
ART 322	ART 386	ART 378
ART 323	ART 387	ART 466
ART 445	ART 481	ART 478
ART 446	ART 483	ART 479
ART 447	ART 484	ART 480



ART 488

Seattle: Reorganization of the Design program within the School of Art (ART-20100607)

Tri-Campus Review Comments:

NA