

DESIGN AND TECHNOLOGY (DEST)

DEST 1001. Intro to Media Design. (3 Credits)

This course introduces students to the foundational principles of digital design and the politics of designing media that operates at intimate, local, and global scales. Students will engage in hands-on experience with industry, human-centered design methodologies such as conducting user research, synthesizing findings into insights, ideating, sketching, rapid prototyping, and validating design concepts.

Attribute: NMDD.

DEST 1002. Intro to Design Prototyping. (4 Credits)

This course explores the fundamentals of experience design. Students will learn about human-computer interaction (HCI), usability heuristics, and prototyping methods to create engaging and intuitive digital user experiences. The lab component includes hands-on exercises with wireframing, user testing, and prototyping tools. Emphasis is placed on designing for inclusivity, accessibility, and ethical user engagement.

Attributes: DTEM, DTEV, NMAC, NMAT, NMMI.

DEST 4600. Capstone Seminar. (4 Credits)

This is a seminar and hands-on working group for senior capstone projects in the Design and Technology program. Students will propose and complete capstone projects, driven by a strong passion of theirs, that demonstrate the skills and expertise acquired during their undergraduate careers and an ability to innovate in their chosen subject. This course offers a cooperative setting for students to produce work and prepare written materials about their work through presentations, feedback, collaboration, and workshops. Note: Four-credit courses that meet for 150 minutes per week require three additional hours of class preparation per week on the part of the student in lieu of an additional hour of formal instruction.

Attribute: NMDD.

Prerequisite: DEST 1001.