

DESIGN AND TECHNOLOGY MINOR

Overview

The minor consists of six courses. Two are required core courses (DEST 1001 Intro to Media Design and DEST 1002 Intro to Design Prototyping). The remaining three are chosen across four competencies that reflect the breadth of design practice:

Social Responsibility (Design as Social): how design shapes, and is shaped by, society, justice, and community.

Business Strategy (Design as Product): design in organizational and market contexts, including branding, entrepreneurship, and sustainability.

Design Methods (Design as Process): research practices and creative frameworks that generate ideas and solutions.

Making (Design as Material): hands-on creation of digital and physical artifacts, building mastery of tools and technologies.

Students take one course in each competency, creating flexible, individualized pathways. Students emerge with a broad foundation for thinking and making, equipped to use design and technology as lenses for inquiry, collaboration, and creative expression across diverse contexts.