DES 001 - Introduction to Design - Prof. Housefield
CRN # depends on discussion sections (see SISWeb)
Note: Attendance at all lecture and discussion sections is required.

Registration on SISweb is keyed to discussion section meeting times;
Attendance required for all lectures and for your weekly discussion section.

***NO PRE-REQS***

DESCRIPTION
Design at UC Davis emphasizes the dynamic intersection of many different fields of design. Students and faculty integrate skills from textile and fashion design, interior architecture (including lighting design, furniture design, and related product design), exhibition design, visual communications (including graphic design, design for the web, and other forms of multimedia design), and various approaches to designing for a sustainable future.

This course is an investigative introduction into all of these aspects of design. Through lectures, discussion sections, and individual and group projects we question design's contributions to society and the place of designers in the world of today and tomorrow. "Intro to Design" asks you to question what you think you know about design already, and to work with others by sharing skills from your distinct expertise in the collaborative pursuit of your goals. DES001 asks you to unite critical thinking, creative dreaming, and active making. No previous experience with art or design is required, or expected.

WHAT FORMER STUDENTS SAY ABOUT THIS CLASS
Some enroll in because this is a pre-requisite for almost all Design classes. Others enroll because they recognize that design and its products permeate our lives. Our culture rarely takes time to reflect on the nature and definitions of design. In this class we do!

Many former students have reported that they integrated the techniques for thinking and learning that they practiced in DES001 to improve or complement their work in other classes, other majors, and their eventual careers (including, but not limited to, various fields in design).

QUESTIONS?

Contact Professor Housefield: jeh@ucdavis.edu
TOPICS COVERED
Some of the topics we cover include: design principles and elements of design; design vocabulary; color theory; Gestalt principles and perception; strategies for creativity and concept development. Role of designer and products in contemporary culture, including social responsibility and sustainability.

GE CREDIT: ArtHum | AH, VL, WE.

ANTICIPATED BASIS OF GRADING (Subject to change)
Homework and In-class assignments: 20%
*NOTE: attendance required at all lecture & discussion section meetings
Quizzes (lowest score drops): 10%
Design & Build Group Project: 25%
Exams: 45%

INTERESTED?
Enroll or waitlist this course immediately. Plan to attend the first lecture on Mon. 3/31/14, in addition to one of the first discussion sections on Mon. (3/31) or Wed. (4/2).

SECTIONS / CRN / REGISTRATION DETAILS
Each CRN is keyed to one discussion section; all students also meet in lecture M & W 10-11:20 am.

Above Left: Students Cody Whittle and Elisa Massenzio present their work in a DES 001 critique, Fall 2013.