

# DESIGN (DESN)

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## **DESN 100. DRAWING FOR COMMUNICATION. 5 Credits.**

This course covers hand-drawing as a design skill. Emphasis is on sketching, design drawing, design process and composition studies for visual presentation and design solutions. Students gain drawing skills such as basics of drawing techniques, basic shapes, light, texture, pattern, gesture and perspective drawing to communicate and present their ideas visually. Students learn and develop critical thinking and creative problem solving skills using the drawing process.

## **DESN 200. VISUAL THINKING + MAKING. 5 Credits.**

**Pre-requisites:** ENGL 101.

**Satisfies:** a BACR for humanities and arts.

Designed to enhance students' creative problem-solving skills through hands-on projects. Encourages students to explore non-linear thinking strategies and engage in the creative production of visual artifacts.

## **DESN 210. DESIGN LAB. 2 Credits.**

Applies creative thinking, problem-solving, and technical skills to develop solutions to project-based learning activities.

## **DESN 213. PHOTOSHOP. 2 Credits.**

Provides hands-on learning in Adobe Photoshop fundamentals through self-paced modules. Covers digital image editing, photo manipulation, compositing techniques, and proper file preparation for both print and digital delivery through practical exercises and skill assessments.

## **DESN 214. ILLUSTRATOR. 2 Credits.**

Provides hands-on learning in Adobe Illustrator fundamentals through self-paced modules. Explores vector graphics creation, including drawing and transforming objects, working with shapes and paths, applying color and gradients, and preparing files for various outputs. Practical exercises and skill assessments reinforce learning.

## **DESN 215. INDESIGN. 2 Credits.**

Offers hands-on learning in Adobe InDesign fundamentals through self-paced modules. Covers page layout design, text formatting, working with images and graphics, and preparing documents for print and digital publication. Practical exercises and skill assessments facilitate mastery of these concepts.

## **DESN 216. DIGITAL FOUNDATIONS. 5 Credits.**

Introduction to media design and digital culture using computer software for the creation and manipulation of images and text, file management, and preparation for print, web, or multimedia uses.

## **DESN 217. FIGMA. 2 Credits.**

Offers hands-on learning in Figma fundamentals through self-paced modules. Explores user interface (UI) and user experience (UX) design principles, including creating wireframes, designing interactive prototypes, and collaborating in real-time. Practical exercises and skill assessments reinforce learning.

## **DESN 243. TYPOGRAPHY. 5 Credits.**

**Pre-requisites:** DESN 100 and DESN 216.

An introductory-level course concentrating on the fundamentals of typography with emphasis on letterforms, typographic syntax, type specification, type as image and the use of type in a variety of communicative purposes.

## **DESN 263. VISUAL COMMUNICATION DESIGN. 5 Credits.**

**Pre-requisites:** DESN 100 and DESN 216.

Provides an introduction to Visual Communication Design including the theories, principles, and practices of visual communication, concept development, design process, and design technology.

## **DESN 301. VISUAL STORYTELLING. 5 Credits.**

**Pre-requisites:** DESN 100.

This course will introduce the basics of visual development: from visual storytelling to character design. Students will learn how to create a dialogue between pictures and text through the use of design briefs, research, semiotics, and sequential imagery. They will learn about the history of visual storytelling, practice typographic and pictorial design, and be able to apply what they learn to film, animation/motion design, game design, UX experiences and comics/book illustration projects.

## **DESN 305. SOCIAL MEDIA DESIGN AND MANAGEMENT. 5 Credits.**

**Pre-requisites:** DESN 216 or permission of the instructor.

In this course students learn how to design and implement social media campaigns, foster relationships on social platforms, and comprehend analytics in order to assist organizations with their online presence. Through project-based learning, students communicate brand, personality, and story across social platforms while learning design skills, time management skills, and marketing strategy.

**DESN 325. EMERGENT DESIGN. 5 Credits.**

**Pre-requisites:** DESN 216.

This course explores the benefits and risks of new design technologies. Students learn to recognize emergent design technologies and use them to address design problems and explore ways in which new tools reference past paradigms in order to create forward-thinking design solutions. Through hands-on, project-based learning, students investigate the possibilities inherent in new technologies such as AI, AR/VR/ and Computational Design. This course may be repeated.

**DESN 326. INTRODUCTION TO ANIMATION. 5 Credits.**

**Pre-requisites:** DESN 216, or instructor permission.

Explores the principles and techniques related to the moving image, considering both practical and experimental processes and outcomes in the field of animation. Topics include hand-drawn, stop-motion, and key-framing techniques, both in and out of the computer, investigating concepts surrounding visual rhythm, metamorphosis, narrative, and time.

**DESN 335. BOARD GAME DESIGN. 5 Credits.**

**Pre-requisites:** junior standing or permission of the instructor.

Students learn how to design physical board games from beginning to end. Students gain an understanding of game mechanics by playing existing games; brainstorm ideas for new games; create and test rough prototypes; and develop a polished, playable final product. Students also learn how to market their games and present them to others.

**DESN 336. 3D ANIMATION. 5 Credits.**

**Pre-requisites:** DESN 326 or permission of the instructor.

This course provides an in-depth introduction to the fundamentals of 3D modeling, animation, texturing, lighting, and rendering using Maxon's Cinema 4D software. Through a combination of lectures, hands-on exercises, and creative projects, students gain the knowledge and skills necessary to create 3D graphics and animations for various industries, including film, motion design, and game design.

**DESN 338. USER EXPERIENCE DESIGN 1. 5 Credits.**

Students develop an understanding of user experience design as a field. Supporting theories, such as visual rhetoric, contextual design, information architecture, gestalt, content strategy, and design ethics, are investigated. Students learn foundational UX research methods. Using design software, students build and test interactive digital prototypes for a variety of user interfaces (UIs).

**DESN 343. TYPOGRAPHY 2. 5 Credits.**

**Pre-requisites:** DESN 243.

Building on the principles and concepts introduced in DESN 243 Typography, this course will review the fundamentals of typography and extend typographic knowledge and skills with emphasis on letterforms, typographic syntax, type specification, and type as image. Projects will include experimental application of type + image to artifacts and multi-page documents.

**DESN 345. DIGITAL GAME DESIGN. 5 Credits.**

**Pre-requisites:** DESN 301, DESN 326.

Introduces essential game design and development concepts by creating digital games with the Construct 3 engine across various platforms. Explores game design principles, computational thinking, programming basics, user experience, and testing/debugging. Applies knowledge from prior courses, including storytelling, world-building, character design, animation, interactions, and gameplay mechanics. No prior experience in game design or programming is required.

**DESN 348. USER EXPERIENCE DESIGN 2. 5 Credits.**

**Pre-requisites:** DESN 338.

Students begin designing experiences that go beyond screens, exploring alternate human-computer interactions and supplementary analog deliverables needed by users. Students investigate, share and implement a wide range of UX methods for planning and discovery, research, design, user testing, and project promotion.

**DESN 350. DIGITAL PHOTOGRAPHY. 5 Credits.**

**Pre-requisites:** junior standing or instructor permission.

This class will have an experimental and philosophical approach. Students will use digital imaging mediums for effective communication and image design. Working within the medium of digital photography, students will engage in strategies and philosophies of vision, light/shadow, reproduction, editing and presentation.

**DESN 351. ADVANCED PHOTOGRAPHY. 5 Credits.**

**Pre-requisites:** DESN 350.

This class is an extension of DESN 350 with considerable work in studio lighting, product photography, and post-production workflows. With a focus on multi-point lighting setups with specific lighting patterns, techniques using multiple sources of light, and off-camera strobes and flashes.

**DESN 355. MOTION DESIGN. 5 Credits.**

**Pre-requisites:** DESN 200, DESN 216.

This course explores the principles of design through motion, with an emphasis on effective use of typography, graphical elements, sound and motion within time and space. Students learn how to import projects, create narrative structures, storyboard, output for various devices and problem solve moving image concerns.

**DESN 359. HISTORIES OF DESIGN. 5 Credits.****Pre-requisites:** ENGL 201.**Satisfies:** a university graduation requirement—diversity.

Focuses on multiple stories and multiple histories within design practice. Emphasis is placed on the context (social/cultural/political/technological) within which themes emerged and designs were created. Student-led research/discussion is focused on expanding the story of design by discovering and sharing those who have been largely left out of the design history books (female/femme, Black, Native American, Latinx, Asian, African, Australian, indigenous peoples, and more).

**DESN 360. ZINE AND PUBLICATION DESIGN. 5 Credits.****Pre-requisites:** DESN 200.

Facilitates the development of personal style and voice, as students design, edit, and create their own “zines” (reproducible hand-made booklets). Students practice graphic layout, typography, and professional book assembly. Analog production methods and desktop publishing software are used. Student-made zines will be sold at “Spokane Zine Fest” and other in-person and digital outlets.

**DESN 365. MOTION DESIGN 2. 5 Credits.****Pre-requisites:** DESN 355.

This course continues to build upon the knowledge and tools explored in Motion 1. Focusing more on the theory and practice of motion design, students will use advanced motion techniques to further realize and develop their motion design projects. Students will explore pre-visualization techniques, character driven design, data visualization processes, and apply in-depth problem solving skills to create large scale projects.

**DESN 366. PRODUCTION DESIGN. 5 Credits.****Pre-requisites:** DESN 243, DESN 263.

This course provides students with theory, knowledge and skill of production design for both print and web application. Students gain conceptual understanding and practical skill in areas including color management, print production, and web graphics.

**DESN 368. WEB DESIGN + CODE 1. 5 Credits.****Pre-requisites:** DESN 216.

Covers the foundations of web design through coding and design integration. Topics include HTML, CSS, accessibility, and version control using GitHub. Students create responsive websites, explore visual hierarchy and structure, and develop coding fluency through Figma-based design and AI-assisted workflows. Emphasis on building a professional, accessible, and well-organized web presence.

**DESN 369. WEB DEVELOPMENT 1. 5 Credits.****Pre-requisites:** DESN 368.

Bridges visual design and web development, teaching foundational web technologies through hands-on practice. Covers HTML for content structure, CSS for styling and animations, and JavaScript for interactivity. Topics include implementing user interfaces, design patterns for code, server-side programming, version control, and automated deployment processes.

**DESN 374. APPLIED AI. 5 Credits.****Pre-requisites:** DESN 216.

Students engage with AI tools and explore multimodal AI applications. Emphasizes the practical implementation of AI outputs in real-world design scenarios across various mediums. Through hands-on projects, students develop adaptable skills for leveraging AI throughout the design process. Covers ethical considerations and fosters a “do it with me” approach, preparing students to navigate and innovate in the evolving field of AI-assisted design.

**DESN 375. DIGITAL VIDEO. 5 Credits.****Pre-requisites:** DESN 216.

This course offers an introduction to digital video techniques. Students will be introduced to production, editing, theory and practical application for the creation of effective visual communication solutions. Emphasis will be on the creative application of concept and design for the moving image and understanding how to integrate textual, graphical and audio elements for the successful communication of messages created for CD, DVD and the Web.

**DESN 378. WEB DESIGN + CODE 2. 5 Credits.****Pre-requisites:** DESN 368.

Builds on the foundations of Web Design + Code 1 by expanding into interactivity, animation, and design systems. Covers how to use JavaScript, SVG, and Canvas to create responsive, engaging, and accessible web experiences. Students explore animation as a design tool—learning techniques that enhance user experience rather than distract from it—and gain confidence using both AI-assisted coding tools and manual design thinking to produce expressive, purpose-driven web interfaces.

**DESN 379. WEB DEVELOPMENT 2. 5 Credits.****Pre-requisites:** DESN 369.

Covers HTML templating, CSS/JavaScript frameworks, databases, and REST APIs. includes full-stack development using JavaScript frameworks, component architecture, static site generation, server-side rendering, database design, and API integration. Emphasizes creating dynamic web applications using industry workflows and best practices for performance.

**DESN 384. DIGITAL SOUND. 5 Credits.**

**Pre-requisites:** junior standing or instructor permission.

Provides a foundation in the techniques of sound design, recording, production, and editing for digital media. Students create and record sound files, apply effects, and mix and produce a variety of multimedia audio elements using state-of-the-art digital technology. Applicable uses include websites, games, multimedia products for promotion and learning, entertainment products, and virtual worlds.

**DESN 396. EXPERIMENTAL COURSE. 1-5 Credits.**

Experimental.

**DESN 398. SEMINAR. 1-6 Credits.**

Seminar.

**DESN 399. DIRECTED STUDY. 1-10 Credits.**

Directed Study.

**DESN 401. IMAGINARY WORLDS. 5 Credits.**

**Pre-requisites:** DESN 301.

Students will research, explore and create pictorial images based on universal ideas of world building. They will examine the cultural context of imagery contained within folklore, legends, myths, fantasy and science fiction, explore how the role of global communities, ethics, satire, wit and the internet impact contemporary image making, and use a variety of media to explore atmosphere, color, character design, and plot visualization in the creation of virtual environments and narratives.

**DESN 446. 4D ANIMATION. 5 Credits.**

**Pre-requisites:** DESN 336, DESN 365.

This course focuses on advanced student projects using Animation and Motion Design techniques. Students use skills developed in prior coursework, 3D Animation, Motion Design, etc. to build on and complete larger scale project(s). Continued animation theory, principles, and techniques will be included.

**DESN 458. USER EXPERIENCE DESIGN 3. 5 Credits.**

**Pre-requisites:** DESN 348.

Students continue to apply the UX design process: research, application, testing and iteration to create useful interactions between designs and end users. Working with community partners, students solve real-world user experience problems. Students learn how to present their work in the UX portfolio format.

**DESN 463. COMMUNITY-DRIVEN DESIGN. 5 Credits.**

**Pre-requisites:** DESN 243 and DESN 263.

How to design for community impact. Students apply research-driven design methodologies to develop messaging, branding, and digital/print materials that serve community partners. Emphasizing typography, composition, and engagement, projects focus on ethical storytelling and collaboration with organizations. By considering stakeholders, policies, and social structures, students design clear, actionable, and sustainable solutions addressing community needs within complex systems.

**DESN 468. WEB DESIGN + CODE 3. 5 Credits.**

**Pre-requisites:** DESN 378.

Builds on skills from previous courses through advanced design and front-end development projects. Students explore the relationship between content, systems, and experience—learning how content management systems shape modern web design. Using Astro and Storybook, they design component-based systems that integrate accessibility, animation, and performance. Emphasizes collaborative version control, sustainable design, and AI-assisted workflows in professional web environments.

**DESN 469. WEB DEVELOPMENT 3. 5 Credits.**

**Pre-requisites:** DESN 379.

Focuses on implementing web applications from design through deployment. Students create full-stack projects using content management systems, interface design patterns, and modern development workflows. Topics include continuous integration/deployment (CI/CD) and multi-platform development. Students complete a portfolio demonstrating mastery of both design principles and technical implementation.

**DESN 480. PROFESSIONAL PRACTICE. 5 Credits.**

**Pre-requisites:** senior standing.

Professional Practice is the study of the visual design industry from both the agency and freelance perspective.

**DESN 490. SENIOR CAPSTONE. 5 Credits.**

**Pre-requisites:** senior standing; DESN 368.

**Satisfies:** a university graduation requirement—senior capstone.

Expands on previous knowledge and skills in visual communication design. Students create a professional portfolio ready for employers while developing a project that fulfills capstone requirements. Students establish connections to the design industry and its professionals while developing a portfolio that showcases their technical skills and design solutions. The course also includes preparing resumes, cover letters, and digital presence for real job openings.

**DESN 491. SENIOR PROJECT. 4-5 Credits.**

**Pre-requisites:** senior standing; permission of the instructor.

**Satisfies:** a university graduation requirement—senior capstone.

Independent and/or group study and production of a design project.

**DESN 493. PORTFOLIO PRACTICE. 2 Credits.**

This course is the last in a three course portfolio sequence that provides a scaffolded approach to student portfolio development. Students continue to develop career-ready portfolios and apply for jobs and internships. Students share portfolios in a showcase event spring quarter. This course may be repeated.

**DESN 495. INTERNSHIP. 2-15 Credits.**

**Notes:** graded Pass/Fail.

**Pre-requisites:** junior standing; permission of instructor, department chair and college dean.

An internship is on-the-job-training. It exposes students to the professional environment through outside job opportunities in graphic design studios, advertising agencies, corporate communications departments and other acceptable organizations. Students work under the guidance of art directors, creative directors, senior graphic designers or marketing managers and perform creative work that is educational and meaningful for their their long-range career preparation.

**DESN 496. EXPERIMENTAL. 1-6 Credits.**

Experimental.

**DESN 497. WORKSHOP, SHORT COURSE, CONFERENCE, SEMINAR. 1-6 Credits.**

Workshop.

**DESN 498. SEMINAR. 1-6 Credits.**

Seminar.

**DESN 499. DIRECTED STUDY. 1-6 Credits.**

**Pre-requisites:** permission of instructor, department chair and college dean.

Directed Study.