

DESIGN MINOR

A Design minor provides students with a foundation in the creative, conceptual, and technical skills necessary to understand and participate in the design needs of future professional practice. This minor supports endeavors in design for print, web, and mobile devices, including effective use of the design thinking process.

Grade Requirements: in order to graduate, students majoring or minoring in the department must earn a GPA ≥ 2.5 in departmental coursework.

Required Courses

DESN 100	DRAWING FOR COMMUNICATION	5
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DESN 216	DIGITAL FOUNDATIONS	5
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Electives—choose from the following list or in consultation with a Design advisor.		15
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DESN 200	VISUAL THINKING + MAKING	
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DESN 243	TYPOGRAPHY	
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DESN 263	VISUAL COMMUNICATION DESIGN 1	
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DESN 301	VISUAL STORYTELLING	
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DESN 305	SOCIAL MEDIA DESIGN AND MANAGEMENT	
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DESN 325	EMERGENT DESIGN	
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DESN 326	INTRODUCTION TO ANIMATION	
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DESN 335	GAME DESIGN	
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DESN 336	3D ANIMATION	
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DESN 338	USER EXPERIENCE DESIGN 1	
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DESN 348	USER EXPERIENCE DESIGN 2	
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DESN 350	DIGITAL PHOTOGRAPHY	
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DESN 351	ADVANCED PHOTOGRAPHY	
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DESN 355	MOTION DESIGN	
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DESN 359	HISTORIES OF DESIGN	
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DESN 360	ZINE AND PUBLICATION DESIGN	
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DESN 363	VISUAL COMMUNICATION DESIGN 2	
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DESN 365	MOTION DESIGN 2	
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DESN 368	WEB DESIGN 1	
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DESN 378	WEB DESIGN 2	
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DESN 384	DIGITAL SOUND	
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DESN 401	IMAGINARY WORLDS	
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Total Credits		25
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Students who earn a Design minor from EWU should be able to:

- achieve fluency in the visual vocabulary of design;
- demonstrate proficiency in the technical skills relevant to design;
- understand and apply design methods including systems thinking, design thinking, and inclusive design;
- practice communication, leadership, equity and inclusion, professionalism, problem-solving, and presentation including portfolio;
- employ principles of well-being to self, others, and the community.