

ABOUT THE MAJOR

Multi-Disciplinary Design at the University of Utah is highly influenced by our context in the Wasatch Front and the landscapes of the West. This program teaches you how to ethically respond to the needs of people and the environment by using a creative process-based approach that prepares you to compete in an increasingly complex work environment. You'll gain a foundation in product design including areas like history, theory, practical application, and studio and then select a product track – digital, physical, or platform – based on your interests, passions, and future goals. In the development of design process, you'll learn how to implement ideas in a strategic manner and always question the status quo. You'll work closely with qualified academics and professionals and have opportunities for travel and community engagement all while gaining exposure to high craft, grounded research, foundational ethics, leadership skills, and new technologies. Our program is about thoughtful design, careful interventions, and designing both products and the relationships around them.




LEARNING OUTCOMES

- Develop and refine an iterative design process and a high level of craft.
- Develop both qualitative and quantitative design research skills and translate those skills to design interventions.
- Learn sophisticated communication methods, both physical and digital.
- Become familiar with concepts in entrepreneurship, business modeling, and analysis techniques.

PLAN & PREPARE

At the U, we plan for our students to have an Exceptional Educational Experience identified by four broad categories we call the Learning Framework: Community, Knowledge & Skills, Transformation, and Impact. This major map will help you envision, explore, design, and plan your personalized Exceptional Educational Experience with the Learning Framework at the core. In addition to assisting you in planning your coursework and navigating the requirements of your major, this map will help you incorporate other kinds of experiences to expand your knowledge, support your development, and prepare you for the future you want.

Get started today

-  Schedule an appointment with an advisor: advising.utah.edu
-  Visit ugs.utah.edu
-  Learn more about the Learning Framework: ugs.utah.edu/learning-framework



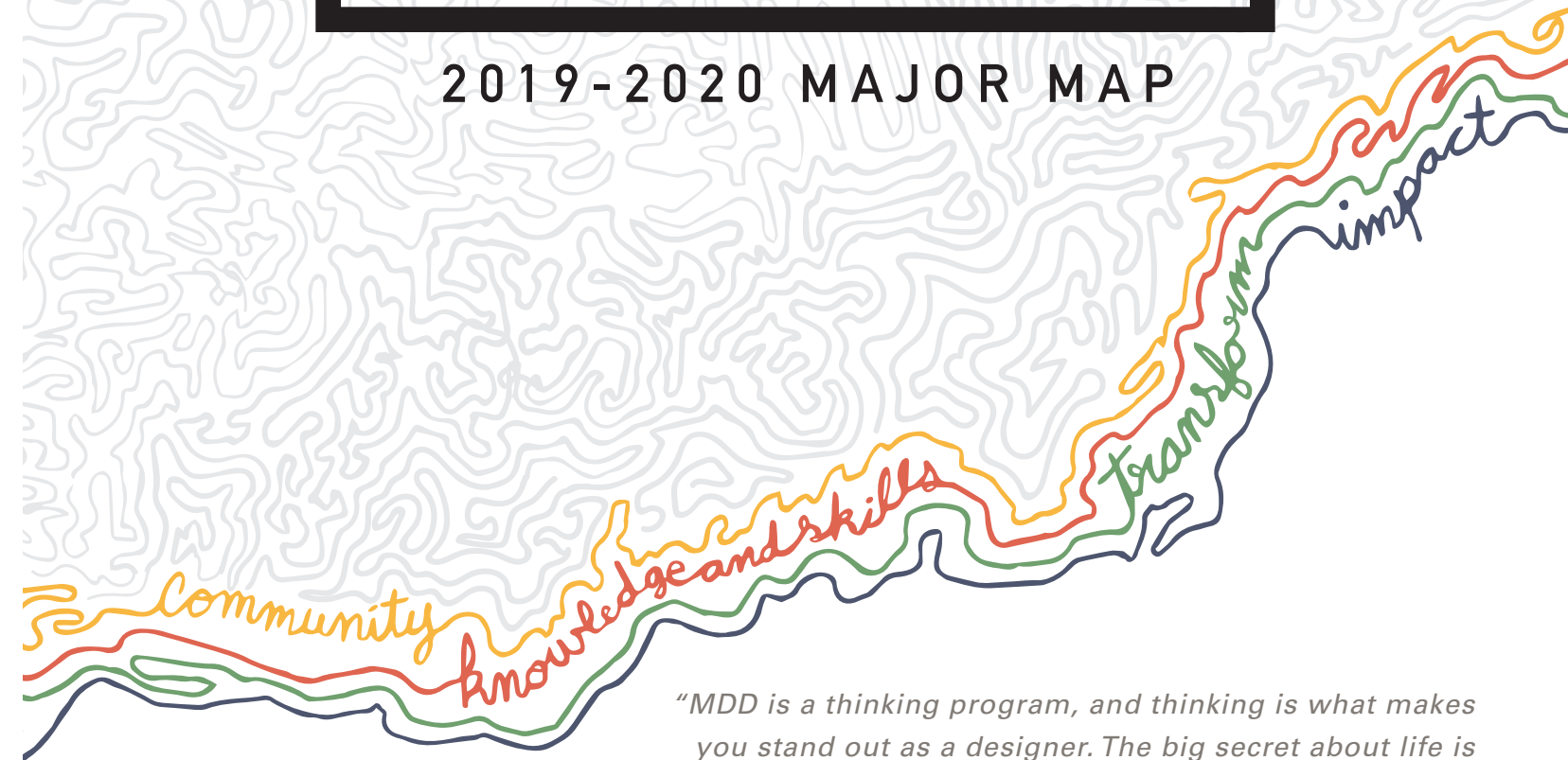
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MULTI-DISCIPLINARY DESIGN

COLLEGE OF ARCHITECTURE + PLANNING

2019-2020 MAJOR MAP



"MDD is a thinking program, and thinking is what makes you stand out as a designer. The big secret about life is that no one knows what they are doing, but the ones who really know how to think are the ones people hitch their wagons to, and MDD is making thinkers."

>> Kyle MacDonald
Product Designer, Skullcandy

MULTI-DISCIPLINARY DESIGN

Use this map to explore, envision, design, and plan your Exceptional Educational Experience.



GETTING STARTED

MAKING PROGRESS

FINISHING UP

WHERE CAN I GO AFTER GRADUATION?

COURSES

- Meet with an advisor & sign up for DF¹ courses
- Take DES 2615 – Design Thinking
- Over summer, attend DES 2510 – Design Studio

- After program acceptance, take a series of support courses & studios with electives in our physical & digital product design tracks

- Continue to follow the simple course track of studio & support courses each year
- Advisors & faculty will assist & guide you towards graduation

- Complete senior studio & degree plan courses
- Check with your advisor to make sure you're on track
- Apply for graduation

- Community Leadership
- Consumer Electronics
- Creative Direction

COMMUNITY

- Get to know other students in your Design Foundation courses:
- Participate in labs & workshops
 - Attend group presentations, lectures, & community events

- Take advantage of access to the community of faculty & design students in the program
- Get to know alumni & prospective employers who participate in project reviews & class lectures

- Join & support the student organization for design students
- Consider a local or international internship to broaden your connections to leaders & peers in the profession

- Work with faculty & alumni to create meaningful connections in the professional design world across campus and the greater community

- Customer Experience Design
- Design Consultancy
- Design Internships
- Design Management
- Design Research
- Design for Social Impact

KNOWLEDGE AND SKILLS

- Develop your skills in DF workshops & labs; work on projects ranging in scale from the city to the object
- Attend lectures by professionals & industry leaders in our lecture series
- Connect with the DF peer mentors

- Apply to the program
- Take support courses designed to align you with the industry standards for design

- Begin studio courses to build your portfolio and give you direction
- Choose a focus in product design: physical, digital, or both

- Take senior level studios with real industry partners & product opportunities
- Go deeper with faculty-led workshops to develop specific design skills
- Apply for internships

- Digital Product Design
- Education/Teaching
- Entrepreneurship
- Environmental Graphic Design
- Exhibit Design

TRANSFORMATION

- Explore related programs on campus like the Bennion Center
- Consider adding a minor to your degree
- Explore opportunities at Lassonde
- Identify as a design student & participate in city events supporting the creative culture of SLC

- Work on thesis & senior project ideas
- Participate in learning abroad programs such as the Architecture, Design, & Planning program in Volterra, Italy

- Work with other design students to consult on a broad range of projects from students around campus in different majors

- Finish up internships & create relationships in the industry
- Complete senior project & thesis work
- Apply for jobs &/or grad school
- Mentor younger students as they enter the program

- Graduate School
- Industrial Design
- In-House Design Teams
- MBA or Professional Degree in Business
- Medical Industry
- Outdoor Recreation Industry

IMPACT

- Design, build, draw, & present your work in DF courses
- Attend lectures & ask questions around your interests in design
- Visit museums & other cities to gain further knowledge surrounding the design profession

- Create work from studio projects that reflect an ethic of care & responsibility in design
- Work on design ideas that impact communities

- Learn to prototype & test design ideas in real world applications through your courses and in internships
- Solicit feedback from professionals & faculty as you shape your design process for the professional world

- Participate in undergraduate research through programs like UROP²
- Work with faculty on research & design grants
- Apply for Lassonde funding opportunities to fund an entrepreneurial venture

- Product Design
- Product Development
- Soft Goods
- Speculative and Critical Design
- Sustainability

CAREER

- Attend Design lectures & reviews throughout the semester to hear professionals talk about their work
- Meet with Design faculty to discuss potential interests
- Learn the culture of the design profession from senior & other student mentors

- Attend Design portfolio workshops & information
- Work on your portfolio & resume
- Use learning abroad opportunities such as Study Abroad in Scandinavia to connect with design professionals internationally

- Work closely with faculty as you shape your interests to deepen your knowledge in a specific field
- Participate in student design organization to gain peer-based connections

- Find & connect with a professional mentor
- Shadow a design professional for a day
- Work with program directors & faculty to make connections in areas of interest

- User Experience Design
- User Interaction Design