Technology, Art & Design minor



Required Credits: 30 Required GPA: 2.00

I REQUIRED COURSES

Note: The Technology, Art and Design minor is not available to students pursuing the Technology, Art and Design major with the Creativity and Innovation emphasis.

Complete the following courses:

- TADD 1100 Orientation to Technology, Art, and Design (2 credits)
- TADD 1200 Two-Dimensional Visual Foundations (2 credits)
- TADD 1300 Three-Dimensional Visual Foundations (2 credits)
- TADD 1400 The Art of Napkin Sketching (2 credits)
- TADD 1500 Tech Toolbox I: Illustrator (2 credits)
- TADD 1550 Tech Toolbox I: Photoshop (2 credits)
- TADD 1800 Creativity in Action (2 credits)

II REQUIRED ELECTIVES

Complete 16 credits from the following:

- TADD 2200 Introduction to Graphic Design (2 credits)
- TADD 2300 Introduction to Typography (2 credits)
- TADD 2550 Tech Toolbox II: InDesign (2 credits)
- TADD 3020 Typography: Hand Lettering (2 credits)
- TADD 3040 Typography: Digital Typefaces (2 credits)
- TADD 3300 Wayfinding & Signage Design (2 credits)
- TADD 3320 Package Design (2 credits)
- TADD 3340 Branding & Identity Design (2 credits)
- TADD 3380 Designing for Experiences (2 credits)
- TADD 3449 Tech Toolbox II: Premiere Pro (2 credits)
- TADD 3460 Printmaking: Traditional (2 credits)
- TADD 3470 Printmaking: Experimental (2 credits)
- TADD 3551 Tech Toolbox I: 3ds Max (2 credits)
- TADD 3552 Tech Toolbox II: 3ds Max (2 credits)
- TADD 3553 Tech Toolbox III: 3ds Max (2 credits)
- TADD 3700 Materials, Lighting, and Structures (2 credits)
- TADD 3750 Tradeshow Exhibit Design (2 credits)
- TADD 3780 Museum Experience Design (2 credits)
- TADD 3800 Tech Toolbox III: After Effects (2 credits)
- TADD 3850 Digital Signage (2 credits)
- TADD 4020 Web & Social Media Design (2 credits)
- TADD 4040 UX Design (2 credits)
- TADD 4700 Pop-up Shop & Visual Merchandising Design (2 credits)
- TADD 4750 Event Design (2 credits)
- TADD 4800 Advanced Typography (2 credits)
- TADD 4850 Advanced Branding & Identity Design (2 credits)