Design, B.S. *major*
Exhibit & Experience Design Emphasis

A total of 120 semester credits are needed for the **Design, Exhibit & Experience emphasis B.S.** degree and include the following:

- Completion of a minimum of 40 upper division credits (level 3000/4000)
- Completion of all required major credits
- Completion of Core Curriculum credits (Minnesota Transfer Curriculum [MnTC] Goal Areas 1-10 with a minimum of 40 credits) required for all baccalaureate degrees
- Completion of BSU Focus and Nisidotaading Course Requirements

Dual Degrees
Students wishing to complete two degrees concurrently, (example: Bachelor of Science and Bachelor of Arts) must complete a minimum of an additional 30 credits above the required 120 credits.

Multiple Credentials
Any additional major, minor or certificate in a degree must have at least 6 credits of course work not used to meet the requirements of another major, minor or certificate in the degree.

Required Credits: 78
Required GPA: 2.00

Required TAD Core Courses

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 Adobe Illustrator (2 credits)
- TADD 1550 Adobe Photoshop (2 credits)
- TADD 1600 Fundamentals of Digital Photography (2 credits)
- TADD 1800 Creativity in Action (2 credits)
- TADD 2310 Artificial Intelligence for Art & Design (2 credits)
- TADD 3000 Presentation Planning, Design, and Delivery (3 credits)
- TADD 3090 Leadership in Creative Industries (2 credits)
- TADD 3360 History of Contemporary Art & Design: 1945-Present (3 credits)

Culmination Core

Complete the following courses:

- TADD 3130 Junior Screening (0 credit)
- TADD 3899 Junior Culmination (2 credits)
- TADD 4130 Senior Screening (0 credit)
- TADD 4899 Senior Culmination (2 credits)

Complete the following course for 2 credits:

- TADD 4867 Advanced Studio Practice (2 credits)

Art & Design Core

Complete the following courses:

- TADD 1150 Drawing Fundamentals (2 credits)
- TADD 2100 History, Philosophy, and Application of Color (3 credits)
- TADD 2300 Introduction to Typography (2 credits)
- TADD 3350 History of Modern Art & Design: 1820-1945 (3 credits)

TAD Lab Core

Complete 2 credits from the following courses:

- TADD 2670 Painting (4 credits)
- TADD 3557 TAD LAB: Molding & Casting (2 credits)
- TADD 3558 TAD LAB: Machining (2 credits)
- TADD 3559 TAD LAB: Traditional Woods (2 credits)
- TADD 3660 TAD LAB: Welding (2 credits)
- TADD 3667 TAD LAB: Finishing & Aesthetics (2 credits)
- TADD 3668 TAD LAB: Laser (2 credits)
- TADD 3677 TAD LAB: 3D Printing (2 credits)
- TADD 3678 TAD LAB: CNC Woods (2 credits)
- TADD 3679 TAD LAB: CNC Metals (2 credits)
- TADD 3680 TAD LAB: AutoCAD (2 credits)

Exhibit & Experience Design Emphasis

Complete the following courses:

- TADD 2200 Introduction to Graphic Design (2 credits)
- TADD 3300 Wayfinding & Signage Design (2 credits)
- TADD 3380 Designing for Experiences (2 credits)
- TADD 3449 Adobe Premiere Pro (2 credits)
- TADD 3551 Autodesk 3ds Max I (2 credits)
- TADD 3552 Autodesk 3ds Max II (2 credits)
- TADD 3553 Blender (2 credits)
- TADD 3700 Materials, Lighting, and Structures (2 credits)
- TADD 3750 Tradeshow Exhibit Design (2 credits)
- TADD 3780 Themed Experience Design (2 credits)
- TADD 4700 Pop-up Shop & Visual Merchandising Design (2 credits)
- TADD 4750 Event Design & Planning (2 credits)
- TADD 4820 Advanced Experience Design (2 credits)

Event Planning Core

Complete the following courses:

- TADD 3010 Planning and Managing Small Events (2 credits)
- TADD 3510 Planning and Managing Exhibits (2 credits)
- TADD 4010 Planning and Managing Large Events (2 credits)
- TADD 4510 Planning and Managing International Events (2 credits)

Program Learning Outcomes | Design, B.S.

1. Students will communicate effectively in oral, written and visual forms.

2. Demonstrate knowledge in diverse cultural and historical perspectives and apply them to their art and design practice.

3. Students will develop and demonstrate competence in implementing art and/or design principles.

4. Students will demonstrate the ability to implement the creative process independently and/or interdependently.

5. Students will exhibit the ability to seek, give and accept constructive criticism.