

Program Change Request

Date Submitted: 11/11/21 3:55 pm

Viewing: **DSTH : Design Thinking**

Last approved: 11/13/20 9:38 am

Last edit: 11/11/21 3:55 pm

Changes proposed by: dstarr

Catalog Pages
Using this Program
[Design Thinking Minor](#)

Are you completing this form on someone else's behalf?

No

Effective Catalog: 2022-2023

Program Level: Undergraduate

Program Type: Minor

Title:
Design Thinking

Banner Title: Design Thinking

Registrar's Office
Use Only –
Program Start Term

Registrar/OAPI Use
Only – SACSCOC
Status

College/School: University (Provost)

Department /
Academic Unit: University (Provost)

Jointly Owned
Program? Yes

Participating
Colleges

College

In Workflow

1. Registrar-
Programs:Workflow
Review

2. UN Academic
Affairs Dean

3. AR Curriculum
Committee

4. SC Curriculum
Committee

5. BU Enrollment
Planning Manager

6. VS Undergraduate
Studies Committee
Chair

7. BU Dean-
Undergraduate

8. AR Associate Dean-
Undergraduate

9. VS Associate Dean-
Undergraduate

10. LA Associate Dean

11. SC Associate Dean

12. E1 Associate Dean

13. UN CAT Editor

14. Assoc Provost-
Undergraduate

15. Registrar-Programs

Approval Path

1. 11/12/21 2:29 pm
Tory Sarro (vsarro):
Approved for
Registrar-
Programs:Workflow
Review

	College
1	Provost-Interdisciplinary Programs
2	College of Humanities & Social Sciences
3	College of Visual & Performing Arts
4	College of Science
5	School of Business
6	College of Education & Human Development
7	Volgenau School of Engineering

Participating Departments

	Department
1	School of Art
2	Geography & Geoinformation Science
3	History & Art History
4	Civil, Environmental & Infrastructure Engineering
5	Computational & Data Sciences
6	Information Sciences & Technology
7	English
8	Psychology
9	Environmental Science & Policy
10	Systems Engineering & Operations Research
11	Graduate School of Education
12	School of Business
13	Computer Game Design Program

Justification

Change in elective course options.

2. 11/12/21 2:56 pm
Marcy Glover
(mglover2):
Approved for UN
Academic Affairs
Dean
3. 12/03/21 4:22 pm
Paul Piccione
(ppiccio):
Approved for AR
Curriculum
Committee

History

1. Mar 8, 2019 by
Donald Starr
(dstarr)
2. Mar 17, 2019 by
Tory Sarro (vsarro)
3. Mar 17, 2019 by
Tory Sarro (vsarro)
4. Aug 14, 2019 by
Tory Sarro (vsarro)
5. Aug 14, 2019 by
Tory Sarro (vsarro)
6. Nov 13, 2020 by
Tory Sarro (vsarro)

Catalog Published Information

**Total Credits
Required:**

Total credits: 18

Registrar's Office Use Only - Program Code:

DSTH

Registrar/IRR Use
Only – Program CIP
Code

Admission
Requirements:

Program-Specific
Policies:

Policies

In addition to the required coursework, three courses should be selected from either the list of electives under the Design in the Built Environment Track or the User Experience Design **Track. (UXD) Track. Note that the three electives must all belong to one of these two groups. Note that the three electives must all belong to one of these two groups.**

Eight credits of coursework must be unique to the minor and students must complete all coursework with a minimum GPA of 2.00. For policies governing all minors, see [AP.5.3.4 Minors](#).

For policies governing all undergraduate programs, see [AP.5 Undergraduate Policies](#).

Degree Requirements:

Required Courses

DSGN 101	Introduction to Design Thinking	3
DSGN 102	Design in the Modern World (Mason Core)	3
DSGN 401	Design Thinking Capstone	3
Total Credits		9

Design in the Built Environment Track

Select 9 elective credits from the following: 9

ARTH 103	Introduction to Architecture (Mason Core)
ARTH 311	Design of Cities (Mason Core)
ARTH 315	Modern Architecture
AVT 104	Two-Dimensional Design and Color (Mason Core)
AVT 105	Three-Dimensional Design and Beyond
AVT 204	Visual Thinking
AVT 215	Typography (Mason Core)
AVT 305	Creative Processes
AVT 307	Aesthetics
AVT 309	Art as Social Action
AVT 311	Graphic Design Methods and Principles

AVT 318	History of Graphic Design
AVT 408	Visual Communication Theories
AVT 410	Experiential Design History
CDS 205	Introduction to Agent-based Modeling and Simulation
GGs 310	Cartographic Design
EVPP 336	Human Dimensions of the Environment
EVPP 355	Ecological Engineering and Ecosystem Restoration

Total Credits

9

User Experience Design ~~(USD)~~ Track

Select 9 elective credits from the following:

9

AVT 217	Introduction to Web Design
AVT 408	Visual Communication Theories
AVT 319	Mobile App Design
AVT 409	User Experience Design
AVT 417	Package Design
COS 400	Problem Solving and Leadership in STEAM
EDIT 401	Introduction to Learning Technologies
EDIT 426	Web Accessibility and Design
ENGH 388	Professional and Technical Writing
ENGH 389	Peer Tutoring in Writing across the Disciplines
GAME 101	Introduction to Game Design (Mason Core)
IT 216	Systems Analysis and Design
MGMT 451	Introduction to Entrepreneurship
MGMT 452	Experiential Entrepreneurship
PSYC 340	Human Factors Psychology
SWE 205	Software Usability Analysis and Design
SYST 469	Human Computer Interaction

Total Credits

9

Retroactive
Requirements
Updates:

Program Outcomes

OAPI Use Only – Determination of SACSCOC Impact

Comments or Notes

Green Leaf Program Designation

Is this a Green Leaf program? No

Does this program cover material which crosses into another department?

Yes

Impacted
Departments

Department
Civil, Environmental & Infrastructure Engineering
Computational & Data Sciences
English
Environmental Science & Policy
Graduate School of Education
Geography & Geoinformation Science
History & Art History
Information Sciences & Technology
School of Art
School of Business
Systems Engineering & Operations Research
Psychology
Computer Game Design Program

Additional
Attachments

[Design Thinking.pdf](#)

Reviewer
Comments

Additional
Comments

Is this course required of all students in this degree program?

%wi_required.eshtml%