



BFA in INDUSTRIAL DESIGN (396536) MAP Sheet

School of Technology

For students entering the degree program during the 2016–2017 curricular year.

This is a limited enrollment program requiring departmental admissions approval. Please see the School of Technology Advising office in 250 SNLB for information regarding requirements for admission to this major.

UNIVERSITY CORE AND GRADUATION REQUIREMENTS				PROGRAM REQUIREMENTS (73 total hours)			
UNIVERSITY CORE REQUIREMENTS				Submit a portfolio.			
				cr.hrs grade sem			
				Complete the following preprofessional requirements: (all 100-level foundation courses must be completed before admission into the sophomore-level courses)			
<u>Requirements</u>	<u>#Classes</u>	<u>Hours</u>	<u>Classes</u>	Eng T 231*	Foundations of Global Leader.	3.0	
Religion Cornerstones				InDes 130	Visual Design Language	1.5	
Teachings and Doctrine, Book of Mormon	1	2.0	Rel A 275	InDes 131	Creativity & Design Thinking	1.5	
Jesus Christ & the Everlasting Gospel	1	2.0	Rel A 250	InDes 132	Form & Surface Development	1.5	
Foundations of the Restoration	1	2.0	Rel C 225	InDes 133	Visualization Methods	1.5	
The Eternal Family	1	2.0	Rel C 200				
The Individual and Society				Complete the following:			
Citizenship				InDes 210*	Intermd Computer Applications	3.0	
American Heritage	1–2	3–6.0	from approved list	InDes 214R	Tools, Materials, & Processes	2.0	
Global & Cultural Awareness	1	3.0	EngT 231*	InDes 231	Presentation Methods 1	2.0	
Skills				InDes 233	Presentation Methods 2	2.0	
Effective Communication				InDes 340	Graphics Studies 1	3.0	
First-Year Writing	1	3.0	from approved list	InDes 388	Professional Practices	2.0	
Adv Written & Oral Communication	1	3.0	Engl 316 recommended	Tech 312	Innovation	1.0	
Quantitative Reasoning	0–1	0–3.0	from approved list	TEE 200	Processes Prototyping Wood	3.0	
Languages of Learning (Math or Language)	1–4	3–20.0	from approved lists	Complete a minimum of 1 hour from one of the following:			
Arts, Letters, and Sciences				InDes 399R	Professional Internship	9.0V	
Civilization 1 and 2	2	6.0	ArtHC 201*/202*, IHum 201*/202*, Tech 201*/202*	Complete two registrations of each of the following:			
Arts	1	3.0	InDes 210*	InDes 230R	Second Year Studio	3.0	
Letters	1	3.0	from approved list	InDes 330R	Third Year Studio	3.0	
Scientific Principles & Reasoning				InDes 430R	Thesis Studio	4.0	
Biological Science	1–2	3–5.0	from approved list	Complete 8 hours from the following:			
Physical Science	1–2	3–7.0	from approved list	InDes 399R	Professional Internship	3.0V	
Social Science	1	3.0	EngT 231*	(3 hours required)			
Core Enrichment: Electives				Mfg 479	Creating & Managing New Vent	3.0	
Religion Electives	3–4	6.0	from approved list	TEE 251	Video Prod & Nonlinear Editing	3.0	
Open Electives	Variable	Variable	personal choice	TEE 400	Furniture Design & Adv Wood.	3.0	
GRADUATION REQUIREMENTS:				Note: Other courses, as approved by the Program, can be used in this requirement.			
Minimum residence hours required		30.0					
Minimum hours needed to graduate		120.0					
				Complete the following art history requirement:			
				InDes 339 History of Products 3.0			
				Complete 9 hours of art history from the following:			
				a. Complete one course from the following:			
				ArtHC 201* World Civilization to 1500 3.0			
				IHum 201* Western Humanities 1 3.0			
				Tech 201* History of Creativity 1 3.0			
				b. Complete one course from the following:			
				ArtHC 202* World Civilization since 1500 3.0			
				IHum 202* Western Humanities 2 3.0			
				Tech 202* History of Creativity 2 3.0			
				c. Complete one course from the following:			
				ArtHC 350 Modern Art 3.0			
				ArtHC 355 Contemporary Art 3.0			
				ArtHC 365 American Architecture 3.0			
				ArtHC 367 Modern Architecture 3.0			
				SFL 329 Hist of Interior Design & Arch 2 3.0			
				Complete one of the following:			
				Engl 316 Technical Communication 3.0			
				M Com 320 Commun. in Org. Settings 3.0			
				Complete department packet and exit interview.			

*THESE COURSES FILL BOTH UNIVERSITY CORE AND PROGRAM REQUIREMENTS (12 hours overlap)

**BFA in INDUSTRIAL DESIGN (396536)
2016–2017**

Suggested Sequence of Courses:

FRESHMAN YEAR

<u>1st Semester</u>	
InDes 130	1.5
InDes 131	1.5
InDes 132	1.5
InDes 133	1.5
First-Year Writing or A Hgt	3.0
Math 110 (if needed)	3.0
Religion Cornerstone course	2.0
Total Hours	14.0

<u>2nd Semester</u>	
First-year Writing or A Hgt	3.0
Eng T 231	3.0
Phy S 100	3.0
Religion Cornerstone course	2.0
Religion elective	2.0
Total Hours	13.0

SOPHOMORE YEAR

<u>3rd Semester</u>	
TEE 200	3.0
InDes 210	3.0
InDes 230R	3.0
InDes 231 (F)	2.0
Religion Cornerstone course	2.0
Elective	2.0
Total Hours	15.0

<u>4th Semester</u>	
InDes 214R	2.0
InDes 230R	3.0
InDes 233 (W)	2.0
Bio 100	3.0
Elective	3.0
Religion Cornerstone course	2.0
Total Hours	15.0

JUNIOR YEAR

<u>5th Semester</u>	
InDes 330R	3.0
InDes 340 (F)	3.0
InDes 388	2.0
Tech 312	1.0
Religion Elective	2.0
Civilization 1*	3.0
(ArtHC 201 or Tech 201 or IHum 201)	
Elective	2.0
Total Hours	16.0

<u>6th Semester</u>	
InDes 330R	3.0
InDes 339 (W)	3.0
InDes 338	0.5
Religion elective	2.0
Civilization 2* (IHum 202 can also fill Letters)	3.0
(ArtHC 202 or Mfg 202 or IHum 202)	
Engl 316 or MCom 320	3.0
Total Hours	14.5

<u>Spring/Summer term</u>	
InDes 399R	3.0
Total Hours	3.0

SENIOR YEAR

<u>7th Semester</u>	
InDes 430	4.0
Technical Electives	8.0
Language of Learning	3.0
Total Hours	15.0

<u>8th Semester</u>	
InDes 430R	4.0
SFL 329, ArtHC 350, 355, 365, or 367	3.0
University Core Letters elective	3.0
General electives	6.5
Total Hours	16.5

THE DISCIPLINE:

Industrial design is a blend of art and technology. On the art side, an industrial designer needs to be creative, be able to visualize ideas, appreciate aesthetics and understand human culture, psychology, and sociology. On the technology side, an industrial designer needs to be able to understand product development processes and contributors, understand how things work, and have a working knowledge of manufacturing materials and processes. Combining the two, an industrial designer creates products that make specific and appropriate human connections through aesthetics, satisfying needs, and providing meaning.

CAREER OPPORTUNITIES:

Industrial designers typically work in these areas: electronic products; outdoor, sports, and recreation products; personal and home products; medical, commercial, and industrial equipment; environments and furniture; toys and children's products; and user experiences and design research.

PRE-MAJOR ENROLLMENT:

Students applying for the pre-industrial design program must be accepted to Brigham Young University before being considered for the major.

The four pre-industrial design foundation courses must be taken concurrently in either fall or winter semester. Enrollment in these courses is limited. In order to enroll, students must apply and be accepted.

Applications for the pre-industrial design foundation courses must be returned by August 1. Individuals will be notified one week after the deadline and will be informed which semester (fall or winter) they may enroll in foundation courses.

Application forms are available from the School of Technology Advisement website. Go to <http://sot.et.byu.edu/advisement> then click on Applications and Forms.

Note: Acceptance to the pre-industrial design program cannot be deferred. Individuals who are accepted must register for foundation courses for their assigned semester. Failure to do so will require reapplication to the pre-industrial design program for the year the student plans to attend.

PROFESSIONAL DEGREE PROGRAM

ENROLLMENT:

Admittance into the professional level of the industrial design program is based on three criteria: overall grade point average for the foundation courses, a panel review of a student portfolio, and a student professionalism score. A portfolio is a collection of work based on foundation courses and weighted higher than grade point average and professionalism score.

Portfolios and professional level applications are to be submitted for review by April 25th. Individuals will be notified within a week of the decision of the review committee.

Students accepted into the professional level are permitted to enroll in specified courses at the next academic level. Students who have not been accepted in the program may apply again the following year. Students may only take the foundation courses one time.

Transfer Students: Transfer students applying for admission to the pre-industrial design program must follow the same requirements as students currently enrolled in BYU.

*Must say Art History in title or description to fill requirements for BFA degree.

Note: Students are encouraged to complete an average of 15 credit hours each semester or 30 credit hours each year, which could include spring and/or summer terms. Taking fewer credits substantially increases the cost and the number of semesters to graduate.