

DESIGN THINKING MINOR

Banner Code: DSTH

The Design Thinking Minor is designed flexibly to include courses that may already be in a student's major. It culminates in a capstone course with a studio format in which students with multi-disciplinary backgrounds collaborate and learn by using the design thinking process to explore problems, prototype solutions, and convey their ideas through effective visual, written, and oral presentations.

Admissions & 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 (UXD) Track. Note that the three electives must all belong to one of these two groups.

Eight credits of coursework must be unique to the minor. For policies governing all minors, see AP.5.3.4 Minors.

For policies governing all undergraduate programs, see AP.5 Undergraduate Policies.

Requirements

Minor Requirements

Total credits: 18

Required Courses

Code	Title	Credits
DSGN 101	Introduction to Design Thinking	3
DSGN 102	Design in the Modern World	3
DSGN 401	Design Thinking Capstone	3
Total Credits		9

Design in the Built Environment Track

Code	Title	Credits
Select 9 elective credits from the following: 9		
ARTH 103	Introduction to Architecture (Mason Core)	
ARTH 311	Design of Cities	
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	
CDS 205	Introduction to Agent-based Modeling and Simulation	

GGS 310	Introduction to Digital Cartography	
EVPP 336	Human Dimensions of the Environment	
EVPP 355	Ecological Engineering and Ecosystem Restoration	
Total Credits		9

User Experience Design (UXD) Track

Code	Title	Credits
Select 9 elective credits from the following: 9		
AVT 217	Introduction to Web Design	
AVT 408	Visual Communication Theories	
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