

DAAP

DESIGN, ARCHITECTURE, ART, AND PLANNING

UNDERGRADUATE PROGRAMS

SCHOOL OF DESIGN



Communication Design

Subjects: Photography/Drawing/Motion Design

Communication Designers problem solve by visualizing ideas. They inform, persuade, educate, and entertain using typography, photography, drawing, video/animation, audio, storytelling, interaction, and space.



Fashion Design

Subjects: Sewing/Pattern Making/Figure Drawing/Textiles

Fashion Design combines the art of design, function, and aesthetics with the making of clothing and accessories. Fashion Designers keep in mind consumer tastes, cultural norms, construction, and sustainability. They influence culture through fashion.



Industrial Design

Subjects: 2D&3D Design/Drawing/Product Design

Industrial Design creates and innovates products, devices, objects, and services that enrich lives and can be mass-produced. The focus is on physical appearance and how it functions.



SCHOOL OF ARCHITECTURE AND INTERIOR DESIGN



Architecture

Subjects: Sketching/Graphic Design/Construction/History

Architecture is the culturally responsible design and production of buildings that are useful, durable, meaningful, inspiring, and responsive to their physical and social contexts. Architects also design how spaces are navigated by people.



Interior Design

Subjects: Communication/Materials Construction/Design Science

Interior Design creates useful, meaningful, and inspiring spaces within buildings. Their work supports the way people live at work and leisure by adding purposeful function to it.



SCHOOL OF ART



Art History

Subjects: English/History/Foreign Language

Art History is the study of the specific periods, cultures, styles, and themes of art socially and intellectually. Students learn the theory of art, preservation and conservation techniques, and become experts on the history of art.



Fine Arts

Subjects: Drawing/2D/3D/Media/Photography

Students in Fine Arts create visual arts for others to enjoy and to influence culture. Students in ceramics, drawing, electronic art, painting, photography, printmaking, and sculpture learn fundamental theories of art, color, composition, perspective, and more.



Games and Animation

Subjects: Drawing/Animation/Coding/Game Design/Inclusion

Games and Animation students create moving images and playable media. Students learn the fundamentals of both games and animation, their social context, and how to reach diverse audiences. Then they will work together on projects for their portfolios. Students will become game designers and animators, either in those respective industries or others where digital skills are in demand.



SCHOOL OF PLANNING



Horticulture

Subjects: History/City Development/Social Science

Horticulture is the science and art of producing, utilizing and improving plants, fruits, and vegetables to sustain and enrich lives.



Urban Planning

Subjects: Mapping/3D Modeling/Sociology/Graphic Design

Urban planning involves preparing for the future by optimizing the effectiveness of space and land use and creating order to its development. Urban planners determine where to locate residential, office, retail, and industrial spaces. They engage with the public to achieve a comprehensive vision of the future.



Urban Studies

Subjects: History/City Development/Social Science

Urban studies involve solving social issues through the development of communities. It is the study of how cities are designed, their impact on populations, and planning for the future.



COOPERATIVE EDUCATION

"CO-OP"

"LEARNING WHILE EARNING"

DAAP's 10 undergraduate programs provide opportunities for hands-on learning through co-ops and internships. Both ensure professional work experience to build an impressive resume. The only difference is co-ops are paid, full-time positions and internships may or may not be paid or full-time. The number of hands-on learning experiences will depend on the chosen degree program, however a majority include 3 or 5.

LEARN MORE!

