DESIGN (DESN) | WILSON SCHOOL OF DESIGN

Visit the BC Transfer Guide - bctransferguide.ca (https://www.bctransferguide.ca/) - for information about course transfer in B.C.

DESN 1100 3 credits
Design Processes, Methods and Materials
Students will study basic design processes, methods and materials common to a variety of design disciplines. They will plan, produce and present creative solutions to design problems in two and three dimensions. Along with technical skills, students will be introduced to the fundamental elements and principles of design as they apply to a variety of projects. This course is equivalent with FIND 1100. Students may earn credit for only one of these courses.
Level: UG
Attributes: DESN (https://calendar.kpu.ca/courses-az/#courseattributestext), PW_3 (https://calendar.kpu.ca/courses-az/#pathwaytext)

DESN 1110 3 credits
Drawing for Design
Students will develop drawing and rendering skills to create visualizations and communicate two- and three-dimensional design concepts. They will explore drawing (sketching, rapid visualization, perspective systems, scaling and rendering techniques) to develop and convey ideas for design-related projects. This course is equivalent with FIND 1110. Students may earn credit for only one of these courses.
Level: UG
Attributes: DESN (https://calendar.kpu.ca/courses-az/#courseattributestext), PW_3 (https://calendar.kpu.ca/courses-az/#pathwaytext)

DESN 1121 3 credits
Design Connections: Then and Now
Students will examine the ways in which the past and present are connected through designed objects, particularly how designs from the past have inspired contemporary design ideas. They will analyze examples of design in the context of various world cultures, consider design influences throughout history, and investigate issues relating to cultural appropriation. This course is equivalent with FIND 1121. Students may earn credit for only one of these courses.
Level: UG
Attribute: DESN (https://calendar.kpu.ca/courses-az/#courseattributestext)

DESN 1130 3 credits
Design Explorations
Students will examine design-related issues, theories and practices as a basis for expanding their knowledge of the field of design. They will participate in seminar discussions and project work to promote communication, research, team building, and critical thinking. Students will also investigate opportunities for continuing design studies and potential career options. This course is equivalent with FIND 1130. Students may earn credit for only one of these courses.
Level: UG
Attribute: DESN (https://calendar.kpu.ca/courses-az/#courseattributestext)

DESN 1140 3 credits
Colour Theories
Students learn colour theories and explore their application within design contexts. They will review and examine the physical characteristics, psychological effects, and the cultural and social implications of colour in both analog and digital formats. This course is equivalent with FIND 1140. Students may earn credit for only one of these courses.
Level: UG
Attributes: DESN (https://calendar.kpu.ca/courses-az/#courseattributestext), PW_3 (https://calendar.kpu.ca/courses-az/#pathwaytext)

DESN 1150 3 credits
Designing for Humanity
Students will examine the relationship between design decisions and current and historical environmental issues contributing to anthropogenic climate change. They will understand how design impacts individuals, societies, and the environment through research, case studies, and field trips. Students will explore life-centred design practices throughout the design process and investigate the connections to diverse issues which may include, but are not limited to, global working conditions, over-packaging, built-in obsolescence, sustainable development, and climate change and adaptation. This course is equivalent with FIND 1150. Students may earn credit for only one of these courses.
Level: UG
Attribute: DESN (https://calendar.kpu.ca/courses-az/#courseattributestext)

DESN 1160 3 credits
Design Storytelling
Students will study the concepts, theories and roles text and images play in contemporary visual information and communication across various design disciplines. They will explore narrative techniques to understand how stories can be used to build empathy, shift perspective, preserve heritage, and effectively engage an audience. They will experiment with storytelling in a range of design projects. This course is equivalent with FIND 1160. Students may earn credit for only one of these courses.
Level: UG
Attribute: DESN (https://calendar.kpu.ca/courses-az/#courseattributestext)

DESN 1200 3 credits
Portfolio Studio
Students will develop a design portfolio presenting their creative process, conceptualization, experimentation, and research. They will explore diverse mediums and presentation methods to expand on work already created, as well as to address new design projects. Students will practice peer review, communicating their design ideas, documenting 2D and 3D pieces, and curating work to appeal to different audiences. This course is equivalent with FIND 1200. Students may earn credit for only one of these courses.
Level: UG
Prerequisite(s): DESN 1100 and DESN 1110
Attribute: DESN (https://calendar.kpu.ca/courses-az/#courseattributestext)

DESN 1210 3 credits
3D Form Studio
Students will apply creative conceptualization and problem-solving skills to comprehensive three-dimensional design projects. They will explore principles and processes, mediums and materials as well as three-dimensional modeling techniques and presentation methods relating to a range of design disciplines. This course is equivalent with FIND 1210. Students may earn credit for only one of these courses.
Level: UG
Prerequisite(s): DESN 1100 and DESN 1110
Attribute: DESN (https://calendar.kpu.ca/courses-az/#courseattributestext)

DESN 1220 3 credits
Design History: 19th Century Onward
Students will examine developments in graphic design, interior design, product design, fashion design, architecture, and fine arts from the Industrial Revolution to the present day, primarily in the context of the Western world. They will analyze design precedents and explore the social factors that influenced styles, movements, designers, and consumers. This course is equivalent with FIND 1220. Students may earn credit for only one of these courses.
Level: UG
Attribute: DESN (https://calendar.kpu.ca/courses-az/#courseattributestext)

DESN 1230 3 credits
Introduction to Digital Drafting
Students will learn to produce digital visualizations using computer-assisted drafting software relating to a variety of design disciplines. They will engage in problem-solving drawing exercises and create two- and three-dimensional images to visually communicate spatial and compositional design concepts. This course is equivalent with FIND 1230. Students may earn credit for only one of these courses.
Level: UG
Attributes: DESN (https://calendar.kpu.ca/courses-az/#courseattributestext), PW_3 (https://calendar.kpu.ca/courses-az/#pathwaytext)

DESN 1240 3 credits
Introduction to Digital Studio
Students will learn to use industry-standard, design-related software such as Adobe Photoshop, Illustrator, and InDesign. They will explore the creative potential of software applications and tools to articulate their design ideas and enhance their problem-solving abilities. Students will originate and edit digital imagery and manipulate text. They will produce and present design solutions and create a digital design portfolio. This course is equivalent with FIND 1240. Students may earn credit for only one of these courses.
Level: UG
Attribute: DESN (https://calendar.kpu.ca/courses-az/#courseattributestext)

DESN 2000 3 credits
Academic Research and Writing for Design
Students will study and practice academic research methods, and written and oral communication skills as these apply to design studies. They will acquire a variety of research, communication, and editing skills. They will learn principles, theories, and techniques required for creating design documents, proposals, reports, and project plans. Students will develop their writing skills through assignments that focus on describing, analyzing, and discussing topics relevant to their area of design focus.
Level: UG
Prerequisite(s): 30 credits from courses at the 1100 level or higher
Attribute: DESN (https://calendar.kpu.ca/courses-az/#courseattributestext)

DESN 2001 3 credits
Design Thinking and Methodology
Students will study the iterative process of designing. They will evaluate how current social perspectives on sustainability, ethics, and universality drive design decisions. They will define a design problem, and begin to develop a personal methodology for design.
Level: UG
Prerequisite(s): 30 credits from courses at the 1100 level or higher
Co-requisite(s): DESN 2002
Attribute: DESN (https://calendar.kpu.ca/courses-az/#courseattributestext)

DESN 2002 3 credits
Design Concept and Process Studio
Students will research, explore, and ideate the principles and elements involved in creating design solutions. They will test design concepts in two- and three-dimensions, documenting their discoveries in a process book.
Level: UG
Prerequisite(s): 30 credits from courses at the 1100 level or higher
Co-requisite(s): DESN 2001
Attribute: DESN (https://calendar.kpu.ca/courses-az/#courseattributestext)

DESN 2003 3 credits
East Meets West – Vancouver Field School
Students will critically examine, interact with, and document the power of Vancouver's natural landscape and its effect on the unique cultural heritage of "North America's gateway to the Asia Pacific". They will explore through the region's built and natural environments the cultural, creative collision that happens when east meets west. Students will share their conceptual analysis and conclusions through social media with communities around the world.
Level: UG
Attribute: DESN (https://calendar.kpu.ca/courses-az/#courseattributestext)

DESN 2004 3 credits
Design Thinking & Innovation
Students apply design thinking methodologies to create solutions for social, cultural, environmental, and/or organizational challenges. They will engage in collaborative processes to research, develop, test, and present innovative solutions to benefit user group experiences through project work that reflects student areas of interest. (Design thinking is creative problem solving that involves critical analysis of problems and contexts employing interdisciplinary perspectives, an emphasis on human-centric research to determine user needs, iterative processes of idea generation and testing, and development of innovative strategies to arrive at creative and viable solutions.)
Level: UG
Prerequisite(s): ENGL 1100
Attributes: ASTR (https://calendar.kpu.ca/courses-az/#astrtext), DESN (https://calendar.kpu.ca/courses-az/#courseattributestext)

DESN 2100 3 credits
The Vancouver Design Experience
Learners will engage in an intensive field study around the Metro Vancouver region and Canada's West Coast for a period of two weeks (14 days). They will take part in scheduled immersion activities and explore design applications in an integrative learning environment. They will explore the region's built and natural environments from a design lens and contextualize their field learning with respect to the context of site, culture, history, climate, and geography. They will develop interdisciplinary skills in creativity, design thinking, academic inquiry, as well as cultural awareness. Students will share their analysis and conclusions through social media. Note: Students must be nineteen years or older at the start of the course. The cost of travel and related expenses are borne by the student.
Level: UG
Prerequisite(s): 30 credits from courses at the 1100 level or higher
Attribute: DESN (https://calendar.kpu.ca/courses-az/#courseattributestext)

DESN 2500 6 credits
Design Thinking: Food System Connectivity in Design, Business and Agriculture
The study of agriculture-business and food systems facilitates transdisciplinary learning and research that is intimately linked to the understanding of sustainability and the cultures that they are embedded in. This Field School will provide opportunities for students to implement problem solving and critical thinking methodologies to help students develop an understanding of the important role that agriculture and food systems play in connecting all aspects of the economy, business, environment and society as well as the value of regional food systems. Students will visit farms and food related businesses locally, nationally and/or internationally. When studying food systems, students will compare and contrast financing, marketing, pricing and logistics of food production. Note: Students will spend two weeks at the Field School site in addition to class sessions on campus before and after travel. Students must be nineteen years or older at the start of the course. This course is equivalent with AGRI 2500, DESN 2500. Students may earn credit for only one of these courses.
Level: UG
Prerequisite(s): 30 credits from courses at the 1100 level or higher
Cross-listing: BUSI 2500
Attributes: ASTR (https://calendar.kpu.ca/courses-az/#astrtext), DESN (https://calendar.kpu.ca/courses-az/#courseattributestext)

DESN 3000 6 credits
Interdisciplinary Amazon Field School
Learners will engage in an intensive interdisciplinary field school in the Amazon rain forest. They will take part in cultural and creative immersion activities, participate in community engagement projects, and contextualize their field learning by classroom-based analysis and critical reflection before and after their field experiences. They will develop interdisciplinary skills in creativity, academic inquiry, ecology and conservation, cultural awareness, environmental design, design thinking, and community development. Learners will become familiar with various expressive modalities of the Amazon region (e.g. design, writing, music, movement, expressive arts, materiality, storytelling, etc.) and will explore the application of those modalities in an integrative learning environment. Note: Students will spend two weeks at the Field School site in addition to class sessions on campus before and after travel. Students must be nineteen years or older at the start of the course. This course is equivalent with ARTS 3000. Student may earn credit for only one of these courses.
Level: UG
Prerequisite(s): 30 credits from courses at the 1100 level or higher
Cross-listing: ARTS 3000
Attribute: DESN (https://calendar.kpu.ca/courses-az/#courseattributestext)

DESN 3100 3 credits
Design Field School
Learners will engage in an intensive, design-focused, faculty-led field school for a period of two weeks. They will travel to a contextually distinct destination, differing from metro-Vancouver, and participate in scheduled experiences related to local culture and design. The field school will provide an immersive and interactive learning environment where students will gain an understanding of the contextual nature of design through place-based learning, active experimentation, observation, analysis, and critical reflection. Class sessions will be held on campus before and after the travel portion of the course. Note: Students must be 19 years or older at the start of the course. In addition to course tuition, program travel fees will also be applied, and students will be informed of details and application dates prior to each offering.
Level: UG
Prerequisite(s): 45 credits of 1100-level courses or higher
Attribute: DESN (https://calendar.kpu.ca/courses-az/#courseattributestext)

DESN 3500 3 credits
AI for Productivity in Design
This course will explore the use of generative artificial intelligence (GAI) and AI-driven tools for productivity in design. From client brief to finished design proposal, students will integrate AI into customized workflows, including testing tools, budget and material optimization, and daily business practices like client communication. As potential thought leaders, students will also use GAI and AI tools in innovative ways to meet industry demands. Through exploration, studio practice, and discussion, students in 2D, 3D, and spatial design practices will examine the role of AI in design while developing an agile, industry-relevant skillset.
Level: UG
Prerequisite(s): 45 credits from courses at the 1100 level or higher
Attribute: DESN (https://calendar.kpu.ca/courses-az/#courseattributestext)

DESN 3630 3 credits
Industry Experience
Students will initiate and complete a faculty-approved, industry-related practicum relevant to design and produce evidence of the practical knowledge gained and its potential application. They will practice applied skills, develop contacts in the industry, and identify opportunities for their place as future professionals in the field.
Level: UG
Attribute: DESN (https://calendar.kpu.ca/courses-az/#courseattributestext)

DESN 3900 3 credits
Special Topics
Students will examine a selected topic relating to the field of design through a critical analysis of relevant literature, case studies, recent developments, and/or contemporary issues. They will engage in research and analysis, dialogue, presentations, and project work. Note: The specific topic for the course will be established in advance by the department. Please check with the department for proposed offerings. Students may take this course twice, so long as each time the course is taken, the specific topics under examination are different.
Level: UG
Prerequisite(s): 30 credits from courses at 1100-level or higher, including ENGL 1100
Attribute: DESN (https://calendar.kpu.ca/courses-az/#courseattributestext)

DESN 4100 3 credits
Innovation Project
Students will critically examine complex, open-ended challenges and issues that impact people, services, systems, workplaces, and organizations in an innovation project. They will apply design thinking to an innovation project. They will apply methodologies, stakeholder and user group research, trans-disciplinary theories, and collaborative approaches to ideate, iterate, create, and test innovative strategies and solutions that have the potential to initiate positive, transformational change. (Design thinking is a creative, human-centric, problem-solving process that can help communities, small businesses, corporations, not-for-profits, institutions, and others create responsive and innovative solutions for services, products, systems, environments, and technologies).
Level: UG
Prerequisite(s): 60 credits from courses at the 1100 level or higher, including ENGL 1100 and 6 credits from courses at the 3000 level or higher.
Attribute: DESN (https://calendar.kpu.ca/courses-az/#courseattributestext)