Table 2: Bachelor of Science in Design, Innovation, and Society Program Curriculum	
General education courses required for graduation:	**27-30 credit(s)**
Humanities/Literature/Arts	6 credit(s)
Natural Science	4-6 credit(s)
Social Studies	3 credit(s)
Communication Part A & Part B	3-6 credit(s)
Quantitative Reasoning Part A & Part B	3-6 credit(s)
Ethnic Studies	3 credit(s)
School of Human Ecology requirements:	**30 credit(s)**
Human Ecology Breadth	3 credit(s)
Arts & Humanities	9 credit(s)
Social Science	9 credit(s)
Physical, Biological & Natural Science	9 credit(s)
Academic degree program or major course requirements:	**45 credit(s)**
DIS Core	**31 credit(s)**
DS 120 Design Fundamentals I	3 credit(s)
DS 123 What is Design?	3 credit(s)
DS 140 Visual Thinking: Form and Space	3 credit(s)
DS 220 Design Fundamentals II	3 credit(s)
DS 221 Person & Environment Relations	3 credit(s)
DS 240 Human-Centered Design and Business	3 credit(s)
DS 264 Dimensions of Material Culture	4 credit(s)
CSCS 455 Entrepreneurialism and Society	3 credit(s)
DS 650 Design Capstone	3 credit(s)
DS 679 Research Methods In Design	3 credit(s)
DIS Pathways (select 9 credits from 1 of 3 areas)	**9 credit(s)**
Design and Culture Depth (only students selecting this pathway choose 9 credits from courses below)	
DS 355 History of Fashion, 1400-Present	3 credit(s)

	DS 421 History of Architecture and Interiors I: Antiquity through 18th Century	3 credit(s)
	DS 422 History of Architecture & Interiors II	3 credit(s)
	DS 430 History of Textile	3 credit(s)
	ART 438 History of Graphic Design and Typography	3 credit(s)
	LandArc 260 History of Landscape Architecture	3 credit(s)
	AH 210 History of World in 20 building	3 credit(s)
	AH/Rel Stud 373 Great Cities of Islam	3 credit(s)
	AH 357 History of WI architecture, 1800-Present	3 credit(s)
	AH/Asian 379 Cities of Asia	3 credit(s)
	AH 457 History of American Vernacular Architecture and Landscapes	3 credit(s)
	AH 468 Frank Lloyd Wright	3 credit(s)
	AH 506 Curatorial Studies Exhibition Practice	3 credit(s)
	AH 601 Intro to Museum Studies I	3 credit(s)
	AH 602 Intro to Museum Studies II	3 credit(s)
	Design and Social Change Depth **(only students selecting this pathway choose 9 credits from courses below)**	
	DS 321 Problem-definition: Design Programming	3 credit(s)
	DS 341 Design Thinking for Transformation	3 credit(s)
	DS 521 Environments of Crisis & Design	3 credit(s)
	DS 527 Global Artisans	3 credit(s)
	CSCS 125 Community and Social Change	3 credit(s)
	CSCS 570 Community Based Research & Evaluation	3 credit(s)
	CNSR SCI 555 Consumer Design Strategies & Evaluation	3 credit(s)
	CNSR SCI 561 Consumer Engagement Strategies	3 credit(s)
	Design and Technology Depth **(only students selecting this pathway choose 9 credits from courses below)**	
	DS 451 Color Theory and Technology	3 credit(s)
	DS 518 Wearable Technology	3 credit(s)
	Curric 277 Videogames & Learning	3 credit(s)
	Curric 357 Game Design I	3 credit(s)
	Curric 432 Game Design II	3 credit(s)

	Art 309 Digital Art and Code	3 credit(s)
	EnvirStud/Geog/CivEng377 An Intro to GIS	3 credit(s)
	Geog 170 Our Digital Globe: Overview of GIScience and its Technology	3 credit(s)
	CS 570 Introduction of Human-Computer Interaction	3 credit(s)
	CommArts 155 Intro Design Media Production	3 credit(s)
	CommArts 200 Intro to Digital Comms	3 credit(s)
	CivEngr 250 Architectural Visualization	3 credit(s)
	InterEngr 477 Tools for Prototyping and Manufacturing	3 credit(s)
Professional Development		**5 credit(s)**
	DS 252 Design Leadership Symposium	1 credit(s)
	INTER-HE 202 SoHE Career & Leadership Development	1 credit(s)
	DS 601 Internship	3 credit(s)
Electives		**To reach 120 credits**
Total Credits		**120 credit(s)**