

**From:** [Vankeerbergen, Bernadette](#)  
**To:** [Smith, Randy](#); [Reed, Katie](#)  
**Cc:** [Fink, Steven](#); [Jenkins, Mary Ellen](#); [Daly, Marymegan](#); [Vaessin, Harald](#)  
**Subject:** Proposed Revision to the Bachelor of Science in Design-Interior Design  
**Date:** Tuesday, November 14, 2017 1:22:15 PM  
**Attachments:** [image001.png](#)  
[New courses letter of support Interior Design.pdf](#)  
[Design UG INT current proposed changes.pdf](#)  
[Design UG curr map revised Au18.pdf](#)  
[ASCC AH Panel 2 - Cover Letter for revision to Bachelor of Science in Design-Interior Design.docx](#)

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Dear Randy and Katie,

Please find attached a proposal to revise the Bachelor of Science in Design-Interior Design. The proposal was fully approved by the ASC Curriculum Committee (ASCC ) on Friday, November 3, 2017.

We are now advancing the proposal for review by CAA. The attached documents are: (1) a cover letter from Chair of Design, (2) current and proposed curricular requirements, (3) an updated curriculum map, and (4) the Arts and Humanities 2 Panel cover letter to ASCC.

Please use this email as a cover letter indicating that the proposal has been duly reviewed and approved by the appropriate ASC curricular bodies (including the full ASC Curriculum Committee).

Please let me know if you have any questions.

Best regards,  
Bernadette



**Bernadette Vankeerbergen, Ph.D.**  
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September 29, 2017

TO: ASC Curriculum Committee

FROM: Dr. Mary Anne Beecher, Chairperson, Department of Design

RE: Rationale for course changes and additions to Interior Design curriculum

This purpose of this letter is to provide the rationale for three specific changes to the curriculum for the Interior Design major in the Department of Design. Each addresses a specific curricular requirement/need in relation to the accreditation of that professional program. The Department of Design admits students into its accredited Interior Design major each year. The program is accredited by two distinct bodies: NASAD (The National Association of Schools of Art and Design) and CIDA (the Council of Interior Design Accreditation).

In an effort to anticipate and address areas of study that require more focused learning through specific coursework, the program wishes to delete two courses focused on graphic communication (DSN 3302 Visual Strategies for Interior Design 1 and DSN 4302 Visual Strategies for Interior Design 2). This allows for the inclusion of an interior design-specific course focused on the technical properties of interior finish materials and their application as part of sustainable design strategies (DSN 3550.02 Materials and Processes). It also creates space in the curriculum for an interior design-specific course focused on the use of moving digital images to communicate design ideas (Design Media 3). With this adjustment to the technical and technological elements of the curriculum, our program strengthens its ability to meet the accreditation criteria in those areas. CIDA Accreditation Standard 13 "Products and Materials" requires that "students have the skills and knowledge required to appropriately select and apply manufactured products and custom design elements to a design solution." CIDA Accreditation Standard 9 "Communication" requires that graduates are able to "apply a variety of communication techniques and technologies appropriate to a range of purposes and audiences." Because our department has prioritized the development of skills in time-based media for the presentation of design concepts using moving images, sound, and other cinematic characteristics, this course provides essential skills and knowledge of effective visual storytelling principles. The exchange of credit hours described here brings our program into complete compliance with the accreditation standards of both accrediting bodies while retaining a curricular structure that is parallel with the other two majors in our department.

While the accreditation standards for understanding the context of historical design is more general in the NASAD standards, CIDA accreditation standard #10 (History and Theory) requires that "Interior designers apply knowledge of history and theory of interiors architecture, decorative arts, and art when solving design problems." The intent of this standard is to ensure that "graduates have the knowledge base of design history and theory to inform design solutions." Without the addition of this advanced-level course, our students only receive an introductory-level exposure to design-specific history knowledge. In addition to learning how to form connections between developments in design over time and the social,



political, and technological influences that affect historical change in the built environment, this proposed new course provides students with an opportunity to understand the significant movements, traditions, and theories that have influenced the evolution of designed interior space, and it will provide a more focused presentation of the historical evolution of the history of furniture and other aspects of material and visual culture that influence interior spaces.

The proposed course DSN 5750 has the added bonus of appealing to students in the other two design majors and it could also be beneficial to students of architecture, art and any student with a desire to gain a more advanced understanding of how interior spaces—the aspect of architecture to which we are most intimately connected—can be understood from a technological, social, and human perspective.

Students in our program have needed this advanced history course for some time and we are very eager to see it approved. Knowledge of the past is critical for persons who desire to imagine the future. There is much to be learned from the examining case studies that represent the most significant contributions to the evolution of the interior environment.

Sincerely,

Dr. Mary Anne Beecher, Chairperson  
Department of Design

# Interior Design Major

## Current Requirements

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**General Education:**

47 to 50 hours

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*ArtSci 1100.09: 1 hour*

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*Writing: 6 hours*

Writing 1: English 1110.xx

Writing 2: Any 2367.xx †

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*Quantitative and Logical Skills*

Mathematical and Logical Analysis  
(from GE list, 3-5 hours)

Data Analysis

(from GE list, 3 hours)

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*Science: 10 hours*

Biological Science

Physical Science

Lab Science

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*Literature: 3 hours †*

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*Visual & Performing Arts: 3 hours*

Art 2555: Digital Photography

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*Social Science: 6 hours †*

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*Historical Study: 9 hours*

History of Art 2001 ‡

History of Art 2002 ‡

Any other History of Art 3000+

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*Open Option: 3 hours*

Any other approved GE course

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*Social Diversity: 3 hours*

† Should overlap with one  
of the above categories

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*Global Studies: 6 hours*

History of Art 2001 ‡

History of Art 2002 ‡

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**Interior Design Major Requirements:**

78 hours

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*First Year*

**Autumn**

3 Design 2110: Design Fundamentals 1

3 Design 2310: Visualization Principles 1

3 Design 2700: Intro to Design Practice

**Spring**

3 Design 2130: Design Fundamentals 3

3 Design 2330: Visualization Principles 3

3 Design 2750: Design History

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*Second Year*

**Autumn**

3 Design 3102: Intro to Int Design 1

3 Design 3200: Design Research 1

3 Design 3400.02: Design Media 1

**Spring**

3 Design 3152: Intro to Int Design 2

3 Design 3450.02: Design Media 2

3 Design 3302: Viz Strategies for Int Design 1

3 Design 3552: Int Design Technology 1

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*Third Year*

**Autumn**

3 Design 4102: Intermediate Int Design 1

3 Design 4200: Design Research 2

3 Design 4302: Viz Strategies for Int Design 2

3 Design 4502: Int Design Technology 2

**Spring**

3 Design 4152: Intermediate Int Design 2

3 Design 4650: Collaborative Design

3 Design 4750: Professional Practices (Session 1)

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*Fourth Year*

**Autumn**

3 Design 5102: Advanced Int Design 1

3 Design 5200.02: Design Research 3

3 Design 5502: Int Design Technology 3

**Spring**

3 Design 5152: Advanced Int Design 2

3 Design 5552: Int Design Technology 4

3 Architecture 5510 or 5520: Construction Systems 1 or 2

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**Electives:** 6 hours

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**Minimum required for graduation:** 131 hours

# Interior Design Major

## Proposed Requirements

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**General Education:**

47 to 50 hours

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*ArtSci 1100.09: 1 hour*

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*Writing: 6 hours*

Writing 1: English 1110.xx

Writing 2: Any 2367.xx †

---

*Quantitative and Logical Skills*

Mathematical and Logical Analysis  
(from GE list, 3-5 hours)

Data Analysis

(from GE list, 3 hours)

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*Science: 10 hours*

Biological Science

Physical Science

Lab Science

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*Literature: 3 hours †*

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*Visual & Performing Arts: 3 hours*

Art 2555: Digital Photography

---

*Social Science: 6 hours †*

---

*Historical Study: 9 hours*

History of Art 2001 ‡

History of Art 2002 ‡

Any other History of Art 3000+

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*Open Option: 3 hours*

Any other approved GE course

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*Social Diversity: 3 hours*

† Should overlap with one  
of the above categories

---

*Global Studies: 6 hours*

History of Art 2001 ‡

History of Art 2002 ‡

---

**Interior Design Major Requirements:**

78 hours

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*First Year*

**Autumn**

3 Design 2110: Design Fundamentals 1

3 Design 2310: Visualization Principles 1

3 Design 2700: Intro to Design Practice

**Spring**

3 Design 2130: Design Fundamentals 3

3 Design 2330: Visualization Principles 3

3 Design 2750: Design History

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*Second Year*

**Autumn**

3 Design 3102: Intro to Int Design 1

3 Design 3200: Design Research 1

3 Design 3400.02: Design Media 1

**Spring**

3 Design 3152: Intro to Int Design 2

3 Design 3450.02: Design Media 2

3 **Design 3550.02: Materials + Processes**

3 Design 3552: Int Design Technology 1

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*Third Year*

**Autumn**

3 Design 4102: Intermediate Int Design 1

3 Design 4200: Design Research 2

3 **Design 4400.02: Design Media 3**

3 Design 4502: Int Design Technology 2

**Spring**

3 Design 4152: Intermediate Int Design 2

3 Design 4650: Collaborative Design

3 Design 4750: Professional Practices (Session 1)

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*Fourth Year*

**Autumn**

3 Design 5102: Advanced Int Design 1

3 Design 5200.02: Design Research 3

3 Design 5502: Int Design Technology 3

**Spring**

3 Design 5152: Advanced Int Design 2

3 Design 5552: Int Design Technology 4

3 **Design 5750: Advanced Design History**

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**Electives:** 6 hours

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**Minimum required for graduation:** 131 hours

## Department of Design Undergraduate Programs Goals

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### 1. Thinking

Students acquire abilities to address Design opportunities, including the skills of problem identification, formulation, qualitative and quantitative research, analysis, synthesis, prototyping, user-testing, and evaluation of outcomes.

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### 2. Doing

Students acquire competency with tools, technologies, skills and materials in the exploration, creation, and production of products, artifacts, environments, systems, communications solutions and services.

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### 3. Practice

Students demonstrate understanding of basic professional practices, including the ability to communicate, document, organize and lead work productively as team members able to adapt to the evolving role of Design.

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### 4. Scope

Students demonstrate understanding of the role and responsibility of Design in the local and global context, including the foundational comprehension and application of ethical concepts of sustainable development, social innovation and human-centered design to practice.

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### 5. Context

Students demonstrate knowledge of established and emerging theory and practice, including critical thinking and an understanding of interdisciplinary relationships in order to recognize and act on opportunities.

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### 6. Role

Students acquire the ability to recognize the role of the Designer as the expert practitioner and/or catalyst for collective creativity.

# Industrial Design Major

Bachelor of Science in Design (BSD), College of Arts and Sciences

## PROGRAM LEARNING GOALS: #1 OF 2

**Goal 1:** Thinking      **Goal 2:** Doing      **Goal 3:** Practice      **Goal 4:** Scope      **Goal 5:** Context      **Goal 6:** Role

Required Courses	Thinking	Doing	Practice	Scope	Context	Role
<b>2110:</b> D. Fundamentals 1	Beginning	Beginning				
<b>2310:</b> Vis. Principles 1	Beginning	Beginning				
<b>2700:</b> Intro. to D. Practice			Beginning	Beginning	Beginning	Beginning
<b>2130:</b> D.Fundamentals 3	Beginning	Beginning/Interm	Beginning			
<b>2330:</b> Vis. Principles 3	Beginning	Beginning/Interm	Beginning			
<b>2750:</b> D. History			Beginning	Beginning	Beginning	Beginning
<b>3101:</b> Intro. to IND 1	Beginning/Interm	Beginning/Interm	Beginning			Beginning
<b>3200:</b> D. Research 1	Beginning		Beginning		Beginning	Beginning
<b>3301:</b> Vis Strategies IND 1		Intermediate	Intermediate			
<b>3400.01:</b> D. Media 1	Beginning/Interm	Beginning/Interm	Beginning/Interm			
<b>3151:</b> Intro. to IND 2	Intermediate	Beginning/Interm	Beginning/Interm			Beginning
<b>3450.01:</b> D. Media 2	Beginning					
<b>3550.01:</b> Materials+Proc.			Intermediate	Intermediate	Intermediate	
<b>4101:</b> Intermediate IND 1	Intermediate	Intermediate	Intermediate			Beginning/Interm
<b>4200:</b> D. Research 2	Intermediate	Beginning/Interm	Intermediate	Beginning/Interm	Intermediate	Beginning/Interm
<b>4400.01:</b> D. Media 3	Intermediate	Intermediate	Intermediate			Beginning/Interm
<b>4151:</b> Intermediate IND 2	Intermediate	Intermediate	Intermediate			Beginning/Interm
<b>4650:</b> Collaborative D.		Intermediate		Intermediate	Advanced	
<b>4750:</b> Prof. Practices			Intermediate	Intermediate	Intermediate	
<b>5101:</b> Advanced IND 1	Advanced	Advanced	Advanced	Interm/Advanced	Interm/Advanced	Intermediate
<b>5200.01:</b> D. Research 3	Interm/Advanced	Intermediate	Intermediate	Intermediate	Intermediate	Interm/Advanced
<b>5151:</b> Advanced IND 2	Advanced	Advanced	Advanced	Interm/Advanced	Advanced	Advanced
<b>5301:</b> Vis Strategies IND 2	Interm/Advanced	Interm/Advanced	Interm/Advanced			Advanced
<b>5800.01:</b> D. Seminar	Advanced		Advanced	Interm/Advanced	Interm/Advanced	Interm/Advanced

# Industrial Design Major

Bachelor of Science in Design (BSD), College of Arts and Sciences

**PROGRAM LEARNING GOALS: #2 OF 2**

**Goal 1: Thinking      Goal 2: Doing      Goal 3: Practice      Goal 4: Scope      Goal 5: Context      Goal 6: Role**

Elective Courses	Goal 1: Thinking	Goal 2: Doing	Goal 3: Practice	Goal 4: Scope	Goal 5: Context	Goal 6: Role
<b>3104:</b> Intro Game Dsgn	Beginning	Beginning	Beginning	Beginning	Beginning	
<b>4104:</b> Intrm Game Dsgn 1	Intermediate	Intermediate	Intermediate	Intermediate	Intermediate	
<b>4154:</b> Intrm Game Dsgn 2	Intermediate	Intermediate	Intermediate	Intermediate	Intermediate	
<b>4797:</b> Study Abroad	Intermediate	Intermediate			Advanced	Intermediate
<b>5191:</b> Internship	Intermediate	Intermediate	Advanced	Intermediate	Intermediate	Intermediate
<b>5193:</b> Individual Studies	Intermediate	Intermediate			Advanced	
<b>5194:</b> Group Studies	Intermediate	Intermediate			Advanced	
<b>5600E:</b> Design Matters: Embedded	Advanced	Intermediate	Intermediate	Intermediate	Intermediate	Intermediate
<b>5600S:</b> Design Matters: Service	Advanced	Intermediate	Intermediate	Intermediate	Intermediate	Intermediate
<b>5750:</b> Adv. D. History	Advanced		Advanced	Interm/Advanced	Interm/Advanced	Interm/Advanced
<b>5798:</b> Study Tour	Advanced	Intermediate	Advanced	Intermediate	Intermediate	Advanced
<b>5998:</b> UG Schlrshp: Creative	Advanced			Advanced	Advanced	
<b>5998H:</b> Honors UG Schlrshp: Creative	Advanced			Advanced	Advanced	
<b>5999:</b> UG Schlrshp: Writing	Advanced			Advanced	Advanced	
<b>5999H:</b> Honors UG Schlrshp: Writing	Advanced			Advanced	Advanced	



# Interior Design Major

Bachelor of Science in Design (BSD), College of Arts and Sciences

## PROGRAM LEARNING GOALS: #1 OF 2

<b>Goal 1:</b>	<b>Goal 2:</b>	<b>Goal 3:</b>	<b>Goal 4:</b>	<b>Goal 5:</b>	<b>Goal 6:</b>
<b>Thinking</b>	<b>Doing</b>	<b>Practice</b>	<b>Scope</b>	<b>Context</b>	<b>Role</b>

Required Courses	Thinking	Doing	Practice	Scope	Context	Role
2110: D. Fundamentals 1	Beginning	Beginning				
2310: Vis. Principles 1	Beginning	Beginning				
2700: Intro. to D. Practice			Beginning	Beginning	Beginning	Beginning
2130: D.Fundamentals 3	Beginning	Beginning/Interm	Beginning			
2330: Vis. Principles 3	Beginning	Beginning/Interm	Beginning			
2750: D. History			Beginning	Beginning	Beginning	Beginning
3102: Intro. to INT 1	Beginning/Interm	Beginning/Interm	Beginning			Beginning
3200: D. Research 1\	Beginning		Beginning		Beginning	Beginning
3400.02: D. Media 1	Beginning/Interm	Beginning/Interm	Beginning/Interm			
3152: Intro. to INT 2	Intermediate	Beginning/Interm	Beginning/Interm			Beginning
3450.02: D. Media 2	Beginning/Interm	Beginning/Interm	Beginning/Interm			
3550.02: Mtrls+PrCSS	Intermediate	Beginning/Interm	Beginning/Interm			Beginning
3552: INT D. Tech 1			Intermediate	Intermediate	Intermediate	
4102: Intermediate INT 1	Intermediate	Intermediate	Intermediate			Beginning/Interm
4200: D. Research 2	Intermediate	Beginning/Interm	Intermediate	Beginning/Interm	Intermediate	Beginning/Interm
4400.02: D. Media 3	Intermediate	Intermediate	Intermediate			Beginning/Interm
4502: INT D. Tech 2	Intermediate	Intermediate	Intermediate			Beginning/Interm
4152: Intermediate INT 2	Intermediate	Intermediate	Intermediate			Beginning/Interm
4650: Collaborative D.		Intermediate		Intermediate	Advanced	
4750: Prof. Practices	Intermediate	Intermediate			Advanced	Intermediate
5102: Advanced INT 1	Advanced	Advanced	Advanced	Interm/Advanced	Interm/Advanced	Intermediate
5200.02: D. Research 3	Interm/Advanced	Intermediate	Intermediate	Intermediate	Intermediate	Interm/Advanced
5502: INT D. Tech 3	Advanced		Advanced	Interm/Advanced	Interm/Advanced	Interm/Advanced
5152: Advanced INT 2	Advanced	Advanced	Advanced	Interm/Advanced	Advanced	Advanced
5552: INT D. Tech 4	Interm/Advanced	Interm/Advanced	Interm/Advanced			Advanced
5750: Adv. D. History	Advanced		Advanced	Interm/Advanced	Interm/Advanced	Interm/Advanced

# Interior Design Major

Bachelor of Science in Design (BSD), College of Arts and Sciences

**PROGRAM LEARNING GOALS: #2 OF 2**

**Goal 1: Thinking      Goal 2: Doing      Goal 3: Practice      Goal 4: Scope      Goal 5: Context      Goal 6: Role**

<b>Elective Courses</b>						
<b>3104:</b> Intro Game Dsgn	Beginning	Beginning	Beginning	Beginning	Beginning	
<b>4104:</b> Intrm Game Dsgn 1	Intermediate	Intermediate	Intermediate	Intermediate	Intermediate	
<b>4154:</b> Intrm Game Dsgn 2	Intermediate	Intermediate	Intermediate	Intermediate	Intermediate	
<b>4797:</b> Study Abroad	Intermediate	Intermediate	Advanced	Intermediate	Intermediate	Intermediate
<b>5191:</b> Internship	Intermediate	Intermediate			Advanced	
<b>5193:</b> Individual Studies	Intermediate	Intermediate			Advanced	
<b>5194:</b> Group Studies	Advanced	Intermediate	Intermediate	Intermediate	Intermediate	Intermediate
<b>5600E:</b> Design Matters: Embedded	Advanced	Intermediate	Intermediate	Intermediate	Intermediate	Intermediate
<b>5600S:</b> Design Matters: Service	Advanced	Intermediate	Advanced	Intermediate	Intermediate	Advanced
<b>5798:</b> Study Tour	Advanced			Advanced	Advanced	
<b>5998:</b> UG Schlrshp: Creative	Advanced			Advanced	Advanced	
<b>5998H:</b> Honors UG Schlrshp: Creative	Advanced			Advanced	Advanced	
<b>5999:</b> UG Schlrshp: Writing	Advanced			Advanced	Advanced	
<b>5999H:</b> Honors UG Schlrshp: Writing	Advanced			Advanced	Advanced	

# Visual Communication Design Major

Bachelor of Science in Design (BSD), College of Arts and Sciences

## PROGRAM LEARNING GOALS: #1 OF 2

**Goal 1: Thinking**      **Goal 2: Doing**      **Goal 3: Practice**      **Goal 4: Scope**      **Goal 5: Context**      **Goal 6: Role**

Required Courses	Goal 1: Thinking	Goal 2: Doing	Goal 3: Practice	Goal 4: Scope	Goal 5: Context	Goal 6: Role
<b>2110:</b> D. Fundamentals 1	Beginning	Beginning				
<b>2310:</b> Vis. Principles 1	Beginning	Beginning				
<b>2700:</b> Intro. to D. Practice			Beginning	Beginning	Beginning	Beginning
<b>2130:</b> D.Fundamentals 3	Beginning	Beginning/Interm	Beginning			
<b>2330:</b> Vis. Principles 3	Beginning	Beginning/Interm	Beginning			
<b>2750:</b> D. History			Beginning	Beginning	Beginning	Beginning
<b>3103:</b> Intro. to VCD 1	Beginning/Interm	Beginning/Interm	Beginning			Beginning
<b>3200:</b> D. Research 1	Beginning		Beginning		Beginning	Beginning
<b>3400.03:</b> D. Media 1	Beginning/Interm	Beginning/Interm	Beginning/Interm			
<b>3503:</b> Typographic Design			Intermediate	Beginning	Beginning	
<b>3153:</b> Intro. to VCD 2	Intermediate	Beginning/Interm	Beginning/Interm			Beginning
<b>3450.03:</b> D. Media 2	Beginning					
<b>3550.03:</b> Materials+Proc.				Intermediate	Intermediate	
<b>4103:</b> Intermediate VCD 1	Intermediate	Intermediate	Intermediate			Beginning/Interm
<b>4200:</b> D. Research 2	Intermediate	Beginning/Interm	Intermediate	Beginning/Interm	Intermediate	Beginning/Interm
<b>4400.03:</b> D. Media 3	Intermediate					
<b>4153:</b> Intermediate VCD 2	Intermediate	Intermediate	Intermediate			Beginning/Interm
<b>4650:</b> Collaborative D.		Intermediate		Intermediate	Advanced	
<b>4750:</b> Prof. Practices			Intermediate	Intermediate	Intermediate	
<b>5103:</b> Advanced VCD 1	Advanced	Advanced	Advanced	Interm/Advanced	Interm/Advanced	Intermediate
<b>5200.03:</b> D. Research 3	Interm/Advanced	Intermediate	Intermediate	Intermediate	Intermediate	Interm/Advanced
<b>5800.03:</b> D. Seminar	Advanced		Advanced	Interm/Advanced	Interm/Advanced	Interm/Advanced
<b>5153:</b> Advanced VCD 2	Advanced	Advanced	Advanced	Interm/Advanced	Advanced	Advanced
<b>5453:</b> VCD Media 4	Advanced	Intermediate				Advanced

# Visual Communication Design Major

Bachelor of Science in Design (BSD), College of Arts and Sciences

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**PROGRAM LEARNING GOALS: #2 OF 2**

**Goal 1: Thinking**      **Goal 2: Doing**      **Goal 3: Practice**      **Goal 4: Scope**      **Goal 5: Context**      **Goal 6: Role**

Elective Courses						
<b>3104:</b> Intro Game Dsgn	Beginning	Beginning	Beginning	Beginning	Beginning	
<b>4104:</b> Intrm Game Dsgn 1	Intermediate	Intermediate	Intermediate	Intermediate	Intermediate	
<b>4154:</b> Intrm Game Dsgn 2	Intermediate	Intermediate	Intermediate	Intermediate	Intermediate	
<b>4797:</b> Study Abroad	Intermediate	Intermediate			Advanced	Intermediate
<b>5191:</b> Internship	Intermediate	Intermediate	Advanced	Intermediate	Intermediate	Intermediate
<b>5193:</b> Individual Studies	Intermediate	Intermediate			Advanced	
<b>5194:</b> Group Studies	Intermediate	Intermediate			Advanced	
<b>5600E:</b> Design Matters: Embedded	Advanced	Intermediate	Intermediate	Intermediate	Intermediate	Intermediate
<b>5600S:</b> Design Matters: Service	Advanced	Intermediate	Intermediate	Intermediate	Intermediate	Intermediate
<b>5750:</b> Adv. D. History	Advanced		Advanced	Interm/Advanced	Interm/Advanced	Interm/Advanced
<b>5798:</b> Study Tour	Advanced	Intermediate	Advanced	Intermediate	Intermediate	Advanced
<b>5998:</b> UG Schlrshp: Creative	Advanced			Advanced	Advanced	
<b>5998H:</b> Honors UG Schlrshp: Creative	Advanced			Advanced	Advanced	
<b>5999:</b> UG Schlrshp: Writing	Advanced			Advanced	Advanced	
<b>5999H:</b> Honors UG Schlrshp: Writing	Advanced			Advanced	Advanced	

**To:** Meg Daly, Chair of ASCC

**From:** Richard Fletcher, Chair of ASCC Arts and Humanities Panel 2

October 24, 2017

Dear Meg,

At our meeting on Wednesday, October 18th, the Arts and Humanities Panel 2 reviewed the revision to the Bachelor of Science in Design-Interior Design.

The rationale for the proposed revision was to require more focused learning through specific coursework. The change included the deletion of two courses focused on graphic communication (Design 3302 and Design 4302) and the inclusion of three interior design-specific courses (Design 3550.02, Design 4400.02 and the new course Design 5750). Design 5750 will be required in the Interior Design major but will be an elective in the other two design majors.

The panel were supportive of this proposed revision and voted unanimously to approve the revision to the Bachelor of Science in Design-Interior Design. We recommend the approval at the ASCC.

Yours faithfully,

Richard Fletcher

ASCC Arts and Humanities Panel 2 Chair