

# MINOR IN INDUSTRIAL DESIGN

The minor in Industrial Design will expose students to the field of industrial design, allowing them to better work on multidisciplinary teams where design is a central element. This minor will provide interested students from other disciplines at Georgia Tech accelerated access to both the undergraduate and graduate programs in Industrial Design. The minor has three main objectives related to knowledge, skills, and application:

1. provide students with foundational knowledge of industrial design,
2. develop students' skill in working on multidisciplinary design teams, and
3. enable students to effectively apply design methods to complete exemplary design projects arising in design across disciplines.

In addition, the College of Design offers a separate undergraduate minor in Multidisciplinary Design/Arts History for students in all disciplines at Georgia Tech. The minor requires completion of one of three available core survey sequences in the history of design, in addition to four courses from at least three lists of courses in: history of architecture, the history of industrial design, the history of the city/landscape/garden, history of art and foreign study, and music history. Architecture and industrial design program students must select a core-survey sequence outside their major, or select two additional electives from approved lists.

Interested students should see the Undergraduate Minors page and consult with an academic advisor for more details.

- Minor in Industrial Design
- Minor Program of Study & Guidelines

## Program of Study

This minor must comprise at least 15 credit hours, of which at least 9 credit hours are upper-division coursework (numbered 3000 or above).

Code	Title	Credit Hours
<b>Required Courses</b>		
ID 2320	Human Factors in Design	3
ID 2401	Visual Design Thinking	3
ID 3320	Design Methods: User Centered Design	3
ID 4833	Special Topics: Collaborative	3
<b>Electives</b>		
Select one of the following:		3
ID 3301	Materials I: Renewables	
ID 3302	Materials and Processes II: Nonrenewables	
ID 3510	Introduction to Interactive Product Design	
ID 3520	Tangible Interaction	
ID 4106	Parametric Product Modeling	
ID 4201	Design/Research Methods	
ID 4206	Culture of Objects: A Seminar on the Design and Culture of Objects	
ID 4210	Introduction to Universal Design in the Built Environment	

ID 4320	Prototyping Interaction: Designing for Experience
<b>Total Credit Hours</b>	
<b>15</b>	

- All courses must be taken on letter-grade basis and must be completed with a grade of C (2.00) or better.
- A maximum of 6 credit hours of Special Topics courses may be included in a minor program or the student may complete 3 credit hours of Special Topics and 3 credit hours of either Special Problems or Undergraduate Research. Students may not use 6 credit hours of either Special Problems or Undergraduate Research for a minor.
- A maximum of 3 credit hours of transfer credit may be used to satisfy the course requirements for a minor. This includes courses taken at another institution or credit earned through the AP or IB program, assuming the scores meet Georgia Tech minimum standards.
- It is the **major advisor's responsibility** to verify that students are using only courses from the designated block(s) from the student's major field of study that are allowed to satisfy a minor program, that they are not using any Core Area A-E courses (including humanities and social sciences), and that they are not using any courses for more than one minor or certificate. Any free elective course used to satisfy the course requirements of the student's major degree program may also be used to satisfy the course requirements for a minor.