EXPERIENCE DESIGN (TDXD)

Courses

TDXD 5005 (3) Design Theory

Interrogates the principals, theories and philosophies that scaffold successful and innovative design with specific application to the design of immersive and interactive experiences and across a range of commercial, performative and cultural contexts. Activities will clarify how the philosophies of design support the core story-telling and interactive elements of experience designs.
Requisites: Restricted to Experience Design (TDXD MFA) students only.
Additional Information: Departmental Category: Experience Design: Technique

TDXD 5105 (3) Collaboratory in Experience Design 1

Addresses philosophies of storytelling through experience and the general concepts and aesthetics of Experience Design. The first in a two-part series, this course lays foundational principles focusing on the components of a live experience and how space, narrative and interaction affect the design from early conceptualization through implementation.
Requisites: Restricted to Experience Design (TDXD MFA) students only.
Additional Information: Departmental Category: Experience Design: Process

TDXD 5500 (3) Experience Design Atelier 1: Design Evolution and Expression

Introduces students to various techniques for graphically representing design ideas using drawing and illustration techniques in order to augment and deepen the diverse skill sets of students in the class. The first in three-part sequence on graphic representation and expressive practices, students will learn how to work out design ideas through sketching, drawing, creating storyboards and collages.
Requisites: Restricted to Experience Design (TDXD MFA) students only.
Additional Information: Departmental Category: Experience Design: Technique

TDXD 5700 (3) Experience Design Atelier 2: Introduction to Design Graphics

Introduces students to advanced techniques for representing design ideas in graphic form including commonly used software applications (Sketchup, Vectorworks, AutoCAD), scale modeling, mechanical drawing and rendering. The second in a three-part class sequence on graphic representation and expressive practices, this atelier will offer a range of exercises tailored to the skill level of individual students.
Requisites: Requires a prerequisite course of TDXD 5500 (minimum grade B-). Restricted to Experience Design (TDXD MFA) students only.
Additional Information: Departmental Category: Experience Design: Technique

TDXD 5805 (3) Professional Portfolio 1

Focuses on selecting, organizing and developing a plan for presenting material that will eventually culminate in the completion of a competitive professional portfolio, a vital tool for gaining employment in the Experience Design industry. The first of a two-part credited final project, students begin the process to prepare their professional portfolio under the guidance of faculty and industry professionals.
Repeatable: Repeatable for up to 6.00 total credit hours.
Requisites: Restricted to Experience Design (TDXD MFA) students only.
Additional Information: Departmental Category: Experience Dsgn: Documentation

TDXD 6105 (3) Collaboratory in Experience Design 2

Introduces students to professional models of working in the Experience Design industry. The second in a two-part class sequence, students work collaboratively on industry case studies focusing on entertainment, education and cultural destination genres with input from outside professionals in the field.
Requisites: Requires a prerequisite course of TDXD 5105 (minimum grade B-). Restricted to Experience Design (TDXD MFA) students only.
Additional Information: Departmental Category: Experience Design: Process

TDXD 6210 (3) Storytelling for XD

Explores multi-modal, expressive strategies for experimental storytelling and investigates the diverse languages of live experience. Students complete projects using varying modes of conveyance including physical and spatial action, filmic approaches, digital media and alternative methods. Students will discuss current trends in expressive methods and the nature of story.
Requisites: Restricted to Experience Design (TDXD) MFA students only.

TDXD 6500 (3) Experience Design Atelier 3: Packaging the Design Presentation

Investigates strategies for visually communicating and "selling" design ideas in a compelling and well composed visual/aural presentation. The third in a three-part sequence on graphic representation and expressive practices, this class culminates I a final, comprehensive design project portfolio that follows current professional standards.
Requisites: Requires a prerequisite course of TDXD 5700 (minimum grade B-). Restricted to Experience Design (TDXD MFA) students only.
Additional Information: Departmental Category: Experience Design: Technique

TDXD 6555 (3) Experience Design Technology

Explores established and cutting-edge technologies employed in visual, auditory, and interactive elements of designed environments and experiences. Develops an understanding of the function of these areas, the ways in which they facilitate a complete experience and examines new directions of experimentation in these fields. Elicits research, analysis, and development of new concepts in response to current practices and design problems.
Requisites: Restricted to Experience Design (TDXD) MFA students only.

TDXD 6805 (3) Professional Portfolio 2

Through editing materials collected in TDXD 5805, students will complete adaptable versions (hard copy, digital, web-based and presentations) of their professional portfolios. In this second of a two-part credited project, a committee comprised of faculty and industry professionals guide the completion of XD portfolios.
Repeatable: Repeatable for up to 6.00 total credit hours.
Requisites: Requires a prerequisite course of TDXD 5805 (minimum grade B-). Restricted to Experience Design (TDXD MFA) students only.
Additional Information: Departmental Category: Experience Dsgn: Documentation

TDXD 6849 (3-6) Independent Study

Repeatable: Repeatable for up to 6.00 total credit hours. Allows multiple enrollment in term.

TDXD 6901 (3) XD Implementation and Engineering

Explores the realities and challenges of implementing themed entertainment design. Within the framework of project based case studies and a real work project, this course analyzes aspects of construction management, client management and approvals, scheduling, budgeting, value engineering, architecture and design.
Requisites: Restricted to Experience Design (TDXD MFA) students only.

TDXD 6910 (3-6) The Experience Design Center
Offers Experience Design students an opportunity to engage in and complete projects posed by industry professionals or non-profit partners seeking assistance with experiential projects in a professional, practicing lab/studio setting. The XD Center, house in a campus "maker-space," accepts design challenges and assignments that provide a realistic field experience for students.
Repeatable: Repeatable for up to 6.00 total credit hours. Allows multiple enrollment in term.
Requisites: Restricted to Experience Design (TDXD) MFA students only.