

Design and Applied Arts Department (DAAD)

II. Faculty Requirements: 30 Credit Hours

A. Compulsory Requirements: 24 Credit Hours

		3 CH.	Prerequisite
0608110	Freehand Drawing	0 6	-

This course provides practical training in the application of basic technical processes and manual skills to graphic designers, interior designers and architects. Students learn the basics of font, contour, shading, texture, perspective, composition and negative and positive negative design ratios and movement. Students create many original works of art and collect a collection of their artwork.

		3 CH.	Prerequisite
0606131	Technical Drawing	0 6	-

The course is designed to enable students to acquire basic skills in Technical Drafting. Students learn the fundamentals and the basic language of drafting. They learn to use basic media, manual drafting tools, drawing board techniques, sketch, and produce technical drawings. They practice sketching and other pictorial forms to acquire sufficient skills and confidence in real-life drawing and abstract concepts representation. The course covers basic design drawing, form making and representation conventions in 2D and 3D, namely Orthogonal (plans, sections, and elevations), Paraline (axonometric and isometric), and perspective drawings.

		2 CH.	Prerequisite
0608112	History of Art and Architecture	2 0	-

The course leads a thematic study on the history of Art and Architecture instead of the traditional chronological method. Each theme brings in various discussions in a comparative manner spanning a time period from the pre-historic up to the modern ages. The students are expected to develop an understanding of the complexities of continuity and progress in the history of Art and architectural discourse in relation to its both intellectual and practical appearances within the global history of civilization. Discussions and verbal/visual presentations also aim the development of a competent use of the vocabulary of architectural thought and emergence of a personal intellectual position within the web of Art and architectural theories and their evolution. Thus, the course aims to introduce the whole history of art as a valuable resource for the architect's education and does not intend to train art/architectural historians.

0606123	Basic Design I	3 CH.		Prerequisite
		1	4	-

The studio introduces students to the field of design and its fundamental principles. It is required for all first year students in the Faculty of Architecture and Design. The aim of the course is to expose students to basic design elements and principles and train them in design studio skills, including 2D drawing and model-making. Students have opportunities to create their own artwork and design products and learn through guided reflective activities individually as well as in groups.

0606124	Basic Design II	3 CH.		Prerequisite
		1	4	0606123

The course introduces the generic issues that influence and shape architecture and design, and aims at developing the skills to address them. The studio focuses on such elements as design method, representation, human scale, space, form, light, function, place and time. It provides understanding to the complex nature of space forming by synthesizing its basic elements; emphasis on constructive typology and form generation; formal expression and dependence/independence of mass and space using solid and void, ratio and proportions, and numerical logic. The student experiences how model-making and drawing are tools that inform the design process and form-making in Design.

0608125	Introduction to Computer Graphics and Illustration	3 CH.		Prerequisite
		1	4	-

This course is an introduction to computer-aided design and drafting (CAD). The course will explore ideas for layout, line weights, dimensions and annotation using AutoCAD. It will approach drawings as a visual communication tool that is both artistic and informative. Study will revolve around a semester-long project that contains various types of plans, elevations and sections of an interior space 2D + 3D Design.

0606136	Perspective and 3D Drawing	3 CH.		Prerequisite
		0	6	0606131

This course provides practice in technical drawings and translating them into three-dimensional drawings using different techniques including the development of the full set of corresponding architectural drawings, including plans, sections and elevations at appropriate scales. It also provides practice in application of artistic processes and skills for graphic designers, interior designers, and architects. Students learn the basics of line, contour, shading, texture, perspective, composition, and action drawing. The majority of class sessions will be spent at various tutorials, learning to draw the particular details of different environments.

0607234	Workshop	2 CH.		Prerequisite
		0	4	0606131

Through this Model Making Evening Class you will explore and produce mock up models, scale models and prototypes using card, cardboard and desk tools. Through the introduction of a range of techniques you will increase your knowledge of model making by creating patterns, nets and drawings to produce 3D models and material manipulation such as folding, cutting and crumpling. With guidance, you will learn how to photograph your models and understand how to use them for communication. This Model Making Evening Class is suitable for individuals of all levels with an interest in creating 3D models for architecture, interior design, industrial design, fine art, fashion design, graphic design and more. Explore this 'hands on' process in order to expand your innovative thinking and skills

0607219	Design Research and Creative Thinking	2 CH.		Prerequisite
		2	0	-

This course presents the research methods employed by the diverse specializations within the disciplines of architecture, interior design and graphic design; methods which contribute to a theoretical and informational body of knowledge as well as those contributing directly to design application. It explores the relationship between design and research, as well as the methodologies and techniques for undertaking research in design disciplines. The course consists of a series of seminars and workshops in which students will develop skills in critical reading and thinking, developing research proposals, examining design research methodologies, undertaking research and presenting findings in written and physical/spatial formats. It emphasizes the role of research in critical contemporary design practice.

B. Elective Requirements: 6 Credit Hours

0606517	Media in Architecture and Design	3 CH.		Prerequisite
		1	4	-

Through a combination of lectures, practical labs and studio shoots, the course introduces the theory and practice of creating digital video compositions that combine multiple video sources, computer generated objects, text and digital special effects in media and how to incorporate these in architecture and design. The unit examines the history and forms of media and motion graphics, and their communicative capacity.

0606542	Appreciation of Cultural Heritage	3 CH.		Prerequisite
		3	0	-

This course is designed to help students improve their understanding and appreciation of critical cultural heritage issues. In this course, students learn fundamental themes regarding the importance of appreciation of the tangible and intangible cultural heritage. The course will include lectures, discussions, critiques, presentations and creative cultural heritage work in relation to the local community needs, visitor needs and the monument/ memorial needs. Participation in discussion and critique is vital to the success of the class. It emphasizes the development of conceptual cultural heritage approaches that the students can deal with the everyday lifestyle. The course also provides a space for students to review their cultural heritage arsenal tools, and how to apply them to the natural and built environment.

0606440	Special Topics in Architecture	3 CH.		Prerequisite
		2	2	-

In this course the learner is introduced to the four step user interface design cycle. Along the way learners are exposed to a set of techniques to gather information about a) what the user needs b)how to design and model interfaces based on these and then how to evaluate the design to ascertain that the user's goals are met. These techniques are tools that are used in a standardized manner and give us the data we use in our design.

0608220	Color Theory & Applications I	3 CH.		Prerequisite
		2	2	0608130

This course studies the perception of color, its permutations and dimensions. It covers traditional approaches as well as contemporary methods. Emphasizes individual experimentation through lab exercises and demonstrations, including the color wheel and Munsell and Albers theories; perception, symbolism, and psychology; pattern painting techniques and applications of color in art, architecture and interior design. Student projects and lectures combine intense exploration of theories with hands-on experience in a variety of media. Interior rendering, with an emphasis on drawing perspective and color, is the focus of this course. Sketching and resource courses, as well as foundation studio courses, will be incorporated. Constructing perspectives from plans and elevations and rendering perspectives with a variety of media will be covered.

0608239	Intro to Computer Skills in Video Editing	3 CH.		Prerequisite
		0	6	0608125

This course introduces techniques and concepts of digital video editing. Students produce movies in this class and discuss practical ways to distribute them to various audiences.

0608328	Intro to Art Symposium	3 CH.		Prerequisite
		1	4	0608112

This course is an orientation to academic and professional theater skills and resources. Students acquire a basic working knowledge of specific theatre related topics, become aware of skills that will be needed for working in a theatre setting, are exposed to resources for gaining employment in the theater, are able to understand basic concepts and techniques of working as a professional in theatre arts, and gain a basis for developing practice in the theater arts.

0608329	Intro to Installation Art	3 CH.		Prerequisite
		1	4	0608218

This class will examine occurrences at the intersection of installation art and utopias. The course will examine definitions of utopias while experiencing a survey of some of the origins, influences, theories, processes, and manifestations of installation art. Students will read, watch, and discuss perspectives on installation art and utopias written/created by artists, curators, art historians, and critics. They will view work by artists who consider themselves installation artists. Using this information as a springboard, students will create their own installations grappling with the idea of utopias.

0608423	Portfolio Design	3 CH.		Prerequisite
		2	2	-

This course introduces tips on how to create a CAD portfolio. A CAD portfolio should feature a variety of projects that show 2D and 3D CAD skills as well as problem-solving skills. The portfolio demonstrates great thinking ability and not just skills using Photoshop or CAD. A diverse selection of drawings is important as this shows a broad range of skills. Choosing work to include in the portfolio, portfolio format and style, categorization of work are all discussed. The portfolio should show the student’s level of proficiency in CAD software packages. The CAD portfolio forms include on-line portfolios, CD portfolios, printed portfolios, etc.

0609212	Materials and process	3 CH.		Prerequisite
		2	2	-

In this course the students will be introduced to the latest physical materials – which are the most commonly used and which are potentially the materials of the future. It embraces all areas of design and production from one offs products to those mass produced in millions every year, from highly desirable design pieces to everyday objects taken for granted. Students will learn how to consider the role of materials and how they might be applied in design through a better understanding of their properties and values.

0609213	Model and Mould making	3 CH.		Prerequisite
		0	6	0606131

This course introduces students to the basic mold, casting and model making techniques. Over the course students will look at numerous examples of artists and designers who use mold making in their work. Students will create their own molds using various materials such as plaster, resin, concrete, wax and silicone. They will learn the different types of ways to combine cast objects together into final pieces using different types of adhesives. The result artifacts will range from art pieces to furniture, products and fashion accessories.

0609221	Ergonomics	3 CH.		Prerequisite
		3	0	-

This course discusses the approach of the systematic application of relevant information about human capabilities, limitations, characteristics, behavior, and motivation to the design of things and procedures people use and the environments in which they use them. This serves as the base for making design recommendations and for predicting the probable effects of various design alternatives.

0609410	Universal Design	3 CH.		Prerequisite
		1	4	-

In this course the students will be introduced to the basic principles of inclusive design, universal design and accessibility through basic knowledge about impairments and disabilities, standardization, disability from a social perspective and self-perception, web accessibility, user interface and technology. Various concerned fields will be covered including the usability and accessibility of the built environment, the usability of tools and products, and the usability and accessibility of information systems.

0619314	Furniture Design & Production	3 CH.		Prerequisite
		1	4	-

This is an introduction to the concepts, functions, materials and construction techniques of furniture design. Furthermore, it is a review of design theory development in two- and three-dimensional forms of a basic furniture concept or design. Lectures and field trips prepare students to solve furniture design problems in drawing and model techniques

0629323	Jewelry & Accessories Design	3 CH.		Prerequisite
		1	4	-

This course introduces students to the design of jewelry, embellishments and leather goods which are created to complement clothing for a comprehensive fashion image. Accessories designers similar to fashion designers use their creativity to design, produce, and promote original clothing. The course will cover technical, design and business training within the field of accessories design in addition to practical experience in everything from materials to construction and presentation.

III. Department Requirements: 35 Credit Hours

A. Compulsory Requirements: 29 Credit Hours

		3 CH.		Prerequisite
0609120	Drawing and Rendering Techniques	0	6	-

This course introduces the students to traditional drawing techniques through observation and rendering a realistic image. The fundamentals of drawing will be explored through a variety of materials, processes, and traditions with the primary emphasis on working from observation. The course will cover color theory, product and figure drawing using different types of media. The students will learn the importance of the insights in the mechanisms of visual perception, how the individual components of the drawing relate to the whole and compositional organization which will develop their understanding of both the physical and the conceptual construction of drawings.

		3 CH.		Prerequisite
0609210	Design history and theory	3	0	0608112

This course introduces the students to the core principles and theories that underpin design history through overviewing of the historical context of design. They will understand the purpose and the relevance of studying design history and theory to the practice of design. Design does not operate within a closed loop rather it is dependent on the wider context of the world we live in and the historical precedence. Students will learn how to interpret design objects, built environments, processes and systems through visual analysis and employ their skills to demonstrate their understanding of design history and theory in relation to contemporary design practice.

		3 CH.		Prerequisite
0609211	CAD Computer Aided Design	1	4	0608125

This course introduces students to the use of recent CAD software to produce 2D drawings for design and manufacturing applications. It covers coordinating systems, proper dimensioning, use of sectioning and projections for visualization, symbol libraries, file management, and collaborative techniques. Software used is representative of that found in industry.

0609212	Materials and Process	3 CH.		Prerequisite
		2	2	-

In this course students will explore the inspirational properties and characteristics of materials and manufacturing processes. Furthermore, they will investigate the opportunities and limitations and distinguish material and structural specifications for innovative design products. This will involve the appropriate selection of materials and processes against a criteria of quality performance. The course embraces all areas of design and production from one offs products to those mass produced in millions every year, from highly desirable design pieces to everyday objects taken for granted.

0609220	Model and Mould Making	3 CH.		Prerequisite
		1	4	0606131

This course introduces students to the basic mold, casting and model making techniques. Over the course students will look at numerous examples of artists and designers who use mold making in their work. Students will create their own molds using various materials such as plaster, resin, concrete, wax and silicone. They will learn the different types of ways to combine cast objects together into final pieces using different types of adhesives. The result artifacts will range from art pieces to furniture, products and fashion accessories.

0609221	Ergonomics	3 CH.		Prerequisite
		3	0	-

This course discusses the approach of the systematic application of relevant information about human capabilities, limitations, characteristics, behavior, and motivation to the design of things and procedures people use and the environments in which they use them. This serves as the base for making design recommendations and for predicting the probable effects of various design alternatives.

0609310	Psychology and Sociology of Design	3 CH.		Prerequisite
		3	0	-

This course familiarizes design students with the fundamental knowledge of design psychology, which concerns all aspects of design. It is a direct study of the relationship between the designed objects or environments and the behavior of the users, with the aim of maximizing the positive effects of this relationship. Through design psychology; the performance, efficiency and wellbeing of the individual are improved. Figures like Walter Benjamin, Sigmund Freud, John B. Calhoun and Jean Baudrillard have shown that by incorporating this psychology into design one can control the effect of the designed objects or environments on the users.

		2 CH.	Prerequisite
0609322	Marketing Strategies	2	0 -

This course is concerned with teaching design students how to manage customers to maximize long-term company profits. The focus is on managing at the strategic level by targeting, acquiring, retaining, and growing customers. It familiarizes design students with the concept of marketing strategies and its importance in any design organization to realize their business's goals and build a strong reputation for their products. A good marketing strategy will help in targeting the products and services to the people most likely to buy them. It usually involves creating one or two powerful ideas to raise awareness and sell products.

		3 CH.	Prerequisite
0609410	Universal Design	1	4 -

In this course the students will be introduced to the basic principles of inclusive design, universal design and accessibility through basic knowledge about impairments and disabilities, standardization, disability from a social perspective and self-perception, web accessibility, user interface and technology. Various concerned fields will be covered including the usability and accessibility of the built environment, the usability of tools and products, and the usability and accessibility of information systems.

		3 CH.	Prerequisite
0609411	Design Career & Management	3	0 -

In this course students will be introduced to the business context in which the design career operates, the main associated practices and techniques, and the mechanisms by which they are applied to design practice. They will be introduced to the industrial practices in the field of CAD and rapid prototyping for business development which will allow better addressing of the conceptual and commercial challenges within their chosen area of design specialism.

B. Elective Requirements: 6 Credit Hours

Select 6 Credit Hours from tracks other than your track.

1. INTERIOR Design Track

Compulsory Requirements: 50 Credit Hours

		3 CH.	Prerequisite
0619210	Introduction to Interior Studies	3 0	-

This course introduces students to interior design theories and the diverse approaches to its study as a “field” and “practice”. It offers a comprehensive survey of the design and material of the pre-modern interiors with introduction to issues of form, style, function, public and private through the study of transformations of interior environments from late antiquity to the modern interiors during the 19th century towards the 21st century. Different buildings, artists and design projects from various contexts will be explored to understand the great variety of ideas and approaches. Furthermore, fundamental principles of interior design: space organization, circulation, scale, light and color will be introduced, analyzed and discussed.

		3 CH.	Prerequisite
0619212	Interior Design I (Residential)	0 6	0606124

This course focuses on conceptualizing and designing residential projects. The students will learn how to collect and analyze information about a given context, brief and appropriate spatial design precedents. Describe rationale behind sequential design development. Apply a problem solving approach to deliver workable design appropriate for human habitation taking into consideration human ergonomics. Analyze spaces and refine layouts to satisfy functional requirements. They will become familiar with residential lines of furnishings and finishing. Develop their color palettes, and select suitable materials to produce a workable and aesthetic environment for everyday living.

		3 CH.	Prerequisite
0619213	Interior Construction I	2 2	0606131

This course will present a broad study of materials and finishes that define our interior environment. The specification, composition, manufacturing processes, construction and application/usability of materials and finishes will be covered. The course will provide a foundation for students to understand, identify, select, specify and apply materials for interiors. Lectures, demonstrations, projects and field trips promote the development of design ideas related to materials with an emphasis on sustainable materials and

finishes. "Residential Construction" examines the principles, regulations, systems, materials and details of standard wood frame construction according to Building code. Through lectures, field trips and workshop experimentation, students study interior surface finishes, architectural woodwork and detailing for residential design. Sustainability concerns as well as health and safety issues are discussed in the selection of finishes, installation methods and details. Students apply regulations, standards and performance criteria to their designs and prepare relevant contract documentation including fitment details, schedules and specifications. In conjunction with the interior design studio courses, the final project will culminate in a fully designed architectural and furniture finish scheme

0619221	Interior Design II (Commercial)	3 CH.	Prerequisite
		0 6	0619212

In this course students will develop a knowledge of design research methods, space planning theory and the sensory environment as they relate to retail environments that is suited to an identified target market. Best practices from Jordan and international perspectives will be explored. The course will cover topics such as store design and planning, store renovations, shopping centers' design and planning, shopping centers' renovations, financial considerations, and target markets.

0619222	Utility I	2 CH.	Prerequisite
		2 0	-

The course introduces the operation and design of building systems for electrical supply, illumination, transportation (elevators and escalators), and noise control. Systems are analyzed for their effect on building form, construction cost and operating efficiency.

0619224	Interior Construction II	3 CH.	Prerequisite
		2 2	0619213

Through lectures, field trips and workshop experimentation, students study interior surface finishes, architectural woodwork and detailing for commercial design, and public buildings. Sustainability concerns as well as health and safety issues are discussed in the selection of finishes, installation methods and details. Students apply regulations, standards and performance criteria to their designs and prepare relevant contract documentation including fitment details, schedules and specifications. This course provides an introduction to interior building materials and systems. The course promotes an understanding of the various constructed assemblies, both structural and nonstructural, which, when combined, form complete buildings. Functional and environmental considerations about building technology systems, and the role of interior designers in improving the quality of the built environment, are also covered. Emphasis on the necessary partnership of building technology experts, architects, interior designers, engineers and clients is integral to the course. Students are required to prepare contract documentation that includes floor and reflected ceiling plans.

0619225	Digital 3D modelling for Interior Design	3 CH.		Prerequisite
		0	6	0609211

This practical course covers the basic and advanced levels of 3D Computer Aided Design. Students will learn to use recent software in the market to build their 3d models through the exploration of complex geometrical forms, their spatial organization and materiality, interaction with light, and other qualities. The course develops students' skills in three-dimensional thinking that are increasingly essential to design practice in a discipline that now uses computer geometry imaging as a main design thinking and visual presentation tools to take place of manual descriptive geometry used by previous generations.

0619311	Color in Interior Design	2 CH.		Prerequisite
		1	2	-

This course presents color theory as a basis for development of practical methods for making color decisions, planning color schemes, and converting schemes to practical execution in real materials in spatial design. The course develops the students' understanding of the factors and components that determine the quality and success of light and color schemes through case studies presented during the course. Students will be engaged with challenging spatial design interventions within specific contexts.

0619312	Interior Design III (Touristic)	3 CH.		Prerequisite
		0	6	0619221

This course provides students with the understanding of issues related to the creation of touristic spaces, structures and installations. Through project-based studies students will explore and develop suitable and challenging spatial design interventions within specific contexts based on space analysis and planning. Coordination of furnishings, materials, user needs and equipment is emphasized. Case studies will be presented and discussed in tutorials to support project-based studies.

0619313	Utility II	2 CH.		Prerequisite
		2	0	0619222

The course introduces the operation and design of building systems for climate control, water and drainage, life safety. It also highlights the design of heating, ventilating, and air conditioning (HVAC) systems for buildings. Systems are analyzed for their effect on building form, construction cost and operating efficiency.

0619314	Furniture Design & Production	3 CH.		Prerequisite
		1	4	-

This is an introduction to the concepts, functions, materials and construction techniques of furniture design. Furthermore, it is a review of design theory development in two- and three-dimensional forms of a basic furniture concept or design. Lectures and field trips prepare students to solve furniture design problems in drawing and model techniques

		3 CH.		Prerequisite
0619320	Sound and Lighting Design	2	2	0619311

This course is designed to deepen student's understanding of the concepts of acoustics, lighting and the interior environmental control of buildings. It aims to provide students with the ability to design and enhance the building environmental performance through analysis and evaluation techniques. It covers innovative lighting systems and acoustic management strategies. Furthermore, students will explore qualitative and quantitative approaches that will enlighten their design decisions. Specific exercises and case studies are designed to train students to draw required plans, write specifications and mockup study models.

		2 CH.		Prerequisite
0619321	Specifications and Quantity surveying	2	0	-

This course introduces the student to the principles of estimation for all types of old and new interior works through the estimation of the cost of interior construction works, furniture items, fittings and finishes for interior projects. Students will learn to conduct market surveys to define specifications for various items of their design projects and estimate cost through calculating the required quantities which will determine the overall estimate cost. Students will work on an existing building and submit a full report with detailed specifications and quantity surveying estimate cost.

		3 CH.		Prerequisite
0619322	Interior Design IV (Set Design)	0	6	0619312

This project based design course focuses on teaching students the basic techniques of the principles and practices of scenic design for stage and TV, how a designer sees, develops a point of view, shapes and crafts a scenery for a production. Through exploration of these concepts the student will be able to develop and design full scenery setup. Furthermore, they will learn how to communicate effectively with all production team members and develop a design from the initial script study, to construct, and paint a whole scenery.

		3 CH.		Prerequisite
0619411	Interior Modeling & simulation	0	6	0619225

Expanding upon a basic understanding of 3D modeling techniques, this course explores advanced computer aided design techniques for interior designers. The course is focused on three main areas of

study: Photorealistic rendering, advanced 3D modeling, and animation. Issues involving design, visualization and presentation are investigated during each of these areas of study.

		3 CH.	Prerequisite
0619490	Internship / Interior (minimum 280 hours practical training)	-	-
			Completion of 99 Cr. Hrs.

This course examines how to apply theoretical knowledge acquired during studies to a particular internship in a selected public or private sector of architecture or interior design institutions located in Jordan or abroad. With the guidance of the program director and the supervision of the host organization, the student work as a junior designer to gain greater exposure to the real design world and prepare for their future profession. Students must document the experience by both establishing an acceptable record and by submitting a portfolio with letters of recommendation from the supervising staff within the institution. The internship may be completed after completion of 99 credit hours. The Department will assist students in their search for appropriate internship experiences; however, it is the student's responsibility to secure employment. A total of 280 internship hours is required within a period of 3 months.

		2 CH.	Prerequisite
0619491	Interior Graduation Project 1	1	2
			0619490

This course is the first part of a two-semester thesis project in interior design, which utilizes and incorporates the knowledge, experience and skills from previous academic studies. It is a self-initiated thesis project that encompasses theoretical and practical design practice. The student will be required to plan and develop a brief proposal based upon the synthesis of exploration, ideation and research. Each project will be unique and will be selected by each student and approved by the supervisor and the coordination team. Students are required to document their processes through research reflective journals and technical notebooks.

		4 CH.	Prerequisite
0619492	Interior Graduation Project 2	0	8
			0619491

This course will include revisions and design developments to complete the thesis portfolio. It assumes a high level of proficiency in design process and representation, as well as in other content areas developed in the pre-professional program. Students will be expected to approach advanced design problems by applying skills. The course will culminate in a juried presentation to visiting industry professionals and include a gallery exhibition of projects for the professional and academic interior design community.

2. FASHION Design Track

Compulsory Requirements: 50 Credit Hours

		3 CH.	Prerequisite
0629210	Introduction to fashion Studies	3 0	-

This course introduces students to fashion theory and the various approaches to studying it as a "field" and as a "practice": We would examine how art historians, cultural theorists, anthropologists, poets, and artists have commented on fashion throughout history, from its expression as identity, a subculture, or a multinational market to its conception as force and phenomena. The body, appearance and image, subculture and style, personality and desire, production and use, art and meaning, and other significant topics in fashion studies will be covered in class. Students will be exposed to classic theoretical writings on fashion, will explore current daily scenarios, and will apply studied research methods in the development of research questions that significantly reflect on fashion.

		3 CH.	Prerequisite
0629212	Fashion Design Studio 1	0 6	0606124

Fashion Design 1 is a continuation of the integrative basic design studios as well as an introduction to the creative methods of fashion design. The course would concentrate on three primary objectives: First, to incorporate material skills, strategies, and concepts from previous courses into practical project work. Second, students can begin to recognize and comprehend teamwork, creative ideation, repetition, and primary research within the field of fashion design and aesthetics. Third, to participate in critical communication channels with the society and the making process while developing students' investigative, critical thinking, and cross-media skills.

		3 CH.	Prerequisite
0629213	Creative Technical Studio 1 (Construction/Draping/Flat Pattern 1)	0 6	0606131

This course brings design thinking from Design Studios and Seminar into fashion making. Form and construction are the major subjects for Creative Technical Studio 1. During this course students learn skills like pattern making, draping, sewing and other means of garment construction in an exceedingly critical and inventive context. These suites of skills are presented as creative design tools to be utilized in open, iterative processes, and as means to realizing and executing solutions to style problems. Different modulations provide students with opportunities to target specific areas of fashion making. Students will acquire a core skill setting on which to develop specializations in junior and senior year.

		3 CH.	Prerequisite
0629220	Model Drawing for Fashion Designers	0 6	0608130

This course focuses on providing the students with good knowledge of the human physique and the mastery of various drawing techniques which is the key for great illustrations. Students will grasp the

knowledge and the skill through practical exercises and examples to illustrate fabric textures and patterns on the fashion figure. Different appropriate mediums will be used to develop a sense of fabric movement, fabric draping and light reflections. Students are required to successfully complete practical assignments and projects to complete this course.

0629221	Fashion Sewing Techniques	3 CH.	Prerequisite
		0	6 0629213

This course emphasizes on fundamental professional garment fabrication processes using industrial equipment. It entails cutting, sewing, and completing sample outfits made of woven cotton or cotton-blend textiles. Appropriate sewing techniques for various materials and garment kinds are investigated and used. Information on fabric and related resources is provided. This course teaches how to turn a two-dimensional block figure into a three-dimensional garment.

0629223	Creative Technical Studio 2	3 CH.	Prerequisite
		1	4 0629213

During this course students learn more advanced skills in pattern making, draping, sewing and other means of garment construction in an exceedingly critical and inventive context in collaboration with other core design studios. These suites of advanced skills are presented as creative design tools to be utilized in open, iterative processes, and as means to realizing and executing solutions to style problems. Different modulations provide students with opportunities to target specific areas of fashion making. Students will acquire a core advanced skill setting on which to develop specializations in their study.

0629222	Fashion Design Studio 2	3 CH.	Prerequisite
		0	6 0629212

This course provides students with the opportunity to further improve their 2D and 3D abilities and practices within the discipline, building on the skills presented in Design Studio 1. Students will progress towards proficiency in the use of design and research processes while finding acceptable technical 3D solutions as the second course in a four-course core series. Students will continue to fine-tune their approaches to primary research and balancing technical and aesthetic considerations.

0629310	Textiles Coloring Science	3 CH.	Prerequisite
		1	4 0629212

This course introduces one of the most important features in the textile industry, a fabric's color. We live in a world where we use and enjoy colors. They affect us psychologically and we react to them spontaneously. The industry uses color to segregate and market materials, products and product lines, and to drive sales. Students will learn how colors connect to emotion, inspiration and purpose as well as cultural trends and politics. In this course the students will learn the different methods of producing colored fabrics and how to apply them in practice.

0629311	Digital modelling for Fashion Design 1	3 CH.		Prerequisite
		1	4	0609211

This course works in conjunction with the Design and Technical Studios to provide a cohesive learning experience. It is a continuation of Drawing and Imaging from the first year within a fashion setting. With the objective of developing an own aesthetic, students will focus on the conveyance of meaning and the power of an image through visual media. They'll learn about observational sketching and photography, digital image production, and time-based investigations as well as how to convey their creative ideas using different mediums and techniques.

0629312	Fashion Design Studio 3	3 CH.		Prerequisite
		0	6	0629222

This course allows students to further develop their personal research techniques, design philosophy, procedures, and creative approaches to materiality. Students will be mentored in developing a more customized approach to design style, vocabulary, and markets. Students will investigate more sophisticated design principles to demonstrate their grasp of brand identity and user contexts. The visual curation of the fashion process in terms of personal identity, communication, and brand message will be taken into account. As the third of four core courses, students will recognize and comprehend the significance of re-contextualizing, defining, and applying personal design aesthetics to a wide range of product and/or associated fashion design results.

0629313	Knitwear Design	3 CH.		Prerequisite
		1	4	-

This course will educate students how to design knitwear by first teaching them the fundamentals of knitting, such as basic hand knitting techniques, knit kinds, and construction methods. The emphasis will be on diverse yarn qualities and texture in order to create their own patterns, which will be created using hand knitting techniques and their own hand-sketched images. Students will get a strong grasp of knitwear that they will be able to use to their own designs by analyzing current knitwear trends and looking at luxury knitwear designers that include essential knitwear items into their collections.

0629321	Digital Modelling for Fashion Design 2	3 CH.		Prerequisite
		1	4	0629311

In this course, students continue to build on the principles introduced in Digital modelling for fashion design 1 and further develop them in this course. There is a shift in emphasis from fashion to a more disciplined focus on meaning construction and communication. To investigate conceptual, aesthetic and

formal characteristics of ideas and sensations presented on a two-dimensional plane and beyond, students continue to employ traditional drawing and digital image approaches. Visual organization, representational forms, and interaction are explored by students through observational sketching and photography, digital image production, time-based studies, and the integration of a range of media. Photoshop, Illustrator, InDesign, and Acrobat Pro are examples of raster and vector software packages that may be used to explore 2D and time-based presentations.

		3 CH.	Prerequisite
0629322	Fashion Design Studio 4	0	6 0629312

The goal of this course is to provide students the chance to create personalized, iterative, research-based, and systems-based fashion design processes. Fashion Design Studio 4 is the fourth course in a four-part core series that seeks to improve students' capacity to work independently by developing self-initiated projects and techniques of design research. Students will get a more in-depth grasp of research techniques, design philosophy, processes, and novel approaches to materiality. Design Studio 4 seeks to assist students broaden and deepen their design processes and problem-solving approaches. The distillation and translation of rigorous research and procedures into exact fashion design projects is prioritized.

		2 CH.	Prerequisite
0629323	Jewelry & Accessories Design	0	4 -

This course introduces students to the design of jewelry, embellishments and leather goods which are created to complement clothing for a comprehensive fashion image. Accessories designers similar to fashion designers use their creativity to design, produce, and promote original clothing. The course will cover technical, design and business training within the field of accessories design in addition to practical experience in everything from materials to construction and presentation.

		3 CH.	Prerequisite
0629490	Internship / Fashion (minimum 280 hours practical training)	-	- Completion of 99 Cr. Hrs.

This course examines how to apply theoretical knowledge acquired during studies to a particular internship in a selected public or private sector of fashion design institutions located in Jordan or abroad. With the guidance of the program director and the supervision of the host organization, the student work as a junior designer to gain greater exposure to the real design world and prepare for their future profession. Students must document the experience by both establishing an acceptable record and by submitting a portfolio with letters of recommendation from the supervising staff within the institution. The internship may be completed after completion of 99 credit hours. The Department will assist students in their search for appropriate internship experiences; however, it is the student's responsibility to secure employment. A total of 280 internship hours is required within a period of 3 months.

		2 CH.	Prerequisite
0629491	Fashion Graduation Project 1	1	2 0629490

This course is the first part of a two-semester thesis project in fashion design, which utilizes and incorporates the knowledge, experience and skills from previous academic studies. It is a self-initiated thesis project that encompasses theoretical and practical design practice. The student will be required to plan and develop a brief proposal based upon the synthesis of exploration, ideation and research. Each project will be unique and will be selected by each student and approved by the supervisor and the coordination team. Students are required to document their processes through research reflective journals and technical notebooks.

		4 CH.	Prerequisite
0629492	Fashion Graduation Project 2	0 8	0629491

This course will include revisions and design developments to complete the thesis portfolio. It assumes a high level of proficiency in design process and representation, as well as in other content areas developed in the pre-professional program. Students are expected to approach advanced design problems by applying their acquired skills. The course will culminate in a juried presentation to visiting industry professionals and include a gallery exhibition and fashion shows of students' projects for the professional and academic fashion design community.

3. FURNITURE Design Track

Compulsory Requirements: 50 Credit Hours

		3 CH.	Prerequisite
0639210	Introduction to Furniture Studies	3 0	-

In this module, the students will increase their knowledge and understanding of furniture design, the furniture design industry, and the evolving role and responsibilities of the designer in society. Through examining key texts and case studies they will explore the history and theory of design's complex relationships with society, ethics, politics and economics, and how this relationship shapes and influences contemporary design practice. They will deepen their skills in critical and reflective thinking as they consider, discuss, debate and critically analyze these issues. Working individually and in groups, they will test and explore theoretical ideas about furniture design practice in the real world by putting ideas into action through furniture design projects. There will be regular opportunities in class to present and reflect on their progress and receive constructive feedback from their peers and tutors. The students will demonstrate the knowledge they have gained throughout the module by producing a portfolio of work which presents their critical reflections on the relationships between furniture design history, theory, criticism and practice in context.

		3 CH.	Prerequisite
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0639212	Furniture Design Studio I: (Furniture & Spatial Composition)	0	6	0606124
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Through making and testing, students will learn how to design and model their own piece of furniture. Study the human body's proportions and composition to understand the human size. Become familiar with the fundamentals of furniture formulation, construction, and manufacture. When working on a full-size model, you'll get to experience all stages of the design process: research and ideation; development; testing and refining; prototyping; documentation; and presentations. Functionality, shape, structure, and manufacturing are among the topics covered. Lectures, working sessions, criticisms, and evaluations will be used in the classroom.

		2 CH.	Prerequisite	
0639213	Furniture Design Visualization and Communication	0	4	0608130

Students use a range of tools to improve drawing abilities and 2D presentation approaches needed to express design ideas in design professions. This course emphasizes on the rapid building of perspective systems, visual-storming, the ability to draw quickly and precisely, and the use of fundamental line and weight methods to transmit information, from pencil and paper to 3D software on numerous digital platforms to convey ideation rationale, and the visual representation of product assembly.

		3 CH.	Prerequisite	
0639220	Furniture Materials and Techniques I: Tools, Fabrication, and Joinery	2	2	-

This course emphasizes on the combination of design and fabrication abilities required to produce an original project. The course covers the qualities and operating characteristics of hand tool use, joinery techniques, and safe machine operations in the use of furniture design materials.

		3 CH.	Prerequisite	
0639221	Digital Modelling for Furniture Design I	1	4	0609211

All creative occupations require effective digital communication. Students in this course examine the various applications of digital technologies and approaches while establishing basic skills for successful communication. Students get a thorough grasp of the abilities common to digital expression and conveying their professions via research, ideation, and production.

		3 CH.	Prerequisite
0639222	Furniture Design Studio II (Residential)	0 6	-

Through making and testing, students will learn to design and model their own pieces of furniture for residential use. Investigate the human scale, proportion, and composition. Learn the fundamentals of furniture formulation, building, and production. Experience all steps of the design process while working on a full-size model, including research, ideation, development, testing, refinement, prototyping, documentation, and presentation.

		3 CH.	Prerequisite
0639223	Specialized Furniture Design	1 4	0639212

This course introduces the students to custom made specialized furniture to meet specific clients' demands. It focuses on special requirements where the students need to conduct research to analyze the context and be able to design according to the clients' needs.

		3 CH.	Prerequisite
0639311	Digital Modelling for Furniture Design II	1 4	0639221

Students will learn how to create virtual 3D models of components and assemblies in this course using CAD software. Learning the interface, conveying design intent, constructing components and assemblies using CAD features, making 2D drawings from CAD models, 2D and 3D sketch tools, associative connections and parametric restrictions, and basic rendering will all be covered. As their abilities progress, they will be required to use and appropriately synthesis the CAD software in accordance with industry accepted manufacturing procedures and practices.

		3 CH.	Prerequisite
0639312	Furniture Design Studio III (Commercial)	0 6	0639222

Students will show their mastery of the design process, process documentation, and presentation of a design project while utilizing their acquired experience, knowledge, and abilities in a commercial driven design project. They will learn to observe and explore in order to discover inspiration. Create and expand on their ideas. To test and develop the plan, use sketches, drawings, and models. Develop their furniture design abilities by exposing them to a variety of technologies. Learn how to document and convey their projects to their clients in an efficient manner.

		3 CH.		Prerequisite
0639313	Furniture Materials and Techniques II: Integrating Design and Fabrication	2	2	0639220

Students in this course combine their design and manufacturing talents. The course delves into the conceptual, aesthetic, and structural challenges that arise while designing and building a project using a variety of techniques and widely used furniture materials.

		3 CH.		Prerequisite
0639314	Mass Furniture Production Systems	1	4	0639220

The complicated process of market mass production of furniture is investigated and explored, covering concerns of function, structure, aesthetics, context, and culture. The usage of 2D and 3D visualization technologies is beneficial as students create and solve design problems.

		3 CH.		Prerequisite
0639321	Minimal Furniture Design	1	4	-

Students in this course will concentrate on the characteristics of minimal furniture design, such as functionality and practicality. Flat, smooth surfaces and strong, clear lines make forceful statements that highlight the importance of each object. Highly patterned furniture and accessories, as well as intricate decoration, are not permitted. Instead, the emphasis will be on the purity and simplicity of the shape and form.

		3 CH.		Prerequisite
0639322	Furniture Design Studio IV (Administrative)	0	6	0639310

This course focuses on research, design, and prototype preparation. Its goal is to give students the chance to generate the necessary documentation and visual communication, allowing prototype implementation to be possible. Students create concepts for furniture needs and requirements within the context of a guided administrative project and prepare the appropriate documentation for project implementation.

0639411	Furniture Accessories Design	3 CH.		Prerequisite
		1	4	-

Exploration, digesting, and playing with concepts, ideas, and materials are all part of the course in order to provide a platform for new ideas and powerful personal expression. Lectures, Projects, Group work, Field excursions (traditional and modern), By the completion of the course, students will have a thorough grasp of the furniture accessory design process, both practical and theoretical, as well as a comprehensive comprehension of the larger cultural and societal context of design. Students will also be able to interact with the domestic furniture accessory sector as well as the worldwide furniture accessory scene with confidence, professionalism, and success.

0639490	Internship / Furniture (minimum 280 hours practical training)	3 CH.		Prerequisite
		-	-	Completion of 99 Cr. Hrs.

This course examines how to apply theoretical knowledge acquired during studies to a particular internship in a selected public or private sector of interior design institutions, furniture industries and showrooms located in Jordan or abroad. With the guidance of the program director and the supervision of the host organization, the student work as a junior designer to gain greater exposure to the real design world and prepare for their future profession. Students must document the experience by both establishing an acceptable record and by submitting a portfolio with letters of recommendation from the supervising staff within the institution. The internship may be completed after completion of 99 credit hours. The Department will assist students in their search for appropriate internship experiences; however, it is the student's responsibility to secure employment. A total of 280 internship hours is required within a period of 3 months.

0639491	Furniture Graduation Project 1	2 CH.		Prerequisite
		1	2	0639490

This course is the first part of a two-semester thesis project in furniture design, which utilizes and incorporates the knowledge, experience and skills from previous academic studies. It is a self-initiated thesis project that encompasses theoretical and practical design practice. The student will be required to plan and develop a brief proposal based upon the synthesis of exploration, ideation and research. Each project will be unique and will be selected by each student and approved by the supervisor and the coordination team. Students are required to document their processes through research reflective journals and technical notebooks.

0639492	Furniture Graduation Project 2	4 CH.		Prerequisite
		0	8	0639491

This course will include revisions and design developments to complete the thesis portfolio. It assumes a high level of proficiency in design process and representation, as well as in other content areas developed in the pre-professional program. Students are expected to approach advanced design problems by applying their acquired skills. The course will culminate in a juried presentation to visiting industry professionals and include a gallery exhibition of students' projects for the professional and academic furniture and interior design community.

4. PRODUCT Design Track

Compulsory Requirements: 50 Credit Hours

		3 CH.		Prerequisite
0649210	Introduction to Product Design Studies	3	0	-

In this module, the students will increase their knowledge and understanding of product design, the design industry, and the evolving role and responsibilities of the designer in society. Through examining key texts and case studies they will explore the history and theory of design's complex relationships with society, ethics, politics and economics, and how this relationship shapes and influences contemporary design practice. They will deepen their skills in critical and reflective thinking as they consider, discuss, debate and critically analyze these issues. Working individually and in groups, they will test and explore theoretical ideas about product design practice in the real world by putting ideas into action through product design projects. There will be regular opportunities in class to present and reflect on their progress and receive constructive feedback from their peers and tutors. The students will demonstrate the knowledge they have gained throughout the module by producing a portfolio of work which presents their critical reflections on the relationships between product design history, theory, criticism and practice in context.

		3 CH.		Prerequisite
0649212	Product Design Studio I	0	6	0606124

A project-based course integrating conceptual thinking and design with emphasis on designing competitive quality products. The product development process is covered from problem identification through detail design and evaluation. The students will be provided with the required and needed knowledge to define design problems using research, observation and field surveys based on users. They will develop their capabilities to produce creative design solutions to the identified problems with the proper materials and manufacturing techniques.

		2 CH.		Prerequisite
0649213	Product Design Visualization and Communication	0	4	0608130

In this course, students will learn how to utilize Design Sketching and Physical Modeling for form creation and exploration/analysis of usage, before moving on to an introduction to Computer Aided Design (CAD) as a tool for form development, exploration, and production. All of these visualization techniques will be investigated as clear and convincing presenting approaches.

		3 CH.		Prerequisite
0649220	Materials and Processes for Product Design I	2	2	-

Students will investigate the inspiring features and characteristics of materials and manufacturing processes via studio-based activities. They will investigate constraints and possibilities, as well as provide material and structural requirements for creative design results. This will entail the proper selection of materials and procedures based on quality performance requirements. Furthermore, they will be introduced to standard industry terminology, and methods for visual communication of design specifications.

		3 CH.		Prerequisite
0649221	Digital Modelling for product Design I	1	4	0609211

This module provides students with a basic understanding of the creative and practical elements of digital image modification and visual language. They will learn digital design software and technology and use them to create a portfolio of visual design work. Techniques for entering, generating, modifying, improving, and storing digital pictures will be covered. They will learn the fundamentals of preparing digital files for screen, print, and digital manufacturing outputs. In addition to learning visual presentation skills that will allow them to create a basic physical and web-based portfolio of visual creative output to expand on during their studies.

		3 CH.		Prerequisite
0649222	Product Design Studio II	0	6	0639222

Students in this course are exposed to design as a way of communicating ideas to a variety of audiences through the use of product semantics - differentiating between self-perception and how others perceive design objects. This course significantly relies on past knowledge by demanding a study of design history, the use of shop and modeling abilities, as well as representational presentation. Students will investigate various degrees of development, as well as how a project's time period and audience impact the degree of completion, through a series of fast-paced short projects.

		3 CH.		Prerequisite
0649223	Physics for product designers: Light, Sound, and Motion	3	0	-

This course focuses on the physical laws of functionality needed for product design since it is a field that is not composed solely of decoration, aesthetics, and pleasure. In this course concepts of physics are supported with applied activities and students' thoughts are directed usefully by showing when and how the rules and concepts of physics are used with the help of objects of design. Physics are given more with the help of examples from everyday life besides mathematical data and theoretical lectures.

0649311	Digital Modelling for Product Design II	3 CH.		Prerequisite
		1	4	0649221

Students will learn how to use advanced, industry-standard digital apps in this session. Students in this course are encouraged to explore with various digital tools and apply these methods to their work. Students will learn how to visualize their ideas using CAD and CAM tools. The training will also assist students in investigating new methods such as fast prototyping and 3D printing. They will discover how digital apps may help them communicate and design their products.

0649312	Product Design Studio III	3 CH.		Prerequisite
		0	6	0649310

This course seeks to identify opportunities for designers to employ digital fabrication technologies to offer stakeholder advantages by using the technology's capabilities. The course has a strong emphasis on material research and puts into practice what students learned in Materials & Processes, Digital modelling, and Product Design Studio 1 and 2. Students will work individually and collectively to understand the distinction between fundamental innovation and gradual change in their work, as well as to begin to define the link of manufacturing/fabrication processes to wider social settings.

0649313	Materials and Processes for Product Design II	3 CH.		Prerequisite
		2	2	0649212

Students will investigate industrial case studies in terms of inspiring material usage, production, structural integrity, and application through studio-based activities (ergonomics). They will investigate and describe the influence of procurement geography on carbon neutral design, sustainability, and associated ethical problems. Critical and cultural analysis will serve as the foundation for creative design activities and using CAD (3D modelling) to detail and explain design concepts.

0649314	Design for Manufacture I	3 CH.		Prerequisite
		1	4	-

In this course students will be introduced to basic knowledge of materials and processes commonly used by product designers and manufacturers at various scales of production. This course informs the design studio sequence by providing a foundation for understanding how a product works and how it can be made better, safer, and more sustainably. As a seminar, assignments will be both individual and team based, and will include a number of on-site field-trips.

0649321	Design for Manufacture II	3 CH.		Prerequisite
		1	4	0649314

This course covers the fundamentals of materials and processes used by product designers and manufacturers at various production scales. This course provides a basis for understanding how a product works and how it might be improved, made safer, and more sustainable. As a practical course, there will be individual and group assignments, as well as a number of on-site field visits.

		3 CH.	Prerequisite
0649322	Product Design Studio IV	0	6 0649312

Students are challenged to create a complete project that synthesizes past program learning in Senior Project. Students seek to showcase their ideas as a form of social interaction, with a special focus on user-centered design and innovation, while balancing different stakeholders and audiences. Students will mostly work alone, but they may cooperate with classmates and other programs if required.

		3 CH.	Prerequisite
0649411	Simulation for Product Design	0	6 -

The course follows a systematic product design process, beginning with the definition of a requirement list, functional block diagram, and product structure. Student comprehension of how the product works and how changes in design might affect the product's behavior can be improved by using simulations from the beginning of the product development. Therefore, students are introduced to computer simulation packages in this course since simulations are used to test different solutions and narrow the design choices. The final concept's product elements are picked, and the conclusion is discussed.

		3 CH.	Prerequisite
0649490	Internship / Product (minimum 280 hours practical training)	-	- Completion of 99 Cr. Hrs.

This course examines how to apply theoretical knowledge acquired during studies to a particular internship in a selected public or private sector of product design agencies or industries located in Jordan or abroad. With the guidance of the program director and the supervision of the host organization, the student work as a junior designer to gain greater exposure to the real design world and prepare for their future profession. Students must document the experience by both establishing an acceptable record and by submitting a portfolio with letters of recommendation from the supervising staff within the institution. The internship may be completed after completion of 99 credit hours. The Department will assist students in their search for appropriate internship experiences; however, it is the student's responsibility to secure employment. A total of 280 internship hours is required within a period of 3 months.

		2 CH.	Prerequisite
0649491	Product Graduation Project 1	1	2 0649490

This course is the first part of a two-semester thesis project in product design, which utilizes and incorporates the knowledge, experience and skills from previous academic studies. It is a self-initiated thesis project that encompasses theoretical and practical design practice. The student will be required to plan and develop a brief proposal based upon the synthesis of exploration, ideation and research. Each project will be unique and will be selected by each student and approved by the supervisor and the coordination team. Students are required to document their processes through research reflective journals and technical notebooks.

0649492	Product Graduation Project 2	4 CH.	Prerequisite
		0	8
			0649491

This course will include revisions and design developments to complete the thesis portfolio. It assumes a high level of proficiency in design process and representation, as well as in other content areas developed in the pre-professional program. Students are expected to approach advanced design problems by applying their acquired skills. The course will culminate in a juried presentation to visiting industry professionals and include a gallery exhibition of students' projects for the professional and academic product design community.