

School of Applied Human Sciences

(College of Social and Behavioral Sciences)

www.uni.edu/sahs

The School of Applied Human Sciences offers the following programs:

Undergraduate Majors (B.A.)

- Interior Design (p. 1)
- Textile and Apparel (p. 1)

Minors

- Textile and Apparel (p. 2)

Bachelor of Arts Degree Programs

Interior Design Major

The Interior Design major requires a minimum of 120 total hours to graduate. This total includes UNIFI/General Education requirements and the following specified major requirements, plus electives to complete the minimum of 120 hours.

Admission to the University of Northern Iowa with an intended Interior Design major does not guarantee placement in the major due to the limited number of spaces available in the studio facilities.

Students majoring in Interior Design must satisfy the admission requirements including GPA, portfolio review/interview and the completion of specified courses before they can officially declare the major. A copy of the Admission Policy may be obtained from the School of Applied Human Sciences in Latham Hall. Prior to completion of the admission requirements, students may sign an intent to major in Interior Design and be classified as a (pre)major.

Required

School of Applied Human Sciences:

INTDSGN 1001	Introduction to Applied Design	3
INTDSGN 1061	Design Foundations	3
INTDSGN 1063	Drafting for Interiors	3
INTDSGN 1065	Design Visualization and Communication	3
INTDSGN 1067	History of Interiors	3
INTDSGN 2063	Computer Applications for Interior Design I	3
INTDSGN 2065	Space Planning and the Human Experience	3
INTDSGN 2069	Materials and Resources for Interior Design	3
INTDSGN 3063	Computer Applications for Interior Design II	3
INTDSGN 3069	Building Systems and Lighting	3
INTDSGN 3129	Building Codes and Standards	3
INTDSGN 3151	Residential Design I	3
INTDSGN 3152	Residential Design II	3

INTDSGN 3164	Professional Practice of Interior Design	3
INTDSGN 3165	Professional Preparation in Interior Design	1
INTDSGN 4151	Commercial Design I	3
INTDSGN 4152	Commercial Design II	3
INTDSGN 4153	Commercial Design III	3
INTDSGN 4161	Design Research Methods	1
INTDSGN 4162	Advanced Design	3
INTDSGN 4195	Internship in Interior Design	3
TEXDSGN 1002	Textile Science	3
Total Hours		62

Textile and Apparel Major

The Textile and Apparel major requires a minimum of 120 total hours to graduate. This total includes UNIFI/General Education requirements and the following specified major requirements, plus electives to complete the minimum of 120 hours.

Required

School of Applied Human Sciences:

TEXDSGN 1000	Fashion Culture and Industry	3
TEXDSGN 1002	Textile Science	3
TEXDSGN 1003	Creative Textile and Apparel Design Foundations	3
TEXDSGN 2004	EuroAmerican Fashion Design History	3
TEXDSGN 2007	Apparel Assembly and Technical Design	3
TEXDSGN 2008	Computer Applications for the Textile and Apparel Industry	3
TEXDSGN 3009	Textile Structures & Sourcing	3
TEXDSGN 3010	Quality Assurance for Textile Materials	3
TEXDSGN 3012	Fashion Design: Flat Pattern and Draping	3
TEXDSGN 3013	Professional Development: Textile and Apparel	2
TEXDSGN 3014	Branding Strategies for the Apparel Industry	3
TEXDSGN 4016	Apparel Product Development	3
TEXDSGN 4195	Internship in Textile and Apparel	4
Select one of the following:		3
TEXDSGN 2005	Fashion Event Planning and Digital Marketing	
TEXDSGN 4184/518 Topics in Textile and Apparel		
Total Hours		42

Minors

Textile and Apparel Minor

This minor is offered by the Textile and Apparel program housed in the School of Applied Human Sciences.

Required

Textile and Apparel:

TEXDSGN 1000	Fashion Culture and Industry	3
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Electives from the following: **15**

TEXDSGN 2007	Apparel Assembly and Technical Design
TEXDSGN 1003	Creative Textile and Apparel Design Foundations
TEXDSGN 1002	Textile Science
TEXDSGN 2004	EuroAmerican Fashion Design History
TEXDSGN 2005	Fashion Event Planning and Digital Marketing
TEXDSGN 2008	Computer Applications for the Textile and Apparel Industry
TEXDSGN 3009	Textile Structures & Sourcing
TEXDSGN 3010	Quality Assurance for Textile Materials
TEXDSGN 3012	Fashion Design: Flat Pattern and Draping
TEXDSGN 3014	Branding Strategies for the Apparel Industry
TEXDSGN 4016	Apparel Product Development
TEXDSGN 4184/518	Topics in Textile and Apparel

Total Hours **18**

Gerontology: Long Term Care, B.A.

1. Students will be able to demonstrate an understanding of professional codes of behavior and the ability to critically examine ethical questions and issues as they relate to professional practice.
2. Students will be able to critically evaluate and apply theories of development and aging from interdisciplinary perspectives.
3. Students will be able to demonstrate an ability to communicate effectively through their written work.
4. Students will be able to demonstrate an ability to communicate orally.
5. Students will be able to analyze appropriate evidence and use it to test hypotheses.
6. Students will show an understanding of aging and diversity.

Gerontology: Social Sciences, B.A.

1. Students will be able to demonstrate an understanding of professional codes of behavior and the ability to critically examine ethical questions and issues as they relate to professional practice.
2. Students will be able to critically evaluate and apply theories of development and aging from interdisciplinary perspectives.

3. Students will be able to demonstrate an ability to communicate effectively through their written work.
4. Students will be able to demonstrate an ability to communicate orally.
5. Students will be able to analyze appropriate evidence and use it to test hypotheses.
6. Students will show an understanding of aging and diversity.

Interior Design, B.A.

UNI Interior Design graduates are effective communicators.

SLO 1.1 Students are able to express ideas clearly in oral, written and visual communication.

Students integrate oral and visual material to present ideas clearly.

SLO 1.2 Students are able to produce well-coordinated presentation drawings across a range of appropriate media.

SLO 1.3 Students are able to produce integrated contract documents including drawings,

schedules, and specifications appropriate to project size and scope.

UNI Interior Design graduates identify and explore complex problems and generate creative solutions that optimize the human experience within the interior environment.

SLO 2.1 Students identify and define relevant aspects of a design problem (goals, objectives, performance criteria).

SLO 2.2 Students gather, evaluate, synthesize and apply appropriate and necessary information and research findings to solve the problem (pre-design investigation).

SLO 2.3 Students generate multiple concepts and/or multiple design responses to programmatic requirements.

UNI interior design graduates apply elements and principles of two- and three-dimensional design.

SLO 3.1 Students effectively apply the elements and principles of design to two-dimensional design solutions.

SLO 3.2 Students effectively apply the elements and principles of design to three-dimensional design solutions.

SLO 3.3 Students are able to analyze and communicate theories or concepts of spatial definition and organization.

Textile and Apparel, B.A.

Communication

- Articulate design ideas verbally using industry appropriate language and concepts. This includes terminology linked to manufacturing, branding, construction, fit and apparel quality.
- Articulate design ideas visually using industry appropriate standards and concepts. Areas of concentration include stylization, branding, sensitivity to target market, construction information, and accurate depiction of scale of print pattern to apparel design.

Content Knowledge

- Demonstrate capability to apply computer-aided design skills to the development of textile print patterns customized to particular apparel design and consumer use patterns.
- Demonstrate skills to engineer three-dimensional solutions to dressing the body using computer-aided design, flat pattern and draping, and basic design principles and elements.
- Apply knowledge of textile performance characteristics to design process.

Critical Thinking

- Demonstrate capability to apply social science theories to the development of apparel branding strategies that fit and/or challenge existing social and cultural norms.