DESIGN, INNOVATION, AND SOCIETY, BS

REQUIREMENTS

UNIVERSITY GENERAL EDUCATION REQUIREMENTS

All undergraduate students at the University of Wisconsin–Madison are required to fulfill a minimum set of common university general education requirements to ensure that every graduate acquires the essential core of an undergraduate education. This core establishes a foundation for living a productive life, being a citizen of the world, appreciating aesthetic values, and engaging in lifelong learning in a continually changing world. Various schools and colleges will have requirements in addition to the requirements listed below. Consult your advisor for assistance, as needed. For additional information, see the university Undergraduate General Education Requirements (http://guide.wisc.edu/undergraduate/#requirementsforundergraduatestudytext) section of the *Guide*.

General Education	• Breadth—Humanities/Literature/Arts: 6 credits
	• Breadth—Natural Science: 4 to 6 credits, consisting of one 4- or 5-credit course with a laboratory component; or two courses providing a total of 6 credits
	• Breadth—Social Studies: 3 credits
	• Communication Part A & Part B *
	• Ethnic Studies *
	• Quantitative Reasoning Part A & Part B *

* The mortarboard symbol appears before the title of any course that fulfills one of the Communication Part A or Part B, Ethnic Studies, or Quantitative Reasoning Part A or Part B requirements.

SCHOOL OF HUMAN ECOLOGY REQUIREMENTS

All Design, Innovation, and Society students complete the School of Human Ecology requirements listed below. Then, students complete the Design, Innovation, and Society requirements.

Code	Title	Credits
	Arts and Humanities	9
	Social Science	9
	Physical, Biological and Natural Science	9
	Human Ecology Breadth	3
Total Credits		**30**

DESIGN, INNOVATION, AND SOCIETY REQUIREMENTS

A complete list of requirements is below. Students should follow the curriculum requirements in place at the time they entered the major. This requirement list should be used in combination with a DARS report.

Code	Title	Credits
Design, Innovation, and Society Core Requirements		
DS 120	Design: Fundamentals I	3
DS 123	What is Design?	3
DS 140	Visual Thinking - Form and Space	3
DS 220	Design: Fundamentals II	3
DS 221	Person and Environment Interactions	3
DS/GEN BUS 240	Human-centered Design and Business	2
DS/ANTHRO/ART HIST/HISTORY/LAND ARC 264	Dimensions of Material Culture	4
DS 650	Collaborative Design Capstone	3
DS 679	Research Methods in Design	3
CSCS 455	Entrepreneurialism and Society	3
Design, Innovation, and Society Pathways		
	Select 9 credits from one of the three following depth areas	
Design and Culture Depth		
DS 355	History of Fashion, 1400-Present	3
DS 421	History of Architecture and Interiors I: Antiquity through 18th Century	3
DS 422	History of Architecture & Interiors II: 19th and 20th Centuries	3
DS 430	History of Textiles	3
ART 438	History of Graphic Design and Typography	3
LAND ARC 260	History of Landscape Architecture	3
ART HIST 210	A History of the World in 20 Buildings	3
ART HIST/RELIG ST 373	Great Cities of Islam	3
ART HIST 357	History of Wisconsin Architecture, 1800-present	3
ART HIST/ASIAN 379	Cities of Asia	3
ART HIST 457	History of American Vernacular Architecture and Landscapes	3
ART HIST 468	Frank Lloyd Wright	3-4
ART HIST 506	Curatorial Studies Exhibition Practice	3
ART HIST 601	Introduction to Museum Studies I	3
ART HIST 602	Introduction to Museum Studies II	3
Design and Social Change Depth		
DS 321	Problem-definition: Design Programming	3
DS 341	Design Thinking for Transformation	3
DS 521	Environments of Crisis & Design	3
DS 527	Global Artisans	3
CSCS 125	Community and Social Change	3
CSCS 570	Community Based Research and Evaluation	3
CNSR SCI 555	Consumer Design Strategies & Evaluation	3

CNSR SCI 561	Consumer Engagement Strategies	3
Design and Technology Depth		
DS 451	Color Theory and Technology	3
DS/COMP SCI/ I SY E 518	Wearable Technology	3
CURRIC 277	Videogames & Learning	3
CURRIC 357	Game Design I	3
CURRIC 432	Game Design II	3
ART 309	Digital Art and Code	4
ENVIR ST/ CIV ENGR/ GEOG 377	An Introduction to Geographic Information Systems	4
GEOG 170	Our Digital Globe: An Overview of GIScience and its Technology	3
GEOG 370	Introduction to Cartography	4
COMP SCI 570	Introduction to Human-Computer Interaction	4
COM ARTS 155	Introduction to Digital Media Production	4
COM ARTS 200	Introduction to Digital Communication	3
CIV ENGR 250	Architectural Visualization	3
Professional Development		
DS 252	Design Leadership Symposium	1
INTER-HE 202	SoHE Career & Leadership Development	1
DS 601	Internship	1-8
Electives		
Select courses to bring degree credit total to 120		

UNIVERSITY DEGREE REQUIREMENTS

Total Degree	To receive a bachelor's degree from UW–Madison, students must earn a minimum of 120 degree credits. The requirements for some programs may exceed 120 degree credits. Students should consult with their college or department advisor for information on specific credit requirements.
Residency	Degree candidates are required to earn a minimum of 30 credits in residence at UW–Madison. "In residence" means on the UW–Madison campus with an undergraduate degree classification. "In residence" credit also includes UW–Madison courses offered in distance or online formats and credits earned in UW–Madison Study Abroad/Study Away programs.
Quality of Work	Undergraduate students must maintain the minimum grade point average specified by the school, college, or academic program to remain in good academic standing. Students whose academic performance drops below these minimum thresholds will be placed on academic probation.