

↳ Summer

Introduction to Design Thinking 3 credits

A preliminary foundation in the emerging practice of Human-Centered Design, the methodology driving design thinking.

3-D Prototyping 1 credit

Using rapid prototyping methods with an emphasis on products and the built environment, this course prepares students to use prototyping as a means of testing ideas iteratively.

Sketching for Communication 1 credit

Students learn the elements of sketching to visualize concepts, document their thinking, and quickly bring alignment to teams.

Design Research Methods 1 credit

This course grounds students in the tactics and techniques of several common primary research methodologies including contextual inquiry, intercept interviews, personal inventories, empathy modeling, and others.

↳ Fall

Anthropology for Design 3 credits

This course exposes students to anthropological and ethnographic tools that can attune practitioners to difference (social and cultural) and its implications.

Fieldwork In Design 3 credits

Students conduct field work as part of a collaborative project team under the supervision of a faculty member. This course will emphasize the application of design research tools as a strategic practice within a complex project.

Service Design 3 credits

Students are equipped to improve existing health care services, create new ones and navigate the complex social, political and organizational challenges to bring them to life.

Graphic Communication Tools 1 credit

2D Visualization tools for print and screen.

Intro To Design in Health 3 credits

Building on the foundational design tools, this course layers the nuanced and complex considerations for designing in the health space, while digging deep in design practice and challenging legacy health notions.

Health Care Law and Policy 3 credits

This course considers some of the toughest problems in current health law and policy.

Final Project in Design 1 credits

Student-led culmination and defense of learning. Each student will design and lead their own project with the guidance of a faculty member.

↳ Spring

Design in Health Studio 6 credits

In this capstone project course, student teams collaborate with clients, applying their design skills to immediate challenges in the health space.

Storytelling for Presentation 1 credit

The frameworks for good storytelling applied to professional presentation and written work.

The Business of Design in Health 3 credits

This course equips students with acumen to navigate and succeed in the business aspects of applying and positioning design in health.

Core Lab - Design Futures 3 credits

Students are introduced to the practical tools of strategic foresight to imagine possible futures. Emphasis is placed on understanding the language, theories, and methods of futures studies.

Final Project in Design 2 credits

Student-led culmination and defense of learning. Each student will design and lead their own project with the guidance of a faculty member.

Health Systems Design 2 credits

Students will explore all aspects of complex health ecosystems, learning principles and methods to understand interconnection and design future systems that elicit new behaviors.

Note: Exact courses, sequencing, and credit hours are subject to change.