

B.F.A. in Design: Pre-Approved Supportive Courses

The chart below lists courses that have been *pre-approved* by the Design Department to count as supportive courses in the 2016-18 catalog for the B.F.A. in Design. Although these courses are listed in the current university catalog, there is no guarantee that they will be offered in any given semester, nor are design students guaranteed seats in any of these courses.* If there is a course you have already taken or would like to take that does not appear on this list, but that you think should count as a Design supportive course, please email a copy of the syllabus and/or the course description (under the subject line “Request for supportive course credit”) to the Interim Chair of the Design Department, Monica Penick (monica.penick@utexas.edu).**

COURSE	TITLE	DESCRIPTION + DEGREE PLAN STATEMENT	CORE CODE AND/OR FLAG IF APPLICABLE
ADV 303	Advertising and Popular Culture	An introduction to the role advertising plays in American society, and the values and relationships offered in the messages that are delivered. <i>May not be counted toward the Bachelor of Science in Advertising degree or the Bachelor of Science in Public Relations degree.</i>	
ADV 304	Advertising on the Internet	The defining concepts, differences, and current practices of advertising on the Internet. <i>May not be counted toward the Bachelor of Science in Advertising degree or the Bachelor of Science in Public Relations degree.</i>	
ADV 305	Fundamentals of Advertising	Fundamentals and practices of advertising in relation to economies, societies, and mass communication. <i>May not be counted toward the Bachelor of Science in Advertising degree or the Bachelor of Science in Public Relations degree.</i>	
ADV 314	Social and Ethical Issues	Designed to prepare students to identify, analyze, and respond to social and ethical issues in advertising and public relations. <i>May not be counted toward the Bachelor of Science in Advertising or the Bachelor of Science in Public Relations degrees.</i>	
ADV 316/ PR 316	Creativity and American Culture	A cross-disciplinary view of the creative process and creative products. The conceptual core of film, fine arts, advertising, architecture, and literature. <i>May not be counted toward the Bachelor of Science in Advertising or the Bachelor of Science in Public Relations. Fulfills the communication and culture requirement in the College of Communication.</i>	
ADV 318J	Intro to Advertising and Integrated Brand Communication	The functions of advertising; role in marketing/communications mix; economic and social influence; advertising institutions and media; campaigns and appropriations; retail and business-to-business aspects. <i>Students may not enroll in Advertising 318J more than twice.</i>	
ADV 319	Psychology of Advertising	A review of basic findings of the behavioral sciences dealing with perception, personality, group behavior, psychological appeals, and their application to advertising as persuasive communication.	

* Please be aware that if you are enrolled in a Bridging Disciplines Program (BDP), you may be able to enroll in major-restricted courses that are not on this list. Some BDPs that include good candidates for supportive course credit: Digital Arts & Media; Environment & Sustainability; Ethics & Leadership in the Media; Innovation, Creativity & Entrepreneurship; and Media, Culture & Identities.

** In general, particularly good candidates for supportive course credit include courses in ADV, ARC, ART, C S, INF, RTF, TXA, business, engineering, and entrepreneurship.

AET 325	Digital Production Art 2-D	Two-dimensional digital drawing and painting techniques with computer software. PREREQUISITES: Upper-division standing and Arts and Entertainment Technologies 306.	
AET 326	Digital Production Art 3-D	Basic principles of three-dimensional digital modeling and animation production, including modeling and texturing, basic character animation, project conception through digital production methodology, and technical language used in industry. PREREQUISITES: Upper-division standing and Arts and Entertainment Technologies 306.	
AET 328	Animation and Rigging	3-D character rigging, animation armatures of joints, forward and inverse kinematics, types of 3-D character deformations, facial animations, bipedal character rigging and animation, and exploration into 3-D production animation environments. PREREQUISITES: Upper-division standing and Arts and Entertainment Technologies 306.	
AET 376/ ART 379S	Game Capstone: 2-D	Group project developing a working 2-D game. <i>Senior standing and consent of instructor based on portfolio submission.</i>	
AET 377/ ART 379S	Game Capstone: 3-D	Group project developing a working 3-D game. <i>Senior standing, Arts and Entertainment Technologies 376, and consent of instructor based on portfolio submission.</i>	
ANT 305	Expressive Culture	How cultural assumptions affect how we tell and respond to different kinds of stories, including fairy tales, movies, and televised news.	Social and Behavioral Science (I)
ANT 307/ LIN 312C	Culture and Communication	An introduction to the study of culture through communication and the theory of signs. <i>Only one of the following may be counted: Anthropology 307, Linguistics 312 (Topic: Culture and Communication), 312C.</i>	Social and Behavioral Science (I)
ART 310P	Introduction to Print	Introduction to the concepts, methods, and materials of print including a combination of intaglio, relief, lithography, serigraphy, and/or book arts. PREREQUISITES: For studio art and visual art studies majors, ART 301C and 302C (or 303K, 303L, 304K, and 304L), with a grade of at least C in each; for others, consent of instructor.	
ART 316V	Transmedia: Expanded Media I	Introduction to video, digital, net.art, and multiple media art forms with an emphasis on experimentation and a DIY approach to production. Focuses on the history, theory, and evolution of media art practices and their relation to the Internet and social media networks. PREREQUISITES: For studio art and visual art studies majors, ART 301C and 302C (or 303K, 303L, 304K, and 304L), with a grade of at least C in each; for others, consent of instructor.	
ART 317K	Beginning Photography	An introduction to still photography, including basic technical skills and concepts. PREREQUISITES: For studio art and visual art studies majors, ART 301C and 302C (or 303K, 303L, 304K, and 304L), with a grade of at least C in each; for others, consent of instructor.	

ART 320F	Digital Fabrication I	<p>Study of the artistic culture and techniques associated with digital visualization, three dimensional data acquisition, and various forms of digital fabrication including 3D Printing, CNC Milling, and Laser Cutting.</p> <p>PREREQUISITES: ART 301C and 302C (or 303K, 303L, 304K, and 304L), with a grade of at least C in each.</p> <p><i>May not be repeated.</i></p>	
ART 325G	Intermediate Print: Serigraphy	<p>Practice in the theories and techniques of multicolor serigraphy and photoserigraphy.</p> <p>PREREQUISITES: For studio art and visual art studies majors, ART 310P (or ART 319G) with a grade of at least C; for others, consent of instructor.</p> <p><i>May be taken twice for credit.</i></p>	
ART 330P	Advanced Print Workshop	<p>Focuses on the concepts and practice of print.</p> <p>PREREQUISITES: For studio art and visual art studies majors, ART 310P with a grade of at least C, and one of the following with a grade of at least C: Studio Art 325J, 325K, 325G, or 325M; for others, consent of instructor.</p>	
ART 340F	Digital Fabrication II	<p>Advanced study of the artistic culture and techniques associated with digital visualization, three dimensional data acquisition, and various forms of digital fabrication including 3D Printing, CNC Milling, and Laser Cutting.</p> <p>PREREQUISITES: ART 320F and twelve additional hours of studio credit, with a grade of at least C in each.</p> <p><i>May not be repeated.</i></p>	
CMS 305	Principles of Speech Communication	<p>Introduction to researching, constructing, delivering, and evaluating both extemporaneous and outlined public speeches.</p> <p><i>Only one of the following may be counted: Communication Studies 305, 319, Speech 305, 319.</i></p>	
CMS 306M	Professional Communication Skills	<p>Designed to help students develop skills in one-on-one interactions, small group communication, and presentation skills. Basic communication theories as they relate to skill development are explored.</p> <p><i>Only one of the following may be counted: Communication Studies 305, 306M, 319, Speech 305, 319.</i></p>	Flag: EL
CMS 310K	Team-Based Communication	<p>Analysis of small-group communication: cohesiveness, social climate, role structure, leadership, conformity, dynamics of interaction; participation in small-group communication situations.</p>	
CMS 312C	Sales Communication	<p>Focus on communication and the sales process. Includes making effective sales presentations, handling objections, and closing skills.</p> <p><i>Communication Studies 312C and 317M may not both be counted.</i></p>	
CMS 313M	Organizational Communication	<p>Communication processes within government, private, and volunteer organizations.</p>	
CMS 316L	Interviewing Principles and Practices	<p>Introduction to interviewing theory, emphasizing the acquisition and application of interviewing skills.</p>	

CMS 317M	Advanced Presentation Skills	<p>Designed to help students develop skills in delivering informative and persuasive presentations and speeches. Study of major theories related to oral presentations. Focus on audience analysis and adaptation, building strong arguments, speech organization, and use of new technologies.</p> <p><i>Communication Studies 312C and 317M may not both be counted.</i></p>	
CMS 319	Business and Professional Speaking	<p>Experience in effective oral communication skills for the professions.</p> <p><i>Only one of the following may be counted: Communication Studies 305, 319, Speech 305, 319.</i></p>	
C S 301K	Foundations of Logical Thought	<p>Introductory logic in the context of computing; introduction to formal notations; basic proof techniques; sets, relations, and functions.</p>	
C S 302	Computer Fluency	<p>An introduction to the fundamental concepts of computing: how computers work, what they can do, and how they can be used effectively. Some programming is required.</p> <p><i>Credit for Computer Science 302 may not be earned after a student has received credit for Computer Science 303E, 305J, 307, 312, 312H, 314, or 314H. May not be counted toward a degree in computer science.</i></p>	Natural Sciences (II) Flag: QR
C S 303E	Elements of Computers and Programming	<p>Problem solving and fundamental algorithms for various applications in science, business, and on the World Wide Web, and introductory programming in a modern object-oriented programming language.</p> <p><i>Only one of the following may be counted: Computer Science 303E, 305J, 312, 312H. Credit for Computer Science 303E may not be earned after a student has received credit for Computer Science 307, 314, or 314H. May not be counted toward a degree in computer science.</i></p>	
C S 311	Discrete Mathematics for Computer Science	<p><i>Restricted to computer science majors.</i></p> <p>A focus on discrete mathematical tools of fundamental importance to the working computer scientist. An emphasis is placed on using logical notation to express rigorous mathematical arguments. Subjects include proof by induction, introduction to graph theory, recurrences, sets, functions, and an introduction to program correctness.</p> <p>PREREQUISITES: The following coursework with a grade of at least C- in each: Computer Science 312 or 312H; and Mathematics 408C, 408K, or 408N, or registration for Mathematics 408C.</p> <p><i>Only one of the following may be counted: Computer Science 311, 311H, 313H, 313K, 336, 336H.</i></p>	
C S 312	Introduction to Programming	<p>First part of a two-part sequence in Java programming. Fundamental concepts of structured programming; procedures and data structures with a focus on problem solving strategies and implementation; introduction to concepts of informal specification, informal reasoning about program behavior, debugging, and ad hoc testing.</p> <p>PREREQUISITES: Credit with a grade of at least C- or registration for Mathematics 408C, 408K, or 408N.</p> <p><i>Only one of the following courses may be counted: Computer Science 303E, 305J, 312, 312H. Credit for Computer Science 312 may not be earned after a student has received credit for Computer Science 314 or 314H.</i></p>	Natural Sciences (II)
C S 313E	Elements of Software Design	<p>Object-oriented design of software in a modern high-level language, using software library packages. Introduction to elementary data structures and complexity of algorithms.</p> <p><i>May not be counted toward a degree in computer science.</i></p>	

C S 314	Data Structures	<p>Second part of a two-part sequence in Java programming. Introduction to specifications, simple unity testing, and debugging; building and using canonical data structures; algorithm analysis and reasoning techniques such as assertions and invariants.</p> <p>PREREQUISITES: Computer Science 312 or 312H with a grade of at least C-.</p> <p><i>Only one of the following may be counted: Computer Science 307, 314, 314H, 315, 315H.</i></p>	
COM 102	Intro to Health Communication	<p>Covers contemporary issues in health communication theory and practice with an emphasis on interdisciplinary perspectives.</p>	
COM 316	Photographic Communication	<p>Introduction to photographic technique and recent trends, evaluation, visual design, and use of images in the media. Students must provide their own 35-mm single-lens reflex or digital camera that can be operated under manual mode and with off-camera flash.</p> <p><i>Communication 316 and Journalism 316 may not both be counted.</i></p>	
E 317	Technical Writing	<p>Reading and writing in professional and technological environments.</p> <p>PREREQUISITES: English 306 or the equivalent.</p>	
F A 312	Aesthetics of Game Design	<p>Introduction to the design and aesthetics of games. Explores the meaning of playing games, the aesthetics of play and games, and the role of game design as both the creation of designed artifacts and sociocultural texts.</p> <p><i>Fine Arts 310 (Topic: Aesthetics of Game Design) and 312 may not both be counted.</i></p>	
INF 118C	Forum Seminar Series	<p>Lectures and discussion on various contemporary issues. Emphasis on multidisciplinary perspectives and critical discourse.</p> <p><i>Restricted to freshmen and sophomores.</i></p> <p><i>May be repeated for credit when the topics vary. Only one of the following may be counted unless the topics vary: Information Studies 118C, 218C, 318C, Library and Information Science 118C, 218C, 318C.</i></p>	
INF 304D	Intro to Information Studies	<p>Overview of the information field as it relates to the technology-based world culture. Topics may include the idea of information, information in relation to technology and culture, information technology in education, information literacy and the "digital divide," information and communication technology, information and gender, public information policy, and information organization and preservation.</p> <p><i>Information Studies 304D and 304W may not both be counted.</i></p>	Flag: WR
INF 312	Information in Cyberspace	<p>Basic skills in using the Internet as a medium for information, research, communication, and multimedia resources: e-mail, ftp, World Wide Web, file compression, use of search engines, and Web publishing; introduction to larger issues such as governance, ethics, and freedom of expression.</p> <p>Web-based instruction; no class meetings.</p>	
INF 315C	Topics In Human-Computer Interaction	<p>Fundamental concepts, techniques, and questions in human-computer interaction. Topics covered may include user research, interaction design, user interface design, and usability.</p>	

INF 335C	Information in Cyberspace	<p>An overview of the history and social impact of Internet, Web, and other network technologies. Students will learn methods and tools of media creation with an emphasis on technological self-sufficiency.</p> <p>Three lecture hours a week for one semester, including some web-based instruction.</p> <p>PREREQUISITES: Upper-division standing.</p> <p><i>Only one of the following may be counted: Information Studies 312, 335C, 335W.</i></p>	
INF 335W	Information in Cyberspace	<p>An overview of the history and social impact of Internet, Web, and other network technologies. Students will learn methods and tools of media creation with an emphasis on technological self-sufficiency.</p> <p>Web-based instruction; no class meetings.</p> <p>PREREQUISITES: Upper-division standing.</p> <p><i>Only one of the following may be counted: Information Studies 312, 335C, 335W.</i></p>	
INF 350C	Advanced Topics In Human-Computer Interaction	<p>Advanced concepts, techniques, and questions in human-computer interaction. Topics covered may include the design of rich interfaces, evaluation of interactive systems, and visual design.</p> <p>PREREQUISITES: Upper division standing; prerequisites may vary with the topic.</p>	
ITD 301D / DES 301	Introduction to Design Thinking	<p>Introduces design thinking and design methods, with a focus on design process.</p> <p><i>Design 301 and Interior Design 301D may not both be counted.</i></p>	
J 301F	Fundamental Issues in Journalism	<p>Examination of major issues facing the news media in a democratic society and the exploration of digital technology on the future of news gathering, including ethics, institutions, effects, and standards of journalistic performance.</p> <p><i>Journalism 301F and 310 may not both be counted.</i></p>	
J 302F	Digital Storytelling Basics	<p>Explores the mindsets and skill sets of digital journalism. Covers subjects like: how technology helps journalists do their jobs; how traditional journalistic values and ethics relate to the digital world; how to explore new trends in journalism; how to report and tell stories in multiple ways; and how to be comfortable with analyzing and engaging online audiences.</p> <p><i>Journalism 302F and 315 may not both be counted.</i></p>	
J 310	Critical Issues in Journalism	<p>Introduction to major issues facing the news media in a democratic society, including ethics, institutions, effects, and standards of press performance.</p>	
J 310F	Reporting: Words	<p>Reporting, writing, and editing skills for print, online, mobile, and broadcast.</p> <p>PREREQUISITES: Journalism 301F (or 310) and 302F (or 315) with a grade of at least C in each.</p> <p><i>Journalism 310F and 320D may not both be counted.</i></p>	Flags: WR, CD
J 310K	Visual Literacy	<p>Introduction to the visual concerns of message design and interpretation, including their bases in theories of visual perception, semiotics, and media practice.</p>	

J 311F	Reporting: Images	<p>Video and images for web and broadcast, including design principles, visual perception, typography, manipulation of images, and photographs.</p> <p>PREREQUISITES: Journalism 301F (or 310) and 302F (or 315) with a grade of at least C in each.</p> <p><i>Only one of the following may be counted: Journalism 311F, 318C, 321C.</i></p>	Flag: WR
J 311K	Photographic Communication	<p>Introduction to discussing, using, and taking still photographs. Introduction to the use of the 35-mm single-lens reflex camera; students must provide their own cameras.</p>	
P R 305	Fundamentals of Public Relations	<p>May not be counted toward the Bachelor of Science in Public Relations degree or the Bachelor of Science in Advertising degree.</p>	
P R 316	Creativity and American Culture	<p>A cross-disciplinary view of the creative process and creative products. The conceptual core of film, fine arts, advertising, architecture, and literature.</p> <p><i>May not be counted toward the Bachelor of Science in Advertising or the Bachelor of Science in Public Relations. Fulfills the communication and culture requirement in the College of Communication.</i></p>	
PSY 301	Introduction to Psychology	<p>Basic problems and principles of human experience and behavior.</p>	Social and Behavioral Science (I)
PSY 305	Introduction to Cognitive Psychology	<p>Introduction to the study of how people perceive, act, communicate, and reason.</p> <p>PREREQUISITES: Psychology 301 with a grade of at least C.</p>	
PSY 319K	Social Psychology	<p>Theory and research on the analysis of human conduct in social settings.</p> <p>PREREQUISITES: Psychology 301 with a grade of at least C.</p>	
RHE 312	Writing in Digital Environments	<p>A writing course focused on using, interpreting, and analyzing traditional and emerging technologies. Taught using networked computers.</p> <p>PREREQUISITES: Rhetoric and Writing 306</p>	Flag: WR
RHE 315	Introduction to Visual Rhetoric	<p>A writing course designed to teach students to analyze and produce visual and nonverbal forms of rhetoric.</p> <p>PREREQUISITES: Rhetoric and Writing 306</p>	Flag: WR
RTF 301N	Introductory Topics in RTF	<p><i>Description varies according to topic.</i></p>	
RTF 305	Introduction to Media Studies	<p>Introduction to historical, cultural, political, economic, and international characteristics of film, television, and other media in society.</p>	
RTF 307	Media and Society	<p>Concentrates on media's role in society, including our contributions as participants and audiences, as well as consequences to our social norms, political engagement, and identities. Considers how media work within local, national, and global contexts, addressing social continuities and disruptions, organizational processes, policies and politics, and economic conditions.</p>	

RTF 317	Narrative Strategies and Media Design	<p>Study of the way meaning is structured and perceived in film, television, and digital/ interactive media; introduction to basic storytelling techniques in multiple media formats. Includes viewing and analysis of movies, television series, video games, and various other media narratives.</p> <p>PREREQUISITES: Three semester hours of lower-division coursework in radio-television-film.</p> <p><i>Required of all undergraduate majors in radio-television-film. Students may not enroll in this course more than twice.</i></p>	
RTF 318	Introduction to Image and Sound	<p>Exploration of fundamental film and digital production concepts and techniques through lectures, projects, and laboratory work.</p> <p>PREREQUISITES: Six semester hours of lower-division coursework in radio-television-film.</p> <p><i>Students may not enroll in this course more than twice.</i></p>	
RTF 319	Introduction to Digital Media	<p>Basic information, skills, and theories of digital media. Includes the study of computer-based image construction, Web-based tools for research and production, and theories of interactivity.</p> <p>PREREQUISITES: Three semester hours of lower-division coursework in radio-television-film.</p> <p><i>Radio-Television-Film 319 and 320C may not both be counted.</i></p>	
RTF 344M.1	Interactive Digital Storytelling	<p>Use of digital tools to create original web-based audiovisual productions and the study of impact of digital media and technology on traditional film and video production.</p> <p>PREREQUISITES: Upper-division standing</p>	
RTF 344M.3	Introduction to Visual Effects and Motion Graphics	<p>Designed to introduce students to the core concepts and techniques used in visual effects and motion graphics. Subjects include, but are not limited to, compositing, animation, particles, and greenscreen.</p> <p><i>Radio-Television-Film 344M (Topic: Visual Effects) and 344M (Topic 3) may not both be counted.</i></p>	
SOC 304	Introductory Topics in Sociology	<p>A sociological perspective of contemporary social subjects.</p> <p><i>Repeatable with Different Topics</i></p>	
SOC 307G	Culture and Society in the United States	<p>Introduction to theoretical perspectives, methodological issues, and empirical work in the sociological study of culture. Examination of sociological accounts of the production, reproduction, and reception of culture, with an emphasis on a critical understanding of culture in relation to other sociological phenomena such as power, inequality, and identities.</p> <p><i>Sociology 307G and 308 (Topic: Culture and Society in the United States) may not both be counted.</i></p>	Social and Behavioral Science (I) <i>Flag: CD</i>
SOC 307J	Education and Society	<p>Further study of the ways that schooling shapes the opportunities available to children and youth, and how educational attainment influences the lives and well-being of adults. Subjects include historical development and organization of the American educational system; factors that shape achievement and learning; differential access to educational opportunities along race, class, and gender lines; and the effects of educational stratification.</p> <p><i>Sociology 307J and 308 (Topic: Education and Society) may not both be counted.</i></p>	Social and Behavioral Science (I)

SOC 307L	Gender, Race, and Class in American Society	<p>Use of the sociological perspective to analyze how the structure of American society, individual life, and group life chances are shaped by broader structures of privilege and disadvantage based on gender, race, and class. Examination of these in institutional arenas such as work, the family, education, health, the criminal justice system, sexuality, popular culture, and more.</p> <p><i>Only one of the following may be counted: Sociology 307L, 308 (Topic: Gender, Race, and Class in American Society), Women's and Gender Studies 301 (Topic: Gender, Race, and Class in American Society), 301 (Topic 21).</i></p>	Social and Behavioral Science (I)
SOC 307P	Intro to Sociology of Health and Well-Being	<p>Examination of the social causes and context of illness, death, longevity, and health care today in the United States. Subjects include historical perspectives on health and mortality, social class, race/ethnicity, gender, religious involvement, marital status, family, age, and psychosocial factors. Emphasis on the tension between individualistic and public health perspectives on illness.</p> <p><i>Sociology 307P and 308 (Topic: Introduction to the Sociology of Health and Well-Being) may not both be counted.</i></p>	Social and Behavioral Science (I)
SOC 308E	Race, Ethnicity, and Gender in Demography	<p>Introduction to the patterns, trends and debates on race, ethnicity, and gender in demography. Study of the social aspect of demography and the relationship of demographic phenomena relative to racial, ethnic, and gender populations. Specific areas will include the following: conceptual/measurement issues; migration and population dynamics; health and morality; and family and fertility.</p> <p><i>Only one of the following may be counted: Sociology 308 (Topic: Race, Ethnicity, and Gender in Demography), 308E, Women's and Gender Studies 301 (Topic 22).</i></p>	Social and Behavioral Science (I)
SOC 308M	Sociology of Identity	<p>Examination of the ways that identities are socially produced and the study of how that social construction results in power and privilege for some groups at the expense of others.</p> <p><i>Sociology 308 (Topic: Sociology of Identity) and 308M may not both be counted.</i></p>	Social and Behavioral Science (I)
SOC 308S	Introduction to Health and Society	<p>A broad, multidisciplinary overview that introduces students to the study of health and society.</p> <p><i>Only one of the following may be counted: Health and Society 301, Sociology 308 (Topic: Introduction to Health and Society), 308S.</i></p>	Social and Behavioral Science (I)
SOC 311C	Social Determinants of Health	<p>Considers the social factors that influence health and longevity, including sex/gender, race and ethnicity, socioeconomic status, and social integration. Examines the link between social position and health patterns in the United States.</p> <p><i>Sociology 308 (Topic: Social Determinants of Health) and 311C may not both be counted.</i></p>	
TXA 105L	Textiles Laboratory	PREREQUISITES: Credit or registration for Textiles and Apparel 205.	
TXA 205	Topics in Textiles and Apparel	<p>Chemical and physical properties of fibers and yarns, fabric construction, and finishes.</p> <p>PREREQUISITES: Credit or registration for Textiles and Apparel 105L.</p>	
TXA 301	Clothing the Planet	<p>Study of the role textiles and apparel play in human lives. Introduction to the textile and apparel industries, and the broad perspective and core skill sets that characterize the field. Subjects include terminology, fibers and fabrics, textile technology, product development through fashion design and retail merchandising, global sourcing and manufacturing, international promotion and marketing, and textile conservation, exhibition, and collection management.</p>	

TXA 316L	Apparel I	<p>Industrial techniques of pattern design and garment construction.</p> <p>PREREQUISITES: Credit with a grade of at least C- or registration for Textiles and Apparel 319, or 219C and 119L.</p>	
URB 301/ GRG 307C	Introduction to Urban Studies	A multidisciplinary study of cities and complex urban environments; historical and contemporary issues from both national and international perspectives.	Flag: CD
URB 305	Introductory Topics in Urban Studies	<p>An introduction to urban studies within the framework of different disciplines. Topics include urban history, urban education, politics and governance, economics, design and planning, and society and culture.</p> <p><i>Repeatable with Different Topics</i></p>	