SDE INTERDISCIPLINARY COURSES (SDE)

SDE 600: Prototyping Inter Interfaces I
This course addresses the need by design professionals to prototype interactive systems comprising both hardware and software components, and to assess these solutions based on principles of cognitive and physical human factors. Through iterative prototyping of both screen-based interfaces and tangible interfaces using simple microcontrollers, this class teaches basic programming, integration of electronic sensors and outputs into physical prototypes, and principles of human factors testing for assessment of interactive interfaces.
Credits: 3
College: School of Design & Engineering
Schedule Type: Lecture

SDE 607: Design of Play
The act of play heightens optimism, energy, joy, memorable experiences, and is an essential part of a fulfilling and well life. Play is a catalyst for creativity and innovation and can exist in unexpected situations. In this course, students will explore the benefits and possibilities facilitated by play via concepts and theories of play for educational, imaginative and wellness purposes. Students will apply these concepts to designed products and/or communication tools that connect to personal skill sets and interests.
Credits: 3
College: School of Design & Engineering
Schedule Type: Lecture

SDE 700: Prototyping Int Interfaces II
This course is the second in a series addressing the need by design professionals to prototype and assess interactive systems comprising both hardware and software components. Students will refine and build upon skills gained in Prototyping I while exploring algorithms for the capture and manipulation of data to create new modes of interaction in areas such as networked and mobile devices, kinetic sculpture, wearable circuits, and novel electronic tools.
Credits: 3
College: School of Design & Engineering
Schedule Type: By Appointment - 1 student, By Appointment, Lecture

SDE 770: SDE Special Topics
This is an upper-level course designed to take advantage of resident/adjunct/visiting faculty members' expertise or a special focus wanted by the School for one or two terms. These courses might provide an in-depth treatment of recent advances in subjects of current interest in a given field whose subject matter is not necessarily needed to be offered long term. A specific "topic" may be delivered a maximum of two terms.
Credits: 0.5
College: School of Design & Engineering
Schedule Type: By Appointment - 1 student, Lecture

SDE 771: SDE Special Topics
Credits: 1
College: School of Design & Engineering
Schedule Type: By Appointment - 1 student, Independent Study, Lecture

SDE 772: SDE Special Topics
Credits: 1.5
College: School of Design & Engineering
Schedule Type: Lecture

SDE 773: SDE Special Topics
Credits: 3
College: School of Design & Engineering
Schedule Type: By Appointment - 1 student, By Appointment, Hybrid, Independent Study, Lecture, Lecture/Studio Combination, On-Line, Studio

SDE 774: SDE Special Topics
Credits: 4
College: School of Design & Engineering
Schedule Type: Lecture, On-Line

SDE 776: SDE Special Topics
Credits: 6
College: School of Design & Engineering
Schedule Type: Independent Study, Lecture

SDE 777: SDE Special Topics
Credits: 7
College: School of Design & Engineering
Schedule Type: By Appointment - 1 student, Lecture, On-Line

SDE 780: SDE Independent Study
Credits: 0.5
College: School of Design & Engineering
Schedule Type: Independent Study

SDE 781: SDE Independent Study
Credits: 1
College: School of Design & Engineering
Schedule Type: Independent Study

SDE 783: SDE Independent Study
Credits: 3
College: School of Design & Engineering
Schedule Type: Independent Study

SDE 786: SDE Independent Study
Credits: 6
College: School of Design & Engineering
Schedule Type: Independent Study