

# School of Art and Design

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<http://art.njit.edu> (<http://art.njit.edu/>)

The School of Art + Design offers a trio of studio-centric four-year bachelor's degree design programs—interior design, digital design and industrial design—and a BFA in fine arts, which provides unique opportunities for aspiring artists to explore the nexus between art and technology, and become part of a the cultural experience that underscores the use of digital media and information technology. With a vibrant assemblage of design disciplines and opportunities for expression, research and independent study, the School of Art + Design provides an exciting environment in which to invent and create.

## Interior Design

Interior design students have the opportunity to learn from an innovative, creative faculty that participates in all phases of the design and construction process: architects, engineers and interior, product and industrial designers. The robust, studio-centric curriculum fully accredited by the Council for Interior Design Accreditation (CIDA)—is chockfull of design courses such as building and interior systems, history of furniture and building information modeling and prepares students to enter the profession of interior design, first as interns, and ultimately take the National CIDA Qualification examination. More than 90 percent of all graduates are either working in a field related to their study or are in a graduate program within six months of graduation. Students broaden their exposure to a variety of traditional or digital media-based courses or specialize in one or more areas related to a topic of interest.

## Digital Design

Drawing on NJIT's well-established legacy as a pioneer and innovator in the application of digital and information technology, the Digital Design Program, after a foundation year of exposure to a variety of media, offers students two tracks of study: entertainment and interactive media/production. In addition to a two-year studio sequence, the curriculum provides opportunities for students to take a variety of related classes such as environment design in motion pictures, SFX/VFX in movies, digital audio, history of games, video and animation, 2D and 3D character design and modeling, game level design and more. There is additional flexibility built into the curriculum, allowing students to use free academic and design electives to either broaden their overall education or elect to focus on one or more areas to prepare them for a specialized field or graduate study.

## Industrial Design

As part of a comprehensive university with a variety of design disciplines, students enrolled in the Industrial Design Program find themselves in a unique and creative environment, where a multi-faceted mission includes the creation of new knowledge while educating future designers in design and preparing them to contribute to 21st century society. In this context, students take advantage of the technological environment of the university to gain a broad understanding of design, materials, methods of production, user needs, and market trends. After completing six semesters of design studio, students take a variety of management, fabrication and design courses, including modeling and prototyping, principles of management, human factors/ergonomics, ethnographic and mechanics and electronics. The program exposes undergraduate students to the various potential fields within the profession and provides them with opportunities to study robotics and advanced materials.

- Digital Design - M.F.A (<https://catalog.njit.edu/graduate/architecture-design/art-design/fine-arts-in-digital-design-masters/>).
- Digital Design - M.S (<https://catalog.njit.edu/graduate/architecture-design/art-design/master-of-science-in-digital-design/>).
- Animation Essentials (<https://catalog.njit.edu/graduate/architecture-design/art-design/animation-essentials-cert/>)
- Digital Arts Essentials (<https://catalog.njit.edu/graduate/architecture-design/art-design/digital-arts-essentials-cert/>)
- Game Design and Interactivity Essentials (<https://catalog.njit.edu/graduate/architecture-design/art-design/game-design-and-interactivity-essentials-cert/>)
- UI/UX Digital Design Essentials (<https://catalog.njit.edu/graduate/architecture-design/art-design/ui-ux-digital-design-essentials-cert/>)

## A

Alcala, Jose M., University Lecturer

Rolim Ana, Assistant Professor

## B

Berkin-Harper Hannah , Associate Professor

Brothers, David A., Senior University Lecturer

## D

Decker, Martina, Associate Professor

## G

Garcia Figueroa, Julio C., University Lecturer

Goldman, Glenn, Professor, School of Design

## N

Nam Hye Yeon, Associate Professor

## R

Rodrigues Miguel, University Lecturer

## S

Schwartz, Mathew L., Associate Professor

## T

Thompson Richard, Associate Professor

## V

Von Koenig Gretchen , University Lecturer

### **AD 1\*\*. Design Elective. 3 credits, 3 contact hours (3;0;0).**

#### **AD 111. Communication in Art and Design - Traditional Media. 3 credits, 4 contact hours (2;2;0).**

Restrictions: For Digital Design, Industrial Design, and Interior Design majors only; other majors require department approval to register. This course will explore a range of subjects from object still life to the human figure to landscape and will deal with specific issues of line, value, composition, structure, proportion and perspective. The aim of this course is to achieve a critical approach to hand-eye coordination and ideational sketching, through both direct observation and conceptual diagramming.

#### **AD 112. Communication in Art and Design - Digital Media. 3 credits, 4 contact hours (2;2;0).**

Restrictions: For Digital Design, Industrial Design, and Interior Design majors only; other majors require department approval to register. This course will help students develop a critical attitude and analytical language to explore 3D and 2D issues involved in the study of design ideas but work will be focused primarily on digital techniques and modes of expression. It will cover drawing basics and digital modeling and extracted drawing techniques and critical analysis of these techniques and other methods of graphic (and architectural) representation.

#### **AD 150. Color and Composition. 3 credits, 4 contact hours (2;2;0).**

Restrictions: For Digital Design, Industrial Design, and Interior Design majors only; other majors require department approval to register. Introduction to principles of 2D composition with emphasis on color use and color theory. Students are introduced to traditional media (watercolor and collage) and digital raster graphics (painting, image processing, and compositioning). Applications that include interior design, product/industrial design, advertising, web design, and fine arts are discussed. Concepts include grids and hierarchy, color models and mixing, color interaction, human response to color, printing, etc. Creative projects.

#### **AD 161. History of Art And Design I. 3 credits, 3 contact hours (3;0;0).**

This foundation history course surveys the principle aesthetic/functional themes and theories of the twentieth century. Students will explore how various individuals have used art and design to develop products that enriched society culturally and/or that resolved particular societal needs. The course will begin with how optics revolutionized painting, sculpture, architecture, film, etc, and explore how the modern movement broke with or reinterpreted the past through a series of flashbacks.

#### **AD 162. History of Art And Design II. 3 credits, 3 contact hours (3;0;0).**

Prerequisite: AD 161. This course explores the major art and design movements and influences of the 20th century post 1930 that set the stage for today's 21st century art and design works that increasingly deal with issues of globalization and technology and ecology. Students will investigate the cultural meaning and historical significance of the art/design product throughout the 20th and 21st century.

#### **AD 190. Special Topics in Art + Design. 3 credits, 3 contact hours (3;0;0).**

Restrictions: Not for Art + Design majors. This course explores a topic of special interest in art or design.

### **AD 2\*\*. Design Elective. 3 credits, 3 contact hours (3;0;0).**

#### **AD 201. Human Factors/Ergonomics. 3 credits, 3 contact hours (3;0;0).**

Prerequisites: Computing Literacy GER course, Scientific Literacy GER course. Through lectures and "hands-on" experiments, this course will challenge the student to explore objects and environments as sensory and psychological experiences that effect human comfort, efficiency, function and emotion. Emphasis will be put on empathizing with the user with particular attention to those individuals with special physical, cognitive or occupational needs.

#### **AD 261. History of Architecture. 3 credits, 3 contact hours (3;0;0).**

Prerequisites: ARCH 381 or AD 162. Restrictions: For Digital Design and Interior Design majors only; other majors require department approval to register. This course examines the global evolution of the built environment, focusing on major periods and movements in the history of architecture and urbanism. While the social, cultural, political, and economic dimensions of the built environment are introduced, emphasis is on understanding built form at key moments of transformation from pre-history to the present. Formal archetypes are studied relative to their persistence and influence across millennia. Students analyze historical examples through the lens of contemporary design applications.

**AD 290. Special Topics in Art + Design. 3 credits, 3 contact hours (3;0;0).**

Pre or Corequisites: ENGL 102. This course explores a topic of special interest in art or design.

**AD 3\*\*. Design Elective. 3 credits, 3 contact hours (3;0;0).****AD 325. Entrepreneurship for Designers. 3 credits, 3 contact hours (3;0;0).**

Prerequisites: ENGL 102 and a 200 level History/Humanities GER course. This course introduces students to the fundamentals of entrepreneurship within the context of design. It explores topics such as business models, branding, intellectual property, funding strategies, and market positioning, emphasizing how design thinking can drive innovation and economic success. Through case studies and industry insights focused on products, interior environments, and games, students will gain an understanding of how creative ideas can be transformed into sustainable ventures.

**AD 340. Photography and Imaging. 3 credits, 4 contact hours (2;2;0).**

Prerequisites: AD 150 or ARCH 396. Restrictions: For Digital Design, Industrial Design, and Interior Design majors only; other majors require department approval to register. Photography is introduced as an artistic medium in a digital context. General photographic principles and techniques will be discussed including digital flash photography, image processing, in/on-camera filters and post-processing filters, camera controls, and compositional elements. Photographic student projects will be required. Students must provide their own interchangeable lens camera for use throughout the semester.

**AD 390. Special Topics in Art + Design. 3 credits, 3 contact hours (3;0;0).**

Prerequisites: ENGL 102 and a 200 level History/Humanities GER course. This course explores a topic of special interest in art and design.

**AD 4\*\*. Design Elective. 3 credits, 3 contact hours (3;0;0).****AD 463. Collaborative Design Studio. 5 credits, 9 contact hours (1;0;8).**

Prerequisites: (DD 364 or ID 364 or INT 364 or ARCH 364) and PHYS 102. Restrictions: For Digital Design, Industrial Design, and Interior Design majors only; other majors require department approval to register. Interdisciplinary and multi-disciplinary design studio where students work both individually and collaboratively on team project(s) that require the integration of different design disciplines.

**AD 490. Special Topics. 3 credits, 3 contact hours (3;0;0).**

Prerequisites: DD 264 or ID 264 or INT 264 or ARCH 363. Restrictions: For Digital Design, Industrial Design, and Interior Design majors only; other majors require department approval to register. As determined by individual section and topic. Group investigation of problems or topics of special interest in art and design including, but not limited to, fine arts, industrial design, interior design, and digital design.

**AD 491. Independent Study. 1 credit, 1 contact hour (0;0;1).**

Restriction: Permission of instructor and departmental/school approval. Individual investigation of problems or topics of special interest in art and design including, but not limited to, fine art, industrial design, interior design, and digital design. Subjects may include the overlap between these areas and related areas including art/architectural history and architecture. Provides opportunities to work on a project with individual guidance from an instructor in the School of Art + Design.

**AD 492. Independent Study. 2 credits, 2 contact hours (0;0;2).**

Restriction: Permission of instructor and departmental/school approval. Individual investigation of problems or topics of special interest in art and design including, but not limited to, fine art, industrial design, interior design, and digital design. Subjects may include the overlap between these areas and related areas including art/architectural history and architecture. Provides opportunities to work on a project with individual guidance from an instructor in the School of Art + Design.

**AD 493. Independent Study. 3 credits, 3 contact hours (0;0;3).**

Restriction: Permission of instructor and departmental/school approval. Individual investigation of problems or topics of special interest in art and design including, but not limited to, fine art, industrial design, interior design, and digital design. Subjects may include the overlap between these areas and related areas including art/architectural history and architecture. Provides opportunities to work on a project with individual guidance from an instructor in the School of Art + Design.