

Product Design Minor



Students in the Product Design minor integrate design principles, hands-on making, and industry-standard technologies to create consumer products, furniture, apparel, systems, and experiences.

Eligibility

Open to all BFA Majors except Product Design.. Students must be on track in their major and in good academic standing, with no more than 6 credits behind and a cumulative GPA of 2.0. Product Design minors will not be assigned a desk in the Product Design department, but they may work at the common work tables in the studios. They may also participate in the Product Design Department's Annual Exhibition on a case-by-case with approval from the Department Chair.

Requirements

15 credits of Product Design courses (5 studio courses or 4 studio courses + 1 LAS course) Students select courses based on guidance from the Director of Interdisciplinary Studies, Minor Area Heads and Academic Advisors and must follow prerequisites when applicable. For the full list of courses that will count for this minor, along with recommended courses to take first, see the Minors Course Lists on the Registration page of the Dashboard (my.otis.edu). Students are advised to take minor classes in place of studio electives (or in place of one LAS elective), or for majors without electives by taking one extra class in each of 5 semesters spread out between sophomore and senior year.

See Product Design Department for Course Descriptions.

Each enrolled student will receive an individual Academic Plan that outlines how this minor fits into their major.

For more information about the Product Design minor contact:

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Product Design Minor

www.otis.edu/minors

www.otis.edu/product-design-minor

Program Learning Outcomes

Product Design Minor student work will demonstrate:

Grow

Disciplinary knowledge and skills • Audience-focused research, historical context, and field-specific discourse

Proficient knowledge and skills in product design including research, historical influences, aesthetics, materials, ergonomics, user experience design, marketing and manufacturing processes.

Proficiency in industry-standard skills, technologies, and processes

including CAD software, 3D printing, and prototyping, to develop functional, market-ready, and appropriate products that meet user needs and also industry standards.

Cross-disciplinary awareness and practice

Developed practice grounded in two or more disciplines.

Capacity to identify and solve creative problems

Ability to navigate complex design challenges with innovation and creativity, delivering well-researched, user-centered solutions that move from initial ideation to final, manufacturable products.

Dare

Innovation • Experimentation and play • Challenge to the status quo • Bravery in their work and their interactions with others

Capacity to combine aspects of product design with work in one's major and/or push the boundaries between each field.

Reflect

Capacity to communicate (orally, written, and/or visually) about their practice

Ability to clearly articulate the relationship between their work in product design and their major and how these studies will help them achieve personal and professional goals.

Analysis of both ethical and aesthetic impacts of art and design

Analysis of the ethical and aesthetic impacts their work has on their fields of study as well as society, culture, and the environment.

Connect

Awareness of positionality – in the world, their field, their communities. •

Integration of skills and concepts:

Successful integration of skills, information and concepts between their majors and Product Design minor, while understanding and articulating their positionality in their chosen fields.

Shine

Ability to define aspirations, future goals and their role within the creative economy.

Defined aspirations, future goals and their role as an interdisciplinary creative within the creative economy.

Awareness of audience and ability to cultivate relationships with others in their chosen fields. • Compelling presentation and exhibition skills, through Annual Exhibition, Capstone, and portfolios.

Successful completion and presentation of original product designs that are technically and economically feasible and strategically positioned for real-world impact, enhancing user experience and market viability.