



STEAM Scope & Sequence

Industrial Design

Class Term: Semester

Quarter 1

Quarter 2

Studio practice /Areas of Study

Social, economic, & environmental issues of 3d design -- Social Capital -- Psychology of marketing and connecting with target audience--- Fashion design--- 3D fundamentals -- Historical & contemporary designers & artists --- portfolios and mood boarding

Tattooing --- Kinetic art-- NASA mars base --- printmaking-- prop fabrication--- Product design and graphics from different cultures and social contexts ---Jewelry--- Resin casting -- 3d printing-- Logo design & corporate branding -- HTML / Javascript coding, Video production

Assessments

Projects/ portfolios, essays, visual and textual reflective journals, self assessments, presentations, unit quizzes