

DESIGN AND MERCHANDISING

The mission of the Department of Design and Merchandising (DM) is to be recognized leaders in technology and sustainable design in partnership with industry and community. Three undergraduate majors are available: Apparel Design and Technology, Interior Design, and Fashion Merchandising. Each option requires a summer internship between the junior and senior years. Both fashion programs are accredited by the Textile and Apparel Programs Accreditation Committee (TAPAC), one of only seven schools accredited in the United States.

Students in Apparel Design and Technology are preparing for careers in the apparel and sewn products industries. The program emphasizes the integration of design principles, construction methods, consumer preferences and preproduction strategies. Coursework includes principles of design, anthropometrics and pattern grading, apparel assembly and production, draping techniques, technical design and product lifestyle management, quality assurance, properties and performance evaluation of textiles, patternmaking, computer-aided design and technology, 3D Digital Design and a required internship to acquire apparel industry experience. The American Apparel and Footwear Association (AAFA) Education Foundation has identified 13 affiliated schools who are teaching undergraduate curriculum required by the industry. OSU is one of the 13 schools in North America who is recognized with an AAFA-approved apparel program. Career opportunities include Apparel Designer, Technical Designer, Product Development Manager, Accessory Designer, Patternmaker, Textile Designer, Sourcing Manager, Quality Assurance Manager, Production Manager and Apparel Engineer.

Students in Interior Design are preparing for careers as professionals who assist businesses and families in planning and solving problems relative to the function and quality of interior living and working environments. Coursework includes fundamentals of design, design analysis, ergonomics, concept development, space planning and programming, universal design principles, computer-aided design (CAD) and related aspects of environmental design. Students must pass the Proficiency Review Process at the end of their freshman year to be accepted into the Professional Level Interior Design Program. Upon acceptance, students are expected to have their own laptop computer with sufficient capacity for graphics software used in the profession. Career opportunities include professional practice in interior design and architectural firms, lighting, design, and facility management, historic restoration and preservation, product design and sales management. The undergraduate Interior Design program is accredited by the Council for Interior Design Accreditation (CIDA) and the program has achieved national ranking by the publication Design Intelligence.

Fashion is a \$3 trillion global business that offers some of the most diverse, inclusive, and rewarding careers. Fashion Merchandising includes activities like trend analysis, photoshoots, styling, visual communication and retail leadership roles from boutiques to large corporate stores. Buyers and planners support the industry by making sure that customers find the right product at the right time in stock at stores and online. Visual Merchandisers, Stylists, and web content Editors support the presentation of fashion goods and the contexts in which they are sold. A degree in Fashion Merchandising prepares future professionals for exciting careers in product development, buying and planning, e-commerce, retail management, graphic design, styling, and

web design. Our graduates are employed by major global brands and enjoy unlimited opportunities for career advancement.

Students in all three majors will develop business management, communication, creative problem solving and administrative skills. Minors are available in Fashion Merchandising and Apparel Design and Technology.

Admission Requirements

Transfer students must meet the following minimum retention GPA requirements in order to be admitted to the DM undergraduate program:

Total Hours Attempted	Minimum GPA required
Less than 31 hours	2.00
31-45 hours	2.25
Over 45 hours	2.50

Courses

DM 1003 Design Theory and Processes for Design and Merchandising

Prerequisites: DM/DHM majors and declared DM/DHM minors only.

Description: Design elements, principles and processes applied to design and merchandising. Previously offered as DHM 1003.

Credit hours: 3

Contact hours: Lecture: 1 Lab: 4 Contact: 5

Levels: Undergraduate

Schedule types: Lab, Lecture, Combined lecture and lab

Department/School: Design & Merchandising

DM 1103 Basic Apparel Assembly

Prerequisites: DHM or DM major only or declared DHM or DM minor or HDFS (Family and Consumer Sciences Education option) major.

Description: Basic apparel assembly techniques. Problems including basic fit, spreading and cutting methods and equipment, and use and application of sewing equipment, including lock, chain, and overedge. Previously offered as CTM 1103 and DHM 1103.

Credit hours: 3

Contact hours: Lecture: 1 Lab: 4 Contact: 5

Levels: Undergraduate

Schedule types: Lab, Lecture, Combined lecture and lab

Department/School: Design & Merchandising

DM 1123 Graphics for Interior Design I

Prerequisites: DHM or ADT or FM or ID major.

Description: Drafting and visual communication techniques related to interiors. Previously offered as DHM 1123.

Credit hours: 3

Contact hours: Lecture: 1 Lab: 4 Contact: 5

Levels: Undergraduate

Schedule types: Lab, Lecture, Combined lecture and lab

Department/School: Design & Merchandising

DM 1433 Fundamentals of the Fashion Industry

Description: An overview of variables affecting production and distribution of consumer goods; development of present structure in consumer products industries. Course previously offered as CTM 2433 and DHM 2433.

Credit hours: 3

Contact hours: Lecture: 3 Contact: 3

Levels: Undergraduate

Schedule types: Lecture

Department/School: Design & Merchandising

DM 1993 Communications and Presentation Techniques for Apparel Design**Prerequisites:** DM 1003 with a minimum grade of C.**Description:** Creative communication methods and techniques, including a variety of media for two- and three-dimensional presentations in apparel design. Previously offered as DHM 1993 and DHM 2993.**Credit hours:** 3**Contact hours:** Lab: 6 Contact: 6**Levels:** Undergraduate**Schedule types:** Lab**Department/School:** Design & Merchandising**DM 2003 Problem Solving Strategies****Description:** Participatory problem solving in design and merchandising; critique of proposed solutions as a positive process of evaluation. Previously offered as DHM 2003**Credit hours:** 3**Contact hours:** Lecture: 3 Contact: 3**Levels:** Undergraduate**Schedule types:** Lecture**Department/School:** Design & Merchandising**DM 2023 Commercial Styling for Merchandisers****Prerequisites:** Grade of "C" or better in DM 1003, Fashion Merchandising majors and minors only. Taking ENGL 2513 is recommended.**Description:** Introduction to commercial styling for web and print media, including basic concepts in photography. Products are styled for digital and print merchandising applications. Previously offered as DHM 2023.**Credit hours:** 3**Contact hours:** Lecture: 2 Lab: 2 Contact: 4**Levels:** Undergraduate**Schedule types:** Lab, Lecture, Combined lecture and lab**Department/School:** Design & Merchandising**DM 2033 VR and AR for Social Change****Description:** Focus on using and applying Virtual Reality (VR) and Augmented Reality (AR) technology through a multidisciplinary approach to solving current societal problems by applying social science practices with innovative technology. How to develop 3D content, and apply these components effectively in VR/AR, form teams, and develop VR projects proposed by current events and conditions of the world. Turn your creative ideas into useful applications. This is a beginner-level course and is open to all students. No prior coding or design experience is required.**Credit hours:** 3**Contact hours:** Lab: 6 Contact: 6**Levels:** Undergraduate**Schedule types:** Lab**Department/School:** Design & Merchandising**DM 2073 Computer-Aided Design for Interior Design****Prerequisites:** Permission of Instructor and Pass Proficiency Review and minimum grade of C in both DM 1123 and DM 2233.**Description:** Computer-aided design and drafting for two-dimensional and three-dimensional interior systems. Previously offered as DHM 2073, DHM 3373 and HIDC 3373.**Credit hours:** 3**Contact hours:** Lecture: 1 Lab: 4 Contact: 5**Levels:** Undergraduate**Schedule types:** Lab, Lecture, Combined lecture and lab**Department/School:** Design & Merchandising**DM 2103 Interior Design Studio I: Residential****Prerequisites:** Permission of Instructor and Pass Proficiency Review and a minimum grade of C in DM 1123 and DM 2233 and MATH 1513 or MATH 1583 or MATH 1613 and ENGL 1113.**Description:** Studio course utilizing the design process in the analysis and planning of residential environments using computer-aided and hand drafting techniques. Previously offered as DHM 2103, DHM 3263 and HIDC 3263.**Credit hours:** 3**Contact hours:** Lecture: 1 Lab: 4 Contact: 5**Levels:** Undergraduate**Schedule types:** Lab, Lecture, Combined lecture and lab**Department/School:** Design & Merchandising**DM 2204 Intermediate Apparel Assembly****Prerequisites:** DM 1103 with minimum grade of "C".**Description:** Development of skill in apparel assembly. Intermediate problems in fit, spreading, cutting, and sequencing of apparel assembly operations for lined garments, plaids, other special fabrics and closures. Course previously offered as DHM 2203, DHM 2204 and CTM 2203.**Credit hours:** 4**Contact hours:** Lecture: 1 Lab: 6 Contact: 7**Levels:** Undergraduate**Schedule types:** Lab, Lecture, Combined lecture and lab**Department/School:** Design & Merchandising**DM 2212 Heritage of Dress I****Prerequisites:** 3 credit hours of History.**Description:** Survey of ancient to Baroque European modes of dress, as that clothing reflects the environment and cultural life of a people. Previously offered as DHM 2212.**Credit hours:** 2**Contact hours:** Lecture: 2 Contact: 2**Levels:** Undergraduate**Schedule types:** Lecture**Department/School:** Design & Merchandising**DM 2233 Graphics for Interior Design II****Prerequisites:** DM 1123 with minimum grade of "C".**Description:** Applied creative solutions to visual communication formats and media; free-hand sketching, informational graphics, rendering techniques for product and material illustrations, floor plans, elevations and 3-D room interiors/architectural detailing. Previously offered as DHM 2233.**Credit hours:** 3**Contact hours:** Lecture: 1 Lab: 4 Contact: 5**Levels:** Undergraduate**Schedule types:** Lab, Lecture, Combined lecture and lab**Department/School:** Design & Merchandising**DM 2263 Interior Design Studio II: Small Scale Contract****Prerequisites:** DM 2073 and DM 2103 with minimum grade of "C".**Description:** Analysis and planning of small office, hospitality and retail environments with emphasis on materials, lighting, codes and accessibility using computer-aided 2D drafting and 3D modeling techniques. Previously offered as DHM 2263, DHM 3363 and HIDC 3363.**Credit hours:** 3**Contact hours:** Lecture: 1 Lab: 4 Contact: 5**Levels:** Undergraduate**Schedule types:** Lab, Lecture, Combined lecture and lab**Department/School:** Design & Merchandising

DM 2302 Supervised Field Experience

Prerequisites: DM 2103 with minimum grade of "C".

Description: Field experience in specialized residential, commercial and institutional design with both historic and contemporary elements. Previously offered as DHM 2302.

Credit hours: 2

Contact hours: Lecture: 2 Contact: 2

Levels: Undergraduate

Schedule types: Lecture

Department/School: Design & Merchandising

DM 2403 Research Methods

Prerequisites: MATH 1483 or MATH 1513, with minimum grade of "C".

Description: Qualitative and quantitative data collection methodologies for the fields of Apparel, Interior Design and Merchandising. Basic understanding of data analysis and use of data to guide managerial decision making. Previously offered as DHM 2403.

Credit hours: 3

Contact hours: Lecture: 3 Contact: 3

Levels: Undergraduate

Schedule types: Lecture

Department/School: Design & Merchandising

DM 2423 Technology and Visual Communication for Merchandisers

Prerequisites: Fashion Merchandising majors and minors only. DM 1003 and DM 1433, both with a minimum grade of "C".

Description: The development of visual communication skills for marketing, promotional, and merchandising applications as well as personal branding utilizing industry-relevant technological practice. Previously offered as DHM 2423.

Credit hours: 3

Contact hours: Lecture: 1 Lab: 4 Contact: 5

Levels: Undergraduate

Schedule types: Lab, Lecture, Combined lecture and lab

Department/School: Design & Merchandising

DM 2444 Draping

Prerequisites: DM 2204 with "C" or higher and pass proficiency review.

Description: Interpretation of garment design developed through the medium of draping on dress forms. Previously offered as DHM 2443, DHM 2444, DHM 4243, and CTM 4243.

Credit hours: 4

Contact hours: Lecture: 1 Lab: 6 Contact: 7

Levels: Undergraduate

Schedule types: Lab, Lecture, Combined lecture and lab

Department/School: Design & Merchandising

DM 2573 Textile Science (LN)

Description: Science principles as the basis for understanding fibers, the basic structure of yarns and fabrics. Relationships between the chemical composition of fibers and properties such as tensile strength, flammability, elasticity, moisture absorption, and dye affinity. Understanding science principles in relation to textile properties for evaluation of textile products. Recommended for education majors seeking knowledge to be used for innovative teaching of science principles in grades K-12. Required for all DHM majors. Previously offered as CTM 2573 AND DHM 2573.

Credit hours: 3

Contact hours: Lecture: 2 Lab: 2 Contact: 4

Levels: Undergraduate

Schedule types: Lab, Lecture, Combined lecture and lab

Department/School: Design & Merchandising

General Education and other Course Attributes: Scientific Investigation, Natural Sciences

DM 2913 Sewn Product Quality Analysis

Prerequisites: DM 1433 and DM 2573, both with minimum grade of "C".

Description: Sewn product manufacturing process with emphasis on evaluating product quality and its relationship to performance. Examined from the retailers', manufacturers', and consumers' perspectives. Course previously offered as DHM 2013 and DHM 2913.

Credit hours: 3

Contact hours: Lecture: 3 Contact: 3

Levels: Undergraduate

Schedule types: Lecture

Department/School: Design & Merchandising

DM 3014 Flat Pattern Design

Prerequisites: DM 2444 with minimum grade of "C" and pass proficiency review.

Description: Interpretation of dress design developed through the medium of flat pattern; introduction to pattern drafting. Course previously offered as CTM 3013 and DHM 3014.

Credit hours: 4

Contact hours: Lab: 8 Contact: 8

Levels: Undergraduate

Schedule types: Lab

Department/School: Design & Merchandising

DM 3023 Computer-Aided Flat Pattern Design

Prerequisites: DM 3014 with minimum grade of "C" and pass proficiency review.

Description: Advanced apparel design problems using flat pattern and computer-aided design (CAD) techniques. Previously offered as DHM 3023.

Credit hours: 3

Contact hours: Lab: 6 Contact: 6

Levels: Undergraduate

Schedule types: Lab

Department/School: Design & Merchandising

DM 3033 Material Culture

Prerequisites: DM 3303 or DM 3213 with a minimum grade of "C" or permission of instructor.

Description: An exploration of a variety of theoretical approaches toward understanding what objects mean. Psychological, sociological, economic, and other approaches are examined using culture theory models.

Previously offered as DHM 3033.

Credit hours: 3

Contact hours: Lecture: 3 Contact: 3

Levels: Undergraduate

Schedule types: Lecture

Department/School: Design & Merchandising

DM 3043 Digital Product Creation

Prerequisites: DM 3023 with a final grade of "C" or higher

Description: Advance your 2D design skills with 3D digital creation. Understand the importance of the 3D software as it pertains to the apparel industry. Introduction to 3D software programs (BZW, CLO).

Credit hours: 3

Contact hours: Lecture: 3 Contact: 3

Levels: Undergraduate

Schedule types: Lecture

Department/School: Design & Merchandising

DM 3053 Quality Analysis for Apparel Design

Prerequisites: DM/DHM or ADT or FM majors only, and DM 1433, DM 2204, and DM 2573, all with a minimum grade of "C".

Description: Evaluation of product quality relating to target market, materials, and construction. Previously offered as DHM 3053.

Credit hours: 3

Contact hours: Lecture: 3 Contact: 3

Levels: Undergraduate

Schedule types: Lecture

Department/School: Design & Merchandising

DM 3103 Anthropometry and Ergonomics in Design

Prerequisites: DM 2403 with minimum grade of "C".

Description: Methods and principles for representing body size, fit, accommodation, proxemics, ease and product specific functionality to apparel, merchandising and built environment design. Previously offered as DHM 3103.

Credit hours: 3

Contact hours: Lecture: 3 Contact: 3

Levels: Undergraduate

Schedule types: Lecture

Department/School: Design & Merchandising

DM 3123 Advanced Technology for Apparel Design

Prerequisites: DHM or DM majors only and DM 1993 and DM 3023, both with a minimum grade of "C".

Description: Building on CAD skills using software as applied to apparel design and production. Development of technical packages and specification materials. Previously offered as DHM 3123.

Credit hours: 3

Contact hours: Lecture: 1 Lab: 4 Contact: 5

Levels: Undergraduate

Schedule types: Lab, Lecture, Combined lecture and lab

Department/School: Design & Merchandising

DM 3173 Digital Design Communication

Prerequisites: DM 2073 with a minimum grade of "C".

Description: Introduction of digital media tools for 2D and 3D design visualization and presentation. Underlying concepts and techniques of computer applications for design communication. Previously offered as DHM 3173.

Credit hours: 3

Contact hours: Lab: 6 Contact: 6

Levels: Undergraduate

Schedule types: Lab

Department/School: Design & Merchandising

DM 3213 Heritage of Dress II (H)

Prerequisites: ENGL 1213 with minimum grade of "C" and 3 credit hours of history.

Description: Survey of historic modes of dress from the 18th to the 21st centuries, as that clothing reflects the environment and cultural life of a people, and change within the fashion industry. Previously offered as HICD 3213 and CTM 3213 and DHM 3213.

Credit hours: 3

Contact hours: Lecture: 3 Contact: 3

Levels: Undergraduate

Schedule types: Lecture

Department/School: Design & Merchandising

General Education and other Course Attributes: Humanities

DM 3233 Heritage of Interior Design I (H)

Prerequisites: DM 2103, DM 2233 and ENGL 1213, all with a minimum grade of "C".

Description: Religious, civic, commercial, and domestic architecture and furnishings prior to and including the 18th Century with emphasis on the periods which have greatly influenced housing and interior design. Previously offered as HICD 3233 and DHM 3233.

Credit hours: 3

Contact hours: Lecture: 3 Contact: 3

Levels: Undergraduate

Schedule types: Lecture

Department/School: Design & Merchandising

General Education and other Course Attributes: Humanities

DM 3303 Materials and Finishes for Interior Design

Prerequisites: DM 2263 with minimum grade of "C" (Interior Design students) or DM 2573 with minimum grade of "C" (Fashion Merchandising students).

Description: An overview and examination of interior materials and finishes. Previously offered as DHM 2303, DHM 3303 and HICD 3303.

Credit hours: 3

Contact hours: Lecture: 3 Contact: 3

Levels: Undergraduate

Schedule types: Lecture

Department/School: Design & Merchandising

DM 3343 Interior Design Studio III: Interior Components and Construction Documents

Prerequisites: DM 2263 with minimum grade of "C".

Description: Studio course exploring the design, materials, construction and production of interior design components for small scale commercial projects using computer-aided and hand drafted documents and renderings for visualization of design solutions. Previously offered as DHM 2243, DHM 3243, DHM 3343, and HICD 3243.

Credit hours: 3

Contact hours: Lecture: 1 Lab: 4 Contact: 5

Levels: Undergraduate

Schedule types: Lab, Lecture, Combined lecture and lab

Department/School: Design & Merchandising

DM 3423 Editorial Styling for Merchandisers

Prerequisites: DM 2423 with minimum grade of "C".

Description: The production of artful images and the editorial styling techniques that support this production. Create content for digital and print merchandising applications, with an emphasis on editorial layout and social media design. Previously offered as DHM 3422 and DHM 3423.

Credit hours: 3

Contact hours: Lecture: 2 Lab: 2 Contact: 4

Levels: Undergraduate

Schedule types: Lab, Lecture, Combined lecture and lab

Department/School: Design & Merchandising

DM 3433 Retail Strategies in the Digital Sector

Prerequisites: DHM or DM majors or declared DHM or DM Minors or by permission of instructor, DM 1433 and ECON 1113 or ECON 2103, all with a minimum grade of C.

Description: Study and application of retail merchandising in a virtual format. Emphasis on retail strategies and their impact on consumer experience in digital markets. Previously offered as DHM 3433.

Credit hours: 3

Contact hours: Lecture: 2 Lab: 2 Contact: 4

Levels: Undergraduate

Schedule types: Lab, Lecture, Combined lecture and lab

Department/School: Design & Merchandising

DM 3453 Interior Design Studio IV: Environmental Design**Prerequisites:** DM 3343 with minimum grade of "C".**Description:** Exploration of the design factors and human performance criteria for lighting, acoustics, and thermal/atmospheric comfort and their applications in studio projects using computer-aided and hand drafted techniques. Previously offered as DHM 3253, DHM 3453 and HIDC 3253.**Credit hours:** 3**Contact hours:** Lecture: 1 Lab: 4 Contact: 5**Levels:** Undergraduate**Schedule types:** Lab, Lecture, Combined lecture and lab**Department/School:** Design & Merchandising**DM 3533 Textile Surface Design****Prerequisites:** DM 1003 and DM 2573 and DM 1993 or DM 2423, all with minimum grade of "C".**Description:** Traditional and contemporary dyeing, printing, stitching, and other textile surface manipulation techniques are practiced in a portfolio of individual projects. Exercises in color theory and production inform textile design work. Aesthetic, methodological, and environmental tradeoffs are considered in relation to designing textile surfaces. Course previously offered as DHM 3533 and CTM 3533.**Credit hours:** 3**Contact hours:** Lecture: 1 Lab: 4 Contact: 5**Levels:** Undergraduate**Schedule types:** Lab, Lecture, Combined lecture and lab**Department/School:** Design & Merchandising**DM 3553 Profitable Merchandising Analysis****Prerequisites:** MATH 1483 or MATH 2103 or MATH 1513, all with minimum grade of "C".**Description:** Relationship analysis of profit and loss statement. Retail mathematical calculations necessary to plan and control merchandising results, open-to-buy, mark-up, mark-down, turn-over, stock-sales ratio. Initial development of a six-month buying plan. Previously offered as DHM 3553.**Credit hours:** 3**Contact hours:** Lecture: 3 Contact: 3**Levels:** Undergraduate**Schedule types:** Lecture**Department/School:** Design & Merchandising**DM 3563 Merchandise Acquisition and Allocation****Prerequisites:** DM 3433 and DM 3553, both with minimum grade of "C".**Description:** In-depth study of buying and distributing merchandise. Previously offered as DHM 3563.**Credit hours:** 3**Contact hours:** Lecture: 3 Contact: 3**Levels:** Undergraduate**Schedule types:** Lecture**Department/School:** Design & Merchandising**DM 3823 Professional Practices for Interior Design****Prerequisites:** DM 2263 with minimum grade of "C".**Description:** Specific terminology, procedures, relationships and ethics pertaining to the organization and conduct of interior design practice globally. Previously offered as DHM 3823 and HIDC 3823.**Credit hours:** 3**Contact hours:** Lecture: 3 Contact: 3**Levels:** Undergraduate**Schedule types:** Lecture**Department/School:** Design & Merchandising**DM 3853 Visual Merchandising****Prerequisites:** "C" or better in DM 2423.**Description:** Study and application of principles and practices in merchandise presentation for commercial purposes. Course previously offered as CTM 3853 and DHM 3853.**Credit hours:** 3**Contact hours:** Lecture: 2 Lab: 2 Contact: 4**Levels:** Undergraduate**Schedule types:** Lab, Lecture, Combined lecture and lab**Department/School:** Design & Merchandising**DM 3881 Interior Design Pre-Internship Seminar****Prerequisites:** DHM or DM majors only. DM 2073 and DM 3343 and DM 3823 and EDHS 1112 or EDHS 3112, all with minimum grade of "C", Junior standing, and 2.5 major GPA.**Description:** Preparation for obtaining and completing a directed practical experience in a work situation in the interior design field. Previously offered as DHM 3881.**Credit hours:** 1**Contact hours:** Lecture: 1 Contact: 1**Levels:** Undergraduate**Schedule types:** Lecture**Department/School:** Design & Merchandising**DM 3991 Pre-Internship Seminar****Prerequisites:** ADT/ADP option: DM 1003 or DM 2003 or DM 2573 and DM 3123. FMER/MERC option: DM 1003 and DM 2003 and DM 2573 and DM 3433. ID option: DM 2073 and DM 3343 and DM 3823. All options: DHM or DM majors only. EDHS 1112 or EDHS 3112 and 2.5 major GPA.**Description:** Preparation for obtaining a directed practical experience in a work setting related to design or merchandising. Previously offered as CTM 3991 and DHM 3991.**Credit hours:** 1**Contact hours:** Lecture: 1 Contact: 1**Levels:** Undergraduate**Schedule types:** Lecture**Department/School:** Design & Merchandising**DM 3993 Global Sourcing Strategies****Prerequisites:** ECON 1113 or ECON 2103 or ECON 2203 with minimum grade of "C" and Junior standing.**Description:** Broad multi-disciplinary study of the soft goods industries in the global economy. Previously offered as DHM 4993.**Credit hours:** 3**Contact hours:** Lecture: 3 Contact: 3**Levels:** Undergraduate**Schedule types:** Lecture**Department/School:** Design & Merchandising**DM 3994 Professional Internship in Merchandising or Apparel Design and Production****Prerequisites:** DHM or DM majors only and DM 3991 and (merchandising students) DM 3553 and DM 3853 or (apparel design and technology students) DM 3023 and DM 3123, all with minimum grade of "C" and EDHS 1112 or EDHS 3112.**Description:** Directed practical experience in an approved work situation related to the fashion industry. Course previously offered as DHM 3994.**Credit hours:** 4**Contact hours:** Contact: 4 Other: 4**Levels:** Undergraduate**Schedule types:** Independent Study**Department/School:** Design & Merchandising

DM 4010 Fashion Show Production

Description: Focus on fashion show production and promotion. Event management and public relation skills will be developed in the context of organizing a fashion show that highlights original student design work. Leadership and group interaction skills will be emphasized. Previously offered as DHM 4010. Offered for variable credit, 1-3 credit hours, maximum of 6 credit hours.

Credit hours: 1-3

Contact hours: Lecture: 1-3 Contact: 1-3

Levels: Undergraduate

Schedule types: Lecture

Department/School: Design & Merchandising

DM 4011 Post-Internship Seminar

Prerequisites: DM majors only, DM 3994.

Description: Study and comparison of student work experiences. Individual student conferences, review of merchant supervisor reactions. Previously offered as CTM 4011 and DHM 4011.

Credit hours: 1

Contact hours: Lecture: 1 Contact: 1

Levels: Undergraduate

Schedule types: Lecture

Department/School: Design & Merchandising

DM 4013 Advanced Visual Communication for Merchandisers

Prerequisites: Grade of "C" or better in DM 3853, Fashion Merchandising majors or minors only.

Description: Advanced visual communication skills for marketing, promotional, and merchandising applications as well as personal branding utilizing industry-relevant technology practice. Previously offered as DHM 4013.

Credit hours: 3

Contact hours: Lecture: 1 Lab: 4 Contact: 5

Levels: Undergraduate

Schedule types: Lab, Lecture, Combined lecture and lab

Department/School: Design & Merchandising

DM 4023 Advanced Retail Strategies for Merchandisers

Prerequisites: Grade of "C" or better in DM 3563, or instructor permission to enroll for non-DM majors.

Description: Students will use a combination of small to large quantitative data sets from the merchandising industry to support managerial decision making. Dashboard visualization software based analytical problem-solving approaches will be explored throughout the course. The goal of the course is to strengthen students' analytical skills while learning effective ways to present quantitative information to diverse industry stakeholders. Previously offered as DHM 4023.

Credit hours: 3

Contact hours: Lecture: 3 Contact: 3

Levels: Undergraduate

Schedule types: Lecture

Department/School: Design & Merchandising

DM 4033 Digital Product Creation II

Prerequisites: DM 3043, with final grade of "C" or higher.

Description: Continue to improve your knowledge and proficiency in 3D with advance skills with avatars, materials, pattern creation, styling and simulations.

Credit hours: 3

Contact hours: Lecture: 3 Contact: 3

Levels: Undergraduate

Schedule types: Lecture

Department/School: Design & Merchandising

DM 4040 International Studies in Design and Merchandising

Description: Selected areas of international study in Design and Merchandising. Offered for variable credit, 1-6 credit hours, maximum of 6 credit hours. Previously offered as DHM 4040.

Credit hours: 1-6

Contact hours: Lecture: 1-6 Contact: 1-6

Levels: Undergraduate

Schedule types: Lecture

Department/School: Design & Merchandising

DM 4043 Advanced Digital Product Creation

Prerequisites: DM 4033, with a final grade of "C" or higher.

Description: Determine your path to 3D garment creation with advanced 3D design knowledge. Increase your skill set in 3D with advanced rendering, garment construction and animating Avatars.

Credit hours: 3

Contact hours: Lecture: 3 Contact: 3

Levels: Undergraduate

Schedule types: Lecture

Department/School: Design & Merchandising

DM 4050 Biomimetic Industrial Practices

Prerequisites: Completion of DM 1101, Wicked Problems of Industrial Practice, is recommended prior to enrolling in this course.

Description: Exploration of sustainable solutions to challenges imposed by human beings through emulation of principles inherent in how nature works with an emphasis on applications in design. Completion of DM 1101, Wicked Problems of Industrial Practice, is recommended prior to enrolling in this course. May not be used for degree credit with DM 5050. Previously offered as DHM 4050 and DHM 4051. Offered for variable credit, 1-3 credit hours, maximum of 3 credit hours.

Credit hours: 1-3

Contact hours: Lecture: 1-3 Contact: 1-3

Levels: Undergraduate

Schedule types: Lecture

Department/School: Design & Merchandising

DM 4053 Capstone in DPC

Prerequisites: DM 4043, with a final grade of "C" or higher.

Description: Advance your skills and focus your individual path as an artist, designer and tech designer. As a technical designer it is important to have a grasp of the skills required. This course will expand on pattern and garment fit in relation to 3D and actual fit model. We will also expand on creating these garments in multi-sizes, garment construction, marker consumption and bill of materials.

Credit hours: 3

Contact hours: Lecture: 3 Contact: 3

Levels: Undergraduate

Schedule types: Lecture

Department/School: Design & Merchandising

DM 4063 Sustainability in the Built Environment

Prerequisites: Senior standing

Description: This course utilizes a project-based learning approach to educate students about sustainability requirements in the built environment. Students will learn to connect concepts to practical application through the integrative design process. Students will be prepared to sit for the LEED exam after successfully completing this course. Previously offered as DHM 4021.

Credit hours: 3

Contact hours: Lecture: 1 Lab: 4 Contact: 5

Levels: Undergraduate

Schedule types: Lab, Lecture, Combined lecture and lab

Department/School: Design & Merchandising

DM 4153 Technical Design

Prerequisites: DHM or DM majors only and DM 3123 and DM 3053, both with a minimum grade of "C".

Description: Understanding and applying tech design for apparel related products. Technical design includes illustration, sketching, CAD pattern making, CAD marker making, material sourcing, production simulation, 3D avatars and fitting, along with costing. Previously offered as DHM 3153, DHM 4153 and CTM 3153.

Credit hours: 3

Contact hours: Lecture: 1 Lab: 4 Contact: 5

Levels: Undergraduate

Schedule types: Lab, Lecture, Combined lecture and lab

Department/School: Design & Merchandising

DM 4163 Housing in Other Cultures

Description: Housing and interior design and expressions of cultural beliefs, attitudes, family patterns and environmental influences.

Previously offered as DHM 4163 and HICD 4163.

Credit hours: 3

Contact hours: Lecture: 3 Contact: 3

Levels: Undergraduate

Schedule types: Lecture

Department/School: Design & Merchandising

DM 4203 Functional Clothing Design

Prerequisites: DM 2573 and DM 3123, both with a minimum grade of "C".

Description: Problem solving approach to functional clothing design for specialized market segments (athletic, sportswear, clothing for the physically challenged) including performance evaluation of selected materials using standard methods of textile testing. Previously offered as CTM 3203 and DHM 3203.

Credit hours: 3

Contact hours: Lecture: 3 Contact: 3

Levels: Undergraduate

Schedule types: Lecture

Department/School: Design & Merchandising

DM 4264 Interior Design Studio V: Large Scale Commercial

Prerequisites: DM 3453 and DM 4373 and DM 4824, all with a minimum grade of "C".

Description: Analysis of large scale office planning and institution design including systems and specifications and emphasizing computer-aided design techniques for construction documents and presentations.

Previously offered as DHM 4263, DHM 4264 and HICD 4293.

Credit hours: 4

Contact hours: Lab: 8 Contact: 8

Levels: Undergraduate

Schedule types: Lab

Department/School: Design & Merchandising

DM 4294 Interior Design Studio VI - Capstone

Prerequisites: DM 4264 with a minimum grade of "C".

Description: Studio course utilizing the design process in the analysis and planning of hospitality design and/or institutional design such as health care and education. Approaches include the consideration of the impact on facility management. Previously offered as DHM 4293, DHM 4294 and HICD 4293.

Credit hours: 4

Contact hours: Lab: 8 Contact: 8

Levels: Undergraduate

Schedule types: Lab

Department/School: Design & Merchandising

DM 4323 Heritage of Interior Design II (I)

Description: Exploration of the architecture, interiors and furnishings of a variety of structures. Residential, commercial, governmental, institutional, and recreational buildings of different cultures of the 19th and 20th centuries. Previously offered as HICD 3333, HICD 4323 and DHM 4323.

Credit hours: 3

Contact hours: Lecture: 3 Contact: 3

Levels: Undergraduate

Schedule types: Lecture

Department/School: Design & Merchandising

General Education and other Course Attributes: International Dimension

DM 4373 Advanced Computer-Aided Design for Interior Design

Prerequisites: DM 2073, with a minimum grade of "C".

Description: Advanced computer-aided design and visualization for three-dimensional interior systems. Previously offered as DHM 4373.

Credit hours: 3

Contact hours: Lecture: 1 Lab: 4 Contact: 5

Levels: Undergraduate

Schedule types: Lab, Lecture, Combined lecture and lab

Department/School: Design & Merchandising

DM 4403 Advanced Apparel Design

Prerequisites: DM 2444 and DM 3023, with a minimum grade of "C".

Description: Application of design and pattern-making principles and apparel assembly processes in the development of original designs.

Course previously offered as CTM 4403 and DHM 4403.

Credit hours: 3

Contact hours: Lab: 6 Contact: 6

Levels: Undergraduate

Schedule types: Lab

Department/School: Design & Merchandising

DM 4433 Facility Management and Design

Description: Survey of nine competency areas of facility management and design, ensuring functionality of the built environment by integrating people, places, processes and technology. Previously offered as DHM 4433.

Credit hours: 3

Contact hours: Lecture: 3 Contact: 3

Levels: Undergraduate

Schedule types: Lecture

Department/School: Design & Merchandising

DM 4453 Product Development Process

Prerequisites: ECON 1113 or ECON 2103, with a minimum grade of "C".

Description: The processes for new product development targeted to a specific market of consumers for start-up and established companies. Previously offered as CTM 4453 and DHM 4453.

Credit hours: 3

Contact hours: Lecture: 3 Contact: 3

Levels: Undergraduate

Schedule types: Lecture

Department/School: Design & Merchandising

DM 4503 Couture Techniques

Prerequisites: DM 2444, with a minimum grade of "C".

Description: Advanced clothing construction techniques using couture methods. Previously offered as DHM 4503.

Credit hours: 3

Contact hours: Lecture: 1 Lab: 4 Contact: 5

Levels: Undergraduate

Schedule types: Lab, Lecture, Combined lecture and lab

Department/School: Design & Merchandising

DM 4523 Critical Issues in Design and Merchandising**Prerequisites:** Senior standing in DHM/DM major.**Description:** Capstone course examining professional issues in design and merchandising in the context of central themes from general education. Course previously offered as CTM 4523 and DHM 4523.**Credit hours:** 3**Contact hours:** Lecture: 3 Contact: 3**Levels:** Undergraduate**Schedule types:** Lecture**Department/School:** Design & Merchandising**DM 4533 Diversity and Inclusion in the Built Environment (D)****Description:** In-depth study focused on diversity and inclusion needs of underrepresented groups in a variety of built environments including:

offices, retail stores, hotels, restaurants, government, educational, housing and cultural institutions. This includes examining the lived experience of individuals of diverse ages, genders, physical and cognitive abilities framed within a lens of individual and civil rights. Previously offered as DHM 4533.

Credit hours: 3**Contact hours:** Lecture: 3 Contact: 3**Levels:** Undergraduate**Schedule types:** Lecture**Department/School:** Design & Merchandising**General Education and other Course Attributes:** Diversity**DM 4573 Sustainable Design for Apparel and Interiors****Prerequisites:** CHEM 1014 or equivalent, and DM 2573, DM 3033 and Senior standing. Non DM majors: no prerequisite.**Description:** A brief review of contemporary environmental, social and economic issues associated with industry practice; a broad exploration of sustainable design theories which may be applied in the apparel and interiors fields, from eco-efficiency to socially-driven changes. Previously offered as DHM 4573.**Credit hours:** 3**Contact hours:** Lecture: 2 Lab: 2 Contact: 4**Levels:** Undergraduate**Schedule types:** Lab, Lecture, Combined lecture and lab**Department/School:** Design & Merchandising**DM 4583 Sustainable Design Capstone****Prerequisites:** DM 1101 with a minimum grade of "C" and Permission of Instructor.**Description:** Work with community leaders and/or organizations to complete transdisciplinary service-learning projects that require the application of sustainable design concepts to solve local problems. Public dissemination of lessons learned. Previously offered as DHM 4583.**Credit hours:** 3**Contact hours:** Lecture: 3 Contact: 3**Levels:** Undergraduate**Schedule types:** Lecture**Department/School:** Design & Merchandising**DM 4810 Problems in Design and Merchandising****Prerequisites:** Consent of instructor.**Description:** Selected areas of study in design and merchandising. Previously offered as DHM 4810. Offered for variable credit, 1-6 credit hours, maximum of 6 credit hours.**Credit hours:** 1-6**Contact hours:** Contact: 1-6 Other: 1-6**Levels:** Undergraduate**Schedule types:** Independent Study**Department/School:** Design & Merchandising**DM 4824 Professional Internship****Prerequisites:** ADP option: DM 3023 and DM 3123. ID option: DM 3453 and DM 4373. Merch option: DM 3553 and DM 3853. All options: DHM or DM majors only, 2.5 major GPA and DM 3991.**Description:** A supervised internship experience that simulates the responsibilities and duties of a practicing professional in a work situation related to design in merchandising. Previously offered as DHM 4820 and DHM 4824.**Credit hours:** 4**Contact hours:** Contact: 4 Other: 4**Levels:** Undergraduate**Schedule types:** Independent Study**Department/School:** Design & Merchandising**DM 4850 Special Unit Course in Design and Merchandising****Description:** In-depth study of specific areas of design and merchandising. Previously offered as HICD 4850 and DHM 4850. Offered for variable credit, 1-6 credit hours, maximum of 6 credit hours.**Credit hours:** 1-6**Contact hours:** Contact: 1-6 Other: 1-6**Levels:** Undergraduate**Schedule types:** Independent Study**Department/School:** Design & Merchandising**DM 4893 Fundamentals of Medical Smart Garment Engineering****Prerequisites:** Senior standing or higher.**Description:** Students will gain elementary knowledge in focus areas of health science, biomedical sensing and analysis, and apparel design necessary to undertake the development of wearable electronic sensing systems. Lecture and laboratory systems. May not be used for degree credit with BIOM 6893, IEM 4893 or IEM 5893. Previously offered as DHM 4893.**Credit hours:** 3**Contact hours:** Lecture: 2 Lab: 2 Contact: 4**Levels:** Undergraduate**Schedule types:** Lab, Lecture, Combined lecture and lab**Department/School:** Design & Merchandising**DM 4900 Honors Creative Component****Prerequisites:** College of Education and Human Sciences Honors Program participation, senior standing.**Description:** Guided creative component for students completing requirements for College Honors in the College of Education and Human Sciences. Thesis, creative project or report under the direction of a faculty member in the major area, with second faculty reader and oral examination. Previously offered as DHM 4900. Offered for variable credit, 1-3 credit hours, maximum of 3 credit hours.**Credit hours:** 1-3**Contact hours:** Contact: 1-3 Other: 1-3**Levels:** Undergraduate**Schedule types:** Independent Study**Department/School:** Design & Merchandising

Undergraduate Programs

- Apparel Design and Technology, BS (<http://catalog.okstate.edu/education-human-sciences/design-merchandising/apparel-design-technology-bs/>)
- Fashion Merchandising, BS (<http://catalog.okstate.edu/education-human-sciences/design-merchandising/fashion-merchandising-bs/>)
- Interior Design, BS (<http://catalog.okstate.edu/education-human-sciences/design-merchandising/interior-design-bs/>)

Graduate Programs

The Department of Design and Merchandising offers graduate work leading to the Master of Science in Design and Merchandising. The program is scientifically based research and/or design oriented. Graduate degrees in the department are tailored to departmental areas of expertise, professional goals of the candidate and College of Education and Human Sciences and Graduate College requirements. Graduate programs may focus on either merchandising or design. Students may investigate design and merchandising from the following perspectives: product development and evaluation, consumer and supplier behavior, business development and management, and constructed environmental and individual interrelationships.

The Master of Science Degree

The Master of Science degree is awarded in four options—Apparel Design and Production, Interior Design, Merchandising, and Retail Merchandising Leadership (offered online through the Great Plains Interactive Distance Education Alliance)—and is designed to prepare individuals for careers in business, industry, extension and post-secondary or college teaching. The thesis plan (research or design) is available for students in apparel design and interior design. For merchandising master students, research thesis and non-thesis options are available. For retail merchandising leadership master students a non-thesis plan is required. Programs of study are built around the academic background, experience, needs, special interests and professional goals of the student. The selection of courses that meet departmental requirements is made in consultation with the advisory committee. A minimum of 21 credit hours must be taken in the department. Additional courses may be selected from other areas of human sciences or from supporting areas such as marketing, sociology, history and physiology. If the undergraduate degree is not in the area of specialization, specific undergraduate courses in design and merchandising will be required as prerequisites. The newest offering is an accelerated MS degree for current students in Apparel Design and Production and Interior Design where students can earn the MS degree in one year beyond the BS degree.

More detailed information on graduate study in the Department of Design and Merchandising can be obtained from the department website <https://education.okstate.edu/departments-programs/design-housing-merchandising/index.html> (<https://education.okstate.edu/departments-programs/design-housing-merchandising/>) or by writing the head of the department.

Minors

- Fashion Merchandising (FMER), Minor (<http://catalog.okstate.edu/education-human-sciences/design-merchandising/fashion-merchandising-minor/>)

Certificates

- Digital Design in Design and Merchandising, UCRT (<http://catalog.okstate.edu/education-human-sciences/design-merchandising/digital-design-in-design-merchandising-ucrt/>)
- Fashion Design, UCRT (<http://catalog.okstate.edu/education-human-sciences/design-merchandising/fashion-design-ucrt/>)
- Fashion Design: Digital Product Creation, UCRT (<http://catalog.okstate.edu/education-human-sciences/design-merchandising/fashion-design-digital-product-creation-ucrt/>)

- Product Development for Apparel, UCRT (<http://catalog.okstate.edu/education-human-sciences/design-merchandising/product-development-apparel-ucrt/>)

Faculty

Lynn M. Boorady, PhD—Professor and Department Head

Associate Professor and Graduate Coordinator: Aditya Jayadas, PhD

Professor: Paulette Hebert, PhD

Associate Professors: Tilanka Chandrasekera, PhD; Semra Peksoz, PhD;

Adriana Petrova, PhD; June Park, PhD; Emily Roberts, PhD

Assistant Professors: Sumit Mandal, PhD; Hebatalla Nazmy, PhD; Nishan Wijetunge, PhD

Professor of Professional Practice: Diane Limbaugh, MS