

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