

Design education, powered by an entire research university.

DESIGN (DSGN)

DSGN 100 Prototyping
DSGN 118 Design Creativity/Productivity
DSGN 160 Civic Design
DSGN 160 Designing through Experiments
DSGN 201 HCD/Complex Sociotechnical Systems
DSGN 260 Human-Centered Design and Complex Sociotechnical Systems

COGNITIVE SCIENCE (COGS)

COGS 220 Information Visualization
COGS 223 Collective Intelligence
COGS 230 Topics in Human-Computer Interaction
COGS 231 Design Seminar on Human-Centered Programming
COGS 234 Foundations for Future User Interfaces

COMPUTER SCIENCE & ENGINEERING (CSE)

CSE 118 Ubiquitous Computing
CSE 165 VR User Interaction and Technology
CSE 170 Human-Computer Interaction Design
CSE 176A Healthcare Robotics
CSE 194 Race, Gender, and Computing
CSE 210 Principles of Software Engineering
CSE 216 Interaction Design Research (cross-listed with COGS 230)
CSE 217 Human-Centered Computing for Health (formerly 190/291)
CSE 218 Advanced Topics in Software Engineering: Ubiquitous Computing
CSE 276B Human-Robot Interaction
CSE 276D Healthcare Robotics
CSE 291 Programmers are People Too
CSE 291 Design and Deployment of Internet of Things Devices
CSE 291 Security, Privacy, and User Experience
CSE 291 Social Computing
CSE 291 Antisocial Computing
CSE 291 Usable Security and Privacy
CSE 291 Towards Human-Centered AI
CSE 291 Computing Education Research
CSE 291 Critical Analysis and Computing

COMMUNICATION (COMM / COGR)

COMM 106i Internet Industries
COMM 201D Methods in Media Archaeology
COMM 201D Methods in Material Culture
COMM 243 Media Technologies
COMM 275 Advanced Topics in Communication: Histories of the Senses
COMM 275 Advanced Topics in Communication: Designing for Access
COMM 275 Advanced Topics in Communication: Disabling Modernism
COGR 275 Design and Politics
COGR 275 Mediated Ability: Media, Technology, and [Dis]ability
COGR 275 Ability/Cultures of Care

RADY SCHOOL OF MANAGEMENT (MGT)

MGT 412 New Venture Design
MGT 452 New Product Development

PUBLIC HEALTH & HUMAN LONGEVITY (FMPH)

FMPH 191 Critical Digital Health (Spring)
FMPH 270A Cultural Perceptions about Health and Disease
FMPH 413 Ethics in Public Health Research and Practice (Fall)
FMPH 428 Dissemination and Implementation, Policy, and Health Services in Mental Health
FMPH 430 Technology + Precision Health (Fall)
FMPH 460 Design and Public Health (Winter)
FMPH 491 Community Academic Partnerships (Spring)

ELECTRICAL & COMPUTER ENGINEERING (ECE)

ECE 16 Rapid Hardware and Software Design for Interfacing with the World
ECE 284 Mobile Health Device Design