Industrial Design

"The Industrial Design community reaches well beyond the school, with alumni remaining connected to the program. This involves mentorship from industry professionals and internships being offered to current Western students."

- Dylan Willis, Class of 2022

Bachelor of Science | 141-147 credits

Features
- Small class sizes
- Exclusive access to design studios
- 98% of graduates work in design fields
- NASAD accredited

Sample Careers
- Industrial Designer
- User Experience Designer
- Creative Director
- Director of Product Development

Industrial Design is a broad field that includes the design of all types of products and experiences, such as sporting goods, housewares, consumer electronics, softgoods, furniture, vehicles and more.

Designers help define a problem they are solving through research and needs assessments. They sketch, illustrate, diagram or otherwise communicate their ideas and create prototypes to facilitate testing of their ideas.

Learn more at: engineeringdesign.wwu.edu

Western is an equal opportunity institution.
Industrial Design

Admissions
Due to a small size, high quality and popularity of this major, admissions is competitive. You must submit a portfolio to be accepted into the Industrial Design program. Visit the website for requirements and examples.

The program accepts 24 pre-majors and 12 full majors every year. Pre-major Entrance Portfolios are reviewed in October, January and April annually. The portfolio should showcase your art, drawing, design, engineering and craft projects.

Facilities
The Industrial Design program is different than other schools in that it is housed in the Engineering and Design Department. This means that we have access to amazing manufacturing, facilities such as CNC, laser cutters, FDM 3D printing, composites lab, injection molders, extruders, milling machines, welding, CNC routers, paint booths and all of the standard shop equipment that you need to make anything you can imagine.

What You Will Learn
Industrial Design students are taught problem solving methodologies, marketing principles, usability research, drawing skills, three dimensional model making techniques, materials, form theory, design software applications, color application, manufacturing processes and design principles.

Admissions and Advising
Lisa Ochs, Pre-major Advisor
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Our alumni are professional designers at:
Facebook-Oculus
HP
Milwaukee Tool
Starbucks
Mountain Hardware
Astro Studios
IDEO
Nike
Frog
Specialized Bicycles
Sonosite
Microsoft
General Electric
TEAGUE
Tactile
Pensar
Dakine
Intel

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