

## HUMANITIES AND SOCIAL SCIENCES

### Objectives

To prepare professionals that strive to satisfy people's needs—in a multidisciplinary, harmonious way—by designing objects that through a process of industrialization, can serve vast numbers of individuals.

### Areas for Potential Employment

Graduates of this program will be able to grow within a manufacturing industry (such as the automotive, aviation, furniture, clothing, machinery and equipment, appliance, plastics, transformation, jewelry, footwear, graphic design, graphic arts, and toy industries), by bringing about the manufacture of new products, as well as making improvements in those that are currently being produced.

#### First Semester

- Design I
- Creativity Workshop I
- Geometry I
- Drawing I
- Technical Drawing I
- The Philosophy of Science
- Mexican Art History I
- Design Context

#### Second Semester

- Design II
- Creativity Workshop II
- Geometry II
- Drawing II
- Technical Drawing II
- Mexican Art History II
- Philosophical Anthropology
- Statistical Methods

#### Third Semester

- Design III
- Creativity Workshop III
- Geometry III
- Drawing III
- Research Methods I
- Human Factors
- Materials and Processes I
- Applied Physics I

#### Fourth Semester

- Design IV
- Creativity Workshop IV
- Geometry IV
- Drawing IV
- Materials and Processes II
- Applied Physics II
- Computing
- Research Methods II

#### Fifth Semester

- Design V
- Creativity Workshop V
- Drawing V
- Materials and Processes III
- Applied Physics III
- Computer-Aided Design (CAD) I
- Industrial Design: Critical and Historical Analysis
- Models and Simulators

#### Sixth Semester

- Design VI
- Creativity Workshop VI
- Oral and Written Expression
- Productivity
- Applied Physics IV
- Photography I
- Graphic Design I
- Accounting and Budgeting

# Industrial Design

### Student Profile

The student in this program should:

- Be creative and innovative;
- Be able to construct and assemble;
- Have an interest in crafts and fine arts;
- Have general knowledge about the activities carried out in this field;
- Be interested in and capable of doing research.

#### Seventh Semester

- Design VII
- Creativity Workshop VII
- Marketing
- Applied Physics V
- Computer-Aided Design (CAD) II
- Graphic Design II
- Basic Administration
- Photography II

#### Eighth Semester

- Design VIII
- Creativity Workshop VIII
- Computer-Aided Design (CAD) III
- Legislation
- Socioeconomics
- Designers and Their Environment
- Technological Updating
- Professional Ethics