An ongoing commitment to cultivating innovative and socially responsible solutions to local and global human-centered opportunities and challenges in apparel, interior design, merchandising, and product development by:

2. Addressing and communicating future societal needs by analyzing historic and current needs, as well as considering national and international perspectives.
3. Incorporating a pragmatic and socially responsible approach to teaching, research, and engagement.
4. Applying technology in pursuit of creative human-centered solutions to societal needs.
5. Designing, producing, and marketing industry-relevant products and services for diverse populations.
7. Enhancing students’ preparedness through experiential, collaborative, community, and industry-based learning.
8. Fostering students’ intellectual curiosity, objectivity, and independence, as well as their ability to critically evaluate information and to use resources in addressing problems.
9. Advancing interdisciplinary and global perspectives.
10. Maximizing business, cultural, and socially responsible opportunities enhancing and highlighting the principles of design.

Undergraduate Majors
- Major in Apparel and Merchandising
  - Apparel Design and Production Concentration
  - Merchandising Concentration
  - Product Development Concentration
  - Major in Interior Architecture and Design

Minor
- Minor in Merchandising

Graduate Programs in Design and Merchandising
The department offers graduate programs leading to a Master of Science degree in Design and Merchandising. Students may specialize in Apparel and Merchandising or Interior Design. For more information about program emphases and requirements, contact the department. Students interested in graduate work should refer to the Graduate and Professional Bulletin and the Department of Design and Merchandising (http://www.dm.chhs.colostate.edu).

Learning Outcomes
Design and Merchandising graduate students will:

- Demonstrate mastery of design and merchandising concepts and theories in their respective focal areas, including apparel design and production, consumer behavior, creativity, merchandising, interior design, product development, social/cultural/historical aspects of dress and design, sustainability/resilience, and textile science.
- Critically review and interpret research through a review of literature relevant to a research problem or challenge.
- Demonstrate an understanding of how to conduct and implement original research in design and merchandising as demonstrated through problem identification, literature review, study design, data collection, and data analysis/interpretation.
- Effectively communicate outcomes of design and merchandising research in diverse presentation formats (e.g., oral, written, visual).
- Be successful in procuring positions in industry or academia and/or admission to doctoral-level programs.
- Be involved in co-curricular activities.

Certificate
Evidence-Based Design

Master’s Programs
- Master of Science in Design and Merchandising, Plan A
- Master of Science in Design and Merchandising, Plan B, Apparel and Merchandising Specialization
- Master of Science in Design and Merchandising, Plan A, Interior Design Specialization
Courses
Subjects in this department include: Apparel and Merchandising (AM), Design and Merchandising (DM), and Interior Design (INTD).

Apparel and Merchandising (AM)
Design and Merchandising (DM)
Interior Design (INTD)