Experience design is a holistic approach that utilizes investigation into human environments in specific situations to improve quality. Given an understanding of goals, needs, and desires, it seeks to improve the various contexts by identifying and studying events and how they can be turned into beneficial practices.

**Minor Requirements**
Complete all courses listed below unless otherwise indicated. Also complete any corequisite labs, recitations, clinicals, or tools courses where specified. Any prerequisites should be taken before registering for 2000-level courses and above.

### Requirements for Non–Art and Design Majors

<table>
<thead>
<tr>
<th>Code</th>
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<th>Hours</th>
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</thead>
<tbody>
<tr>
<td>ARTF 2223</td>
<td>5D Fundamentals: Experience and Drawing (with optional ARTF 2224)</td>
<td>4</td>
</tr>
<tr>
<td>ARTG 1250</td>
<td>Design Process Context and Systems</td>
<td>4</td>
</tr>
<tr>
<td>ARTG 3462</td>
<td>Experience Design 1</td>
<td>4</td>
</tr>
</tbody>
</table>

**Electives**
Complete two of the following: 8

- ARTD 2100 Narrative Basics
- ARTE 3901 Art and Design Special Topics
- ARTF 1124 3D Fundamentals: Structure and Drawing (with optional ARTF 1125)
- ARTG 2400 Interaction Design 1: Responsive (with optional ARTG 2401)
- ARTG 2260 Programming Basics
- ARTG 3250 Physical Computing
- ARTG 3463 Experience Design 2
- GE 1110 Engineering Design
- GE 1111 Engineering Problem Solving and Computation
- IE 2310 and IE 2311 Introduction to Industrial Engineering and Recitation for IE 2310

### Requirements for Art and Design Majors

*Note: This minor is not open to students pursuing the BFA in design program or any design combined major.*

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**Electives**
Complete two of the following: 8

- ARTD 2100 Narrative Basics
- ARTE 3901 Art and Design Special Topics
- ARTG 2260 Programming Basics
- ARTG 2400 Interaction Design 1: Responsive (with optional ARTG 2401)
- ARTG 3250 Physical Computing

**GPA Requirement**
2.500 GPA required in the minor