Interaction design focuses on the creation of navigable interfaces and systems that allow audiences to achieve meaningful goals, connecting people to people and people to information and environments.

**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>
<th>Title</th>
<th>Hours</th>
</tr>
</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 2400</td>
<td>Interaction Design 1: Responsive (with optional ARTG 2401 )</td>
<td>4</td>
</tr>
</tbody>
</table>

Choose one of the programming courses with lab course:

- ARTG 2260 Programming Basics
- CS 2500 Fundamentals of Computer Science 1 and Lab for CS 2500

**Elective**

Complete one of the following:

- ARTF 1122 2D Fundamentals: Surface and Drawing (with optional ARTF 1123 )
- ARTG 2250 Typography 1 (with optional ARTG 2251 )
- ARTG 2252 Graphic Design 1
- ARTG 3462 Experience Design 1
- ARTG 3700 Interaction Design 2: Mobile

### 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:

- ARTE 3901 Art and Design Special Topics
- ARTG 2260 Programming Basics
- ARTG 3451 Information Design 1
- ARTG 3462 Experience Design 1
- ARTG 3700 Interaction Design 2: Mobile

**GPA Requirement**

2.500 GPA required in the minor