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**

**Required Courses**
- ARTF 2223 and ARTF 2224: 5D Fundamentals: Experience and Drawing and 5D Tools
- ARTG 1250: Design Process Context and Systems
- ARTG 2400 and ARTG 2401: Interaction Design 1: Responsive and Interaction Design Tools

Choose one of the programming courses with lab course:
- ARTG 2260: Programming Basics
- CS 2500 and CS 2501: Fundamentals of Computer Science 1 and Lab for CS 2500

**Elective**
Complete one of the following:
- ARTF 1122 and ARTF 1123: 2D Fundamentals: Surface and Drawing and 2D Tools
- ARTG 2250 and ARTG 2251: Typography 1 and Type Tools
- 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 available to students in the BFA in design program.*

**Required Courses**
- ARTG 1250: Design Process Context and Systems
- ARTG 2250 and ARTG 2251: Typography 1 and Type Tools
- ARTG 2400 and ARTG 2401: Interaction Design 1: Responsive and Interaction Design Tools

**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