

Interaction Design, Minor

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.

A student pursuing this minor must complete a minimum of four (4) courses exclusive to this minor beyond the courses required for the student's declared major(s), minor(s), or PlusOne.

Requirements for Non-Art and Design Majors

Code	Title	Hours
Required Courses		
ARTF 2223	Experience and Interaction (with optional ARTF 2224)	4
ARTG 1250	Design Process Context and Systems	4
ARTG 2400	Interaction Design 1: Responsive (with optional ARTG 2401)	4
Choose one of the programming courses with lab course:		4
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:		4
ARTF 1122	Color and Composition (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.

Code	Title	Hours
Required Courses		
ARTG 1250	Design Process Context and Systems	4
ARTG 2250	Typography 1 (with optional ARTG 2251)	4
ARTG 2400	Interaction Design 1: Responsive (with optional ARTG 2401)	4
Electives		
Complete two of the following:		8
ARTE 3901	Art and Design Special Topics	
ARTG 2260	Programming Basics	
ARTG 3462	Experience Design 1	
ARTG 3700	Interaction Design 2: Mobile	

GPA Requirement

2.500 GPA required in the minor