Psychology and Design, BS

The psychology and design combined major is designed to provide students with a grounding in the theoretical and methodological bases of psychology—focusing on sensation and perception, cognition, and social psychology—which in turn informs and deepens students' knowledge, understanding, and application of design principles. Students in the major are well prepared to study how users perceive and use design artifacts, understand social and emotional valences, and examine the perception of and interaction with others in physical and virtual environments. The program provides instruction in designing visualizations that take advantage of perceptual principles of pattern recognition, collaboration, and critical engagement. The curriculum fosters strong design skills, working knowledge of research and design processes, and development of a comprehensive portfolio. Graduates may contemplate work or graduate study in a wide variety of areas such as user experience research, human-computer interface design, or data and information visualization.

Program Requirements
Psychology Requirements

Code	Title	Hours
Psychology Foundations		
PSYC 1101	Foundations of Psychology	4
Statistics		
Complete the following course. Students who receive transfer credit for the Advanced Placement Statistics exam may complete the 1-semester-hour PSYC 2315 course (requires department permission).		4-5
PSYC 2320	Statistics in Psychological Research	
Psychology Area Courses		
PSYC 3402	Social Psychology	4
PSYC 3466	Cognition	4
Area A		*4*
Complete one of the following:		
PSYC 3400	Personality	
PSYC 3404	Developmental Psychology	
PSYC 3406	Clinical Psychology and Mental Health	
Area B		*4*
Complete one of the following:		
PSYC 3450	Learning and Motivation	
PSYC 3458	Biological Psychology	
PSYC 3464	Psychology of Language	
Psychology Laboratory		
Complete one of the following:		4-8
One PSYC laboratory course numbered 4600−4649		
PSYC 4970 and PSYC 4971	Junior/Senior Honors Project 1 and Junior/Senior Honors Project 2	
PSYC 4991	Directed Study Research	
Psychology Seminar (Capstone)		
Complete one PSYC seminar course numbered 4650−4699.		4
Psychology Elective		
Complete one PSYC course, numbered 2350−2399 or 3000+, and not counted elsewhere.		4

Design Requirements

Code	Title	Hours
Art + Design Fundamentals		
ARTF 1220	Elements of Visual Composition (with optional ARTF 1221)	2
Art + Design Fundamentals Electives		
Complete three of the following; note that some options include mandatory corequisites:		6
ARTF 1200	Representational Drawing	
ARTF 1210	Abstract Drawing	
ARTF 1230 and ARTF 1231	Making with Form and Materials and Making with Form and Materials Tools	

ARTF 1240 and ARTF 1241	Making with Video, Sound, and Animation and Making with Video, Sound, and Animation Tools	
ARTF 1250 and ARTF 1251	Designing Interactive Experiences and Designing Interactive Experiences Tools	
Design Required		
ARTG 1001 and ARTG 1002	Design Perspectives: An Introduction to Design in the World and Seminar for Design Perspectives	4
ARTG 1270 and ARTG 1271	Design: Process + Practices and Studio for Design: Process + Practices	4
ARTG 1290 and ARTG 1291	Typographic Systems and Studio for Typographic Systems	4
Art + Design History Elective		
Complete any one ARTH course.		4
Art + Design Elective		
Complete any one ARTD, ARTE, ARTF (4SH), ARTG, ARTH, ARTS, or GAME course as long as prerequisites have been met.		4
If ARTG 5000 Topics in Design is completed more than once, the additional completions may be allowed toward the electives.		
Degree Project		
ARTG 4550	Design Degree Project	4

Design Option

Code	Title	Hours
Complete one of the following options:		8-9
Experience Design Option		
ARTG 3462	Experience Design Principles	
ARTG 3464	Topics In Experience Design Inquiry	
Graphic Design Option		
ARTG 2252	Graphic Design Principles	
ARTG 3452	Topics In Graphic Design Inquiry	
Information Design Option		
ARTG 2242	Information Design Principles	
ARTG 3444	Topics in Information Design Inquiry	
Interaction Design Option		
ARTG 2400 and ARTG 2401	Interaction Design Principles and Interaction Design Principles Tools	
ARTG 3400	Topics In Interaction Design Inquiry	

Integrative Requirements

Code	Title	Hours
ARTG 5310	Visual Cognition	4
PSYC 3452	Sensation and Perception	4

Psychology and Design Major Credit Requirement

Complete 84 semester hours in the major.

Program Requirement

130 total semester hours required

Plan of Study

Sample Plan of Study: Four Years, Two Co-ops in Spring/Summer 1

Year 1

Fall	Hours	Spring	Hours	Summer 1	Hours	Summer 2	Hours
ARTF 1000 or PSYC 1000	1	ENGW 1111	4	Elective/NUpath	4	Elective/NUpath	4
ARTF 1220 (with optional ARTF 1221)	2	ARTG 1270 and ARTG 1271	4	ARTF elective	2	Elective/NUpath	4
ARTF elective	2	ARTG 1290 and ARTG 1291	4	ARTF elective	2		

	Hours		Hours		Hours		Hours
ARTG 1001 and ARTG 1002	4	PSYC 2320	4				
MATH 1215	4						
PSYC 1101	4						
	17		**16**		**8**		**8**

Year 2

Fall	Hours	Spring	Hours	Summer 1	Hours	Summer 2	Hours
EEAM 2000	1	Co-op	0	Co-op	0	Elective/NUpath	4
PSYC 3452	4					Elective/NUpath	4
PSYC 3466	4						
ARTG 2262 and ARTG 2263	4						
Design option course 1	4						
	17		**0**		**0**		**8**

Year 3

Fall	Hours	Spring	Hours	Summer 1	Hours	Summer 2	Hours
ARTG 5310	4	Co-op	0	Co-op	0	Psychology area A or area B or elective/NUpath	4
PSYC 3402	4					Elective/NUpath	4
Design option course 2	4						
Psychology area B or elective/NUpath	4						
	16		**0**		**0**		**8**

Year 4

Fall	Hours	Spring	Hours
Psychology laboratory	4	Psychology seminar	4
Psychology area A or elective/NUpath	4	ARTG 4550	4
ARTH elective	4	Psychology elective	4
Elective/NUpath	4	Elective/NUpath	4
	16		**16**

Total Hours: 130