

EXPERIENCE DESIGN MINOR

Mark Dixon, Department of Art

Experience design examines how humans interact with products, services and other people. Within such interactions, experience design encompasses the emotions, behaviors and attitudes conjure. Experience design seeks to enhance interactive experiences through better design and implementation based on research, observation, and understanding. While the field tends to have an emphasis on human computer interface, its essence is improving all aspects of the end-user's interaction. User experience design builds on elements of psychology, art, business and computer technology and has applications in both the profit and nonprofit sectors.

Minor Requirements

The minor requires a minimum of 20 credit hours (five courses). Students will take three courses from at least two related areas, at least one of which is (300 or 400 level).

Code	Title	Credits
XD 220	Experience Design	4
XD 320	Intermediate Experience Design	4
Select three courses from the following (from at least two different areas, at least one 300 level or above):		12
ART 102	Visual Communications	
ART 106	Design of Objects	
ART 245	Digital Darkroom	
BUS 120	Introduction to Business	
BUS 249	Principles of Management	
BUS 324	Marketing Management	
CTIS 210	Introduction to Computer Programming	
CTIS/THEA 274	Digital Graphic Design (THEA274)	
CTIS 331	Information Design	
PSY 100	Introduction to Psychology	
PSY 243	Environmental Psychology	4
PSY 338	Theoretical Perspectives	
PSY 332	Industrial and Organizational Psychology	
THEA 125	Acting 1:Basic Tools	
THEA 171	Introduction to Theatrical Design	
XD 390	Internship	
Total Credits		24

Total credit hours required for experience design minor is 20 credits