

INTERACTION DESIGN UNDERGRADUATE ACADEMIC CERTIFICATE

All required coursework must be completed with a grade of C or better (O-10-a (<https://catalog.uidaho.edu/general-requirements-academic-procedures/o-miscellaneous/>)).

Code	Title	Hours
Required Introductory Studio:		
ART 2710	Introduction to Interaction Design	3
Choose 3-4 credits of the following:		3-4
ART 2130	History and Theory of Modern Design	
ART 3230	History of Typography	
ART 4070	New Media	
CS 1120	Computer Science I	
PSYC 2180	Introduction to Research in the Behavioral Sciences	
VTD 2470	Intro to Scripting and Parametric Design	
VTD 2710	Cross-Reality Technology I	
Required Upper-Level Studios:		
ART 3700	Interaction/Experiential Design: Concepts	3
ART 3730	Interaction/Experiential Design: Studio	3
Total Hours		12-13

Courses to total 12 credits for this certificate

- Understand how design thinking is applied to user experience contexts.
- Realize the key differences and core overlaps between visual design, communication design, user interface (UI) design, and user experience (UX) design.
- Competency conducting design work in both individual and group contexts.
- Fluency in the use of the formal vocabulary and concepts of design.
- Functional knowledge of creative approaches, the analytical ability to make appropriate, user-centric choices; and the skill to identify user experience opportunities and generate alternative solutions.
- Apply user experience theories to visual design.
- Use industry-standard software to create live mobile app prototypes.
- Conduct user testing and prototype revisions.