



Department of Instructional Technology and Learning Sciences

Bachelor of Science in Human Experience Design and Interaction

Program Handbook

Utah State University

Logan, UT
hedi.usu.edu
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Contact Information

Utah State University
Department of Instructional Technology and Learning Sciences (ITLS)
2830 Old Main Hill
Logan, UT 84332-2830
Office: 215 Emma Eccles Jones Education Building
Telephone: 435-797-2694 Toll free: 866-782-9301
Fax: 435-797-2693



Dr. Andy Walker
ITLS Department Head
Office: 215 Emma Eccles Jones Education Building
Telephone: 435-797-2614
Email: andy.walker@usu.edu



Dr. Beth Foley
Emma Eccles Jones College of
Education and Human Services Dean
Office: 109 Emma Eccles Jones Education Building
Telephone: 435-797-1470
Email: beth.foley@usu.edu



Annalee Hall
Business Manager
Office: Educ 217
Telephone: 435-797-8910
Fax: 435-797-2693
annalee.hall@usu.edu



Deidri Nielson
Staff Assistant
Office: Educ 215
Telephone: 435-797-2694
Toll free: 866-782-9301
Fax: 435-797-2693
deidri.nielson@usu.edu



Kris Borecki
ITLS Systems Administrator
Office: Educ 281
Telephone: 435-760-3692
kris.borecki@usu.edu



Michelle Wilson
Academic Advisor for HEDI BS Degree
Office: Educ 215
Telephone: 435-797-9271
michelle.wilson@usu.edu

DEPARTMENT OF INSTRUCTIONAL TECHNOLOGY AND LEARNING SCIENCES FACULTY



Dr. Kristy Bloxham
Educ 207
435-881-5138
kristy.bloxham@usu.edu



Dr. Jody Clark-Midura
Educ 214
435-797-0571
jody.clarke@usu.edu



Dr. David Feldon
Educ 203
435-797-0556
david.feldon@usu.edu



Dr. Deborah Fields
deborah.fields@usu.edu



Dr. Sheri Haderlie
Educ 284
435-764-8764
sheri.haderlie@usu.edu



Dr. Jina Kang
Educ 211
435-797-0296
jina.kang@usu.edu



Dr. Breanne Litts
Educ 205
435-797-0142
breanne.litts@usu.edu



Dr. Lisa Lundgren
Educ 203
303-524-4203
lisa.lundgren@usu.edu



Dr. Mimi Recker
Educ 229
435-797-2692
mimi.recker@usu.edu



Dr. Kristin Searle
Educ 209
435-797-5789
kristin.searle@usu.edu



Dr. Ramy Shaaban
Educ 201
435-797-0896
ramy.shaaban@usu.edu



Nathan Smith
Educ 170
435-797-1484
nathan.smith@usu.edu



Dr. Hillary Swanson
Educ
435-797-0782
hillary.swanson@usu.edu



Dr. Andy Walker
Educ 215
435-797-2614
andy.walker@usu.edu

UNIVERSITY MISSION STATEMENT

The mission of Utah State University is to be one of the nation's premier student-centered land-grant and space-grant universities by fostering the principle that academics come first, by cultivating diversity of thought and culture, and by serving the public through learning, discovery, and engagement.

COLLEGE MISSION STATEMENT

As members of the Emma Eccles Jones College of Education and Human Services we provide teaching, service, and research in a variety of disciplines to improve the teaching/learning transaction wherever it takes place and to increase the effectiveness of services for individuals, families, communities, schools, and organizations. To achieve this mission, we are committed to:

- Offering high quality graduate and undergraduate programs in education and human services that are innovative and widely accessible;
- Supporting and nurturing a faculty committed to masterful teaching and cutting-edge research;
- Establishing and maintaining nationally visible research centers to advance knowledge and professional practices;
- Fostering partnerships to enhance the quality of education and human services in our local and extended communities;
- Extending the impact of our instructional and research programs nationally and globally;
- Maintaining a technological infrastructure to enhance the College's visibility and accessibility regionally, nationally, and internationally;
- Enhancing the diversity of our faculty, staff, and students; and
- Supporting instructional, research, and service programs that cultivate dedication to building a more just and equitable society.

DEPARTMENT MISSION STATEMENT

The mission of the Department of Instructional Technology & Learning Sciences is to provide environments in which graduate students and faculty explore, develop, and disseminate technologies of instruction and information impacting education, business, industry, and government.

HUMAN EXPERIENCE DESIGN AND INTERACTION (HEDI) BS PROGRAM

We are surrounded by design that has been done by people but often not designed with the end user in mind. Whether it is an app that doesn't make sense, a car dashboard, a physical space or product, we deserve to interact with software, tools and spaces that make sense for us. The Human Experience Design and Interaction (HEDI) program focuses on instructional design, video game design, product design, or multimedia design, all with an emphasis on being human-centered. HEDI has core classes that include design, product/project management, how people learn, and how to visualize and present data to key stakeholders. Students will also specialize in two emphasis areas of their own choosing. Emphasis options include game studies, marketing, new venture management, multimedia, culturally responsive design, product development, and technical communication.

BS students focus on instructional design, video game design, product design, or multimedia design, all with an emphasis on making the design human-centered with design thinking principles. With a degree in Human Experience Design and Interaction (HEDI), you can also launch a career in User Experience and User Interface design, Product Management, Learning Design, Game Design, or Data Analysis, just to name a few. Important to any of these career options is good business sense like project management and entrepreneurship principles.

The Bachelor of Science degree is available online through Utah State University.

Academic Advisor for Human Experience Design and Interaction Bachelor of Science Degree

Michelle Wilson

michelle.wilson@usu.edu

Phone: 435-797-2694

Coordinator of Human Experience Design and Interaction Bachelor of Science Program

Dr. Ramy Shaaban

ramy.shaaban@usu.edu

Phone: 435-797-0896

PROGRAM EMPHASES

Students for the Major in Human Experience Design and Interaction choose **two** areas of emphasis. See the Course planning sheet to see the course listings for the follow Emphasis Areas.

- Culturally Responsive Design
- New Venture Management
- Game Studies
- Product Development
- Marketing
- Technical Communication
- Multimedia

Students can also choose to have customized emphases if they desire. For customized emphases, students must contact Dr. Ramy Shaaban (ramy.shaaban@usu.edu), the program coordinator.

CAREER OPPORTUNITIES

According to Glassdoor website, 6 out of 25 highest paying entry level jobs are in the scope of Human Experience Design and Interaction (<https://www.glassdoor.com/blog/highest-paying-entry-level-jobs-19/>).

Depending on your path and emphasis areas, a HEDI degree may lead you to many different career fields. According to the U.S. Department of Labor, the career fields associated with this degree are within the top three fastest growth rate categories for projected growth rates in Utah from 2014 to 2024:

- Instructional designer (consider emphasizing in technical communication, multimedia, and/or culturally responsive design)
- Web developer (consider emphasizing in game studies and/or multimedia)
- Training and development manager (consider emphasizing in new venture management and/or marketing)
- Project manager (consider emphasizing in new venture management and/or marketing)
- Program manager (consider emphasizing in new venture management and/or marketing)
- Product manager (consider emphasizing in product development, new venture management, and/or marketing)
- Multimedia and eLearning developer consider (consider emphasizing in multimedia and/or game studies)
- UX/UI designers (consider emphasizing in multimedia and/or culturally responsive design)
- Game designers (consider emphasizing in game studies and/or multimedia)
- Graphic designer (consider emphasizing in multimedia and/or culturally responsive design)
- Data analyst (consider emphasizing in marketing and/or culturally responsive design)
- Technical writer (consider emphasizing in technical communication and/or multimedia)
- Content developer (consider emphasizing in technical communication and/or multimedia)

ITLS DEPARTMENT RESOURCES

Instructional Technology Student Association (ITSA)

ITSA advocates on behalf of all ITLS students to represent their interests and concerns to the ITLS Department and USU. ITSA provides a conduit between the students, faculty, administration, and professionals in the field. Through ITSA, students can address issues with faculty and administration, including, but not limited to, academic programs and curricula, courses, professional development, goals of the department, and social interactions. Check at <http://itls.usu.edu/current/itsa.html>

Through the service of the leadership and committee members, ITSA strives to improve the quality of student life and increase the potential for student success while at Utah State and in future endeavors. ITSA is an organization for **all** students in the department. Your contribution and participation are what make it a success!

Esports Club

The USU Esports Club exists to give our gamers on campus a home to be and enjoy video games in both a casual and competitive environment. Esports is an emerging industry, and we hope to champion Utah State's support of the medium through competition and community.

Utah State University's Department of Instructional Technology and Learning Sciences is a proud supporter of USU Esports through its provision of technology, gaming machines, scholarly expertise in gaming, and games-related academic curriculum customized for the needs and interests of both esports athletes and casual gamers.

The USU Esports Studio, where Esports team practices take place using top of the line gaming machines from the ITLS Department, is located in EDUC 277. ***Please note that due to COVID-19 situation, there are new restrictions applied to using ITLS Department's facilities. Please contact Deidri for more information.***

Links: [Facebook](#) [Instagram](#) [Discord](#)

Website

https://www.usu.edu/campusrec/club_sports/esport

Team President

Daelynn Hunter

Vice President

Landon Price

USU RESOURCES

USU Portal

<https://my.usu.edu/>

Username = A# (remember it is case sensitive - use a capital A)

Password = Banner pin (also case sensitive)

Instructure Canvas

<https://usu.instructure.com/>

USU Learning Management System

ITLS Website

<https://itls.usu.edu/>

HEDI Website

<https://hedi.usu.edu/>

myHEDI Portal

<https://myhedi.usu.edu/>

Username = Your USU email

Password = your personal password created during the orientation

ITLS Facebook Page

<https://www.facebook.com/usuitls>

ITLS Twitter Page

<https://twitter.com/utahstateitls>

ITLS YouTube Channel

https://www.youtube.com/channel/UC9f8BgYKgpC_aGjcK-fjqTg

USU Libraries - Distance Education Services

<http://libguides.usu.edu/rcde>

Telephone: 800-525-7178

Email: library.help@usu.edu

USU Health and Wellness Center

<https://health.usu.edu/>

Visit the Health Center for regular checkups and Urgent Care, the Wellness Center to start a proactive approach to taking care of yourself and the Dietitian to start a nutrition plan.

USU Information Technology (IT) Service Desk

<http://it.usu.edu/>

Telephone: 435-797-HELP (4357)

Toll Free: 1-877-878-8325

Email: servicedesk@usu.edu

Hours of operation: Mon - Thurs 8am - 8pm; Fri

8am - 6pm; Sat 10am - 3pm; Sun closed

USU General Catalog

<http://catalog.usu.edu/>

USU Academic Calendar

<http://usu.edu/calendar/academic/>

USU Registration Calendar

<http://www.usu.edu/registrar/html/registration/dates/>

Career Services

<https://usu.joinhandshake.com/>

Telephone: 435-797-7777

USU Career Services and your career coach are here to help. You can schedule an in-person or phone appointment.

Counseling & Psychological Services (CAPS)

<http://counseling.usu.edu/>

435-797-1012

emotional intelligence, healthy relationships, self-reliance, and resilience

Regional Campuses & Centers

<http://distance.usu.edu/locations.cfm/>

As the land grant university for the state of Utah, USU has a presence throughout the state. We encourage you to visit your local campus or center. They are a local connection to the university. Currently, there are USU offices in 34 communities

COMPUTERS AND EQUIPMENT

Hardware

You are required to have access to a computer with reliable internet connection to access the learning management system – currently, Canvas (<http://usu.instructure.edu> or <http://my.usu.edu>).

Whether you use Mac, Windows, Linux, or another operating system, you will also need the following:

- Speakers/headphones
- Web camera
- Microphone
- External storage (i.e. Flash, USB, e-mail, CD, wiki, blog, Google docs, Box, Dropbox, iCloud, etc.) to back up your work. **Never assume that Canvas will save your work.**

Software

Browser requirements: Instructure recommends using Firefox as your browser, but it works fine with other browsers. Download Firefox at: <http://www.mozilla.com/en-US/>

Other software may be required for individual courses.

Nathan Smith, at the Young Education Technology Center (YETC) in Educ 170, also has many resources for students. To access the current resources, go to: <http://teacherlink.ed.usu.edu/yetc/>

E-mail

When you were accepted to USU, an email (aggiemail) account was created based on your A#. To activate your aggiemail account, follow the Quick Links at: <http://it.usu.edu>. Even if you do not intend to use this as your primary email account, you will want to **activate** the aggiemail account. This will enable you to access campus resources remotely. You may set your aggiemail account to forward to another email account of your choice, but be sure to still keep track of your aggiemail information. (page 10 of this booklet has space to record it)

Aggiemail is hosted by Google with an address of yourname@aggiemail.usu.edu. All students are encouraged to update their “preferred email” address in Banner/Access (whether aggiemail or not). You can keep the aggiemail account active after you leave Utah State University. Access your aggiemail account through <http://aggiemail.usu.edu>.

USU Password

You will need your password to log in to your student account, pay your tuition, create a USU email account, login to Canvas, and for several other things at Utah State.

Once you have created your password, be sure to remember it! [use page 10 in this booklet, if you want]

You will also need to create challenge questions with answers. These questions and answers need to be remembered! They will be used to reset your password if you happen to forget your password.

To create your password visit: <https://ID.usu.edu/new>

Once you have created your password you may change it at anytime by visiting <http://ID.usu.edu>

USU requires you to change your password yearly.

We suggest that you set your USU email to forward to your preferred email location - but you still need to remember your USU email account information. Please keep track of this vital information on page 10 of this booklet.

OFFICIAL COMMUNICATION

Listserv Sign-up

Q – What are listservs and why should I sign up?

A – A listserv is an automated mailing list manager. It is a “memo” like tool that allows messages to be sent to everyone subscribed to the list with just one post.

Our [4 ITLS listservs](#) enable you to receive important department and cohort information via email.

- 1) Current students are automatically subscribed to our ITLSstudent listserv. Once you graduate, you will automatically be removed from this listserv.
- 2) The INST listserv is for current students, alumni, staff, and ITLS faculty.
We strongly encourage you to sign up for the INST listserv. To do this, go to: <http://lists.usu.edu/www/info/inst/>. In the left navigation box, click on ‘Subscribe.’
- 3) HEDI students are also automatically subscribed to our ITLSHedi List.
- 4) ITLSMM ListServ for Multimedia Minor

*Note: If you change your email address after signing up, it is your responsibility to update your listserv email address.

Netiquette – applies to all online discourse.

- It is best to write in sentence syntax.
- Use of ALL CAPITALS can be offensive and denotes anger or shouting (called flaming).
- Remember to always use an identifier in the subject line of emails.

Email

For digital communication with faculty, please use their official usu.edu email. For course instructors you can also use the email function through Canvas.

Text

Michelle & Ramy are available via text. Please identify yourself in the text.

Other Options

Slack, Skype, FaceTime, Google Hangout, Zoom, and other interfaces are possibilities. Let us know what works for you.

USU Library = your library

<http://library.usu.edu>

Get help with your research from the ITLS librarian,

Teagan Eastman (teagan.eastman@usu.edu 435-797-5368).

Additionally, USU has a Distance Education Library Services Coordinator

Erin Davis (erin.davis@usu.edu 435-797-2075)

<http://libguides.usu.edu/rcde>

USU ID Card

The USU card office is in TSC 212. An ID card is currently \$15.00 with a valid picture ID.

Having your picture taken is required so it is in Banner but purchasing the ID card is optional.

EXPECTATION AND POLICIES

Personal Information

You are responsible to keep Utah State University, and the Department of Instructional Technology and Learning Sciences, informed of all current contact information. When there are changes, you are responsible to update your personal information through Banner/Access (banner.usu.edu OR my.usu.edu). Please also send the information to Deidri and Michelle.

Textbook Ordering

When you check registration through Banner/Access, there is a link for required materials. If there is a textbook(s) or other resource(s) required, it will be listed in the link.

- * USU Campus Store – <https://campusstore.usu.edu/t-textbooks.aspx>
free shipping on eligible orders of \$49+
- * Online Bookstore – there are many choices

Student Classification

A full-time matriculated student must be registered for 12 or more credits.

To defer a loan or to receive student loans, undergraduate students must be registered for *at least* 9 credits.

APA

Sometimes, you will be asked to use APA formatting for references and citations throughout your studies. Some of the more common citation formats can be found online.

- <http://owl.english.purdue.edu/owl/resource/560/01/>
- <http://www.apastyle.org/learn/tutorials/basics-tutorial.aspx>

Academic Honesty/Integrity

Important information about academic honesty/integrity available via these links:

- <https://catalog.usu.edu/content.php?catoid=12&navoid=3140&hl=Integrity&returnto=search>
- <https://studentconduct.usu.edu/studentcode/article6>

Registration

All registration and fee payments will take place online through Banner/Access or through your local USU Statewide Center. We suggest you get to know the people at your center and let them get to know you. They can be a link to successfully completing this degree program.

To know what may be covered in a particular course, check out a recent **published syllabus** at <http://itls.usu.edu/courses/index>

Be aware of the registration dates and times [<http://www.usu.edu/registrar/htm/registration/dates>]. Undergraduate students can register the first day, advised for in-demand courses.

For more information about how to register for classes, visit <https://www.usu.edu/registrar/registration/>

Minimum Grades and Credit Acceptability

Undergraduate students are required to maintain at least a 2.0 GPA for degree-program courses.

P-Grade Policy

P (Pass) will be accepted only for independent study, independent research, seminars, special problems, interdisciplinary workshops, creative project or internship.

More information about grade policies are available via

<https://catalog.usu.edu/content.php?catoid=12&navoid=3218>

HEDI CULMINATING EXPERIENCE REQUIREMENTS

HEDI Students are required to complete culminating experience in the form of creative projects or internships.

Creative Project

Students doing creative projects should plan for it before their last semester. Students should talk to Michelle Wilson, the academic advisor to determine the right time to take this course. This course is not a cohort-designed course. This course is kind of an independent study, where students choose a project relate to their area of interest, discuss it with the instructor of the course and work on getting it done before graduation. The following are sample requirements for submitting a creative project.

- Creative project agreement
- Proposal
 - Description of the project
 - Project Objectives
 - How Human-Centered Design principles will be incorporated in the design
 - Project deliverables
 - Project timeline
 - Evaluation measures
- Final lesson's learned write-up
- Project

Internship

Students who take internship must plan for it a good time before graduation. Student can either discuss internship opportunities with the coordinator or find an internship that is suitable for their program. The coordinator will work with the employer, where the students seeks internship, to create a set of objectives, student fulfils during their internship period. Below is an example of how the internships will be mentored by the department.

- Internship agreement
- Description of the internship including work duties
- Supervisor name and contact information
- Mid and final supervisor evaluation
- Weekly journal
- Final lesson's learned write-up
-

SCHOLARSHIPS

To apply for a scholarship, you must be a student with a major housed in the Emma Eccles Jones College of Education and Human Services, pursuing course work each semester in your major field, and taking between 12-18 credits per semester.

To explore the current list of scholarships available at USU, you can go to this site <https://www.usu.edu/scholarships/>

GRADUATION

A candidate for graduation must file an application and completed graduation packet with the Registrar's Office. To receive the graduation packet students must apply online prior to the semester of the student's intended graduation date. The application process must be completed, and all fees paid in order to graduate. Approximately one month is needed to complete the graduation process, so start early. More information is on our graduation and commencement pages.

REQUIRED COURSES AND EMPHASES

Required Courses (39 credits)

- ASTE 3050 - Technical and Professional Communication Principles (CI) **3**
- ITLS 3110 - Design Perspectives and Processes I **3**
- ITLS 3120 - Design Perspectives and Processes II **3**
- ITLS 3130 - How People Learn **3**
- ITLS 3310 - Information and Media Literacy **3**
- ITLS 3350 - Introduction to Computational Thinking **3**
- ITLS 4110 - Project and Product Management **3**
- ITLS 4130 - Data Visualization **3**
- ITLS 4160 - Measuring Learning and Performance **3**
- ITLS 4215 - Video and Audio Design and Production I **3**
- ITLS 5230 - Instructional Graphic Production I **3**
- ITLS 4265 - Internet Design and Development **3**

Choose one of the following courses for the capstone experience:

- ITLS 4940 - Internship-Undergraduate **1-6**
- or
- ITLS 4960 - Senior Capstone Project **1-3**

Required Emphases (21 credits total)

Two emphases are required. See program Advisor for course options.

- Emphasis 1 is a minimum of 12 required credits.
- Emphasis 2 is a minimum of 9 required credits.

Syllabi

<https://itls.usu.edu/courses/index>

UNIVERSITY CATALOG

The University General Catalog describes the regulations related to completing the program, such as the eight-year time limit on courses, when and how to form the Graduate Committee, 12 credit maximum of non-matriculated course work transfer credit, deadline for submitting the Program of Study and Application for Candidacy Forms. The Catalog is available online at <http://catalog.usu.edu>.

Following is a sample four-year plan. Please note that student-specific plans may differ. Admitted and interested students must email Michelle Wilson (michelle.wilson@usu.edu) the academic advisor, and log on to [Degree Works](#) to check student-specific program progress. Students in the program must maintain a minimum 2.0 GPA overall to remain in the program.

Minimum University Requirements			
Total Credits	120	Grade Point Average (most majors require higher GPA)	2.00 GPA
Credits of C- or better	100	Credits of upper-division courses (#3000 or above)	40
Total USU Credits	30	Upper-division USU Credits	20
USU Credits within the Major	10	Credits in Minor (if required)	12
Credits in Major	see below	Credits in American Institutions	3
General Education Requirements	see link	University Studies Depth Requirements	see link

NOTES: Highest Math Requirement for this degree is [STAT 1040: Introduction to Statistics \(QL\)](#) OR [STAT 1045: Introduction to Statistics with Elements of Algebra \(QL\)](#)

Admissions Requirements for this Program

A GPA requirement of 2.0 and completion of 60 credits. Other criteria considered includes prior work experience, aptitude for technology, and experience with multimedia.

The program is geared toward students who have already completed an associate degree, either through USU or another institution. However, students can be accepted into the program before completing an associate degree, even as incoming freshmen. ITLS coursework is only available online.

First Year					
Fall Semester	Credits	General Education Info and Notes	Spring Semester	Credits	General Education Info and Notes
USU 1010: University Connections	2	Enroll in 2 credits	Communications Intensive (CI)	3	
Breadth Life Sciences (BLS)	3		ENGL 2010: Intermediate Writing: Research Writing in a Persuasive Mode (CL2)	3	
Breadth Creative Arts (BCA)	3		Breadth Physical Sciences (BPS)	3	
ENGL 1010: Introduction to Writing: Academic Prose (CL1)	3		Breadth American Institutions (BAI)	3	
Breadth Humanities (BHU)	3		Breadth Social Sciences (BSS)	3	
STAT 1040: Introduction to Statistics (QL) OR STAT 1045: Introduction to Statistics with Elements of Algebra (QL)	3 or 5				

Second Year					
Fall Semester	Credits	General Education Info and Notes	Spring Semester	Credits	General Education Info and Notes
Communications Intensive (CI)	3		Depth Humanities and Creative Arts (DHA)	3	
Depth Life and Physical Sciences (DSC)	3		Quantitative Intensive (QI)	3	
Integrated Studies Requirement (Choose one additional QL, BAI, BCA, BHU, BLS, BPS, BSS, CI, QI, DHA, DSC, or DSS)	3		Elective	3	
Elective	3		Elective	3	
Elective	3		Elective	3	

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Third Year						
Fall Semester	Credits	General Education Info and Notes		Spring Semester	Credits	General Education Info and Notes
ITLS 3110: Design Perspectives and Processes I	3	Core course		ITLS 3120: Design Perspectives and Processes II	3	Core course
ITLS 3310: Information and Media Literacy	3	Core course		ITLS 3130: How People Learn	3	Core course
ITLS 3350: Introduction to Computational Thinking	3	Core course		ITLS 5230: Instructional Graphic Production I	3	Core course
ASTE 3050: Technical and Professional Communication Principles (CI)	3	Core course		Emphasis Area Course	3	
Emphasis Area Course	3			Emphasis Area Course	3	

Fourth Year						
Fall Semester	Credits	General Education Info and Notes		Spring Semester	Credits	General Education Info and Notes
ITLS 4130: Data Visualization	3	Core course		ITLS 4110: Project and Product Management	3	Core course
ITLS 4215: Video and Audio Design and Production I	3	Core course		ITLS 4160: Measuring Learning and Performance	3	Core course
ITLS 4265: Internet Design and Development	3	Core course		ITLS 4940: Internship-Undergraduate OR ITLS 4960: Senior Capstone Project	3	Core course
Emphasis Area Course	3			Emphasis Area Course	3	
Emphasis Area Course	3			Emphasis Area Course	3	

UNDERGRADUATE POLICIES AND FINANCIAL ASSISTANCE

Graduates of the Emma Eccles Jones College of Education and Human Services may be awarded the Bachelor of Science degree in Human Experience Design and Interaction as recommended by the Department of Instructional Design and Technology and approved by the dean of the college. For more information related to undergraduate policies in Emma Eccles Jones College of Education and Human Services, go to <https://cehs.usu.edu/academics/undergrad-resources>

**Department of Instructional Technology & Learning Sciences Human Experience
Design & Interaction (HEDI)**

			Credits	Fall	Spring	Summer
University Studies & General Education Requirements (30-34 credits)						
Communications Literacy (CL1 and CL2) (6 credits)						
ENGL	1010	Introduction to Writing: Academic Prose (CL1)	3	X	X	X
ENGL	2010	Intermediate Writing: Research Writing in a Persuasive Mode (CL2)	3	X	X	X
Quantitative Literacy (QL) (3 credits)						
STAT	1040	Introduction to Statistics (QL)	3	X	X	X
Breadth Requirements (21 credits) For specific courses, see University General Catalog						
		Breadth American Institutions (BAI)	3	X	X	X
		Breadth Creative Arts (BCA)	3	X	X	X
		Breadth Humanities (BHU)	3	X	X	X
		Breadth Life Sciences (BLS)	3	X	X	X
		Breadth Physical Sciences (BPS)	3	X	X	X
		Breadth Social Sciences (BSS)	3	X	X	X
		Integrated Studies Requirement (Choose one additional QL, BAI, BCA, BHU, BLS, BPS, BSS, CI, QI, DHA, DSC, or DSS)	3	X	X	X
Depth Requirements (10+ Credits) For specific courses, see University General Catalog						
		Communications Intensive (CI)		X	X	X
		Communications Intensive (CI)		X	X	X
		Quantitative Intensive (QI)		X	X	X
		DHA		X	X	X
		DSC		X	X	X
General Electives (15+ credits)						
			3			
			3			
			3			
			3			
			3			
ITLS Core – minimum of 36 credits required (Courses offered only online)						
ASTE	3050	Technical and Professional Communication Principles	3	X		
ITLS	3110	Design Perspectives and Processes I	3	X		
ITLS	3120	Design Perspectives and Processes II	3		X	
ITLS	3130	Information Design for People-How People Learn	3		X	
ITLS	3310	Information and Media Literacy	3	X		
ITLS	3350	Introduction to Computational Thinking	3	X		
ITLS	4110	Project and Product Management	3		X	
ITLS	4130	Data Visualization	3	X		
ITLS	4160	Measuring Learning and Performance	3		X	
ITLS	4215	Video and Audio Design and Production I	3	X		
ITLS	4230	Instructional Graphic Production I	3		X	
ITLS	4265	Internet Development	3	X		

Required Emphases (Choose 2*) minimum of 21 credits required			Credits	Fall	Spring	Summer
Emphasis 1 (12 Credits)						
			3			
			3			
			3			
			3			
Emphasis 2 (9 Credits)						
			3			
			3			
			3			
Culminating Experience – minimum of 3 credits required						
ITLS	4490 or 4960	Internship or Senior Capstone	3	X	X	X

***Emphases Areas**

Multimedia	Culturally Responsive Design	New Venture Management
ITLS 4205 Comp Apps - Tools for Learning	ANTH 1010 Cultural Anthropology	MIS 5700 Internet Management & Electronic Comm
ITLS 4220 Video and Audio Design and Production II	ANTH 2010 People of the World	ACCT 2010 Financial Accounting Principles
ITLS 4240 Graphic Design and Production II	ANTH 3140 Anthropology of Sex and Gender	ACCT 2020 Managerial Accounting Principles
ITLS 4245 eLearning Authoring Tools	ANTH 3200 Perspectives on Race	MSLE 3000 Entrepreneurship: Starting Own Business
ITLS 4270 Digital Making and Learning	PSY 3510 Social Psychology	MSLE 3510 New Venture Fundamentals
MIS 5700 Multimedia Prod in Instruction & Training	PSY 4230 Psychology of Gender	MSLE 3520 New Venture Management
ITLS 4260 Mobile Design and Dev for Learning	PSY 4240 Multicultural Psychology	MSLE 3530 New Venture Marketing
	SW 2400 Social Work with Diverse Populations	MSLE 3540 New Venture Financing
Game Studies	Technical Communication	MSLE 3550 Entrepreneur Leadership Series
ITLS 3500 Introduction to Game studies	ENGL 3400 Professional Writing	MGT 3560 New Venture Planning
ITLS 4210 Virtual Environment Development	ENGL 3450 Methods & Research in Prof & Tech Com	APEC 2010 Intro to Microeconomics
ITLS 3570 Special Topics in Game Studies	ENGL 4400 Professional Editing	APEC 5015 Firm Management, Planning, and Opt
CS 5410 Game Development	ENGL 4410 Document Design & Graphics	
ITLS 3530 Gaming, Technology, and Culture	ENGL 5400 Social Justice in Technical Communication	
ITLS 4410 Intro to eSports	ENGL 5410 Studies in Writing for Digital Media	
ITLS 4420 Developmental eSports	ENGL 5420 Project Management in Technical Comm	
ITLS 4260 Mobile Design and Dev for Learning		
Product Development	Marketing	
OPDD 3030 Design Thinking, Methods, and Materials	MSLE 4530 Marketing Research	
OPDD 3760 Outdoor Prod Design & Develop Studio I	MSLE 4590 Marketing Strategy	
OPDD 4420 Digital Design Tech for Outdoor Products	MSLE 4420 Brand Identity Design	
OPDD 4430 Digital Design Technologies II	APEC 5010 Firm Marketing and Price Analysis	
ITLS 5270 Digital Making and Learning		

Program Requirements: The **BS** degree program requires a minimum of **120** earned credit hours. The 4-yr plan in the University General Catalog shows a recommended order of study for completion. A minimum GPA of 2.0 is required for admission and graduation.

Degree Works

Students are encouraged to use Degree Works to plan and keep track of progress. **Login to Banner** [banner.usu.edu] using the USU A# & password. Click on **Student**. Click on **Student Records**. Click on **Degree Work**.