Bachelor of Science (BS)
Program Planning Sheet

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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 or 2020	Intermediate Writing: Research Writing in a Persuasive Mode (CL2) Professional Communication (CL2)	3	X	X	X
Quantitative Literacy (QL) (3 credits)						
QL		Math 1050, Stats 1040, or Stats 1045	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 37 credits required (Courses offered only **online**)

ITLS	3000	Orientation	1	X	X	X
ITLS	3110	Design Perspectives and Processes I	3	X	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	4170	AI powered experience design		3		X	
ITLS	5215	Video and Audio Design and Production I		3	X	X	X
ITLS	5230	Instructional Graphic Production I		3	X	X	X
ITLS	5265	Internet Development		3	X	X	X
ITLS	5320	Writing for Design (CI)		3	X	X	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	4940 or 4960	Internship or Senior Capstone		3	X	X	X

*Emphases Areas (additional course options available with prior faculty approval)

Multimedia	F	Sp	S	**Culturally Responsive Design**	F	Sp	S	**New Venture Management**	F	Sp	S
ITLS 3870 Current Issues Seminar		*		ANTH 1010 Cultural Anthropology (BSS)	*	*	*	ACCT 2010 Financial Accounting Principles	*	*	
ITLS 4160 Measuring Learning and Performance		*		ANTH 2010 People of the World (BSS)		*		ACCT 2020 Managerial Accounting Principles (online and in person)	*	*	*
ITLS 4208 Integrated Multimedia Productions	*		*	ANTH 3140 Anthropology of Sex and Gender	*			APEC 2010 Intro to Microeconomics (Online and in person only in fall)	*	*	
ITLS 5240 Graphic Design and Production II		*		ANTH 3200 Perspectives on Race (CI)	*		*	MSLE 3800 Leadership	*	*	*
ITLS 5245 eLearning Authoring Tools		*	*	PSY 3510 Social Psychology	*		*	MSLE 2550 Entrepreneur Leadership Series (Taught online and in person)		*	
ITLS 5270 Digital Making and Learning (**only F2F**)		*		PSY 4230 Psychology of Gender	*		*	MSLE 3510 New Venture Creation (Taught online and in person)	*	*	*
IS 5700 Advance Client-Side Web Application Development				PSY 4240 Multicultural Psychology	*		*	MSLE 3530 New Venture Marketing	*	*	*
ITLS 5260 Mobile Design and Dev for Learning	*			SW 2400 Social Work with Diverse Populations	*		*	MSLE 3540 New Venture Finance	*	*	*
ITLS 5225 UX/UI	*			ITLS 4255 Designing Ethical Technology **web broadcast** (taught even years)		*		MSLE 3580 New Venture Execution	*	*	*
ITLS 5455 Designing Ethical Technology **web broadcast** (taught even years)		*						ITLS 4160 Measuring Learning and Performance		*	
Game Studies				**Technical Communication**				**Marketing**			
ITLS 3500 Introduction to Game studies		*		TCR 2100 Introduction to Technical Communication (online)	*	*		MSLE 3500 Fundamentals of Marketing (Take First)	*		
ITLS 3530 Gaming, Technology, and Culture	*			TCR 2110 Digital Writing Technologies (online)		*		MSLE 4510 Consumer Behavior Summer is online	*		*

Course				Course			Course			
ITLS 3560 Character and Level Design		*		TCR 3100 Workplace Research (online)		*	MSLE 4590 Marketing Strategy	*		
ITLS 3575 Special Topics in Game Studies				TCR 3210 Usability and Games User Research (virtual)		*	MSLE 3855 Sustainability Marketing	*	*	
CS 5410 Game Development		*		TCR 4210 Visual Communication Design. * TCR 2110 Prerequisite		*	MSLE 4536 Internet Marketing Analytics (TBD)			
ITLS 5210 Virtual Environment Development *(Odd years taught in the summer)*	*		*	TRC 4250 Careers in Professional Communications (CI)	*		MSLE 4560 Strategic Sales (Online)	*	*	*
ITLS 4410 Intro to eSports (F2F) 3 credit		*		JCOM 3110 Feature Writing (CI) (online in spring)	*	*	MSLE 2650 Adobe Graphic Design	*	*	
ITLS 4420 Developmental eSports (F2F) 2 credit	*		*	JCOM 3140 Opinion Writing	*	*	ITLS 4160 Measuring Learning Performance		*	
							MSLE 4532 Data-Driven Decision Making	*		
Product Development (not online)				**Product Development** Continued						
OPDD 1100 Introduction to Product Creation	*			TESY 1030 Material Processing Systems	*	*				
TESY 1200 Computer-Aided Drafting and Design	*	*	*	ITLS 4160 Measuring Learning Performance		*				
OPDD 2430 Digital Technologies for 3-D Design *TESY 1200 Prerequisite*	*	*		TEE 2030: Wood-Based Manufacturing Systems	*	*				

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.

- Admission - Other criteria considered includes prior work experience, aptitude for technology, and experience with multimedia.
- Acceptance - Acceptance into the HEDI program is competitive. Students are selected based on their GPA in combination with other indicators of achievement.
- After Admission - **Once admitted, students are required to obtain a minimum grade of C or better in all classes that are required for, or used as electives in, this major. Students are allowed a total of three course repeats. For classes with an ITLS prefix, students are required to have at least 3.0 cumulative GPA.**

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 Works**.