

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

Credits	Fall°	Spring°	Summer°
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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			

ITLS Core – minimum of 36 credits required (Courses offered only online)

ITLS	300 0	HEDI Program Orientation	1	X	X	X
AST E	305 0	Technical and Professional Communication Principles	3	X		
ITLS	311 0	Design Perspectives and Processes I	3	X		
ITLS	312 0	Design Perspectives and Processes II	3		X	
ITLS	313 0	Information Design for People-How People Learn	3		X	
ITLS	331 0	Information and Media Literacy	3	X		
ITLS	335 0	Introduction to Computational Thinking	3	X		
ITLS	411 0	Project and Product Management	3		X	
ITLS	413 0	Data Visualization	3	X		
ITLS	416 0	Measuring Learning and Performance	3		X	
ITLS	421 5	Video and Audio Design and Production I	3	X		
ITLS	423 0	Instructional Graphic Production I	3		X	
ITLS	426 5	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
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***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 3575 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 3560 Character and Level Design		
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 Works**.