

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 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) | | | | | | |
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ITLS Core – minimum of 37 credits required (Courses offered only online)

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|------|------|--|---|---|---|---|
| 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 | 4160 | Measuring Learning and Performance | 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 | | | |
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| Emphasis 2 (9 Credits) | | | | | | |
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Culminating Experience – minimum of 3 credits required

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| ITLS | 4940 or 4960 | Internship or Senior Capstone | 3 | X | X | X |
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***Emphases Areas** (additional course options available with prior faculty approval)

| Multimedia | Culturally Responsive Design | New Venture Management |
|--|---|--|
| ITLS 5205 Integrated Multimedia Productions | ANTH 1010 Cultural Anthropology (BSS) | ACCT 2010 Financial Accounting Principles |
| ITLS 5220 Video and Audio Design and Production II | ANTH 2010 People of the World (BSS) | ACCT 2020 Managerial Accounting Principles |
| ITLS 5240 Graphic Design and Production II | ANTH 3140 Anthropology of Sex and Gender | APEC 2010 Intro to Microeconomics |
| ITLS 5245 eLearning Authoring Tools | ANTH 3200 Perspectives on Race (CI) | MSLE 3800 Leadership |
| ITLS 5270 Digital Making and Learning (only F2F) | PSY 3510 Social Psychology | MSLE 3510 New Venture Creation |
| IS 5700 Advance Client-Side Web Application Development | PSY 4230 Psychology of Gender | MSLE 3530 New Venture Marketing |
| ITLS 5260 Mobile Design and Dev for Learning | PSY 4240 Multicultural Psychology | MSLE 3540 New Venture Finance |
| ITLS 5225 UX/UI | SW 2400 Social Work with Diverse Populations | MSLE 3580 New Venture Execution |
| ITLS 4250 Artificial Intelligence for Learning and Design | | MSLE 3550 Entrepreneur Leadership Series |
| | | |
| Game Studies | Technical Communication (check delivery) | Marketing continued |
| ITLS 3500 Introduction to Game studies | TCR 2100 Introduction to Technical Communication | MSLE 4536 Internet Marketing Analytics |
| ITLS 3530 Gaming, Technology, and Culture | TCR 2110 Digital Writing Technologies | MSLE 4560 Strategic Sales |
| ITLS 3560 Character and Level Design | TCR 3100 Workplace Research | MSLE 2650 Adobe Graphic Design |
| ITLS 3575 Special Topics in Game Studies | TCR 3210 Usability and Games User Research | |
| CS 5410 Game Development | TCR 4210 Visual Communication Design. * TCR 2110 Prerequisite | |
| ITLS 5210 Virtual Environment Development | TRC 4250 Careers in Professional Communications (CI) | |
| ITLS 4410 Intro to eSports | JCOM 3110 Feature Writing (CI) | |
| ITLS 4420 Developmental eSports | JCOM 3140 Opinion Writing | |
| ITLS 5260 Mobile Design and Dev for Learning | | |
| Product Development (not online) | Marketing | |
| OPDD 1100 Introduction to Product Creation | MSLE 3500 Fundamentals of Marketing (Take First) | |
| TESY 1200 Computer-Aided Drafting and Design | MSLE 4510 Consumer Behavior | |
| OPDD 2430 Digital Technologies for 3-D Design *TESY 1200 Prerequisite | MSLE 4590 Marketing Strategy | |
| TESY 1030 Material Processing Systems | MSLE 3855 Sustainability Marketing | |
| TEE 2030: Wood-Based Manufacturing Systems | MSLE 4532 Data-Driven Decision Making | |
| | MSLE 4535 Promotional Strategy | |

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**.