

Department of Instructional Technology & Learning Sciences

Human Experience Design & Interaction (HEDI)

Credits	Fall ^o	Spring ^o	Summer ^o
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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)						
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
ASTE ITLS	3050 or 4320	Technical and Professional Communication Principles (CI) or Writing for design	3	X	X X	X 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		X
ITLS	4230	Instructional Graphic Production I	3	X	X	X
ITLS	4265	Internet Development	3	X & F2F	X & F2F	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** (additional course options available with prior faculty approval)

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 3800 Leadership
ITLS 4270 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 4260 Mobile Design and Dev for Learning	PSY 4240 Multicultural Psychology	MSLE 3540 New Venture Finance
ITLS 4275 UX/UI	SW 2400 Social Work with Diverse Populations	MSLE 3580 New Venture Execution
Game Studies	Technical Communication (check delivery)	MSLE 3550 Entrepreneur Leadership Series
ITLS 3500 Introduction to Game studies	ENGL 3400 Professional Writing	MGT 3560 New Venture Planning
ITLS 3530 Gaming, Technology, and Culture	ENGL 3450 Methods & Research in Prof & Tech Com	APEC 2010 Intro to Microeconomics
ITLS 3560 Character and Level Design	ENGL 4400 Professional Editing	APEC 5015 Firm Management, Planning, and Opt
ITLS 3575 Special Topics in Game Studies	ENGL 4410 Document Design & Graphics	
CS 5410 Game Development	ENGL 5400 Technology and Activism	
ITLS 4210 Virtual Environment Development	ENGL 5410 Studies in Writing for Digital Media	
ITLS 4410 Intro to eSports	ENGL 5420 Project Management in Technical Comm	
ITLS 4420 Developmental eSports	JCOM 3110 Feature Writing	
ITLS 4260 Mobile Design and Dev for Learning	JCOM 3140 Opinion Writing	
Product Development (not online)	Marketing	
OPDD 1100 Introduction to Product Creation	MSLE 3500 Fundamentals of Marketing (Take First)	
OPDD 1050 Fundamentals of Design	MSLE 4510 Consumer Behavior	
OPDD 2430 Digital Technologies for 3-D Design	MSLE 4590 Marketing Strategy	
TEE Computer-Aided Drafting and Design	MSLE 4535 Promotional Strategy	
TEE 1030 Material Processing Systems	MSLE 4536 Marketing Analytics	
TEE 2030: Wood-Based Manufacturing Systems	MSLE 4550 Brand Management	

Program Requirements: The BS degree program requires a minimum of 121 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**.