Bachelor of Science (BS)
Program Planning Sheet

Utah State University
EMMA ECCLES JONES COLLEGE OF EDUCATION & HUMAN SERVICES
INSTRUCTIONAL TECHNOLOGY & LEARNING SCIENCES

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**)

			Credits	Fall°	Spring°	Summer°
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	4215	Video and Audio Design and Production I	3	X	X	X
ITLS	4230	Instructional Graphic Production I	3	X	X	X
ITLS	4265	Internet Development	3	X	X	X
ITLS	4320	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	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 (BSS)	ACCT 2010 Financial Accounting Principles
ITLS 4220 Video and Audio Design and Production II	ANTH 2010 People of the World (BSS)	ACCT 2020 Managerial Accounting Principles
ITLS 4240 Graphic Design and Production II	ANTH 3140 Anthropology of Sex and Gender	APEC 2010 Intro to Microeconomics
ITLS 4245 eLearning Authoring Tools	ANTH 3200 Perspectives on Race (CI)	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 4225 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
ITLS 4255 Designing Ethical Technology **web broadcast** (taught even years)		
Game Studies	**Technical Communication** (check delivery)	
ITLS 3500 Introduction to Game studies	TCR 2100 Introduction to Technical Communication	
ITLS 3530 Gaming, Technology, and Culture	TCR 2110 Digital Writing Technologies	
ITLS 3560 Character and Level Design	TCR 3100 Workplace Research	
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 4210 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 4260 Mobile Design and Dev for Learning		
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 **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**.