

Bachelor of Science (BS)

Program Planning Sheet

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	5215	Video and Audio Design and Production I	3	X	X	X
ITLS	5230	Instructional Graphic Production I	3	X	X	X
ITLS	5250	Artificial Intelligence for Learning and Design	3	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
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*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	*		*

