

PROGRAM REQUIREMENT WORKSHEET

BACHELOR OF DESIGN: INTERACTION DESIGN MAJOR, 120 CREDITS

Students beginning first year in 2024

- Currently enrolled students should consult their Program Evaluation through myEC for the most up-to-date information.
- Course Load: Maximum of 12 credits of studio courses per semester. Maximum of 18 credits overall per semester.
- If a course is indicated in a specific semester it may not be offered in another semester. i.e. MHIS 205 is only offered in Fall, MHIS 206 is only offered in Spring.
- Courses are either 3 or 6 credits as indicated by the bracketed number after the course.

FOUNDATION – 30 CREDITS		
FALL – 15 CREDITS		SPRING – 15 CREDITS
HUMN 100 Academic Core I (6) FNDT 108 Creative Processes (3) FNDT 165 Core Interdisciplinary Studio (6)		HUMN 101 Academic Core II (6) Foundation Studio Elective (3) FNDT 182 Core Studio in Interaction Design (6)*
Foundation deficiencies must be made up by the beginning of year 3.		
SECOND YEAR – 30 CREDITS		
FALL – 15 CREDITS		SPRING – 15 CREDITS
INTD 200 Core Studio in Interaction Design (6) DHIS 201 Design Culture II (3) INTD 217 UX Sketch, Prototype, Test I (3) Critical Studies Elective 200 level (3)		INTD 210 Core Studio in Interaction Design (6) SOCS 202 Ecological Perspective in Design (3) INTD 218 3D Modelling for Mixed Realities (3) INTD 219 Designing for Screens (3)
THIRD YEAR – 30 CREDITS		
FALL – 15 CREDITS	SPRING – 15 CREDITS	EITHER SEMESTER
INTD 300 Core Studio in Interaction Design (6) INTD 316 UX Sketch, Prototype, Test II (3) +6 credits from <i>Either Semester</i> column (3 credits studio and 3 credits critical studies)	INTD 310 Core Studio in Interaction Design (6) +9 credits from <i>Either Semester</i> column (3 credits studio and 6 credits critical studies)	Studio Courses: (6 credits total) Open Studio Elective 200/300 level (3)* Open Studio Elective 200/300 level (3)* Critical Studies Courses: (9 credits total) SOCS 309 Design Research (3) HUMN from 300 level (3) PROF 311 Professional Practice (3)
FOURTH YEAR – 30 CREDITS		
FALL – 15 CREDITS	SPRING – 15 CREDITS	EITHER SEMESTER
INTD 400 Core Studio in Interaction Design (6) +9 credits from <i>Either Semester</i> column (6 credits studio/open elective and 3 credits Critical Studies)	INTD 410 Core Studio in Interaction Design (6) +9 credits from <i>Either Semester</i> column (6 credits studio/open elective and 3 credits Critical Studies)	Studio Courses: (6 credits total) Open Studio Elective 200/300/400 level (3)* Open Studio Elective 200/300/400 level (3)* Critical Studies Courses: (6 credits total) One in the fall and one in the spring: DHIS 400 Design Futures (3) Critical Studies Elective 300/400 level (3) Studio or Critical Studies Courses: (6 credits total) Open Elective (3)* Open Elective (3)*

For Bachelor of Design Degree FNDT 161 Core Design Studio I (6) can be recognized as equivalent to FNDT 182 Core Studio in Interaction Design (6)

*Students may take Co-op or Internship in years 3 and 4, to a maximum of 9 credits.

*Critical Studies subject areas include: AHIS, DEST, DHIS, ENGL, HUMN, MHIS, SCIE, SOCS, PROF

*Studio subject areas include: 2DAN, 3DAN, ANIM, CCID, CGIA, COMD, CRAM, DESN, DEST, DRWG, FMSA, FNDT, FRMS, ILUS, INDD, INTD, MDIA, NMSA, PERF, PNTG, PHOT, PRAX, PRNT, SCLP, SOUN, VAST, WRTG