

**PROGRAM REQUIREMENT WORKSHEET**  
**BACHELOR OF DESIGN: INTERACTION DESIGN MAJOR, 120 CREDITS**

Students beginning first year in 2025

- 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) FNDDT 108 Creative Processes (3) FNDDT 165 Core Interdisciplinary Studio (6)		HUMN 101 Academic Core II (6) Foundation Studio Elective (3) FNDDT 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 216 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 215 Designing for Screens I (3) INTD 218 3D Modelling for Mixed Realities (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 Either Semester column (3 credits studio and 3 credits critical studies)	INTD 310 Core Studio in Interaction Design (6)  +9 credits from Either Semester column (3 credits studio and 6 credits critical studies)	<b>Studio Courses: (6 credits total)</b> Open Studio Elective 200/300 level (3)* Open Studio Elective 200/300 level (3)*  <b>Critical Studies Courses: (9 credits total)</b> 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 Either Semester column (6 credits studio/open elective and 3 credits Critical Studies)	INTD 410 Core Studio in Interaction Design (6)  +9 credits from Either Semester column (6 credits studio/open elective and 3 credits Critical Studies)	<b>Studio Courses: (6 credits total)</b> Open Studio Elective 200/300/400 level (3)* Open Studio Elective 200/300/400 level (3)*  <b>Critical Studies Courses: (6 credits total)</b> <b>One in the fall and one in the spring:</b> DHIS 400 Design Futures (3) Critical Studies Elective 300/400 level (3)  <b>Studio or Critical Studies Courses: (6 credits total)</b> Open Elective (3)* Open Elective (3)*

\*For Bachelor of Design Degree: FNDD 161 Core Design Studio I (6) can be recognized as equivalent to FNDD 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, PROF, SCIE, SOCS

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