The 4-year study plan below is for guidance only. Always review your individual check sheet for your degree requirements.
For full course descriptions, see the RMU Course Catalog.
For more information, contact: Professor Andrew Ames Lead-faculty in UX/UI Design at ames@rmu.edu
Dr. Heather Pinson, Department Head of Arts and Humanities at pinson@rrmu.edu

BACHELOR OF ARTS (B.A.) IN UX/UI DESIGN (120 CREDITS)
4-Year Guided Curriculum

FALL	Semester 1			YEAR 1 SPRING	Semester 2		
ARTM; and ARTM	1020; and 0102	2D Studio; and co-req 2D Studio Lab (0-credit lab)	3	ARTM; and ARTM	1022; and 0122	4D Studio; and co-req 4D Studio Lab (0-credit lab)	3
ARTM	1015	Digital Foundations	3	ARTM	2010	Idea Development, Writing and Storyboarding	3
CSEN; or CSEN	1010; or 1020	RMU core course 1: Reading & Writing Strategies; or Argument & Research (Honors section: CSHR2050)	3	ARTM	1880	Interactive Media, Culture, and the Future	3
PSYC	1010	RMU core course 2: General Psychology (Honors section: PSYC1015)	3	CSEN; or CSCM	1020; or 1030	RMU core course 4: Argument & Research (Honors section: CSHR1020); or Public Speaking & Persuasion (Honors section: CSHR1030)	3
HUMA	1010	RMU corer course 3: Humanities: Art and Music (Honors section: HUMA1015)	3	ENGL	____	RMU core course 5: Literature elective	3
FYSP	1000	First Year Studies Seminar	1				

FALL	Semester 3			YEAR 2 SPRING	Semester 4		
ARTM; and ARTM	1021; and 0121	3D Studio; and co-req 3D Studio Lab (0-credit lab)	3	ARTM; or ARTM	2230; or 2510	3D Computer Modeling; or Introduction to Product Design	3
ARTM	2220	Designing for New Media	3	ARTM; or INFS	2210; or 2150	Intro to Web Design; or Intro to Web Development	3
ENGR	2500	Human Factors Engineering	3	ARTM; or ARTM	2110; or 3410	Intro to Graphic Design, or Sound Design	3
CSCM; or CSCM	1030; or 2040	RMU core course 6: Public Speaking & Persuasion (Honors section: CSHR1030); or Prof Comm in Workplace (Honors section: CSHR2040)	3	CSCM; or CSCM	2040; or 2050	RMU core course 8: Professional Comm in Workplace (HNRS: CSHR2040); or Intercultural Communications (Honors section: CSHR2050)	3
____	____	RMU core course 7	3	____	____	RMU core course 9	3

FALL	Semester 5			YEAR 3 SPRING	Semester 6		
ARTM	2710	Game Design Studio 1	3	ARTM	3720	Game Design Studio 2	3
ARTM	2040	360-Degree Storytelling and Immersive Experience Design	3	____	____	Open elective 2	3
INFS; or INFS; or ENGL	2160; or 3240; or 3020	Visual C# Programming; or Python Program Language; or Creative Writing	3	INFS, or COMM	3115; 4015	Mobile App Development With iOS; or Transmedia Storytelling	3

PSYC; or PSYC; or PSYC	3250; or 3450; or 3600	Sensation & Perception; or Cognitive Psychology; or Social Psychology	3
____	____	Open elective 1	3

____	____	RMU core course 10	3
____	____	Open elective 3	3

FALL	Semester 7			YEAR 4	SPRING	Semester 8		
ARTM	4710	Experience Design Studio 1	3		ARTM; and ARTM	4720; and 0400	Experience Design Studio 2; and co-req Professional Practices Seminar (0-credit seminar)	3
INFS; or ENGL	4170; or 3500	Global, Social, Ethical Issues in Computing; or Study of Persuasion	3		____	____	RMU core course 12	3
ORGL; or ORGL	2000; or 1200	Leadership & Popular Culture; or Diversity/Multicultural In Organization	3		____	____	RMU core course 13	3
____	____	RMU core course 11	3		____	____	Open elective 4	3
ARTM	3710	Interactive Animation	3		____	____	Open elective 5	3

Minimum grade of "C" must be earned for courses in the major.   A cumulative GPA of 2.00 or higher is required for graduation.