 **School of Informatics, Humanities and Social Sciences**

**Department of Arts and Humanities**

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](https://sentry.rmu.edu/OnTheMove/findoutmore.open_page?ipage=701).

**For more information, contact: Professor Andrew Ames Lead-faculty in UX/UI Design at** [**ames@rmu.edu**](mailto: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; or  ARTM | 1020; and  0102; or  1012 | 2D Studio; and co-req  2D Studio Lab (0-credit lab); or Design Fundamentals | 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**

|  |  |  |  |  |  |  |  |  |
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| 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**

|  |  |  |  |  |  |  |  |  |
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| ARTM | 2040 | 360-Degree Storytelling and Immersive Experience Design | 3 |  | ARTM | 3710 | Interactive Animation | 3 |
| ARTM | 2710 | Game Design Studio 1 | 3 |  | ARTM | 3720 | Game Design Studio 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 |  | \_\_\_\_ | \_\_\_\_ | RMU core course 10 | 3 |
| \_\_\_\_ | \_\_\_\_ | Open elective 1 | 3 |  | \_\_\_\_ | \_\_\_\_ | Open elective 2 | 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 2100 | Leadership & Popular Culture; or Global Perspectives | 3 |  | \_\_\_\_ | \_\_\_\_ | RMU core course 13 | 3 |
| \_\_\_\_ | \_\_\_\_ | RMU core course 11 | 3 |  | \_\_\_\_ | \_\_\_\_ | Open elective 4 | 3 |
| \_\_\_\_ | \_\_\_\_ | Open elective 3 | 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.