



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](#).

For more information, contact: **Professor Andrew Ames** Lead-faculty in UX/UI at ames@rmu.edu

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BACHELOR OF ARTS (B.A.) IN USER EXPERIENCE AND USER INTERFACE DESIGN (UX/UI) (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		
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	3710	Interactive Animation	3	ARTM	2040	360-Degree Storytelling and Immersive Experience Design	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						

A cumulative GPA of 2.00 or higher is required for graduation.