



**BACHELOR OF ARTS IN
USER EXPERIENCE AND USER INTERFACE DESIGN (UX/UI) – 120 CREDITS**

The 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 at ames@rmu.edu

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RMU CORE COURSES - 39 CREDITS REQUIRED			
CSEN; or CSCM	1010; or 2050	Reading & Writing Strategies; or Intercultural Communications (Honors section: CSHR2050)	3
CSEN	1020	Argument & Research (Honors section: CSHR1020)	3
CSCM	1030	Public Speaking & Persuasion (Honors section: CSHR1030)	3
CSCM	2040	Professional Communication in Workplace (Honors section: CSHR2040)	3
ECON	1010	Survey of Economics (Honors section: 1015)	3
HUMA	1010	Humanities: Art and Music (Honors section: 1015)	3
INFS	1020	Fundamentals of Information Technology (Honors section: 1025)	3
MATH; or STAT	1050; or 2110	Math Reasoning/Applications: or Statistics	3
PSYC	1010	General Psychology	3
SOCI	1010; or 1020	Principles of Sociology: or Contemporary American Social Problems (Honors section: 1025)	3
HIST; or POLS	____; or ____	History Elective Choose from: 1100 (Honors section: 1105), 1200, 1500, 1600, 1700, or 1800; or Political Science Elective 1020	3
ENGL	____	Literature Elective Choose from 1040, 1050, 1060, 2030, 2040, 2055 (Honors section: 2065), or 2080	3
____	____	Natural Science Elective Choose from BIOL1040, BIOL1050, BIOL1060, BIOL1250, BIOL1320, CHEM1220, ENVS1140, ENVS1160, ENVS1170, GEOL1090 (HNRS: GEOL1095), GEOL1100, GEOL1130, PHYS1060, or SCIE1020	3
MAJOR - 48 CREDITS REQUIRED – Minimum grade of “C” must be earned for each course			
ARTM	1015	Digital Foundations	3
ARTM; or ARTM	1020; and 0102; or 1012	2D Studio; and co-req 2D Studio Lab (0-credit lab); or Design Fundamentals	3
ARTM	1021; and 0121	3D Studio; and co-req 3D Studio Lab (0-credit lab)	3
ARTM	1022; and 0122	4D Studio; and co-req 4D Studio Lab (0-credit lab)	3
ARTM	1880	Interactive Media, Culture, and the Future	3
ARTM	2010	Idea Development, Writing and Storyboarding	3
ARTM	2040	360-Degree Storytelling and Immersive Experience Design	3
ARTM	2110; or 3415	Introduction to Graphic Design; or Sound Design	3
ARTM; or INFS	2210; or 2150	Introduction to Web Design; or Introduction to Web Development	3
ARTM	2220	Designing for New Media	3
ARTM	2230; or 2510	3D Computer Modeling; or Introduction to Product Design	3
ARTM	2710	Game Design Studio 1	3
ARTM	3710	Interactive Animation	3
ARTM	3720	Game Design Studio 2	3
ARTM	4710	Experience Design Studio 1	3
ARTM	4720; and 0400	Experience Design Studio 2; and co-req Professional Practices Seminar (0-credit seminar)	3
CROSS-DISCIPLINARY COURSES – 18 CREDITS REQUIRED 0 Minimum grade of “C” must be earned for each course			
ENGR	2500	Human Factors Engineering	3
INFS ENGL	2160; or 3240; or 3020	Visual C# Programming; or Python Program Language; or Creative Writing	3
INFS; or COMM	3115; or 4015	Mobile App Development With iOS; or Transmedia Storytelling	3
PSYC; or PSYC; or PSYC	3250; or 3450; or 3600	Sensation and Perception; or Cognitive Psychology; or Social Psychology	3
INFS; or ENGL	4170; or 3500	Global, Social, Ethical Issues in Computing; or Study of Persuasion	3
ORGL	2000; or 2100	Leadership & Popular Culture; or Global Perspectives	3
OPEN ELECTIVES - 15 CREDITS REQUIRED			
____	____	Open elective 1 from RMU course catalogue	3
____	____	Open elective 2 from RMU course catalogue	3
____	____	Open elective 3 from RMU course catalogue	3
____	____	Open elective 4 from RMU course catalogue	3
____	____	Open elective 5 from RMU course catalogue	3