



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](mailto:ames@rmu.edu) or Dr. Edward Karshner, Department Head of English and Media Arts at [karshner@rmu.edu](mailto:karshner@rmu.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 & ARTM	1020; & 0102	2D Studio; and co-req 2D Studio Lab (0-credit lab)	3	ARTM & ARTM	1022; & 0122	4D Studio; and co-req 4D Studio Lab (0-credit lab)	3	ARTM	2010	Idea Development, Writing and Storyboarding	3
ARTM	1015	Digital Foundations	3	ARTM	1880	Interactive Media, Culture, and the Future	3	CSEN; or CSCM	1020; or 1030	RMU core course 4: Argument & Research or Public Speaking & persuasion	3
CSEN or CSEN	1010; or 1020	RMU core course 1: Reading & Writing; or Argument & Research	3	ENGL	_____	RMU core course 5: Literature elective	3	_____	_____	_____	_____
PSYC	1010	RMU core course 2: General Psychology	3	_____	_____	_____	_____	_____	_____	_____	_____
HUMA	1010	RMU corer course 3: Humanities: Art and Music	3	_____	_____	_____	_____	_____	_____	_____	_____
FALL			Semester 3		YEAR 2		SPRING		Semester 4		
ARTM; & ARTM	1021; & 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; or INFS	2210; or 2150	Intro to Web Design; or Intro to Web Development	3
ARTM	2220	Designing for New Media	3	ARTM; or ARTM	2110; or 3410	Intro to Graphic Design, or Sound Design	3	CSCM; or CSCM	2040; or 2050	RMU core course 8: Professional Comm in Workplace or Intercultural Communications	3
ENGR	2500	Human Factors Engineering	3	_____	_____	RMU core course 9	3	_____	_____	_____	_____
CSCM; or CSCM	1030; or 2040	RMU core course 6: Public Speaking; or Prof Comm in Workplace	3	_____	_____	_____	_____	_____	_____	_____	_____
_____	_____	RMU core course 7	3	_____	_____	_____	_____	_____	_____	_____	_____
FALL			Semester 5		YEAR 3		SPRING		Semester 6		
ARTM	2710	Game Design Studio 1	3	ARTM	3720	Game Design Studio 2	3	_____	_____	Open elective 2	3
ARTM	2040	360-Degree Storytelling and Immersive Experience Design	3	INFS; or INFS; or ENGL	2160; or 3240; or 3020	Visual C# Programming; or Python Program; or Creative Writing	3	_____	_____	RMU core course 10	3
INFS; or INFS; or ENGL	2160; or 3240; or 3020	Visual C# Programming; or Python Program; or Creative Writing	3	_____	_____	_____	_____	_____	_____	_____	_____
PSYC; or PSYC; or PSYC	3250; or 3450; or 3600	Sensation & Perception; or Cognitive Psychology; or Social Psychology	3	_____	_____	_____	_____	_____	_____	_____	_____
_____	_____	Open elective 1	3	_____	_____	_____	_____	_____	_____	Open elective 3	3
FALL			Semester 7		YEAR 4		SPRING		Semester 8		
ARTM	4710	Experience Design Studio 1	3	ARTM; & ARTM	4720 & 0400	Experience Design Studio 2; and co-req Professional Practices Seminar (0-credit)	3	_____	_____	RMU core course 12	3
INFS; or ENGL	4170 or 3500	Global, Social, Ethical Issues in Computing; or Study of Persuasion	3	_____	_____	_____	_____	_____	_____	_____	_____
ORGL; or ORGL	2000 or 1200	Leadership & Popular Culture; or Diversity In Organization	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.