



INTERACTION DESIGN BACHELOR OF SCIENCE

The Interaction Design Bachelor of Science degree program blends the fields of design, user experience (UX), and technology. The proliferation of innovations such as e-commerce, mobile apps, smartphones, medical devices, wearable technology, connected appliances, and self-driving cars is creating strong demand for a new breed of designer who understands the user and employs a user-centered approach. The success of a new product or service is the competitive, fast-paced world of high technology hinges upon the quality of the user's first experience with the product. Interaction Designers ensure that products and services are appealing, effective and intuitive for their users by designing and behavior, organization, and aesthetics of the system to create successful end-to-end experiences. This is a four-year program with the lower division Graphic Design courses providing students with the skills necessary to enter the upper division courses in this exciting field.

PROGRAMS OFFERED

- Interaction Design Bachelor Degree

BACHELOR OF SCIENCE DEGREE REQUIREMENTS

The Bachelor's degree involves satisfactory completion of a minimum of 120 semester units with a C average or higher including the required units below, fulfillment of the Global Citizenship requirement, and fulfillment of the CSUGE or IGETC general education patterns.

Catalog rights dictate that a student may satisfy the requirements of a degree or certificate by completing the general education and major requirements in effect at any time of their continuous enrollment. Continuous enrollment is defined as enrollment in consecutive Fall and Spring semesters until completion.

At least 50% of the major units must be completed at Santa Monica College. Department Chairs have the discretion to waive the 50% minimum units required at SMC to meet the major or area of emphasis.

Each major course must be completed with a grade of C or higher.

FRESHMAN/SOPHMORE PREPARATION

Students who complete the AS in Graphic Design with the User Experience Design Concentration at Santa Monica College, maintain a 2.8 GPA overall and 3.0 in Graphic Design classes, and have taken English 2 and transferable math (preferably Math 54) the semester prior to beginning the program are automatically qualified to apply for admission to the Bachelors of Science (BS) in Interaction Design program. The student is still required to complete the application including the portfolio to be considered.

ADMISSION

Admission decisions are made at the junior level

The SMC Graphic Design AS with the User Experience Design concentration provides excellent preparation for the program, but is not required for admission. The skills demonstrated in the portfolio are a more important factor in admissions decisions than the graphic design courses a student has taken. Some strong applicants have built their skills in the workplace and/or industry. SMC also welcomes applicants for transfer from other community college graphic design programs. The admissions committee will review all college or university transcripts and each student's portfolio.

Academic requirements for junior admission (*must be completed prior to beginning the upper division course work*):

- Completion of 60 CSU transferable units
- Completion of two college English composition courses (*SMC English 1 and 2 or 31*)
- Completion of a math class from the CSU or IGETC general education pattern (*prefer statistics-SMC Math 54*)
- Graphic Design 61, 62, 67, 75, 76 (*highly recommended*)
- Minimum 2.0 GPA

Additional preparation (*may be completed after admission to the program*):

- General Psychology (*SMC Psychology 1*)
 - Statistics (*SMC Math 54*) or Psychology 7 (*if college level math is already complete*)
 - SMC Media 4
 - An Art History class (*prefer SMC AHIS 3 or equivalent*)
 - Completion of CSUGE or IGETC/CSU pattern (*US History/American Government not required*)
- NOTE:** The required upper division General Education courses of the degree will satisfy the following GE area requirements: Critical Thinking, Oral Communication, and one of the required Social Science area courses in Psychology.

PORTFOLIO

The portfolio should be a curated body of work that demonstrates understanding and interest in design. The portfolio should be edited to highlight the best and most relevant design work. Specifically, submissions should demonstrate interest in web and mobile design, motion graphics, user experience and interaction design, along with understanding of the problem/concept, design process, and evaluation of the outcome and solutions.

Interaction Design candidates are required to provide three to five projects that incorporate the following:

Design Development

Sketches and other documentation that show the development of your ideas and your design process including your understanding of the user and user research.

Mockup and/or Prototype

Mockups or design comps, including a prototype of your final design concept if possible.

Project Description

A brief explanation of your project including your contribution to the project.

Additional information (*please be sure to follow the portfolio requirements as outlined here*):

<https://ixd.smc.edu/how-to-apply-to-smc-ixd>

Link to Slide room for portfolio submission: <https://smcixd.slideroom.com>

Santa Monica College is a participant in the California Community College Bachelor Degree Pilot Program. This program was created by the state legislature (*Senate Bill 850*) as a pilot program currently scheduled to expire in June of 2025. Students participating in the baccalaureate degree pilot program must complete their degrees by the end of the 2024-25 academic year.

APPLICATION DEADLINES

Fall Admission, deadline: March 1st of the same calendar year

Please visit our website: ixd.smc.edu Here you will find more information about our program including how to make a counseling appointment, how to attend upcoming information sessions, and how to apply.

INTERACTION DESIGN, BACHELOR OF SCIENCE DEGREE

Program Learning Outcomes: Upon completion of the program, students will demonstrate knowledge of Interaction Design/User Experience Design history, practices, methodologies, tools, and project-based processes in designing for the user. Graduates will utilize human-centered design principles, user-testing outcomes, and ethnographic research insights, and will employ critical thinking, sketching, and iterative processes to define, develop, conceptualize, and solve problems. They will design and prototype correct affordances, interaction paradigms, and patterns for a range of platforms including web, mobile, and tangible systems. They will also collaborate effectively with customers and clients, and in team projects, brainstorming sessions, and in-class critiques. They will exhibit proficient visual, verbal, and written communication skills, particularly presentation skills necessary in the design industry. Students are required to complete a total of 120 units of lower division and upper division courses for the bachelor's degree.

AREA OF EMPHASIS: (65 – 105 UNITS)

Lower Division Preparation for the IxD Major. (*These courses, or equivalent, are highly recommended but not required prior to enrollment in the IxD courses. SMC has several articulation agreements with other institutions for these courses. See: <https://www.smc.edu/student-support/academic-support/transfer-center/interaction-design-bs/interaction-design-transfer-agreements.php>*)

The following courses will prepare you to apply for the IxD B.S. and help you develop your portfolio:

DESIGN 11	Design Fundamentals (<i>formerly GR DES 31</i>)	3
DESIGN 12	Typography 1 (<i>formerly GR DES 33</i>)	3
DESIGN 13	Digital Design Tools (<i>formerly GR DES 18</i>)	3
DESIGN 23	User Experience Design 1 (<i>formerly GR DES 61</i>)	3
DESIGN 31	Interactive Advertising	3
DESIGN 32	Communication Design	3
DESIGN 33	User Experience Design 2 (<i>formerly GR DES 62</i>)	3
DESIGN 41	Industry Project	3
DESIGN 42	Information Design	3
DESIGN 43	Design Portfolio (<i>formerly GR DES 67</i>)	3

Required Lower Division Courses: (25 units)		
AHIS 3	Global Art History Since 1860	3
<u>or</u>		
AHIS	Any AHIS course satisfies requirement; AHIS 3 highly recommended	3

BUS 20	Principles of Marketing	3
<u>or</u>		
BUS 63	Principles of Entrepreneurship	3

CIS 54	Web Development and Scripting	3
<u>or</u>		
CS 7	Programming for Non-Computer Science Majors	3
<u>or</u>		
CS 87A	Python Programming	3

ENGL 1	Reading and Composition 1	3
ENGL 2	Critical Analysis and intermediate Composition	3
MATH 54	Elementary Statistics	4
MEDIA 4	Introduction to Game Studies (<i>may substitute with COM ST 16 only if taken prior to Fall 2016</i>)	3
PSYCH 1	General Psychology	3

MATH 54	Elementary Statistics	4
<u>or</u>		
PSYCH 7	Research Methods in Psychology	3
Upper Division Major Requirements: (31 units)		
IXD 310	Interaction Design Studio 1	3
IXD 330	Interaction Design Studio 2	3
IXD 350	Interactive Storytelling	3
IXD 360	Product Design	3
IXD 370	Design for Community Change	3
IXD 410	Project Management for Design	2
IXD 430	Interaction Design Studio 3	3
IXD 450	Interaction Design Portfolio	3
IXD 460	Tangible Interaction	3
IXD 470	Interaction Design Senior Studio	3
IXD 480	Design for the Future	3
Upper Division General Education: (9 units)		
COM ST 310	Organizational and Small Group Communication	3
ENGL 300	Advanced Writing and Critical Thinking in the Disciplines	3
PSYCH 320	Cognitive Psychology	3

Optional Internship or Independent Study:		
DESIGN 90A	Graphic Design Internship	1
DESIGN 90B	Graphic Design Internship	2
DESIGN 90C	Graphic Design Internship	3
IXD 481	Independent Studies in Interaction Design	1
IXD 482	Independent Studies in Interaction Design	2
IXD 483	Independent Studies in Interaction Design	3