

Program

Interaction Design Bachelor of Science

About The Program

The Interaction Design Bachelor of Science degree program blends the fields of design, user experience (UX), and technology. Interaction Designers ensure that products are appealing, effective and intuitive for their users. They create the experiences we have every day with smart objects, devices, and the web. There is strong demand for more UX/interaction designers in today's high technology industries. The Interaction Design degree is a four-year program, the first two years of which are comprised of the existing Graphic Design Associate degree, and will provide students with the skills necessary to enter this exciting field.

Automatic Qualification

Students who complete the A.S. 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) by the end of spring semester, are automatically qualified for the baccalaureate program in Interaction Design. These students will be admitted to the B.S. IxD program pending program capacity.

MAJOR PREPARATION (Year 1 + 2)

Proposed Sequence of Graphic Design Courses

ASSOCIATE OF SCIENCE, GRAPHIC DESIGN* (USER EXPERIENCE DESIGN CONCENTRATION) 60 UNITS

Advisory: (not required)

GR DES 18, Introduction to Graphic Design Applications (3)

1

Semester 1: (16 units)

GR DES 31, Graphic Design Studio 1 (2)

GR DES 33, Typography Design 1 (2)

GR DES 35, Sketching for Graphic Design (2)

GR DES 64, Digital Imaging for Design (3) **OR**

ET 37, Digital Imaging for Design (3)

ENGL 1, Reading and Composition 1 (3)

General Ed, Science with lab (4)

2

Semester 2: (16 units)

GR DES 60, Design Research (2)
GR DES 61, User Experience Design 1 (3)
GR DES 65, Web Design 1 (2)
GR DES 75, Mobile Design 1 (3)
PSYCH 1, General Psychology (3)
AHIS, Art History (3) (*AHIS 3, Recommended*)

3

Semester 3: (16 units)

GR DES 41, Graphic Design Studio 2 (2)
GR DES 43, Typography Design 2 (2)
GR DES 66, Web Design 2 (3)
GR DES 76, Mobile Design 2 (3)
ENGL 2, Critical Analysis and Intermediate Composition (3)
General Ed (3)

4

Semester 4: (15 units)

GR DES 50, Portfolio + Professional Practices (2)
GR DES 71, Motion Graphics 1 (3)
GR DES 62, User Experience Design 2 (3)
GR DES 67, Web Design 3 (3)
MATH 54, Elementary Statistics (4)

DEGREE REQUIREMENTS (Year 3 + 4)

Proposed Sequence of Upper Division and Baccalaureate General Education Courses

BACHELOR OF SCIENCE, INTERACTION DESIGN
60 units

1

Semester 1: (15 units)

IXD 310, Interaction Design Studio 1 (3)
IXD 350, Interactive Storytelling (3)
CIS 54, Web Development and Scripting 1 (3)
COM ST 16, Fundamentals of Small Group Discussion (3)
General Ed (3)

2

Semester 2: (15 units)

IXD 330, Interaction Design Studio 2 (3)
IXD 360, Product Design (3)

BUS 20, Principles of Marketing (3) **OR**
BUS 63, Principles of Entrepreneurship (3)
ENGL 300, Advanced Writing (3)
General Ed (3)

3

Semester 3: (17 units)

IXD 370, Design for Community Change (3)
IXD 430, Interaction Design Studio 3 (3)
IXD 460, Tangible Interaction (3)
IXD 410, Project Management for Design (2)
PSYCH 320, Cognitive Psychology (3)
General Ed (3)

4

Semester 4: (13 units)

IXD 450, Interaction Design Portfolio (2)
IXD 470, Interaction Design Senior Studio (3)
IXD 490, Interaction Design Internship (1-3)
General Ed (5-7)

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