

USER EXPERIENCE AND INTERACTION DESIGN - ASSOCIATE IN SCIENCE

The Associate in Science in User Experience and Interaction Design Program approaches UX and other forms of product design through a human-centered approach, placing users and their needs as the focus of the work. This includes everything from creating effective and enjoyable user experiences to ethical and safe interactions between the user research and the product. The course begins with the foundational concepts of good design: human-computer interaction, usability, user experience, and user research.

Students will conduct user research to gain insights into real users; their backgrounds, goals, and behaviors. Customer insights will be used to develop scenarios and storyboards to formulate early visuals of the design concept. Students will have the opportunity to use leading software tools to bring the design concept to fruition, gaining applied design skills in real-world UX, UI, and product design. At the completion of the degree, students will have a UX Portfolio consisting of real-world designs, and course units that may transfer to a four-year program.

- Demonstrate principles of visual design, perception, and cognition that inform effective interaction design.
- Analyze the usage of prototypes to receive feedback from other stakeholders like teammates, clients, and users.
- Describe the principles of User Experience research which includes conducting interviews, evaluating, and analyzing systems.
- Demonstrate the User Experience Process through personalized projects based on user research and qualitative analysis.
- Apply User Experience fundamentals by researching user needs, testing prototypes, and designing concepts.
- Describe the critical design thinking skills needed to either improve an existing product or design a new product.

Major Requirements

Course	Title	Credits
Compete 8 of the following:		
ART 012	Two-Dimensional Design	3
ART 024	Beginning Drawing	3
DMA 001	Introduction to Digital Media Arts	3
DMA 003	Introduction to Typography	3
DMA 004	Fundamentals of Web Design	3
DMA 011	Design Thinking and Storytelling	3
DMA 012	Principles of User Experience	3
DMA 013	Interaction Design and Prototyping	3

Major Electives

Course	Title	Credits
Complete 4 of the following:		
PHOTO 022	Beginning Darkroom Photography	3
PHOTO 079	Beginning Digital Photography	3
ART 013	Three Dimensional Design	3
ART 014	Color Theory	3
ART 055A	Life Drawing I	3

DMA 002	Introduction to Graphic Design	3
DMA 005	Motion Graphics I	3
DMA 007	Digital Video Production	3
DMA 022	Animation for Web and Media	3
CIS 047	Introduction to Web Development	3
Major Requirements		
General Education Requirements		24
Physical Activity		1
Total Units		61