

User Experience Design and Psychology Double Major



This represents a suggested 4-year progression to double-major in User Experience Design and Psychology. The plan is based on degree requirements effective Fall 2024. It is acceptable to take courses in different semesters (if offered) as long as course prerequisites are met. The combination of Psychology and User Experience provides students with the knowledge and tools to more fully understand human behavior, iterative practices, and digital skills to enhance people's lives.

- Graduation requires successful completion of 120 semester hours, with 40 hours at the junior/senior level.
- There are a total 53 required semester hours within the User Experience Design (UXD) major.
- A grade of C or better is required in every UXD major course with a minimum 2.50 GPA (cumulative).
- Bradley Core Curriculum (BCC) courses are 36 hours, specified by the University, and may be taken at any time.

First Semester - 15 hours

IM 150 - Fundamentals of Interactive Design (3)
IM 161 - Intro to Web Design (3)
IM 226 - Interactive Media Practicum I (1)
PSY 101 - Principles of Psychology (SB) (3)
BCC W1 [ENG 101] (3)
EHS 120 - Freshman Orientation PSY version (1)
CFA 100 - Intellectual and Cultural Events (1)

Third Semester - 16 hours

IM 226 - Interactive Media Practicum I (1)
IM 260 - User Experience Design (3)
IM 261 - User Research & Usability (WI) (3)
PSY 206 - Research Methods (WI) (4)
PSY elective (3)
BCC FA (3)

Fifth Semester - 16 hours

IM 360 - Advanced Interaction Design (3)
IM 426 - Interactive Media Practicum II (1)
PSY 320 - Human Factors or PSY elective (3)
PSY Cat A or Cat B (3)
BCC [GP, HU, SB, QR] (3)

Seventh Semester - 13 hours

IM 426 - Interactive Media Practicum II (1)
IM 460 - User Experience Design Capstone I (EL) (3)
PSY elective (3)
BCC [GP, HU, SB, QR] (3)
BCC W2 (3)

Second Semester - 16 hours

IM 226 - Interactive Media Practicum I (1)
ART 205 - Typographic Design (3)
PSY 201 - Brain & Behavior (NS) (3)
PSY 205 - Quantitative Methods (3)
BCC OC [COM 103] (3)
BCC HU (3)

Fourth Semester - 16 hours

IM 226 - Interactive Media Practicum I (1)
IM 361 - Advanced User Experience Design (3)
UX History & Theory Requirement (3)
PSY 354 Social Psychology (or PSY Cat A) (3)
BCC QR (3)
BCC MI (3)

Sixth Semester - 16 hours

IM 363 - Topics in User Experience (3)
IM 366 - Advanced Web Design (3)
IM 426 - Interactive Media Practicum II (3)
PSY 366 - Sensation & Percep, Cog Psych (or PSY Cat B) (3)
PSY 439- (UX History & Theory Req; PSY 400-level req, WI) (3)

Eighth Semester - 13 hours

IM 426 - Interactive Media Practicum II (0)
IM 461 - User Experience Design Capstone II (EL) (6)
BCC GP (3)
UX History & Theory Requirement

UX History & Theory Requirements (6 hours total) - Choose any two courses from the following

CFA 250 - Film History (3)
CFA 320 - Film Theory & Criticism (3) CIS
300 - Computers & Society (3)
COM 101 - Survey of Communications (3)
COM 300 - Communication Theory (3)
COM 386 - Media Race & Gender (3)
COM 393 - Small Group Communication (3)
IM 243 - History of Animation (3)

IM 355 - New Media Theory (3)
IM 380 - Critical Game Studies (3)
IM 450 - Critical Issues Interactive Media (3)
PSY 439- History of Psychology (WI) (3)
IM 191 - Comics Appreciation (3)
HIS 352 - Introduction to Digital Humanities (3)

KEY: UX: Blue PSY: Orange

Note: Students requiring more than eight semesters should contact Financial Assistance.