BACHELOR OF ARTS WITH A MAJOR IN INTERACTION DESIGN

The field of interaction design shapes how we use and engage with technology, how we access information, and how we experience designed systems and products. It draws from a wide range of disciplines that deal with aesthetics, behavior, social impact, and technological innovation. GW’s bachelor of arts (BA) in interaction design program educates students to undertake user-oriented research, digital product design, and prototyping of digital and physical interactive experiences. The program emphasizes ethical design processes within the many ways that interaction designers shape the everyday behaviors of objects and services. This approach is an arts and design model for technology and systems development that benefits people and considers the long-term impacts of design decisions. The BA in interaction design is for students who wish to contextualize their design study within a broader liberal arts education. Graduates are prepared for careers in UI/UX design, user research, communications design, design management, or for further study in arts and design or related fields from which its methodologies emerge.

Visit the program website (https://corcoran.gwu.edu/undergraduate-interaction-design/) for additional information.

REQUIREMENTS

The following requirements must be fulfilled:

The general requirements stated under Columbian College of Arts and Sciences, Undergraduate Programs (http://bulletin.gwu.edu/arts-sciences/#degreeregulationstext).

45 credits in courses for the major. No course may be counted toward more than one major requirement.

Completion of a minor or second major program.

<table>
<thead>
<tr>
<th>Code</th>
<th>Title</th>
<th>Credits</th>
</tr>
</thead>
<tbody>
<tr>
<td></td>
<td><strong>Major requirements</strong></td>
<td></td>
</tr>
<tr>
<td></td>
<td>Fundamentals (9 credits)</td>
<td></td>
</tr>
<tr>
<td>CFN 1093</td>
<td>First-Year Studio 4: Interaction</td>
<td></td>
</tr>
<tr>
<td>CGD 1090</td>
<td>Design Fundamentals I</td>
<td></td>
</tr>
<tr>
<td>CGD 1091</td>
<td>Design Fundamentals II</td>
<td></td>
</tr>
<tr>
<td></td>
<td>Programming and development (9 credits)</td>
<td></td>
</tr>
<tr>
<td>CIXD 2111</td>
<td>Creative Code</td>
<td></td>
</tr>
<tr>
<td>CIXD 3091</td>
<td>Prototyping and Fabrication for Interaction</td>
<td></td>
</tr>
</tbody>
</table>

and one course selected from the following:

CIXD 3112  Data Visualization and Sonification
CGD 3020  Web Design
CSCI 1011  Introduction to Programming with Java
CSCI 1012  Introduction to Programming with Python
CSCI 1111  Introduction to Software Development

History and theory of design and technology (6 credits)

CIXD 2091  Systems Thinking and Human-Centered Design
CIXD 3085  Design Futures

User experience and design research (9 credits)

CIXD 2090  Narrative Media and Design Research
CIXD 2015  User Interface and Digital Product Design
CIXD 4193  Design Leadership and Professional Practice

**Electives**

9 credits in elective courses, to include the following:

Major electives—any two CIXD or CGD courses (6 credits).

Studio elective—any one CGD, CIXD, CORX, or CSA studio course (3 credits).

**Capstone**

(3 credits)

The capstone requirement may be fulfilled with one of the following three options. If a student chooses to pursue the thesis option and completes both CIXD 4090 and CIXD 4091, then CIXD 4091 may be counted as either a major or studio elective course.

CIXD 3910  Collaborative Design Project
or CIXD 3820  Engagement Lab

Or completion of a thesis (with the permission of the advisor):

CIXD 4090  Interaction Design Thesis I
CIXD 4091  Interaction Design Thesis II

**Required minor or second major program**
In addition to requirements for the major, students must successfully complete a minor or second major program. Students should consult the advisor concerning this requirement.