The bachelor of fine arts (BFA) program in interaction design prepares students to work in an interdisciplinary field that uses human-centered collaborative processes to create meaningful, usable, and desirable design solutions that tackle the problems related to human interaction with systems and protocols in technology development, bureaucracy, products, and community. Moving beyond screen interfaces, the interaction design program is intended to be an incubator for design-based problem solving and the creation of interactive spaces, products, systems, and services. Students complete the core program in interaction design BFA sequence and supplement that study with an area of emphasis in a related field. This is accomplished by completing a minor course of at least 18 credits, as outlined by the department of the supporting discipline.

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/#degreeregulationtext).

69 credits in major-specific coursework. No course may be counted toward more than one major requirement.

Completion of a minor program (typically 18 credits) or two micro-minors (18 credits).

<table>
<thead>
<tr>
<th>Code</th>
<th>Title</th>
<th>Credits</th>
</tr>
</thead>
<tbody>
<tr>
<td>CAH 1090</td>
<td>Art History I: Art Now, Contemporary Perspectives in the Visual Arts</td>
<td></td>
</tr>
<tr>
<td>CAH 1091</td>
<td>Art History II: Historical Perspectives in the Visual Arts</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>CFN 1090</td>
<td>First-Year Studio 1: Drawing and Surface</td>
<td></td>
</tr>
<tr>
<td>CFN 1091</td>
<td>First-Year Studio 2: Form and Materials</td>
<td></td>
</tr>
<tr>
<td>CFN 1092</td>
<td>First Year Studio 3: Time and Light</td>
<td></td>
</tr>
<tr>
<td>CFN 1093</td>
<td>First-Year Studio 4: Interaction</td>
<td></td>
</tr>
</tbody>
</table>

**Programming and development (9 credits)**

- CIXD 2111 Creative Code
- CIXD 3091 Prototyping and Fabrication for Interaction

and one course selected from the following:

- CIXD 3112 Data Visualization and Sonification
- CGD 3020 Web Design
- CSCI 1012 Introduction to Programming with Python

**User experience and design research (12 credits)**

- CIXD 2015 User Interface and Digital Product Design
- CIXD 2090 Narrative Media and Design Research
- CIXD 3820 Engagement Lab (taken for 6 credits)

**History and theory of design and technology (6 credits)**

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

**Capstone**

(9 credits)

- CIXD 4090 Interaction Design Thesis I
- CIXD 4091 Interaction Design Thesis II
- CIXD 4193 Design Leadership and Professional Practice

**Electives**

9 credits in elective courses, to include the following:

- Major electives—Any two CGD or CIXD courses (6 credits)

- Studio elective—Any one CGD, CIXD, CORX, or CSA course (3 credits)

**Required minor or two micro-minor programs**

In addition to requirements for the major, students must successfully complete either a minor or two micro-minors of their choosing. Students should consult the advisor concerning this requirement.