# Bachelor of Science (BS)
## Program Planning Sheet

## Department of Instructional Technology & Learning Sciences
### Human Experience Design & Interaction (HEDI)

<table>
<thead>
<tr>
<th>Credits</th>
<th>Fall</th>
<th>Spring</th>
<th>Summer</th>
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## University Studies & General Education Requirements (30-34 credits)

### Communications Literacy (CL1 and CL2) (6 credits)

| ENGL | 1010 | Introduction to Writing: Academic Prose (CL1) | 3 | X | X | X |
| ENGL | 2010 | Intermediate Writing: Research Writing in a Persuasive Mode (CL2) | 3 | X | X | X |

### Quantitative Literacy (QL) (3 credits)

| STAT | 1040 | Introduction to Statistics (QL) | 3 | X | X | X |

### Breadth Requirements (21 credits) For specific courses, see University General Catalog

- Breadth American Institutions (BAI) | 3 | X | X | X |
- Breadth Creative Arts (BCA) | 3 | X | X | X |
- Breadth Humanities (BHU) | 3 | X | X | X |
- Breadth Life Sciences (BLS) | 3 | X | X | X |
- Breadth Physical Sciences (BPS) | 3 | X | X | X |
- Breadth Social Sciences (BSS) | 3 | X | X | X |
- Integrated Studies Requirement (Choose one additional QL, BAI, BCA, BHU, BLS, BPS, BSS, CI, QI, DHA, DSC, or DSS) | 3 | X | X | X |

### Depth Requirements (10+ Credits) For specific courses, see University General Catalog

- Communications Intensive (CI) | X | X | X |
- Communications Intensive (CI) | X | X | X |
- Quantitative Intensive (QI) | X | X | X |
- DHA | X | X | X |
- DSC | X | X | X |

### General Electives (15+ credits)

| 3 |
| 3 |
| 3 |
| 3 |

### ITLS Core – minimum of 36 credits required (Courses offered only online)

| ASTE | 3050 | Technical and Professional Communication Principles | 3 | X |
| ITLS | 3110 | Design Perspectives and Processes I | 3 | X |
| ITLS | 3120 | Design Perspectives and Processes II | 3 | X |
| ITLS | 3130 | Information Design for People-How People Learn | 3 | X |
| ITLS | 3140 | Information and Media Literacy | 3 | X |
| ITLS | 3150 | Introduction to Computational Thinking | 3 | X |
| ITLS | 4110 | Project and Product Management | 3 | X |
| ITLS | 4130 | Data Visualization | 3 | X |
| ITLS | 4160 | Measuring Learning and Performance | 3 | X |
| ITLS | 4210 | Video and Audio Design and Production I | 3 | X |
| ITLS | 4230 | Instructional Graphic Production I | 3 | X |
| ITLS | 4265 | Internet Development | 3 | X |
Required Emphases (Choose 2*) minimum of 21 credits required

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<tr>
<th>Emphasis 1 (12 Credits)</th>
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<th>Fall</th>
<th>Spring</th>
<th>Summer</th>
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<tr>
<th>Emphasis 2 (9 Credits)</th>
<th>Credits</th>
<th>Fall</th>
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Culminating Experience – minimum of 3 credits required

| ITLS | 4490 or 4960 | Internship or Senior Capstone | 3 | X | X | X |

*Emphases Areas*

**Multimedia**
- ITLS 4205 Comp Apps - Tools for Learning
- ITLS 4220 Video and Audio Design and Production II
- ITLS 4240 Graphic Design and Production II
- ITLS 4245 eLearning Authoring Tools
- ITLS 4270 Digital Making and Learning
- MIS 5700 Multimedia Prod in Instruction & Training
- ITLS 4260 Mobile Design and Dev for Learning

**Culturally Responsive Design**
- ANTH 1010 Cultural Anthropology
- ANTH 2010 People of the World
- ANTH 3140 Anthropology of Sex and Gender
- ANTH 3200 Perspectives on Race
- PSY 3510 Social Psychology
- PSY 4230 Psychology of Gender
- PSY 4240 Multicultural Psychology
- PSY 4240 Social Work with Diverse Populations

**New Venture Management**
- MIS 5700 Internet Management & Electronic Comm
- ACCT 2010 Financial Accounting Principles
- ACCT 2020 Managerial Accounting Principles
- MSLE 3000 Entrepreneurship: Starting Own Business
- MSLE 3510 New Venture Fundamentals
- MSLE 3520 New Venture Management
- MSLE 3530 New Venture Marketing
- MSLE 3540 New Venture Financing
- MSLE 3550 Entrepreneur Leadership Series

**Game Studies**
- ITLS 3500 Introduction to Game studies
- ITLS 4210 Virtual Environment Development
- ITLS 3575 Special Topics in Game Studies
- OPDD 3030 Design Thinking, Methods, and Materials
- OPDD 3760 Outdoor Prod Design & Develop Studio I
- OPDD 4420 Digital Design Tech for Outdoor Products
- OPDD 4430 Digital Design Technologies II
- ITLS 4260 Mobile Design and Dev for Learning

**Technical Communication**
- ENGL 3400 Professional Writing
- ENGL 3450 Methods & Research in Prof & Tech Comm
- ENGL 4400 Professional Editing
- ENGL 4410 Document Design & Graphics
- ENGL 5400 Social Justice in Technical Communication
- ENGL 5410 Studies in Writing for Digital Media
- ENGL 5420 Project Management in Technical Comm

**Product Development**
- MSLE 4530 Marketing Research
- MSLE 4590 Marketing Strategy
- MSLE 4420 Brand Identity Design
- APEC 5010 Firm Marketing and Price Analysis

**Marketing**
- OPDD 3530 Gaming, Technology, and Culture
- ITLS 4410 Intro to eSports
- ITLS 4420 Developmental eSports
- OPDD 5270 Digital Making and Learning

Program Requirements: The BS degree program requires a minimum of 120 earned credit hours. The 4-yr plan in the University General Catalog shows a recommended order of study for completion. A minimum GPA of 2.0 is required for admission and graduation.

Degree Works
Students are encouraged to use Degree Works to plan and keep track of progress. Login to Banner [banner.usu.edu] using the USU A# & password. Click on Student. Click on Student Records. Click on Degree Works.