

Department of Instructional Technology & Learning Sciences

Human Experience Design & Interaction (HEDI)

Credits	Fall°	Spring°	Summer°
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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
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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			
			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	3310	Information and Media Literacy	3	X		
ITLS	3350	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	4215	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			Credits	Fall	Spring	Summer
Emphasis 1 (12 Credits)						
			3			
			3			
			3			
			3			
Emphasis 2 (9 Credits)						
			3			
			3			
			3			

Culminating Experience – minimum of 3 credits required

ITLS	4490 or 4960	Internship or Senior Capstone	3	X	X	X
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***Emphases Areas**

Multimedia	Culturally Responsive Design	New Venture Management
ITLS 5205 Computer App for Instruction and Training	ANTH 1010 Cultural Anthropology	MIS 5700 Internet Management & Electronic Comm
ITLS 5220 Digital Video Capture and Production II	ANTH 2010 People of the World	ACCT 2010 Financial Accounting Principles
ITLS 5240 Instructional Graphics Production II	ANTH 3140 Anthropology of Sex and Gender	ACCT 2020 Managerial Accounting Principles
ITLS 5245 Interactive Multimedia Production	ANTH 3200 Perspectives on Race	MSLE 3000 Entrepreneurship: Starting Own Business
ITLS 5270 Digital Making and Learning	PSY 3510 Social Psychology	MSLE 3510 New Venture Fundamentals
MIS 5700 Multimedia Prod in Instruction & Training	PSY 4230 Psychology of Gender	MSLE 3520 New Venture Management
ITLS 5260 Web and Mobile Development	PSY 4240 Multicultural Psychology	MSLE 3530 New Venture Marketing
	SW 2400 Social Work with Diverse Populations	MSLE 3540 New Venture Financing
Game Studies	Technical Communication	MSLE 3550 Entrepreneur Leadership Series
TLS 4310 Introduction to Game Development	ENGL 3400 Professional Writing	MGT 3560 New Venture Planning
ITLS 4320 Unity for Game Production	ENGL 3450 Methods & Research in Prof & Tech Comm	APEC 2010 Intro to Microeconomics
ITLS 4330 Game Design	ENGL 4400 Professional Editing	APEC 5015 Firm Management, Planning, and Opt
CS 5410 Game Development	ENGL 4410 Document Design & Graphics	
ITLS 4350 Diversity in Gaming	ENGL 5400 Social Justice in Technical Communication	
ITLS 4410 Intro to eSports	ENGL 5410 Studies in Writing for Digital Media	
ITLS 4420 Developmental eSports	ENGL 5420 Project Management in Technical Comm	
ITLS 5260 Web and Mobile Development		
Product Development	Marketing	
OPDD 3030 Design Thinking, Methods, and Materials	MSLE 4530 Marketing Research	
OPDD 3760 Outdoor Prod Design & Develop Studio I	MSLE 4590 Marketing Strategy	
OPDD 4420 Digital Design Tech for Outdoor Products	MSLE 4420 Brand Identity Design	
OPDD 4430 Digital Design Technologies II	APEC 5010 Firm Marketing and Price Analysis	
ITLS 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.

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**.