

INTERACTION DESIGN MINOR

The Interaction Design minor offers students a strong foundation in: Interaction Design, Front-end Web Development, and User Experience (UX) design. Students create real-world projects that may include: dynamic websites, mobile applications, augmented or virtual reality experiences, interactive data visualizations, integrate Internet of Things (IoT) devices, and explore emerging technologies.

Students learn current design and code patterns for HTML, CSS, and JavaScript and use modern tools and processes. They also apply UX practices to better understand user behaviors, needs, and goals and create intuitive interfaces and enjoyable experiences for digital products and services.

Students create a portfolio showcasing their ability to bridge design and engineering - from high-fidelity prototypes and interaction designs to production-ready code and design systems. This hands-on experience prepares them for in-demand roles such as Design Engineer, UI Engineer, and Design Technologist, requiring creative and technical expertise.

Note: to receive the minor, students must successfully complete each of the required courses.

Grade Requirements: students must earn a GPA ≥ 2.5 in minor coursework.

Required Courses

DESN 216	DIGITAL FOUNDATIONS	5
DESN 338	USER EXPERIENCE DESIGN 1	5
DESN 348	USER EXPERIENCE DESIGN 2	5
DESN 368	CODE + DESIGN 1	5
DESN 378	CODE + DESIGN 2	5
DESN 458	USER EXPERIENCE DESIGN 3	5
DESN 468	CODE + DESIGN 3	5
Total Credits		35

Students who earn an Interaction Design Minor from EWU should be able to:

- apply foundational web design and development principles—creating responsive, front-end web applications using HTML, CSS, JavaScript, and modern web technologies;
- design user-centered digital experiences—conducting user research, testing, and refining prototypes to ensure intuitive and accessible interfaces;
- solve real-world design challenges—utilizing design thinking and problem-solving techniques to create innovative, practical solutions for web and user experience design;
- collaborate and communicate effectively—working with diverse teams to address design problems and present their work through professional portfolios and UX presentations.