

# USER EXPERIENCE DESIGN MINOR

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A minor in User Experience (UX) Design provides students and working professionals a multidisciplinary approach to UX design in a digital environment. Students learn techniques for composing well-crafted and intentional interactions between users and products or technology. The UX minor provides an applied understanding of the concepts, practical knowledge, and skills necessary for understanding User Centered Design (UCD) and developing experiences and artifacts for people. Students design real-world projects that incorporate research, experimentation, and play.

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

**Grade Requirements:** students must earn a GPA  $\geq 2.5$  in minor coursework.

## Required Courses

DESN 338	USER EXPERIENCE DESIGN 1	5
DESN 348	USER EXPERIENCE DESIGN 2	5
DESN 458	USER EXPERIENCE DESIGN 3	5
<b>Total Credits</b>		<b>15</b>

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

- apply basic design principles and processes—constructing narratives and scenarios for the sequencing of the design process and describing the user experience;
- effectively use technology—assessing skills to learn technology and recognizing that technological change is constant;
- research, reflect, and discuss design problems—selecting methods such as using databases, asking questions, observing users and developing prototypes, brainstorming, offline research skills, interviewing, and combining multiple sources;
- understand people and place—collaborate with others to design experiences and/or artifacts for people and the (built and natural) environment.