

# User Experience Design MAJOR

Department: Interactive Media (<https://catalog.bradley.edu/undergraduate/communications-fine-arts/interactive-media/>)

## Major Requirements (total 53 hours)

Code	Title	Hours
Required Courses		
I M 150	Fundamentals of Interactive Design	3.0
I M 161	Intro to Web Design	3.0
I M 226	Interactive Media Practicum I	0.0-1.0
I M 260	User Interface Design & Development	3.0
I M 261	User Research & Usability	3.0
I M 360	Advanced Interaction Design	3.0
I M 361	Advanced User Experience Design	3.0
I M 363	Topics in User Experience	3.0
I M 366	Advanced Web Design	3.0
I M 426	Interactive Media Practicum II	0.0-1.0
I M 460	User Experience Design Capstone 1	3.0
I M 461	User Experience Design Capstone 2	6.0
ART 205	Typographic Design	3.0
PSY 101	Principles of Psychology	3.0
History and Theory Requirements (choose two):		6.0
I M 191	Comics Appreciation	
I M 243	History of Animation	
I M 344	Environmental Storytelling	
I M 355	Interactive Media Theories, Concepts, and Practices	
I M 380	Critical Game Studies	
I M 450	Critical Issues in Interactive Media	
CFA 250	Film History	
CFA 320	Film Theory and Criticism	
CIS 300	Computers and Society	
COM 101	Survey of Communication	
COM 300	Communication Theory	
COM 386	Media, Race, & Gender	
COM 393	Small Group Communication	
HIS 352	Introduction to Digital Humanities	
Total Hours		45-47

Students must earn a C or better in each required course for graduation as an User Experience Design major. Students must also have a 2.50 GPA (cumulative) in all required courses.

## User Experience Design Program Outline 2025-2026

Course	Title	Hours
Semester 1		
I M 150	Fundamentals of Interactive Design	3.0
I M 226	Interactive Media Practicum I	0.0-1.0
PSY 101	Principles of Psychology	3.0
Bradley Core Curriculum 1 and 2		6.0

EHS 120	The University Experience	1.0
CFA 100	Intellectual and Cultural Events	1.0
Hours		14-15
Total Hours		14-15

Course	Title	Hours
Semester 2		
I M 161	Intro to Web Design	3.0
I M 226	Interactive Media Practicum I	0.0-1.0
ART 205	Typographic Design	3.0
Bradley Core Curriculum 3 and 4		6.0
Elective/Minor		3.0
Hours		15-16
Total Hours		15-16

Course	Title	Hours
Semester 3		
I M 226	Interactive Media Practicum I	0.0-1.0
I M 260	User Interface Design & Development	3.0
I M 261	User Research & Usability	3.0
Hours		6-7
Total Hours		6-7

Course	Title	Hours
Semester 4		
I M 226	Interactive Media Practicum I	0.0-1.0
I M 361	Advanced User Experience Design	3.0
History and Theory Requirement		
Bradley Core Curriculum 7 and 8		6.0
Hours		9-10
Total Hours		9-10

Course	Title	Hours
Semester 5		
I M 426	Interactive Media Practicum II	0.0-1.0
I M 360	Advanced Interaction Design	3.0
History and Theory Requirement		3.0
Bradley Core Curriculum 9		3.0
Electives/Minor		6.0
Hours		15-16
Total Hours		15-16

Course	Title	Hours
Semester 6		
I M 426	Interactive Media Practicum II	0.0-1.0
I M 363	Topics in User Experience	3.0
I M 366	Advanced Web Design	3.0
Bradley Core Curriculum 10		3.0
Electives/Minor		6.0
Hours		15-16
Total Hours		15-16

Course	Title	Hours
Semester 7		
I M 426	Interactive Media Practicum II	0.0-1.0
I M 460	User Experience Design Capstone 1	3.0
Bradley Core Curriculum 11 and 12		6.0

Elective/Minor		3.0
Hours		12-13
Total Hours		12-13
Course	Title	Hours
Semester 8		
I M 426	Interactive Media Practicum II	0.0-1.0
I M 460	User Experience Design Capstone 1	3.0
Elective/Minor		3.0
Hours		6-7
Total Hours		6-7