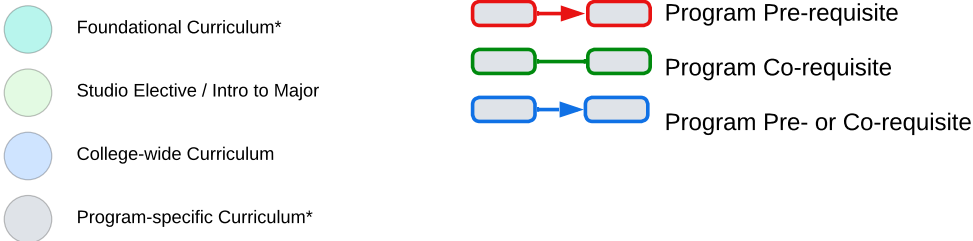
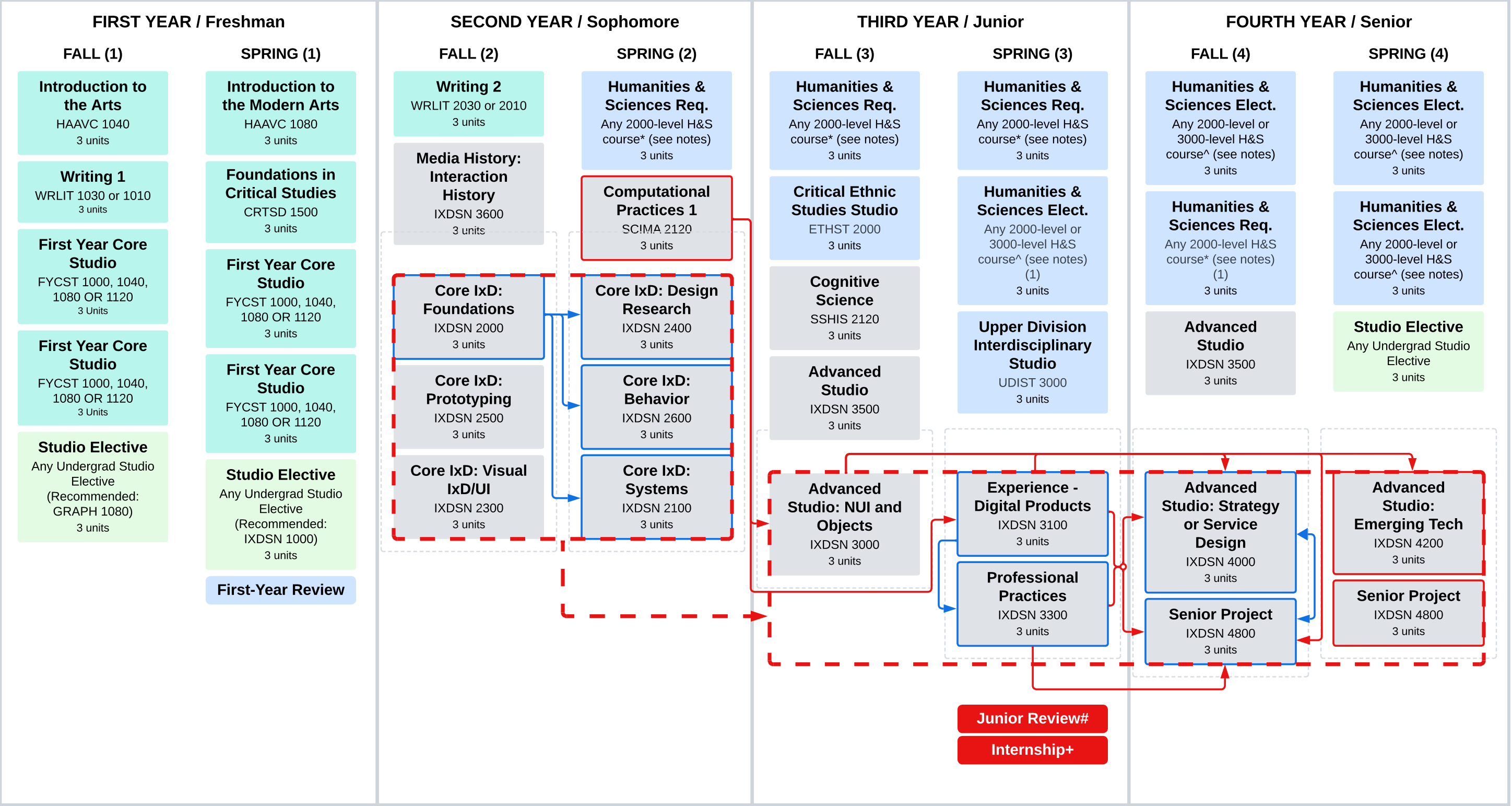




COURSE GUIDE

Interaction Design (BFA)

This chart outlines a recommended path towards graduation for students matriculating in Fall 2025 or Spring 2026. Students build each semester's schedule based on their remaining requirements found in Workday Student.



*Foundational and Program-Specific Curricula must be completed with a grade of C or better.

Pre-requisites and co-requisites are shown as general guidelines for program-specific courses and this chart may not include all components of a course's eligibility rule. Eligibility requirements are not shown for Foundational or College-wide curricula. Students should check Workday for all eligibility requirements and consult with Academic Advising as needed.

NOTES:

***Humanities & Sciences Requirements, 2000-level:** Interaction Design students complete 3 units at the 2000-level from each of the following Humanities & Sciences Categories: ETHSM, HAAVC, LITPA, & PHCRT.

^Humanities & Sciences Electives, 2000- or 3000-level: In addition to the Humanities & Sciences Requirements, Interaction Design students complete four additional Humanities & Sciences courses which are chosen from among the six Humanities & Sciences Categories (ETHSM, HAAVC, LITPA, PHCRT, SSHIS, SCIMA). At least two of the courses (6 Units) must be at the 3000-level.

~**First-Year Review:** Interaction Design students participate in First-Year Review in the Spring semester as a capstone event of their First-Year experience.

#Junior Review: Interaction Design students must complete a Junior Portfolio Review during the second semester of their Third Year to continue on to their Fourth Year.

Internship+ Interaction Design students must complete an internship in order to graduate. The program recommends undertaking the internship in the summer between the third and fourth years of the program. Interaction design students must have successfully completed IXDSN 3100 with a C or better prior to starting the internship.