

### **COURSE GUIDE**

### **Graduate Interaction Design (MDES)**

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.

#### **FALL**

### IxD Studio: Foundations

IXDGR 6100 3 units

### Ixd Studio: Design, People, Society

IXDGR 6200 3 units

# Communication by Design

IXDGR 6250 3 units

### **IxD Studio: Form**

IXDGR 6700 3 units

#### SPRING

# IxD Studio: Prototyping

IXDGR 6300 3 units

# IxD Studio: Systems

IXDGR 6400 3 units

### Social Lab 1

IXDGR 7100 3 units

### **Elective**

IXDGR Elective or Grad-Wide Elective 3 units

#### **SUMMER**

### Leadership by Design

IXDGR 6160 3 units

### IxD Studio: Story

IXDGR 6500 3 units

### IxD Studio: Experience

IXDGR 6600 3 units

### Social Lab 2

IXDGR 7200 3 units

Program Curriculum





Co-requisite



Pre- or Co-requisite

Pre-requisites and co-requisites are shown as general guidelines and this chart may not include all components of a course's eligibility rule. Students should check Workday for all eligibility requirements and consult with Graduate Advising as needed.