

Interaction Design (IxD) Curriculum Map

Designmatters Minor in Social Innovation

*** This Curriculum Map is ONLY applicable to students that declared the Designmatters Minor PRIOR to 8/5/21.**

if you declared after 8/5/21 or have not yet declared please contact designmatters@artcenter.edu for updated Designmatters

- DM Minor Specific Requirement
- DM Minor & Core Major Overlapping Requirement
- Studio
- Elective
- Humanities & Sciences

| | Designmatters Minor Requirements | | | | | | Core Major Requirements | | | | | | Minor requirements. | |
|------|--|---|--|--|--|---|---------------------------------------|--|--|---------------------------------|---|----------------|---------------------|--|
| 8 | | | | | | | Advanced IxD 6 Senior Project | Interaction Studio Portfolio Prep | Professional Practice 2 for Interaction Design | | | | | |
| 7 | | | | | | | Advanced IxD 7 Senior Project | Advanced Interaction Studio | Professional Practice 1 for Interaction Design | | | | | |
| 6 | | | | | | ● Humanities & Sciences HSOC-210 Branding Strategies OR Brandmatters Eligible Terms: 6 | Interaction Design 6: Senior Project | 6th Term Portfolio Review | IxD Topic Studio | | | | | |
| 5 | | | ● Elective TDS-TBD Designmatters Real-World TDS Eligible Terms: 5-8 | ● Elective TDS-TBD Designmatters Real-World TDS Eligible Terms: 5-8 | | | Interaction Design 5 | MediaTecture | Rapid Prototyping | | | | | |
| 4 | | | | | | | Interaction Design 4: Ecosystems | Interactive Design 4: Interaction Design | Information Design | Materials & Exploration | History & Futures of Interaction Design | | | |
| 3 | ● Studio INT-201 Interaction Design 3 Eligible Terms: 3 | | | | | ● Humanities & Sciences HSOC-101 Art of Research Eligible Terms: 3 | Interactive Design 3: Inform/Interact | 3rd Term Review | Digital Electronics | Communication Design 2: Context | Intro to Modernism | | | |
| 2 | | | | | | ● Humanities & Sciences HSCI-202 Human Factors & Design Psychology Eligible Terms: 2 | Interaction Design 2 | Interactive Design 2: Interface | Way Things Work | Viscomm Fundamentals 2 | Design 2: Structure & Color | | | |
| 1 | ● Studio INT-154 Persuasive Sketching 1 OR Viscomm Fundamentals 1 Eligible Terms: 1 | ● Studio IDFN-101 Viscomm Fundamentals 1 OR Persuasive Sketching 1 Eligible Terms: 1 | | | | | Interaction Design 1 | Design 1 | 3D Fundamentals 1 | Digital Basics: Lynda.com | Interactive Design & Dev. 1: WEB Design | Writing Studio | | |
| Term | | | | | | | | | | | | | | |

A list of eligible Humanities + Sciences courses is available for download on the Designmatters website.