

USER EXPERIENCE DESIGN - MINOR

College of Communication and Information
 School of Information
 School of Visual Communication Design
www.kent.edu/iSchool

Contact Information

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Fully Offered

- **Delivery:**
 - In person
- **Location:**
 - Kent Campus

Description

The User Experience Design minor provides students with comprehension and applicable skills that focus on a product’s overall customer experience, ease of use, control and feedback. The minor’s curriculum covers fundamentals, principles, strategies, software, industry standards and professional ethics in regards to user experience design, user interface design, prototyping, usability, technology, software and information architecture.

Admission Requirements

Admission to a minor is open to students declared in a bachelor’s degree, the A.A.B. or A.A.S. degree or the A.T.S. degree (not Individualized Program major). Students declared only in the A.A. or A.S. degree or the A.T.S. degree in Individualized Program may not declare a minor. Students may not pursue a minor and a major in the same discipline.

Technology Requirement

In order to be successful in the program, students must have:

- Personal laptop, preferably a MacBook Pro or a comparable PC that can handle video and animations.
- Subscription to LinkedIn Learning (Kent State supplies LinkedIn Learning campus subscription with enrollment).
- Subscription to Adobe Creative Cloud (Photoshop, Illustrator, After Effects, InDesign, XD, Muse and Edge Animate) and MS Office or Apple’s iWork Suite.
- Other software may include Sketch, InVision, Transmit (or another FTP client), Text Edit, Balsamiq, Axure or Omnigraffle.

Program Learning Outcomes

Graduates of this program will be able to:

1. Create a portfolio as a means to demonstrate UXD competencies.
2. Design and conduct research in a variety of ways necessary to understand users, stakeholders and competitors.
3. Apply principles of Information Architecture and Content Strategy to web and mobile design problems.
4. Create and evaluate structures to support information and content organization.
5. Test and critique existing designs and prototypes by employing usability testing methods.
6. Communicate design ideas in a variety of ways to design teams, stakeholders and developers.

Program Requirements

Minor Requirements

Code	Title	Credit Hours
Minor Requirements		
UXD 20001	INTRODUCTION TO USER EXPERIENCE DESIGN	3
UXD 40104	USABILITY	3
VCD 21000	INTRODUCTION TO WEB DESIGN	3
VCD 34006	MOTION DESIGN	3
Minor Electives, choose from the following:		6
DI 20100	INTRODUCTION TO DESIGN INNOVATION	
EMAT 33310	HUMAN-COMPUTER INTERACTION	
VCD 20010	INTRODUCTION TO DESIGN RESEARCH	
VCD 34004	VISUAL ETHICS	
VCD 43001	INTERACTION DESIGN I	
VCD 46002	RESPONSIVE WEB DESIGN	
Minimum Total Credit Hours:		18

Graduation Requirements

Minimum Minor GPA	Minimum Overall GPA
2.700	2.000

- Minimum 6 credit hours in the minor must be upper-division coursework (30000 and 40000 level).
- Minimum 6 credit hours in the minor must be outside of the course requirements for any major or other minor the student is pursuing.
- Minimum 50 percent of the total credit hours for the minor must be taken at Kent State (in residence).