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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• Speak with an Advisor

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, Axxure 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

<table>
<thead>
<tr>
<th>Code</th>
<th>Title</th>
<th>Credit Hours</th>
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<tbody>
<tr>
<td>UXD 20001</td>
<td>INTRODUCTION TO USER EXPERIENCE DESIGN</td>
<td>3</td>
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<tr>
<td>UXD 40104</td>
<td>USABILITY</td>
<td>3</td>
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<tr>
<td>VCD 21000</td>
<td>INTRODUCTION TO WEB DESIGN</td>
<td>3</td>
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<tr>
<td>VCD 34006</td>
<td>MOTION DESIGN</td>
<td>3</td>
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Minor Electives, choose from the following: 6

<table>
<thead>
<tr>
<th>Code</th>
<th>Title</th>
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<tbody>
<tr>
<td>DI 20100</td>
<td>INTRODUCTION TO DESIGN INNOVATION</td>
</tr>
<tr>
<td>EMAT 33310</td>
<td>HUMAN-COMPUTER INTERACTION</td>
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<tr>
<td>VCD 20010</td>
<td>INTRODUCTION TO DESIGN RESEARCH</td>
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<tr>
<td>VCD 34004</td>
<td>VISUAL ETHICS</td>
</tr>
<tr>
<td>VCD 43001</td>
<td>INTERACTION DESIGN I</td>
</tr>
<tr>
<td>VCD 46002</td>
<td>RESPONSIVE WEB DESIGN</td>
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Minimum Total Credit Hours: 18

Graduation Requirements

Minimum Minor GPA 2.700

Minimum Overall GPA 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).