USER EXPERIENCE DESIGN -B_S_

College of Communication and Information School of Emerging Media and Technology School of Visual Communication Design www.kent.edu/emat

PROGRAM IS PENDING APPROVAL FROM HIGHER LEARNING COMMISSION. AFTER THAT FINAL APPROVAL. PROSPECTIVE STUDENTS MAY APPLY FOR ADMISSION. **About This Program**

Design the future with a Bachelor of Science in User Experience Design at Kent State University. Blend creativity and technology to craft intuitive digital experiences, all while gaining hands-on experience and industry insights that prepare you for an exciting career in UX. Read more

Contact Information

- Daniel Alenguer | vcd@kent.edu | 330-672-7856
- · Speak with an Advisor
- · Chat with an Admissions Counselor

Program Delivery

- Delivery:
 - In Person
- · Location:
 - Kent Campus

Examples of Possible Careers and Salaries*

Please visit the U.S. Bureau of Labor Statistics' Occupational Outlook Handbook to select which careers to display or send us your own list. Please know that we will not be able to attach labor data to your own list.

Accreditation

National Association of Schools of Art and Design (NASAD)

* Source of occupation titles and labor data comes from the U.S. Bureau of Labor Statistics

Occupational Outlook Handbook. Data comprises projected percent change in employment over the next 10 years; nation-wide employment numbers; and the yearly median wage at which half of the workers in the occupation earned more than that amount and half earned less

PROGRAM IS PENDING APPROVAL FROM HIGHER LEARNING COMMISSION. AFTER THAT FINAL APPROVAL, PROSPECTIVE STUDENTS MAY APPLY FOR ADMISSION. Admission Requirements

The university affirmatively strives to provide educational opportunities and access to students with varied backgrounds, those with special talents and adult students who graduated from high school three or more years ago.

First-Year Students on the Kent Campus: First-year admission policy on the Kent Campus is selective. Admission decisions are based upon cumulative grade point average, strength of high school college preparatory curriculum and grade trends. Students not admissible to the Kent Campus may be administratively referred to one of the seven regional campuses to begin their college coursework. For more information, visit the admissions website for first-year students.

First-Year Students on the Regional Campuses: First-year admission to Kent State's campuses at Ashtabula, East Liverpool, Geauga, Salem, Stark, Trumbull and Tuscarawas, as well as the Twinsburg Academic Center, is open to anyone with a high school diploma or its equivalent. For more information on admissions, contact the Regional Campuses admissions offices.

International Students: All international students must provide proof of English language proficiency (unless they meet specific exceptions to waive) by earning a minimum 71 TOEFL iBT score, minimum 6.0 IELTS score, minimum 47 PTE score or minimum 100 DET score, or by completing the ELS level 112 Intensive English Program. For more information, visit the admissions website for international students.

Former Students: Former Kent State students or graduates who have not attended another college or university since Kent State may complete the reenrollment or reinstatement form on the University Registrar's website.

Transfer Students: Students who have attended any other educational institution after graduating from high school must apply as undergraduate transfer students. For more information, visit the admissions website for transfer students.

Admission policies for undergraduate students may be found in the University Catalog's Academic Policies.

Students may be required to meet certain criteria to progress in their program. Any progression requirements will be listed on the program's Coursework tab

Program Requirements

Major Requirements Title

Code

Code	inte	Hours	
Major Requirements (courses count in major GPA)			
EMAT 10010	TECHNOLOGY, EXPERIENCE DESIGN AND SOCIETY	3	
EMAT 21000	INTRODUCTION TO WEB DESIGN	3	
EMAT 25310	CREATIVE CODING	3	
EMAT 32210	DATA IN EMERGING MEDIA AND TECHNOLOGY	3	
EMAT 33310	HUMAN-COMPUTER INTERACTION	3	
EMAT 40999	INTERDISCIPLINARY PROJECTS (ELR)	3	
EMAT 41000	RESPONSIVE WEB DESIGN	3	
EMAT 41510	PROJECT MANAGEMENT AND TEAM DYNAMICS (WIC) ¹	2-3	
or VCD 49198	WRITING FOR PROFESSIONAL PRACTICE (ELR) (WIC)		
VCD 13000	VISUAL DESIGN THINKING	3	
VCD 13001	INTRODUCTION TO VISUAL COMMUNICATION DESIGN STUDIO	3	
VCD 23001	TYPOGRAPHY I	3	
VCD 33101	INTERACTION DESIGN I	3	
VCD 34004	VISUAL ETHICS	3	

Credit

VCD 40182	INTERNSHIP PREPARATION: DESIGN, ILLUSTRATION AND PHOTOGRAPHY	2	
VCD 40192	INTERNSHIP: DESIGN, ILLUSTRATION AND PHOTOGRAPHY (ELR) ²	1	
VCD 43007	INFORMATION DESIGN	3	
VCD 43101	INTERACTION DESIGN II	3	
VCD 44006	MOTION DESIGN I	3	
Additional Requirements (courses do not count in major GPA)			
UC 10001	FLASHES 101	1	
College of Communication and Information Core Electives, choose from the following:			
CCI 10095	SPECIAL TOPICS IN COMMUNICATION AND INFORMATION		
CCI 12001	PHOTOGRAPHY		
CCI 40089	BRANDING AND SOCIAL MEDIA STRATEGIES FOR ITALIAN LIFESTYLE (DIVG) (ELR)		
CCI 40095	SPECIAL TOPICS IN COMMUNICATION AND INFORMATION		
CCI 40189	ITALIAN POP CULTURE (DIVG) (ELR)		
CCI 40289	ITALIAN CINEMA (DIVG) (ELR)		
CCI 40389	DOCUMENTARY FILMMAKING (DIVG) (ELR)		
CCI 40489	MULTIMEDIA EXPERIENTIAL LEARNING (DIVG) (ELR)		
CCI 45089	INTERNATIONAL EXPERIENCE IN THE COLLEGE OF COMMUNICATION AND INFORMATION (DIVG) (ELR)		
CCI 46089	INTERNATIONAL EXPERIENCE IN THE COLLEGE OF COMMUNICATION AND INFORMATION (DIVG) (ELR)		
COMM 15000	INTRODUCTION TO HUMAN COMMUNICATION (KADL)		
COMM 35852	INTERCULTURAL COMMUNICATION (DIVG)		
LIS 30010	INFORMATION FLUENCY IN THE WORKPLACE AND BEYOND		
MDJ 20001	MEDIA, POWER AND CULTURE (DIVD) (KSS)		
MDJ 21008	SOCIAL MEDIA STRATEGIES		
Kent Core Composit	ion	6	
Kent Core Mathema	tics and Critical Reasoning	3	
Kent Core Humanities and Fine Arts (minimum one course from each)		9	
Kent Core Social Sciences (must be from two disciplines)		6	
Kent Core Basic Sciences (must include one laboratory)		6-7	
Kent Core Additional			
General Electives (total credit hours depends on earning 120 credit hours, including 39 upper-division credit hours)			
Minimum Total Cred	lit Hours:	120	

¹ A minimum C grade must be earned to fulfill the writing-intensive requirement.

² Minimum 1 credit hour of VCD 40192 is required. Students may apply a maximum 4 credit hours of VCD 40192 toward their degree.

Minimum Overall GPA

Graduation Requirements

Minimum Major GPA 2.000

2.000

Roadmap

This roadmap is a recommended semester-by-semester plan of study for this program. Students will work with their advisor to develop a sequence

based on their academic goals and history. Courses designated as critical (!) must be completed in the semester listed to ensure a timely graduation.

	Semester One		Credits
	EMAT 10010	TECHNOLOGY, EXPERIENCE DESIGN AND	3
		SOCIETY	
1	VCD 13000	VISUAL DESIGN THINKING	3
!	VCD 13001	INTRODUCTION TO VISUAL COMMUNICATION	3
		DESIGN STUDIO	
	UC 10001	FLASHES 101	1
	Kent Core Requ		3
	Kent Core Requ		3
		Credit Hours	16
	Semester Two		
	EMAT 21000		3
!	VCD 23001	TYPOGRAPHY I	3
	Kent Core Requ		3
	Kent Core Requ		3
	Kent Core Requ		3
		Credit Hours	15
	Semester Three		
			3
			3
		VISUAL ETHICS	3
		munication and Information Core Elective	3
	Kent Core Requ		3
	0	Credit Hours	15
	Semester Four EMAT 32210	DATA IN EMERGING MEDIA AND TECHNOLOGY	2
		INTERACTION DESIGN I	3 3
		munication and Information Core Elective	3
	Kent Core Requ		3
	Kent Core Requ		3
	Kent öbre nequ	Credit Hours	15
	Semester Five		
		INFORMATION DESIGN	3
		INTERACTION DESIGN II	3
		MOTION DESIGN I	3
	General Elective	25	6
		Credit Hours	15
	Semester Six		
	VCD 40182	INTERNSHIP PREPARATION: DESIGN, ILLUSTRATION AND PHOTOGRAPHY	2
	EMAT 41510 or	PROJECT MANAGEMENT AND TEAM DYNAMICS (WIC)	2-3
	VCD 49198	or WRITING FOR PROFESSIONAL PRACTICE (ELR) (WIC)	
	Kent Core Requ		3
	Kent Core Requ	irement	3
	General Elective	2	3
		Credit Hours	13
	Third Summer 1	Term	
	VCD 40192	INTERNSHIP: DESIGN, ILLUSTRATION AND PHOTOGRAPHY (ELR)	1
		Credit Hours	1
	Semester Sever	1	
	EMAT 41000	RESPONSIVE WEB DESIGN	3

Minimum T	otal Credit Hours:	120
Credit Hour	s	15
General Electives		9
Kent Core Requirement		3
EMAT 40999 INTERDISC	IPLINARY PROJECTS (ELR)	3
Semester Eight		
Credit Hour	s	15
General Electives		6
Kent Core Requirement		3
College of Communication a	nd Information Core Elective	3

University Requirements

All students in a bachelor's degree program at Kent State University must complete the following university requirements for graduation.

NOTE: University requirements may be fulfilled in this program by specific course requirements. Please see Program Requirements for details.

Flashes 101 (UC 10001)	1 credit hour
Course is not required for students with 30+ transfer credits (excluding College Credit Plus) or age 21+ at time of admission.	
Diversity Domestic/Global (DIVD/DIVG)	2 courses
Students must successfully complete one domestic and one global course, of which one must be from the Kent Core.	
Experiential Learning Requirement (ELR)	varies
Students must successfully complete one course or approved experience.	
Kent Core (see table below)	36-37 credit hours
Writing-Intensive Course (WIC)	1 course
Students must earn a minimum C grade in the course.	
Upper-Division Requirement	39 credit hours
Students must successfully complete 39 upper-division (numbered 30000 to 49999) credit hours to graduate.	
Total Credit Hour Requirement	120 credit hours

Kent Core Requirements

Kent Core Composition (KCMP)	
Kent Core Mathematics and Critical Reasoning (KMCR)	3
Kent Core Humanities and Fine Arts (KHUM/KFA) (min one course each)	9
Kent Core Social Sciences (KSS) (must be from two disciplines)	6
Kent Core Basic Sciences (KBS/KLAB) (must include one laboratory)	6-7
Kent Core Additional (KADL)	6
Total Credit Hours:	36-37

Program Learning Outcomes

Graduates of this program will be able to:

1. Design with the user in mind, empathize with their needs and values while demonstrating an understanding of human cognitive, limitations and perceptual and physical capabilities, and how they affect design decisions.

- 2. Apply design skills relative to the use of digital technologies, including (but not limited to) code, typography, aesthetics, composition and construction of meaningful images.
- 3. Communicate, collaborate and practice effectively, ethically and legally in fields closely associated with technology, user experience design and visual communication design.
- 4. Use different models, frameworks and approaches for user experience design processes and deliverables to deconstruct, analyze and identify problems in customer experiences.
- Present user experience design strategies interaction design concepts through pathways, flows, journeys, maps, presentations, reports, rapid prototyping, animated scenarios, product demonstrations – to clients and stakeholders.

Full Description

The Bachelor of Science degree in User Experience Design prepares students to create products, systems and services that prioritize people and positive impact through a human-centered approach. Students develop technical understanding and design skills that are in high demand. The coursework emphasizes UX/UI processes, user research, sketching, wireframing, prototyping, scenario building and front-end development. Students design user interfaces, interactive experiences, application and tool design, motion sequences, video, screen displays and interactive experiences that merge the digital and physical environments. Students learn to define design problems, research solutions, conceptualize interactive products and experiences, prototype those ideas and evaluate their concepts through user testing to create a revised and vetted experience.

This major focuses on user experience design in the context of a broad liberal arts program, giving students the flexibility to choose 20 percent of their coursework (with guidance). This provides the opportunity for students to take a variety of courses to complement their design degree. Through a core of diverse theory- and practice-based courses, students learn basic concepts that apply across the range of college programs and develop a sense of professional expectations and build toward interdisciplinary thinking and application.

Students in the major learn at the intersections of communication, information and technology. The degree program is for students who wish to use the degree on its own, or to augment their education and skills by pairing it with a graduate degree program with another field of study. For students looking to work as a graphic designer or illustrator, the B.F.A. in Visual Communication Design is the recommended program.

There are many study abroad/away opportunities. For more information contact the Office of Global Education or the coordinator of the college's International Study Programs.

Students may apply early to the M.S. in User Experience and double count 9 credit hours of graduate courses toward both degree programs. See the Combined Bachelor's/Master's Degree Program Policy in the University Catalog for more information.