



INTERACTION DESIGN BACHELOR OF SCIENCE

The Interaction Design (IxD) Bachelor of Science degree program blends the fields of design, user experience (UX), and technology. The proliferation of innovations such as e-commerce, mobile apps, smartphones, medical devices, wearable technology, connected appliances, and self-driving cars is creating strong demand for a new breed of designer who understands the user and employs a user-centered approach. The success of a new product or service is the competitive, fast-paced world of high technology hinges upon the quality of the user's first experience with the product. Interaction Designers ensure that products and services are appealing, effective and intuitive for their users by designing and behavior, organization, and aesthetics of the system to create successful end-to-end experiences. This is a four-year program with the lower division Graphic Design courses providing students with the skills necessary to enter the upper division courses in this exciting field.

For additional career possibilities, visit the Career Services Center on the main campus to utilize computerized career information systems and other valuable career resources.

PROGRAMS OFFERED

- Interaction Design Bachelor Degree

BACHELOR OF SCIENCE DEGREE REQUIREMENTS

The Bachelor's degree involves satisfactory completion of a minimum of 120 semester units with a C average or higher including the required units below, fulfillment of the Global Citizenship requirement, and fulfillment of the CSUGE or IGETC general education patterns.

Catalog rights dictate that a student may satisfy the requirements of a degree or certificate by completing the general education and major requirements in effect at any time of their continuous enrollment. Continuous enrollment is defined as enrollment in consecutive Fall and Spring semesters until completion.

At least 50% of the major units must be completed at Santa Monica College.

Each major course must be completed with a grade of C or higher.

FRESHMAN/SOPHMORE PREPARATION

Students who complete the AS in Graphic Design with the User Experience Design Concentration at Santa Monica College, maintain a 2.8 GPA overall and 3.0 in Graphic Design classes, and have taken English 2 and transferable math (preferably Math 54) the semester prior to beginning the program are automatically qualified to apply for admission to the Bachelors of Science (BS) in Interaction Design program. The student is still required to complete the application including the portfolio to be considered.

ADMISSION

Admission decisions are made at the junior level

The SMC Graphic Design AS with the User Experience Design concentration provides excellent preparation for the program, but is not required for admission. The skills demonstrated in the portfolio are a more important factor in admissions decisions than the graphic design courses a student has taken. Some strong applicants have built their skills in the workplace and/or industry. SMC also welcomes applicants for transfer from other community college graphic design programs. The admissions committee will review all college or university transcripts and each student's portfolio.

Academic requirements for junior admission (must be completed prior to beginning the upper division course work):

- Completion of 60 CSU transferable units
- Completion of two college English composition courses (SMC English 1 and 2 or 31)
- Completion of a math class from the CSU or IGETC general education pattern (prefer statistics-SMC Math 54)
- Graphic Design 61, 62, 67, 75, 76 (Highly Recommended)
- Minimum 2.0 GPA

Additional preparation (may be completed after admission to the program):

- General Psychology (SMC Psychology 1)
- Statistics (SMC Math 54) or Psychology 7 (if college level math is already complete)
- SMC Media 4
- An Art History class (prefer SMC AHIS 3 or equivalent)
- Completion of CSUGE or IGETC/CSU pattern (US History/American Government not required) NOTE: The required upper division General Education courses of the degree will satisfy the following GE area requirements: Critical Thinking, Oral Communication, and one of the required Social Science area courses in Psychology.

PORTFOLIO

The portfolio should be a curated body of work that demonstrates understanding and interest in design. The portfolio should be edited to highlight the best and most relevant design work. Specifically, submissions should demonstrate interest in web and mobile design, motion graphics, user experience and interaction design, along with understanding of the problem/concept, design process, and evaluation of the outcome and solutions.

Interaction Design candidates are required to provide three – five projects that incorporate the following:

Design Development

Sketches and other documentation that show the development of your ideas and your design process including your understanding of the user and user research.

Mockup and/or Prototype

Mockups or design comps, including a prototype of your final design concept if possible.

Project Description

A brief explanation of your project including your contribution to the project.

Additional information (please be sure to follow the portfolio requirements as outlined here):

<http://www.smcixd.org/pdf/smcixd-supplemental-materials-requirements.pdf>

Link to Slideroom for portfolio submission: <https://smcixd.slideroom.com>

Santa Monica College is a participant in the California Community College Bachelor Degree Pilot Program. This program was created by the state legislature (Senate Bill 850) as a pilot program currently scheduled to expire in June of 2023. Students participating in the baccalaureate degree pilot program must complete their degrees by the end of the 2022-23 academic year.

APPLICATION DEADLINES

Fall Admission, priority consideration deadline: January 15th of the same calendar year

Fall Admission, rolling admission as space available: May 15th of the same calendar year

There is additional information on the www.smcixd.org website, including a video which explains the application process.

Students should sign up for email updates: <http://www.smcixd.org/subscribe> .

GRAPHIC DESIGN, ASSOCIATE IN SCIENCE DEGREE (64-65 UNITS)

Program Learning Outcomes: Upon completion of the program, students will demonstrate knowledge of Interaction Design/User Experience Design history, practices, methodologies, tools, and project-based processes in designing for the user. Graduates will utilize human-centered design principles, user-testing outcomes, and ethnographic research insights, and will employ critical thinking, sketching, and iterative processes to define, develop, conceptualize, and solve problems. They will design and prototype correct affordances, interaction paradigms, and patterns for a range of platforms including web, mobile, and tangible systems. They will also collaborate effectively with customers and clients, and in team projects, brainstorming sessions, and in-class critiques. They will exhibit proficient visual, verbal, and written communication skills, particularly presentation skills necessary in the design industry.

Suggested course sequence for freshman (63 units)

(User Experience Design Concentration)

Advisory (Not Required)

GR DES 18, Introduction to Graphic Design Applications (3)

Year 1 - Semester 1 (16 units)

GR DES 31, Graphic Design Studio 1 (2)
 GR DES 33, Typography Design 1 (2)
 GR DES 35, Sketching for Graphic Design (2)
 GR DES 64, Digital Imaging for Design (3)
 ENGL 1, Reading and Composition 1 (3)
 MATH 54, Elementary Statistics (4)

Year 2 - Semester 1 (16 units)

ENGL 2, Critical Analysis and Intermediate Composition (3)
 GR DES 41, Graphic Design Studio 2 (2)
 GR DES 43, Typography Design 2 (2)
 GR DES 66, Web Design 2 (3)
 GR DES 76, Mobile Design 2 (3)
 General Education-lower division (3)

Year 1 - Semester 2 (16 units)

AHIS Art History (3) (*AHIS 3 is recommended*)
 GR DES 60, Design Research (2)
 GR DES 61, User Experience Design 1 (3)
 GR DES 65, Web Design 1 (2)
 GR DES 75, Mobile Design 1 (3)
 PSYCH 1, General Psychology (3)

Year 2 - Semester 2 (15 units)

GR DES 50, Graphic Design Portfolio and Professional Practices (2)
 GR DES 71, Motion Graphics 1 (3)
 GR DES 62, User Experience Design 2 (3)
 GR DES 67, Web Design 3 (3)
 General Education, lower division Science with lab (4)

Suggested course sequence after admission at the junior level (55-62 units)**Year 3 - Semester 1 (15 units)**

IXD 310, Interaction Design Studio 1 (3)
 IXD 350, Interactive Storytelling (3)
 CIS 54, Web Development and Scripting (3)
 MEDIA 4, Introduction to Game Studies (3)
 General Education-lower division (3)

Year 4 - Semester 1 (17 units)

BUS 20, Principles of Marketing (3)
or
 BUS 63, Principles of Entrepreneurship (3)

 IXD 370, Design for Community Change (3)
 IXD 430, Interaction Design Studio 3 (3)
 IXD 460, Tangible Interaction (3)
 PSYCH 320, Cognitive Psychology (3) (UD GE)

Year 3 - Semester 2 (15 units)

COM ST 310, Organizational and Small Group Communication (3)
 IXD 330, Interaction Design Studio 2 (3)
 IXD 360, Product Design (3)
 Upper Division GE (UD GE)
 IXD 410, Project Management for Design (2)
 General Education-lower division (3)

Year 4 - Semester 2 (8-15 units)

ENGL 300, Advanced Writing and Critical Thinking in the Disciplines (3) (UD GE)
 IXD 450, Interaction Design Portfolio (2)
 IXD 470, Interaction Design Senior Studio (3)
 General Education-lower division (if needed)
 Choose min 3 units from following:
 IXD 491, Interaction Design Internship (1)
 IXD 492, Interaction Design Internship (2)
 IXD 493, Interaction Design Internship (3)