

UX/UI, MINOR

This 15-credit interdisciplinary minor is open to students across the Institute. Digital and tangible interfaces are integrated throughout our daily life and have become critical to the function and purpose of everyday objects, brands, and buildings that surround us. UX/UI is at the forefront of accessibility, inclusivity, and justice because of its significant impact on individuals' ability to access information and services. This minor creates a theoretical and practical foundation for students to consider interactive experiences and the integration of user interfaces into their work.

Minor Coordinator

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Code	Title	Credits
Required Course-[*]typically taken in the junior year		
SOD-300	UX/UI Core-Theory,Research and Practice	3
Theory and Context		
Take two 3-credit courses from the following:		6
SS-310	Cities Cultures	
SS-330	Cultural Studies	
SS-350	Technology and the Future of Work	
SS-355	Mass Media and Society	
SS-560	Space and Power	
HMS-312	Future Worlds and Other Science Fictions	
HMS-402	Race, Performance, Media	
HMS-434A	Analyzing Race, Seeing Whiteness	
HMS-461A	Race, Gender, Internet	
HMS-472A	Bodies, Technology, Visuality	
MSWI-284C	Energy and Nature	
MSCI-222C	Intro. to Electronics	
MSCI-302	Statistics	
Design Studio Course		3
Take one 3 credit course from the following:		
CDGD-412	User Experience	
CDGD-386	Graphic Design Intensive 2	
IND-401	Design Studio V	
COMD-371	Integrated Viscom I:cross Platform Dsgn	
IND-451	Prototypes I	
or IND-452	Prototypes II	
Visualization or Prototyping Skills Course		3
Take one 3 credit course from the following:		
COMD-250	Typography and Information Design	
COMD-252	Digital Prototyping	
CDGD-414	Data Visualization	
CDGD-418	Post-Artifact Books	
CDGD-410	Form and Code Project	
INT-233	Language of Drawing I	
IND-443	Digital Ideation	
*INFO-xxx Open School of Information Elective		
Total Credits		15

*Graduate courses offered by School of Information can be taken only after consultation with the Minor coordinator.

After completion of this Minor, students will be able to:

- Develop a critical position to take into account, not only the applications but also the implications of emergent technologies and networked communication.
- Understand how the use of heuristics, user testing, and field observation can inform the design and consequently the impact of interfaces on the users' experience.
- Design foundational applications of human centered design methods to interfaces, products, environments, services, and experiences.
- Demonstrate the application of user research as praxis (theoretical and practical activity in work).