EXPERIENCE ARCHITECTURE   XA

College of Arts and Letters

242   Introduction to Experience Architecture
Fall, Spring. 3(3-0) P: Completion of Tier I Writing Requirement RB: Understanding of how to use a personal computer, web browsers, and mobile devices. R: Approval of college. SA: AL 242

Basic principles of user-centered design as applied to user experience. Usability, information architecture, interaction design, and service design practices, tools, conventions, and professional community.

310   Computational Thinking for the Humanities
Fall, Spring. 3(3-0) P: (XA 242 and WRA 210) and completion of Tier I writing requirement R: Open to undergraduate students. Approval of college.

Develop critical and ethical engagement with computational thinking. Uses problem-solving processes including pattern recognition, data representation, and algorithms. Explore relationships between computation and user experience, rhetoric, and design.

333   Researching Experience Architecture (W)
Fall, Spring. 3(3-0) P: (XA 242) and completion of Tier I writing requirement RB: Understanding of how to use a personal computer, web browsers, and mobile devices. R: Approval of college. SA: AL 333

Researching for product, services, and processes as applied to user experience. Contextual inquiry, field studies, card sorting, participatory design, interviewing, focus groups, and usability testing. Field trip required.

366   Managing Experience Architecture Projects
Spring. 3(3-0) P: (XA 242) and completion of Tier I writing requirement RB: Understanding of how to use a personal computer, web browsers, and mobile devices. R: Approval of college. SA: AL 366

Managing user experience projects. Project management, staffing projects, scheduling projects, managing process, writing specifications, sales, budgeting.

375   Information Architecture
Fall. 3(3-0) P: (XA 242) and completion of Tier I writing requirement R: Open to undergraduate students in the Experience Architecture Major or approval of college. SA: AL 375

Theory and practice for architecting information, including understanding and developing taxonomies, folkonomies, site structures, tagging systems, and guided navigation for user experience.

444   Prototyping Experience Architecture
Fall, Spring. 3(3-0) P: (XA 242) and completion of Tier I writing requirement RB: Understanding of how to use a personal computer, web browsers, and mobile devices. R: Approval of college. SA: AL 444

Process models used in the planning and designing of interactive experiences. Organization of information, user interactions, visual design attributes, prototyping methods, and interface design.

466   Experience Architecture Capstone
Spring. 3 to 6 credits. P: (XA 242) and completion of Tier I writing requirement RB: Understanding of how to use a personal computer, web browsers, and mobile devices. R: Open to juniors or seniors or approval of college. SA: AL 466

Integrate knowledge and skills acquired from previous courses. Conceptualization, planning, implementation, and assessment of a project, service, system or an idea in a collaborative setting.

482   Experience Architecture Internship
Fall, Spring, Summer. 1 to 3 credits. P: (XA 242) and completion of Tier I writing requirement RB: Understanding of how to use a personal computer, web browsers, and mobile devices. R: Open to sophomores or juniors or seniors or approval of college. SA: AL 482

Field experience in a professional environment that supports, user experience, interaction design, design research, usability, information architecture, project management, interface development, and/or web development. Work under the supervision of a professional.