

IAD 4000: Interaction Design II

3 Credit Hours

Prerequisite: IAD 3000

This course expands students' ability in contemporary interaction design theory by incorporating the agile design process. Students read about agile design before understanding how interaction design applies to agile work environments. Students use prototyping tools to create their own projects.

IAD 4150: Visual Design II

3 Credit Hours

Prerequisite: IAD 3150

In this project-based class, students continue to grow their visual design skill sets by working on projects. The focus of this class is to expand students' knowledge of principles of visual design through experiential learning.

IAD 4200: Prototyping II

3 Credit Hours

Prerequisite: IAD 2100

In this project-based class, students continue to grow their prototyping skill set by learning about advanced techniques related to motion design and file hygiene. Students apply this knowledge to creating a comprehensive design system.

IAD 4230: User Interface Design II

3 Credit Hours

Prerequisite: IAD 3230

In this project-based class, students continue to grow their user interface design skill sets by working on projects. The focus of this class is to expand students' knowledge of the principles of user interface design through experiential learning.

IAD 4400: Directed Study

3 Credit Hours

This course focuses on specific topics of an advanced nature not in the regular course offerings that relate to specific student needs.

IAD 4490: Special Topics in Interactive Design

3 Credit Hours

This course consists of selected special topics of interest to faculty and students.