

Interactive Design, B.S.

Program Description

The Bachelor of Science with a major in Interactive Design provides students with an interdisciplinary, hands-on approach to developing the technical, theoretical, and creative skills needed to serve in the field of interactive design as interaction designers, user interface designers, and information visualization designers. This approach to design merges technical knowledge and aesthetic creativity with an ultimate focus on the human needs of end users. Students will combine practical prototyping skills with theoretical and technical approaches to front-end digital design and culture. The emphasis here is on creating well-rounded designers who are suited to meet the growing marketplace need for interactive design.



This program is a part of the Norman J. Radow College of Humanities and Social Sciences.

Admission, Enrollment, and Graduation Policies

Admission Requirements

This program does not have specific admission requirements and only admission to Kennesaw State University is required. For more information, please visit the Admissions section of the Catalog.

Graduation Requirements

Each student is expected to meet the requirements outlined in Academic Policies 5.0 PROGRAM REQUIREMENTS & GRADUATION.

Program Course Requirements

Core IMPACTS Curriculum (42 Credit Hours)

General Education Core IMPACTS Curriculum

Core Field of Study (18 Credit Hours)

Students must earn a grade of "C" or better in these courses.

- ART 1100: Two-Dimensional Design and Color Theory
- ART 1150: Drawing I
- IAD 2100: Prototyping I
- IT 1113: Introduction to Programming

- TCID 2002: Productivity Tools and Technologies
- TCID 2170: Introduction to Digital Media and Culture

Major Requirements (18 Credit Hours)

Students must earn a grade of "C" or better in these courses.

- IAD 3000: Interaction Design I
- IAD 3150: Visual Design I
- IAD 3230: User Interface Design I
- TCID 3100: Professional Development
- TCID 3400: Front-End Development I
- TCID 4700: Capstone Project and Portfolio Showcase

Major Electives (18 Credit Hours)

Students must earn a grade of "C" or better in these courses. Select 18 credit hours from the following list of courses:

- IAD 3300: Ethnography for Designers
- IAD 3398: Internship
- IAD 4000: Interaction Design II
- IAD 4150: Visual Design II
- IAD 4200: Prototyping II
- IAD 4230: User Interface Design II
- IAD 4400: Directed Study
- IAD 4490: Special Topics in Interactive Design
- TCID 3800: Front-End Development II
- TCID 4500: Front-End Development III

University Electives (24 Credit Hours)

In accordance with KSU Graduation Policy, students must earn a grade of "D" or better in these courses while maintaining a minimum 2.00 cumulative GPA.

Upper-Division Electives (12 Credit Hours)

Select 12 credit hours of 3000–4000 level coursework from the University Catalog. These hours do not have to be taken in a single discipline but should relate to a particular interest or career goal. Completion of a Formal Minor or Certificate Program is recommended.

Free Electives (12 Credit Hours)

Select 12 credit hours of 1000-4000 level coursework from the University Catalog.

Program Total (120 Credit Hours)