

# INTERACTION DESIGN FLOWCHART

## Freshman Year

## Portfolio Review

## Interaction Design Upper Division

Freshman Year		Portfolio Review		Interaction Design Upper Division			
Freshman Fall	Freshman Spring	Sophomore Fall	Sophomore Spring	Junior Fall	Junior Spring	Senior Fall	Senior Spring
F, Sp, Su	F, Sp, Su	F, Sp	Spring	Fall	F, Sp	F, Sp, Su	F, Sp, Su
DWDD 1400 Digital Design Essentials	DWDD 1410 Interaction Design Essentials	DWDD 2410 Interaction Design	DWDD 2510 Interactive Media Production	DWDD 3410 Interaction Design Colloquium	DGM 3110 Corporate Issues	DWDD 490R Senior Capstone	DWDD 490R Senior Capstone
F, Sp, Su	F, Sp	F, Sp	F, Sp	Fall	Spring	F, Sp, Su	Spring
DWDD 1600 Web Essentials	DWDD 1420 Comm. Digital Design	DWDD 2420 Media Formats and Outputs	DWDD 2520 Digital Product Experiences I	DWDD 3430 Adaptive Media Experiences	DWDD 3520 Digital Product Experiences II	DGM 3220 Project Management	DWDD 4240 Experience Design Process
F, Sp, Su	F, Sp	F, Sp	F, Sp	F, Sp, Su	Spring	F, Sp, Su	Spring
ENGL 1010 Intro to Academic Writing	DWDD 1720 Scripting for Internet Technologies	DWDD 2590 Portfolio Workshop	DWDD 2610 Principles of Web Languages	DGM 312G Intercultural Comm.	DWDD 4430 Adaptive Media II	MKTG 3690 Digital Marketing Analytics	DWDD 4520 Digital Product Design Studio
F, Sp, Su	F, Sp, Su	F, Sp, Su	F, Sp, Su	F, Sp, Su	F, Sp, Su	F, Sp, Su	F, Sp, Su
Fine Arts (See Wolverine Track)	DWDD Elective 3 Credits	Social/Behavioral (See Wolverine Track)	DWDD Elective 3 Credits	Upper Division Elective 3 Credits	Biology Gen Ed Requirement	DWDD Elective 3 Credits	Third Science (see Wolverine Track)
F, Sp, Su	F, Sp, Su	F, Sp, Su	F, Sp	F, Sp, Su	F, Sp, Su	F, Sp, Su	
Physical Science (See Wolverine Track)	MAT 1030 Quantitative Reasoning	ENGL 2010 Intermediate Writing	DWDD 241R Interaction Design Practicum	PHIL 2050 Ethics and Values	Humanities Gen Ed (See Wolverine Track)	DGM 481R Internship 1 Credit	
			F, Sp, Su		F, Sp	F, Sp, Su	
			PES 1097 or HLTH 1100		DWDD 301R Digital Lecture Series	American Institutions (See Wolverine Track)	