

# Web Design and Development - Interaction and User Experience Design Emphasis, B.S

Visit the Digital Media Department page (<https://www.uvu.edu/digitalmedia/>) for more information on the program and access to advising.

## Program Description

The BS in Web Design and Development allows students to study app development for mobile devices, web design and development for mobile-friendly websites, and user experience design. In order to be successful in these areas, students need skills in design and content creation.

## Program Requirements

Code	Title	Credit Hours
<b>Total Credit Hours</b>		<b>120</b>
<b>Web Design and Development Requirements</b>		<b>75 Credits</b>
Complete the Requirements		75
<b>Interaction and Design Requirements</b>		<b>45 Credits</b>
DWDD 2420	Media Formats and Outputs	3
DWDD 2510	Interactive Media Production	3
DWDD 2520	Digital Product Experiences I	3
DWDD 3410	Interaction Design Colloquium	3
DWDD 3520	Digital Product Experiences II	3
DWDD 3430	Adaptive Media Experiences	3
DWDD 4430	Adaptive Media II	3
DWDD 4520	Digital Product Design Studio	3
DWDD 4240	Experience Design Process	3
Complete 18 credits of electives (at least 3 credits must be upper-division)		18
ART 1410	Typography I (3)	
DGM 1645	Mixed Reality Essentials (2)	
DGM 2245	Mixed Reality Experiences I (3)	
DGM 2320	Digital Photography and Compositing I (3)	
DWDD 2530	Immersive Experiences I (3)	
DWDD 2700R	Special Topics in Web Design and Development (1-3)	
DGM 2810R	Internship (1-8)	
DWDD 3261	Mixed Reality Experiences (3)	
DGM 3320	Digital Photography and Compositing II (3)	
DWDD 3530	Immersive Experiences II (3)	
DWDD 3700R	Advanced Topics in Web Design and Development (undefined)	
DWDD 4560	Designing Voice Experiences (3)	
DWDD 4630	Web Content Management (3)	
Or other advisor-approved electives		

## Core Requirements

Code	Title	Credit Hours
<b>Total Credit Hours</b>		<b>75</b>
<b>General Education Requirements</b>		<b>30 Credits</b>
ENGL 1010 or ENGH 1005	Introduction to Academic Writing Literacies and Composition Across Contexts	3

ENGL 2010	Intermediate Academic Writing	3
Complete one of the following: (MATH 1050 recommended for App Dev Emphasis)		3
MAT 1030	Quantitative Reasoning (3)	
MAT 1035	Quantitative Reasoning with Integrated Algebra (6)	
STAT 1040	Introduction to Statistics (3)	
STAT 1045	Introduction to Statistics with Algebra (5)	
MATH 1050	College Algebra (4) (recommended for Business, Education, Science, and Health Professions majors)	
MATH 1055	College Algebra with Preliminaries (5)	
MATH 1090	College Algebra for Business (3)	
Complete one of the following:		3
HIST 2700 & HIST 2710	US History to 1877 and US History since 1877 (6)	
HIST 1700	American History (3)	
HIST 1740	US Economic History (3)	
POLS 1000	American Heritage (3)	
POLS 1100	American National Government (3)	
Distribution Courses:		
Biology Distribution		3
Physical Science Distribution		3
Personal, Professional, and Civic Growth Distribution		3
Humanities Distribution		3
Fine Arts Distribution		3
Social/Behavioral Science Distribution		3
<b>Discipline Core Requirements</b>		<b>45</b>
		<b>Credits</b>
DWDD 1400 or DGM 1110	Digital Design Essentials Digital Media Essentials I	3
DWDD 1410	Interaction Design Essentials	3
DWDD 1420	Communicating Digital Design	3
DWDD 1600	Web Essentials	3
DWDD 1720	Scripting for Internet Technologies	3
DWDD 2410	Interaction Design	3
DWDD 2410R	Interaction Design Practicum	2
DWDD 2610	Principles of Web Languages	3
DWDD 2590	Portfolio Workshop	3
DGM 3110	Corporate Issues in Digital Media	3
MKTG 3690	Digital Marketing Analytics	3
DGM 3120G	Digital Media for Intercultural Communication	3
DGM 3220	Digital Media Project Management	3
DGM 4810R	Internship	1
DWDD 4900R	Senior Capstone	6

## Graduation Requirements

1. Completion of a minimum of 120 semester credits.
2. A minimum of 2.5 GPA in all discipline core courses with no grade lower than a C- required for graduation. To qualify for the portfolio review, DGM courses must be completed with a grade of B- or higher.
3. Residency hours -- minimum of 30 credit hours through course attendance at UVU, with at least 10 hours earned in the last 45 hours.
4. Completion of GE and specified departmental requirements, which includes a portfolio review and acceptance into the degree.
5. Successful completion of at least one Global/Intercultural course.
6. Successful completion of at least two Writing Enriched (WE) courses.

# Graduation Plan

This graduation plan is a sample plan and is intended to be a guide. Your specific plan may differ based on your Math and English placement and/or transfer credits applied. You are encouraged to meet with an advisor and set up an individualized graduation plan in Wolverine Track (<http://www.uvu.edu/wolverinetrack/>).

**First Year**

<b>Semester 1</b>		<b>Credit Hours</b>
DWDD 1400	Digital Design Essentials	3
DWDD 1600	Web Essentials	3
ENGL 1010 or ENGH 1005	Introduction to Academic Writing or Literacies and Composition Across Contexts	3
Math Distribution		3
DWDD Elective		3

**Credit Hours 15**

**Semester 2**

DWDD 1410	Interaction Design Essentials	3
DWDD 1420	Communicating Digital Design	3
DWDD 1720	Scripting for Internet Technologies	3
DWDD Elective		3
ENGL 2010	Intermediate Academic Writing	3

**Credit Hours 15**

**Second Year**

**Semester 3**

DWDD 2610	Principles of Web Languages	3
DWDD 2410	Interaction Design	3
DWDD 2420	Media Formats and Outputs	3
History Distribution		3
Social/Behavioral Science Distribution		3

**Credit Hours 15**

**Semester 4**

DWDD 2410R	Interaction Design Practicum	2
DWDD 2590	Portfolio Workshop	3
DWDD 2510	Interactive Media Production	3
DWDD 2520	Digital Product Experiences I	3
DWDD Elective		4

**Credit Hours 15**

**Third Year**

**Semester 5**

DGM 3220	Digital Media Project Management	3
DGM 3120G	Digital Media for Intercultural Communication	3
DWDD 3520	Digital Product Experiences II	3
DWDD 3410	Interaction Design Colloquium	3
Personal, Professional, and Civic Growth		3

**Credit Hours 15**

**Semester 6**

DGM 3110	Corporate Issues in Digital Media	3
DWDD 3430	Adaptive Media Experiences	3
DWDD Elective		3
Humanities Distribution		3
Biology Distribution		3

**Credit Hours 15**

**Fourth Year**

**Semester 7**

DWDD 4900R	Senior Capstone	3
DGM 4810R	Internship	1
DWDD 4430	Adaptive Media II	3
DWDD 4520	Digital Product Design Studio	3
DWDD Elective		2
Fine Arts Distribution		3

**Credit Hours 15**

**Semester 8**

DWDD 4900R	Senior Capstone	3
MKTG 3690	Digital Marketing Analytics	3
DWDD 4240	Experience Design Process	3
DWDD Elective		3
Physical Science Distribution		3
<b>Credit Hours</b>		<b>15</b>
<b>Total Credit Hours</b>		<b>120</b>

**Program Learning Outcomes**

1. Exhibit professional level design skills, problem solving, and robust verbal and written communication skills
2. Demonstrate junior level of proficiency in using industry standard digital hardware and software within their specific emphasis on student and real-world projects
3. Demonstrate proficiency in creating wireframes, mockups, and interactive prototypes using industry-standard
4. Communicate design ideas and iterate on concepts based on feedback and usability testing.

**Web developers**

- Total Positions 94,100
- Field Growth 9.0%
- Median Salary \$84,960
- Average Openings 6.6

**Web and digital interface designers**

- Total Positions 128,600
- Field Growth 7.9%
- Median Salary \$98,540
- Average Openings 9.9