

BACHELOR OF FINE ARTS IN INTERACTION DESIGN

The bachelor of fine arts (BFA) program in interaction design prepares students to work in an interdisciplinary field that uses human-centered collaborative processes to create meaningful, usable, and desirable design solutions that tackle the problems related to human interaction with systems and protocols in technology development, bureaucracy, products, and community. Moving beyond screen interfaces, the interaction design program is intended to be an incubator for design-based problem solving and the creation of interactive spaces, products, systems, and services. Students complete the core program in interaction design BFA sequence and supplement that study with an area of emphasis in a related field. This is accomplished by completing a minor course of at least 18 credits, as outlined by the department of the supporting discipline.

Visit the program website (<https://corcoran.gwu.edu/undergraduate-interaction-design/>) for additional information.

ADMISSIONS

For information about the admission process, including deadlines, visit the Office of Undergraduate Admissions website (<https://undergraduate.admissions.gwu.edu/>). Applications can be submitted via the Common Application (<https://go.gwu.edu/commonapp/>).

Supporting documents not submitted online should be mailed to:

Office of Undergraduate Admissions
The George Washington University
800 21st St NW Suite 100
Washington, DC 20052

For questions visit undergraduate.admissions.gwu.edu/contact-us (<http://undergraduate.admissions.gwu.edu/contact-us/>).

REQUIREMENTS

The following requirements must be fulfilled:

The general requirements stated under Columbian College of Arts and Sciences, Undergraduate Programs (<http://bulletin.gwu.edu/arts-sciences/#degreeregulationstext>).

69 credits in major-specific coursework. No course may be counted toward more than one major requirement.

Completion of a minor program (typically 18 credits) or two micro-minors (18 credits).

Code	Title	Credits
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Major requirements

Foundations (24 credits)

CAH 1090	Art History I: Art Now, Contemporary Perspectives in the Visual Arts
CAH 1091	Art History II: Historical Perspectives in the Visual Arts
CGD 1090	Design Fundamentals I
CGD 1091	Design Fundamentals II
CFN 1090	First-Year Studio 1: Drawing and Surface
CFN 1091	First-Year Studio 2: Form and Materials
CFN 1092	First Year Studio 3: Time and Light
CFN 1093	First-Year Studio 4: Interaction

Programming and development (9 credits)

CIXD 2111	Creative Code
CIXD 3091	Prototyping and Fabrication for Interaction

and one course selected from the following:

CIXD 3112	Data Visualization and Sonification
CGD 3020	Web Design
CSCI 1012	Introduction to Programming with Python

User experience and design research (12 credits)

CIXD 2015	User Interface and Digital Product Design
CIXD 2090	Narrative Media and Design Research
CIXD 3820	Engagement Lab (taken for 6 credits)

History and theory of design and technology (6 credits)

CIXD 2091	Systems Thinking and Human-Centered Design
CIXD 3085	Design Futures

Capstone

(9 credits)

CIXD 4090	Interaction Design Thesis I
CIXD 4091	Interaction Design Thesis II
CIXD 4193	Design Leadership and Professional Practice

Electives

9 credits in elective courses, to include the following:

Major electives—Any two CGD or CIXD courses (6 credits)

Studio elective—Any one CGD, CIXD, CORX, or CSA course (3 credits)

Required minor or two micro-minor programs

In addition to requirements for the major, students must successfully complete either a minor or two micro-minors of their choosing. Students should consult the advisor concerning this requirement.