Human Experience Design Interactions

PROCESS MANAGEMENT AND PLANNING

1 Enroll HXDI Courses
2 Explore Through Electives
3 Engage in Field Work
4 GWAR
5 Preliminary Thesis Proposal
6 Set Thesis Project Committee
7 HXDI Project Exhibition
8 Thesis Project Exhibition
9 Advance to Candidacy
10 Enroll HXDI Courses
11 Engage in Research
12 Develop & Execute Workshop
13 Develop Thesis Project
14 Submit Written Thesis
15 HXDI Studio Exhibition
16 Proof of Prototype Exhibition
17 Enroll HXDI Courses
18 Develop Thesis Project
19 Thesis Project Exhibition
20 Submit Thesis Project
GRADUATE

FALL

DESN 555 DESN 570 DESN 581 DESN 585

DESN 555
Computer Aided Graphics III (BLANCA)

(3 units)

Prerequisite: Graduate student in HXDI program or consent of instructor.

Application of advanced techniques in computer-aided audiovisual multi-media, illustration, rendering, image manipulation and composition. Focus on multidisciplinary designs for 2D and 3D forms, virtual, physical and hybrid environments for user experience design.

Letter grade only (A-F). Course requirements for technology hardware and software are available on the department web site. (Online, Hybrid or 6 hours laboratory).
Double Numbered with: DESN 455

DESN 581
Designing for User Experiences (SATTERFIELD)

(3 units)

Prerequisites: Graduate student in HXDI program or consent of instructor.

Application of theories, research methods, ethics, and design processes of UX (user experience) design. Students will research, develop, and test UX designs. Design strategies will be discussed as they apply to physical, virtual, and hybrid solutions.

Letter grade only (A-F). Course requirements for technology hardware and software are available on the department web site. (Online, Hybrid or 6 hours laboratory).
Double Numbered with: DESN 481

DESN 570
Applied Design in Contemporary Society (LAFORTE)

(3 units)

Prerequisites: Graduate student in HXDI program or consent of instructor.

Apply advanced analytical and professional-level skills to the communication media of contemporary society. Emphasis on individual research in context while creating original content for communication through contemporary design media. Learning evaluated through seminar participation, applied multi-media communication projects.

Letter grade only (A-F). (3 hours seminar)

DESN 585
Human Experience and Social Design Seminar (BARKER)

(3 units)

Prerequisites: Graduate student in the HXDI program or consent of instructor.

Prerequisite(s)/Co-requisite(s): DESN 555 or equivalent; DESN 570; DESN 581.

Graduate seminar involving the social context and inter-disciplinarity of user experience including topics such as research-based, design-thinking processes, boundaries of spaces, objects, and interfaces. This course develops applied projects discussed in the seminar environment.

Letter grade only (A-F). (3 hours seminar).

WINTER

OPTION

SPRING

DESN 582 DESN 583 DESN 586 DESN 686

DESN 582
Research Methods for Inclusive UX Design

(3 units)

Prerequisite: Graduate student in HXDI program or consent of instructor.

Advanced application of theories, research methods, ethics, and design processes of inclusive UX (user experience) design. Research, development, and testing of UX designs for non-traditional user groups. Design strategies will be discussed as they apply to physical, virtual, and hybrid solutions.

Letter grade only (A-F). Course requirements for technology hardware and software are available on the department web site. (Online, Hybrid or 6 hours Laboratory) Double Numbered with: DESN 482

DESN 583
Data and Technologies of Human Interaction Design

(3 units)

Prerequisite: Graduate student in HXDI program or consent of instructor.

Technology skills for non-programmers by managing and processing complex visual information. Students will synthesize quantitative and qualitative data through a series of workshops, and develop digital research skills and technology to enhance human-centered, technology-augmented design.

Letter grade only (A-F). Course requirements for technology hardware and software are available on the department web site. (3 hours seminar). Double Numbered with: DESN 483

DESN 586
Human Experience and Embodied Interactions Studio

(3 units)

Prerequisites: Graduate student in the HXDI program; DESN 555 or equivalent; DESN 570; DESN 581; DESN 582 or equivalent; DESN 583; DESN 585; or consent of instructor.

Engages collaborations from various specializations in design to develop projects focused on human experience and embodied interactions. Hands-on, collaborative projects are developed with the research and theory required to foster innovative and independent solutions.

Letter grade only (A-F). (3 hours laboratory).

DESN 686
Immersive Design Research Lab

(2-6 units)

Prerequisites: Graduate student in the HXDI program; DESN 555 or equivalent; DESN 570; DESN 581; DESN 582 or equivalent; DESN 583; DESN 585; or consent of instructor.

Technical and applied human experience design interaction work within the Immersive Design Research Lab.

Letter grade only (A-F). (2 hours laboratory per unit).

SUMMER

OPTION OPTION

FALL

DESN 554 DESN 698

DESN 554
Technologies for Hybrid Design

(3 units)

Prerequisite(s): Graduate student in HXDI program or consent of instructor.

Design of physical objects, environments and experiences that generate, employ or are otherwise integrated with digital information.

Letter grade only (A-F). Course requirements for technology hardware and software are available on the department web site. (6 hours laboratory). Double Numbered with: DESN 454

DESN 698
Human Experience Design Interactions Master's Project

(4-6 units)

Prerequisite(s): Graduate student in the HXDI program; DESN 555 or equivalent; DESN 570; DESN 581; DESN 582 or equivalent; DESN 583, DESN 585; Advancement to Candidacy, minimum of 24 units and consent of program coordinator.

Demonstrates advanced methods and applications of human experience and interaction design in project form. Emphasis on individual research, original content, communicating and demonstrating that work. Learning evaluated through mentor, faculty assessment.

Letter grade only (A-F). Course requirements for technology hardware and software are available on the department web site. (4-6 hours seminar).

2019-2020 Catalog Descriptions
http://catalog.csulb.edu/preview_entity.php?catoid=3&ent_oid=223

MA_HXDI
progress preparation
roadmap and checklist