

# INTERACTION DESIGN

## ADVISING WORKSHEET

### Year 1

FALL		
FN 101	Color + Composition	3
FN 103	Observation + Visualization	3
	Studio Electives	3
HS 113	Writing & Analysis I	3
HS FYS	HS First-Year Studies	3
<b>TOTAL</b>		<b>15</b>

SPRING		
FN 102	Form + Structure	3
DE103 or FN104	Intro to Visual Communications or Time + Motion	3
FN 140	Intro to Visual Arts History (H)	3
HS 112	Writing & Analysis II	3
	College or Open Electives	3
<b>TOTAL</b>		<b>15</b>

### Year 2

FALL		
DE 223	Systems	3
DE 225	Digital Tools for Interaction	3
DE 233	The Western Design Canon (H)	3
Gen Ed	General Education	3
	College or Open Electives	3
<b>TOTAL</b>		<b>15</b>

SPRING		
ID 224	Interaction Design Systems	3
ID 226	Publishing Tools	3
IA 250	Professional Practices in the Arts	3
Gen Ed	General Education	3
	College or Open Electives	3
<b>TOTAL</b>		<b>15</b>

### Year 3

FALL		
ID 323	Immersive Interaction Studio	3
ID 333	Parallel Views: Narratives of Design (H)	3
	Studio Electives	3
Gen Ed	General Education	3
Gen Ed	General Education	3
<b>TOTAL</b>		<b>15</b>

SPRING		
ID 324	Collaborative Interaction Studio	3
ID 334	Parallel Views: Narratives of Design	3
	Studio Electives	3
Gen Ed	General Education	3
	College or Open Electives	3
<b>TOTAL</b>		<b>15</b>

### Year 4

FALL		
ID 419	Interaction Design Professional Practices	3
ID 423	Interaction Design Research	3
	Studio Electives	3
Gen Ed	General Education	3
	College or Open Electives	3
<b>TOTAL</b>		<b>15</b>

SPRING		
ID 424	BFA Capstone Project - Interaction Design	3
ID 444	BFA Exhibition Seminar - Interaction Design	3
	Studio Electives	3
Gen Ed	General Education	3
	College or Open Electives	3
<b>TOTAL</b>		<b>15</b>

Credits To Be Completed **120**

### Policies to Know

**CREDIT LOAD:** 12 credits or more is full time. To take more than 18 credits, you must be approved by the registrar. You must pay per credit over 18.

**ADD/DROP:** You can add or drop classes through the 8th day of the semester. After that day, you may drop a class and your transcript will show a W (withdrawal) through the 11th week of the semester.

**GRADE FORGIVENESS:** If you receive a C- or below, you may apply to repeat the course one time using this policy. Both attempts will appear on your transcript, but

**TRANSFER CREDITS:** All transfer credits from work prior to Cornish should be received by the end of your first semester at Cornish. To complete courses at outside institutions and transfer credits back after you have started at Cornish, you must complete a *Transfer After Matriculation* Form. Without this the credits will not transfer.

**RESIDENCY:** You must complete at least 60 credits at Cornish. Your final two semesters must be taken only at Cornish. You cannot transfer in any credits during

# INTERACTION DESIGN

## GRADUATION REQUIREMENTS

### General Education: 30 Credits

First Year Studies	9	Writing & Analysis I	<input type="checkbox"/>
		Writing & Analysis II	<input type="checkbox"/>
		HS First-Year Studies	<input type="checkbox"/>
Global Learning (G)	9		<input type="checkbox"/>
			<input type="checkbox"/>
			<input type="checkbox"/>
			<input type="checkbox"/>
Integrative Learning (I)	9		<input type="checkbox"/>
			<input type="checkbox"/>
			<input type="checkbox"/>
			<input type="checkbox"/>
Biological Sciences (B)	3		<input type="checkbox"/>

### Writing Intensive (WI): Non-Credit Bearing

# 1 Course	NC		<input type="checkbox"/>
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### Histories of the Arts (H): Non-Credit Bearing

# 1 Course	NC	<i>The Western Design Canon (H)</i>	<input type="checkbox"/>
# 2 Course	NC	<i>Parallel Views: Narratives of Design (H)</i>	<input type="checkbox"/>

### College Electives: 6 Credits

	Credits	Course Titles	Done!
<i>These courses must be outside of the Design Home Department</i>	3		<input type="checkbox"/>
	3		<input type="checkbox"/>
	3		<input type="checkbox"/>

### Open Electives: 12 Credits

	Credits	Course Titles	Done!
<i>These courses can be ANYTHING. Inside or outside the Design Home Department</i>	3		<input type="checkbox"/>
	3		<input type="checkbox"/>
	3		<input type="checkbox"/>
	3		<input type="checkbox"/>

### Design In-Major: 72 Credits

	Credits Required	Course Titles	Done!
Foundation Studios	12	Color + Composition	<input type="checkbox"/>
		Observation + Visualization	<input type="checkbox"/>
		Form + Structure	<input type="checkbox"/>
		Intro to Visual Communications or Time + Motion	<input type="checkbox"/>
Core Studios	27	Systems	<input type="checkbox"/>
		Digital Tools for Interaction	<input type="checkbox"/>
		Interaction Design Systems	<input type="checkbox"/>
		Publishing Tools	<input type="checkbox"/>
		Immersive Interaction Studio	<input type="checkbox"/>
		Collaborative Interaction Studio	<input type="checkbox"/>
		Interaction Design Research	<input type="checkbox"/>
		BFA Capstone Project - Interaction Design	<input type="checkbox"/>
BFA Exhibition Seminar - Interaction Design	<input type="checkbox"/>		
Studio Electives	15	Studio Electives - 100 level	<input type="checkbox"/>
		Studio Electives	<input type="checkbox"/>
		Studio Electives	<input type="checkbox"/>
		Studio Electives	<input type="checkbox"/>
		Studio Electives	<input type="checkbox"/>
Histories & Writing	12	Intro to Visual Arts History (H)	<input type="checkbox"/>
		The Western Design Canon (H)	<input type="checkbox"/>
		Parallel Views: Narratives of Design I (H)	<input type="checkbox"/>
		Parallel Views: Narratives of Design II (H)	<input type="checkbox"/>
Professional Practices	6	Professional Practices in the Arts	<input type="checkbox"/>
		Professional Practices in Interaction Design	<input type="checkbox"/>
TTL In-Major	72		

### Helpful Contacts

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