

MAJOR

CORE

ELECTIVES

FIRST YEAR

FALL Courses

SPRING Courses

Leadership for Social Justice	3	Composition II	3
World Languages	3	2-D Design & Color	3
Algebra I	4	Statistics	4
Foundations of UX	3	Adobe Photoshop	3
Composition I	3	Research for UX	3
TOTAL	16 credits	TOTAL	16 credits

SOPHOMORE YEAR

FALL Courses

SPRING Courses

Search for Meaning	4	Ethics of Digital Technology	3
Introduction to Psychology	4	Literature	3
Science	3	History	3
Small Group Communication	3	Information Architecture	3
Interface Design	3	Letter and Typography	3
TOTAL	17 credits	TOTAL	15 credits

JUNIOR YEAR

FALL Courses

SPRING Courses

Theology	4	Literature/Fine Arts	3
Integrated Marketing	3	Oral Communication	3
Inclusive Design	3	Intro to Web Design	3
Adobe Indesign	3	Principles of Management	3
Technical Communication	4	Minor	3
TOTAL	17 credits	TOTAL	16 credits

SENIOR YEAR

FALL Courses

SPRING Courses

History/Behavioral Science	3	Capstone Project	3
Digital Technology & Human Appl	2	Internship	3
Project Management	3	Minor	3
Minor	3	Minor	3
Minor	3	Minor	3
TOTAL	15 credits	TOTAL	15 credits

UPDATED FEB 2022

This example plan is intended to outline the number and types of courses a student might take in order to fulfill the degree, major, core and elective requirements to graduate. Students meet with their academic advisor each semester to review progress toward fulfilling their degree requirements.

USER EXPERIENCE DESIGN (UX)

SCHOOL OF HUMANITIES, SOCIAL SCIENCES AND INTERDISCIPLINARY STUDIES



User Experience Designers (UX) Study the Interactions Between Humans & Technology

User Experience Designers investigate how humans experience technology and strive to develop systems that are functional, accessible and enjoyable. The need for UX designers is already in demand.

Through our UX courses, students will gain the skills and knowledge needed to become a visual storyteller, capable of problem-solving and creating a human-centered experience across a variety of digital platforms - including web, mobile and smart devices.

As an all-female school, we place an emphasis on equity and inclusive design to help bridge the gap in technology and provide a more robust experience for everyone. Here, students will grow as leaders and gain the confidence needed to excel.

Through Mount Mary's User Experience program, students will learn:

- How to apply design thinking and utilize UX principles to evaluate products and services
- Demonstrate cultural competence, inclusiveness and ethical responsibility throughout the design process
- Analyze existing and potential user needs by interviewing, studying and interacting with users within cultural and design contexts
- Evaluate competing design solutions in the context of user experience
- Conduct usability testing, research and analysis
- Successfully practice oral, written, interpersonal and visual communication

Flexibility within Major

The UX bachelor's degree provides a robust foundation for digital design while allowing for the flexibility to double major or minor in a complementary field to increase your marketability with future employers.

Hands-on Learning

Mount Mary's small classes and expert faculty provide students with the attentive education they deserve. Classroom experiences are highly interactive, and students will have the opportunity to intern and network with industry leaders.

CAREER OPPORTUNITIES

Job growth in the field of UX design is projected to grow at 13 percent, which is much faster than average over the next decade.

As companies seek to remove the implicit bias that gets built into design and AI, the demand for more diverse user experience qualifications grows, opening pathways for careers in several fields, including:

- UI/UX Designer and Developer
- UX Researcher
- UX Writer
- Information Architect
- UX Strategist
- Creative Lead

LEARN MORE ONLINE

For additional information about Mount Mary University's exercise science major, please visit mtmary.edu/academics.

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