USER EXPERIENCE RESEARCH MINOR

Also available via Ecampus.

User experience and research focuses on the psychological aspects of the field of human's interactions with computer technologies. User experience research is a subarea of Human Computer Interaction, which is "an interdisciplinary program that focuses on the study of the interaction between people and technology and how that technology impacts society, and combines disciplines within the fields of computing and information science (information systems, software engineering, artificial intelligence and design) and the behavior sciences (cognitive science, cognitive psychology, sociology, organizational psychology, and social psychology). Includes instruction in information technology, cognitive and behavioral sciences, and systems design." [Integrated Postsecondary Education Data System]. Specifically, User Experience (UX) research focuses not on computing and information science, but cognitive science, cognitive psychology, sociology, organizational psychology, and social psychology, and experimental and statistical methods for testing psychological theories and hypotheses related to user experience.

Target students include students pursuing the Computer Science BS Applied Option, the Psychology BS, or the Digital Communication Arts BS degree who are interested in human factors, user experience research, and the application of human cognition, perception, and decision-making research.

Students in this program gain foundational skills in communication, teamwork, and project management, as well as specialized skills in user testing, user research design, and quantitative data analysis.

Career opportunities include UX design researcher, UX researcher, and UX psychologist.

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- Describe key concepts, principles and practices associated with the human-computer interaction and user experience with an emphasis on psychological science.
- Articulate how human factors, cognitive models and implementation constraints influence design and usability.
- Use effective writing skills for different purposes.
- Demonstrate effective presentation skills for different purposes.
- Function effectively as part of a team.
- Apply HCI content and user experience research skills to meaningful career goals.
- Demonstrate project management skills.
- Apply appropriate research methods to identify meaningful insights about people’s needs, behaviors and experiences.
- Develop and apply specialized skills relevant to user experience, including iterative design and testing, prototyping, and creating wireframes and mockups.
- Students should consult their major advisors to see if specific courses are required for their major.
- Students must receive a grade of C– or better in any course applied toward the minor. Such courses cannot be taken with S/U grading.

- No more than 12 credits can count for both the User Experience Research minor and Psychology major.
- Courses in this minor may be double counted with the Applied Computer Science Option in the Computer Science Undergraduate Major.

<table>
<thead>
<tr>
<th>Code</th>
<th>Title</th>
<th>Credits</th>
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<tbody>
<tr>
<td>PSY 201</td>
<td>GENERAL PSYCHOLOGY</td>
<td>4</td>
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<tr>
<td>PSY 340/PSY 340H</td>
<td>COGNITIVE PSYCHOLOGY</td>
<td>4</td>
</tr>
<tr>
<td>PSY 446</td>
<td>PSYCHOLOGY OF HUMAN COMPUTER INTERACTION</td>
<td>4</td>
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<tr>
<td>Any CS Course</td>
<td></td>
<td>3-4</td>
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<tr>
<td>PSY 302</td>
<td>USER EXPERIENCE RESEARCH</td>
<td>3</td>
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<tr>
<td>PSY 312</td>
<td>CAREERS IN HUMAN COMPUTER INTERACTION</td>
<td>2</td>
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**Electives**

Select a minimum of 3 courses from the following: 9-12

- PSY 442 | PERCEPTION
- PSY 444 | LEARNING AND MEMORY
- PSY 463 | JUDGMENT AND DECISION MAKING
- PSY 494 | ENGINEERING PSYCHOLOGY
- NMC 241 | APPLIED MEDIA AESTHETICS
- NMC 292 | WEB DESIGN AND PROGRAMMING
- NMC 293 | SERVER SIDE PROGRAMMING
- NMC 294 | INTERACTIVE DESIGN AND USER EXPERIENCE
- ANTH 330 | *EVOLUTION OF PEOPLE, TECHNOLOGY, AND SOCIETY
- or CS 391 | *SOCIAL AND ETHICAL ISSUES IN COMPUTER SCIENCE
- or PHIL 330 | *TECHNOLOGY AND ETHICS
- or WGSS 320 | *GENDER AND TECHNOLOGY

Total Credits 29-33

**Baccalaureate Core Course (BCC)**

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