# MINOR IN USER EXPERIENCE DESIGN

## Overview

The Department of Interactive Media at the University of Miami is launching a new minor in User Experience Design. This program offers essential knowledge and hands-on experience in creating intuitive, user-friendly digital products. The curriculum combines interaction design, user research, and visual design to prepare students for user experience design careers across various industries. Through theoretical learning and practical applications, students will enhance user satisfaction by improving usability, accessibility, and interaction with digital products.

## Curriculum Requirements

| Code | Title | Credit Hours |
|---|---|---|
| Core Courses [1] | | |
| CIM 102 | Interaction Design | 3 |
| CIM 202 | User Experience Design | 3 |
| CIM 412 | Human-Computer Interaction | 3 |
| Electives [2] | | |
| Choose two of the following: | | 6 |
| CIM 332 | Visual Design for Interactive Media | |
| CIM 343 | Front End Fundamentals | |
| CIM 422 | Human-Centered Design | |
| CIM 469 | Interactive Media Internship | |
| CIM 489 | Special Topics in Interactive Media | |
| CIM 505 | Technology Trends | |
| CIM 515 | Interactive Media Business Essentials | |
| CIM 579 | Interactive Media Practicum | |
| CIM 582 | UX Research Methods | |
| JMM 331 | Introduction to Infographics and Data Visualization | |
| **Total Credit Hours** | | **15** |

[1]   Students *cannot double count* any CIM courses from the User Experience Design minor towards the Interactive Media major. Consult the director of the Interactive Media program or a CIM faculty advisor for course alternatives.

[2]   Students can construct the User Experience Design minor in conjunction with the director of the Interactive Media program or a CIM faculty advisor.

*    A minimum grade of C or higher is required for all courses taken toward the minor.