## USER EXPERIENCE/USER INTERFACE CONCENTRATION

<table>
<thead>
<tr>
<th>Course Code</th>
<th>Course Title</th>
<th>Units</th>
</tr>
</thead>
<tbody>
<tr>
<td>CPE/CSC 101</td>
<td>Fundamentals of Computer Science</td>
<td>4</td>
</tr>
<tr>
<td>CPE/CSC 123</td>
<td>Introduction to Computing [1]</td>
<td>4</td>
</tr>
<tr>
<td>GRC 339</td>
<td>Web Design and Production</td>
<td>4</td>
</tr>
<tr>
<td>GRC 429</td>
<td>Mobile User Experience</td>
<td>3</td>
</tr>
</tbody>
</table>

**Advisor Approved Electives**

Select from the following: 14

- CSC courses (any, up to 8 units)
  - ART 388 Interaction Design II (We want to shift the focus away from video)
  - ART 484 Animation, Video, and Interactive Design
  - ART 488 Interaction Design III
  - BUS 458 Solving Big World Challenges
  - ENGR 234 Introduction to Design Thinking
  - GRC 220 Introduction to Applied Social Media in Graphic Communication
  - GRC 331 Color Management and Quality Analysis
  - GRC 400 Special Problems for Advanced Undergraduates
  - GRC 433 User Experience Methods for Digital Innovation
  - GRC 451 Management Topics in Graphic Communication
  - GRC 452 Emerging Technologies in Graphic Communication
  - GRC 453 Design Reproduction Topics in Graphic Communication

**Total units** 29

[1] Only during Winter quarter may GRC students enroll in CPE/CSC 123.