# 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 123</td>
<td>Introduction to Computing</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>
<tr>
<td>PHIL 323</td>
<td>Ethics, Science and Technology</td>
<td>4</td>
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</tbody>
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### Advisor Approved Electives
Select from the following: 14 units

- BUS 458   Solving Big World Challenges
- COMS 404  Video Games & Society
- CSC courses (any, up to 8 units)
- ENGL 221  Introduction to Technical and Professional Communication
- ENGL 317  Technical Editing
- ENGL 319  Information Design and Production
- ENGR 234  Introduction to Design Thinking
- GRC 220  Introduction to Applied Social Media in Graphic Communication
- GRC 322  Advanced Digital Typography
- GRC 329  Tangible Interactive Product Development
- GRC 340  Front-end Web Development
- GRC 347  Packaging Graphics Technology and Design
- GRC 400  Special Problems for Advanced Undergraduates
- GRC 433  User Experience Methods for Digital Innovation
- GRC 437  Advanced Consumer Packaging
- GRC 451  Management Topics in Graphic Communication
- GRC 452  Emerging Technologies in Graphic Communication
- GRC 453  Design Reproduction Topics in Graphic Communication
- HNRS 304/ISLA 303 Values and Technology
- HNRS/ISLA 320 Topics and Issues in Values, Media and Culture
- ISLA/LAES 411 Technology and Community Engagement

**Total units** 29

1. Only during Winter quarter may GRC students enroll in CPE/CSC 123.
2. The prerequisite requires a lower-division PHIL course in GE Area C.
3. Total credit limited to 4 units.