College of Engineering  
Department of Computer Science  
Minor in Human-Computer Interaction  
For Students Entering Under UG Catalog 2023-2024

**FOUNDATION COURSES (9 credits required)**
- **CS 3724** Introduction to Human-Computer Interaction  
  Pre: CS 1114 or CS 1044 or CS 1054 or CS 1064  
  3 hours
- **COMM 2084** Media and Society  
  3 hours
- **HIST/SOC/STS 2604** Introduction to Data in Social Context  
  3 hours

**ELECTIVES (6 credits required, 3 from outside student’s major(s))**

**Design focus:**
- **ART 1234** Topics in Design for Non Majors  
  3 hours
- **COMM 4374** New Communications Technology  
  Pre: COMM 2084 or COMM 4014  
  3 hours
- **IDS 2214** IDS Studio for Minors  
  6 hours
- **IDS 2065** Design Visualization  
  Pre: ARCH 1016  
  2 hours

**Theory & Research focus:**
- **CMDA/STAT/CS 3654** Introductory Data Analytics and Visualization  
  Pre: CS 1114 or 
  CS 1044 or CS 1054 or CS 1064), (MATH 2224 or MATH 2224H or MATH 2204 or MATH 2204H or MATH 2406H or CMDA 2005), (STAT 3006 or STAT 4705 or STAT 4714 or CMDA 2006)  
  3 hours
- **COMM 4024** Communication Law  
  3 hours
- **ISE 3614** Human Factors Ergon Engr  
  Pre: ISE 2004; Co: ISE 2024  
  3 hours
- **PSYC 1004** Introduction to Psychology  
  3 hours
- **PSYC 2084** Social Psychology  
  Pre: PSYC 1004  
  3 hours
- **SOC 3204** Social Research Methods  
  Pre: SOC 1004  
  3 hours

**Content focus:**
- **ART 3574** Topics in Graphic Design (Scheduled topics: “Intro Web Design”  
  or “Interaction Design”)  
  Pre: ART 2576  
  3 hours
- **ART 3604** Topics in New Media Art (Scheduled topic: “Multimedia”)  
  Pre: ART 2604  
  3 hours
- **ART 3704** Topics in Computer Animation (Scheduled topic “Creative Code  
  w/ Processing”)  
  Pre: ART 2704  
  3 hours
- **ART 4504** Topics in Multimedia Studio  
  Pre: (ART 1414, ART 1604) or (ART 1504, ART 1514, ART 2504)  
  3 hours
- **ART 4544** Computer Animation Studio (Scheduled topic “Adv Creative Code” or  
  “Multimedia/Installation”)  
  Pre:ART 3704  
  3 hours
- **CS 4634** Design of Information  
  Pre: CS 3114, CS 3724  
  3 hours
- **MUS 3314** Instrumental Ensemble Music (Linux Laptop Orch)  
  1 hour

**Implementation focus:**
- **CS 3714** Mobile Software Development  
  Pre: CS 2114 (C) or ECE 3514 (C)  
  3 hours
- **CS 3744** Intro GUI Programming/Graphics  
  Pre: (CS 2114 (C) or ECE 3514 (C),  
  (MATH 1114 or MATH 2114), (MATH 1224 or MATH 2204)  
  3 hours
- **CS 3754** Cloud Software Development  
  Pre: CS 2114 (C) or ECE 3514 (C)  
  3 hours
- **CS 4624** Multimedia, Hypertext & Information Access  
  Pre: CS 3114 (C)  
  3 hours
- **MUS 3064** Digital Sound Manipulation  
  3 hours
- **MUS 3065** Computer Music and Multimedia Design  
  Pre: MUS 2054  
  3 hours
- **MUS 3066** Computer Music and Multimedia Design  
  Pre:MUS 2054, MUS 3065  
  3 hours
- **MUS 4014** Topics in Advanced Electroacoustic Research  
  Pre: MUS 3066, MUS 3164  
  3 hours

**INTEGRATIVE CAPSTONE (3 credits required)**
- **CS 4774** HCI Design Experience (non-CS-majors)  
  Pre: CS 3724 (C), COMM 2084 (C), HIST/SOC/STS 2604 (C)  
  3 hours
- **CS 4784** HCI Capstone (CS-majors)  
  Pre: CS 3724 (C), CS 3744 (C)  
  3 hours

**Total**  
  18 hours
Additional Requirements and Comments for the Human-Computer Interaction (HCI) Minor

A. HCI minors must earn at least a “C” (2.0) in CS 3724, HIST/SOC/STS 2604, and COMM 2084.

B. Students must have an HCI Minor GPA of at least 2.0 to successfully complete the minor.

C. Student must be in a degree-granting major before declaring the minor.

D. No more than 50% of the credits for the HCI Minor may be double-counted in the student’s major.

E. Some courses listed on this checksheet have prerequisites. It is the student’s responsibility to be aware of prerequisites and to ensure that all prerequisites are completed prior to enrolling in the chosen course. Some courses may be restricted to specific majors in some semesters. Check the Undergraduate Course Catalog and consult with an academic advisor to confirm your eligibility for specific electives. Actual course offerings are subject to availability of sufficient resources, including faculty availability and student demand.