

B.S. in Human-Computer Interaction

(120 credits)

First Year

1st Semester		Credits
CS 100	Roadmap to Computing	3
IS 117	Introduction to Website Development	3
ENGL 101	English Composition: Introduction to Academic Writing	3
Science Literacy with Lab GER (http://catalog.njit.edu/undergraduate/academic-policies-procedures/general-education-requirements/natural-science-ger/)		4
MATH 101 or MATH 138	Foundations of Mathematics for the Liberal Arts or General Calculus I	3
FYS SEM	First-Year Student Seminar	0
Term Credits		16

2nd Semester

IS 247	Designing the User Experience	3
AD 150	Color and Composition	3
PSY 210	Introduction to Psychology	3
ENGL 102	English Composition: Introduction to Writing for Research	3
Science Literacy with Lab GER (http://catalog.njit.edu/undergraduate/academic-policies-procedures/general-education-requirements/natural-science-ger/)		4
Term Credits		16

Second Year**1st Semester**

IS 218	Building Web Applications	3
IS 350	Computers, Society and Ethics	3
MATH 105	Elementary Probability and Statistics	3
PSY 304	Social Science Research Methods I	3
PSY 304A	Social Science Research Methods I Lab	1
PSY 215	Biology of Behavior	3
Term Credits		16

2nd Semester

IT 201	Information Design Techniques	3
IS 375	Discovering User Needs for UX	3
PSY 307	Social Science Research Methods II	3
PSY 307A	Social Science Research Methods II Lab	1
YWCC 207	Computing & Effective Com	1
General Elective 1		3
Term Credits		14

Third Year**1st Semester**

IS 257	Design Thinking: Addressing Structural Inequality	3
IS 265	Introduction to Information Systems	3
IS 390	Requirements Analysis and Systems Design	3
IS 448	Usability & Measuring UX	3
General Elective 2		3
Term Credits		15

2nd Semester

IE 355 or AD 201	Human Factors or Human Factors/Ergonomics	3
YWCC 307	Professional Dev in Computing	1

COM 312 or COM 313	Oral Presentations or Technical Writing	3
PSY 359	Foundations of Cyberpsychology	3
HCI Elective 1		3
Term Credits		13
Fourth Year		
1st Semester		
ENTR 210 or IE 492	Introduction to Entrepreneurship or Engineering Management	3
Humanities and Social Science Senior Seminar GER (http://catalog.njit.edu/undergraduate/academic-policies-procedures/general-education-requirements/hss-capstone/)		3
HCI Elective 2		3
HCI Elective 3		3
General Elective 3		3
Term Credits		15
2nd Semester		
IT 491	IT Capstone Project	3
HCI Elective 4		3
HCI Elective 5		3
General Elective 4		3
General Elective 5		3
Term Credits		15
Total Credits		120

¹ Independent Study (optionally leading to the Undergraduate Thesis Option): We encourage you to consider an independent study (IS 488) as part of your electives as juniors and seniors. You could then continue with an Undergraduate Thesis (IS 489), which optionally can substitute for IT 491. The thesis option is explained further on the Informatics Department web site. Please consult your advisor if you wish to explore this option.

HCI Electives:

Students choose five courses from the HCI Electives listed below.

Code	Title	Credits
Select five of the following HCI Electives:		15
IT 265	Game Architecture and Design	3
IT 270	3D Modeling and Animation	3
IT 286	Foundations of Game Production	3
IT 380	Educational Software Design	3
IT 383	Advanced Topics in Game Design for XR	3
IT 487	Advanced Game Production	3
IT 488	Independent Study in Information Technology	3
DD 275	History of Games	3
AD 112	Communication in Art and Design - Digital Media ¹	3
ID 203	Past, Present and Future of Design	3
IS 219	Adv Website Development	3
IS 322	Mobile Applications: Design, Interface, Implementation	3
IS 373	Content Management Systems	3
IS 488	Independent Study in Information Systems	3
CS 488	Independent Study in Computer Science	3
DS 488	Independent Study in Data Science	3
PSY 361	Found of Cyberpsychology II	3
PSY 321	Social Psychology	3
PSY 339	Psychology of Diversity	3

YWCC 310	Co-op Work Experience I	3
YWCC 410	Co-op Work Experience II	3

See the **General Education Requirements** "Refer to the General Education Requirements for specific information for GER courses"