**2025 -2026 Curriculum Flow**

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| **YEAR 1** | **FALL** | **WINTER** |
|  | UX100 DESIGN THINKING I | UX103 UX STRATEGY |
|  | UX110 UX WRITING I | UX112 SERVICE DESIGN |
|  | UX204 DIGITAL TECH LAB | UX115 RESEARCH METHODS I |
| **YEAR 2** | **FALL** | **WINTER** |
|  | UX201 MAKER LAB I | UX200 DESIGN THINKING II |
|  | UX205 INFO DESIGN | UX202 MAKER LAB II |
|  | UX211 GRAPHIC DES. I | UX210 UX WRITING II |
|  | UX215 RESEARCH METHODS II | UX212 GRAPHIC DES. II |
|  | UX220 WEB I | UX221 WEB II |
| **YEAR 3** | **FALL** | **WINTER** |
|  | UX230 INTERACTION I | UX306 IMMERSIVE |
|  | MB381 PROJECT MGMNT  (or OL481 – check for scheduling) | UX307 EDI |
|  | DMJN222 CRITICAL MEDIA | UX308 MOBILE |
|  |  | UX312 GRAPHIC DESIGN III |
|  |  | UX330 INTERACTION II |
| **YEAR 4** | **FALL** | **WINTER** |
|  | UX400 CAPSTONE | UX400 CAPSTONE |
|  |  | UX410 SPECIAL TOPICS  (WHEN AVAILABLE) |
|  |  | SE200 SOCIAL INNOVATION |

NOTES –

* DMJN222 may be taken at any time after first year.
* UX307 may be taken in any year.
* UX410 (when offered) may be taken by students in any year.