In addition to the core design courses, students pursuing this program will take five courses specific to interactive design, such as:

**UX Design Lab**
This course builds on students’ understanding of the design of interactive artifacts from Interactive Design 1 and 2, and it focuses on giving students a stronger understanding of the conceptual basis for designing interactive work. Students will develop methods for researching users and projects, design a user’s interaction with interactive media and objects, and design the visual face of those interactions.

**Interactive Product Development**
In this design-and-development-focused course, students will design a small application and learn the appropriate development processes and skills to bring it to life. Students will learn about app store guidelines and other real-world processes that they’ll need to negotiate in order to see their work go from design to reality. Students will use their existing knowledge of design processes, design patterns, and technical skills to build a new portfolio of skills.

**UX Design Practicum**
In this course, students work with suitable partners in the university community and beyond to design and develop an app according to that partner’s needs. Students will gain more experience with the process of design and development. Additionally, they’ll combine knowledge from previous classes to research and assess client and audience needs, plan a scope for the project, and go through a rigorous design and development process.

**Possible Careers:**
- Interactive designer
- Creative director
- Web designer
- App designer

**ATTENDING LOYOLA** means being in the heart of New Orleans. Our campus is located in the city’s historic Uptown neighborhood, just a short drive from the Central Business District, the city’s hub of creativity and innovative thinking. You’ll learn to hone your talents in the city named the #1 best city in the U.S. for creative professionals.