Bachelor of Science - Human-Computer Interaction - 120 Credits							
Fall Semester				Spring Semester			
Freshman	CS 100 HUM 101 IS 117 MATH 101 or MATH 138 or MATH 111 Science I	Roadmap to Computing English Composition: Writing, Speaking, Thinking I Introduction to Website Development Foundation of Mathematics for the Liberal Arts or General Calculus I or Calculus I PHYS/CHEM/BIOL or Rutgers	3 3 3	IS 218 IS 247 Science II Science II Lab	English Composition: Writing, Speaking, Thinking II Building Web Applications Designing the User Experience PHYS/CHEM/BIOL or Rutgers PHYS/CHEM/BIOL or Rutgers	3 3 3 3 1	
	Science I Lab FRSH SEM Credits:	PHYS/CHEM/BIOL or Rutgers Freshman Seminar	1 0 16	STS 210 or R830 101 Credits:	General Psychology or Principles of Psychology I	3 16	
Sophomore		Color and Composition or Intro to Drawing or Design Fundamentals or 3D Design Fundamentals Computers, Society and Ethics Elementary Probability and Statistics Principles of Psychology II	3 3 3 3	IS 375 R830 301 R830 304 YWCC 207 Specialization 1 Credits:	Discovering User Needs for UX Statistical Methods Cognitive Processes Computing & Effective Communication	3 4 3 1 3 14	
Junior	AD 201 or IE 355 IS 331 IS 390 IS 448 General Elective 2 Credits:	Human Factors/Ergonomics or Human Factors Database Design Management and Applications Requirements Analysis and Systems Design Usability & Measuring UX (Fall Only)	3 3 3 3	ENG 340 or ENG 352 R830 302 Upper Humanities GER YWCC 307 General Elective 3 Credits:	Oral Presentations or Technical Writing Experimental Methods Any 300-level course from COM, ENG, HIST, HUM, LIT, PHIL, STS, or THTR Professional Development in Computing	3 4 3 1 3 14	
Senior	ENTR 410 or IE 492 Humanities Capstone General Elective 4 General Elective 5 Specialization 2 Credits:	New Venture Management or Engineering Management HSS 400-level	3 3 3 3 3	IS 491 or IT 491 General Elective 6 General Elective 7 Specialization 3 Specialization 4 Credits:	Senior Project or IT Capstone Project	3 3 3 3 3 15	