Design, B.S. *major*
Computer Science and Design Emphasis

Required Credits: 78
Required GPA: 2.00

Required TAD Core Courses

Complete the following courses:

- TADD 1100 Orientation to Technology, Art, and Design (2 credits)
- TADD 1200 Two-Dimensional Visual Foundations (2 credits)
- TADD 1300 Three-Dimensional Visual Foundations (2 credits)
- TADD 1400 The Art of Napkin Sketching (2 credits)
- TADD 1500 Adobe Illustrator (2 credits)
- TADD 1550 Adobe Photoshop (2 credits)
- TADD 1600 Fundamentals of Digital Photography (2 credits)
- TADD 1800 Creativity in Action (2 credits)
- TADD 2310 Artificial Intelligence for Art & Design (2 credits)
- TADD 3000 Presentation Planning, Design, and Delivery (3 credits)
- TADD 3090 Leadership in Creative Industries (2 credits)
- TADD 3360 History of Contemporary Art & Design: 1945-Present (3 credits)

Required TAD Courses

Complete the following courses:

- TADD 2200 Introduction to Graphic Design (2 credits)
- TADD 2300 Introduction to Typography (2 credits)
- TADD 3449 Adobe Premiere Pro (2 credits)
- TADD 3551 Autodesk 3ds Max I (2 credits)
- TADD 3552 Autodesk 3ds Max II (2 credits)
- TADD 3553 Blender (2 credits)
- TADD 3750 Tradeshow Exhibit Design (2 credits)
- TADD 3780 Themed Experience Design (2 credits)
- TADD 3800 Adobe After Effects (2 credits)
- TADD 3850 Digital Signage (2 credits)
- TADD 3899 Junior Culmination (2 credits)
- TADD 4020 Web & Social Media Design (2 credits)
- TADD 4040 UX Design (2 credits)
- TADD 4810 Extended Reality (XR) (2 credits)
- TADD 4840 Advanced Interactive Multimedia Design (2 credits)
- TADD 4899 Senior Culmination (2 credits)

Required Computer Sciences and Other

Complete the following courses:

- CS 1310 Computational Problem Solving & Society (3 credits)
- CS 2321 Computer Science I (4 credits)
- CS 2322 Computer Science II (4 credits)
- CS 3270 Web Programming (4 credits)
- CS 3370 Mobile Application Development (3 credits)
- CS 3380 Game Development (3 credits)
- MATH 1170 College Algebra (3 credits)