2024 - 2025 Major Map

Human Systems Engineering (User Experience), BS

School/College: Ira A. Fulton Schools of Engineering
ESHSEUEBS

Term 1 0 - 14 Credit Hours Critical course signified by ⚠	Hours	Minimum Grade	Notes
⚠ ASU 101-TPS: The ASU Experience	1		• ASU 101 is required of all first-year students.
⚠ HSE 101: Introduction to Human Systems Engineering (SOBE OR SB)	3	C	• Prep for success using the First-Year Student Guide.
ENG 101 or ENG 102: First-Year Composition OR ENG 105: Advanced First-Year Composition OR ENG 107 or ENG 108: First-Year Composition	3	C	• Join a Fulton community. • Explore engineering and technical professions.
MAT 170: Precalculus (MATH OR MA)	3	C	
Scientific Thinking in Natural Sciences (SCIT)	4		
Term hours subtotal:	14		

Term 2 14 - 30 Credit Hours Critical course signified by ⚠	Hours	Minimum Grade	Notes
⚠ HSE 230: Statistics for Human Systems Research I (QTRS OR CS)	3	C	• Create a Handshake profile.
ENG 101 or ENG 102: First-Year Composition OR ENG 105: Advanced First-Year Composition OR ENG 107 or ENG 108: First-Year Composition	3	C	• Get involved with EPICS, the Generator Labs, and the Fulton Start-Up Center.
FSE 100: Introduction to Engineering	2		
Humanities, Arts and Design (HUAD)	3		
Scientific Thinking in Natural Sciences (SCIT)	4		
Elective	1		
⚠ Complete ENG 101 OR ENG 105 OR ENG 107 course(s).			
Term hours subtotal:	16		

Term 3 30 - 45 Credit Hours Critical course signified by ⚠	Hours	Minimum Grade	Notes
⚠ HSE 290: Experimental Methods for Human Systems Research (QTRS OR L)	3	C	• Prep for success using the Sophomore Guide.
HSE 223: Applied Biology of Human Behavior (SOBE OR SB)	3	C	
HSE 224: Applied Social Science (SOBE OR SB)	3	C	
User Experience Concentration Course	3	C	
Humanities, Arts and Design (HUAD)	3		
⚠ Complete Mathematics (MATH) requirement.			
Term hours subtotal:	15		

Term 4 45 - 60 Credit Hours Critical course signified by ⚠	Hours	Minimum Grade	Notes
⚠ HSE 225: Human Systems Integration	3	C	• Pursue an undergraduate research experience.
CIS 105: Computer Applications and Information Technology (QTRS OR CS) OR CSE 100: Principles of Programming with C++ (QTRS OR CS) OR CSE 110: Principles of Programming (QTRS OR CS)			• Apply for internships. • Attend career fairs and events.

	Hours		
OR CSE 180: Computer Literacy (QTRS OR CS) OR EDT 180: Technology Literacy: Problem Solving using Digital Technology Applications (QTRS OR CS)	3		
User Experience Concentration Course	3	C	
American Institutions (AMIT)	3		
Governance and Civic Engagement (CIVI)	3		
Term hours subtotal:	15		

Term 5 60 - 75 Credit Hours Necessary course signified by ⭐	Hours	Minimum Grade	Notes
⭐ HSE 324: Applied Cognitive Science (SOBE OR SB)	3	C	• Plan for success using the Junior Guide.
HSE 390: Qualitative Research Methods (L)	3	C	• Network at student organization competitions or professional societies.
Upper Division Human Systems Engineering Elective	3		
User Experience Concentration Course	3	C	
Sustainability (SUST)	3		
Term hours subtotal:	15		

Term 6 75 - 90 Credit Hours Necessary course signified by ⭐	Hours	Minimum Grade	Notes
⭐ HSE 323: Perceptual Systems (SOBE OR SB)	3	C	• Research and prepare for graduate school.
HSE 325: Human-Computer Interaction	3	C	• Apply for an engineering 4+1 program.
HSE 484: Internship OR Upper Division Human Systems Engineering Elective	3		• Develop a professional profile online.
Upper Division Human Systems Engineering Elective	3		
User Experience Concentration Course	3	C	
Term hours subtotal:	15		

Term 7 90 - 105 Credit Hours Necessary course signified by ⭐	Hours	Minimum Grade	Notes
⭐ HSE 430: Statistics for Human Systems Research II (QTRS OR CS)	3		• Plan for success using the Senior Guide.
Complete 2 courses: Upper Division User Experience Concentration Course	6	C	• Apply for full-time positions.
Global Communities, Societies and Individuals (GCSI)	3		• Complete an in person or virtual practice interview.
Elective	3		
Term hours subtotal:	15		

Term 8 105 - 120 Credit Hours Necessary course signified by ⭐	Hours	Minimum Grade	Notes
⭐ HSE 477: Human Systems Engineering Capstone Experience	3	C	
Upper Division User Experience Concentration Course	3	C	
Complete 3 courses: Upper Division Elective	9		
Term hours subtotal:	15		

• Students must take seven classes from the User Experience Concentration list below, and three classes from the HSE Electives list below.

Hide Course List(s)/Track Group(s)

User Experience Concentration	Human Systems Engineering Elective
GIT 135: Graphic Communications	HSE 422: Human Factors in Sport

GIT 210: Creative Thinking and Design Visualization

GIT 215: Introduction to Web Authoring

GIT 230: Digital Illustration in Publishing

GIT 337: Web Content Design

GIT 340: Information Design and Usability

GIT 402: New Media Internet Technologies

GIT 414: Web Site Design and Internet/Web Technologies

GIT 417: Advanced Web Markup and Scripting

GIT 418: Multimedia Authoring, Scripting and Production

GIT 494: UI/UX Consulting

TWC 411: Principles of Visual Communication (L)

TWC 414: Visualizing Data and Information

TWC 421: Principles of Web Authoring (L)

TWC 444: User Experience

HSE 423: Human Factors in Transportation

HSE 424: Human Automation Interaction

HSE 425: Human Factors in Medical Systems

HSE 426: Training and Expertise

HSE 427: Designing for Learning

HSE 428: Judgment and Decision Making

HSE 429: Product Design and Evaluation

HSE 484: Internship

HSE 494: Special Topics

HSE 499: Individualized Instruction

- **Total Hours:** 120
- **Upper Division Hours:** 45 minimum
- University Undergraduate Graduation Requirements

Notes:

Mathematics Placement Assessment score determines placement in first mathematics course.

General Studies designations listed next to courses on the major map were valid for the 2024 - 2025 academic year. Please refer to the course catalog for current General Studies designations at time of class registration. General Studies credit is applied according to the designation the course carries at the time the class is taken.