User Experience and User Interface Design BFA

Overview

The **Bachelor of Fine Arts in User Experience and User Interface Design**, offered by the Department of Design and Illustration at Tyler School of Art and Architecture, stands at the forefront of digital design education, blending aesthetic design principles with an in-depth understanding of user behavior and technology. This program is specifically designed to prepare students to craft intuitive and impactful digital interactions, ensuring a seamless user journey across various platforms and devices.

Central to this program is a curriculum that deeply explores the realms of user experience (UX) and user interface (UI) design, equipping students with the knowledge to design user-centric experiences. Through a series of comprehensive courses, students will learn to master interface design, information architecture, user research methodologies, and prototype testing, all while applying industry-standard technologies and tools. The emphasis is on creating experiences that are not only aesthetically pleasing but also functionally enriching and accessible to all users.

Tyler offers an enriching educational environment where students can thrive under the guidance of faculty who are experts and innovators in the field of UX/UI design. The small class sizes ensure that students receive personalized mentorship, fostering an atmosphere of creativity and collaborative learning. This is further enhanced by the vast resources and opportunities provided by Temple University, situated in the dynamic urban setting of Philadelphia, known for its rich cultural heritage.

From the foundational courses to the capstone projects, the program promotes a holistic approach to design, emphasizing the importance of strategic thinking, creative innovation, and the practical application of design methodologies. Students are encouraged to experiment with diverse digital mediums, undertake collaborative projects, and gain real-world experience, preparing them to navigate the challenges of the professional world confidently.

Graduates of the BFA in User Experience and User Interface Design are well-equipped to enter a market with a growing demand for skilled UX/UI designers. With a portfolio that demonstrates their ability to solve complex design problems, alumni are ready to assume roles that influence the direction of digital products, enhance user satisfaction, and drive technological innovation forward. They leave the program ready to make meaningful contributions to the UX/UI landscape and improve the overall quality of interactive digital experiences.

Campus Location: Main

Program Code: TA-UXUI-BFA

Study Abroad

Students who plan to study abroad should arrange to meet with their academic advisor and the Education Abroad and Overseas Campuses office as early as possible, preferably during the freshman year, in order to explore options and plan the sequence of courses that would be most appropriate.

Accreditation

Temple University is a non-profit accredited member of the National Association of Schools of Art and Design (NASAD). NASAD establishes national standards for undergraduate and graduate degrees and other credentials for art and design and art/design-related disciplines, and provides assistance to institutions and individuals engaged in artistic, scholarly, educational and other art/design-related endeavors.

Contact Information

Dermot Mac Cormack, Chair
Tyler School of Art Building, Rooms 210T and 240L
610-653-8227
dermot@temple.edu

Kelly Holohan, Program Head
Tyler School of Art Building, Room 240M
215-777-9733
kholohan@temple.edu

Learn more about the Bachelor of Fine Arts in User Experience and User Interface Design.

These requirements are for students who matriculated in academic year 2025-2026. Students who matriculated prior to fall 2025 should refer to the Archives *to view the requirements for their Bulletin year.*

Summary of Requirements

The Bachelor of Fine Arts degree in User Experience and User Interface Design may be conferred upon a student by recommendation of the faculty and upon the satisfactory completion of a minimum of 126 semester hours of credit with a minimum cumulative GPA of 2.00. All User Experience and User Interface Design majors must complete the BFA curriculum and General Education requirements.

- Minimum grades of C- or better in DES 2001, DES 2002, and DES 2003 along with an approved portfolio review are required to enter the User Experience and User Interface Design major. The purpose of the mandatory feedback session is to assist students in their planning and set them up for success in selecting and completing their chosen discipline.
- The required User Experience and User Interface Design courses must be completed with a C- or better to fulfill major requirements.

Major Requirements for BFA in User Experience and User Interface Design

Sophomore Requirements

Code	Title	Credit Hours
DES 2001	Introduction to Design and Illustration	3
DES 2002	Introduction to Digital Tools	3
DES 2003	Introduction to Typography	3
Total Credit Hours		**9**

Note:

User Experience and User Interface Design majors who plan to study abroad should do so in the second semester of their sophomore year if they plan to graduate in four years. These students should see the Program Head for advising prior to leaving.

Protocol for Portfolio Feedback

There will be two portfolio feedback cycles in the Design and Illustration (DES) department each academic year: the end of the Fall semester (December) and the end of the Spring semester (May). The portfolio reviews will take place in the week after final studio course reviews. Specific dates for the reviews will be announced at the beginning of each semester in the DES 2001 classes. They will also be posted on the Design and Illustration Canvas group. All full-time DES faculty will serve on the Portfolio Feedback Committee.

Applicants must have completed all Tyler Foundations courses (or had approved transfer courses as noted by the Tyler Admissions Office) and the three (3) prerequisites for the major: DES 2001, DES 2002, and DES 2003 with a C-minus or better.

Application and Feedback

Application forms for students who wish to major in User Experience and User Interface Design will be available for eligible students in the department's Design and Illustration Canvas group.

Students who have completed or who are currently enrolled in the three prerequisites for the User Experience and User Interface Design major (DES 2001, DES 2002, and DES 2003) and intend to submit an application for the mandatory portfolio feedback session will be able to obtain an application form, template, and detailed application instructions on Canvas by mid-semester.

Incomplete or late portfolio feedback applications will not be reviewed, but students may re-apply for the next review cycle.

Following the Portfolio Feedback session, students will receive their feedback and acceptance to their chosen major. All students must confirm their intent to major by the deadline or they will forfeit their admission and will need to re-apply in the next portfolio feedback cycle.

Junior Requirements

Code	Title	Credit Hours
DES 3001	Design and Illustration	3
DES 3002	Digital Tools	3
DES 3201	User Experience/User Interface (UX/UI) Design 1	3
DES 3202	User Experience/User Interface (UX/UI) Design 2	3
Select one DES Studio Elective from the list below		3
One additional Studio Elective is required and is strongly recommended to be taken from the DES or additional Studio Electives listed below		3
Design or Illustration History Requirement		
Select one of the following:		4
ARTH 2601	History of Modern Graphic Design	

ARTH 2676	History of Illustration	
ARTH 2696	Graphic Design Theory	
DES 3401	History of Modern Graphic Design	
DES 3403	History of Illustration	
DES 3497	Graphic Design Theory	
Total Credit Hours		**22**

Note:

In the junior year, User Experience/User Interface (UX/UI) Design 1 and 2 must be taken in sequence (DES 3201 in Fall / DES 3202 in Spring).

Senior Requirements

Code	Title	Credit Hours
DES 3203	User Experience/User Interface (UX/UI) Design 3	3
Select two DES Studio Electives from the list below		6
One additional Studio Elective is required and is strongly recommended to be taken from the DES or additional Studio Electives listed below		3
Capstone Requirements		
DES 4096	Capstone: Thesis	3
DES 4201	Capstone: User Experience/User Interface (UX/UI) Portfolio	3
Total Credit Hours		**18**

Notes:

- Additional 3000-level DES courses may be taken as studio electives.
- The Capstone DES 4096 Thesis and DES 4201 User Experience/User Interface (UX/UI) Portfolio are offered in spring semesters only. These two courses must be taken in addition to the required DES courses listed above.
- DES 4096 is one of the two required writing intensive courses. The other writing intensive course must be DES 3596 or an Art History course.

DES Studio Electives

Code	Title	Credit Hours
DES 3531	Brand Identity for Hospitality	3
DES 3532	Brand Identity for Sports	3
DES 3533	Brand Identity for Museums	3
DES 3541	Form Making	3
DES 3542	Design for Digital Marketing	3
DES 3543	Design for Advertising	3
DES 3544	Design Activism	3
DES 3545	Typeface Design	3
DES 3546	Packaging Design	3
DES 3547	Wayfinding	3
DES 3548	Design Sprints	3
DES 3549	Editorial Design	3
DES 3551	Lettering Design	3
DES 3552	Illustrated Book Design	3
DES 3553	Poster Design	3
DES 3554	Illustration for Design	3
DES 3555	Murals	3
DES 3556	Illustrated Journalism	3
DES 3557	Stylized Figure for Illustration	3
DES 3558	Illustrated Scenes and Settings	3
DES 3559	Icons and Illustration Systems	3
DES 3561	Motion Design	3
DES 3562	Creative Coding	3

DES 3563	Advanced Digital Tools	3
DES 3564	Accessible Design	3
DES 3565	Design Systems	3
DES 3566	Service Design	3
DES 3567	Designing for the User	3
DES 3568	Design Research Methods	3
DES 3569	3D Product Design and Animation	3
or ART 3041	3D Product Design and Animation	
DES 3571	Event Design	3
DES 3572	Entrepreneurial Design	3
DES 3573	Design Studio	3
DES 3585	Internship	3
DES 3596	Studio Management	3
DES 3651		3
DES 3841	Design and Illustration Workshop in Japan [1]	6
DES 3842	Design and Illustration Workshop in Rome	3
DES 3101	Typography 1	3
DES 3102	Typography 2	3
DES 3301	Illustration 1	3
DES 3302	Illustration 2	3

[1]   DES 3841 is a six-credit course; it may fulfill the six-credit elective requirement.

Additional Recommended Studio Electives

Code	Title	Credit Hours
ARCH 0875	Architecture and the American Cultural Landscape	3
ARCH 1196	History of Form of Cities	3
ARCH 3146	Engaging Places: Observations	2
ARCH 3354	Sustainability and Architecture	3
ARCH 3212	Introduction to Architectural Documentation	3

Suggested Academic Plan

Please note that this is a **suggested** academic plan. Depending on your situation, your academic plan may look different.

Bachelor of Fine Arts in User Experience and User Interface Design

Suggested Plan for New Students Starting in the 2025-2026 Academic Year

Year 1		
Fall		**Credit Hours**
FDPR 1511	Foundation Drawing [1]	3
FDPR 1521	2D Foundation Principles	3
FDPR 1531	3D Foundation Principles/W	3
FDPR 1503	Woodshop Fundamentals	1
ARTH 1155	Arts of the World I: Prehistoric to 1300	3
or ARTH 1955	or Honors Arts of the World I: Prehistoric to 1300	
ENG 0802	Analytical Reading and Writing [GW]	4
or ENG 0812	or Analytical Reading and Writing: ESL [GW]	
or ENG 0902	or Honors Analytical Reading and Writing [GW]	
	Credit Hours	**17**
Spring		
FDPR 1512	Foundation Drawing	3
FDPR 1522	2D Foundation Principles	3

FDPR 1532	3D Foundation Principles/C	3
FDPR 1502	Investigations of Art and Design	1

ARTH 1156
  or ARTH 1956
	Arts of the World II: 1300 to the 21st Century [1]
	  or Honors Arts of the World II: 1300 to the 21st Century
		3

IH 0851
  or IH 0951
	Intellectual Heritage I: The Good Life [GY]
	  or Honors Intellectual Heritage I: The Good Life [GY]
		3

	Credit Hours	**16**
Year 2		
Fall		
DES 2001	Introduction to Design and Illustration	3
DES 2002	Introduction to Digital Tools	3
DES 2003	Introduction to Typography	3

IH 0852
  or IH 0952
	Intellectual Heritage II: The Common Good [GZ]
	  or Honors Intellectual Heritage II: The Common Good [GZ]
		3

GenEd Quantitative Literacy Course [GQ]		4
	Credit Hours	**16**
Spring		
DES or ART 2000-2999 Sophomore Studio Elective		3
ART 2000-2999 Sophomore Studio Elective		3
ART 2000-2999 Sophomore Studio Elective		3
GenEd Breadth Course		3
GenEd Breadth Course		3
	Credit Hours	**15**
Year 3		
Fall		
DES 3001	Design and Illustration	3
DES 3002	Digital Tools	3
DES 3201	User Experience/User Interface (UX/UI) Design 1 [2]	3
Design or Illustration History Course [3]		4
GenEd Breadth Course		3
	Credit Hours	**16**
Spring		
DES 3202	User Experience/User Interface (UX/UI) Design 2 [4]	3
DES Studio Elective		3
DES or ART or ARCH Studio Elective		3
Art History Elective (WI) [5]		4
GenEd Breadth Course		3
	Credit Hours	**16**
Year 4		
Fall		
DES 3203	User Experience/User Interface (UX/UI) Design 3 [2,6]	3
DES Studio Elective [6]		3
DES Studio Elective [6]		3
Non-Studio Elective		3
GenEd Breadth Course		3
	Credit Hours	**15**
Spring		
DES 4096	Capstone: Thesis [WI] [4]	3
DES 4201	Capstone: User Experience/User Interface (UX/UI) Portfolio [4,6]	3
DES or ART or ARCH Studio Elective		3
GenEd Breadth Course		3

Open Elective [7]	3
Credit Hours	**15**
Total Credit Hours	**126**

[1]   These 2 courses constitute the waiver for the GenEd Arts category if the courses are completed with a C- or better.

[2]   Courses offered in Fall only.

[3]   Select one from DES 3401, DES 3403, DES 3497, ARTH 2601, ARTH 2676, or ARTH 2696.

[4]   Courses offered in Spring only.

[5]   If students took DES 3596 as their second Writing Intensive requirement, a non-Writing Intensive Art History course will fulfill the Art History requirement.

[6]   DES 3201 or DES 3202 or DES 3203 and a minimum of two DES 3000-3999 studios must be successfully completed in the Fall to take DES 4101 or DES 4201 or DES 4301.

[7]   Students completing a three-credit Art History 2000+ elective must select a four-credit open elective to reach the minimum 126 credits to earn the BFA degree.