

# DESIGNING FOR PHYSICAL TECHNOLOGY (MINOR)

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The Designing for Physical Technology minor provides the opportunity to integrate hardware with software and build a project suitable for a Maker Faire.

## Course Requirements

Course	Title	Quarter Hours
UXD 210	INTRODUCTION TO USER EXPERIENCE DESIGN	4
EXP 210	DESIGN AND FABRICATION FOR PHYSICAL SPACE WORKSHOP	2
GAM 240	PLAYGRAMMING	4
EXP 250	HARDWARE DESIGN BASICS WORKSHOP	2
EXP 390	PHYSICAL TECHNOLOGY COLLABORATIVE STUDIO I	4
EXP 391	PHYSICAL TECHNOLOGY COLLABORATIVE STUDIO II	4
Select eight (8) Credit Hours from the following list:		8
EXP 340	DESIGNING FOR AUTONOMY	
EXP 350	DESIGNING FOR THE INTERNET OF THINGS	
EXP 360	PHYSICAL & INTERACTIVE EXHIBITS	
EXP 370	GAMES AND PLAY IN PHYSICAL SPACE	