

College of Art

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Minors

The College of Art offers several minors, which are available to all students at Washington University in St. Louis. Minors require a total of 15 or 18 units from approved courses. All courses applied to an art minor must be taken for a grade, and students must earn a grade of C- or higher. At least 12 of the credit units must be applied exclusively to the minor and cannot be double-counted toward another major or minor. No individual course may count more than once toward the minor.

Minors are offered in the following areas:

- Art
- Design
- Creative Practice for Social Change
- Human-Computer Interaction

The Minor in Studio Art

The Minor in Studio Art (15 units) allows students to select courses from across the art curriculum. Each student may choose to select a narrow or wide-ranging set of courses based on their interests and goals. For students earning degrees in the College of Art, the minor is available to non-art majors only. Courses designated "Art FAAM" fulfill this requirement.

The Minor in Design

The Minor in Design (15 units) allows students to mix and match courses in areas such as communication design, fashion design, and the illustrated book studio to suit their interests and schedules. For students earning degrees in the College of Art, the minor is available to non-design majors only. Courses designated "Art FADM" fulfill this requirement.

The Minor in Creative Practice for Social Change

The Minor in Creative Practice for Social Change (15 units) allows students to apply creative practices from art, design and architecture to address systemic economic, environmental, and social challenges. The course ART 236P Design in Social Systems (3 units) is required; students must take four additional 3-unit courses from a preselected menu (PDF) of course work (12 units). At least 12 of the 15 units must be applied exclusively to the minor and cannot be double-counted toward another major or minor. No more than 3 units may be taken outside of the Sam Fox School. Courses designated "Art CPSC" fulfill this requirement.

The Minor in Human-Computer Interaction

The Minor in Human-Computer Interaction (18 units) is a collaboration between the College of Art and the McKelvey School of Engineering, with a mix of required and optional courses in each school. Students are able to gain a multidisciplinary understanding of the principles and applications of human-computer interaction (HCI), and they are introduced to the techniques and processes necessary to create effective user interfaces.

The HCI minor is intended for students who are interested in the design of user-centered interactive technologies and those desiring jobs that include user interface creation, product design, UX/UI design, app development, and virtual and augmented realities. For students in the College of Art — particularly designers and computationally intrigued artists — the minor provides a more in-depth knowledge of back-end development skills. For students outside the College of Art, an HCI minor supports their studies with a clear track in a hybrid pursuit of design and programming.

Students pursuing the minor must complete two pillar courses, one integration course and three approved electives. Courses listed below are considered approved elective offerings between the Sam Fox School and the McKelvey School of Engineering. Students will be permitted to count only one course toward the HCI minor that is also counting for another major or minor.

Units required: 18, including the following:

Pillar Courses (6 units):

Code	Title	Units
ART 138S	Visual Principles for the Screen	3
CSE 131	Introduction to Computer Science	3

Integration Course (3 units):

Code	Title	Units
ART 236A	Interaction Design: Understanding Health and Well-Being	3
or CSE 256A	Introduction to Human-Centered Design	

Electives (9 units, with at least one course each from ART and CSE):

Code	Title	Units
ART 241E	Digital Game Design	3
ART 326M	Game Design Principles & Practices	3
ART 332J	UX Research Methods for Design	3
ART 336B	Advanced Interaction Design	3
ART 336P	Conditional Design	3
ART 338I	Communication Design: Interaction Foundations	3
ART 432A	Interaction Design: User-Centered Applications	3
ART 440T	Advanced Visual Principles for the Screen	3

CSE 204A	Web Development	3
CSE 330S	Rapid Prototype Development and Creative Programming	3
CSE 438S	Mobile Application Development	3
CSE 450A	Video Game Programming	3
CSE 457A	Introduction to Visualization	3
CSE 556A	Human-Computer Interaction Methods	3
CSE 557A	Advanced Visualization	3
PNP 200	Introduction Cognitive Science	3
Psych 360	Cognitive Psychology	3

For additional approved elective courses, please visit the Google Spreadsheet maintained by the program.