

## Undergraduate Program Requirements

### Interactive Arts & Media Program Requirements

Currently displaying program requirements for academic year: UNDG 2017-2018 ▼

#### Interaction Design BA 17

45 credits are needed to complete the Interaction Design Major:

##### Core and Capstone

##### ID Core & Capstone 33cr

Courses: 10/10

Course	Title	Credits	Grade
<b>36-1010</b>	<b>Fundamentals of Interaction</b>	<b>3</b>	<b>C</b>
<b>36-1300</b>	<b>Digital Image Design</b>	<b>3</b>	<b>C</b>
OR 1 of the following:			
	<b>21-1320 Design Lab</b>	<b>3</b>	<b>C</b>
<b>36-1501</b>	<b>Introduction to Programming</b>	<b>3</b>	<b>C</b>
<b>36-1420</b>	<b>Scripting for Web and Mobile I</b>	<b>3</b>	<b>C</b>
<b>36-1601</b>	<b>Authoring Interactive Media</b>	<b>3</b>	<b>C</b>
<b>36-2110</b>	<b>Interface Design I</b>	<b>3</b>	<b>C</b>
<b>36-2602</b>	<b>Intro to IAM Team Development</b>	<b>3</b>	<b>C</b>
<b>36-2620</b>	<b>Physical Computing I</b>	<b>3</b>	<b>C</b>
<b>36-3110</b>	<b>Interface Design II</b>	<b>3</b>	<b>C</b>
<b>36-4600</b>	<b>IAM Team</b>	<b>6</b>	<b>C</b>

Select twelve (12) credits from one of the following Elective Paths:

##### CHOOSE ELECTIVE PATH

##### Web & Mobile Development

Courses: 4/4

Course	Title	Credits	Grade
Select 12 credits from the following list of courses:			
<b>36-2421</b>	<b>Scripting for Web and Mobile II</b>	<b>3</b>	<b>C</b>
<b>36-2606</b>	<b>Interactive Advertising Campaign</b>	<b>3</b>	<b>C</b>
<b>36-2710</b>	<b>Programming Topics: Mobile</b>	<b>3</b>	<b>C</b>
<b>36-3444</b>	<b>Emergent Web Technologies</b>	<b>3</b>	<b>C</b>
<b>36-3520</b>	<b>Data Design</b>	<b>3</b>	<b>C</b>

Courses: 4/4

**Graphic Design**

Course	Title	Credits	Grade
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Take all the following courses, totaling 12 credits:

<b>21-1310</b>	<b>Survey of Typography</b>	<b>3</b>	<b>C</b>
<b>22-1925</b>	<b>Making for Transfers</b>	<b>3</b>	<b>C</b>
<b>21-2330</b>	<b>Graphic Design I: Form and Structure</b>	<b>3</b>	<b>C</b>
<b>21-2350</b>	<b>Graphic Design II: Semiotics and Form</b>	<b>3</b>	<b>C</b>

**Smart Interfaces**

Courses: 4/4

Course	Title	Credits	Grade
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Select 12 credits from the following list of courses:

<b>36-2130</b>	<b>Conversational Interfaces</b>	<b>3</b>	<b>C</b>
<b>36-3020</b>	<b>Wearable Interfaces</b>	<b>3</b>	<b>C</b>
<b>36-3630</b>	<b>Physical Computing II</b>	<b>3</b>	<b>C</b>
<b>43-2261</b>	<b>Experimental Audio Electronics</b>	<b>3</b>	<b>C</b>
<b>36-2310</b>	<b>Prototyping Strategies</b>	<b>1</b>	<b>C</b>
<b>36-2310</b>	<b>Prototyping Strategies</b>	<b>1</b>	<b>C</b>
<b>36-2310</b>	<b>Prototyping Strategies</b>	<b>1</b>	<b>C</b>

**User Experience**

Courses: 4/4

Course	Title	Credits	Grade
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Select 12 credits from the following list of courses:

<b>36-2130</b>	<b>Conversational Interfaces</b>	<b>3</b>	<b>C</b>
<b>36-3150</b>	<b>Experience Design</b>	<b>3</b>	<b>C</b>
<b>36-3515</b>	<b>Information Architecture</b>	<b>3</b>	<b>C</b>
<b>36-3583</b>	<b>Research Methods: An Interdisciplinary Approach</b>	<b>3</b>	<b>C</b>
<b>36-2310</b>	<b>Prototyping Strategies</b>	<b>1</b>	<b>C</b>
<b>36-2310</b>	<b>Prototyping Strategies</b>	<b>1</b>	<b>C</b>
<b>36-2310</b>	<b>Prototyping Strategies</b>	<b>1</b>	<b>C</b>

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