

## Undergraduate Program Requirements

### Interactive Arts & Media Program Requirements

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

#### MOBILE MEDIA PROG BA 17

45 CREDITS - The Mobile Media Programming major is designed for web and mobile media software development ("app developers"). Recommended minors include: Marketing, Public Relations, or Creative Advertising. Students are required to earn a C or better in all major and minor courses.

#### MOBILE MEDIA PROGRAMMING

##### IAM CORE 12cr

Courses: 4/4

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>
<b>36-1501</b>	<b>Introduction to Programming</b>	<b>3</b>	<b>C</b>
<b>36-1601</b>	<b>Authoring Interactive Media</b>	<b>3</b>	<b>C</b>

##### MOBILE MEDIA CORE 21cr

Courses: 7/7

Course	Title	Credits	Grade
<b>36-1000</b>	<b>Interactive Culture</b>	<b>3</b>	<b>C</b>
OR 1 of the following:			
	<b>36-1100 Game Culture</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>36-2421</b>	<b>Scripting for Web and Mobile II</b>	<b>3</b>	<b>C</b>
<b>36-2600</b>	<b>Object Oriented Programming</b>	<b>3</b>	<b>C</b>
<b>36-2110</b>	<b>Interface Design I</b>	<b>3</b>	<b>C</b>
<b>36-3110</b>	<b>Interface Design II</b>	<b>3</b>	<b>C</b>
<b>36-2602</b>	<b>Intro to IAM Team Development</b>	<b>3</b>	<b>C</b>

##### ELECTIVES 6cr

Courses: 2/2

Course	Title	Credits	Grade
<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>
<b>52-2801</b>	<b>Writing for the Creative Workplace</b>	<b>3</b>	<b>C</b>
<b>36-3611</b>	<b>Application Design</b>	<b>3</b>	<b>C</b>
<b>36-3690</b>	<b>McCarthy Technologies Bootcamp</b>	<b>3</b>	<b>C</b>

OR 1 of the following:

**36-3690J McCarthy Technologies Bootcamp**

**3**

**C**

**CAPSTONE 6cr**

Courses: 1/1

Course

Title

Credits

Grade

**36-4600**

**IAM Team**

**6**

**C**

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This page displays information from the OASIS Catalog.

The OASIS system is maintained by the IT department. Program requirement records are maintained by the associate deans in each of their respective schools.