

# Undergraduate Program Requirements

## Interactive Arts & Media Program Requirements

Currently displaying program requirements for academic year: UNDG 2011-2012 ▼

### IAM BFA Degree 2011

75 CREDITS TO COMPLETE THIS MAJOR. Major requirements & credits waived by the department must be substituted with additional IAM credits. Students are required to earn a "C" or better in all IAM requirements, and to maintain a 3.0 grade point average in the major. For IAM Department Information visit <http://iam.colum.edu/>

#### INTERACTIVE ART & MEDIA

15 CREDITS

#### IAM CORE REQUIREMENTS

Courses: 5/5

Course	Title	Credits	Grade
<b>36-1300</b>	<b>Digital Image Design</b>	<b>3</b>	<b>C</b>
<b>36-1000</b>	<b>Media Theory and Design 1</b>	<b>3</b>	<b>C</b>
<b>36-1501</b>	<b>Introduction to Programming: Theory and Concepts</b>	<b>3</b>	<b>C</b>
<b>36-2000</b>	<b>Media Theory and Design 2</b>	<b>3</b>	<b>C</b>
<b>36-2601</b>	<b>Authoring Interactive Media</b>	<b>3</b>	<b>C</b>

21 CREDITS

#### IAM MAJOR REQUIREMENTS

Courses: 7/7

Course	Title	Credits	Grade
<b>36-2300</b>	<b>2-D Imaging</b>	<b>3</b>	<b>C</b>
<b>36-2800</b>	<b>Story Development for Interactive Media</b>	<b>3</b>	<b>C</b>
<b>36-3100</b>	<b>Navigational Interfaces</b>	<b>3</b>	<b>C</b>
<b>36-1400</b>	<b>Sound for Interaction</b>	<b>3</b>	<b>C</b>
<b>36-3301</b>	<b>3D Composition for Interactive Media I</b>	<b>3</b>	<b>C</b>
<b>36-2609</b>	<b>Sound and Motion Production</b>	<b>3</b>	<b>C</b>
<b>36-2600</b>	<b>Object Oriented Programming</b>	<b>3</b>	<b>C</b>

OR 1 of the following:

<b>36-3110 Advanced Interfaces</b>	<b>3</b>	<b>C</b>
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6 CREDITS

#### IAM BFA REQUIREMENTS

Courses: 2/3

Course	Title	Credits	Grade
<b>36-2440</b>	<b>Time Based Composing I</b>	<b>3</b>	<b>C</b>
<b>36-3620</b>			<b>C</b>

OR 1 of the following:

<b>36-3630 Computer Controlled Installation Environments</b>	<b>3</b>	<b>C</b>
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TAKE 9 CREDITS FROM ANY OF THE FOLLOWING DEPARTMENTS:

#### **ART HISTORY REQUIREMENT**

Courses: 3/3

Course	Title	Credits	Grade
<b>36-3610</b>	<b>Digital Media Culture</b>	<b>3</b>	<b>C</b>
<b>24-1***</b>			<b>C</b>
<b>24-2***</b>			<b>C</b>
<b>22-1***</b>			<b>C</b>
<b>22-2***</b>			<b>C</b>
<b>40-1***</b>			<b>C</b>
<b>40-2***</b>			<b>C</b>

6 CREDITS - PLEASE NOTE: Students may take an IAM Practicum (3 credits) AND an IAM elective (3 credits) for a total of 6 credits. OR students may take IAM Team (6 credits).

#### **IAM CAPSTONE REQUIREMENT**

Courses: 1/2

Course	Title	Credits	Grade
<b>36-3999</b>	<b>IAM Practicum</b>	<b>3</b>	<b>C</b>
<b>36-3600</b>	<b>IAM Team</b>	<b>6</b>	<b>C</b>

18 CREDITS - Students are required to take enough IAM Electives to earn the minimum total of 75 credits in the IAM Major.

#### **IAM REQUIRED ELECTIVES**

Courses: 6/6

Course	Title	Credits	Grade
<b>36-2***</b>			<b>C</b>
<b>36-3***</b>			<b>C</b>
<b>36-ELEC</b>	<b>Interactive Arts &amp; Media Elec.</b>	<b>0</b>	<b>C</b>

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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.