

## Undergraduate Program Requirements

### Interactive Arts & Media Program Requirements

Currently displaying program requirements for academic year: UNDG 2012-2013 ▼

#### Mobile Media Prog. BA12

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

##### INTERACTIVE MEDIA-12 cr

Courses: 4/4

| Course         | Title                                  | Credits  | Grade    |
|----------------|--|----------|----------|
| <b>36-1010</b> | <b>Computational Media Development</b> | <b>3</b> | <b>C</b> |
| <b>36-2601</b> | <b>Authoring Interactive Media</b>     | <b>3</b> | <b>C</b> |
| <b>36-3100</b> | <b>Navigational Interfaces</b>         | <b>3</b> | <b>C</b> |
| <b>36-3110</b> | <b>Advanced Interfaces</b>             | <b>3</b> | <b>C</b> |

##### PROGRAMMING - 15 cr

Courses: 5/5

| Course         | Title   | Credits  | Grade    |
|----------------|---|----------|----------|
| <b>36-1501</b> | <b>Introduction to Programming: Theory and Concepts</b> | <b>3</b> | <b>C</b> |
| <b>36-2600</b> | <b>Object Oriented Programming</b>                      | <b>3</b> | <b>C</b> |
| <b>36-3420</b> | <b>Introduction to Javascript</b>                       | <b>3</b> | <b>C</b> |
| <b>36-3405</b> | <b>Authoring Interactive Media II</b>                   | <b>3</b> | <b>C</b> |
| <b>36-3444</b> | <b>Emergent Web Technologies</b>                        | <b>3</b> | <b>C</b> |

##### ELECTIVES - 12 cr

Courses: 4/8

| Course         | Title                                 | Credits  | Grade    |
|----------------|---------------------------------------|----------|----------|
| <b>36-2500</b> | <b>Simulation Design I</b>            | <b>3</b> | <b>C</b> |
| <b>36-2501</b> | <b>Simulation Design II</b>           | <b>3</b> | <b>C</b> |
| <b>36-3270</b> | <b>XNA Game Programming</b>           | <b>3</b> | <b>C</b> |
| <b>36-3430</b> | <b>Programming Web Databases</b>      | <b>3</b> | <b>C</b> |
| <b>36-3520</b> | <b>Programming Data Design</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:

|  |          |          |
|--|----------|----------|
| <b>36-3690J McCarthy Technologies Bootcamp</b> | <b>3</b> | <b>C</b> |
|--|----------|----------|

Courses: 1/2

**CAPSTONE - 6 cr**

| Course         | Title           | Credits  | Grade    |
|----------------|-----------------|----------|----------|
| <b>36-3600</b> | <b>IAM Team</b> | <b>6</b> | <b>C</b> |

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