Undergraduate Program Requirements

Interactive Arts & Media Program Requirements

Currently displaying program requirements for academic year: | UNDG 2014-2015 ▼ |

Mobile Media Prog. BA 14

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 - 12 cr Courses: 4/4

Course	Title	Credits	Grade
36-1010	Computational Media Development	3	C
36-1300	Digital Image Design	3	C
36-1501	Introduction to Programming	3	C
36-2601	Authoring Interactive Media	3	C

MOBILE MEDIA CORE- 21 cr Courses: 7/7

Course	Title	Credits	Grade
36-1000	Interactive Culture	3	C
	OR 1 of the following:		
	36-1100 Game Culture	3	C
36-1420	Scripting for Web and Mobile	3	C
36-2421	Advanced Scripting for Web and Mobile	3	C
36-2600	Object Oriented Programming	3	C
36-3100	Interface Design 1	3	C
36-3110	Interface Design 2	3	C
36-3405	Authoring Interactive Media II	3	C

ELECTIVES - 6 cr Courses: 2/6

Course	Title	Credits	Grade
36-3430	Programming Content Management Systems	3	C
36-3444	Emergent Web Technologies	3	C
36-3520	Programming Data Design	3	C
52-2801	Writing for Creative Professionals	3	C
36-3611	Application Design	3	C
36-3690	McCarthy Technologies Bootcamp	3	C

OR 1 of the following:

	36-3690J McCarthy Technologies Bootcamp	**3**	**C**

CAPSTONE - 6 cr   Courses: 1/1

Course	Title	Credits	Grade
36-3600	**IAM Team**	**6**	**C**

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