Undergraduate Program Requirements Interactive Arts & Media Program Requirements							
							Currently displaying prog
MOBILE MEDIA PRO	DG BA 16						
developers"). Recomment a "C" or better in all majo							
MOBILE MEDIA PROGR	AMMING						
IAM CORE 12cr		Courses:	4/4				
Course	Title	Credits	Grade				
36-1010	Fundamentals of Interaction	3	с				
36-1300	Digital Image Design	3	С				
36-1501	Introduction to Programming	3	С				
36-2601	Authoring Interactive Media	3	С				
MOBILE MEDIA CORE 2	21cr	Courses:	7/7				
Course	Title	Credits	Grad				
36-1000	Interactive Culture	3	С				
OR 1 of t	he following:						
	36-1100 Game Culture	3	С				
36-1420	Scripting for Web and Mobile I	3	С				
36-2421	Scripting for Web and Mobile II	3	С				
36-2600	Object Oriented Programming	3	С				
36-3100	Interface Design I	3	С				
36-3110	Interface Design II	3	С				
36-2602	Intro to IAM Team Development	3	С				
ELECTIVES 6cr		Courses:	2/2				
Course	Title	Credits	Grad				
86-3405	Authoring Interactive Media II	3	С				
36-3430	Programming Content Management Systems	3	С				
36-3444	Emergent Web Technologies	3	С				
36-3520	Data Design	3	С				
52-2801	Writing for the Creative Workplace	3	С				
36-3611	Application Design	3	с				

Undergraduate Program Requirements

36-3690		McCarthy Technologies Bootcamp	3	С
	OR 1 of the following	:		
		36-3690J McCarthy Technologies Bootcamp	3	С
CAPSTONE 6	icr		Courses:	1/1
Course		Title	Credits	Grade
36-3600		IAM Team	6	с

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