

Undergraduate Program Requirements

Interactive Arts & Media Program Requirements

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

Programming-ApplProgBA17

51 CREDITS ARE REQUIRED TO COMPLETE THIS MAJOR IN PROGRAMMING WITH A CONCENTRATION IN APPLICATION PROGRAMMING:

Programming-Applic Prog

IAM Courses

Courses: 9/9

| Course | Title | Credits | Grade |
|----------------|---|----------|----------|
| 36-1010 | Fundamentals of Interaction | 3 | C |
| 36-1200 | Computer Architecture | 3 | C |
| 36-1501 | Introduction to Programming | 3 | C |
| 36-2600 | Object Oriented Programming | 3 | C |
| 36-3700 | Object Oriented Programming II | 3 | C |
| 36-2550 | C++ Programming I | 3 | C |
| 36-2551 | C++ Programming II | 3 | C |
| 36-3200 | Graphics Application Programming | 3 | C |
| 36-3720 | Algorithms | 3 | C |

Application Prog Courses

Courses: 7/7

| Course | Title | Credits | Grade |
|----------------|--------------------------------------|----------|----------|
| 36-1601 | Authoring Interactive Media | 3 | C |
| 36-2110 | Interface Design I | 3 | C |
| 36-2602 | Intro to IAM Team Development | 3 | C |
| 36-2620 | Physical Computing I | 3 | C |
| 36-3520 | Data Design | 3 | C |
| 36-3611 | Application Design | 3 | C |
| 36-4600 | IAM Team | 6 | C |

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