

## Undergraduate Program Requirements

### Interactive Arts & Media Program Requirements

Currently displaying program requirements for academic year:  ▼

#### Programming Minor 2017

18 CREDITS ARE REQUIRED TO COMPLETE THIS MINOR.

#### PROGRAMMING MINOR 18cr

##### REQUIRED CORE 9cr

Courses: 3/3

Course	Title	Credits	Grade
<b>36-1010</b>	<b>Fundamentals of Interaction</b>	<b>3</b>	<b>C</b>
<b>36-1501</b>	<b>Introduction to Programming</b>	<b>3</b>	<b>C</b>
<b>36-2600</b>	<b>Object Oriented Programming</b>	<b>3</b>	<b>C</b>

Take three additional courses totaling nine (9) credits from a group of electives, organized by interest, below:

##### APPLICATION DEVELOPMENT

Courses: 0

<b>36-3611</b>	<b>Application Design</b>	<b>3</b>	<b>C</b>
<b>36-2550</b>	<b>C++ Programming I</b>	<b>3</b>	<b>C</b>
<b>36-3200</b>	<b>Graphics Application Programming</b>	<b>3</b>	<b>C</b>

##### GAME PROGRAMMING

Courses: 0

<b>36-2550</b>	<b>C++ Programming I</b>	<b>3</b>	<b>C</b>
<b>36-3270</b>	<b>Game Programming</b>	<b>3</b>	<b>C</b>
<b>36-2500</b>	<b>Simulation and Serious Games</b>	<b>3</b>	<b>C</b>

##### MOBILE PROGRAMMING

Courses: 0

<b>36-3520</b>	<b>Data Design</b>	<b>3</b>	<b>C</b>
<b>36-2710</b>	<b>Programming Topics: Mobile</b>	<b>3</b>	<b>C</b>
<b>36-2606</b>	<b>Interactive Advertising Campaign</b>	<b>3</b>	<b>C</b>

##### SIMULATION&SERIOUS GAMES

Courses: 0

<b>36-1200</b>	<b>Computer Architecture</b>	<b>3</b>	<b>C</b>
<b>36-2550</b>	<b>C++ Programming I</b>	<b>3</b>	<b>C</b>

**36-2500****Simulation and Serious Games****3****C**

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