

Undergraduate Program Requirements

Interactive Arts & Media Program Requirements

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

Programming Minor 14

18 CREDIT ARE REQUIRED TO COMPLETE THIS MINOR.

PROGRAMMING MINOR-18 cr

REQUIRED CORE - 9 cr

Courses: 3/3

Course	Title	Credits	Grade
36-1010	Computational Media Development	3	C
36-1501	Introduction to Programming	3	C
36-2600	Object Oriented Programming	3	C

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

APPLICATION DEVELOPMENT

Courses: 0

36-3611	Application Design	3	C
36-2550	C++ Programming I	3	C
36-3200	Graphics Application Programming	3	C

GAME PROGRAMMING

Courses: 0

36-2550	C++ Programming I	3	C
36-3270	Game Programming	3	C
36-2500	Simulation and Serious Games	3	C

MOBILE PROGRAMMING

Courses: 0

36-3520	Programming Data Design	3	C
36-3710	IAM Programming Topics: Mobile Programming	3	C
36-2606	Interactive Advertising Campaign	3	C

SIMULATION&SERIOUS GAMES

Courses: 0

36-1200	Computer Architecture	3	C
36-2550	C++ Programming I	3	C
36-2500	Simulation and Serious Games	3	C

This page displays information from the OASIS Catalog.

The OASIS system is maintained by the IT department. Program requirement records are maintained by the associate deans in

each of their respective schools.