Undergraduate Program Requirements Interactive Arts & Media Program Requirements				
Mobile Media Prog. I	BA 15			
	Media Programming major is designed for web and mobile media softwa led minors include: Marketing, Public Relations, or Creative Advertising. r and minor courses.			
MOBILE MEDIA PROGRA	AMMING			
IAM CORE - 12 cr		Courses:	4/4	
Course	Title	Credits	Grade	
36-1010	Computational Media Development	3	C	
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	21 cr	Courses:	7/7	
Course	Title	Credits	Grade	
36-1000	Interactive Culture	3	С	
OR 1 of	the 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 - 6 cr		Courses:	2/2	
Course	Title	Credits	Grade	
36-3405	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	

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Undergraduate Program Requirements

36-3690	McCarthy Technologies Bootcamp	3	С
OR 1 of th	ne following:		
	36-3690J McCarthy Technologies Bootcamp	3	С
CAPSTONE - 6 cr		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.