

## Undergraduate Program Requirements

### Interactive Arts & Media Program Requirements

Currently displaying program requirements for academic year:

#### Programming Minor 15

18 CREDIT ARE REQUIRED TO COMPLETE THIS MINOR.

#### PROGRAMMING MINOR-18 cr

##### REQUIRED CORE - 9 cr

Courses: 3/3

Course	Title	Credits	Grade
<b>36-1010</b>	<b>Computational Media Development</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 totalling 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>36-3710</b>	<b>IAM Programming Topics: Mobile Programming</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>
<b>36-2500</b>	<b>Simulation and Serious Games</b>	<b>3</b>	<b>C</b>

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