

Undergraduate Program Requirements

Interactive Arts & Media Program Requirements

Currently displaying program requirements for academic year: UNDG 2016-2017 ▼

Programming Minor 2016

18 CREDITS ARE REQUIRED TO COMPLETE THIS MINOR.

PROGRAMMING MINOR 18cr

REQUIRED CORE 9cr

Courses: 3/3

Course	Title	Credits	Grade
36-1010	Fundamentals of Interaction	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	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

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