B.S.C. IN INTERACTIVE MEDIA

Overview

The Department of Interactive Media offers a major in Interactive Media.

The Department of Interactive Media strives to foster active learning in the design and research of technologies that improve society and people's lives. Our hands-on curriculum allows students to explore the role that interactive technologies play in communication and how they shape our world.

The major offered by the Department of Interactive Media is designed to enable students to customize their education within a learning environment that is collaborative and conducive to the pursuit, exchange, and development of ideas and information. The curriculum also further provides students with the tools necessary to succeed in a range of careers defined by a rapidly changing technology and media landscape and equips them to best leverage interactivity, emerging technologies, and innovative developments in the field.

As a major in the CIM department, many opportunities await you, including access to the following facilities and equipment: the Emerging Media Lab used for fabrication, board games, physical computing, and digital screen-based games; the XR Studio is used for virtual reality, volumetric captures studio and augmented reality experimentation, the User Experience (UX) Lab supports interdisciplinary research on understanding how people use information systems. The New Experience Research & Design Lab (NERDLab) is an academic game studio that focuses on projects for social impact.

More Information on our facilities and labs can be viewed at https://interactive.miami.edu/spaces/

The Ribeiro Innovation Fund is an endowed fund support lectures and workshops that instill creative confidence in students. It enriches the academic curriculum promoting innovation in the field of interactive media by inviting industry leaders and innovators; thus tightening the link between the Interactive Media program and industry.

Curriculum Requirements for Interactive Media

Code	Title	Credit Hours
Core Courses		
CIM 101	Internet, Media, and Society	3
CIM 202	User Experience Design	3
CIM 203	Intro to Creative Coding	3
CIM 332	Visual Design for Interactive Media	3
CIM 343	Front End Fundamentals	3
CIM 383	Physical Computing	3
COM 250	Freedom of Expression and Communication Ethics	3
or PHI 115	Social and Ethical Issues in Computing	
Advanced Writing and Communication Skills Requirement		
Writing Skills Course:		
WRS 335	Writing for Interactive Media	3
Presentation Skills Course:		
COS 211	Public Speaking	3
or COS 333	Business Communication	
Digital Skills Course:		
CIM 102	Interaction Design	3
Other Required Courses		
Select four electives of the following:		12
CIM 104	Introduction to Game Studies	
CIM 204	Introduction to Game Design	
CIM 389	Special Topics in Interactive Media	
CIM 413	Mobile Application Development	
CIM 418	Internet and Media Activism	
CIM 423	Building Virtual Worlds	
CIM 433	Augmented Reality	
CIM 444	Designing Games for Impact	
CIM 453	Dynamic Data	
CIM 454	Intro to 3D Design	

CIM 458	Immersive Storytelling	
CIM 464	Video Game Spectatorship and Esports	
CIM 469	Interactive Media Internship	
CIM 474	2D Character Design	
CIM 484	Advanced 3D Design	
CIM 489	Special Topics in Interactive Media	
CIM 499	Projects and Directed Research	
CIM 504	Aspects of Contemporary Cinema (Designing Playful Experiences)	
CIM 505	Technology Trends	
CIM 515	Interactive Media Business Essentials	
CIM 563	Design with AI	
CIM 579	Interactive Media Practicum	
CIM 594	Game Development Studio	
JMM 331	Introduction to Infographics and Data Visualization	
JMM 429	Advanced Infographics and Data Visualization	
CSC 115	Python Programming for Everyone	
CSC 116	Cybersecurity: An Introduction to Security in Cyberspace	
Additional electives and special topics courses may be substituted with approval of departmental advisor or department chair.		
Portfolio Requirement [1]		
CIM 299	Sophomore Portfolio Review	2
CIM 599	Senior Portfolio Review	1
General Education Requirements		
Written Communication Skills:		
WRS 105	First-Year Writing I	3
WRS 106	First-Year Writing II	3
or WRS 107	First-Year Writing II: STEM	
or ENG 106	Writing About Literature and Culture	
Quantitative Skills:		
MTH 113	Finite Mathematics	3
or JMM 285	Applied Statistics for Journalism and Media Management	
or STC 103	Statistical Reasoning for Strategic Communication	
Areas of Knowledge:		
Arts & Humanities Cognate		9
People & Society Cognate		9
STEM Cognate (9 credits) (fulfilled through the major)		
Additional Requirements		
Minor, Second Major and Electives		48
Total Credit Hours		**120**

[1]   In the Department of Interactive Media, all students pursuing the BSC in Interactive Media must prepare a digital portfolio as a fundamental requirement. This portfolio, with mandatory sophomore and senior portfolio reviews, is pivotal in their academic journey. Before advancing to their junior year, students must submit their sophomore portfolio for faculty evaluation and approval, a crucial milestone overseen by their faculty advisor. Similarly, seniors must undergo a final portfolio review before graduation, ensuring their work aligns with program standards and objectives. The portfolio is a representative overview, demonstrating students' competence with the Interactive Media program's learning outcomes. It's not just a requirement; it's a canvas to showcase innovative and creative abilities, positioning students for success in their future careers within the dynamic realm of Interactive Media. For guidance and feedback throughout this process, students are encouraged to engage with their faculty advisors, who are committed to helping them excel and achieve excellence in their portfolios, contributing to their academic growth and professional readiness. A grade of B or higher is required to fulfill the requirements of the portfolio courses.

*   School of Communication students are required to complete a minimum of a minor (inside or outside of the school) in addition to their Communication major to graduate. For an optional 2nd major, please see your advisor.

* School of Communication students must complete 6 credits of English Composition unless exempt based on SAT/ACT score or AP/IB exam, 3-6 credits of Mathematics, University Cognates (http://www.miami.edu/cognates/) and the Advanced Writing and Communication Skills Proficiency requirement.

Upper Level Elective Requirement

36 credits at the 300 level or higher are required for graduation. These credits may be earned from your major, minor and/or second major, and electives.

Suggested Plan of Study for Interactive Media

Freshman Year		
Fall		**Credit Hours**
CIM 101	Internet, Media, and Society	3
CIM 102	Interaction Design	3
MTH 113, JMM 285, or STC 103	Finite Mathematics or Applied Statistics for Journalism and Media Management or Statistical Reasoning for Strategic Communication	3
WRS 105	First-Year Writing I	3
Arts and Humanities Cognate		3
	Credit Hours	**15**
Spring		
CIM 203	Intro to Creative Coding	3
COS 211 or 333	Public Speaking or Business Communication	3
WRS 105, 107, or ENG 106	First-Year Writing I or First-Year Writing II: STEM or Writing About Literature and Culture	3
Arts and Humanities Cognate		3
People and Society Cognate		3
	Credit Hours	**15**
Sophomore Year		
Fall		
CIM 332	Visual Design for Interactive Media	3
CIM 383	Physical Computing	3
CIM 453 or 202	Dynamic Data or User Experience Design	3
Arts and Humanities Cognate		3
People and Society Cognate		3
	Credit Hours	**15**
Spring		
CIM 299	Sophomore Portfolio Review	2
COM 250 or PHI 115	Freedom of Expression and Communication Ethics or Social and Ethical Issues in Computing	3
WRS 335	Writing for Interactive Media	3
People and Society Cognate		3
Minor or Second Major or Elective		3
	Credit Hours	**14**
Junior Year		
Fall		
CIM 343	Front End Fundamentals	3
Select 3 credits in Interactive Media electives Bulletin course list		3
Minor or Second Major or Elective		3
Minor or Second Major or Elective		3

Minor or Second Major or Elective		3
Credit Hours		**15**
Spring		
Select 3 credits in Interactive Media electives Bulletin course list		3
Minor or Second Major or Elective		3
Minor or Second Major or Elective		3
Minor or Second Major or Elective		3
Minor or Second Major or Elective		3
Credit Hours		**15**
Senior Year		
Fall		
Select 3 credits in Interactive Media electives Bulletin course list		3
Minor or Second Major or Elective		3
Minor or Second Major or Elective		3
Minor or Second Major or Elective		3
Minor or Second Major or Elective		3
Credit Hours		**15**
Spring		
CIM 599	Senior Portfolio Review	1
Select 3 credits in Interactive Media electives Bulletin course list		3
Minor or Second Major or Elective		3
Minor or Second Major or Elective		3
Minor or Second Major or Elective		3
Minor or Second Major or Elective		3
Credit Hours		**16**
Total Credit Hours		**120**

Mission

The Interactive Media major addresses the growing need for communicators who fluidly combine design, technology, visual arts and research to help stimulate comprehension and integration of technology into every aspect of daily life. This program will produce graduates who, in addition to being innovative and interdisciplinary, are responsive to cross-sector dynamics and therefore are industry ready.

Goals

The major in Interactive Media will provide students with expertise in designing and analyzing products and systems, incorporating rich interaction through the use of computational power.

Student Learning Outcomes

- Students will demonstrate proficiency in designing emerging technology products.
- Students will understand the fundamental principles of programming by designing and developing an interactive application.
- Students will explain the impact of digital media on individuals, organizations, and society.