# Minor in Interactive Media

## Curriculum Requirements

<table>
<thead>
<tr>
<th>Code</th>
<th>Title</th>
<th>Credit Hours</th>
</tr>
</thead>
<tbody>
<tr>
<td>CIM 111</td>
<td>Web Lab</td>
<td>3</td>
</tr>
<tr>
<td>CIM 211</td>
<td>Interaction Design</td>
<td>3</td>
</tr>
<tr>
<td>CIM 440</td>
<td>Intro to Creative Coding</td>
<td>3</td>
</tr>
</tbody>
</table>

### Electives

Choose three of the following:

- CIM 413 Mobile Application Development
- CIM 513 UX Research Methods
- CIM 542 Physical Computing
- CIM 593 Dynamic Data
- CIM 594 Special Topics in Cinema and Interactive Media
  or CIM 513 UX Research Methods
- JMM 331 Introduction to Infographics and Data Visualization
- STC 102 Graphic Design for Strategic Communication

**Total Credit Hours**: 18

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1. Students cannot double count any CIM courses from the Interactive Media minor towards the Motion Pictures major and/or minor or the Game Design minor.
2. Only UX Design may count as the CIM 594 Special Topics in Motion Pictures elective for the Interactive Media minor. Other electives must be approved by the director or faculty advisor of the Interactive Media program.
3. Students, in conjunction with an advisor, can construct an Interactive Media minor focusing on one of these suggested areas: Development, Design and UX Research. These suggested areas listed below are notated on the transcript as an Interactive Media minor.

*All courses for the minor must be passed with a minimum grade of C or higher.*

## Suggested Options

### Designer Courses

Select three of the following:

- STC 102 Graphic Design for Strategic Communication
- JMM 331 Introduction to Infographics and Data Visualization
- CIM 594 Special Topics in Cinema and Interactive Media (UX Design)
  or CIM 513 UX Research Methods

**Credit Hours**: 9

### Developer Courses

Select three of the following:

- CIM 413 Mobile Application Development
- CIM 542 Physical Computing
- CIM 593 Dynamic Data

**Credit Hours**: 9

### Researcher Courses

Select three of the following:

- JMM 331 Introduction to Infographics and Data Visualization
- CIM 513 UX Research Methods
- CIM 594 Special Topics in Cinema and Interactive Media (UX Design)

**Credit Hours**: 9