

MINOR IN INTERACTIVE MEDIA

Overview

The Department of Interactive Media offers a minor in Interactive Media (CIM).

Complement your major and learn the skills you need to succeed in a rapidly changing technology landscape.

The Interactive Media minor is a hands-on program that teaches you the skills you need to design, develop, and deploy interactive technologies. You'll learn about emerging technologies such as virtual reality, augmented reality, and artificial intelligence, and gain access to state-of-the-art facilities and equipment.

Whether you're interested in a career in design, media, science, business, or the arts, the Interactive Media minor will give you the skills you need to succeed.

As a minor 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 a student-faculty cooperative driven by research, development, and an enthusiasm 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

Code	Title	Credit Hours
Core Courses ¹		
CIM 103	Web Lab	3
CIM 102	Interaction Design	3
Electives ²		
Choose three of the following:		9
CIM 106	Introduction to Spatial Computing (AR/VR/MR)	
CIM 104	Introduction to Game Studies	
CIM 202	User Experience Design	
CIM 203	Intro to Creative Coding	
CIM 204	Introduction to Game Design	
CIM 332	Visual Design for Interactive Media	
CIM 343	Front End Fundamentals	
CIM 383	Physical Computing	
CIM 412	Human-Computer Interaction	
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 474	2D Character Design	
CIM 484	Advanced 3D Design	
CIM 489	Special Topics in Interactive Media	
CIM 505	Technology Trends	
CIM 515	Interactive Media Business Essentials	

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CIM 563	Design with AI	
JMM 331	Introduction to Infographics and Data Visualization	
Total Credit Hours		15

- ¹ Students *cannot double count* any CIM courses from the Interactive Media minor towards the Interactive Media major and/or minor or the Game Design minor.
- ² 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.
- * A grade of C or higher is required in all courses (a C- is not acceptable)