

**Bachelor of Arts in:
Media Informatics**

2020-2021 catalog

| | | | | | | OFFICE USE ONLY |
|-----------|------------------------------------|----------------------|----------------|-------------|--------------|--|
| | | | | | | Approved Exceptions |
| | | Pre-req | Credits | Term | Grade | |
| CMST101 | Public Speaking | | 3 | | | |
| OR | | | | | | |
| CMST110 | Intro to Communication Studies | | 3 | | | |
| EMB 100 | Media Literacy | | 3 | | | |
| OR | | | | | | |
| JOU 110 | Introduction to Mass Communication | | 3 | | | |
| INF 120 | Elementary Programming | MAT 102 or placement | 3 | | | Successful Completion of INF 120 CPLE |

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| | | Pre-req | Credits | Term | Grade | |
| EMB 140 | Introduction to Media Aesthetics | | 3 | | | |
| INF 286 | Introduction to Web Development | MAT 103 & INF 110, INF 120, or CSC 260 | 3 | | | Successful Completion of INF 286 CPLE |
| MIN 221 | Visual Fundamentals for Digital Media | EMB 140 (C) | 3 | | | |
| MIN 240 | Introduction to Interactive Media | MIN 221 and INF 286 (pre req or co req) | 3 | | | |
| MIN 244 | Principles of Digital 3D Animation | EMB 140 (C) | 3 | | | |
| MIN 245 <i>(formerly MIN 345)</i> | 3D Modeling Fundamentals | MIN 221 (C) & MIN 244 (C) (pre req or co req) | 3 | | | |
| MIN 250 | Analog Game Design | MIN 240 (C) | 3 | | | |
| MIN 252 | Non-Linear Interactive Storytelling | | 3 | | | |
| MIN 309 | 3D Hard Surface Modeling | MIN 245 (C) | 3 | | | |
| OR | | | | | | |
| MIN 340 | Media Scripting for Interactivity | MIN 240 (C) | 3 | | | |
| MIN 352 | Project Research Management | MIN 309 (C) or MIN 340 (C) | 3 | | | |
| MIN 381 | Computer-Mediated Communication | Junior Standing | 3 | | | |
| MIN 420 | Professional Practices | Senior Standing or Instructor Consent | 3 | | | |
| MIN 452 | Advanced Portfolio Production | MIN 352 (C) | 3 | | | |

