

# INTERACTIVE MEDIA MAJOR

Department: Interactive Media (<https://catalog.bradley.edu/undergraduate/communications-fine-arts/interactive-media/>)

## Major Requirements

Code	Title	Hours
<b>Core Requirements</b>		
I M 150	Fundamentals of Interactive Design	3.0
I M 161	Intro to Web Design	3.0
I M 226	Interactive Media Practicum I	0.0-1.0
I M 426	Interactive Media Practicum II	0.0-1.0
<b>History and Theory Requirements (choose three):</b>		<b>9.0</b>
I M 191	Comics Appreciation	
I M 243	History of Animation	
I M 355	Interactive Media Theories, Concepts, and Practices	
I M 380	Critical Game Studies	
I M 450	Critical Issues in Interactive Media	
ART 332	History of Graphic Design	
CFA 250	Film History	
CFA 320	Film Theory and Criticism	
CIS 300	Computers and Society	
COM 101	Survey of Communication	
COM 300	Communication Theory	
COM 386	Media, Race, & Gender	
COM 393	Small Group Communication	
HIS 352	Introduction to Digital Humanities	
<b>Interactive Media Electives (choose five):</b>		<b>15.0</b>
Any Interactive Media Course		
Any course from the History, Theory, & Critical Issues list of classes		
ART 205	Typographic Design	
ART 206	Graphic Design Methods and Processes	
ART 228	Basic Digital Photographic Imaging	
ART 332	History of Graphic Design	
CS 100	Introduction to Programming Concepts and Languages	
CS 101	Introduction to Programming	
CS 102	Data Structures	
<b>Total Hours</b>		<b>30-32</b>

A grade of "C" or better is required in each of these courses for graduation as an Interactive Media Major. Students must also have a 2.50 GPA (cumulative) in all courses that are used to fulfill the major's requirements. The Interactive Media major requires 41 total hours. 17 hours of Core Requirements, 9 hours of History and Theory Requirements, and 15 hours of Interactive Media elective hours.