

# 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 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 for Interactive Media

Code	Title	Credit Hours
<b>Core Courses</b>		
CIM 101	Internet, Media, and Society	3
CIM 203	Intro to Creative Coding	3
CIM 383	Physical Computing	3
CIM 443	Front End Fundamentals	3
CIM 453	Dynamic Data	3
or CIM 202	User Experience Design	
COM 250	Freedom of Expression and Communication Ethics	3
<b>Advanced Writing and Communication Skills Requirement</b>		
Writing Skills Course:		
CCA 126	Introduction to Screenwriting	3
or JMM 108	Writing for the Digital Age	
or WRS 233	Advanced Writing for STEM	
Presentation Skills Course:		
COS 211	Public Speaking	3
or COS 333	Business Communication	
Digital Skills Course:		
CIM 102	Interaction Design	3
<b>Electives</b>		
Select 9 credits from list		9
CIM 104	Introduction to Game Studies	
CIM 202	User Experience Design	
CIM 204	Introduction to Game Design	
CIM 389	Special Topics in Interactive Media	
CIM 412	Human-Computer Interaction	
CIM 413	Mobile Application Development	
CIM 418	Internet and Media Activism	
CIM 422	Human-Centered Design	
CIM 423	Building Virtual Worlds	

CIM 433	Augmented Reality	
CIM 444	Designing Games for Impact	
CIM 453	Dynamic Data	
CIM 458	Immersive Storytelling	
CIM 464	Video Game Spectatorship and Esports	
CIM 469	Interactive Media Internship	
CIM 474	2D Character Design	
CIM 489	Special Topics in Interactive Media	
CIM 499	Projects and Directed Research	
CIM 504	Designing Playful Experiences (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	
JMM 550	3D Design and Graphics	
CSC 116	Cybersecurity: An Introduction to Security in Cyberspace	
CSC 120	Computer Programming I	
Additional electives and special topics courses may be substituted with approval of departmental adviser or department chair.		
<b>Portfolio Requirement</b>		
CIM 511	Interactive Media Studio	3
<b>General Education Requirements</b>		
Written Communication Skills:		
WRS 105	First-Year Writing I	3
WRS 106 or WRS 107 or ENG 106	First-Year Writing II First-Year Writing II: STEM Writing About Literature and Culture	3
Quantitative Skills:		
MTH 113 or JMM 285 or STC 103	Finite Mathematics Applied Statistics for Journalism and Media Management Statistical Reasoning for Strategic Communication	3
Areas of Knowledge:		
Arts & Humanities Cognate		9
People & Society Cognate		9
STEM Cognate (9 credits) (fulfilled through the major)		
<b>Additional Requirements</b>		
Minor, Second Major and Electives		54
<b>Total Credit Hours</b>		<b>120</b>

- \* 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

<b>Freshman Year</b>		
<b>Fall</b>		<b>Credit Hours</b>
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 & Humanities Cognate		3
	<b>Credit Hours</b>	<b>15</b>
<b>Spring</b>		
CIM 103	Web Lab	3
CIM 203	Intro to Creative Coding	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 & Humanities Cognate		3
People & Society Cognate		3
	<b>Credit Hours</b>	<b>15</b>
<b>Sophomore Year</b>		
<b>Fall</b>		
CIM 453	Dynamic Data	3
COM 250	Freedom of Expression and Communication Ethics	3
Arts & Humanities Cognate		3
People & Society Cognate		3
Minor, Second Major or Elective		3
	<b>Credit Hours</b>	<b>15</b>
<b>Spring</b>		
CCA 126, JMM 108, or WRS 233	Introduction to Screenwriting or Writing for the Digital Age or Advanced Writing for STEM	3
CIM 383	Physical Computing	3
People & Society Cognate		3
Minor, Second Major or Elective		3
Minor, Second Major or Elective		3
	<b>Credit Hours</b>	<b>15</b>
<b>Junior Year</b>		
<b>Fall</b>		
Select 3 credits in Interactive Media Electives from UM Bulletin		3
Minor, Second Major or Elective		3
Minor, Second Major or Elective		3
Minor, Second Major or Elective		3
Minor, Second Major or Elective		3
	<b>Credit Hours</b>	<b>15</b>
<b>Spring</b>		
Select 3 credits in Interactive Media Electives from UM Bulletin		3
Minor, Second Major or Elective		3
Minor, Second Major or Elective		3
Minor, Second Major or Elective		3
Minor, Second Major or Elective		3
	<b>Credit Hours</b>	<b>15</b>

<b>Senior Year</b>		
<b>Fall</b>		
Select 3 credits in Interactive Media Electives from UM Bulletin		3
Minor, Second Major or Elective		3
Minor, Second Major or Elective		3
Minor, Second Major or Elective		3
Minor, Second Major or Elective		3
	<b>Credit Hours</b>	<b>15</b>
<b>Spring</b>		
CIM 511	Interactive Media Studio	3
Minor, Second Major or Elective		3
Minor, Second Major or Elective		3
Minor, Second Major or Elective		3
Minor, Second Major or Elective		3
	<b>Credit Hours</b>	<b>15</b>
	<b>Total Credit Hours</b>	<b>120</b>

## 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.