

MINOR IN INTERACTIVE MEDIA

Overview

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

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 minors 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 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
Required Core for Interactive Media Minor ¹		
CIM 103	Web Lab	3
CIM 102	Interaction Design	3
CIM 203 or CIM 443	Intro to Creative Coding Front End Fundamentals	3
Electives ²		
Choose three of the following:		9
CIM 202	User Experience Design	
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 443	Front End Fundamentals	
CIM 453	Dynamic Data	
CIM 458	Immersive Storytelling	
CIM 489	Special Topics in Interactive Media	
CIM 505	Technology Trends	
CIM 515	Interactive Media Business Essentials	
CIM 563	Design with AI	
JMM 331	Introduction to Infographics and Data Visualization	
Total Credit Hours		18

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.

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