Interactive Digital Media (BA)

This program is offered by the School of Communications/Electronic and Photographic Media Department, and is only available at the St. Louis home campus.

Program Description
In the BA in interactive digital media, students learn a systematic and thorough approach to the study of interactive media. Students learn interactive production skills, including web and interactive programming, graphic design and audio and video production. Students learn to integrate different media into several different types of interactive experiences that effectively communicate whatever the objective may be.

Learning Outcomes
Successful graduates of this program will be able to:

- Implement appropriate planning strategies for developing interactive media.
- Design usable, functional interfaces for interactive applications that project an appropriate look and feel.
- Produce functional, flexible and versatile interactive applications.
- Locate, evaluate and critically assess current and emerging interactive digital media.

Petition to Proceed with Senior Overview
For interactive digital media majors not interested in doing an internship; students must submit for review and approval a Petition to Proceed with Senior Overview. This petition must include an interactive media project proposal. Students will qualify for this review after completing the following courses or their equivalents:

- EPMD 1000 Introduction to Media Production
- MEDC 1010 Introduction to Mass Communications
- INTM 1600 Introduction to Interactive Digital Media
- INTM 2000 Strategic Writing for Interactive Media
- INTM 2200 Visual Design for Interactive Media
- INTM 3100 Introduction to Web Development
- INTM 3200 Interface Design

Degree Requirements
A minimum of 128 credit hours consisting of the following:

- 57 required credit hours
- Applicable University Global Citizenship Program hours
- Electives

Required Courses

- AWDI 1000 Audio Production for Non-Majors (3 hours)
- DESN 1210 Design Concepts (3 hours)
- EPMD 1000 Introduction to Media Production (3 hours)
- MEDC 1010 Introduction to Mass Communications (3 hours)
- FTVP 1000 Introduction to Film, Television, and Video Production (3 hours)
- INTM 1600 Introduction to Interactive Digital Media (3 hours)
- INTM 2000 Strategic Writing for Interactive Media (3 hours)
- INTM 2200 Visual Design for Interactive Media (3 hours)
- INTM 3100 Introduction to Web Development (3 hours)
- INTM 3200 Interface Design (3 hours)

- INTM 3XXX 3 credits of INTM at 3000-level or above (3 hours)
- INTM 4050 Professional Practice of Integrative Digital Media (3 hours)
- INTM 4620 Senior Overview * (3 hours)
- MEDC 4950 Internship* (3 hours)

*Capstone Course

In addition, a minimum of 12 credit hours must be chosen from the following:

Skill Electives

- AWDI 3500 Visual Communication for Advertising and Public Relations (3 hours)
- AWDI 3100 Audio Field Production for Visual Media (3 hours)
- AWDI 4500 Soundtracks for Visual Media (3 hours)
- ANIM 2200 3D Modeling (3 hours)
- ANIM 1020 3D Animation Core Concepts (3 hours)
- ANIM 3150 Special Topics in Animation (3 hours)
- ANIM 3200 3D Animation and Rigging (3 hours)
- ANIM 4200 3D Animated Short Film (3 hours)
- COAP 2100 Web Technology Principles (3 hours)
- COAP 2130 Web Scripting (3 hours)
- COAP 2145 Web Usability (3 hours)
- COAP 2150 Design Principles I (3 hours)
- COAP 2180 Introduction to XML (3 hours)
- COAP 3000 Advanced Web Scripting (3 hours)
- COAP 3110 Interactive Site Development (3 hours)
- COAP 3120 Cascading Style Sheets (CSS) (3 hours)
- COAP 3150 Design Principles II (3 hours)
- COAP 3180 Web Databases (3 hours)
- COSC 1540 Emerging Technologies (3 hours)
- COSC 1550 Computer Programming I (3 hours)
- COSC 1560 Computer Programming II (3 hours)
- DESN 1500 Digital Visualization (3 hours)
- FTVP 1200 Camera and Light (3 hours)
- FTVP 1300 Edit and Color (3 hours)
- FTVP 1400 Graphics and Effects (3 hours)
- FTVP 2400 Motion Graphics (3 hours)
- FTVP 3150 Topics in Film, Television, or Video Production (3 hours)
- GAME 3000 Video Game Design I (3 hours)
- GAME 4000 Video Game Level Design (3 hours)
- GAME 4500 Video Game Design II (3 hours)
- GAME 3150 Special Topics in Game Design (3 hours)
- INTM 3300 Animation Techniques and Practices for Interactive Media (3 hours)
- INTM 4100 Programming for Web Communications II (3 hours)
- INTM 4300 Programming for Interactive Media II (3 hours)
- INTM 3150 Special Topics (3 hours)
- INTM 3580 Delivering Digital Media (3 hours)
- PHOT 1010 Digital Basic Photography (3 hours)

In addition, a minimum of 3 credit hours must be chosen from the following:

Theory Electives

- FLST 1000 Film and Television Appreciation (3 hours)
- FLST 3160 Topics in Film Studies (3 hours)
- FLST 2060 Modern World Cinema (4 hours)
- FLST 2070 History of Animation (3 hours)
- FLST 3170 Topics in Documentary Film Studies (3 hours)
- GAME 2000 Introduction to Video Game Theory and Design (3 hours)
- GAME 3500 History of Video Games (3 hours)
- MEDC 1630 Media Literacy (3 hours)
- MEDC 2200 Ethics in the Media (3 hours)
- MEDC 2800 Cultural Diversity in the Media (3 hours)
- MEDC 4100 The Law in the Media (3 hours)
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• SCPT 3500 Writing Screenplays for Film (3 hours)