



Art, Design and Interactive Multimedia Major

Interactive Design and Multimedia Track (51 credits)

Students should take COBF 2232 (Evolution of Film Art) or ARTH 2101 (Looking at Art and Visual Culture) as their “Aesthetics” core requirement.

I. Required Courses (39 credits)

__ADIM 1223	2D Design & Color (first year)	3 credits
__ADIM 2112	Introduction to Multimedia	3 credits
__ADIM 2230	Drawing as Design	3 credits
__ADIM 2312	Digital Art and Design I	3 credits
__ADIM 2315	Web Design I	3 credits
__ADIM 2316	Web Design II	3 credits
__ADIM 2322	Intro to 3D Computer Graphics	3 credits
__ADIM 3312	Designing for Web & Mobile	3 credits
__ADIM 3325	Digital Photography	3 credits
__ADIM 3326	Video Animation & Motion Graphics	3 credits
__ADIM 4312	Practicum Design Seminar	3 credits
__COBF 2212	Intro Visual Theory/Technique	3 credits
__COMM 1421	Writing for the Media	3 credits

II. Group I Electives (6 credits)

__ADIM 1311	Graphic Design and Advertising Art I	3 credits
__ADIM 2099	Front End Development	3 credits
__ADIM 2233	Typography I	3 credits
__ADIM 2311	Graphic Design and Advertising Art II	3 credits
__ADIM 2318	Digital Art and Design I	3 credits
__ADIM 2334	3D Packaging and Exhibition Design	3 credits
__ADIM 2601	Digital Workflow	3 credits

Group II Electives (6 credits)

__ADIM 2114	Game Design	3 credits
__ADIM 3193/3194	Design Internship	3-6 credits
__ADIM 3322	Computer Animation	3 credits
__COBF 2223	Television Production I	3 credits