Department: Interactive Arts and Media  
Degree: Bachelor of Arts  
Major: Interactive Arts and Media  
Total credits required for degree: 120  
Total credits required in the major: 45

Number of semesters to degree completion: 4
Example for planning purposes only

<table>
<thead>
<tr>
<th>1st Semester (12 Credits)</th>
<th>2nd Semester (12 Credits)</th>
</tr>
</thead>
<tbody>
<tr>
<td>36-1000 Interactive Culture (3cr)</td>
<td>36-1501 Introduction to Programming (3cr)</td>
</tr>
<tr>
<td>36-1010 Computational Media Development (3cr)</td>
<td>36-2601 Authoring Interactive Media I (3cr)</td>
</tr>
<tr>
<td>36-1300 Digital Image Design (3cr)</td>
<td>36-3100 Interface Design I (3cr)</td>
</tr>
<tr>
<td>IAM Elective (3cr)</td>
<td>IAM Elective (3cr)</td>
</tr>
</tbody>
</table>

<table>
<thead>
<tr>
<th>3rd Semester (12 Credits)</th>
<th>4th Semester (9 Credits)</th>
</tr>
</thead>
<tbody>
<tr>
<td>36-2602 Intro to IAM Team Development (3cr)</td>
<td>36-3600 IAM Team (6cr)</td>
</tr>
<tr>
<td>36-3620 Physical Computing I (3cr)</td>
<td>36-2**** IAM Elective 2000+ level (3cr)</td>
</tr>
<tr>
<td>36-2**** IAM Elective 2000+ level (3cr)</td>
<td>36-2**** IAM Elective 2000+ level (3cr)</td>
</tr>
<tr>
<td>36-3110 Interface Design II</td>
<td></td>
</tr>
</tbody>
</table>

IAM Elective Options

**User Experience Design**
- 36-1420 Scripting for Web & Mobile
- 36-2000 Media Theory & Design II
- 36-2310 Media Production Strategies
- 36-2606 Interactive Advertising Campaign
- 36-3110 Interface Design II

**Interactive Media Production**
- 36-1310 Art & Code
- 36-1400 Sound for Interaction
- 36-1420 Scripting for Web & Mobile
- 36-2421 Advanced Scripting for Web & Mobile
- 36-2609 Sound & Motion Production
- 36-3301 3D Composition for Interactive Media
- 36-3405 Authoring Interactive Media II
- 36-3444 Emergent Web Technologies
- 36-4890 Data Storytelling

**Embodied Interaction**
- 36-1700 Introduction to Performance Capture
- 36-2130 Interactive Conversational Interfaces
- 36-2600 Object Oriented Programming
- 36-3270 Game Programming
- 36-3630 Physical Computing II

1 *Semesters to degree completion are calculated assuming 60 total credits in transfer with all Liberal Arts & Sciences Core requirements complete and no major requirements transferred in. Students may lessen the length of time to degree completion by transferring in applicable major courses. Please see [http://www.transferology.com/school/columbia](http://www.transferology.com/school/columbia) for information on individual course equivalencies. Full-time status at Columbia College Chicago is 12-16 credits per term. All degree-seeking undergraduate students are required to complete Global Awareness (3 credits), U.S. Pluralism (3 credits), Writing Intensive (3 credits), and upper division (2000 level or higher) LAS core courses (6 credits). Except for Writing Intensive, these requirements may be met in transfer.*
**Special notes for transfer students:**

- This transfer student plan is based on the degree requirements effective Fall 2014. Students who started prior to or after the Fall 2014F semester may have different overall degree requirements. Please consult with your advisors.
- Low enrollment or other issues may prevent a course from being offered in a certain semester. Please consult with your advisor if you are unable to register for a course that you need to graduate.
- Please consult with your IAM faculty advisor yearly to insure you are taking the correct courses in the correct sequence.
- Although it is possible to take multiple programming language classes in the same semester, it may be confusing to learn two different languages at the same time (it would be similar in a way to learning Spanish and German for the first time in the same semester). This compressed plan requires language courses to be taken simultaneously.

**For more information, contact:** Tom Dowd, Associate Chair, tdowd@colum.edu, 312 369 7114.