

**Bachelor of Arts in:
Media Informatics**

2020-2021 catalog

						OFFICE USE ONLY
						Approved Exceptions
		Pre-req	Credits	Term	Grade	
CMST101	Public Speaking		3			
OR						
CMST110	Intro to Communication Studies		3			
EMB 100	Media Literacy		3			
OR						
JOU 110	Introduction to Mass Communication		3			
INF 120	Elementary Programming	MAT 102 or placement	3			Successful Completion of INF 120 CPLE

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EMB 140	Introduction to Media Aesthetics		3			
INF 286	Introduction to Web Development	MAT 103 & INF 110, INF 120, or CSC 260	3			Successful Completion of INF 286 CPLE
MIN 221	Visual Fundamentals for Digital Media	EMB 140 (C)	3			
MIN 240	Introduction to Interactive Media	MIN 221 and INF 286 (pre req or co req)	3			
MIN 244	Principles of Digital 3D Animation	EMB 140 (C)	3			
MIN 245 <i>(formerly MIN 345)</i>	3D Modeling Fundamentals	MIN 221 (C) & MIN 244 (C) (pre req or co req)	3			
MIN 250	Analog Game Design	MIN 240 (C)	3			
MIN 252	Non-Linear Interactive Storytelling		3			
MIN 309	3D Hard Surface Modeling	MIN 245 (C)	3			
OR						
MIN 340	Media Scripting for Interactivity	MIN 240 (C)	3			
MIN 352	Project Research Management	MIN 309 (C) or MIN 340 (C)	3			
MIN 381	Computer-Mediated Communication	Junior Standing	3			
MIN 420	Professional Practices	Senior Standing or Instructor Consent	3			
MIN 452	Advanced Portfolio Production	MIN 352 (C)	3			

