

**Bachelor of Arts in:  
Media Informatics**

**2020-2021 catalog**

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

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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			<b>Successful Completion of INF 286 CPLE</b>
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 (formerly MIN 345)	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			
<b>OR</b>						
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			

