



Degree Plan

Interactive Digital Media (BA)

Student: _____ Student ID: _____ Phone #: _____ Email: _____

Address: _____ City: _____ State: _____ Zip: _____

Beginning Term: _____ Anticipated Completion: _____

Estimated Transfer Credits: _____	Estimated Webster Credits: _____	Total Credit Hours: _____ <ul style="list-style-type: none"> • Transfer Credits + Webster Credits • Minimum of 120 hours
core requirements: _____	core requirements: _____	
GCP courses: _____	GCP courses: _____	
electives: _____	electives: _____	

REQUIRED CORE COURSES (57 hours)						
Course	Hrs	Pre-requisite	Term	Year	Grade	Transfer
AUDI 1000 Audio Production for Non-Majors	3 sh		--			
DESN 1210 Design Concepts	3 sh		--			
EPMD 1000 Introduction to Media Production	3 sh		--			
MDST 1010 Media Foundations	3 sh		--			
FTVP 1000 Introduction to Film, Television, and Video Production	3 sh		--			
INTM 1600 Introduction to Interactive Digital Media	3 sh		--			
INTM 2000 Strategic Writing for Interactive Media	3 sh		--			
INTM 2200 Visual Design for Interactive Media	3 sh	Instructor Permission	--			
INTM 3050 Information Architecture	3 sh		--			
INTM 3100 Introduction to Web Development	3 sh	INTM 1600, INTM 2200	--			
INTM 3200 Interface Design	3 sh	INTM 2200	--			
INTM 3XXX 3 credits of INTM at 3000 level or above	3 sh		--			
INTM 4050 Professional Practice of Integrative Digital Media	3 sh	Senior Standing	--			
INTM 4620 Senior Overview (Capstone)	3-6 sh	Senior Standing	--			
OR						
MDST 4950 Internship (Capstone)	3 sh	Senior Standing	--			
In addition, a minimum of 12 sh must be chosen from the following Skill Electives:						
ADVT 3500 Visual Communication for Advertising and Public Relations	3 sh	INTM 2350 or ADVT 2350	--			
ANIM 2200 3D Modeling	3 sh		--			

ANIM 1020	3D Animation Production: Core Concepts	3 sh		--			
ANIM 3150	Special Topics in Animation	3 sh		--			
ANIM 3200	3D Animation and Rigging	3 sh		--			
ANIM 4200	3D Animated Short Film	3 sh	ANIM 3200	--			
COAP 2100	Web Technology Principles	3 sh	COAP 2000 or HTML Proficiency	--			
COAP 2130	Web Scripting	3 sh	COAP 2000 or HTML Proficiency	--			
COAP 2145	Web Usability	3 sh	COAP 2000 or HTML Proficiency	--			
COAP 2150	Design Principles I	3 sh	COAP 2000 or HTML Proficiency	--			
COAP 2180	Introduction to XML	3 sh	COAP 2000 or HTML Proficiency	--			
COAP 3000	Advanced Web Scripting	3 sh	COAP 2130	--			
COAP 3110	Interactive Site Development	3 sh	COAP 3000	--			
COAP 3120	Cascading Style Sheets (CSS)	3 sh	COAP 2000	--			
COAP 3150	Design Principles II	3 sh	COAP 2150, COAP 3120 (or concurrently)	--			
COAP 3180	Web Databases	3 sh	COAP 3110	--			
COSC 1540	Emerging Technologies	3 sh		--			
COSC 1550	Computer Programming I	3 sh		--			
COSC 1560	Computer Programming II	3 sh	COAP 1550	--			
DESN 1500	Digital Visualization	3 sh		--			
FTVP 1200	Camera and Light	3 sh		--			
FTVP 1300	Edit and Color	3 sh		--			
FTVP 1400	Graphics and Effects	3 sh		--			
FTVP 2400	Motion Graphics	3 sh	FTVP 1400	--			
FTVP 3150	Topics in Film, TV, or Video Production	3 sh					
GAME 3000	Video Game Design I	3 sh	GAME 2000	--			
GAME 4000	Video Game Level Design	3 sh	GAME 2500, GAME 3000, GAME 3500	--			
GAME 4500	Video Game Design II	3 sh	GAME 2500, GAME 3000, GAME 3500, GAME 4000	--			
GAME 3150	Special Topics in Game Design	3 sh		--			
INTM 3300	Animation Techniques and Practices for Interactive Media	3 sh	INTM 2200	--			
INTM 4100	Programming for Web Communications II	3 sh	INTM 3100	--			
INTM 4300	Programming for Interactive Media II	3 sh	INTM 3300	--			
INTM 3150	Special Topics	3 sh		--			
INTM 3580	Delivering Digital Media	3 sh		--			
PHOT 1010	Digital Basic Photography	3 sh		--			
In addition, a minimum of 3 credit hours				--			

must be chosen from the following Theory Electives:						
FLST 1000 Film and Television Appreciation	3 sh		--			
FLST 3160 Topics in Film Studies	3 sh		--			
FLST 2060 Modern World Cinema	4 sh	FILM 2050	--			
FLST 2070 History of Animation	3 sh		--			
FLST 3170 Topics in Documentary Film Studies	3 sh		--			
GAME 2000 Introduction to Video Game Theory and Design	3 sh		--			
GAME 3500 History of Video Games	3 sh		--			
MDST 2100 Media Literacy	3 sh		--			
MDST 2200 Ethics in the Media	3 sh		--			
MDST 2800 Media, Diversity and Society	3 sh					
MDST 3300 Media Law, Ethics and Policy	3 sh		--			
SCPT 3500 Writing Screenplays for Film	3 sh		--			
** See catalog regarding Petition to Proceed with Senior Overview**			--			

GLOBAL CITIZENSHIP PROGRAM (minimum 30 hours)										
FIRST YEAR SEMINAR (3 hours)	Hrs	Term	Year	Grade	Transfer					
	3sh	--								
KNOWLEDGE AREAS (24 hours)	SKILLS AREAS*									
	WCOM	OCOM	CRI	INTC	ETH	Hrs	Term	Year	Grade	Transfer
Roots of Cultures**	--	--	--	--	--	3sh	--			
	--	--	--	--	--	3sh	--			
Social Systems & Human Behaviors**										
	--	--	--	--	--	3sh	--			
	--	--	--	--	--	3sh	--			
Physical & Natural World										
	--	--	--	--	--	3sh	--			
Global Understanding										
	--	--	--	--	--	3sh	--			
Arts Appreciation										
	--	--	--	--	--	3sh	--			
Quantitative Literacy										
	--	--	--	--	--	3sh	--			
Skills Courses not associated with Knowledge Areas (optional)										
	--	--	--	--	--	3sh	--			

	--	--	--	--	--	3sh	--			
	--	--	--	--	--	3sh	--			
	--	--	--	--	--	3sh	--			
KEYSTONE SEMINAR (3 hours)	Hrs	Term	Year	Grade	Transfer					
	3sh	--								

NOTE: In addition to the First Year and Keystone Seminars, students must complete *all 5 Skills Requirements within or in addition* to fulfilling each Knowledge Area. Courses with a grade of C- or better will satisfy GCP requirements.

Skills Areas: WCOM = Written Communication OCOM = Oral Communication ETH = Ethical Reasoning
 CRI = Critical Thinking INTC = Intercultural Competence

****NOTE:** Courses must have two different prefixes.

ELECTIVE COURSES						
TOTAL ELECTIVE TRANSFER HOURS						
REMAINING ELECTIVE HOURS						
Course	Hrs	Pre-Requisite	Term	Year	Grade	
			--			
			--			
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			--			
			--			
			--			
			--			
			--			
			--			

COMMENTS:

- Pending official transcripts, course descriptions and administrative approval.
- You may change the recommended course sequence as needed as long as you do not take any course before or with its prerequisite(s).
- Not all courses are offered at all sites each term. Check with the site for the current rotation schedule as course schedules are subject to change.
- Transfer credit may apply as general education courses, elective courses or core course substitutions (if the courses are substantively the same as Webster core courses).
- This program plan is not a substitute for application, registration, transfer of credit or core course substitution requests. All other required forms must be filed in addition to this program plan.
- Signature on this program plan does not imply commitment for application or registration.

Advisor _____

Student _____

Phone:

Fax: 314-968-7166

Email:

Date Advised: