INTERACTIVE, GAMING, AND IMMERSIVE MEDIA MINOR

The IGI minor formalizes a pedagogical collaboration between the Frank R. Seaver College of Science & Engineering and the School of Film & Television, combining existing courses that focus on interactive and immersive gaming and worldbuilding together with programming, writing, design and analysis-into a comprehensive program of study. Students benefit by gaining technical and creative experience in a variety of different disciplines, making them attractive to both businesses and graduate schools that favor interdisciplinary experience in modern technologies and media. The minor can also supplement work done by students in various majors across the University interested in formal aspects of IGI in practice, as well as applications of immersive technologies in fields such as medicine, training, entertainment, and therapy, among others.

Program Goals of the Minor in Interactive, Gaming, and Immersive Media

Upon completing the program, students with a minor in Interactive, Gaming, and Immersive Media will:

- Acquire skills to expand their career options in a variety of industries.
- Expand their options for graduate study.
- Collaborate effectively in teams with diverse skills and roles spanning multiple creative and technical disciplines.

Coursework

The minor in IGI requires students to take a total of 6 courses, among which: 2 are gateway courses, 2 are chosen from courses offered in School of Film and Television, and 2 are chosen from courses offered in Frank R. Seaver College of Science & Engineering. To satisfy these requirements, a student in the IGI minor must complete:

Code	Title	Semester Hours
CMSI 1010	Computer Programming and Laboratory	4
ANIM 250	Introduction to Interactive Animation	3
Select two of the following:		8
CMSI 2120	Data Structures and Applications	
CMSI 3700	Interaction Design	
CMSI 3751	Game Design	
CMSI 3752	Game Development	
Select two of the following:		6-7
FTVS 3220	Analysis of Video Games	
SCWR 340	Video Game Writing	
ANIM 450	Advanced Interactive Animation	
ANIM 480	Immersive Media Studio	
Total Semester Hours		**21-22**

For more information and advising contact the Chair of Animation.