



School of Communications

## Advising Guidelines for BA in Interactive Digital Media

Sample 4-Year Course Sequence/Study Abroad  
Students should consult with their advisor to determine their plan of study.

Students must take 120 credit hours to graduate with an average of 15 credit hours per semester.

Course	Year 1		Year 2		Year 3		Year 4		TOT
	FA	SP	FA	SP	FA	SP	FA	SP	
Major Coursework									
EPMD 1000—Intro to Media Production	3								3
INTM 1600—Intro to Interactive Digital Media	3					S T			3
DESN 1210—Design Concepts	3					U			3
MDST 1010—Media Foundations		3				D			3
INTM 2200—Visual Design for Interactive Media		3				Y			3
AUDI 1000—Audio Production for Non-Majors		3							3
INTM 2000—Strategic Writing for Interactive Media			3			A B			3
FTVP 1000 Introduction to Film, Television, and Video Production			3			R O			3
INTM 3050—Information Architecture				3		A			3
INTM 3100—Intro to Web Development					3	D			3
INTM 3200—Interface Design					3				3
INTM 3XXX – Elective in Interactive Media					3				3
INTM 4050—Professional Practice							3		3
INTM 4620/MDST 4950 – Overview or Internship								3	3
In-Major Electives/SKILLS				6	3	3			12
In-Major Electives/THEORY					3				3
University Coursework									
FRSH 1200—Freshman Seminar	3								3
GCP Courses	3	3	6	6		3	3		24
Keys 4xxx								3	3
General Electives (May be in major)		3	3			9	9	9	33
Total Credits Per Semester	15	15	15	15	15	15	15	15	120