



School of Communications

Advising Guidelines for BA in Interactive Digital Media

Sample Transfer 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.

Students with an Associate in Arts (A.A.) from a regionally accredited institution will have fulfilled all of Webster University's general education requirements.

Course	Year 1		Year 2		Total
	FA	SP	FA	SP	
Major Coursework					
MDST 1010—Media Foundations	3				3
EPMD 1000—Intro to Media Prod.	3			S	3
FTVP 1000 Introduction to Film, Television, and Video Production	3			T	3
AUDI 1000—Audio Production for Non-Majors		3		U	3
INTM 1600 - Intro to Interactive Digital Media	3			D	3
INTM 2200—Visual Design for Interactive	3			Y	3
INTM 2000— Strategic Writing for Digital Media		3			3
DESN 1210—Design Concepts		3		A	3
INTM 3050 – Information Architecture		3		B	3
INTM 3100—Intro to Web Development			3	R	3
INTM 3200—Interface Design			3	O	3
INTM 3XXX – Elective in Interactive Media			3	A	3
INTM 4050—Professional Practice			3	D	3
INTM 4620/MDST 4950 – Overview or Internship			3		3
In-Major Electives/SKILLS		3		9	12
In-Major Electives/THEORY				3	3
University Coursework					
GCP Courses					
KEYS 4xxx – Keystone Course				3	3
General Electives (maybe in Major)					
Total Credits Per Semester	15	15	15	15	60 (120 total credit hours including transfer hours)

