

# Interactive Media Major: 2022-23 Curriculum

## Interactive Media Overview

The major in interactive media is a dynamic program, both multidisciplinary and interdisciplinary in nature, offering depth and breadth, fostering growth, excellence, and the pursuit of true passion. The program's groundbreaking curriculum is built on a multidisciplinary model of learning, incorporating personalized methods and rigor across a framework of collaboration.

The curriculum centers on a core development paradigm which is extraordinarily multi-faceted, based on the creation of software that governs a user experience fashioned through interaction with various assets. Those assets can include narrative, 2- or 3-dimensional art, visual effects, music, voice and sound effects as well as captivating game-based mechanics and interface technologies. The techniques used to create these assets, the mechanics and structures of the overall design and narrative of the various systems and virtual worlds, as well as their complex interweaving throughout production form the basis of the interactive media curriculum.

Every student in the program is a contributing member of The Game Studio, a hands-on studio environment, producing publishable properties prior to graduation. Students who graduate with a degree in interactive media are well-positioned to succeed in whatever focus area, exciting career, or advanced degree they wish to pursue, and at Clark, they will get the chance to study the liberal arts and master soft skills - all critical components that are the hallmarks of our program.

The Bachelor of Arts in Interactive Media - with tracks in areas such as Game Art, Game Development & Programming, Game Production & Management, Game Design, Game UI/UX, and Game Audio - is a nationally ranked interactive media program that will allow students to pursue their passions for games while preparing them to become thought leaders and experts in the \$160 billion interactive media industry.

## Major Requirements

The Interactive Media Major requires **13 total** units.

(8 core requirements and 5 from a chosen program **Track**).

There are currently **8 Tracks** to choose from:

**3D Art | 2D Art | Audio | Programming | Production | Writing | UI/UX | or Design your own.**

*(potential future tracks - Psychology of Games/Serious Games, VR/AR, VFX/Virtual Production)*

### Core Requirements for the Interactive Media Major:

GAME 025 - Game Design Fundamentals (previously Intro to Game Design) [FYI option]

GAME 030 - Examining Play (an addition to the core) [FYI option]

GAME 260 - Serious Game Project

GAME 255 - Game Studio (**must take 5 semesters: 2 must be in junior year, and 2 must be in senior year one of which is the Capstone**)

(Portfolios will be prepared throughout The Game Studio experience, and a yearly *Senior Seminar* "Prep" workshop will be held for Spring Showcase.)

## Game 3D Art Track

Students are required to take these five units for this track:

GAME 095 - Digital 3D Modeling [FYI option]

GAME 185 - 3D Animation

GAME 100 - Texturing & Lighting

GAME 105 - Environment Art

GAME xxx - Any GAME Elective

## **Game 2D Art Track**

Students are required to take these five units for this track:

GART 100 - Principles of Drawing [FYI option]  
GART 235 - Life Drawing  
GAME 085 - Raster and Vector Games  
GAME 180 - Computer Illustration for Game Design  
GAME xxx - Any GAME Elective

## **Game Audio Track**

Students are required to take these five units for this track:

MUSC 098 - Foundations of Music and Production  
MUSC 141 - Computers and Music  
GAME 130 - Digital Audio Production  
GAME 165 - Game Audio (or GAME 160 Foley and Field Recording)  
GAME xxx - Any GAME Elective

## **Game Development and Programming Track**

Students are required to take these five units for this track:

GCPT 010 - Computer Programming I [or CSCI equivalent]  
GCPT 020 - Computer Programming II [or CSCI equivalent]  
GAME 190 - Game Programming with Data Structures (previously Game Programming I)  
GAME 265 - Artificial Intelligence for Games  
GAME xxx - Any GAME Elective

## **Game Production and Management Track**

Students are required to take these five units for this track:

[MGMT 100 - The Art and Science of Management](#)  
[MKT 230 - Marketing Management](#)  
GAME 210 - Agile Project Management with Scrum  
GAME 270 - Game Analytics  
GAME xxx - Any GAME Elective

## **Game Writing Track**

Students are required to take these five units for this track:

GAME 075 - Literary Development of Virtual Worlds  
GAME 095 - Creatures and Characters  
GAME 175 - Writing for Fantasy and RPGs  
[ENG 101 - Intro to Creative Writing](#)  
GAME xxx - Any GAME Elective

## **Game UI/UX**

Students are required to take these five units for this track:

GAME 150 - Visual Design and Media  
GAME 140 - Animation and Motion Graphics  
GAME 170 - UI/UX Design 1  
GAME 270 - UI/UX Design 2  
GAME xxx - Any GAME Elective

## Time-Based Media Track

Students are required to take these five units for this track:

GAME 000 - Animation and Motion Graphics

GAME 185 - 3D Animation

GAME 275 - Character Animation

GAME 240 - Visual Effects

GAME xxx - Any GAME Elective

## Design Your Own Track

Students are required to take five units for this track which have been approved by their faculty advisor:

Choose Any 5 GAME/GART/GCPT/or other approved courses to design your own unique program track (must have faculty approval).

## 4+1 Senior Year [4<sup>th</sup> year]

- Students will take IMED Graduate Studio I and IMED Graduate Studio II in place of two Game Studio core requirements.
- Students may use their IMED Grad Elective or IMED Interactive Media as their Track GAME Elective requirement.
- Students can create a Design Your Own Track and include IMED Interactive Media as an approved Track course.
- Students will need to use their open courses to cover the following graduate courses from the first year of graduate study in this program: Leading Responsibly, Project Management, Interactive Media Seminar I, and Interactive Media Seminar II.
- Students may submit for approval for a course to be used in place of Project Management.

## Minor in Interactive Media

Students are required to take six units from these courses:

### 2 CORE

GAME 025 - Game Design Fundamentals OR GAME 030 - Examining Play

GAME 260 - Serious Game Project

### 2 Game Studios

Must be taken Junior and/or Senior year to count for Minor

### 2 GAME courses from the same Game Track

i.e. Game 185+Game 275 OR Game 095+Game 100 OR Game 085+Game 180 etc.

### ALL EXISTING COURSES -- [Can be used as electives]:

History of Game Development	GAME 010	HP	
Intro to Game Design	GAME 025	FA	FYI option
Examining Play	GAME 030	VP	FYI option
Game Pitch & Design	GAME 050	N/A	
procedural modeling	GAME 055	SP	
procedural visual effects	GAME 060	SP	
Effective Design Strategies	GAME 065	N/A	
Literary Development of Virtual Worlds	GAME 075	VE	
Storyboarding Animation	GAME 080	AP	
Raster and Vector for Games	GAME 085	AP	FYI option
Intermediate Game Dev	GAME 090	N/A	

Digital 3D modeling	GAME 095	SP	FYI option
Texturing	GAME 100	AP	
Env. Art	GAME 105	AP	
Software Engineering Lifecycle	GAME 110	N/A	
Real time light, shading	GAME 120	AP	
Digital Audio Production	GAME 130	AP	
Digital Music Studio	GAME 135	AP	
Music Theory	GAME 140	FA	
Game Transfer Elective	GAME 150	N/A	
Game Industry Trends	GAME 155	N/A	
Foley and Field Recording	GAME 160	N/A	
Game Audio 1	GAME 165	AP	
Game Audio 2	GAME 170	AP	
Writing for Fantasy and RPG's	GAME 175	VE	
Computer Illustration for Game Design	GAME 180	AP	
3D Animation	GAME 185	AP	
Game Programming 1	GAME 190	AP	
Game Programming 2	GAME 195	AP	
Level Design	GAME 200	N/A	
Digital Cinematography	GAME 205	AP	
Agile Project Management	GAME 210	N/A	
Principles of Motion Capture	GAME 215	N/A	
Virtual Reality in Gaming	GAME 220	SP	FYI option
Mobile Game Production	GAME 225	N/A	FYI option
Rigging for Animation	GAME 230	N/A	
Digital Organic Modeling	GAME 235	AP	
Visual Effects	GAME 240	AP	
Music Composition for Games	GAME 245	AP	
Synthesis and Sampling	GAME 250	AP	
GAME STUDIO	GAME 255	N/A	
Serious Game Project	GAME 260	N/A	
Directed Study	GAME 299	N/A	
Artificial Intelligence	GAME 265	SP	
Game Analytics	GAME 270	FA	
Character Animation	GAME 275	AP	
Advanced Character Animation	GAME 280	AP	
Advanced Topics in Game Dev	GAME 285	N/A	
Game Audio Production Studio	GAME 295	AP	
Principles of Drawing	GART 100	AP	FYI option
Painting Studio	GART 110	AP	
Drawing 2	GART 210	AP	
Cartooning Basics	GART 225	AP	
Life Drawing	GART 235	AP	

Comp. Programming I	GCPT 010	SP	
Comp. Programming C++	GCPT 020	SP	
Data Structures C++	GCPT 110	SP	