

Interactive Media Major

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 for Games [FYI option]

GART 235 - Life Drawing for Games

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 C++ [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 065 - UI/UX Design 1

GAME 110 - 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 [4th 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.