Information Systems - Digital Media Specialization Checklist – Spring 2016

Each course in the specialization cannot also be used to satisfy an ISE major requirement.

Number	Title	Grade	Semester
CDT208	Introduction to Media Technology		
CSE323/ISE323[i]	Human-Computer Interaction		
Two of the following: • ARS205 Foundations: Idea and Form • ARS210 Modern Art and the Moving Image • ARS225 Introduction to Digital Art • ARS281 Introductory Photography • CCS101 Introduction to Cinema & Cultural Studies • DIA207 Technologies of Representation • ISE102 Introduction to Web Design and Programming • ISE108 Introduction to Programming • THR103 Theatre and Technology			
Two of the following: • ARS324 Intermediate Digital Art: Design • ARS325 Intermediate Digital Arts: Print • ARS326 Video Art: Narrative Forms • ARS327 Digital Arts: Web Design and Culture • ARS328 Digital Arts: Animation • ARS329: Video Art: Experimental Forms • CDT317 Interactive Media, Performance, and Installation • CDT318 Movie Making: Shoot, Edit, Score • CDT341 Sound Design • CDT450 Topics in Computational Arts • CSE333 User Interface Development • ISE325/CSE325 Computer Science and Sculpture • ISE334/CSE334 Introduction to Multimedia Systems • ISE340/EST310 Design of Computer Games • ISE364/CSE364 Advanced Multimedia Techniques • ISE488 Internship • DIA396 Video and Computer Game History • DIA397 Video and Computer Game Culture			

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[i] If CSE323/ISE323 is being used to satisfy an ISE upper division requirement, any one course listed in the above upper-division category can be substituted for CSE323/ISE323.