**Information Systems - Digital Media Specialization**  
**Checklist – Spring 2016**

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

<table>
<thead>
<tr>
<th>Number</th>
<th>Title</th>
<th>Grade</th>
<th>Semester</th>
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</thead>
<tbody>
<tr>
<td>CDT208</td>
<td>Introduction to Media Technology</td>
<td></td>
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<tr>
<td>CSE323/ISE323i</td>
<td>Human-Computer Interaction</td>
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</tbody>
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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

\(^1\) 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.