

IMDM Course Requirements

Track 1 – Innovative Coders

Number	Title	Credits	Format	Status	GE
ENGL	ENGL elective (143/245/255/290/294)	3	Lecture		*HU
MATH 140	Calculus	4	Lecture		*AR
MATH 141	Calculus II	4	Lecture		
CMSC 131	Object-Oriented Programming I	4	Lecture		
CMSC 132	Object-Oriented Programming II	4	Lecture		
CMSC 216	Introduction to Computer Systems	4	Lecture		
CMSC 250	Discrete Structures	4	Lecture		
CMSC 330	Programming Languages	3	Lecture		
CMSC 351	Algorithms	3	Lecture		
Major Elective	CMSC 4XX (Graphics Programming)	3			
CMSC Elective	CMSC 4XX (Graphics Programming)	3	Lecture		
ARTT 100	Two-Dimensional Design Fundamentals	3	Studio		*SP
ARTT 200	Three-Dimensional Art Fundamentals	3	Studio		
ARTT 255	Introduction to Digital Art & Design Practices	3	Studio		
Major Elective	ARTT 37x/47x (Digital Media)	3	Studio		
IMDM 101	Introduction to Immersive Media	3	Studio	New	*HS
IMDM 150	Introduction to Digital Theory and Culture	3	Lecture	New	*HU
IMDM 227	Introduction to Computational Media	3	Lecture/Lab	New	
IMDM 290	Collaborative Studio I – Image + Time	3	Studio	New	
IMDM 327	Augmented and Virtual Reality	3	Lab/Lecture	New	
IMDM 390	Collaborative Studio II Experiential Computing	3	Studio	New	
IMDM 490	Capstone I	4	Studio	New	
IMDM 491	Capstone II	4	Studio	New	