

IFDM COMMON CORE CLASSES – COURSE CATALOG DESCRIPTIONS

Last Revised 10/23/08 – General revisions to pre/co-requisites & restrictions

IFDM 105 Inter and New Media Studies I (3)

The history of methods and practices of art, science and technology in the development of new media, with surveys from a historical perspective. Studies the practices, careers and disciplines involved with film and digital media.

Restriction: By permission of IFDM advisor

CS 152L Computer Programming Fundamentals (3)

Introduction to the art of computing. The course objectives are understanding relationships between computation, problem solving, and programming using high-level languages.

Prerequisite: none

Restriction: none

IFDM 205 Studio I: Activating Digital Space (3)

This studio course explores critical, technical and creative elements of digital space. By translating the process of seeing and conceptualizing into visual forms, students use technical knowledge to conceptualize, create and collaborate on projects.

Prerequisite: CS 152L

Restriction: By permission of IFDM advisor

IFDM 210 Introduction to Modeling and Postproduction (3)

An introduction to computer graphics and animation that mixes theory and application using a standard animation software package to teach the use of the tool and to demonstrate key concepts. Involves collaborative projects.

Prerequisite: 205

Restriction: By permission of IFDM advisor

IFDM 300 Critical Intermediations (3)

Examines new media technologies from a transdisciplinary perspective by exploring how the use of new media is affecting academic practice across disciplines. Proposes the development of a critical analytical framework for approaching new media.

Prerequisite: 210

Restriction: By permission of IFDM advisor

IFDM 310 Studio II: Writing Digital Narrative (3)

The goal of this course is to offer students an overview of issues on writing for digital media; its objective is to create successful, media-savvy writers, who work across digital platforms.

Prerequisite: 300

Restriction: By permission of IFDM advisor

IFDM 400 Ethics, Science & Technology (3)

Ethical issues arising from the impact of science and technology on the personal, social and political dimensions of culture or what happens and who takes responsibility when the genie is out of the bottle?

Prerequisite: 310

Co-requisite: 450

Restriction: By permission of IFDM advisor

IFDM 450 Capstone I (4)

Students are required to form interdisciplinary collaborative teams that will develop and plan project ideas.

Prerequisite: 310

Co-requisite: 400

Restriction: By permission of IFDM advisor

IFDM 410 The Business and Law of Film and New Media (3)

This course will introduce students to the business and legal aspects of creating a new digital media venture including: concept formation; marketing; budget development; finding financing; forming a company; hiring and managing employees; and sales.

Prerequisite: 400

Co-requisite: 451

Restriction: By permission of IFDM advisor

IFDM 451 Capstone II (4)

Collaborative teams execute projects and give open demonstration of the results.

Prerequisite: 450

Co-requisite: 410

Restriction: By permission of IFDM advisor