

Interdisciplinary Studies in Arts, Media, and Design (INAM)

INAM 1300. The Politics of Narrative in Theatre. (3 Hours)

Examines drama in everyday life—on stages, streets, and screens—and investigates the tribulations and promises of role-playing in ordinary narratives. Topics may include tragedy and trauma, identity and identification, catharsis and psychoanalysis, and the relationship between sacrifice and personal development. Interrogates how role-playing and drama—in all its forms—permeates our social relations. Experiments with rewriting the dramatic narrative of our everyday life experiences.

Corequisite(s): INAM 1301

Attribute(s): NUpath Ethical Reasoning

INAM 1301. The Politics of Narrative in Theatre Seminar. (1 Hour)

Accompanies INAM 1300. Engages in detailed discussions about the assigned readings and weekly topics.

Corequisite(s): INAM 1300

INAM 1990. Elective. (1-4 Hours)

Offers elective credit for courses taken at other academic institutions. May be repeated without limit.

INAM 2000. Ethics in Creativity. (4 Hours)

Studies the role of ethics in creative practice. Offers students an opportunity to reflect on many of the concerns creative professionals face, such as how creative practitioners manifest care as a social intervention for building intimacy, healing, and hope across communities and how to develop and articulate creative goals. From the rhetoric of trust and authenticity, to honesty and generosity, ethical concepts consistently make their way into creative practice. Examines (and affords students an opportunity to hone) strategies to systematically navigate uncertainty and iteration within creative practice, culminating in a student final creative project. Readings focus on ethical paradigms that illustrate how systems of power shape the role of creative practices in society.

Attribute(s): NUpath Creative Express/Innov, NUpath Ethical Reasoning, NUpath Writing Intensive

INAM 2183. Interdisciplinary Special Topics: Pop-up Course. (1,2 Hours)

Addresses timely trends, issues, and events as they unfold. Offers students an opportunity to learn about and respond to issues of the day in an immersive, interdisciplinary, short-course format. Content and instructors vary by offering. May be repeated seven times for a maximum of 16 semester hours.

INAM 2963. Topics. (1,2 Hours)

Offers undergraduate students an opportunity to learn about timely issues, develop new skills, or explore areas of broad interest in an immersive, short-course format. Content and instructors vary by offering. May be repeated three times.

INAM 2964. Experiential Project. (0 Hours)

Offers students an applied project setting in which to apply their curricular learning. Working with a sponsor, students refine an applied research topic, perform research, develop recommendations that are shared with a partner sponsor, and create a plan for implementing their recommendations. Seeks to benefit students with a curriculum that supports the development of key business communication skills, project and client management skills, and frameworks for business analysis. Offers students an opportunity to learn from sponsor feedback, review 'lessons learned,' and incorporate suggestions from this review to improve and further develop their career development and professional plan.

INAM 2973. Topics in Making. (1-4 Hours)

Offers students an opportunity for early undergraduate-level examination of a subject in making. May be repeated for up to 16 SH.

INAM 2990. Elective. (1-4 Hours)

Offers elective credit for courses taken at other academic institutions. May be repeated without limit.

INAM 2992. Research. (0 Hours)

Offers an opportunity to document student contributions to research projects or creative endeavors.

INAM 3200. Creative Cognition. (4 Hours)

Offers a multidisciplinary exploration into the science of creativity. Many would agree that creativity is a cornerstone of human culture and innovation. But what is creativity, and how can humans cultivate it in life? Topics include idea generation and evaluation, problem solving and insight, psychometric measurements of creativity, the role of creativity in the arts and in human resource management, and the complex relationships between creativity and mental health. Synthesizing a variety of perspectives in creativity research, offers students an opportunity to train themselves to become more creative thinkers and practitioners.

Attribute(s): NUpath Analyzing/Using Data, NUpath Creative Express/Innov

INAM 3990. Elective. (1-4 Hours)

Offers elective credit for courses taken at other academic institutions. May be repeated without limit.

INAM 4990. Elective. (1-4 Hours)

Offers elective credit for courses taken at other academic institutions. May be repeated without limit.

INAM 4998. Research. (0 Hours)

Offers an opportunity to document student contributions to research projects or creative endeavors.

INAM 5000. Introduction to Creative Computing. (4 Hours)

Introduces foundational concepts of computational media art, focusing on the use of computational processes for the creation of interactive and generative experiences. Students use data and mathematical procedures to generate images, express ideas, and create meaning. Offers students an opportunity to obtain practice-based experience with the benefits and limitations of using computational processes, reflecting on what computers can and cannot do well. Uses computational procedures and concepts such as automation, recursion, and data processing for creative purposes. Students create computational media projects using code and/or other media such as photography, video, performance, installation, etc.

INAM 5183. Interdisciplinary Special Topics: Pop-up Course. (1,2 Hours)

Addresses timely trends, issues, and events in the fields of arts, media and design as they unfold. Offers students an opportunity to learn about and respond to issues of the day in an immersive, interdisciplinary, short-course format. Includes emphasis on experiential forms of teaching and learning. Content and instructors vary by offering.

INAM 5240. Make Your Mark: Trademark and Advertising Law in Creative Industries. (4 Hours)

Introduces trademark, branding, and advertising and endorsement law through the lens of the music industry and other creative industries. Approaches these areas of law through a combination of materials that may include statutory and case law, administrative agency guidance, pending legal disputes and current events, problems and hypotheticals, sample transactional documents, and student presentations. Covers trademark use, distinctiveness, and protectability; trademark infringement and dilution; false advertising law; FTC regulations on advertising and endorsement; and right of publicity law. Explores how law and industry norms shape practices and outcomes with the goal of preparing students entering creative industries to form strategies and make decisions related to these areas of law as they arise.

Attribute(s): NUpath Societies/Institutions

INAM 5300. Principles of Design. (2 Hours)

Introduces the foundational essential components of the design process, investigates key concepts in historical and contemporary design practice, and includes applied practice to illustrate the way expert designers think, collaborate, and create. Core content focuses on a broad range of design applications across industry sectors to improve intellectual dexterity and provide a range of interdisciplinary skills and knowledge.

INAM 5305. User Observation and Design Planning. (2 Hours)

Introduces the theory and methods of behavioral observation, description, and analysis. Covers the methodologies and tools for conducting quantitative and qualitative user research, including surveys, persona development, customer journey maps, and other industry-standard tools for studying user experience. Course content focuses on the general forces acting upon an organization, such as competition, technological breakthroughs, diverse information channels, demographic shifts, and how practitioners are using design to proactively respond to these forces.

Prerequisite(s): INAM 5300 with a minimum grade of C

INAM 5310. Principles of Creative Collaboration. (2 Hours)

Studies methods for recognizing and removing personal creative blocks, techniques for strengthening communication skills in a team-based environment, as well as active listening skills to amplify the ideas of others. Increasingly complex organizations require teams to boldly navigate uncertainty, leverage the power of diverse perspectives, and collaborate effectively to uncover innovative ideas. This course builds upon these concepts.

INAM 5400. Facilitating Creative Collaboration. (2 Hours)

Explores the different types of roles that individual contributors may take in team-based environments; methods for navigating challenging situations to improve team productivity; and techniques for strengthening leadership, communication, and collaborative skills. Successful leaders leverage a variety of techniques and tools to discover, understand, and maximize the ways in which teams interact, communicate, and collaborate. At the conclusion of the course, students should be able to develop and execute action plans by applying these practices for optimum team productivity and output.

Prerequisite(s): INAM 5310 with a minimum grade of C

INAM 5405. The Agile Mindset and Design-Led Innovation. (2 Hours)

Focuses on approaches to problem solving that are human centered and guided by the underlying principles of adaptability, collaboration, design, and creativity. Grounded in both theory and applied practice, offers students an opportunity to learn techniques for building their own adaptive capacity, crafting and communicating a strong vision, applying a framework for distributed leadership, engaging and empowering team members, and codesigning solutions that require shifts in beliefs and practice.

INAM 5410. Persuasion and the Power of Storytelling. (2 Hours)

Explores the basic theory of persuasive communication, including models of information processing, motivational appeals, message acceptance, fast and slow decision making, and rules of effective human interactions. Effective leaders across organizations possess the ability to engage, inspire, and challenge teams through authentic connection and clear communication. Compelling stories help to make sense of complexity, engage the audience emotionally, and call others to action. Offers students an opportunity to learn to frame the problem, consider audience motivations, utilize compelling and dramatic narrative construction, convey complex information orally and visually, and generate emotional appeal and action.

INAM 5415. Design Studio: Fundamentals of Iterative Prototyping. (2 Hours)

Analyzes the different types of prototypes and the logic for when and how to employ each technique when testing distinct assumptions. Covers prototype selection; the methods for prototyping ideas and testing underlying assumptions; implementing prototypes to discover, communicate, and validate; and techniques for executing and testing ideas. Offers students an opportunity to learn the need for rapid innovation, resiliency, and gracefulness in the face of frequent failure situations.

INAM 5420. The Creative Process. (4 Hours)

Explores several themes that stimulate creativity in individuals and teams. Analyzes the notion of creativity, including defining creativity, understanding how it is measured, and analyzing processes of creativity across multiple disciplines and industry sectors. Delves into the mechanics of creativity to explore how the most innovative thought leaders have revolutionized their industries and left a lasting impact on the world. Offers students an opportunity to explore their own creativity and professional applications to align their creative process with scientifically proven strategies. Students work with a variety of teams on assignments throughout the course to foster collaboration and learning.

INAM 5425. Design Methodology. (4 Hours)

Explores the mindset, skill set, and tool set associated with design. The content is oriented toward practical methods for approaching a design problem holistically to help frame and solve challenges with a wide range of applications across industry sectors. Includes approaches to noticing and observing, framing and reframing, imagining and designing, and experimenting and testing. Introduces concepts of user experience (UX) design, user interface (UI) design, and system design to provide a strong foundation for future coursework.

INAM 5430. The Improvisational Mindset. (2 Hours)

Studies the essential skills to becoming a more authentic and dynamic leader by learning to read situations accurately, make well-calibrated and appropriate responses for different audiences and circumstances, as well as lead with more confidence and empathy. Offers students an opportunity to develop a broader leadership tool kit, including the ability to adapt to shifting landscapes, business challenges, and unanticipated situations with agility, spontaneity, and creativity.

INAM 5435. Multidisciplinary Collaboration and Creative Engagement. (2 Hours)

Focuses on helping students conceive design solutions through analyzing assumptions, intuition, and working through iterative sequences in a team-based environment to generate creative outcomes. Central to this course is an acknowledgement of the limitations of individuals and singular disciplines and the need for collaboration that includes diverse perspectives. Successful leaders leverage a variety of techniques and tools to discover, understand, and maximize the ways in which teams interact, communicate, and collaborate. Topics include team formation, leading teams, decision making as a group, gathering diverse perspectives, testing assumptions, and managing conflict.

INAM 5440. Organizational Storytelling and Public Relations. (2 Hours)

Explores theoretical and practical competence in organizational branding, promotion, and public relations. Presents the practical and analytical skills needed to envision promotional strategies, community engagement efforts, and marketing materials by leveraging user experience design across both traditional and digital environments.

INAM 5445. Inclusive Communication and the Power of Diverse Networks. (2 Hours)

Offers students an opportunity to learn how to create a shared purpose, strengthen engagement, foster generative learning, and leverage the power of differences in a team-based environment where a diversity of ideas is actively encouraged. Matrixed companies are leveraging more cross-functional, flexible teams to work on short-term projects. Diverse networks of relationships provide webs of support while offering new perspectives that spur innovation and growth. This course explores these themes in depth through applied practice.

INAM 5500. Adaptive Leadership. (2 Hours)

Explores the power of discovery as a driving force for uncovering emergent strategies, how to adapt to changing circumstances in a team-based environment, methods for creating and articulating strategies that are flexible and scalable, and how to collaboratively lead teams in order to solve problems that address required change. Adaptive leadership enables managers and their organizations to rapidly and efficiently shift strategy in direct response to changing internal and external circumstances.

INAM 5505. Dynamic Multichannel Communication. (2 Hours)

Covers the practical tools to improve clarity when articulating new ideas, how to command the attention of any audience, and distinctive communication styles tailored to digital and virtual formats. New platforms and technology innovations have allowed individuals to share user-centered, dynamic, and practical information through personalized, engaging, and digestible messages. Video conferencing has also evolved to change the way we connect with peers, colleagues, and external audiences. Offers students an opportunity to learn how to hone more effective communication skills tailored to these evolving mediums using creative and adaptable techniques based upon research and proven methods.

INAM 5507. Foundations of Data Visualization. (1 Hour)

Establishes the conceptual models of data visualization and information design with respect to data analysis and examines the implications of these models for the visualization practice. Distinguishes and articulates what makes a successful visualization and which pitfalls to avoid. Draws insights from research in visual perception and examines design strategies to organize information. Identifies improvements to existing visualizations and formally evaluates visualizations in user studies.

INAM 5508. Visual Data Encodings. (1 Hour)

Examines visualization strategies for common data types, focusing on the visualizations that are appropriate for specific research questions and data types. Focuses on visualization methods for one-to-n-dimensional data sources and examines the many different ways to express time and duration. Identifies interactive techniques to support the discovery of patterns, filter through data to isolate meaningful data points, and explore connections between multiple data sources.

Prerequisite(s): INAM 5507 (may be taken concurrently) with a minimum grade of B or INAM 5507 (may be taken concurrently) with a minimum grade of B

INAM 5510. Data-Driven Storytelling. (2 Hours)

Offers practical methodologies for detecting and articulating the stories behind datasets and how to communicate data findings in visual, oral, and written contexts. Covers select topics in data-driven storytelling projects across industry sectors and provides practical tools for navigating the often-competing demands of rigorous analysis and accessible narrative and storytelling. Designed to foster moderate technical learning of applications and software. Incorporates theories from relevant fields in data visualization and data science and emphasizes storytelling for broad public audiences.

INAM 5515. Ethics and Creative Innovation. (4 Hours)

Explores questions of ethics and organizational responsibility as they relate to innovative and creative endeavors. Introduces the theories and methods used in ethical decision making with application across industry sectors. The heightened focus on fairness, trust, accountability, and transparency requires organizations to critically examine their innovative practices to ensure they are safe, inclusive, and socially responsible. Offers students an opportunity to learn about key strands of understanding in these areas, to reflect on their views in relation to current debates, and to hone strategies to systematically navigate uncertainty and iteration within creative practice. Focuses on ethical paradigms to illustrate how systems of power shape the role of creative practices in society. Requires a final creative project.

INAM 5520. User Experience and Emerging Technologies 1. (2 Hours)

Explores emerging digital interfaces and technology. Ongoing reliance on computer interfaces and emerging technologies—including virtual reality (VR), augmented reality (AR), voice user interfaces (VUI), and artificial intelligence (AI)—are growing rapidly and impacting the way we connect with colleagues and customers alike. The advances in artificial intelligence and voice technologies have enabled the creation of platforms and tools that support conversational interactions between people and devices. Offers students an opportunity to obtain an understanding of the tools that will continue to transform user experience across industries and how human-computer interaction has influence across application domains and industry sectors to improve their collaborative work with peers and colleagues, as well as their connection with customers.

INAM 5525. Fundamentals of Systems Design 1. (2 Hours)

Explores the structures and processes for the design of systemic relationships between people, artifacts, environments, and activities. Systems may be physical, virtual, social, or a combination. Covers the principles of systems theory and explores the connection between design methods and systems thinking. Addresses the questions that are fundamental to design practice: What is a system and what are the different types? How do we observe, analyze, and represent systems? What interactions can we have with systems and what are the different types of interaction?.

INAM 5963. Topics. (1,2 Hours)

Offers students an opportunity to learn about timely issues, develop new skills, or explore areas of broad interest in an immersive, short-course format. Content and instructors vary by offering.

INAM 5964. Projects for Professionals. (0 Hours)

Offers students an applied project setting in which to apply their curricular learning. Working with a sponsor, students refine an applied research topic, perform research, develop recommendations that are shared with a partner sponsor, and create a plan for implementing their recommendations. Seeks to benefit students with a curriculum that supports the development of key business communication skills, project and client management skills, and frameworks for business analysis. Offers students an opportunity to learn from sponsor feedback, review 'lessons learned,' and incorporate suggestions from this review to improve and further develop their career development and professional plan. May be repeated two times.

INAM 5965. Engaging with Industry Partners for Rising Professionals. (0 Hours)

Offers students an enhanced applied project setting in which to apply their curricular learning. Working with a partner sponsor, students refine an applied research topic, perform research, develop recommendations that are shared with the partner sponsor, and create a plan for implementing their recommendations. Curriculum supports students as they develop key business communication skills, project and client management skills, and frameworks for business analysis. Offers students an opportunity to learn from sponsor feedback, review lessons learned, and incorporate suggestions to improve and further hone their career development and professional plan. Career development opportunities through skill-building workshops, panels, and interview preparation are available. Partner-student interactions, including a culminating project presentation, allow partners to assess student potential for co-op, internship, or other employment opportunities with the partner. May be repeated two times.

INAM 5973. Topics in Making. (1-4 Hours)

Offers students an opportunity for advanced undergraduate- or graduate-level examination of a subject in making. May be repeated for up to 8 SH.

INAM 5976. Directed Study. (1-4 Hours)

Offers directed study of a specific topic not normally contained in the regular course offerings but within the area of expertise of a faculty member. May be repeated seven times for a maximum of 32 semester hours.

INAM 5983. Interdisciplinary Special Topics. (3,4 Hours)

Addresses timely trends, issues, and events. Offers students an opportunity to learn about and respond to issues of the day in an immersive, interdisciplinary format. Content and instructors vary by offering. May be repeated nineteen times.

INAM 6000. Interdisciplinary Critique Studio. (4 Hours)

Builds critical analysis skills and introduces students to rigorous artistic dialog. Offers direct, focused feedback on specific student projects. Feedback is conceptual and technical, serving to push the work forward and give students a critical perspective on how their work functions in the world. Offers students the time and the resources to work on long-term projects and to research and develop a more individual body of work. Also provides an opportunity to network, providing an introduction to professional practices in the visual arts, such as exhibiting art works, applying for grants, and teaching.

INAM 6100. Critical Foundations of Creative Practice. (4 Hours)

Introduces core theoretical foundations of the creative practice and creativity studies fields. Considers interdisciplinary, contemporary, and critical frameworks alongside themes such as creative economies; performance and reception studies; placemaking; social and ecological justice; critical race and gender studies; and the intersection of ethics, culture, politics, and public policy around modes of creative practice.

INAM 6200. Topics in Communication Strategies. (4 Hours)

Explores methods and techniques of professional writing to build creative narratives for cultural leaders as well as written and nonwritten communication. Covers strategies for advocacy, including artists/program notes, grant opportunities, business plans, blogs, op-eds, new media, marketing/promotion, and strategic positioning. Offers students an opportunity to develop a portfolio of documents (written and nonwritten) to establish a core for future communication platforms.

INAM 6210. Projects in Interdisciplinary Creative Practice. (4 Hours)

Focuses on project management and assessment for creative projects and related entrepreneurial enterprises; critiques of creative work and creative organizing projects; analysis and application of multiple forms of assessment of the professional practice; and planning for intellectual property, branding, and marketing challenges. Offers students an opportunity to learn how to articulate and implement medium-to-long-range strategies for reaching next career stages and achieving larger goals in their creative enterprises.

INAM 6300. Models for Applied Inquiry in Creative Practice. (4 Hours)

Focuses on thoughtful engagement with diverse and emerging forms of critical inquiry, professional engagement, and creative practice for artists, entrepreneurs, and administrators. Through course work and interaction with leading practitioners, offers students an opportunity to gain an understanding of the impact that forms of production and business models have on potential contribution to fields of critical practice and their diverse culture, while developing innovative models for their own creative, critical, and entrepreneurial endeavors.

INAM 6301. Integrative Research Project. (4 Hours)

Offers students an opportunity to work independently on a research project of choice that integrates two or more creative disciplines. The research project results in students crafting their artist statement.

Prerequisite(s): INAM 6300 with a minimum grade of B-

INAM 6360. Ethnographic Methods and the Arts. (4 Hours)

Considers what ethnography might teach us about creative industries, what it contributes to marketplace research and decision making, and how it informs creative practice. Ethnography uses participant/observation and other methods of collecting qualitative data to research specific social groups and their cultures. Asks for what purposes ethnographic methods are best suited and how ethnography might contribute to cross-cultural understanding, arts leadership, and creative practice. Covers what unique methodological issues ethnographic research in the arts might pose. Offers graduate students an opportunity to develop, with faculty guidance, an original research proposal and independently practice ethnographic methods.

INAM 6430. AI and Creative Exploration. (4 Hours)

Offers students an opportunity to learn how to use off-the-shelf technologies (i.e., prompt engineering for generative AI platforms) and to design AI systems on their own using web interfaces, Python frameworks, cloud-based GPUs, etc. Combines technological training with a critical analysis of AI-based artworks. Designed to help students integrate AI tools and methods into their existing practice. The projects are student driven and should serve to further the students' own research and creative practice. No limitations are placed on the field of application (e.g., visual arts, moving images, games, sound, writing, dance, and movement); however, strongly emphasizes the ethical and socioeconomic impact of AI tools on society—both within and beyond the boundaries of art.

Prerequisite(s): INAM 5000 with a minimum grade of C

INAM 6500. Communication for Social Change. (2 Hours)

Examines the communication strategies employed by national and international organizations, including rhetorical messaging, public advocacy, grassroots organizing, fundraising, and media outreach efforts. Consumers are increasingly interested in an organization's stance on social and political issues. The digital age has provided new ways to access information and support brands that embody the values of diversity, equity, inclusion, and a net positive impact on social movements. Analyzes the platforms these organizations have chosen, the importance of authentic transparency, and how these concepts may be integrated into the core values of any organization regardless of industry sector.

INAM 6505. User Engagement and Experience Design. (2 Hours)

Examines the potential of interfaces as mediators between information and users. Covers the fundamentals of user experience design (UX) and the foundations for interaction design. Explores iterative prototyping and research methods to analyze patterns of behavior and implications of interface on effective communication. Includes utilizing observation, empathy, ethnography, and participatory design methods to offer students an opportunity to increase their understanding of audience and stakeholder motivations and expectations.

INAM 6510. User Engagement and Organizational Communication. (2 Hours)

Studies sensitivity to the needs and goals of various stakeholders in order to design integrated communication messaging to maximize impact and engagement across channels. New workplace trends and the changing technological landscape make it clear that connecting with others to exchange knowledge and ideas is a crucial element of success. New digital platforms, corporate team collaboration sites, and social media networks are making it easier than ever to connect with colleagues and external audiences across the globe.

INAM 6515. Design Studio: Multidisciplinary Projects. (2 Hours)

Focuses on the development of systems, artifacts, communication, and service offerings tailored to the unique personal experience of the audience. Covers a range of research methods, ideation processes, and theoretical frameworks to help students make reasoned judgments when facing complicated situations. Students work in research teams to solve complex multidisciplinary projects requiring iterative, collaborative, and innovative approaches.

Prerequisite(s): INAM 5415 with a minimum grade of C

INAM 6520. User Experience and Emerging Technologies 2. (2 Hours)

Continues the exploration of how immersive technology is revolutionizing the relationship between organizational storytellers and their audiences. Covers virtual reality video formats as a powerful tool providing a 360-degree view of the story to engage multiple audiences. Lab work explores new immersive augmented and mixed-reality formats for publication, exhibition, or other form of information distribution. Offers students an opportunity to learn immersive storytelling concepts using artificial intelligence and machine learning.

Prerequisite(s): INAM 5520 with a minimum grade of C

INAM 6525. Fundamentals of Systems Design 2. (2 Hours)

Introduces system modeling methods for representing different types and aspects of systems including continuous models, discrete models, probabilistic models, and structural models. System modeling and simulation software packages are used to understand and predict system behavior. Various forms of physical prototyping are also applied as complementary methods to understand, analyze, explore, and evaluate systems through the development process.

Prerequisite(s): INAM 5525 with a minimum grade of C

INAM 6530. Emerging Practices in Technology and the Arts in Context. (4 Hours)

Exposes students to a range of new tools and techniques for making art in a contemporary interdisciplinary framework. Explores how digital technology is reshaping artistic methodologies, affinities, and ways of making. Enriches existing student creative practices and encourages expansion into new, interdisciplinary territories. Includes guest lectures, performances, and off-site visits as well as studio workshops, discussions, and critiques.

INAM 6900. Interdisciplinary Capstone. (4 Hours)

Offers students an opportunity to work on real-world, open-ended projects proposed by industry partners and university research centers. Students work in diverse teams as they apply creativity, collaboration, and design concepts to conceptualize the problem, define functional requirements, identify risks and countermeasures, and prototype solutions.

Prerequisite(s): INAM 5415 (may be taken concurrently) with a minimum grade of C

INAM 6976. Directed Study. (1-4 Hours)

Offers directed study of a specific topic not normally contained in the regular course offerings but within the area of expertise of a faculty member. May be repeated without limit.

INAM 7000. Introduction to Research in Interdisciplinary Design and Media. (4 Hours)

Offers an overview of different forms of art and design research. Designed to guide students in crafting a plan for navigating their own individual path through the program. Creates a shared vocabulary for interdisciplinary research and sets expectations for the remainder of each student's highly individualized path. Throughout the semester, the class reads and discusses key texts on interdisciplinary arts and design and media research; researches and reports on case studies of other research that relates to the direction of their research, including dissertations by prior students from CAMD and other institutions; and participates in guest presentations/discussions by program faculty regarding the integration of research and practice.

INAM 7001. Research Methods in Interdisciplinary Design and Media. (4 Hours)

Offers an overview of research designs and methods across disciplines. Discusses how to select and use these methods and strategies and discusses IRB procedures. Includes guest presentations from faculty across the campus. This course is not meant as a comprehensive methodological training but rather an overview that should be complemented with at least one specialized methods course from a university-wide list of courses in the first semester of study and two others in the second semester of study.

INAM 7100. Thesis Proposal. (4 Hours)

Offers students an opportunity to develop and present a proposal for a topic of study/research based on their creative disciplines to a faculty committee for approval. Requires a definition of the scope of the project, a description of the interdisciplinary nature of the work, the methodologies for the research, and the assumptions being questioned or analyzed. The thesis research proposal must demonstrate the student's ability to carry out independent interdisciplinary creative practice research.

Prerequisite(s): INAM 6301 with a minimum grade of B-

INAM 7900. Research Seminar. (4 Hours)

Requires students to present their work in progress for feedback by their peers, faculty, and visitors. The work conducted in this seminar serves as the foundation for establishing the topic and method of study employed for the dissertation.

INAM 7901. Dissertation Writing Seminar. (4 Hours)

Introduces and discusses conventions in dissertation writing such as structure, contextualization, argumentation, tone, formality, and citation styles. Development of a thesis proposal and honing the project's methodology is the main function of this course. Offer students an opportunity to continue developing publishable scholarly work that is associated with the dissertation project.

INAM 7990. Thesis. (4 Hours)

Offers the candidate, working with a thesis advisor, an opportunity to continue to complete the research project defined and proposed in INAM 7100. The research is carried out in an independent manner, with periodic presentations to the thesis committee. These presentations define the benchmarks for determination of successful progress in the project. The ultimate result is an exhibition, screening, performance, or other form of public display or presentation, together with a thesis paper or written corollary.

Prerequisite(s): INAM 7100 with a minimum grade of B-

INAM 7996. Thesis Continuation - Half-Time. (0 Hours)

Offers continued work on the thesis project.

Prerequisite(s): INAM 7990 with a minimum grade of B-

INAM 8984. Research. (1-4 Hours)

Offers an opportunity to conduct research under faculty supervision. May be repeated up to three times for a maximum of 16 semester hours.

INAM 8986. Research. (0 Hours)

Offers an opportunity to conduct full-time research under faculty supervision. May be repeated up to nine times.

INAM 9000. PhD Candidacy Achieved. (0 Hours)

Indicates successful completion of program requirements for PhD candidacy.

INAM 9700. Dissertation Fieldwork. (0 Hours)

Offers students an opportunity to pursue experiential research outside the classroom and outside the university.

INAM 9980. Experiential PhD Research Residency. (0 Hours)

Comprises a research residency experience in an organization whose mission and activities are aligned with the College of Arts, Media and Design PhD program. The research residency is designed to help develop dissertation ideas or research papers or to obtain access to resources helpful to dissertation development or research. A faculty member serves as an advisor for the residency experience, but individuals within the organization in which the student is working are asked to serve as formal mentors for the student residency experience. May be repeated two times.

INAM 9990. Dissertation Term 1. (0 Hours)

Offers dissertation supervision by individual members of the department.

Prerequisite(s): INAM 9000 with a minimum grade of S

INAM 9991. Dissertation Term 2. (0 Hours)

Offers dissertation supervision by individual members of the department.

Prerequisite(s): INAM 9990 with a minimum grade of S

INAM 9996. Dissertation Continuation. (0 Hours)

Offers dissertation supervision by individual members of the department.

Prerequisite(s): INAM 9991 with a minimum grade of S