Immersive Media, Minor

This is an interdisciplinary minor that provides a foundation in the design and development of immersive experiences in the exploration of human connection and interaction through media and technology. Focusing on the core principles, tools, and techniques of immersive media development, students have an opportunity to learn to tell stories, prototype new worlds, and explore creative workflows that will help shape the future of design.

The minor serves students who are interested in the following areas: human-computer interaction, enhanced realities, virtual reality, augmented reality, augmented virtuality, extended reality, and cross reality.

Minor Requirements

Complete all courses listed below unless otherwise indicated. Also complete any corequisite labs, recitations, clinicals, or tools courses where specified. Students who wish to register for 2000-level courses and above need to plan ahead in order to complete prerequisite course(s) ahead of time.

A student pursuing this minor must complete a minimum of four courses exclusive to this minor beyond the courses required for the student's declared major(s), minor(s), or PlusOne.

Requirements

Some of the courses for the minor require prerequisites not listed here.

Code	Title	Hours
Extended Realities		
ARTD 2000	Introduction to Immersive Media	4
Complete the following course after all required and elective courses:		
ARTG 3100	Physical and Digital Fabrication	4

Electives

Code	Title	Hours
Object-Oriented Programming Elective		
Complete one from the following list:		4
ARTG 2262 and ARTG 2263	Prototyping with Code and Lab for ARTG 2262	
EECE 2560	Fundamentals of Engineering Algorithms	
EXRE 5020	Developing Extended Realities (XR)	
PHYS 1211	Computational Problem Solving in Physics	
Extended Realities Electives		
Complete two of the following:		8
Content Creation		
ARTD 2370 and ARTD 2371	Animation Basics and Animation Tools	
ARTD 3000	Topics in Media Arts	
ARTD 3470	Animation 1	
ARTD 3471	Virtual Environment Design	
ARTD 3473	Animation for Games	
CS 1100	Computer Science and Its Applications	
EXRE 5010	Immersive Media: Extended Realities (XR) History, Theory, and Impact	
EXRE 5030	Designing Extended Realities (XR)	
GAME 2950	Game Studio	
GAME 3700	Rapid Idea Prototyping for Games	
GAME 4000	Topics in Game Design	
GE 1111	Engineering Problem Solving and Computation	
GE 1501	Cornerstone of Engineering 1	
GE 2500	Design Analysis and Innovation	
Narrative Development		
ARTD 2100	Narrative Basics	
ENTR 3330	Design Thinking for Startups	

GAME 2355	Narrative for Games
INNO 2301	Innovation!
JRNL 1101	Journalism 1: Fundamentals of Reporting and Writing
JRNL 3370	Podcast and Radio Journalism
JRNL 3610	Digital Storytelling and Social Media
JRNL 3630	Magazine Writing
MSCR 2160	Narrative Filmmaking

Business and Innovation

Only one course may be taken from this area:

MISM 3501	Information Visualization for Business
MKTG 4502	Managing Customer Engagement in a Service World
MKTG 4508	Digital Marketing

GPA Requirement

2.500 GPA required in the minor