



School of Communications

Advising Guidelines for BA in Interactive Digital Media

Sample Transfer Course Sequence/Study Abroad

Students should consult with their advisor to determine their plan of study.

Students must take 128 credit hours to graduate with an average of 16 credit hours per semester.

Students with an Associate in Arts (A.A.) from a regionally accredited institution will have fulfilled all of Webster University's general education requirements.

Course	Year 1		Year 2		Total
	FA	SP	FA	SP	
Major Coursework					
MEDC 1010—Intro to Mass Comm	3				3
EPMD 1000—Intro to Media Prod.	3			S	3
VIDE 1000—Intro to Video Production	3			T	3
AUDI 1000—Intro to Audio Production		3		U	3
INTM 1600 - Intro to Interactive Digital Media	3			D	3
INTM 2200—Visual Design for Interactive	3			Y	3
INTM 2000—Writing for Digital Media		3			3
DESN 1210—Design 2D		3		A	3
				B	
				R	
INTM 3050 – Information Architecture		3		O	3
INTM 3100—Programming for Web Comm			3	A	3
INTM 3200—Interface Design			3	D	3
INTM 3300—Programming for Interactive Media			3		3
INTM 4050—Professional Practice			3		3
INTM 4620 or MEDC 4950			3		3
In-Major Electives/SKILLS		6	3	3	12
In-Major Electives/THEORY				3	3
University Coursework					
GCP Courses					
KEYS 4xxx – Keystone Course				3	3
General Electives (maybe in Major)	1			3	4
Total Credits Per Semester	16	18	18	12	64 (128 total credit hours including transfer hours)