



# BRADLEY University

## 2+2 Advising Guide for Interactive Media Degree

Bradley University requires a minimum of 124 hours for graduation. A maximum of sixty-six of these may be transferred from a two year institution. The university also requires 40 junior/senior hours (classes 300 and above). To graduate with honors (*cum laude*, *magna cum laude* or *summa cum laude*) students must complete 60 hours at Bradley and have the appropriate GPA.

All students with a major from the Slane College of Communications and Fine Arts (CFA) must complete the university Basic Core Curriculum requirements and the requirements of their major. In order to enroll as a communication major, you must have a C or better in communication courses.

### BRADLEY UNIVERSITY CORE CURRICULUM REQUIREMENTS

Listed below are Bradley’s University core curriculum requirements for all majors and the equivalent transfer courses from ICC. **Students majoring in art, music or theatre may not apply courses in their major to satisfy the Fine Arts requirement.** Note: classes may meet the requirements for multiple categories, but they can only count toward one requirement (e.g. HUM 125 can fulfill the Fine Arts (FA) or Human Values Literary (HL) but not both). Further, some classes from ICC are the equivalent of a 300-level class at Bradley (e.g. ENGL 111 fulfills the C2 requirement). While the classes are accepted and the credits are earned, students completing these courses would not receive junior/senior credits from Bradley. **All Slane College of Communication and Fine Arts entering Bradley University Fall 2016 or later are under the Bradley Core Curriculum (BCC) requirement and must complete one Western Civilization (WC) course. WC will serve as the Multidisciplinary Integration (MI) requirement under the BCC requirements. The WC requirement will be waived for transfer students entering Fall 2016 and who have completed their IAI degree.**

Area of Inquiry	Code	Approved Courses
Communication (9)		
Writing 1	W1	ENGL 110
Writing 2*	W2	ENGL 111* <b>NOTE:</b> Current Bradley students must take W2 at the 300-level and cannot complete this at a community college.
Speech	OC	COMM 110, 212
Fine Arts (3)	FA	ART 110, 142, 150***, 151***, 152***; DANCE 115; FILM 110; HUMAN 123***, 124***, 125***, 128***; INTST 132***, 133***; MCOMM 224; MUS 148, 149***, 150; THTRE 110, 111

Global Perspectives (3)		
Global Systems OR	GS	<b>GEOG</b> 116***, 118***; <b>HIST</b> 231***; <b>INTST</b> 130***, 134***
World Cultures	WC	<b>ART</b> 150***, 151***, 152***; <b>HIST</b> 111***, 112***; <b>HUMAN</b> 123***, 124***, 125***; <b>INTST</b> 132***, 133***; <b>LIT</b> 120***, 124***, 250***; <b>MUS</b> 149***; <b>PHIL</b> 112***
Humanities (3)	HU	<b>ARA</b> 211; <b>CHN</b> 211; <b>FR</b> 211; <b>GER</b> 211; <b>HIST</b> 111***, 112***; <b>HUMAN</b> 123***, 124***, 125***, 129; <b>INTST</b> 132***, 133***; <b>LIT</b> 110, 111, 115***, 117, 119, 120***, 122, 124***, 212, 213, 214, 215, 216, 230, 250***; <b>PHIL</b> 110, 111, 112***, 115, 116; <b>SPAN</b> 211
Multidisciplinary Integration (3)	MI	<b>HUMAN</b> 123***, 124***, 125***, 128***; <b>INTST</b> 132***, 133***, 140***; <b>LIT</b> 115***; <b>PHYSC</b> 110***; <b>SSC</b> 110***, 111***
Natural Science (3)	NS	<b>BIOL</b> 110, 111, 114, 115, 150, 160, 161, 250; <b>CHEM</b> 110, 113, 115, 120, 130, 132, 220, 230; <b>EASC</b> 111, 116, 118, 250; <b>PHYS</b> 110, 120, 212, 213; <b>PHYSC</b> 110, 114
Quantitative Reasoning (3)	QR	<b>BUS</b> 203; <b>MATH</b> 110, 111, 122, 134, 135, 201 (Elementary/Special Education Majors Only), 211, 222, 223, 224, 250
Social & Behavioral Sciences (3)	SB	<b>ECON</b> 110, 111; <b>GEOG</b> 112, 113, 116***, 118***, 200; <b>HIST</b> 117, 118, 201, 202, 231***; <b>INTST</b> 130***, 134***, 140***; <b>POLSC</b> 115, 119, 120, 122***, 124***; <b>PSY</b> 110, 202, 210, 220; <b>SOC</b> 110, 114, 120, 213, 218, 219; <b>SSC</b> 110***, 111***

**Plus one additional class from each of two different areas. Note: No more than two courses may be used to satisfy Area of Inquiry requirements outside of the Communications categories:**

Humanities (3)	HU	See list above
Natural Sciences (3)	NS	See list above
Quantitative Reasoning (3)	QR	See list above
Social & Behavioral Sciences (3)	SB	See list above

**BRADLEY CORE CURRICULUM CORE PRACTICES**

REQUIRED: Two Writing Intensive Tags	WI**
Recommended: Two Integrative Learning Tags	IL

It is generally recommended that, once students have registered for their required classes for the semester, they fill out their schedules with the core requirements.

**DEPARTMENT REQUIREMENTS**

Outside of the range of core curriculum, each department has its own specific requirements. In addition, if the student is enrolling as a secondary education major, additional EHS courses may be required.

Every attempt has been made to account for these exceptions, but this document is not exhaustive. Students need to consult with their advisors at ICC and Bradley to make certain all requirements are being met.

Listed below are the courses which are required for a major in the department which have a direct equivalent to Bradley. In some cases, ICC may have requirements for the Associate's degree which do not have a corresponding class at Bradley; in most cases, department elective credit is given. In other cases, the department at Bradley has a 100-200 level requirement which has no equivalent at ICC. Neither of these sets of classes are listed here. Classes marked " \*\* " are not required but are either recommended or are optional electives.

## **INTERACTIVE MEDIA – ANIMATION**

### **REQUIRED BRADLEY COURSE (ICC EQUIVALENT)**

IM 150 Fundamentals of Interactive Design (**GRDSN 140**)  
IM 160 Introduction to Scripting Languages (**CMPS 129 or CMPS 200**)  
IM 285 Introduction to Video for Interactive Media (**MCOM 214 or MM 230**)  
IM 342 Animation for Games (**GCOM 248**)  
IM 355 Interactive Media Theories, Concepts, and Practices (**MM 150**)  
IM 365 Web Design (**CMWEB 120**)  
IM 458 Sound Design (**MCOM 217**)  
Art 230 Life Drawing (**ART 121**)  
Art 101 Drawing 1 (**Art 120**)

## **INTERACTIVE MEDIA – BFA IN ANIMATION & GAME DESIGN**

### **REQUIRED BRADLEY COURSE (ICC EQUIVALENT)**

IM 150 Fundamentals of Interactive Design (**GRDSN 140**)  
IM 160 Introduction to Scripting Languages (**CMPS 129 or CMPS 200**)  
IM 342 Animation for Games (**GCOM 248**)  
IM 355 Interactive Media Theories, Concepts, and Practices (**MM 150**)  
Art 230 Life Drawing (**ART 121**)  
Art 101 Drawing 1 (**Art 120**)

## **INTERACTIVE MEDIA – GAME DESIGN**

### **REQUIRED BRADLEY COURSE (ICC EQUIVALENT)**

IM 150 Fundamentals of Interactive Design (**GRDSN 140**)  
IM 160 Introduction to Scripting Languages (**CMPS 129 or CMPS 200**)  
IM 355 Interactive Media Theories, Concepts, and Practices (**MM 150**)  
IM 458 Sound Design (**MCOM 217**)

## **INTERACTIVE MEDIA – INTERACTIVE MEDIA**

### **REQUIRED BRADLEY COURSE (ICC EQUIVALENT)**

IM 150 Fundamentals of Interactive Design (**GRDSN 140**)

IM 160 Introduction to Scripting Languages (**CMPS 129 or CMPS 200**)  
IM 285 Introduction to Video for Interactive Media (**MCOMM 214 or MM 230**)  
IM 342 Animation for Games (**GCOMM 248**)  
IM 355 Interactive Media Theories, Concepts, and Practices (**MM 150**)  
IM 365 Web Design (**CMWEB 120**)  
IM 458 Sound Design (**MCOMM 217**)

## **INTERACTIVE MEDIA – USER EXPERIENCE DESIGN**

REQUIRED BRADLEY COURSE (**ICC EQUIVALENT**)

IM 150 Fundamentals of Interactive Design (**GRDSN 140**)  
IM 160 Introduction to Scripting Languages (**CMPS 129 or CMPS 200**)  
IM 355 Interactive Media Theories, Concepts, and Practices (**MM 150**)  
IM 365 Web Design (**CMWEB 120**)