

INTERACTIVE MEDIA PRODUCTION (AAS)

Award: Associate of Applied Science Degree

No. of credits required: 60

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Program Description

The HCC Interactive Media Program is a multidisciplinary degree in which students complete a series of core classes in interactive media covering topics such as User Experience (UX), Augmented Reality (AR), Virtual Reality (VR), Mixed Reality (MR), web and social media platform development, and game development. Students tailor their program with electives in focus areas such as Computer Science, Mass Communications, and the Arts. Students use new media technology and critical thinking in the development, design, and implementation of interactive projects that solve real world problems and prepare students for emerging professions and transfer to 4-year programs.

Program Goals

1. Apply media tools, art and design concepts, and computer science skills to develop real world projects that support interactive experiences.
2. Implement human-computer interaction concepts and immersive design concepts.
3. Use problem solving and creativity to design interactive media projects.
4. Create professional-level interactive media for targeted and diverse groups within the global community.
5. Analyze user needs and efficiently manage projects, applying teamwork skills in a collaborative environment.

Employment Information

Interactive media is a thriving field with job opportunities starting at the associate degree level both regionally and nationwide. The degree is designed for entry-level jobs in digital design such as user interface designer, multimedia technician, video producer, production engineer, motion graphics artist, and other emerging fields. All students will take core classes in computer information systems and the arts. Student will then be able to select courses with either a technical or a creative focus, depending on their employment goals. According to a 2019 study, occupations in media production will grow by 21% by 2024.

This degree produces graduates sought after by employers in both the private and public sector. See also the *U.S. Bureau of Labor Statistics* report for web developers and digital designers (<https://www.bls.gov/ooh/computer-and-information-technology/web-developers.htm#:~:text=%2477%2C200-,The%20median%20annual%20wage%20for%20web%20developers%20and%20digital%20designers,percent%20earned%20more%20than%20%24146%2C430>).

Diversity Requirement

To satisfy the diversity requirement: Associate degree students must complete one 3-credit diversity course (D). It is recommended that students select one of the 3-credit (GB), (GH), (GI) course electives from

those that also appear on the approved list of diversity course graduation requirements.

Required Courses

First Semester		Credits
IM 110	Introduction to Interactive Media Design	3
CIS 102	Introduction to Information Sciences (GI)	3
ENG 101	English Composition (GE)	3
PSY 101	General Psychology (GB)	3
Mathematics Elective (GM) (https://catalog.harford.edu/general-education/#mathematics) ¹		3
Credits		15
Second Semester		Credits
IM 160	Interactive Studio Workshop	3
ART 101 or ART 107	Fundamentals of 2D Design or Fundamentals of 3-D Design	3
CIS 119	Programming I: Java	4
ART 120	Digital Foundations I	3
Biological/Physical Lab Science Elective (GL) (https://catalog.harford.edu/general-education/#biological-physical-laboratory-science)		4
Credits		17
Third Semester		Credits
IM 230	Introduction to UX (User Experience) and Immersive Experience	3
MC 204	Video Production and Editing	3
MC 102	Audio Production	3
ART 103	Graphic Design I	3
Humanities Elective (GH)(D)		3
Credits		15
Fourth Semester		Credits
IM 260	Interactive Media Capstone	3
Restricted Electives ²		9
Physical Education		1
Credits		13
Total Credits		60

¹ Students planning on taking Computer Science courses will need to take Calculus, a 4-credit math course. Students should seek advice from faculty and their advisor based on employment and/or transfer goals.

² Students may select restricted electives from any 3 credit or above courses in the following areas: IMP, ART, MC, PHOT, CIS, and CSI. Please see the list of recommended courses for focus areas in creative or technology and speak to relevant faculty and an advisor regarding their specific career and/or transfer needs.

Program Notes:

Relevant **special topics** courses will also be available to keep up with contemporary trends.

Course substitutions are available with instructor and dean approval.

Restricted Electives: Creative & Technological Focus Areas

Students should pick electives as advised by faculty and advisors for their specific career or transfer needs.

Relevant special topics will be available to keep up with contemporary trends.

Creative Focus Recommended Electives

Check catalog for prerequisites

Code	Title	Credits
ART 160	Time-Based Media	3
ART 229	Design for the Web	3
ART 230	2-D Computer Animation	3
ART 231	3-D Modeling and Animation	3
BA 225	Project Management	3
MUS 215	Introduction to Electronic Music	3
PHOT 131	Digital Photography I	3

Technology Focus Recommended Electives

Check catalog for prerequisites

Code	Title	Credits
CIS 115	Fundamentals of Programming	3
CIS 217	Introduction to Web Programming	3
CIS 229	Python Programming Language	4
CSI 131	Computer Science I	4
CIS 136	Introduction to Internet Technologies	3
CIS 214	Programming II: Java	4
BA 225	Project Management	3

Transfer Information

An A.A.S. degree is designed as a go-to-work degree. Students interested in transferring to a four-year institution in UX, interactive media, or game design should see an advisor. Some will want to enroll in this degree program while others will be better served by a degree in Art & Design or Computer Science, depending on their transfer goals.

General Education Degree Requirements

Note: The following codes identify courses which satisfy the General Education Degree Requirements:

- Behavioral/Social Science (GB)
- English Composition (GE)
- Arts/Humanities (GH)
- Interdisciplinary and Emerging Issues (GI)
- Biological/Physical Laboratory Science (GL)
- Mathematics (GM)
- Biological/Physical Science (GS)