

FRANKLIN UNIVERSITY DEGREE CHECKLIST: EFFECTIVE FALL 2019 - SUMMER 2020

Bachelor of Science Degree - INTERACTIVE MEDIA DESIGN (120 Hours)

****THIS DOCUMENT IS AN UNOFFICIAL, INFORMATIONAL GUIDE.****

Please review your Academic Evaluation and contact Advising Team with any questions.

FRANKLIN UNIVERSITY COURSE CODE	TRANSFER COURSE EQUIVALENCY (if applicable)	FRANKLIN UNIVERSITY COURSE CODE	TRANSFER COURSE EQUIVALENCY (if applicable)
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GENERAL EDUCATION CORE

<input type="checkbox"/>	ENG 120 College Writing	<input type="checkbox"/>	ENGL 1101 English Comp I AND ENGL 1102 English Comp II
<input type="checkbox"/>	Science Area (2 courses with 1 having a laboratory component)	<input type="checkbox"/>	Choose from Chemistry, Biology, Anatomy/Physiology, Astronomy, Earth Science, Physics, or Environmental
<input type="checkbox"/>	Social/Behavioral Science Area (2 courses in different disciplines)	<input type="checkbox"/>	Choose from Anthropology, Psychology, Sociology, or Political Science or American Government disciplines
<input type="checkbox"/>	Arts and Humanities Area (2 Courses)	<input type="checkbox"/>	Choose from Ethics, History, Philosophy, Art/Music Appreciation, or Religion disciplines
<input type="checkbox"/>	ENG 220 Research Writing: Exploring Professional	<input type="checkbox"/>	ENGL 1102 English Comp II
<input type="checkbox"/>	PF 106 Introduction to Spreadsheets	<input type="checkbox"/>	CSCI 2218 Excel
<input type="checkbox"/>	SPCH 100 Speech Communication or Interpersonal Comm	<input type="checkbox"/>	COMM 1110 Interpersonal Communication OR COMM 1115 Fundamentals of Effective Speech
<input type="checkbox"/>	PF 108 Introduction to Databases	<input type="checkbox"/>	CSCI 2213 Access
<input type="checkbox"/>	MATH 160 College Algebra OR	<input type="checkbox"/>	MATH 1141 College Algebra OR MATH 1124 Finite Math OR
<input type="checkbox"/>	MATH 210 Finite Mathematics OR	<input type="checkbox"/>	MATH 1160 Statistical Concepts OR MATH 2281 Introductory Statistics
<input type="checkbox"/>	MATH 215 Statistical Concepts		

TECHNICAL CREDIT

<input type="checkbox"/>	Web Design Fundamentals (at least 3 semester hours)	<input type="checkbox"/>	CSCI 2263 HTML 5 Programming
<input type="checkbox"/>	Graphic Design Fundamentals (at least 3 semester hours)	<input type="checkbox"/>	COURSE MUST BE TAKEN AT FRANKLIN UNIVERSITY
<input type="checkbox"/>	Interactive Design Fundamentals (at least 3 semester hours)	<input type="checkbox"/>	COURSE MUST BE TAKEN AT FRANKLIN UNIVERSITY

Students must have at least 15 hours of coursework in interactive media

Courses can be selected from the following related areas:

<input type="checkbox"/>	Web Design	<input type="checkbox"/>	
<input type="checkbox"/>	Interactive Media	<input type="checkbox"/>	CSCI 2265, CSCI 2268, CSCI 1146 are examples
<input type="checkbox"/>	Flash Animation	<input type="checkbox"/>	
<input type="checkbox"/>	Media Design	<input type="checkbox"/>	

Franklin University Transfer Notes

**Both general education and university elective courses must be non-developmental.*

**Transfer credit hour minimums for a 4 hour Franklin course is 2.67 semester hours. The difference in transferred credit and Franklin course credit must be made up in the General Education Electives and/or University Electives sections.*

**Students are required, at a minimum, to complete 30 hours of non-developmental coursework with Franklin University.*

PROFESSIONAL FOUNDATIONS

<input type="checkbox"/>	PF 321 Learning Strategies (*must be taken prior to the start of all other Franklin coursework)		
		MAJOR AREA	
<input type="checkbox"/>	COMM 335 - Communication in Groups and Teams	<input type="checkbox"/>	COURSE MUST BE TAKEN AT FRANKLIN UNIVERSITY
<input type="checkbox"/>	COMP 325 - Human-Computer Interaction	<input type="checkbox"/>	COURSE MUST BE TAKEN AT FRANKLIN UNIVERSITY
<input type="checkbox"/>	GRPH 310 - Advanced Graphic Design	<input type="checkbox"/>	COURSE MUST BE TAKEN AT FRANKLIN UNIVERSITY
<input type="checkbox"/>	IMD 300 - Digital Media Design	<input type="checkbox"/>	COURSE MUST BE TAKEN AT FRANKLIN UNIVERSITY
<input type="checkbox"/>	IMD 400 - Interactive Media for Training & Instruction	<input type="checkbox"/>	COURSE MUST BE TAKEN AT FRANKLIN UNIVERSITY
<input type="checkbox"/>	IMD 430 - Interactive Media for Entertainment	<input type="checkbox"/>	COURSE MUST BE TAKEN AT FRANKLIN UNIVERSITY
<input type="checkbox"/>	IMD 450 - Interactive Media for Advertising	<input type="checkbox"/>	COURSE MUST BE TAKEN AT FRANKLIN UNIVERSITY
<input type="checkbox"/>	IMD 490 - Interactive Media Design Practicum	<input type="checkbox"/>	COURSE MUST BE TAKEN AT FRANKLIN UNIVERSITY
<input type="checkbox"/>	IMD 495 - Interactive Media Design Capstone	<input type="checkbox"/>	COURSE MUST BE TAKEN AT FRANKLIN UNIVERSITY

UNIVERSITY ELECTIVES

Select additional courses to satisfy Franklin University residency requirements and overall required hours. Additional Major Area Electives are recommended. Contact Advising Team for other options.

<input type="checkbox"/>	MATH 150 Fundamental Algebra	<input type="checkbox"/>	MATH 1118 Intermediate Algebra
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Algebra Competency Requirement

All students are required to meet Franklin University's Algebra Competency requirement. Please work with your admissions advisor and academic advisor to review your course options or transfer credits for this requirement. The full Algebra Competency policy can be found in the Academic Catalog.