

## Minor in: Computer Science — Digital Media (16-18 S.H.)

Name: \_\_\_\_\_ Adviser: \_\_\_\_\_



### Requirements for admission or application to the program:

Students accepted into the program are expected to have completed all course prerequisites for the program. An average GPA of 2.5 in all minor courses must be maintained in order to fulfill the requirements of the minor.

REQUIRED COURSES (16-18 S.H.)		
CS 170 Computer Science I (CS 140 or 143 or permission of the instructor) <b>or</b> CS 250 Advanced Topics in Programming with JAVA (CS 140 or 170 or permission of instructor) <b>or</b> CS 144 Advanced Visual Basic (offered periodically)	4	Course:
ART 108 Design I with 6 studio hours	3	
ART 111 Drawing I with 6 studio hours	3	
CS 235 Digital Media (CS 170 or CS 144 or CS 250; ART 108 or ART 111)	4	
CS 330 Computer Graphics (CS 144 or CS 250 or CS 171 and Junior standing)	4	
CS 340 Computer Animation (CS 144 or CS 171 or CS 250 and Junior standing) <b>or</b> ART 152 Photography I with 6 studio hours (ART 108) or ART 327 Digital Design (offered periodically) <b>or</b> ART 328 Illustration III/Animation Production (ART 305)	4	Course:

- To obtain a minor, you must notify the Department Chairperson of your interest.
- You must submit formal notification to the Registrar's Office by completing the Declaration of Minor form in order for your official university transcript to include the minor.
- Depending upon your major requirements, you may need to take credit hours over the degree credit minimum required for graduation. Please see your adviser to review all program requirements.

### NOTES: