INTERACTIVE MEDIA (MINOR)

Program Description

From the electric telegraph to personal computers, from the participatory web to intelligent networks, our tools for communication and media production are constantly changing the ways we connect with one another. Interactive Media's mission is to make sense of these developments by demystifying their inner-workings and leveraging them as a means for creative expression, communication, and participation. While Interactive Media courses attempt to keep pace with the latest in transformative technologies, the program's questions remain the same: Can these technologies improve society and enrich the lives of everyone? Can their application address issues of equity, beauty, diversity, or the environment? Can they facilitate delightful experiences, engaging conversations, and meaningful relationships?

The Interactive Media program at NYU Abu Dhabi approaches these questions through an ethos of creativity, community, accessibility, playful exploration, and critical investigation. In practice, the program rests at the convergence of art, design, communications, computer science, and engineering. The specific goals of the Interactive Media program are twofold. It aims to empower students with the knowledge and ability to explore expressive possibilities brought about by existing and emerging forms of technology. It also strives to cultivate an intellectual framework to investigate, understand, and navigate a world infused with media and communication technologies. The technologies are posited not as an end in themselves but as a means to address fundamental questions pertaining to the human condition, complex relationships between ourselves and our mediated environment, and what it means to be an active participant in a world increasingly informed by computation and automation.

Course work routinely involves electronics, programming, practical research, and design. Students create interactive projects and prototypes of their own choosing that involve the creative use of hardware, software, and digital media. Iteration, implementation, and analysis are key factors throughout this active learning process. The intent is not to master any one technical domain, but rather to foster the confidence and literacy to critically engage in a diverse technical landscape. Emphasis is directed towards questioning the socio-cultural roots and effects of the tools as well as their aesthetic, political, and ethical implications.

The strength of the Interactive Media program ultimately lies in its ability to facilitate a supportive environment where students are encouraged to imagine new possibilities for expression. Through an ever-evolving project-based curriculum, communal work spaces, and an emphasis on bringing creative ideas to life, the program embodies a culture of collaboration and inclusivity applicable to people of all backgrounds and interests. As a result, a student graduating as an Interactive Media major might land at a major entertainment studio creating immersive virtual games or they might pursue a career in the health care sector designing innovative print-at-home prostheses. Regardless, graduates of this major will be empowered to more fully engage in a world where technical change is anticipated, collaboration between humans and technology is expected, and a fluency in interactive media is fundamental.

The minor in Interactive Media is open to all NYUAD students. It is designed to allow students to engage with the ideas offered by their coursework, both in the core curriculum and their majors, and imagine how those ideas might be communicated or augmented with emerging media technologies.

Program Requirements

Course	Title	Credits
Minor Required Courses		
IM-UH 1010	Introduction to Interactive Media	4
IM-UH 1011	Communications Lab	4
Minor Electives*		
Complete 2 electives for a minimum of 8 credits from any of the three elective categories (see lists below)		8
Computational Media		
Media and Design Thinking		
Physical Computing		
Total Credits		**16**

*Note: Computer Science majors fulfilling their minor requirement with the IM minor must complete the minor electives from the Computational Media category only.

Computational Media Electives

Code	Title	Credits
CDAD-UH 1034Q	Numbers, Models, and Chaos	4
CS-UH 1001	Introduction to Computer Science	4
ENGR-UH 1000	Computer Programming for Engineers	4
ENGR-UH 3331	Computer Vision	2
ENGR-UH 3720	Computer-Aided Design	2
IM-UH 2315	Software Art: Image	2
IM-UH 2316	Software Art: Text	2
IM-UH 2318	Decoding Nature	4
IM-UH 2320	Games and Play	4
IM-UH 2322	Live Coding	4
IM-UH 2324	Connections Lab	4
IM-UH 3115	Virtual Body Performance	4
IM-UH 3310	Politics of Code	4
IM-UH 3311	Alternate Realities	4
IM-UH 3312	A.rt I.ntel	4
IM-UH 3315	Desert Media Art	4
IM-UH 3325	Digital Matter: Parametric Design Lab	4
MUSIC-UH 2419	Computational Approaches to Music and Audio I	4
MUSIC-UH 3417	Computational Approaches to Music and Audio II	4

Media and Design Thinking Electives

Code	Title	Credits
ANTH-UH 1102X	Anthropology of and as Media	4
CADT-UH 1001	Manus et Machina	4
CADT-UH 1005	Creativity and Innovation	4
CADT-UH 1020	Wayfinding: Graphic Design in the Built Environment	4
CADT-UH 1074	Creative Robotics and Tech	4
CCEA-UH 1098	Immersive Experiences	4
CCEA-UH 1138	Eco-Art and Ecomedia	4
CDAD-UH 1001Q	Data	4
CDAD-UH 1024Q	Reading Like a Computer	4

CSTS-UH 1099	Global Media Seminar: Latin America	4
ENGR-UH 1021	Design and Innovation	2
FILMM-UH 2513	Principles of Post-Production for Film and Video	2
FILMM-UH 3110	Archives, Methods, Screens	4
HIST-UH 1126X	Digital History	4
IM-UH 1511	Introduction to Digital Humanities	4
IM-UH 2513	Future Punk	4
IM-UH 2514E	Bioart Practices	4
IM-UH 2515	Designing Virtual Worlds	4
IM-UH 2516	Virtual Reality Research and Applications	4
IM-UH 2517	Breaking the Code: Gender, Art, and Interactivity in the Digital Age	4
IM-UH 3510	Living Systems Design	4
MUSIC-UH 1002	Music Technology Fundamentals	4
MUSIC-UH 2416	Recording and Production Techniques	4
THEAT-UH 1519	Installation Art	4

Physical Computing Electives

Code	Title	Credits
ENGR-UH 4330	Robotics	4
IM-UH 1110	Circuit Breakers!	4
IM-UH 2113	Machine Lab	4
IM-UH 3116	Music Devices	4
IM-UH 3117	Performing Robots	4
IM-UH 3315	Desert Media Art	4

Policies

NYU Policies

University-wide policies can be found on the New York University Policy pages (https://bulletins.nyu.edu/nyu/policies/).

NYU Abu Dhabi Policies

A full list of relevant policies can be found on NYU Abu Dhabi's undergraduate academic policies page (https://bulletins.nyu.edu/undergraduate/abu-dhabi/academic-policies/).