INTEGRATED DESIGN AND MEDIA (MINOR)

Program Description

The minor in Integrated Design and Media is intended for students interested in developing their knowledge and practical skills in and around design and media production technology. As with the BS degree in Integrated Design and Media, courses provide theoretical context and also teach hands-on production expertise in various areas, such as digital filmmaking, web design, 3D graphics, game design, and digital audio. This minor is valuable for students who want to seize their own means of production in their primary fields, allowing them to design, create, and publish media content within the intellectual context of design and media in the 21st century.

Applying for the Minor

Apply for a minor in Albert using the link in the My Academics section of the Student Center.

Students should apply for the minor before applying for graduation. After applying for the minor, the application is then forwarded to the Home School Advising Office, Host School Advising Office, Host School Department/Program, and the Academic Dean's office.

The departmental advisers governing the minor will have access to approve or disapprove the minor online using the Graduation Tracking Search page. If a student is registered for a course for the minor during their last semester, the adviser can still set the status to departmental approved pending current courses.

Program Requirements

The IDM minor requires a minimum of 15 credits in DM classes:

- 3 credits in Audio or Visual Foundation Studio
- 12 credits of DM coursework (except DM-UY 4003 Senior Project)

Course	Title	Credits
Select one of the following:		3
DM-UY 1113	Audio Foundation Studio	
DM-UY 1123	Visual Foundation Studio	
Select four of the following:		12
DM-UY 1133	Creative Coding	
DM-UY 1143	Ideation & Prototyping	
DM-UY 2113	Sound Design for Media	
DM-UY 2123	Narrative Cinema	
DM-UY 2133	3D Modeling	
DM-UY 2153	Intro to Game Development	
DM-UY 2213	User Experience Design (UX)	
DM-UY 2263	Still and Moving Images	
DM-UY 2173	Motion Graphics Studio	
DM-UY 2183	Contemporary Techniques in Digital Photography and Imaging	
DM-UY 2193	Intro to Web Development	
DM-UY 3113	Contemporary Techniques in Sound Art	
DM-UY 3123	Documentary Cinema	
DM-UY 3133	3D Animation	
DM-UY 3153	Media in Game Design and Development	
DM-UY 3183	Photography and Words	
DM-UY 3193	Dynamic Web Applications	
DM-UY 4123	Experimental Cinema	
DM-UY 4133	3D for Interactive Applications	
DM-UY 4153	Experimental Game Narratives	
DM-UY 4173	Professional Practices for Creatives	
DM-UY 4193	Mobile Application Development	
DM-UY 4913	Special Topics in Digital Media	
Total Credits		**15**

Policies

NYU Policies

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

Tandon Policies

Additional academic policies can be found on the Tandon academic policy page (https://bulletins.nyu.edu/undergraduate/engineering/academic-policies/).