

**Interactive Multimedia @ TCNJ**  
**Areas of Study**

<b>Games &amp; Playable Media</b>	<b>Visual Storytelling and Animation</b>
<p><b>IMM 120</b> – INTRO TO INTERACTIVE COMPUTING</p> <p><b>IMM 270</b> – SPECIAL TOPIC: TINY GAMES WORKSHOP</p> <p><b>IMM 270</b> – SPECIAL TOPIC: GAME STUDIES &amp; DESIGN</p> <p><b>IMM 270</b> – SPECIAL TOPIC: DELIGHTFUL LITTLE GAMES</p> <p><b>IMM 360</b> – GAMES I: DESIGN &amp; ARCHITECTURE</p> <p><b>IMM 391</b> – INDEPENDENT STUDY IN GAME DESIGN</p> <p><b>IMM 460</b> – GAMES II: IMPLEMENTATION &amp; PROJECT MANAGEMENT</p>	<p><b>IMM 110</b> – INTRO TO DIGITAL MEDIA</p> <p><b>IMM 211</b> – ANIMATION I</p> <p><b>IMM 270</b> – SPEC. TOPIC: CHARACTER DESIGN W/ ENV. STORYTELLING</p> <p><b>IMM 271</b> – 2D Animation</p> <p><b>IMM 311</b> – COMPUTER ANIMATION II</p> <p><b>IMM 342</b> – INTERACTIVE STORYTELLING</p> <p><b>IMM 370</b> – SPECIAL TOPIC: FIGURE CONSTRUCTION</p> <p><b>IMM 391</b> – INDEP. STUDY IN VISUAL STORYTELLING &amp; ANIMATION</p> <p><b>IMM 410</b> – TIME MEDIA: VIDEO EFFECTS &amp; COMPOSITING</p> <p><b>IMM 470</b> – SPECIAL TOPIC: DIGITAL CHARACTERS</p>
<b>Digital Fabrication</b>	<b>Music Technology</b>

<p><b>IMM 120</b> - INTRO TO INTERACTIVE COMPUTING</p> <p><b>IMM 220</b> – PHYSICAL COMPUTING</p> <p><b>IMM 221</b> – DIGITAL FABRICATION</p> <p><b>IMM 370</b> – DESIGNING WITH CLAY AND MAKERSPACE TECH</p> <p><b>IMM 391</b> – INDEPENDENT STUDY IN DIGITAL FABRICATION</p> <p><b>IMM 470</b> – SPECIAL TOPIC: PRODUCT DESIGN</p>	<p><b>IMM 250</b> – ELECTRONIC MUSIC</p> <p><b>IMM 251</b> – AUDIO RECORDING &amp; PRODUCTION</p> <p><b>IMM 350</b> – INTERACTIVE MUSIC PROGRAMMING</p> <p><b>IMM 351</b> – AUDIO SIGNAL PROCESSING</p> <p><b>IMM 352</b> – SCORING FOR MEDIA</p> <p><b>IMM 391</b> – INDEPENDENT STUDY PROJECTS</p> <p><b>IMM 399</b> – INTERNSHIP (<i>w/music companies and recording studios</i>)</p> <p><b>IMM 470</b> – ROTATING SPECIAL TOPICS COURSES (NIME, LIVE ELECTRONIC MUSIC PERF, HUMAN CENTERED MUSICAL DESIGN)</p>
<p><b>Culture &amp; Technology</b></p>	<p><b>Creative Coding</b></p>
<p><b>IMM 180</b> – PATTERNS OF INNOVATION</p> <p><b>IMM 270</b> – SPECIAL TOPIC: SPEAKING WITH CONFIDENCE</p> <p><b>IMM 280</b> – DESIGN PERSPECTIVES IN IMM</p> <p><b>IMM 344</b> – INTRODUCTION TO MEDIA ENTREPRENEURSHIP</p> <p><b>IMM 370</b> – SPECIAL TOPIC: THE CULT OF TECHNOLOGY</p> <p><b>IMM 370</b> – SPECIAL TOPIC: THE HIGH-TECH EXPATRIATE</p> <p><b>IMM 370</b> – SPECIAL TOPIC: THE METHODS OF FRED ROGERS</p> <p><b>IMM 470</b> – SPECIAL TOPIC: INTERACTIVE EXHIBIT DESIGN</p> <p><b>IMM 470</b> – SPECIAL TOPIC: DUST OR MAGIC: THE PSYCHOLOGY OF INTERACTIVE DESIGN</p> <p><b>IMM 470</b> – SPECIAL TOPIC: TECH &amp; THE EXPERIENCE OF PLACE</p> <p><b>IMM 470</b> – SPECIAL TOPIC: DESIGNING CREATIVE SPACES</p> <p><b>IMM 470</b> – SPECIAL TOPIC: USER EXPERIENCE/USER INTERFACE</p>	<p><b>IMM 120</b> – INTRO TO INTERACTIVE COMPUTING</p> <p><b>IMM 130</b> – DESIGN FUNDAMENTALS FOR THE WEB</p> <p><b>IMM 220</b> – PHYSICAL COMPUTING</p> <p><b>IMM 221</b> – DIGITAL FABRICATION</p> <p><b>IMM 230</b> – DYNAMIC WEB APPLICATIONS</p> <p><b>IMM 350</b> – INTERACTIVE MUSIC PROGRAMMING</p> <p><b>IMM 470</b> – MOBILE COMPUTING</p> <p><b>IMM 470</b> – SPECIAL TOPIC: PRODUCT DESIGN</p>

<b>Core Classes</b>	<b>IMM 110</b> – INTRO TO DIGITAL MEDIA <b>IMM 120</b> – INTRO TO INTERACTIVE COMPUTING <b>IMM 130</b> – DESIGN FUNDAMENTALS FOR THE WEB <b>IMM 180</b> – PATTERNS OF INNOVATION <b>IMM 280</b> – DESIGN PERSPECTIVES IN IMM
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Please note: These areas of study are not formal concentrations or official tracks; they have been designed to articulate across the different disciplines represented within the IMM program. Students who are inspired to dig deeper into a particular subject can pursue minors or even second majors in related (“bridge”) areas such as Graphic Design, Art, Music, Computer Science, Communication Studies, or Business.

Please also note that this is not an exhaustive list of all IMM course offerings. As technology advances, topics and courses evolve as well.