

CREATIVE INDUSTRIES

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Creative industries (CI) is a potent mix of computer programming, art, animation, storytelling, information architecture, and logic. Our dual majors in interactive media or game design provide the breadth and resources to offer all aspects of this deeply collaborative field. CI affords artists, composers, and designers new opportunities to experiment and collaborate with a wide variety of partners, such as medical researchers, mathematicians, and historians. Our modern creative economy has made specialized artistic and technical literacy necessary for the modern professional across a wide variety of professions.

The creative industries dual majors offer students in the areas of Art + Design, music, and computer science an opportunity to understand and experience the disparate disciplines that contribute to content creation. These dual majors expose students to the historical significance of changing technology and media, while encouraging students to integrate their creative work with the skills they need in the rapidly growing field of creative and technical production.

Interactive media and game design require intensive team interaction and a broad knowledge base. Our collaborative approach best allows all team members to understand the context in which their contributions are used. Creative industries students have many opportunities to collaborate with their peers and work with students in all interactive media and game design dual majors.

Transferring to the Dual Majors

Interactive media and game design dual majors require a serious dedication concentrating in one of seven separate programs of study. To be eligible to apply to the creative industries program, students must:

1. Be majors in good standing in one of the home disciplines.
2. Complete at least one semester of course work in the Department of Art + Design, Department of Music, or College of Computer Science with an overall GPA of 3.000 (or permission of the Creative Industries Committee).

Students in the program begin their work in their home department or college and then continue to develop their core discipline while exploring their interdisciplinary course work.

The curriculum comprises three components:

- Basic principles of art and design, music technology, and computer programming
- Extradisciplinary courses to provide a historical, societal, and cultural framework
- Cross-disciplinary courses specific to the program, such as the following:

| | | |
|-----------|-------------------|------|
| GAME 1110 | Games and Society | 4 SH |
|-----------|-------------------|------|

The student's senior year in the program is devoted to integrating these components in a capstone project. Students work as interdisciplinary teams, drawing on their accumulated knowledge to develop and deliver a single original project.

Academic Progression Standards

Art + Design and music technology students are required to maintain a 3.000 GPA in their home department and creative industries courses. Computer science students must maintain a minimum 2.670 GPA in all CS courses.

BS in Interactive Media and Music with Concentration in Music Technology

NU CORE REQUIREMENTS

See page 26 for requirement list.

MUSIC REQUIREMENTS

Music Courses

Complete the following eight courses:

| | | |
|-----------|-----------------------------------|------|
| MUSC 1000 | Music at Northeastern | 1 SH |
| MUSC 1250 | Instrumentation and Notation | 4 SH |
| MUST 1220 | Music and Technology 1 | 4 SH |
| MUST 1221 | Music and Technology 2 | 4 SH |
| MUST 2315 | History of Electronic Music | 4 SH |
| MUST 2320 | Sound Design | 4 SH |
| MUST 3421 | Digital Audio Processing | 4 SH |
| MUST 4520 | Interactive Real-Time Performance | 4 SH |

Music Theory and Historical Traditions

Complete the following seven courses. Music Theory and Musicianship should be taken concurrently, as indicated:

| | | |
|----------------|------------------------------------|------|
| MUSC 1201 | Music Theory 1 | 4 SH |
| with MUSC 1241 | Musicianship 1 | 1 SH |
| MUSC 1202 | Music Theory 2 | 4 SH |
| with MUSC 1242 | Musicianship 2 | 1 SH |
| MUSC 2303 | Music Theory 3 | 4 SH |
| with MUSC 2343 | Musicianship 3 | 1 SH |
| MUSC 2304 | Music Theory 4 | 4 SH |
| with MUSC 2344 | Musicianship 4 | 1 SH |
| MUSC 2308 | Principles of Music Literature | 4 SH |
| MUSC 2312 | Historical Traditions 2: Classical | 4 SH |
| MUSC 2313 | Historical Traditions 3: World | 4 SH |

Music Composition Lessons

Complete the following (repeatable) course six times:

| | | |
|-----------|---------------------|------|
| MUSC 1903 | Composition Lessons | 1 SH |
|-----------|---------------------|------|

Music Ensemble

Complete two music ensembles:

| | | |
|-----------|---------------------------|------|
| MUSC 1904 | Chorus | 1 SH |
| MUSC 1905 | Band | 1 SH |
| MUSC 1906 | Orchestra | 1 SH |
| MUSC 1907 | Wind Ensemble | 1 SH |
| MUSC 1911 | Jazz Ensemble | 1 SH |
| MUSC 1912 | Rock Ensemble | 1 SH |
| MUSC 1913 | Blues/Rock Ensemble | 1 SH |
| MUSC 1914 | Create Your Own Music | 1 SH |
| MUSC 1915 | Chamber Ensembles | 1 SH |
| MUSC 1916 | Electronic Music Ensemble | 1 SH |
| MUSC 1917 | Jazz/Blues Choir | 1 SH |

INTERACTIVE MEDIA REQUIREMENTS**Interactive Media Courses**

Complete the following six courses:

| | | |
|--------------|-------------------------------|------|
| IM 1110 | Interactive Media and Society | 4 SH |
| IM 2100 | Digital Narrative 1 | 4 SH |
| IM 2250 | Programming for Digital Media | 4 SH |
| IM 2400 | Web Design and Development | 4 SH |
| with IM 2401 | Web Development Tools | 1 SH |
| IM 4700 | Interactive Media Capstone 1 | 4 SH |
| IM 4701 | Interactive Media Capstone 2 | 4 SH |

Art + Design

Complete the following two courses with corresponding tools courses:

| | | |
|----------------|--------------------------|------|
| ARTF 1122 | 2D Foundation | 4 SH |
| with ARTF 1123 | 2D Tools: Imaging Basics | 1 SH |
| ARTF 2223 | Interactive Foundation | 4 SH |
| with ARTF 2224 | Interactive Tools | 1 SH |

GENERAL REQUIREMENTS**Social Science Level 1**

Complete the following course:

| | | |
|-----------|---------------------------|------|
| PSYC 1101 | Foundations of Psychology | 4 SH |
|-----------|---------------------------|------|

Mathematics

Complete the following course:

| | | |
|-----------|-----------------------------|------|
| MATH 1260 | Math Fundamentals for Games | 4 SH |
|-----------|-----------------------------|------|

Ethics and Culture

Complete one of the following courses. This course should be taken only after the student has completed 56 semester hours:

| | | |
|-----------|-----------------------------|------|
| COMM 1220 | Media, Culture, and Society | 4 SH |
| PHIL 1145 | Technology and Human Values | 4 SH |
| SOCL 4528 | Computers and Society | 4 SH |

CREATIVE INDUSTRIES ELECTIVES

Complete three courses from the following lists. If the course has prerequisites, the student must take those first unless permission is obtained in advance from the program office. If the course requires a corresponding lab or tools course, that course must be taken as well:

Art + Design

| | | |
|-----------|--------------------------------------|------|
| ARTH 1111 | Art + Design History since 1400 | 4 SH |
| ARTH 2210 | Art + Design History, 1900 to 1945 | 4 SH |
| ARTH 2212 | Survey of the Still and Moving Image | 4 SH |

Digital Art—Animation

| | | |
|----------------|--------------------|------|
| ARTD 2370 | Animation Basics | 4 SH |
| with ARTD 2371 | Animation Tools | 1 SH |
| ARTD 3470 | Animation Studio 1 | 4 SH |

Digital Art—Video

| | | |
|----------------|--------------|------|
| ARTD 2380 | Video Basics | 4 SH |
| with ARTD 2381 | Video Tools | 1 SH |
| ARTD 3480 | Video 1 | 4 SH |

Digital Art—Photography

| | | |
|----------------|---------------|------|
| ARTD 2360 | Photo Basics | 4 SH |
| with ARTD 2361 | Photo Tools | 1 SH |
| ARTD 3460 | Photography 1 | 4 SH |

Graphic Design

| | | |
|----------------|------------------|------|
| ARTG 2250 | Typography 1 | 4 SH |
| with ARTG 2251 | Type Tools | 1 SH |
| ARTG 2252 | Graphic Design 1 | 4 SH |
| ARTG 3350 | Typography 2 | 4 SH |

Interactive Media

| | | |
|---------|---|------|
| IM 2200 | Digital Narrative 2 | 4 SH |
| IM 2300 | Managing Media Development | 4 SH |
| IM 3250 | Physical Computing | 4 SH |
| IM 3500 | Cross-Media Marketing and Communication | 4 SH |
| IM 3600 | Market Analysis for the Creative Industries | 4 SH |
| IM 3700 | Interface and Virtual Environments | 4 SH |
| IM 3899 | Topics in Interactive Media | 4 SH |

Computer Science

| | | |
|--------------|------------------------------------|------|
| CS 2500 | Fundamentals of Computer Science 1 | 4 SH |
| with CS 2501 | Lab for CS 2500 | 1 SH |
| CS 2510 | Fundamentals of Computer Science 2 | 4 SH |
| with CS 2511 | Lab for CS 2510 | 1 SH |
| CS 2800 | Logic and Computation | 4 SH |
| with CS 2801 | Lab for CS 2800 | 1 SH |
| CS 3200 | Database Design | 4 SH |
| CS 3500 | Object-Oriented Design | 4 SH |

Psychology

| | | |
|-----------|--------------------------|------|
| PSYC 3452 | Sensation and Perception | 4 SH |
| PSYC 3464 | Psychology of Language | 4 SH |
| PSYC 3466 | Cognition | 4 SH |

REQUIRED GENERAL ELECTIVES

Complete two general electives. If the NU Core comparative studies of cultures requirement is to be satisfied by taking a course, then it must be one of the general electives.

GENERAL ELECTIVES

Additional courses taken beyond college and major course requirements to satisfy graduation credit requirements.

COOPERATIVE EDUCATION

If elected

UNIVERSITY-WIDE REQUIREMENTS

144 total semester hours required
Minimum 2.000 GPA required

BS in Computer Science and Game Design

See page 287.

BS in Computer Science and Interactive Media

See page 288.

BFA in Digital Art and Game Design

See page 66.

BFA in Digital Art and Interactive Media

See page 67.

BFA in Graphic Design and Game Design

See page 69.

BFA in Graphic Design and Interactive Media

See page 70.

Minor in Creative Industries

Note: "TBD" stands for "to be determined."

CREATIVE INDUSTRIES REQUIREMENT

Complete one of the following courses:

| | | |
|-----------|-------------------------------|------|
| GAME 1110 | Games and Society | 4 SH |
| IM 1110 | Interactive Media and Society | 4 SH |

INTERACTIVE MEDIA AND GAME DESIGN

Complete at least three courses in interactive media or game design from the following lists:

Interactive Media

| | | |
|---------|--|------|
| IM 1110 | Interactive Media and Society | 4 SH |
| IM 2300 | Managing Media Development | 4 SH |
| IM 3200 | Interactive Sound Development | 4 SH |
| IM 3500 | Cross-Media Marketing and Communication | 4 SH |
| IM 3600 | Market Analysis for the Creative Industries | 4 SH |

Game Design

| | | |
|-----------|-----------------------------------|------|
| GAME 1110 | Games and Society | 4 SH |
| GAME 2150 | Programming for Games | 4 SH |
| GAME 3150 | Game Design Algorithms | 4 SH |
| GAME 3250 | Artificial Intelligence for Games | 4 SH |

CREATIVE INDUSTRIES ELECTIVES

Complete two additional courses, either from the above interactive media or game design lists or from the following creative industries electives. If the course has prerequisites, the student must complete those first unless permission is obtained in advance from the program office. If the course requires a corresponding lab or tools course, that course must be taken as well:

Computer Science

| | | |
|--------------|------------------------------------|------|
| CS 2500 | Fundamentals of Computer Science 1 | 4 SH |
| with CS 2501 | Lab for CS 2500 | 1 SH |
| CS 2510 | Fundamentals of Computer Science 2 | 4 SH |
| with CS 2511 | Lab for CS 2510 | 1 SH |
| CS 2800 | Logic and Computation | 4 SH |
| with CS 2801 | Lab for CS 2800 | 1 SH |
| CS 3200 | Database Design | 4 SH |
| CS 3500 | Object-Oriented Design | 4 SH |

Journalism

| | | |
|-----------|--|------|
| JRNL 1150 | Interpreting the Day's News | 4 SH |
| JRNL 3525 | Online Journalism | 4 SH |
| JRNL 5340 | Reinventing the News: The Journalism of the Web | 4 SH |

Music

Course list TBD.

Communication Studies

Course list TBD.

Business

Course list TBD.

Psychology

| | | |
|-----------|---------------------------|------|
| PSYC 1101 | Foundations of Psychology | 4 SH |
| PSYC 3452 | Sensation and Perception | 4 SH |
| PSYC 3464 | Psychology of Language | 4 SH |
| PSYC 3466 | Cognition | 4 SH |

Ethics and Culture

| | | |
|-----------|-----------------------------|------|
| COMM 1220 | Media, Culture, and Society | 4 SH |
| PHIL 1145 | Technology and Human Values | 4 SH |
| SOCL 4528 | Computers and Society | 4 SH |

GPA REQUIREMENT

2.000 GPA required in the minor