

MILLIKIN UNIVERSITY
Arts Technology - BS Interactive Media Concentration

Semester #1	Term: _____	Hours	Spg/Fall/Evry	Semester #2	Term: _____	Hours	Spg/Fall/Evry
IN 140: University Seminar		3	Fall	CO 230: Public and Professional Communication		3	Every
EN 181: University Writing		3	Fall	IS 221: Programming Fundamentals		3	Spring
AT 110: Intro to Digital Media		3	Every	AT 151: Arts Tech Essentials: Lighting, Photo, Video		2	Spring
AT 153: Arts Tech Essentials: Audio		2	Fall	Natural Science with a Lab		4	Every
Quantative Reasoning Requirement		3	Every	AT 157: Storytelling		3	Spring
AR 105 2D Design		3	Fall				
Semester Total		17		Semester Total		15	
Cumulative Total		17		Cumulative Total		32	
Semester #3	Term: _____	Hours	Spg/Fall/Evry	Semester #4	Term: _____	Hours	Spg/Fall/Evry
Humanities in the US		3	Every	Social Sciences in the US		3	Every
MK 200: Principles of Marketing		3	Every	AT 265: Foundations of Web Design/Development		3	Spring
IS 240: Foundations of Information Systems		3	Every	Approved Interactive Media Elective		3	Every
AR 201: Computer Art & Design		3	Every	Elective		3	Every
Art/Media History Elective		3	Every	EN 281: Writing in the Disciplines		3	Every
Semester Total		15		Semester Total		15	
Cumulative Total		47		Cumulative Total		62	
Semester #5	Term: _____	Hours	Spg/Fall/Evry	Semester #6	Term: _____	Hours	Spg/Fall/Evry
Global Studies		3	Every	Approved Interactive Media Elective		3	Spring
Approved Marketing Elective		3	Fall	AT 396: Arts Technology Cornerstone		1	Every
Elective		3	Every	300/400 level Elective		3	Every
Approved Arts Administration Elective		3	Fall	Approved Entrepreneurship Elective		3	Every
Approved Interactive Media Elective		3	Fall	Elective		3	Every
AT 470/471: Internship		1	Every	Elective		3	Every
Semester Total		16		Semester Total		16	
Cumulative Total		78		Cumulative Total		94	
Semester #7	Term: _____	Hours	Spg/Fall/Evry	Semester #8	Term: _____	Hours	Spg/Fall/Evry
AT 490: Portfolio and Professional Development		1	Every	AT 496: Arts Technology Capstone Project		3	Every
IS 322: Web/Mobile Application Development		3	Fall	Elective		3	Spring
Student-run Venture		1	Every	International Cultures and Structures		3	Every
International Cultures and Structures		3	Every	Approved Interactive Media Elective		3	Every
300/400 level Elective		3	Every	IS 350 Application Integration		3	Spring
				Student-run Venture		1	Every
Semester Total		11		Semester Total		16	
Cumulative Total		105		Cumulative Total		121	

NOTES:

- The schedule above provides a template. Schedules will vary by student. Summer courses may be taken at Millikin or another institution.
- Undergraduate graduation hour requirements: 120 credits
- To qualify for undergraduate financial aid, student usually must take 12 - 15 hours in undergraduate credit
- If taking Advanced Placement courses in high school or considering dual enrollment in high school/community college courses, please make sure you speak with a faculty advisor or Registrar's Office at Millikin prior to your selection/enrollment.

Student Name: _____

GPA	Fall _____	Spring _____	Fall _____	Spring _____	Fall _____	Spring _____	Fall _____	Spring _____
Major								
Cumulative								
Academic Alerts/ Accolades								

Quantitative Reasoning: The course sequences below are based on the Math ACT score. Students can also take the Compass test in the Math Department to progress more quickly through this process if the test is passed.

Math ACT Score	COURSE SEQUENCE			
16 or below	MA 087 _____	MA 091 _____	MA 098 _____	PS 201 _____
17 - 18	MA 091 _____	MA 098 _____	PS 201 _____	
19-21	MA 098 _____	PS 201 _____		
22-25	PS201 _____			

Additional Comments: