

**University of Northern Iowa**  
**Department of Communication and Media—Interactive Digital Studies Minor**  
**2023-2024 Minor Requirements—27-29 hours**

**What is a minor?**

A minor is a smaller concentration of courses in a secondary area of study (fewer credit hours required for a minor). A student declares a minor on the Declaration of Curriculum form. A minor will be reflected on a degree audit and transcript once the declaration form has been filed. Minors may be disciplinary or interdisciplinary – drawing from coursework from a variety of academic departments. Minors are optional for most majors.

**To Fully Declare an Interactive Digital Studies Minor:**

- ✓ File a new Declaration of Curriculum in order to declare a major or minor

**For additional information contact:**

UNI Department of Communication and Media  
 Lang Hall 326 | 319-273-2217

**Required Courses: Interactive Digital Studies (12 hrs.)**

<input type="checkbox"/>	COMM COR 1010	Mass Communication and Society	3 hrs.
<input type="checkbox"/>	COMM 2555	Interactive Digital Communication	3 hrs.
<input type="checkbox"/>	COMM 3555	Interactive Digital Communication II (COMM 2555)	3 hrs.
<input type="checkbox"/>	COMM 4544	Digital Culture and Communication (Jr.)	3 hrs.

**Electives: Select one bundle (emphasis) from the following (15-17 hrs.)**

**Digital Visualization (15 hrs.)**

<input type="checkbox"/>	COMM 3558	Introduction to Digital Visualization (COMM 2555; Jr; pre- or co-req COMM 3555)	3 hrs.
<input type="checkbox"/>	COMM 4558	Advanced Digital Visualization: (Topic) (COMM 2555; COMM 3555; Jr; pre- or coreq COMM 3558)	
<input type="checkbox"/>	COMM DM 1611 <b>OR</b>	Media and Power	
<input type="checkbox"/>	COMM 4213	Visual Rhetoric (One of: COMM COR 1010, COMM COR 2020, COMM 2555, COMM DM 1611, ENGLISH 2120, ART HIST 1004, ART 1002)	3 hrs.
<input type="checkbox"/>	COMM DM 3659	Editing and Design	3 hrs.
<input type="checkbox"/>	COMM DM 4655	Photojournalism	3 hrs.

**Digital Computation (17 hrs.)**

<input type="checkbox"/>	CS 1510	Introduction to Computing	4 hrs.
<input type="checkbox"/>	CS 1520	Data Structures (CS 1510 or department approval; pre- or co-req CS 1800 or department approval)	4 hrs.
<input type="checkbox"/>	CS 2530	Intermediate Computing (CS 1510; CS 1520; CS 1800; or department approval)	3 hrs.
<input type="checkbox"/>	CS 3110	Web Application Development (CS 1520; CS 1100 or COMM 2555)	3 hrs.
<input type="checkbox"/>	CS 3120	User Interface Design (Dept. approval; Jr.)	3 hrs.

**Digital Video(15 hrs.)**

<input type="checkbox"/>	COMM DM 1651	Digital Media Production I (coreq: COMM 3555)	3 hrs.
<input type="checkbox"/>	COMM DM 1652	Writing for Digital Media	3 hrs.
<input type="checkbox"/>	COMM DM 2651	Digital Media Production II (COMM DM 1651; COMM DM 1652)	3 hrs.
<input type="checkbox"/>	COMM DM 3658	Digital Journalism: (Topic) (COMM DM 1651; COMM DM 1652 or COMM DM 2653)	3 hrs.
<input type="checkbox"/>	COMM DM 4630 <b>OR</b>	Digital Media Law and Ethics (Jr.)	
<input type="checkbox"/>	COMM DM 4644	Global Media (COMM COR 1010; Jr.)	3 hrs.

**Digital History (15 hrs.)**

<input type="checkbox"/>	COMM 4412	Performing History (COMM 2555; Jr.)	3 hrs.
<input type="checkbox"/>	COMM 3558	Introduction to Digital Visualization (COMM 2555; Jr.; Prereq or coreq: COMM 3555)	3 hrs.
<input type="checkbox"/>	HIST 1010	Introduction to Historical Skills	3 hrs.
<input type="checkbox"/>	HIST 4010	Introduction to Public History (Jr.)	3 hrs.
<input type="checkbox"/>	HIST 4020	Introduction to Museum Studies (Jr.)	3 hrs.

**Digital Advertising (15 hrs.)**

<input type="checkbox"/>	ECON 1031 <b>OR</b>	Introduction to Business Economics	
<input type="checkbox"/>	ECON 1041	Principles of Macroeconomics	3 hrs.
<input type="checkbox"/>	MKTG 2110	Principles of Marketing (ECON 1031 or 1041)	3 hrs.
<input type="checkbox"/>	MKTG 3143	Advertising and Promotion (MKTG 2110, ECON 1031 or 1041, Jr.)	3 hrs.
<input type="checkbox"/>	MKTG 3146	Digital Advertising (MKTG 2110, ECON 1031 or 1041, Jr.)	3 hrs.
<input type="checkbox"/>	MKTG 3148 <b>OR</b>	Digital Customer Experience (MKTG 2110 or instructor consent)	
<input type="checkbox"/>	ENTR 3583 <b>OR</b>	Entrepreneurship (ENTR 2010 or (ACCT 2120; ACCT 2130; prereq or coreq FIN 3130/5130; STAT 1772 or equivalent, and ECON 1011; MKTG 2110; ECON 1031 or (ECON 1041 and ECON 1051)); Jr.)	
<input type="checkbox"/>	MKTG 4150	Advertising Campaign Development (MKTG 2110; ECON 1031 or 1041; MKTG 3143 or 3146 or instructor approval; Jr.)	3 hrs.

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**Digital Writing (15 hrs.)**

<input type="checkbox"/>	ENGLISH 2770	Introduction to Workplace Writing	3 hrs.
<input type="checkbox"/>	ENGLISH 4025 OR	Theory & Practice of Writing (Jr.)	
<input type="checkbox"/>	ENGLISH 4040	Digital Writing: Theory & Practice (Jr.)	3 hrs.
<input type="checkbox"/>	ENGLISH 4785 OR	Applied Writing: Projects, Grants, & Careers (Prereq or coreq: ENGLISH 2770 or instructor consent; Jr.)	
<input type="checkbox"/>	ENGLISH 4770	Applied Writing: Proposals & Grants (MGMT 2080 or ENGLISH 2770 or instructor consent; Jr.)	3 hrs.
<b>Select Two (6 hrs.):</b>			
<input type="checkbox"/>	ENGLISH 4160	Issues in Digital Humanities (Jr.)	3 hrs.
<input type="checkbox"/>	ENGLISH 4672	Electronic Literature (COMM 2555 or ENGLISH 2120 or instructor consent; Jr.)	3 hrs.
<input type="checkbox"/>	ENGLISH 4765	Applied Writing: Workplace Communication (MGMT 2080 or ENGLISH 2770 or instructor consent; Jr.)	3 hrs.
<input type="checkbox"/>	ENGLISH 4775	Applied Writing: Specialized Documents (MGMT 2080 or ENGLISH 2770 or instructor consent; Jr.)	3 hrs.

**Digital Music (15 hrs.)** \*see below

<input type="checkbox"/>	MUS THEO 1300	Topics in Music Composition (electronic composition section)	2 hrs.
<input type="checkbox"/>	MUS THEO 3220	Music & Technology (Jr.)	4 hrs.
<input type="checkbox"/>	MUS THEO 3230	Music Technology, Advanced (C or higher in MUS THEO 3220; Jr.)	4 hrs.
<input type="checkbox"/>	Music elective		1 hr.
<b>Select two:</b>			
<input type="checkbox"/>	MUS THEO 1100	Introduction to Music Theory	2 hrs.
<input type="checkbox"/>	MUS THEO 1110	Theory I	2 hrs.
<input type="checkbox"/>	MUS THEO 1120	Theory II (C or higher in MUS THEO 1110)	2 hrs.

\* Theory class placement is determined by a diagnostic examination. Additionally, it is recommended that students taking this bundle take MUSIC 1100 as part of their LAC courses.

**Digital Imaging (15 hrs.)**

<input type="checkbox"/>	TECH 1055	Graphic Communications Foundations	3 hrs.
<input type="checkbox"/>	TECH 2070	Digital Pre-Media (TECH 1055)	3 hrs.
<input type="checkbox"/>	TECH 3169	Digital Imaging (TECH 2070)	3 hrs.
<input type="checkbox"/>	TECH 4158	Graphic Comm. Data Visualization (TECH 2119 & 2070; Jr.)	3 hrs.
<input type="checkbox"/>	TECH 4161	Digital Graphic Communications (TECH 2070; Jr.)	3 hrs.

**Web Development (15 hrs.)**

<input type="checkbox"/>	COMM 3558	Introduction to Digital Visualization (COMM 2555; Jr.; Prereq or coreq: COMM 3555)	3 hrs.
<input type="checkbox"/>	CS 1100	Web Development: Client-Side Coding	3 hrs.
<input type="checkbox"/>	CS 2100	Web Development: Server-Side Coding (CS 1100 or instructor consent)	3 hrs.
<input type="checkbox"/>	CS 3120	User Interface Design (Dept. approval; Jr.)	3 hrs.
<input type="checkbox"/>	MKTG 3148	Digital Customer Experience (MKTG 2110 or instructor consent)	3 hrs.

**Digital Mapping (15 hrs.)**

<input type="checkbox"/>	GEOG 1310	Digital Earth	3 hrs.
<input type="checkbox"/>	GEOG 2320	Drones for Mapping and Communication	3 hrs.
<input type="checkbox"/>	GEOG 2410	Geographic Information Systems I	3 hrs.
<input type="checkbox"/>	GEOG 2420	Cartographic Design	3 hrs.
<input type="checkbox"/>	GEOG 4335	Web Mapping and GIS	3 hrs.