2.3.1.14 Interactive Media Development

With almost every aspect of our lives being influenced by interactive media, it is increasingly important for students from all backgrounds to be aware of how these new technologies are designed and developed. The interdisciplinary Minor in Interactive Media Development, open to students from any NUS faculty or discipline, is designed to support this need by providing an introduction to the theory and practice of interactive media development.

For Communications and New Media students, the Minor provides an opportunity for students to take a selected group of relevant Computer Science (CS) modules in a structured manner. These modules provide exposure to media production, media technology, and human computer interaction. Similarly, for Computer Science students, the Minor provides a structured way for students to take a selection of Communications and New Media (NM) modules related to game design, interactive art and entertainment, and interaction design. For other students, the Minor provides a chance for students who are interested in interactive media design and development to take a sampling of both CNM and CS modules, all of which are chosen to provide insight into the interactive media development process.

Programme Requirements

1. Complete 24 MCs of modules from the following NM and CS Module Lists (see Table A below), of which at least 12 MCs must be taken from outside the full set of modules which make up the student’s primary major.
2. Up to 8 MCs of modules may be used to meet the requirements of both the Major and Minor programmes.
3. Students must take modules from both the NM and CS Module Lists, with at least 8 MCs from the NM list and at least 8 MCs from the CS List.

NM Module List:

- NM2207 Computational Media Literacy
- NM2213 Introduction to Human-Computer Interaction Design
- NM3217 Principles of Communication Design
- NM3221 Mobile Interaction Design
- NM3222 Interactive Storytelling
- NM3230 Digital Storytelling
- NM4210 User Experience Design
NM4225 Speculative and Critical Design

NM4227 Game Studies

CS Module List:

CS1010 Programming Methodology or its equivalents

CS3240 Interaction Design

CS3249 User Interface Development

CS4240 Interaction Design for Virtual and Augmented Reality

CS4249 Phenomena and Theories of Human-Computer Interaction

CS4350 Game Development Project

Please refer to the departmental website for further details.