INTERACTIVE MEDIA

Our Interactive Media degree will give you the capability to create the new varieties of interactive media content that are transforming our society and culture. The unique multidisciplinary degree brings together technical, creative and socio-cultural perspectives through Design Ideation, 3D Modeling & Animation, and Digital Video Production Etc

CAREER OPPORTUNITIES

- UX/UI Engineers
- Game Technologists
- Web Developers
- Production Managers
- 3D Modelers
- 2D/3D Visual Concept Designers
- Advertising Media Specialists
- Cinematographers
- Audio Production Specialist
- Multimedia Programmers

- Visual Concept Designers
- Game Designer/Developers
- Creative Directors
- Mobile Application Developers
- 2D/3D Animators
- Digital Marketing Specialists
- Interactive Designers
- Video/Visual Production Specialists
- Multimedia Developers
- Broadcasting Technologists

ENTRY REQUIREMENTS

Passes in three subjects (in any subject stream) at the G.C.E. Advanced Level Examination(Sri Lankan/London) in one and the same sitting, and a pass at the Aptitude Test conducted by SLIIT. To progress from the second year semester one to second year semester two, a student must pass a selection interview.

YEAR ONE

SEMESTER 01

IT1120	Introduction to Programming	04
IT1030	Data Communication Networks	04
IT1130	Mathematics for Computing	04
IT1140	Fundamentals of Computing	04

SEMESTER 02

IT1160	Discrete Mathematics	04
IT1170	Data Structures and Algorithms	04
SE1010	Software Engineering	04
IT1150	Technical Writing	04

YEAR TWO

SEMESTER 01

IT2120	Probability and Statistics	04
SE2010	Object Oriented Programming	04
IT2130	Operating Systems & System Administration	04
IT2140	Database Design and Development	04

SEMESTER 02

IT2011	Artificial Intelligence & Machine Learning	04
SE2011	Technical Evolution of Multimedia	04
SE2021	Creative Expertise Development	04
IT2160	Professional Skills	04

YEAR THREE

SEMESTER 01

SE3101	Advanced Computer Graphics	04
SE3111	Digital Business Management and Entrepreneurship	04
SE3121	UI/UX Designing and Engineering	04
SE3131	Fundamentals of Cinematography and Digital Multimedia	04

SEMESTER 02

IT3190	Industry Training	08
SE3141	3D Modeling & Animation	04
SE3151	Machine Learning based Image Manipulations	04
IT3160	Research Methods	04

YEAR FOUR

IT4200	Research Project - I	04
SE4071	Games Technology	04
SE4081	Technology-based Entertainment and Aesthetics	04
SE4101	Advanced Computer Generated Imagery	04
SE4111	Advanced Cinematography and Television Production	04
SE4121	Mobile Application Design and Development	04
IT4200	Research Project - II	08
SE4091	New Media Project Management	04
SE4131	Games and Mixed Reality Applications	04
SE4141	New Media Insights	04
SE4151	Audio Engineering and Sonic Arts	04
SE4161	Advanced Digital Marketing and Advertising	04