

Immersive Media, Entertainment and Gaming - 4 Year Plan & Advising Checklist

Student Name: _____

Date: _____

Student ID: _____

E-mail: _____

Phone: _____

Advisor: _____

Freshman Year

First Semester	Course	Credits	Grade: passed or transferred
ART 101 or ART 110	2D Design or Intro to Drawing - choose one	3 (GE)	
COSC 109	Gaming 1	3	
ENGL 101	Expository Writing	3 (GE)	
FRSE 101	Freshman Seminar	3 (GE)	
MATH 150	Comprehensive Pre-Calculus	4 (GE)	
		GPA:	
		Total: 16	

Second Semester	Course	Credits	Grade: passed or transferred
COMM 101 COMM 103 or COMM/VCDM 221	Oral Communication or Public Speaking or Gaming Industry: Principles, Strategies and Fundamentals - choose one	3 (GE)	
COSC 112	Computer Science I	4 (GE)	
ENGL 102	Argument and Research	3 GE)	
MATH 225	Calculus I	4	
VCDM 230	Introduction to Computer Graphics	3 (GE)	
		GPA:	
		Total: 17	

(GE) General Education elective

Sophomore Year

First Semester	Course	Credits	Grade: passed or transferred
COSC 113	Computer Science II	4	
COSC 208	Discrete Structures	3	
COSC 209	Gaming II	3	
VCDM 215	Animation: Design, Concepts and Principles	3	
VCDM 220	Gaming, Animation and Entertainment Design I	3	
		GPA:	
		Total: 16	

Second Semester	Course	Credits	Grade: passed or transferred
COSC 214	Data Structures and Algorithms	4	
MATH 155	Introduction to Probability & Statistics	3	
MUSC 230 or MUSC 110	MUSC 230 Intro to Sound Design for Visual Media: Animation, Film, Gaming and Entertainment or MUSC 110 Intro to Electronic Music - choose one	3 (GE)	
***VCDM 219	Portfolio Review & Assessment	0, Pass or Fail	
VCDM 320	Gaming, Animation and Entertainment Design II	3	
Science Elective	BIOL 203 Oceanus or PHSC 101 (4cr)	3-4 (GE)	
		GPA:	
		Total: 16/17	

_____ *** VCDM 219 Portfolio Review & Assessment (1st Review): 0 Credits, Pass/Fail

(GE) General Education elective

Junior Year

First Semester	Course	Credits	Grade: passed or transferred
COSC 309	Gaming III and Animation	3	
HEED 102	Life and Health	3 (GE)	
MATH 228	Linear Algebra	3	
*ENTR 101 or MGMT 101	Introduction to Entrepreneurship or Introduction to Business - choose one	3 (*GE)	
VCDM 496	3D Modeling & Animation I	3	
		GPA:	
		Total: 15	

Second Semester	Course	Credits	Grade: passed or transferred
COSC 317	Augmented, Virtual and Mixed Reality	3	
HIST 114 or 115	African American History to 1865 or African American History Since 1865 - choose one	3 (GE)	
VCDM 378	Immersive Media Arts & Design	3	
VCDM 497	3D Modeling & Animation II	3	
_____	Social & Behavioral Sciences Elective PSYC 101, SOCI 101, ANTH 102, HIST 210 or FINA 222 - choose one	3	
		GPA:	
		Total: 15	

(GE) General Education elective

Senior Year

First Semester	Course	Credits	Grade: passed or transferred
COSC 477	Virtual Reality and its Principles	3	
COSC 487	Immersive Virtual Reality	3	
VCDM 368	Game Design and Production I	3	
VCDM 491	Internship and Apprenticeship in Art/VCDMA	1	
VCDM 464	Special Topics: Virtual Production Studio	3	
		GPA:	
		Total: 13	

Second Semester	Course	Credits	Grade: passed or transferred
COSC 499	Gaming IV	3	
IMEG History Elective: _____	VCDM 267 History of Game Design, Immersive Media and Entertainment Arts, VCDM 394 History of Animation, VCDM 367 Design History, VCDM 407 African American Cinema or VCDM 408 Visual Culture - choose one	3	
Science Elective	BIOL 101 or PHSC 100/101(lab) - choose on	4	
*** VCDM 468	Game Design and Production II (Senior Capstone)	3	
*** VCDM 419	Portfolio Review & Assessment II	0, Pass or Fail	
		GPA:	
		Total: 13	

_____ *** VCDM 419 Portfolio Review & Assessment II (2nd Review): 0 Credits, Pass/Fail

(GE) General Education elective

Total Program Credits: 121/122

IMEG Graduation, Portfolio, Senior Capstone & Internship Requirements Checklist

_____ Students **must** maintain a “C” or better in all IMEG major course and a minimum 2.0 GPA to remain in program

_____ * VCDM 219 Portfolio Review & Assessment (1st Review): 0 Credits, Pass/Fail**

Students must submit a portfolio and successfully pass the 1st and 2nd portfolio review/ assessment. In addition, they must submit a proposal for a senior capstone for a game design, or immersive media (XR) project. Proposal must be min. 2 pages, typed with sketches, references, storyboards, prototype, etc.

_____ ***** VCDM 419 Portfolio Review & Assessment II (2nd Review): 0 Credits, Pass/Fail; required.** Students must submit a portfolio and successfully pass the 1st and 2nd portfolio review/ assessment.

In addition, they must submit a senior capstone for a game design, or immersive media (XR) project, virtual production, and/or prototype.

_____ ***** VCDM 468 Senior Capstone: The Product. 3 Credits; required.** Students must submit, test, display and/or exhibit to VCDM faculty for a successful senior capstone product or prototype such as a game, virtual production and/or XR experience and based on the approved project proposal. A written evaluation of the product is required as well as documentation from concept to completion, blog, sketches, iterations, website (portfolio). **Senior Capstone approved concept:** ___ Yes ___ No

Comments:

_____ * VCDM 491 Internship in Art & Visual Communication: 1 Credit.**

Students must successfully complete an approved internship/apprenticeship (experiential learning) in the industry of game design, animation, visual effects, and/or immersive media. Approved; Y | N _____
Where: _____ Date(s): _____

*** Assessment/Internship/Graduation Requirements (GE) General Education elective

IMEG Supporting courses:

COMM/VCDM 221 Gaming Industry: Principles, Strategies and Fundamentals – 3 Credits
ENTR 101 Introduction to Entrepreneurship – 3 Credits
ENTR 201 Problem Solving Using Design Thinking – 3 Credits
HIST 210 History of Science and Technology – 3 Credits
MGMT 101 Introduction to Business – 3 Credits
MKTG 341 Entertainment Marketing – 3 Credits
MUSC 230 Introduction to Sound Design for Visual Media – 3 Credits
Others: VCDM 315, 360, 396, 407, 408, 450, 470, 451, ENGL 254, 333, 361, MKTG 341.

Please consult with Program Coordinator or Academic Advisor and refer to the BSU undergraduate catalog for additional course listings and descriptions.