

IMMERSIVE REALITY, BFA

Code	Title	Hours
Foundation Studies		
FOUN 110	Design Thinking and Process	5
FOUN 111	Sketching and Drawing	5
FOUN 112	Color in Context	5
FOUN 113	Creative Collaboration Lab	5
FOUN 240	Spatial Design and Fabrication	5
FOUN 251	Time Based Design: Story, Sound, and Movement	5
General Education		
MATH 104	Mathematics of Computer Science	5
COMM 105	Speaking of Ideas	5
BUSI 110	Business I: Fundamentals	5
CTXT 121	Visual Culture in Context: Pre-Modern Global Perspectives	5
CTXT 122	Visual Culture in Context: Making Modernities	5
ENGL 123	Ideas to Ink: Critical Concepts in Academic Writing	5
DIGI 130	Digital Communication	5
ENGL 142	Foundations of Story	5
ARLH or ARTH Elective		5
General Education Elective		5
Major Curriculum		
MOME 105	Principles of Motion Media Design	5
ARVR 110	Immersive Revolution: Augmented to Virtual Reality	5
SNDS 208	Immersive Sound Design	5
Select one of the following:		5
VFX 210	Introduction to 3D Computer Graphics	
GAME 236	Core Principles: Game Art	
GAME 220	Core Principles: Programming	5
MOME 221	Virtual Reality for Motion Media	5
GAME 266	Core Principles: Game Tech	5
ARVR 300	Game Engine Applications for Immersive Computing	5
Select one of the following:		5
ARVR 305	Visual Effects for Immersive Environments	
FILM 343	Visual Storytelling: Virtual Reality to Interactive	
ARVR 310	Integration of Immersive Realities	5
Select one of the following:		5
VFX 313	Advanced Application Scripting	
GAME 347	Applied Principles: Physical Computing	
VFX 375	Advanced Programming for Visual Effects	
ARVR 440	Immersive Reality Professional Portfolio	5
ARVR 455	Studio I: Storytelling and Spatial Interaction	5
ARVR 465	Studio II: Production and Project Management	5
ARVR 475	Immersive Studio Postproduction	5
Select one of the following:		5
ARVR 479	Undergraduate Internship	
500-level SCADpro Elective		
Business-Focused Elective		
Additional Electives		

Free Elective	5
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Free Elective	5
Total Hours	180