

# Virtual Reality Development (BFA)

## Virtual Reality Development BFA 2023-24

Year 1 Fall	Year 1 Spring	Year 2 Fall	Year 2 Spring	Year 3 Fall	Year 3 Spring	Year 4 Fall	Year 4 Spring
DSNA 110 Perspective Drawing (ED, MD, VR)	DSNA 120 Figure Drawing I (ED, MD, VR)	VIRT 200 Immersive Media Design I	VIRT 201 Immersive Media Design II	VIRT 300 Immersive Media Design III	VIRT 301 Immersive Media Design IV	VIRT 400 VR Capstone Project I (6 credits)	VIRT 401 VR Capstone Project II (6 credits)
MEDA 112 2D Design (CA, GA, IL, VR)	MEDA 123C 3D Design (GA, VR)	VIRT 210 Visual Scripting	VIRT 211 3D Technical Art	VIRT 310 Programming for Immersive Media	VIRT 330 VR Thesis Preproduction		
DSNA 114 Time Based Communication (BOAD, FILM, GD, MD, VR)	VIRT 100 Introduction to Virtual Reality	GDES 124 Intro to UI/UX	VIRT 220 Concept Development for Virtual Worlds	VIRT 320 Iterative Design	VIRT 340 Visual Development: UI/UX Design	General Education Elective	General Education Elective
LIBA 111 Contemporary Design Culture or LIBA 112 Film & Narrative	Liberal Arts	LMST 282 Literature & Media Studies	WRIT 120 Professional Writing	Open Elective or INTE 301 Internship	Open Elective	Open Elective	Open Elective
WRIT 151 Writing Studio	Liberal Arts	ARTH 111 Development of Art & Ideas	ARTH 128 History of Immersive Media	Liberal Arts	Upper-Level Art History	Upper-Level Art History	Liberal Arts
Program Curriculum		General Education			Electives		
Color Key		First Year 15 hours 12.5%	Major Courses 51 hours 42.5%	Liberal Arts 24 hours 20%	General Education 6 hours 5%	Art & Design History 12 hours 10%	Open Electives 12 hours 10%

**120 Credit Hours**

### Degree Type

Bachelor of Fine Arts

## Statement of Purpose

The Bachelor of Fine Arts in Virtual Reality Development prepares graduates for existing and emerging career opportunities designing and creating immersive experiences. Virtual Reality Development students graduate with the ability to design, create, and analyze immersive experiences within the virtual reality medium that inform, educate, and entertain.

## Student Learning Outcomes

- Design Immersive Experiences:** Demonstrate the ability to design ideas appropriate to the medium
  - Students will solve creative problems and turn them into innovative VR ideas.
  - Students will generate and refine effective and original ideas.
  - Students will understand non-linear story structures.
- Create Immersive Experiences:** Demonstrate the ability to produce immersive experiences
  - Demonstrate proficiency in utilizing specific software for creating 3D databases.
  - Understand multiple VR platforms and their various abilities.
  - Demonstrate proficiency in utilizing game engine technology appropriate to the creation of immersive experiences.
  - Understand the production pipeline for 3D VR.
- Analyze Immersive Experiences:** Demonstrate the ability to analyze immersive experiences.
  - Possess strong critical and analytical problem-solving skills.
  - Present and defend their work.

- c. Understand the context and implication of their work with regard to social responsibility.
- 4. **Professional Practices:** Demonstrate knowledge of professional practices.
  - a. Knowledge of professional practices in the industry.
  - b. Assemble a portfolio, body of work and job application packet.
  - c. Demonstrate good professional attitude and strong work ethic.
  - d. Show an understanding of the history of the discipline.
- 5. **Communication and Collaboration:** Effectively collaborate and communicate with all members of teams at multiple stages of virtual reality project development and in associated production processes.
  - a. Collaborate with others.
  - b. Present and defend their work.

## General Education Curriculum

### Liberal Arts

Social and Behavioral Sciences Elective (recommended: SBSC 180 Intro to Psychology)

Item #	Title	Credits
WRIT 151	Writing Studio	3
WRIT 120	Professional Writing	3
LIBA 111	Contemporary Design Culture	3
LMST 282	Literature & Media Studies	3
	Social and Behavioral Sciences Elective	3
	Scientific Practices Elective	3
	Arts and Humanities Elective	3
	Literature and Media Studies Elective	3

### General Education

Item #	Title	Credits
	General Education Elective	3
	General Education Elective	3

### Art and Design History

Upper-Level Art History Elective (recommended: ARTH 330 History of Architecture: Up to 1400; ARTH 331 History of Architecture: 1400-1900)

Item #	Title	Credits
ARTH 111	Development of Art & Ideas	3
ARTH 128	History of Immersive Media	3
	Art History Upper-Level Elective	3
	Art History Upper-Level Elective	3

# Program Curriculum

## First Year Community

Item #	Title	Credits
DSNA 110	Perspective Drawing (ED, MD, VR)	3
MEDA 112	2D Design (CA, GA, IL, VR)	3
DSNA 114	Time Based Communication (BOAD, FILM, GD, MD, VR)	3
DSNA 120	Figure Drawing I (ED, MD, VR)	3
MEDA 123C	3D Design (GA, VR)	3

## Virtual Reality Development Major

Item #	Title	Credits
VIRT 100	Introduction to Virtual Reality	3
GDES 124	Intro to UI/UX	3
VIRT 200	Immersive Media Design I	3
VIRT 210	Visual Scripting	3
VIRT 201	Immersive Media Design II	3
VIRT 211	3D Technical Art	3
VIRT 220	Concept Development for Virtual Worlds	3
VIRT 300	Immersive Media Design III	3
VIRT 310	Programming for Immersive Media	3
VIRT 320	Iterative Design	3
VIRT 301	Immersive Media Design IV	3
VIRT 330	VR Thesis Preproduction	3
VIRT 340	Visual Development: UI/UX Design	3
VIRT 400	VR Capstone Project I	6
VIRT 401	VR Capstone Project II	6

## Open Electives

Item #	Title	Credits
	Open Elective	3
	Open Elective	3
	Open Elective	3
	Open Elective or INTE 301	3
	<b>Total Credits</b>	<b>120</b>

### Course Sequencing

## Year 1 Fall

Item #	Title	Credits
DSNA 110	Perspective Drawing (ED, MD, VR)	3
MEDA 112	2D Design (CA, GA, IL, VR)	3
DSNA 114	Time Based Communication (BOAD, FILM, GD, MD, VR)	3
LIBA 111	Contemporary Design Culture	3
WRIT 151	Writing Studio	3

## Year 1 Spring

Item #	Title	Credits
DSNA 120	Figure Drawing I (ED, MD, VR)	3
MEDA 123C	3D Design (GA, VR)	3
VIRT 100	Introduction to Virtual Reality	3
	Liberal Arts Elective	3
	Liberal Arts Elective	3

## Year 2 Fall

Item #	Title	Credits
VIRT 200	Immersive Media Design I	3
VIRT 210	Visual Scripting	3
GDES 124	Intro to UI/UX	3
LMST 282	Literature & Media Studies	3
ARTH 111	Development of Art & Ideas	3

## Year 2 Spring

Item #	Title	Credits
VIRT 201	Immersive Media Design II	3
VIRT 211	3D Technical Art	3
VIRT 220	Concept Development for Virtual Worlds	3
WRIT 120	Professional Writing	3
ARTH 128	History of Immersive Media	3

## Year 3 Fall

Item #	Title	Credits
VIRT 300	Immersive Media Design III	3
VIRT 310	Programming for Immersive Media	3
VIRT 320	Iterative Design	3
	Open Elective or INTE 301	3
	Liberal Arts Elective	3

## Year 3 Spring

Item #	Title	Credits
VIRT 301	Immersive Media Design IV	3
VIRT 330	VR Thesis Preproduction	3
VIRT 340	Visual Development: UI/UX Design	3
	Open Elective	3
	Art History Upper-Level Elective	3

## Year 4 Fall

Item #	Title	Credits
VIRT 400	VR Capstone Project I	6
	General Education Elective	3
	Open Elective	3
	Art History Upper-Level Elective	3

## Year 4 Spring

Item #	Title	Credits
VIRT 401	VR Capstone Project II	6
	General Education Electives	3
	Open Elective	3
	Liberal Arts Elective	3