

BSD: EXPERIENTIAL MEDIA DESIGN (XMD)

MAJOR REQUIREMENTS - 72 CREDIT HOURS

ACADEMIC REVIEW - SELECTION TO DESIGN FOUNDATIONS PROGRAM

Year One

Autumn - 9 credit hours

- DESIGN 2110: Design Fundamentals I, 3cr
- DESIGN 2310: Visualization Principles & Techniques I, 3cr
- DESIGN 2700: Introduction to Design Practice, 3cr

Spring - 9 credit hours

- DESIGN 2130: Design Fundamentals II, 3cr
- DESIGN 2330: Visualization Principles & Techniques II, 3cr
- DESIGN 2750: Design History, 3 hrs ■

PORTFOLIO REVIEW - SELECTION TO BSD MAJOR PROGRAM

Year Two

Autumn - 12 credit hours

- DESIGN 3106: Introduction to Experiential Media, 3cr
- DESIGN 3200: Design Research 1, 3cr ▲
- DESIGN 3104: Introduction to Game Design, 3cr
- ACCAD 5002: Computer Animation I, 3cr

Spring - 9 credit hours

- DESIGN 3156: Experimental Storytelling, 3cr
- ACCAD 5102: Prog. Concepts for Artists & Designers, 3cr ■
- DESIGN 3556: UI/UX Design, 3 hrs

Year Three

Autumn - 9 credit hours

- DESIGN 4104: Intermediate Game Design, 3cr
- DESIGN 4806: Contemporary Issues in XMD 1, 3cr ▲ ●
- DESIGN 4106: Immersive Media Design 1, 3cr

Spring - 9 credit hours

- ACCAD 5301 Devising Experiential Media, 3cr
- DESIGN 4650: Collaborative Studio, 3cr
- DESIGN 4156: Immersive Media Design 2, 3cr

Year Four

Autumn - 9 credit hours

- DESIGN 5106: XMD Capstone Studio 1, 3cr
- DESIGN 5206: Design Research Methods for XMD, 3cr ▲
- DESIGN 5806: Contemporary Issues in XMD 2, 3cr

Spring - 6 credit hours

- DESIGN 4750 Professional Practices, 3cr ●
- DESIGN 5156: XMD Capstone Studio 2, 3cr

COLLEGE SURVEY - 1 HR

- ARTSSCI 1100.09: Design Survey, 1 hr

GENERAL EDUCATION (GE2) - 32-39 HRS

Bookend Seminars - 2 hrs

- GENED 1201: GE Launch Seminar, 1 hr
- GENED 4001: GE Reflections Seminar, 1 hr

Foundations- 22-25 hrs

- Writing and Information Literacy, 3 hrs
- Mathematical and Quantitative Reasoning, 3-5 hrs
- Literary, Visual and Performing Arts, 3 hrs
- Historical and Cultural Studies, 3 hrs
- Natural Science, 4 hrs
- Social and Behavioral Sciences, 3 hrs
- Race, Ethnicity and Gender Diversity, 3 hrs

Thematic Pathways - 8-12 hrs

- Citizenship for a Diverse World, 4-6 hrs
- Open Choice Pathway, 4-6 hrs

EXPLORATORY ELECTIVES - 12 hrs

- Choose 4 courses from XMD Exploratory Electives list.

Lower Division (2000-2999) - 0-3 hrs

- Choose from Exploratory Electives course list

Upper Division (3000-5999) - 9-12 hrs

- Choose from Exploratory Electives course list

COLLEGE OF ARTS AND SCIENCES DEGREE REQUIREMENTS

- Minimum 121 total earned hrs
- Major GPA of 2.5 or higher
- Minor GPA of 2.0 or higher
- Cumulative GPA of 2.0 or higher

EMBEDDED LITERACIES

Data Analysis = ▲

Advanced Writing = ●

Technology = ■

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SAMPLE SCHEDULE

Courses in **Bold** must be taken in listed term

FIRST YEAR

Autumn - 16 credit hrs

ARTSSCI 1100.09: Design Survey, 1 hr
DESIGN 2110: Design Fundamentals 1, 3 hrs
DESIGN 2310: Visualization Principles 1, 3 hrs
DESIGN 2700: Intro to Design Practices, 3 hrs
GE FOUNDATION: Race, Ethnicity & Gender Diversity, 3 hrs
GE FOUNDATION: Writing and Information Literacy, 3 hrs

Spring - 16 credit hrs

GENED 1201: Launch Seminar, 1 hr
DESIGN 2130: Design Fundamentals 2, 3 hrs
DESIGN 2330: Visualization Principles 2, 3 hrs
DESIGN 2750: Design History, 3 hrs
GE FOUNDATION: Social and Behavioral Sciences, 3 hrs
GE FOUNDATION: Mathematical & Quantitative Reasoning, 3 hrs

SECOND YEAR

Autumn - 16 credit hrs

DESIGN 3106: Introduction to Experiential Media, 3 hrs
DESIGN 3200: Design Research 1, 3 hrs
DESIGN 3104: Introduction to Game Design, 3 hrs
ACCAD 5002: Computer Animation I, 3 hrs
GE FOUNDATION: Natural Sciences, 4 hrs

Spring - 15 credit hrs

DESIGN 3156: Experimental Storytelling, 3 hrs
ACCAD 5102: Programming For Artists/Designers, 3 hrs
DESIGN 3556: UI/UX Design, 3 hrs
GE FOUNDATION: Literary, Visual & Performing Arts, 3 hrs
GE FOUNDATION: Historical and Cultural Studies, 3 hrs

THIRD YEAR

Autumn - 15 credit hrs

DESIGN 4104: Intermediate Game Design, 3 hrs
DESIGN 4806: Contemporary Issues in XMD 1, 3 hrs
DESIGN 4106: Immersive Media Design 1, 3 hrs
Exploratory Elective, 3 hrs
GE THEME: Citizenship for a Diverse and Just World, 3 hrs

Spring - 15 credit hrs

ACCAD 5301: Devising Experiential Media, 3 hrs
DESIGN 4650: Collaborative Studio, 3 hrs
DESIGN 4156: Immersive Media Design 2, 3 hrs
Exploratory Elective, 3 hrs
GE THEME: Student Choice, 3 hrs

FOURTH YEAR

Autumn - 16 credit hrs

DESIGN 5106: XMD Capstone Studio 1, 3 hrs
DESIGN 5806: Contemporary Issues in XMD 2, 3 hrs
DESIGN 5206: Design Research for XMD, 3 hrs
Exploratory Elective, 3 hrs
GE THEME: Citizenship for a Diverse and Just World, 3 hrs
GE 4001: Reflection Seminar, 1 hr

Spring - 12 credit hrs

DESIGN 5156: XMD Capstone Studio 2, 3 hrs
DESIGN 4750: Professional Practices, 3 hrs
Exploratory Elective, 3 hrs
GE THEME: Student Choice, 3 hrs

Appendix 5
XMD Exploratory Electives List

ACCAD 5001	Animation Techniques and Practices	3 credits
ACCAD 5003*	3D Computer Animation: Form, Light, Motion II	3 credits
ACCAD 5200	Motion Capture Production	3 credits
ART 2555	Introduction to Digital Photography and Contemporary Issues	3 credits
ART 3009	Film/Video I	3 credits
ART 3014	Visual Studies: Color	3 credits
ART 4009*	Film/Video II: Experimental Strategies	3 credits
ART 4115*	Photography Studio Lighting	3 credits
ART 4201	New Media Robotics	3 credits
COM 3404	Media Law and Ethics	3 credits
COM 3413*	Media Entertainment: Theory and Research	3 credits
COM 3513	Video Games & Society	3 credits
CSE 3541*	Computer Game and Animation Techniques	3 credits
DESIGN 3503*	Typographic Design	3 credits
DESIGN 4154*	Intermediate Game Design II	3 credits
DESIGN 4153*	Intermediate Visual Communication Design II	3 credits
DESIGN 4200	Design Research II	3 credits
DESIGN 5505	Information Design	3 credits
DESIGN 5650*	Advanced Collaborative Studio	3 credits
ENG 2367.08*	U.S. Experience: Writing About Video Games	3 credits
ENG 2367.08*	U.S. Experience: Writing About Video Games & Virtual Worlds	3 credits
ENG 2463*	Intro to Video Games Analysis	3 credits
HISTART 2901	Introduction to World Cinema	3 credits
HISTART 3901*	World Cinema Today	3 credits
HISTART 5643	New Media Art and Theory	3 credits
HISTART 5645	Video Art	3 credits
HISTART 5905*	Avant-Garde Cinema	3 credits
MUSIC 2254	Video Game Music	3 credits
MUSIC 3330*	Music Production and Reception	3 credits
MUSIC 5638*	Audio Recording	3 credits
PHILOS 2455	Philosophy and Video Games	3 credits
PSYCH 3310*	Sensation and Perception	3 credits
Theatre 2000	Studio Production Practicum	1 credit
Theatre 2211	Introduction to Production Design	3 credits
Theatre 3000	Production Run Crew Practicum	2 credits
Theatre 3241*	Introduction to Sound Techniques	3 credits
Theatre 3411*	Introduction to Scene Design	3 credits
Theatre 3611*	Introduction to Lighting Design	3 credits
Theatre 5310	Fundamentals of Media Design	3 credits
Theatre 5331	Screenwriting	3 credits

*Denotes a pre-requisite or permission of instructor