

Virtual Reality Development

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

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

VIRTUAL REALITY DEVELOPMENT CURRICULUM

I. GENERAL EDUCATION CURRICULUM

A. Liberal Arts

(8 courses, 24 credit hours, 20%)

WRIT 151 Writing Studio
WRIT 120 Professional Writing
LIBA 111 Contemporary Design Culture
LMST 282 Literature & Media Studies
Literature and Media Studies Elective
Social and Behavioral Sciences Elective (recommended: SBSC 180 Intro to Psychology)
Scientific Practices Elective
Arts and Humanities Elective

B. General Education

(2 courses, 6 credit hours, 5%)

Two (2) General Education Electives

C. Art and Design History

(4 courses, 12 credit hours, 10%)

ARTH 111 Development of Art & Ideas
ARTH 128 History of Immersive Media
ARTH 365 History of Modern Architecture
Upper-Level Art History Elective (recommended: ARTH 330 History of Architecture: Up to 1400;
ARTH 331 History of Architecture: 1400-1900)

II. PROGRAM CURRICULUM

A. First Year Community

(5 courses, 15 credit hours, 12.5%)

DSNA 110 Drawing I
MEDA 112 2D Design
DSNA 114 4D Design
DSNA 120 Drawing II (Figure)
MEDA 123C 3D Design and Modeling

B. Virtual Reality Development Major

(15 courses, 51 credit hours, 42.5%)

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

VIRT 401 VR Capstone Project II (6 credits)

III. ELECTIVES

A. Open Electives

(4 courses, 12 credit hours, 10%)

Four (4) Open Electives (recommended: INTE 301 Internship)

Virtual Reality Development Curriculum Map

Virtual Reality Development BFA 2021-22

| | 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 Drawing I | DSNA 120 Drawing II (Figure) | 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 | MEDA 123C 3D Design and Modeling | VIRT 210 Visual Scripting | VIRT 211 3D Technical Art | VIRT 310 Programming for Immersive Media | VIRT 330 VR Thesis Preproduction | | |
| | DSNA 114 4D Design | VIRT 100 Introduction to Virtual Reality | Liberal Arts | 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 | GDES 124 Intro to Interactive Design | 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 | ARTH 128 History of Immersive Media | ARTH 111 Development of Art & Ideas | ARTH 365 History of Modern Architecture | Liberal Arts | Liberal Arts | 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 Credits | |