

B.A. Immersive Media and Mixed Reality (Fall 2020)

Minimum 120 credits required for Bachelor's degree Foundational Core (30-32 Credits) Grade

FYWS125 ¹	First Year Seminar	
CTL 125	Critical Thinking	
MA _____	Foundational Core Math course	
Choose 1 course from each area *		
² Natural/Physical Science		
Literature		
History	HI-100 or HI-102	
Arts/Design/Comm.		
Philosophy		
Theology/Relig		
Social/Behavioral Science		

Human Journey Seminars: Great Books in CIT (6 Credits)

CIT 201	CIT Seminar I	
CIT 202	CIT Seminar II	

Liberal Arts Explorations (LAE) (9 Credits Total)

Student must complete one course in each area. (see list on Registrar's Website - checksheets)

Humanistic Inquiry (3 credits)	
Social and Global Awareness (3 credits)	
Scientific Literacy (3 credits)	

* See list of courses.

¹(Requires Grade C or higher)

²Science/Natural Science courses includes

approved Math and Computer Science courses. Students

are required to take at least one course in Biology, Chemistry, or

Physics in the Foundational or Liberal Arts Exploration Core.

CS and MA courses may be used as a Science/Natural Science in either

the Foundational Core **or** as a requirement in the LAE Core

but not in both categories.

Note: MA 006 and ESL courses **will not** count towards the 120 credit graduation requirement.

Approved Study Abroad courses may be used to satisfy requirements for the foundational core or a Liberal Arts Exploration

A maximum of 8 Applied Music credits may be applied towards graduation

Required Curriculum for BA in Communications Studies

51 total credits required (36 core credits and 15 concentration credits)

CM 101	Introduction to Media Culture	
CM 102	Introduction to Media Production	
CM 253	Digital Culture	
CM 280	Immersive Media Production	
CM 301	Advanced Seminar in Communication	
CM 391	Lab Practicum	
CM 397	Senior Project 1	
CM 398	Senior Project 2	

Two courses from the production area

CM	
CM	

Two courses from the history and theory area

CM	
CM	

IMMR Major Concentrations (15 Credits)

Interactive Filmmaking (VR)

CM 201	Art of the Moving Image	
CM 221	Digital Film and Video Production	
CM 224	Democratic Technology and Immersive Media	
CM 276	Digital Editing (or) CM325: Visual FX/Motion Graphics	
CM 321	Topics in Film and TV Production	

Interactive Media & Animation (AR)

AR 101	Art in the Western World (or) AR201 Studies in Modern Art	
AR 299	Visualization (or) AR299: Storyboarding	
AR 225	Design for the Web	
AR 276	Interactive 2D Animation	
AR 280	Interactive Motion Graphics	

General Electives (number of credits vary)

General Electives (number of credits vary)		Grade

Checksheet Key

T	Course transferred and Requirement satisfied	
W	Requirement waived	
TW	Course transferred and Requirement waived	

SACRED HEART UNIVERSITY

College of Arts and Sciences - School of Communication, Media & the Arts

B.A. Immersive Media & Mixed Reality (Fall 2020 & Later)

The School of Communication, Media and the Arts (SCMA) combines the social and cultural analysis of media and communication technologies with media production, including digital video, VR/AR/XR, broadcast and print journalism, television, radio, photography, advertising, public relations and digital multimedia. The SCMA curriculum is interdisciplinary by nature and international in scope, blending theory and practice, the historical and the contemporary, and the mainstream with the alternative.

Students majoring in Immersive Media and Mixed Reality have the choice of two concentrations: Interactive Filmmaking (VR) or Interactive Media & Animation (AR).

SUGGESTED FOUR YEAR SEQUENCE OF STUDY:

YEAR 1	SEMESTER 1	YEAR 1	SEMESTER 2
FYWS 125 or	First Year Seminar	FYWS 125 or	First Year Seminar
CTL 125	Critical Thinking	CTL 125	Critical Thinking
CM 101	Introduction to Media Culture	CM 102	Introduction to Media Production
	Foundational Core		Foundational Core
	Foundational Core		Foundational Core
MA____	College-level Math Course		Foundational Core
YEAR 2	SEMESTER 3	YEAR 2	SEMESTER 4
CIT 201	CIT Seminar I	CIT 202	CIT Seminar II
AR 101	Art in the Western world	AR 299	Visualization (or) Storyboarding
or AR 201 (IMA)	Studies in Modern Art	(IMA) or	
or CM 201 (IF)	Art of the Moving Image	CM 221 (IF)	Digital Film and Video Production
	LAE		LAE
CM253	Digital Culture		Foundational
CM____	CM Elective	CM____	CM Elective
YEAR 3	SEMESTER 5	YEAR 3	SEMESTER 6
CM 280	Immersive Media Production	CM 301	Advanced Seminar in Communications
CM 224 (IF)	Democratic Tech and Immersive Media	CM 391	Lab Practicum
or AR 225 (IMA)	Design for the Web	CM276 (IF)	Digital Editing
	LAE	or CM 325 (IF)	Visual FX/Motion Graphics
CM____	CM Elective	or AR276 (IMA)	Interactive 2D Animation
CM____	CM Elective		Free Elective
			Free Elective
YEAR 4	SEMESTER 7	YEAR 4	SEMESTER 8
CM321 (IF)	Topics in Film and TV Prod	CM 398	Senior Project II
or AR280 (IMA)	Interactive Motion Graphics		Free Elective
CM 397	Senior Project I		Free Elective
	Free Elective		Free Elective
	Free Elective		Free Elective
	Free Elective		Free Elective

*Classes labelled **IF** are required of the *Interactive Filmmaking* Concentration.

*Classes labelled **IMA** are required of the *Interactive Media & Animation* Concentration.

effective Fall 2020