BG PERSPECTIVE (BGP) REQUIREMENTS:

Course                      Credits
Must complete at least 1 course in each of the following:
English Composition and Oral Communication

Quantitative Literacy

Must complete at least 2 courses in each of the following:
Humanities and the Arts

Natural Sciences

Complete total required BGP credit hours by selecting courses from any of the above categories:

UNIVERSITY REQUIREMENTS

Note: Designated courses in the Humanities and the Arts, and the Social and Behavioral Sciences domains may be used to fulfill both a BGP requirement and one of the following university requirements:

Cultural Diversity in the U.S.________________________
International Perspective________________________

Composition Requirement:
_____ GSW 1120 Academic Writing

Total BGP Credits: Must be at least 36

** These courses may be also used to meet BG Perspective requirements, but hours are counted only once.
* This course can only be taken during your last semester.
# See the Undergraduate Catalog

NOTES:
- Career Cluster must be approved by your advisor.
- Students must take 40 hours at 3000-4000 level.
- Matriculation courses are shown in **Bold Print**.
- Students must take a minimum of 124 credit hours to graduate in VCT.

Courses Required for Major

Cooperative Education
_____ TECH 2890 Co-op 4
_____ TECH 3890 Co-op 4
_____ TECH 4890 Co-op 4

Concentration
_____ VCT 1030 Intro to VCT 3
_____ VCT 1040 Prob Solv Vis Med 3
_____ VCT 2040 Concepts of Vis Comm 3
_____ VCT 2080 Intro to Print Media 3
_____ VCT 2660 Intro to Inter. Media 3
_____ VCT 2680 Video I 3
_____ VCT 2820 Photography I 3
_____ VCT 3080 Fund of Imag. Tech 3
_____ VCT 4670 VCT Synthesis* 3

Career Cluster
_____ VCT
_____ VCT
_____ VCT
_____ VCT

18 hours must be 3000-4000 level VCT courses, including one 3-course sequence. See back of sheet for full course listings.
E.g.: VCT 2820, 3820, 4650
     VCT 2080, 3090, 3100
     VCT 2680, 3690, 4690
     VCT 2660, 3660, 4820

Other Required Courses

University
_____ ARTD 2010 3
_____ CS 1010 or CS 1000 3
_____ STAT 2000** or MATH 1150** 3
_____ COMM 1020** or 3060 3
_____ TECH 3020 3
_____ ENG 3880 3

Math
_____ MATH 1210 (or higher) 3

Business
_____ ACCT 2000 (or higher) 3
_____ MKT 3000 (prereq ECON 2000**) 3
_____ MGMT 3050 3

Free Electives

Total Minimum Program Hours 124 Hrs

Important information on the back.
College of Technology, Architecture and Applied Engineering

General Information for all students in the College

In addition to completing all requirements on the checksheet, students are responsible for:

Matriculation

Full admittance to a major in a College of Technology, Architecture and Applied Engineering program will become effective when a student has:

1. Attained an overall BGSU grade point average of at least 2.25 for all courses taken prior to applying for matriculation and a 2.5 in courses in the major;
2. Completed a cooperative education experience—TECH 2890 (Aviation Studies, Architecture, LDT and QS majors are exempt from this requirement);
3. Completed with a grade of “C” or better in all bold courses, as specified on program checksheets;
4. Applied for matriculation. Applications are available from the Undergraduate Student Services Office.

The steps listed above must be completed before students will be permitted to register for 3000- and 4000-level courses in the College of Technology, Architecture and Applied Engineering.

Co-op

All students in the College are required to complete 2 or 3 co-ops, depending on your major. THIS IS A COURSE. It carries credit and is graded. It is full time (40 hrs/week) for the entire semester or part-time (20 hrs/week) for two consecutive semesters, paid and must be directly related to your major. All students MUST complete the Co-op Orientation.

Email

Official University email accounts are required for all BGSU students. Official BGSU email addresses are in the form: BGSUusername@bgsu.edu. At the time of admission or initial registration, all students will receive a bgsu.edu email account. Students may anticipate that official University correspondence will be sent to this email account and they should access BGSU email on a regular and timely basis. All correspondence from Undergraduate Student Services will be sent to your BGSU email.

Checksheets

The checksheet should be used in conjunction with the degree audit and advising to track progress toward degree completion.
VCT Career Cluster

Career Cluster:

All 27 credit hours of career cluster may come from VCT coursework.

<table>
<thead>
<tr>
<th>Course Code</th>
<th>Course Title</th>
</tr>
</thead>
<tbody>
<tr>
<td>(3) VCT 3040</td>
<td>Display and Exhibit Technology</td>
</tr>
<tr>
<td>(3) VCT 3090</td>
<td>Image Preparation for Print Media</td>
</tr>
<tr>
<td>(3) VCT 3100</td>
<td>Advanced Print Media</td>
</tr>
<tr>
<td>(3) VCT 3660</td>
<td>Applied Interactive Media Production</td>
</tr>
<tr>
<td>(3) VCT 3690</td>
<td>Intermediate Video Production</td>
</tr>
<tr>
<td>(3) VCT 3820</td>
<td>Photography II</td>
</tr>
<tr>
<td>(3) VCT 4040</td>
<td>Research in Visual Communication Technology</td>
</tr>
<tr>
<td>(3) VCT 4560</td>
<td>Digital Color Applications</td>
</tr>
<tr>
<td>(3) VCT 4600</td>
<td>Digital Photography</td>
</tr>
<tr>
<td>(3) VCT 4650</td>
<td>Commercial Photography</td>
</tr>
<tr>
<td>(3) VCT 4690</td>
<td>Advanced Video Production</td>
</tr>
<tr>
<td>(3) VCT 4800</td>
<td>Topics in Visual Communication Technology</td>
</tr>
<tr>
<td>(3) VCT 4820</td>
<td>Advanced Concepts of Multimedia Production</td>
</tr>
<tr>
<td>(3) VCT 4900</td>
<td>Problems in Visual Communication Technology</td>
</tr>
</tbody>
</table>

A maximum of 9 hrs from the following courses may be counted toward the Career Cluster and should be selected in consultation with your faculty mentor:

<table>
<thead>
<tr>
<th>Course Code</th>
<th>Course Title</th>
</tr>
</thead>
<tbody>
<tr>
<td>(3) ARTD 2020</td>
<td>Typography</td>
</tr>
<tr>
<td>(3) CS 2010</td>
<td>Programming Fundamentals</td>
</tr>
<tr>
<td>(3) CS 2020</td>
<td>Object-Oriented Programming</td>
</tr>
<tr>
<td>(3) ESHP 2040</td>
<td>Introduction to Entrepreneurship</td>
</tr>
<tr>
<td>(3) LEGS 3010</td>
<td>Legal Environment of Business</td>
</tr>
<tr>
<td>(3) LEGS 4020</td>
<td>Business Law</td>
</tr>
<tr>
<td>(3) LEGS 4230</td>
<td>Computer and Technology Law</td>
</tr>
<tr>
<td>(2) MUCT 4360</td>
<td>Audio Recording Techniques</td>
</tr>
<tr>
<td>(3) MKT 3020</td>
<td>Consumer Behavior</td>
</tr>
<tr>
<td>(3) MKT 4080</td>
<td>Marketing Communication and Promotion for Non-Majors</td>
</tr>
<tr>
<td>(3) MKT 4100</td>
<td>Marketing Communication and Promotion</td>
</tr>
<tr>
<td>(3) MKT 4250</td>
<td>Creativity in Marketing</td>
</tr>
<tr>
<td>(3) MKT 4400</td>
<td>Professional Selling</td>
</tr>
<tr>
<td>(3) TCOM 2510</td>
<td>New Electronic Media</td>
</tr>
</tbody>
</table>