

**Spring 2021 - current**  
**Associate of Applied Business in Visual**  
**Media Technology Degree Program**  
**Interactive Media**



**General Requirements**

Students are responsible for adhering to all college and university requirements and policies as stated in the BGSU Undergraduate Catalog. Prerequisites shown below are for reference only.

**Communication**

WRIT 1120 is required. Based on placement scores, WRIT 1010 and/or WRIT 1110 may also be required.

Hrs	Grade	
<u>3</u>	<u>        </u>	WRIT 1110 Seminar in Academic Writing
<u>3</u>	<u>        </u>	WRIT 1120 Seminar in Research Writing
<u>3</u>	<u>        </u>	COMM 1020 Introduction to Public Speaking
<u>3</u>	<u>        </u>	ENG 3880 Introduction to Technical Writing <b>or</b> BA 2030 Business Communication

**Mathematics & Computer Science**

<u>3</u>	<u>        </u>	MATH 1150 Introduction to Statistics (QL)
<u>3</u>	<u>        </u>	CS 1010 Introduction to Python Programming

**BG Perspectives Curriculum**

Each student must complete one course in each of the following areas: Social and Behavioral Sciences (S or SI) (ECON 2000 or higher is required), Humanities & Arts (H or HI) (e.g. ART 1010) and Natural Sciences (N) (e.g. CHEM 1000 or 1090). Course choices should be made from the list of approved courses in the BG Perspective Curriculum listed in the BGSU Undergraduate Catalog.

<u>3</u>	<u>        </u>	ECON 2000 (or higher) (S or SI)
<u>3</u>	<u>        </u>	BGP Elective (H or HI)
<u>3</u>	<u>        </u>	BGP Elective (N)

*Each student must complete a sufficient number of electives to earn a minimum of 62 semester hours. At least 15 credit hours must be BGSU courses. Please check with your advisor for appropriate course selections.*

**Technical Core**

Hrs	Grade	
<u>3</u>	<u>        </u>	VCT 1030 Introduction to Visual Communication Technology
<u>3</u>	<u>        </u>	VCT 1040 Problem Solving for Visual Media
<u>3</u>	<u>        </u>	VCT 2040 Concepts of Visual Communication
<u>3</u>	<u>        </u>	VCT 2820 Photography I
<u>4</u>	<u>        </u>	TECH 2890 Cooperative Education

**Interactive Media Major**

<u>3</u>	<u>        </u>	VCT 2660 Introduction to Interactive Media
<u>3</u>	<u>        </u>	VCT 2680 Video Fundamentals
<u>3</u>	<u>        </u>	VCT 3660 Applied Interactive Media Production
<u>3</u>	<u>        </u>	VCT 3080 Fundamentals of Imaging Technology
<u>3</u>	<u>        </u>	CS 2010 Programming Fundamentals

**Business Electives**

Students must select a minimum of 9 hours from the following courses:

<u>3</u>	<u>        </u>	ACCT 2000 Accounting Concepts for Nonbusiness Student <b>or</b> ACCT 2210 Accounting and Business Concepts I
<u>3</u>	<u>        </u>	BA 1500 Overview of Business Administration
<u>3</u>	<u>        </u>	MKT 3000 Principles of Marketing

**Other Courses (not required for program completion)**

Students may wish to consider several electives that may enhance their academic preparation: ART 1020, 1030, ARTS 2310, PHIL 2040, JOUR 1000, PSYC 1010 and/or other VCT courses. Consult your advisor and the BGSU Undergraduate Catalog for details.

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