

Visual Communication Technology

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 - at least one Lab Science required

Social and Behavioral 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:
_____ WRIT 1120 Research 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 Concentration 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 123 credit hours to graduate in VCT.

Courses Required for Major

Cooperative Education	12 Hrs
_____ TECH 2890 Co-op	4
_____ TECH 3890 Co-op	4
_____ TECH 4890 Co-op	4

Core	27 Hrs
_____ 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 Concentration	27 Hrs
_____ VCT	_____
_____ VCT	_____
_____ VCT	_____
_____ VCT	_____
_____ VCT	_____
_____ VCT	_____
_____ VCT	_____
_____ _____	_____
_____ _____	_____

21 hours must be 3000-4000 level VCT courses, including one 3-course sequence. See back of sheet for full course listings.
E.g.: VCT 3820, 4600, 4650
VCT 3090, 4090, 4560
VCT 3690, 4690, 4800 AR/VR
VCT 3500, 3660, 4820

Other Required Courses

University	15 Hrs
_____ CS 1010 or CS 1000	3
_____ STAT 2000** or MATH 1150**	3
_____ COMM 1020** or 3060	3
_____ TECH 3020	3
_____ ENG 3880	3

Math	4 Hrs
_____ MATH 1190** (or higher)	4

Business	9 Hrs
_____ ACCT 2000 (or higher)	3
_____ MKT 3000 (prereq ECON 2000**)	3
_____ MGMT 3050	3

Free Electives	3 Hrs
_____	_____

Total Minimum Program Hours	123 Hrs
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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 checklist, 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 check sheets;
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.

Checksheet

The checklist should be used in conjunction with the degree audit and advising to track progress toward degree completion.

VCT Career Concentration

Career Concentration:

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

(3)	VCT 3040	Display and Exhibit Technology
(3)	VCT 3090	Image Preparation for Print Media
(3)	VCT 3500	User Experience
(3)	VCT 3660	Applied Interactive Media Production
(3)	VCT 3690	Intermediate Video Production
(3)	VCT 3820	Photography II
(3)	VCT 4040	Research in Visual Communication Technology
(3)	VCT 4090	Advanced Print Media
(3)	VCT 4560	Digital Color Applications
(3)	VCT 4600	Digital Photography
(3)	VCT 4650	Commercial Photography
(3)	VCT 4690	Advanced Video Production
(3)	VCT 4800	Topics in Visual Communication Technology
(3)	VCT 4820	Advanced Concepts of Multimedia Production
(3)	VCT 4900	Problems in Visual Communication Technology

A maximum of 6 hrs from the following courses may be counted toward the Career Concentration and should be selected in consultation with your faculty mentor:

(3)	ARTD 2010	Graphic Design Thinking
(3)	ARTD 2020	Typography (C or higher in ARTD 2010)
(3)	CS 2010	Programming Fundamentals (MATH 1210 or higher)
(3)	CS 2020	Object-Oriented Programming (C or better in CS 2010 & MATH 1260, MATH 1280, MATH 1300 or higher)
(3)	CS 3140	Web Applications Development (CS 2010)
(3)	ESHP 1010	Introduction to Entrepreneurship
(3)	LEGS 3010	Legal Environment of Business
(3)	LEGS 4020	Business Law (LEGS 3010)
(3)	LEGS 4230	Computer and Technology Law
(2)	MUCT 4360	Audio Recording Techniques (must take additional course or additional 1 ch.)
(3)	MKT 3020	Consumer Behavior (C or better in MKT 3000)
(3)	MKT 4080	Introduction to Promotion (C or better in MKT 3000)
(3)	MKT 4200	Branding (C or better in MKT 3020)
(3)	MKT 4250	Creativity in Marketing (C or better in MKT 3000)
(3)	MKT 4350	Social Media Marketing (C or better in MKT 3000)
(3)	TECH 4000	Supervisory Practices in Technological Settings
(3)	TECH 4210	Technological Forecasting
(3)	TECH 4230	Digital Rights Management Perspectives
(3)	TECH 4240	Media Useability Studies
(3)	TECH 4400	Project Management in Technological Settings