

Virtual Reality Development BFA 2026-27

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 Perspective Drawing (ED, MD, VR)	DSNA 120 Figure Drawing I (ED, MD, VR)	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 IA	VIRT 402 VR Capstone Project II (6 credits)
MEDA 112 2D Design (CA, FA, GA, IL, VR)	MEDA 123C 3D Design (GA, VR)	VIRT 210 Visual Scripting	VIRT 211 3D Technical Art	VIRT 310 Programming for Immersive Media	VIRT 330 VR Thesis Preproduction	VIRT 401 VR Capstone Project IB	
DSNA 114 Time Based Communication (BOAD, FILM, GD, MD, VR)	VIRT 100 Introduction to Virtual Reality	Studio or Art History Elective	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 or LIBA 112 Film & Narrative	LMST 282 Literature & Media Studies	ARTH 111 Development of Art & Ideas	ARTH 128 History of Immersive Media	Liberal Arts	Upper-Level Art History	Upper-Level Art History	Liberal Arts
WRIT 151 Writing Studio	Liberal Arts	WRIT 120 Professional Writing	Liberal Arts	Open Elective or INTE 301 Internship	Open Elective	Open Elective	Open Elective

	Program Curriculum		General Education			Electives	
Color Key	First Year 15 hours 12.5%	Major Courses 48 hours 40%	Liberal Arts 24 hours 20%	General Education 6 hours 5%	Art & Design History 12 hours 10%	Open Electives 12 hours 10%	Studio or Art History Electives 3 hours 2.5%
120 Credit Hours							