

# GAMING & IMMERSIVE MEDIA, BACHELOR OF FINE ARTS

Bachelor of Fine Arts : Gaming & Immersive Media is an intensive professional degree pathway that exposes students to a breadth and depth of study in the areas of Game Development and Programming, Character Design, Animation, Sound for Games and UX research . Students complete a core foundation that includes integrated studies along with an exploration of Art, Design and Media Entertainment Essentials. Spring semester, sophomore students complete the Critical Fundamental Skills Review (ARC310) to move into Upper Division studies. Senior BFA candidates prepare and present a showcase portfolio and exhibition in their final Spring term that reflects upper division coursework as well as independent research. Successful student presentations demonstrate viability to function effectively within appropriate creative industries based on pathway emphasis

## Specific Admission Requirements

A passing ARC310 portfolio is required for entry to the Upper Division B.F.A. program of studies.

Transfer Students to BFA programs are evaluated for critical fundamental skills prior to their first term. ARC310 exemptions are issued for transfer students who demonstrate proficiency in the essentials necessary to successfully engage in SoCaP UD pathway coursework.

Transfer students who are lacking in critical skill sets are advised into the appropriate essential workshops or courses prior to taking UD coursework in the areas identified as needing attention.

## Program Goals

### Practice Creative Persistence

- Work with autonomy to develop a capacity for making informed uncoerced decisions.
- Engage problem solving frameworks for exploring multiple strategies in the pursuit of effective creative and professional communication.

### Manage Complexity

- Demonstrate organization skills and composure to maintain focus while navigating an increasingly enlarged space of contrasting performance requirements. I.E. innovation/efficiency, expression/communication, clarity/depth, and stability/change.

### Engage Diversity

- Practice inclusion while recognizing the dynamics relative to intersecting approaches within a creative work environment.
- Appreciate, respect and value a range of social and creative perspectives.

### Navigate Change

- Exercise thoughtful curiosity in the pursuit of creative and academic excellence.
- Explore opportunities afforded by the conditions of change.
- Think and create boldly in an environment of adversity and challenge.
- Be empowered by the notion 'I don't know.'

## Student Learning Outcomes

### Exploration of the Creative Process

- Experiment with and adopt a variety of processes, methods, and interpretations to explore innovative solutions to creative challenges.

### Development of Skills & Techniques

- Exhibit sufficient fluency in one or more media to craft work that meets appropriate professional standards for the scale and scope of a project. Demonstrate an ability to adapt techniques and formal methods to serve the objectives of the work.

### Communication of Ideas & Content

- Clearly articulate visually, orally, and in writing the content and context of art historical research and creative work.

### Demonstrate Awareness & Intellectual Maturity

- Display a willingness to question one's own perspective. Approach a creative and scholarly process with curiosity and persistence. Take initiative, working independently or collaboratively, to achieve stated objectives.

## Outcomes Assessment Activities

Student assessment will be performed each spring term. Those enrolled in ARC310 prepare and present a developmental portfolio of works that demonstrates proficiency at appropriate levels of the four Student Learning Outcomes.

The developmental portfolio reflects foundations coursework as well as independent research. Each presentation is assessed by at least three reviewers using the Department Rubric. Scores from reviewers are combined and averaged for each component. A score that averages at or below 1.5 on any one component requires automatic resubmission. The four averaged scores are added together for a final portfolio grade.

Portfolios presented for ARC310 must achieve a minimum score of 10 out of a possible 16 to be considered passing. Portfolios that earn below 10 may be reviewed for improvements and can be resubmitted in August of the following academic year. A passing ARC310 portfolio is required for entry to the Upper Division B.F.A. program of studies.

Senior students enrolled in ARC410 prepare and offer toward the end of the spring term, a showcase portfolio/research presentation that demonstrate proficiency at appropriate levels of the four Student Learning Outcomes.

BFA Portfolios/Presentations reflect upper division coursework as well as independent research. Each presentation is assessed by at least three reviewers using the Department Rubric. Scores from reviewers are combined and averaged for each component. A score that averages at or below 1.5 on any one component requires automatic resubmission. The four averaged scores are added together for a final portfolio grade.

BFA Portfolios/Presentations offered for ARC410 must achieve a minimum score of 12 out of a possible 16 to be considered passing. Portfolios/Presentations that earn below 12 may be reviewed for improvements and can be resubmitted prior to graduation application deadlines. A passing ARC410 score is required for graduation.

## Specific Program Requirements

Course	Title	Credits
<b>FOUNDATIONS</b>		<b>21</b>
ARC 110	Integrated Studies	3
ARC 174	Fundamentals of Digital Media	3
ARC 210	ARC: Design Frameworks	3
ART 141	Drawing I	3
ART 176	Photography: Expressive Composition	3
ARH 211	Global Art I (GT-AH1)	3
ARH 212	Global Art II (GT-AH1)	3
<b>EXPLORATIONS</b>	Choose 4 of the following:	<b>12</b>
ART 274	Art & Design Essentials	3
ART 276	Photography: Creative Lighting	3
MAE 230	Sound, Radio, & Podcasting Essentials	3
MAE 240	Film & Video Essentials	3
MAE 251	Gaming & Immersive Media Essentials	3
<b>UPPER DIVISION PATHWAY CORE REQUIREMENTS</b> Must be 300/400 ART and MAE subjects.		<b>18</b>
<b>UPPER DIVISION PATHWAY ELECTIVES</b> Must be 300/400 ART and MAE subjects or other relevant departments		<b>21</b>
<b>UPPER DIVISION ART HISTORY</b>		<b>6</b>
<b>ARC PRACTICUM COURSEWORK</b> Courses are repeatable.		<b>5</b>
ARC 229	Practicum - Journalism & Print Publications	1
ARC 239	Practicum - Sound, Radio, & Podcasting	1
ARC 259	Practicum - Art, Advertising, & Design	1
ARC 249	Practicum - Film, Video, & Television	1
ARC 329	Advanced Practicum -Journalism & Print Publication	2
ARC 339	Advanced Practicum - Sound, Radio, & Podcasting	2
ARC 349	Advanced Practicum - Film, Video, & Television	2
ARC 359	Advanced Practicum - Art, Advertising, & Design	2
<b>ARC PORTFOLIO WORKSHOPS</b>		<b>2</b>
ARC 310	Critical Fundamental Skills Review	1
ARC 410	Senior Capstone Presentation	1
<b>Total Credits</b>		<b>85</b>

## Additional Requirements

Course	Title	Credits
	University General Education Requirements	35

## Specific Graduation Requirements

BFA Portfolios/Presentations offered for ARC410 must achieve a minimum score of 12 out of a possible 16 to be considered passing. Portfolios/Presentations that earn below 12 may be reviewed for improvements and can be resubmitted prior to graduation application deadlines. A passing ARC410 score is required for graduation.

## Planning Sheet

Disclaimer: The Planning Sheet is designed as a guide for student's planning their course selections. The information on this page provides only a suggested schedule. Actual course selections should be made with the advice and consent of an academic advisor. While accurately portraying the information contained in the college catalog, this form is

not considered a legal substitute for that document. Students should become familiar with the catalog in effect at the time in which they entered the institution.