

MIXED AND IMMERSIVE REALITY STUDIES, MINOR IN

The minor in mixed and immersive reality studies provides an overview of the technology and culture of mixed, immersive, virtual and augmented realities. It is meant to be applicable – and accessible – to all majors at VCU. When combined with the appropriate major, the minor can be useful to students planning careers in any area concerned with immersive, virtually mediated society, culture and experience – from coding and technological innovation to policy, art and storytelling. The minor will introduce students to the subject through relevant course work in technological systems, design aesthetics, and humanities and social sciences.

The minor consists of 18 credit hours. Students must achieve an overall GPA of 2.0 in all courses counted toward the minor.

Course	Title	Hours
Required courses		
IDST 160	Introduction to Mixed and Immersive Reality Studies	3
IDST 360	Mixed and Immersive Reality Studies Synthesis	3
Students must complete three credits in each of the categories below.		9
Elective (Select from any category.)		3
Total Hours		18

Course	Title	Hours
Technological systems		
CMSC 210	Computers and Programming	3
CMSC 235	Computing and Data Ethics	3
CMSC 255	Introduction to Object-oriented Programming	4
CMSC 320	Software Engineering and Web Development	3
CMSC 330	Data Science Skills	3
CMSC 340	Cybersecurity Skills	3
EGRE 245	Engineering Programming	4
EGRE 246	Advanced Engineering Programming	3
EGRE 254	Digital Logic Design	4
EGRE 347	Applied Embedded Programming	3
EGRE 364	Microcomputer Systems	4
EGRE 428	Introduction to Integrated Systems Design	2
Design aesthetics		
ARTE 409	Three-dimensional Art Experiences	3
COAR 203	Digital 3D Studio	3
COAR 308	Cut Scene	3
COAR 432	3D Image and Movement	3
COAR 433	Game Design, Theory and Practice	3
COAR 436	Visual Effects I	3
COAR 437	Visual Effects II	3
CREA 202	Creative Coding	3
CREA 240	Digital Storytelling	3

CREA 330	Interdisciplinary Web Design	3
CREA 360	User Experience Design I	3
CREA 393	Design Ops Internship	1-6
CREA 460	User Experience Design II	3
KINE 347	Sound Design	4
KINE 348	3D Computer Art	4
KINE 354	Creative Code and Electronics	4
KINE 458	Virtual Interactive Worlds	4
Humanities and social sciences		
AFAM 318	Politics of Race, Class and Gender	3
ARTE 222	Rethinking Popular, Visual and Media Culture	3
GSWS 318	Politics of Race, Class and Gender	3
MASC 101	Mass Communications	3
NEXT 240	Reading Technology, Media and Culture	3
PHIL 202	Ethics of Artificial Intelligence	3
POLI 312	Media and Politics	3
POLI 318	Politics of Race, Class and Gender	3

IDST 160 should be completed at the beginning of the minor and IDST 360 at the end.

In some of the minor categories, a student may substitute an internship, co-op, undergraduate research, study abroad or vertically integrated project for the required three credits with the approval of the interdisciplinary studies program director. Additional special topics or new courses may be substituted if appropriate. Students should discuss such substitutions with the minor adviser prior to enrolling in the substitute course.

Some courses have restrictions and/or prerequisites. Students should work with their adviser to plan the best courses for them, including possible overrides.