The B.F.A. in Kinetic Imaging with a concentration in interaction and game design is intended for students seeking a specialization in virtual interactive worlds and emergent systems and game design. The concentration courses within the 121-credit program comprise 14 credits integrating studio-based learning methodologies and culminating with a practicum.

Student learning outcomes

Kinetic imaging core outcomes

Upon completing this program, students will know and know how to do the following:

- Students will demonstrate the ability to create media art that is conceptually grounded and evidences individual reflection and critical inquiry.
- Students will be able to make appropriate choices of media and presentation to support the conceptual intent of their work.
- Students will demonstrate the ability to construct meaning, synthesize ideas, ask pertinent questions and identify resources. Students will be able to successfully bring critical analysis and review to collaborative critique sessions and also to written responses.
- Students will demonstrate an advanced level of skills in their use of technology and tools for the production of video, animation, sound and emerging media. This includes a wide range of technology in regards to both equipment and software.

Interaction and game design concentration-specific outcomes

- Students will be able to synthesize interactive elements with narrative and world-building techniques in gamification environments.
- Students will be able to develop products that contribute to current issues surrounding interactive art and design practices and principles.

Degree requirements for Kinetic Imaging, Bachelor of Fine Arts (B.F.A.) with a concentration in interaction and game design

<table>
<thead>
<tr>
<th>Course</th>
<th>Title</th>
<th>Hours</th>
</tr>
</thead>
<tbody>
<tr>
<td>KINE 233</td>
<td>Media Arts Survey</td>
<td>3</td>
</tr>
</tbody>
</table>

KINE 243 Video Practices 4
KINE 245 Animation Practices 4
KINE 247 Sound Art 4
KINE 348 3D Computer Art 4
KINE 354 Creative Code and Electronics 4
KINE 357 Critical Issues in the Media 3
KINE 375 Concept and Development Studio 4
KINE 474 Research and Production I 8 & KINE 475 and Research and Production II

- Concentration requirements
  KINE 454 Live Coding
  KINE 458 Virtual Interactive Worlds
  MTEC 315 Emergent Systems and Game Design
  MTEC 493 Practicum

- Major electives
  Emphasis area electives (300 level or above) 6

Ancillary requirements

Art Foundation Program

ARTF 131 Drawing Studio 3
ARTF 132 Surface Research 3
ARTF 133 Space Research 3
ARTF 134 Time Studio 3
ARTF 139 Project Studio 2 or ARTF 138 Project Seminar

ARTH 103 Survey of Art I & ARTH 104 Survey of Art II 6

Additional requirements

UNIV 101 Introduction to the University 1

Open electives

Select any course. 12

Total Hours 121

The minimum number of credit hours required for this degree is 121.

What follows is a sample plan that meets the prescribed requirements within a four-year course of study at VCU. Please contact your adviser before beginning course work toward a degree.

Freshman year

Fall semester

<table>
<thead>
<tr>
<th>Course</th>
<th>Title</th>
<th>Hours</th>
</tr>
</thead>
<tbody>
<tr>
<td>ARTF 131</td>
<td>Drawing Studio</td>
<td>3</td>
</tr>
<tr>
<td>ARTF 133</td>
<td>Space Research</td>
<td>3</td>
</tr>
<tr>
<td>ARTH 103</td>
<td>Survey of Art I</td>
<td>3</td>
</tr>
<tr>
<td>UNIV 101</td>
<td>Introduction to the University</td>
<td>1</td>
</tr>
<tr>
<td>UNIV 111</td>
<td>Focused Inquiry I (satisfies general education UNIV foundations)</td>
<td>3</td>
</tr>
</tbody>
</table>

Play course video for Focused Inquiry I

General education course 3

Term Hours: 16

Spring semester

<table>
<thead>
<tr>
<th>Course</th>
<th>Title</th>
<th>Hours</th>
</tr>
</thead>
<tbody>
<tr>
<td>ARTF 132</td>
<td>Surface Research</td>
<td>3</td>
</tr>
<tr>
<td>ARTF 134</td>
<td>Time Studio</td>
<td>3</td>
</tr>
<tr>
<td>ARTF 139</td>
<td>Project Studio</td>
<td>1</td>
</tr>
</tbody>
</table>
### sophomore year

#### fall semester
- KINE 233 Media Arts Survey 3
- Select two of the following: 8
  - KINE 243 Video Practices
  - KINE 245 Animation Practices
  - KINE 247 Sound Art
  - KINE 348 3D Computer Art
  - KINE 354 Creative Code and Electronics
  - UNIV 200 Advanced Focused Inquiry: Literacies, Research and Communication (satisfies general education UNIV foundations) 3
- **Term Hours:** 14

#### spring semester
- Select the remaining three of the following: 12
  - KINE 243 Video Practices
  - KINE 245 Animation Practices
  - KINE 247 Sound Art
  - KINE 348 3D Computer Art
  - KINE 354 Creative Code and Electronics
- General education course 3
- **Term Hours:** 15

### junior year

#### fall semester
- KINE 357 Critical Issues in the Media 3
- KINE 454 Live Coding 4
- MTEC 315 Emergent Systems and Game Design 3
- General education course 3
- Open elective 3
- **Term Hours:** 16

#### spring semester
- KINE 375 Concept and Development Studio 4
- KINE 458 Virtual Interactive Worlds 4
- Emphasis area elective 3
- General education course 3
- Open elective 3
- **Term Hours:** 17

### senior year

#### fall semester
- KINE 474 Research and Production I 4
- Emphasis area elective 3
- General education course 3
- Open elective 3
- **Term Hours:** 13

The minimum number of credit hours required for this degree is 121.