

# KINETIC IMAGING, BACHELOR OF FINE ARTS (B.F.A.) WITH A CONCENTRATION IN INTERACTION AND GAME DESIGN [VCUQ]

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

Course	Title	Hours
<b>General education</b> ( <a href="http://bulletin.vcu.edu/undergraduate/undergraduate-study/general-education-curriculum/">http://bulletin.vcu.edu/undergraduate/undergraduate-study/general-education-curriculum/</a> )		
Select 30 credits of general education courses in consultation with an adviser.		30
<b>Major requirements</b>		
• Major core requirements		
KINE 233	Media Arts Survey	3

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 & KINE 475	Research and Production I and Research and Production II	8
• Concentration requirements		14
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
<b>Ancillary requirements</b>		
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 & ARTH 104	Survey of Art I and Survey of Art II	6
Additional requirements		
UNIV 101	Introduction to the University	1
<b>Open electives</b>		
Select any course.		12
<b>Total Hours</b>		<b>121</b>

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		Hours
ARTF 131	Drawing Studio	3
ARTF 133	Space Research	3
ARTH 103	Survey of Art I	3
UNIV 101	Introduction to the University	1
UNIV 111	Focused Inquiry I (satisfies general education UNIV foundations)	3
Play course video for Focused Inquiry I		
General education course		3
<b>Term Hours:</b>		<b>16</b>

### Spring semester

ARTF 132	Surface Research	3
ARTF 134	Time Studio	3
ARTF 139	Project Studio	1

ARTF 139	Project Studio	1
ARTH 104	Survey of Art II	3
UNIV 112	Focused Inquiry II (satisfies general education UNIV foundations)	3
Play course video for Focused Inquiry II		
General education course		3
<b>Term Hours:</b>		<b>17</b>

**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
<b>Term Hours:</b>		<b>14</b>

**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
<b>Term Hours:</b>		<b>15</b>

**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
<b>Term Hours:</b>		<b>16</b>

**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
<b>Term Hours:</b>		<b>17</b>

**Senior year****Fall semester**

KINE 474	Research and Production I	4
Emphasis area elective		3
General education course		3
Open elective		3
<b>Term Hours:</b>		<b>13</b>

**Spring semester**

KINE 475	Research and Production II	4
MTEC 493	Practicum	3
General education course		3
Open elective		3
<b>Term Hours:</b>		<b>13</b>
<b>Total Hours:</b>		<b>121</b>

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