

# BACHELOR OF SCIENCE IN COMPUTATIONAL MEDIA - MEDIA-FILM & MEDIA STUDIES

Code	Title	Credit Hours
<b>Wellness Requirement</b>		
APPH 1040	Scientific Foundations of Health	2
	or APPH 10 The Science of Physical Activity and Health	
	or APPH 10 Flourishing: Strategies for Well-being and Resilience	
<b>Core IMPACTS</b>		
<b>Institutional Priority</b>		
CS 1301	Introduction to Computing <sup>1</sup>	3
	or CS 1315 Introduction to Media Computation	
<b>Mathematics and Quantitative Skills</b>		
MATH 1552	Integral Calculus	4
<b>Political Science and U.S. History</b>		
HIST 2111	The United States to 1877	3
	or HIST 2112 The United States since 1877	
	or INTA 1200 American Government in Comparative Perspective	
	or POL 1101 Government of the United States	
	or PUBP 3000 American Constitutional Issues	
<b>Arts, Humanities, and Ethics</b>		
Any HUM		6
<b>Communicating in Writing</b>		
ENGL 1101	English Composition I	3
ENGL 1102	English Composition II	3
<b>Technology, Mathematics, and Sciences</b>		
Lab Science		8
MATH 1551	Differential Calculus	2
MATH 1554	Linear Algebra <sup>4</sup>	4
	or MATH 1515 Linear Algebra with Abstract Vector Spaces	
<b>Social Sciences</b>		
Any SS		9
<b>Field of Study</b>		
CS 1331	Introduction to Object Oriented Programming <sup>1</sup>	3
CS 1332	Data Structures and Algorithms for Applications <sup>1</sup>	3
CS 2050	Introduction to Discrete Mathematics for Computer Science <sup>1</sup>	3
CS 2340	Objects and Design <sup>1</sup>	3
LMC 2700	Introduction to Computational Media <sup>1</sup>	3
MATH 2550	Introduction to Multivariable Calculus <sup>4</sup>	2
<b>Major Requirement</b>		
CS 2261	Media Device Architectures	4
CS 4001	Computing, Society, and Professionalism	3
	or CS 3001 Computing, Society, and Professionalism	
	or CS 4726 Privacy, Technology, Policy, and Law	
	or SLS 311C Technology and Sustainable Community Development	

**Junior Design Options (Capstone)**

Junior Design Option <sup>1,3</sup>	6
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**Media Requirements**

Media Technology (select three): <sup>1</sup>	9
CS 3451 Computer Graphics	
CS 4455 Video Game Design and Programming	
CS 4460 Introduction to Information Visualization	
CS 4464 Computational Journalism	
CS 4475 Computational Photography	
CS 4480 Digital Video Special Effects	
CS 4488 Procedural Content Generation	
CS 4496 Computer Animation	
CS 4590 Principles and Applications of Computer Audio	

**Film & Media Studies Requirements <sup>2</sup>**

LMC 2400 Introduction to Media Studies	3
LMC 4813 Special Topics (Media/Design Capstone)	3
Film & Media Making (select one): <sup>1</sup>	3
LMC 4720 Interactive Narrative	
Any LMC 27XX, 37XX	
Film & Media Studies (select three): <sup>1</sup>	9
LMC 2400 Introduction to Media Studies	
LMC 2500 Introduction to Film	
LMC 2600 Introduction to Performance Studies	
LMC 3206 Communication and Culture	
LMC 3314 Technologies of Representation	
LMC 3352 Film and/as Technology	
LMC 3402 Graphic and Visual Design	
LMC 3406 Video Production	
Any LMC 325X course	
Any LMC 38XX course	
CM or LMC Courses <sup>1</sup>	9
Any LMC 2XXX, 3XXX, 4XXX	
<b>Free Electives</b>	
Free Electives	9
<b>Total Credit Hours</b>	<b>122</b>

Pass-Fail is allowed for Free Electives.

- <sup>1</sup> Minimum grade of C required.
- <sup>2</sup> LMC courses cannot count in two thread areas at the same time. There is no double counting.
- <sup>3</sup> Junior Design Options are as follows (students must pick one option and may not change):
  - Option 1  
- LMC 3432, LMC 3431, CS 3311CS 3311CS 3311,CS 3312CS 3312CS 3312.
  - Option 2 - ECE VIP courses and LMC 3403LMC 3403LMC 3403.
  - Option 3 - Satisfy Georgia Tech Research Option
  - Option 4- CS 2701CS 2701CS 2701 (3 hours), CS 4699-I2P (3 hours), LMC 3403 (3 hours) = 9 hours OR CS 4699- I2P (6 hours), LMC 3403 (3 hours) = 9 hours
  - Option 5 - CS 4723 (3 hours), LMC 3403 (3 hours) = 6 hours

Six credits of the Junior Design option are used as Major Requirements and the overage credits of research/VIP (5 credit hours/2 credit hours) may be used as free electives. Students completing VIP for their

junior design requirement will be required to complete at least three semesters of VIP. (VIP 1 + VIP 2 + VIP 3) (for a total of 5 credit hours) + LMC 3403 = 8 hours of VIP credit.

Students using CREATE-X for junior design take at least 6 hours of CREATE-X Start-up Lab and Idea 2 Prototype (I2P) and 3 of the 6 hours must be I2P. Students take these 6 hours with LMC 3403 (3 hours) for a total of 9 hours. Extra three hours for CREATE-X option can be used in free electives.

<sup>4</sup> Two credit hours of MATH 1554 may count along with MATH 2550 to give Field of Study 18 credit hours.