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

The Bachelor of Science in Computational Media is a collaborative effort by the College of Computing and the School of Literature, Media, and Communication (LMC). The program offers a thorough education in all aspects of the computer as a medium: the technical, the historical-critical, and the applied. Program graduates will have both significant hands-on and theoretical knowledge of computing and an understanding of visual design and the history of media. Graduates will be uniquely positioned to plan, create, and critique new digital media forms for entertainment, education, and business communication.

The program requires 36 credit hours of courses in computer science and 30 credit hours of courses in LMC (in addition to the humanities requirement). A substantial number of required courses in each unit ensures that every student has basic competence in:

- computational principles;
- the representation and manipulation of digital media, including graphics and sound;
- software design;
- visual and interactive design;
- digital arts; and
- media theory and history.

After completing required courses, students specialize in a specific area of media computing. Typical specialty areas include:

- Interactive games design: This is one of the fastest growing areas of digital media production and is already a $7 billion industry.
- Special effects: As special effects become more complex and focused on computer-generated imagery, employment in this area will increasingly require expertise in both media and computer science.
- Culturally informed program design: As programming work is increasingly outsourced to nations offering lower labor costs, programming that adds value through a sophisticated response to the needs of specific corporate and group cultures will offer job security to American programmers.

Depending on their coursework within the BS program, students will also be qualified to enter graduate studies in computer science, digital arts, digital media studies, and human-computer interface.

<table>
<thead>
<tr>
<th>Code</th>
<th>Title</th>
<th>Credit Hours</th>
</tr>
</thead>
<tbody>
<tr>
<td>Core A - Essential Skills</td>
<td></td>
<td></td>
</tr>
<tr>
<td>ENGL 1101</td>
<td>English Composition I</td>
<td>3</td>
</tr>
<tr>
<td>ENGL 1102</td>
<td>English Composition II</td>
<td>3</td>
</tr>
<tr>
<td>MATH 1552</td>
<td>Integral Calculus</td>
<td>4</td>
</tr>
<tr>
<td>Core B - Institutional Options</td>
<td></td>
<td></td>
</tr>
</tbody>
</table>

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CS 1301  Introduction to Computing 1 3
Core C - Humanities
Any HUM 3
Any LMC HUM 3
Core D - Science, Math, & Technology
Lab Science 8
MATH 1551 Differential Calculus 2
MATH 1554 Linear Algebra 4
or MATH 1560 Linear Algebra with Abstract Vector Spaces

Core E - Social Sciences
Select one of the following: 3
HIST 2111 The United States to 1877
HIST 2112 The United States since 1877
INTA 1200 American Government in Comparative Perspective
POL 1101 Government of the United States
PUBP 3000 American Constitutional Issues
Any SS (http://www.catalog.gatech.edu/academics/undergraduate/core-curriculum/core-area-e)

Core F - Courses Related to Major
CS 1331 Introduction to Object Oriented Programming 1 3
CS 1332 Data Structures and Algorithms for Applications 1 3
CS 2050 Introduction to Discrete Mathematics for Computer Science 1 3
CS 2340 Objects and Design 1 3
LMC 2700 Introduction to Computational Media 1 3
MATH 2550 Introduction to Multivariable Calculus 4 2

Major Requirement
CS 2261 Media Device Architectures 4
CS 4001 Computing, Society, and Professionalism or CS 4726 Privacy, Technology, Policy, and Law or SLS 3110 Technology and Sustainable Community Development

Junior Design Options (Capstone)
Junior Design Option 1,3 6

Media Requirements
CS 3451 Computer Graphics 1 3
Media Technology (select two): 1 6
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 4496 Computer Animation
CS 4590 Principles and Applications of Computer Audio

Film & Media Studies Requirements
LMC 2400 Introduction to Media Studies 3
LMC 4813 Special Topics (Media/Design Capstone) 3
Film & Media Making (select one): 1 3
LMC 4720 Interactive Narrative
Any LMC 27XX, 37XX
Film & Media Studies (select three): 1 9
LMC 2400 Introduction to Media Studies
Bachelor of Science in Computational Media - Media-Film & Media Studies

<table>
<thead>
<tr>
<th>Course Code</th>
<th>Course Title</th>
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<tbody>
<tr>
<td>LMC 2500</td>
<td>Introduction to Film</td>
</tr>
<tr>
<td>LMC 2600</td>
<td>Introduction to Performance Studies</td>
</tr>
<tr>
<td>LMC 3206</td>
<td>Communication and Culture</td>
</tr>
<tr>
<td>LMC 3248</td>
<td>Poetry &amp; Digital Culture</td>
</tr>
<tr>
<td>LMC 3314</td>
<td>Technologies of Representation</td>
</tr>
<tr>
<td>LMC 3352</td>
<td>Film and/as Technology</td>
</tr>
<tr>
<td>LMC 3362</td>
<td>Sci, Tech &amp; Performance</td>
</tr>
<tr>
<td>LMC 3402</td>
<td>Graphic and Visual Design</td>
</tr>
<tr>
<td>LMC 3406</td>
<td>Video Production</td>
</tr>
<tr>
<td>CM or Media Courses</td>
<td>9</td>
</tr>
<tr>
<td>Any LMC 2XXX, 3XXX, 4XXX</td>
<td></td>
</tr>
<tr>
<td>Free Electives</td>
<td>9</td>
</tr>
<tr>
<td>Total Credit Hours</td>
<td>122</td>
</tr>
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</table>

Pass Fail is allowed for courses in core areas C, D, E and Free.

1 Minimum grade of C required.
2 Junior Design Options are as follows (students must pick one option and may not change):
   - Option 1 - LMC 3432, LMC 3431, CS 3311, CS 3312.
   - Option 2 - CS 4980 or LMC 4699 (4 credit hours), LMC 4701, LMC 4702.
   - Option 3 - ECE VIP courses and LMC 3403.

Six credits of the Junior Design option are used as Major Requirements and the average 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 four semesters of VIP. (VIP 1 + VIP 2 + VIP 3) (for a total of 5 credit hours) + VIP 4 (3 credit hours) = 8 hours of VIP credit. VIP 4 must be taken after 90 credit hours at the 4000 level and be on the same project as 2 of VIP 1-3s.

4 Two credit hours of MATH 1554 may count along with MATH 2550 to give Area F 18 credit hours.

Cooperative Programs

The College of Computing participates in the undergraduate and graduate Cooperative Programs.

See links below for further Information.

Undergraduate Cooperative Plan (http://www.catalog.gatech.edu/academics/special-academic-programs/experiential-education/center-career-discovery-development)

Graduate Cooperative Plan (http://www.catalog.gatech.edu/academics/special-academic-programs/experiential-education/graduate-cooperative-plan)

International Plan

The Computational Media (CM) International Plan follows the Institute model to develop a global competence within the student’s major program of study. It thus integrates international studies and experiences with work in all aspects of the computer as a medium, preparing graduates to plan, create, and critique new digital media forms within an international professional environment.

As in the basic CM program, students following the International Plan will take credit 36 hours of courses in CS and 30 credit hours of courses in LMC (in addition to the basic humanities requirement). Students will also:

1. take three international courses, including one from each of the following categories: International Relations, Global Economics, and a course on a specific country or region;
2. spend two terms abroad engaged in any combination of study abroad, research, or internship;
3. demonstrate language proficiency equivalent to two years of college-level language study (to be determined by testing); and
4. complete a CM capstone course that links international studies with the major.

Research Option

The CM Research Plan follows the Institute model to allow students to incorporate research experiences into the major program of study. Students will complete nine hours of credit research work on various aspects of the computer as a medium, working in such areas as computational principles, the representation and manipulation of digital media, software design, visual and interactive design, digital art, and media theory and history.

As in the basic CM program, students following the Research Plan will take 36 credit hours of courses in CS and 30 credit hours of courses in LMC (in addition to the basic humanities requirement). CM students can complete the Research Option with nine CS or LMC research hours. Students cannot have a mix of both count towards the Research Option. The breakdown of hours is as follows:

<table>
<thead>
<tr>
<th>Code</th>
<th>Title</th>
<th>Credit Hours</th>
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</thead>
<tbody>
<tr>
<td>LMC 4701</td>
<td>Undergraduate Research Proposal Writing</td>
<td>1</td>
</tr>
<tr>
<td>LMC 4702</td>
<td>Undergraduate Research Thesis Writing</td>
<td>1</td>
</tr>
<tr>
<td>Total Credit Hours</td>
<td>11</td>
<td></td>
</tr>
</tbody>
</table>

BS/MS Computational Media and Digital Media

Students who want to pursue the five-year BS/MS combination in CM and DM must apply to the school of LMC after completing at least 75 hours of work towards the CM degree. Applicants should have a cumulative GPA of at least 3.5. This GPA must be maintained for the student to take graduate level courses. Students must start the program in the Fall to be on track with other MS students.

Students admitted to the program will take a total of twelve credit hours of graduate course work during their final undergraduate year; six credit hours of that work, in DM courses, will count towards two 4000 level LMC courses (6 hours) and will count for both undergraduate and graduate credit. During the summer term after their fourth year, students will participate in an approved internship program. During their fifth year, students will take a total of 24 credit hours, including either LMC 6800 or LMC 7000, and with no more than three courses taken outside of the DM program.