

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

| Code | Title | Credit Hours |
|--|--|--------------|
| Wellness Requirement | | |
| 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 | |
| Core IMPACTS | | |
| Institutional Priority | | |
| CS 1301 | Introduction to Computing ¹ | 3 |
| | or CS 1315 Introduction to Media Computation | |
| Mathematics and Quantitative Skills | | |
| MATH 1552 | Integral Calculus | 4 |
| Political Science and U.S. History | | |
| 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 | |
| Arts, Humanities, and Ethics | | |
| Any HUM | | 6 |
| Communicating in Writing | | |
| ENGL 1101 | English Composition I | 3 |
| ENGL 1102 | English Composition II | 3 |
| Technology, Mathematics, and Sciences | | |
| Lab Science | | 8 |
| MATH 1551 | Differential Calculus | 2 |
| MATH 1554 | Linear Algebra ⁴ | 4 |
| | or MATH 1515 Linear Algebra with Abstract Vector Spaces | |
| Social Sciences | | |
| Any SS ² | | 9 |
| Field of Study | | |
| 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 ¹ | 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 3111 Technology and Sustainable Community Development | |

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| Junior Design Option (Capstone) | | |
| Junior Design Option ^{1,3} | | 6 |
| People Requirements | | |
| PSYC 2012 | Introduction to Research Methods | 3 |
| CS 3750 | Human Computer Interface Design and Evaluation | 3 |
| | or CS 3751 Introduction to User Interface Design | |
| Social/Behavioral Science (select one): ¹ | | 3 |
| | PSYC 2210 Social Psychology | |
| | PSYC 2760 Human Language Processing | |
| | PSYC 3040 Sensation and Perception | |
| Human-Centered Technology (select two): ¹ | | 6 |
| | CS 3790 Introduction to Cognitive Science | |
| | CS 4460 Introduction to Information Visualization | |
| | CS 4470 Introduction to User Interface Software | |
| | CS 4472 Design of Online Communities | |
| | CS 4605 Mobile and Ubiquitous Computing | |
| | CS 4660 Introduction to Educational Technology | |
| | CS 4745 Information and Communication Technologies and Global Development | |
| Film & Media Studies Requirements⁶ | | |
| LMC 2400 | Introduction to Media Studies ¹ | 3 |
| LMC 4813 | Special Topics (Media/Design Capstone) ¹ | 3 |
| Film and Media Making course: ¹ | | 3 |
| | LMC 4720 Interactive Narrative | |
| | Any LMC 27XX, 37XX | |
| Film and Media Studies courses: ¹ | | 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 | |
| | Any LMC 38XX | |
| CM or LMC Courses ¹ | | 6 |
| | Any LMC 2XXX, 3XXX, 4XXX | |
| Probability and Statistics ⁵ | | 3 |
| Free Electives | | |
| Free Electives | | 3 |
| Total Credit Hours | | 122 |

Pass-Fail is allowed for courses in Free Electives.

- ¹ Minimum grade of C required.
- ² PSYC 1101 is not required but strongly recommended as it is a pre-requisite for many upper-level major course requirements.
- ³ 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 4699CS 4699CS 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.

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

⁵ Students will select one of the following: PSYC 2020, MATH 3215, MATH 3670, CEE 3770, ISYE 3770, ISYE 2028.

⁶ LMC courses cannot count in two thread areas at the same time. There is no double counting.