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

Code	Title	Credit Hours
Wellness		
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 A - Essential Skills		
ENGL 1101	English Composition I	3
ENGL 1102	English Composition II	3
MATH 1552	Integral Calculus	4
Core B - Institutional Options		
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]	4
or MATH 1564	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	
PSYC 1101	General Psychology	3
Any SS		6
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 [1]	4
CS 4001	Computing, Society, and Professionalism	3
or CS 4726	Privacy, Technology, Policy, and Law	
or SLS 311(	Technology and Sustainable Community Development	
Junior Design Option (Capstone)		
Junior Design Option [1,3]		6
People Requirements		
PSYC 2015	Research Methods [1]	4
CS 3750	Human Computer Interface Design and Evaluation	3
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 Requirements		
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 3248	Poetry and Digital Culture	
LMC 3314	Technologies of Representation	
LMC 3352	Film and/as Technology	
LMC 3362	Science, Technology and Performance	
LMC 3402	Graphic and Visual Design	
LMC 3406	Video Production	
Any LMC 325X		
Any LMC 38XX		
CM or LMC Courses [1]		9
Any LMC 2XXX, 3XXX, 4XXX		
Free Electives		
Free Electives		2
Total Credit Hours		122

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

[1] Minimum grade of C required.

[3] Junior Design Options are as follows (students must pick one option and may not change):

- Option 1 - LMC 3432, LMC 3431, CS 3311CS 3311, CS 3312CS 3312.
- Option 2 - ECE VIP courses and LMC 3403LMC 3403.
- Option 3 - Satisfy Georgia Tech Research Option
- Option 4- CS 2701CS 2701 (3 hours), CS 4699CS 4699-I2P (3 hours), LMC 3403 (3 hours) = 9 hours OR CS 4699- I2P (6 hours), LMC 3403 (3 hours) = 9 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-ip 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 Area F 18 credit hours.