

VISUAL COMMUNICATION AND DESIGN (WEB AND INTERACTIVE MEDIA)

This program is available to be completed 100% online.

Certificate(s) may have additional courses that do not overlap with the degree. Please see Certificate program page for complete listing of required courses.

| Code | Title | Credit Hours |
|--|--|--------------|
| ENG-1010 | College Composition I | 3 |
| MATH-1xxx | 1000-level MATH course or higher | 3 |
| VC-1000 | Visual Communication Foundation | 3 |
| VCPH-1450 | Digital Imaging I | 3 |
| Select one of the following: | | 3 |
| VCIM-1570 | Web Publishing I: HTML (Option A) | |
| VCIM-1200 | Game Design I: Introduction to Game Design (Option B) | |
| VC-1201 | Typography I | 3 |
| VC-1431 | Vector Graphics | 3 |
| VCIL-1640 | 3D Design | 3 |
| Communication requirement | | 3 |
| Select one of the following: ¹ | | |
| VCIM-1970 | Midpoint Portfolio Review | |
| VC-2830 | Cooperative Field Experience | |
| Select one of the following: | | 3 |
| VCIM-1770 | Web Publishing II: Site Theory & Construction (Option A) | |
| VCIM-1400 | Game Design II: Game Engines (Option B) | |
| VCIM-2372 | Interactive Media I - Design Thinking | 3 |
| Arts and Humanities requirements | | 3 |
| Select one of the following: | | 3 |
| VCIM-2281 | Web Publishing III: JavaScript (Option A) | |
| VCIM-2200 | Game Design III: Game Design Studio (Option B) | |
| VCIM-2380 | Interactive Media II - App Design | 3 |
| VCIM-2072 | Service Learning: Real World Experience in Web, Game Design, and Interactive Media | 3 |
| VC-2991 | Portfolio Preparation | 3 |
| Social and Behavioral Science/Natural Science requirements | | 3 |
| Select one of the following: | | 3 |
| VCIM-2291 | Web Publishing IV: Data-Driven Sites | |
| VCIM-2401 | Game Design IV-Game Publishing | |

Options

(A) Technical Electives for Web Design & Construction Specialist

Web Design & Construction Specialist: Helps students to develop advanced web design & construction skills

| Code | Title | Credit Hours |
|----------------------------|---|--------------|
| VCIM-1570 | Web Publishing I: HTML | 3 |
| VCIM-1770 | Web Publishing II: Site Theory & Construction | 3 |
| VCIM-2281 | Web Publishing III: JavaScript | 3 |
| Additional program courses | | 52 |
| Total Credit Hours | | 61 |

(B) Technical Electives for Game Designer

Game Designer: Helps students learn the fundamentals of 2D and 3D Game Design for various platforms including console, computer, and mobile devices.

| Code | Title | Credit Hours |
|----------------------------|--|--------------|
| VCIM-1200 | Game Design I: Introduction to Game Design | 3 |
| VCIM-1400 | Game Design II: Game Engines | 3 |
| VCIM-2200 | Game Design III: Game Design Studio | 3 |
| Additional program courses | | 52 |
| Total Credit Hours | | 61 |

MATH-1140, MATH-1141, MATH-1200, MATH-1270, and MATH-1280 can no longer count towards fulfilling the college-level mathematics requirement. These courses were re-classified as developmental mathematics by the state of Ohio in 2016. Tri-C established a 5-year transitioning window for students who had completed these courses prior to 2016 to apply them towards meeting graduation requirements, which expired in Summer 2021. It is highly recommended to see a counselor to determine the appropriate math required for your current major.

Related Degrees and Certificates

- Game Design, Short-Term Certificate
- Visual Communication & Design (Graphic Design), Certificate of Proficiency
- Web Design & Development, Certificate of Proficiency
- Visual Communication & Design with a Concentration in Web and Interactive Media, Associate of Applied Business