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
- User Experience Design, Post-Degree Certificate