

CHECKLIST OF REQUIREMENTS: COMPUTATIONAL MEDIA INTERDEPARTMENTAL MAJOR

Name (Last, First):	Grad Date:
Email:	Last Update:
AAHVS Advisor:	By (initials):
CS Advisor:	
Second Major:	Minor / Certificate:

The major requires 14 courses - 7 from Computer Science and 7 from Visual & Media Studies - as well as a technical project. For detailed information about specific requirements for this interdepartmental major, please visit: https://aahvs.duke.edu/computational-media-interdepartmental-major

Computer Science Coursework

CS Prerequisites

Students must complete the following prerequisite courses for further study in computer science.

	Sem/Year	Notes
COMPSCI 101 -or- COMPSCI 102 -or- COMPSCI 116		
MATH 111 - Introductory Calculus I		
MATH 112 -or- 100+ Level STA		
CS Core Courses		
Students must complete four (4) core courses in computer science.		
	Sem/Year	Notes
COMPSCI 201 - Data Structures & Algorithms		
COMPSCI 370 -or- COMPSCI 371D -or- CS Systems Course*		
* see <u>https://www.cs.duke.edu/undergrad/bs</u> or <u>https://www.cs.duke.edu/undergrad/ba</u>		
!! At least two (2) of the seven (7) Computer Science courses (from the core or electives) m	nust be at the 300-l	evel or above.
CS Electives Students must complete at least three (3) electives in computer science <u>at the 200-level o</u> may be independent study/research independent study.	<u>r above.</u> No more	than one (1) of these electives

Course #	Course Name	Instructor	Notes

Visual and Media Studies Coursework

VMS Gateway Requirement

Students must complete the following gateway course as an introduction to the field of visual & media studies.

		Sem/Year	Notes	
VMS 202	2D - Introduction to Visual Culture			
VMS Theo Students must AAHVS or ISS	ory Requirement complete a 200-level or above course in <u>medi</u> course - approved by your advisor - that rigoro	<u>ia theory</u> , such as <i>VMS 327 Theories of VMS, VN</i> pusly engages theoretical concerns of the field.	1S 328 Media Theory, or another	course
Course #	Course Name	Instructor	Notes	
VMS Prac	tice-Based Coursework			
Students must Interaction; Co the sponsoring	complete at least two (2) courses in <u>media pra</u> omputational Media Arts; Digital Humanities an g programs, on approval of advisor.	actice at the 200-level or above. Topical Areas and Data Visualization; 3D, Virtual Worlds, and G	may include: Information Design ames. Courses may originate out	and tside of
Course #	Course Name	Instructor	Notes	

VMS Electives

Students must complete at least three (3) thematically-based electives in visual and media studies at the 200-level or above. Courses will usually be listed under VMS, ISS, or CMAC course codes. Courses may originate outside of these sponsoring programs, on approval of advisor, but at least four (4) of the seven total VMS courses must originate in AAHVS. See https://cmac.duke.edu/undergraduate for more information.

Course #	Course Name	Instructor	Notes

Technical Project Experience

Students must complete an approved technical project experience during the course of their studies. This requirement may be completed through a VMS-Themed Project in CS 408, or as a project based in a CMAC Lab, or through Bass Connections, Data+, Story+, Geo+, +DS, etc. Alternatively, it may be fulfilled through a Graduation with Distinction project. In some cases, the technical project experience requirement may also be fulfilled through an Independent Study or another course. Project documentation must be provided to advisors and students are encouraged to discuss this requirement well in advance of the final semester of coursework.

Project Title:

Project Description:

Optional: Graduation with Distinction

Students pursuing Graduation with Distinction (GWD) in the Computational Media Interdepartmental major will follow the AAHVS guidelines for VMS students. The Technical project may provide a foundation for a Distinction project, but will need to be expanded and complemented with a research and reflection essay. See https://aahvs.duke.edu/undergraduate/graduation-with-distinction

Advising Notes: