IMEG FAQs - Frequently Asked Questions & Student Success Guide

Immersive Media, Entertainment and Gaming (IMEG)
Department of Fine and Performing Arts | Bowie State University

For all IMEG students: Review your catalog, official four-year plan and degree audit regularly. Meet with your advisor every semester (usually in October/November and March/April). See the academic calendar.

1. What are the most important academic requirements?

Follow the requirements for your catalog year and the official IMEG four-year plan. Earn a C or better in every IMEG major course and maintain at least a 2.0 GPA to remain in the program. The published plan totals 121–122 credits, depending on course selections. Check with your advisor about any substitutions, transfer credits or curriculum updates.

2. How many credits should I take each semester?

Plan for at least 15 successfully completed credits per semester (approximately 30 per academic year) to stay on a four-year graduation path. Some terms in the official plan carry 16–17 credits, while the senior-year plan lists fewer; meet with your advisor to balance the full degree plan. Winter or summer courses may help when appropriate.

3. Why must I take courses in the correct order?

IMEG builds progressively from foundations in design, computer science, mathematics and gaming to advanced animation, immersive media, virtual production and capstone work. Complete prerequisites and 100/200-level foundation courses before their upper-level sequences. Examples include COSC 109 → 209 → 309 → 499; VCDM 220 → 320; VCDM 496 → 497; and VCDM 368 → 468. Verify all prerequisites in the current catalog before registering.

4. Do I need a portfolio?

Yes. Save your strongest work from every semester, including game builds, code, 2D/3D assets, animation, XR experiences, prototypes, sketches, storyboards, research, design documentation and process work. Maintain a professional, regularly updated digital portfolio and back up source files. Complete and pass VCDM 219 Portfolio Review & Assessment I (normally sophomore year) and VCDM 419 Portfolio Review & Assessment II (senior year); both are listed as 0-credit pass/fail requirements.

5. When do I start my senior thesis/capstone?

Begin exploring ideas early and consult IMEG faculty. Submit your written Senior Thesis/Capstone Proposal with your portfolio in VCDM 219 for faculty review and approval, normally before senior-year production. The IMEG proposal requirement is a 2–3-page written proposal, excluding the title page, references and supporting materials. Include a clear concept, preliminary research, audience, scope and feasible production plan. Do not assume a project is approved until faculty confirm.

6. What is the required capstone sequence?

VCDM 219: propose and seek approval → VCDM 368 Game Design and Production I: research, design, prototype and test → VCDM 468 Game Design and Production II: complete, refine, document and present the faculty-approved project. Possible pathways include games, interactive experiences, XR, simulations, virtual production, animation or cinematic projects. Project type, scope and final deliverables require faculty approval.

7. Is an internship required?

Yes. The official IMEG plan includes VCDM 491 (1 credit), and an approved internship/apprenticeship related to gaming, animation, immersive media, visual effects or another relevant field. Discuss eligibility, timing, placement and required approvals with the internship coordinator BEFORE accepting or registering for an internship. Seek additional professional experiences whenever feasible.

8. How often should I meet with faculty and my advisor?

Meet with your assigned academic advisor every semester, ideally before registration, and consult the IMEG program coordinator and IMEG faculty throughout the year. Bring your four-year checklist, degree audit, proposed schedule, portfolio and questions. Transfer students should request an early review of transfer coursework and portfolio materials; equivalencies and substitutions require official approval.

9. How should I prepare for professional opportunities?

Develop technical and creative skills, collaboration, communication and project-management habits. Participate in critiques, workshops, exhibitions, competitions and networking events. Build a resume, portfolio site and demo reel or project showcase; seek internships early. Explore BSU career services, Handshake and the IMEG career paths and resources pages.

10. What if a course is full, restricted or I am falling behind?

Contact the instructor and your advisor promptly about registration restrictions or permission codes; access is not guaranteed. Do not skip prerequisites or substitute courses without approval. If you are struggling academically, seek help early, monitor your BSU email and arrange an advising meeting to adjust your plan.

11. Enrollment, registration, perm codes, etc.

If a class is closed or asks for a permission code, do not give up. Please contact the instructor and notify your advisor; codes and permission are dependent upon space, and the instructor let your advisor know and check back often. The last 35 credits must be here at BSU and must be 300/400-level courses

12. Check your BSU email often

OFFICIAL IMEG LINKS

• IMEG program website
• Four-year plan & advising checklist
• Senior Thesis/Capstone Proposal Guidelines
• Senior Thesis/Capstone Project Requirements
• IMEG resources & internships
• IMEG career paths
• BSU undergraduate catalog
• BSU registration instructions

Important: This guide summarizes published requirements; the current BSU catalog, approved curriculum and faculty/advisor guidance govern individual degree plans. See your advisor, faculty and/or the program coordinator for additional questions.