



UNIVERSITY OF WYOMING

CONCURRENT DEGREE PROGRAM

Double Impact!

B.F.A.
VISUAL
COMMUNICATIONS



Concurrent Major
**APPLIED
COMPUTING**

BENEFITS

- Creative + Tech Fusion** Combine artistic creativity with coding, visualization, and computing tools.
- Digital Storytelling** Use design principles to make complex information visually compelling.
- Digital Design Thinking** Integrate computing logic into user experience and product design.
- Future-Proof Career** Prepare for creative tech roles in advertising, media, visualization, and software firms.
- Creative Tech Leadership** Bridge the gap b/t visual arts & computing to lead digital transformation projects.

CAREERS

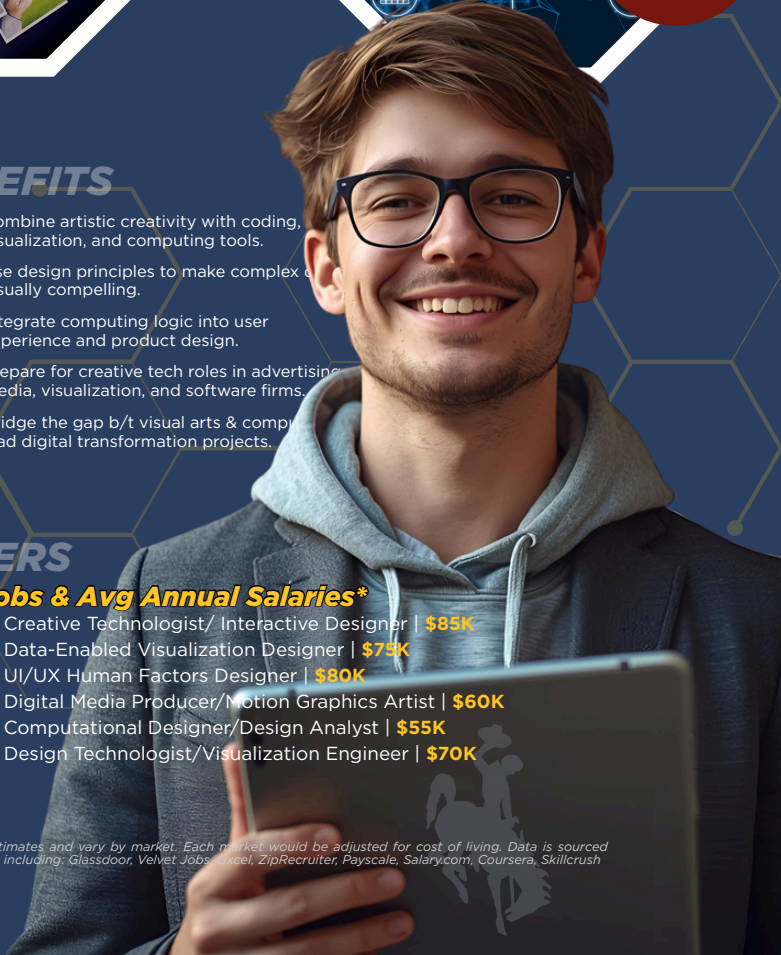
Skills

- Data Storytelling
- Data Visualizations
- Computational Design
- Human-Centered Design
- Creative Coding
- Rapid Prototyping
- AI & Digital Tools

Jobs & Avg Annual Salaries*

- Creative Technologist/ Interactive Designer | **\$85K**
- Data-Enabled Visualization Designer | **\$75K**
- UI/UX Human Factors Designer | **\$80K**
- Digital Media Producer/Motion Graphics Artist | **\$60K**
- Computational Designer/Design Analyst | **\$55K**
- Design Technologist/Visualization Engineer | **\$70K**

* US Average Salaries are estimates and vary by market. Each market would be adjusted for cost of living. Data is sourced from different data sources, including: Glassdoor, Velvet Jobs, Excel, ZipRecruiter, Payscale, Salary.com, Coursera, Skillcrush





Turn Domain Expertise into Digital Mastery
Complete 2 Majors in 4 Years for 1 Tuition Fee
Amplify Your Future with Computing

**B.F.A. in Visual Communications &
Concurrent MAJOR in Applied Computing**

DEGREE PLAN*

| | |
|---|--|
| <p>SEMESTER 1</p> <ul style="list-style-type: none"> • Saddle Up 1 cr. • Drawing I ART 1005, 3cr. • Art History ART 2010, 3 cr. • USP Q, 3 cr. • USP COM 1, 3 cr. • COMP 2000, 3cr | <p>SEMESTER 2</p> <ul style="list-style-type: none"> • Foundations of Programming COMP 2400, 3cr. • Foundation: Two-Dimensional ART 1110, 3 cr. • USP PN, 4cr. • USP COM 2 ART 3710, 3 cr. • Digital Media, ART 1115, 1 cr. • Techniques: Wood/Art Prep ART 2305, 1 cr. |
| <p>SEMESTER 3</p> <ul style="list-style-type: none"> • Basic Computing COMP 3000, 3cr. • VCD I Visual Thinking ART 2112, 3 cr. • Geospatial Visualization GIST 2200, 3 cr. • Foundation: Color Theory, ART 1130, 3 cr. • Sculptural Practices I, ART 2310, 3 cr. • Type 1, ART 2110, 3 cr. | <p>SEMESTER 4</p> <ul style="list-style-type: none"> • Foundations of Statistics, STAT 2050, 4cr. • Storytelling with Data COMP 3250, 3cr. • Foundation: Three-Dimensional ART 1120, 3 cr. • History of Graphic Design ART 2030, 3 cr. • 20th Century European Art ART4740, 3 cr. |
| <p>SEMESTER 5</p> <ul style="list-style-type: none"> • Intro to Digital Photography ART 2255, 3 cr. • Portfolio Review ART 2000, 1 cr. • USP V, 3 cr. • Computing Seminar COMP 4051, 1 cr. • Math Essentials for Applied Computing COMP 3300, 3 cr. • Art History II-USP H, ART 2020, 3 cr. • Studio Core ART XXXX, 3 cr. | <p>SEMESTER 6</p> <ul style="list-style-type: none"> • Contemporary Arts Seminar ART 4770, 3cr. • VCD II: Visual Programming ART 2125, 3 cr. • VCD III: Visual Making ART 3120, 3 cr. • BFA Capstone 1 ART 4800 3 cr. • Contemporary Art, ART 4010 3 cr. |
| <p>SEMESTER 7</p> <ul style="list-style-type: none"> • Computing Experiential Learning, COMP 4000 3 cr. • Type: Type, Images, & Narrative, ART 3112 3 cr. • Techniques in Cartography, GIST 2110 3 cr. • Writing for the Web ENGL 4025, 3 cr. • UAS Sensor & Platforms GIST 4410, 1 cr. • UAS Ground School & Operations GIST 4440, 2cr. | <p>SEMESTER 8</p> <ul style="list-style-type: none"> • BFA Capstone ART 4840 3 cr. • VCD IV: Visual Imaging & Time ART 3150, 3 cr. • USP COM 3 ART 4010/4600, 3 cr. • USP PN 4 cr. • VCD VI ART 4120, 3cr. |

*This is not a set schedule, as both ART and COMP course offerings vary each semester

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