

ACCREDITATION AND APPROVALS – *Effective 03/01/2023*

The Accreditation and Approvals on Page 3 have been amended as outlined below:

The University of Silicon Valley’s online educational programs are exempt from authorization by the Alaska Commission on Postsecondary Education (ACPE) under Alaska Statute (AS) 14.48 of §20 AAC 17.015 (a)(11) and this chapter, because the programs are online or distance delivered and USV does not have a physical presence in the state.

The University of Silicon Valley’s distance education programs do not require licensure by the Arizona State Board for Private Postsecondary Education, as defined by A.R.S. §32-3001(5)

The University of Silicon Valley is not regulated in Texas under Chapter 132 of the Texas Education Code.

The University of Silicon Valley’s distance education programs do not require licensure by the Nevada.

ACADEMIC CALENDAR – *Effective 06/15/2023*

The Academic Calendar on Page 5 is replaced with the below chart:

Spring Trimester

Friday, January 6, 2023	New Students Orientation
Monday, January 9, 2023	First Day of Classes
Sunday, January 15, 2023	Last Day to Add/Drop Classes
Monday, January 16, 2023	Martin Luther King Day (Holiday) - University Closed
Monday, February 20, 2023	Presidents Day (Holiday) - University Closed
Sunday, March 19, 2023	Last Day to Withdraw from Classes
Sunday, April 23, 2023	Commencement Ceremony
Sunday, April 23, 2023	Last Day of Classes

Spring Mid-Session

Friday, February 24, 2023	New Students Orientation
Monday, February 27, 2023	First Day of Classes
Sunday, March 5, 2023	Last Day to Add/Drop Classes
Sunday, April 2, 2023	Last Day to Withdraw from Classes
Sunday, April 23, 2023	Last Day of Classes

Summer Trimester

Friday, May 5, 2023	New Students Orientation
Monday, May 8, 2023	First Day of Classes
Sunday, May 14, 2023	Last Day to Add/Drop Classes
Monday, May 29, 2023	Memorial Day (Holiday) - University Closed
Monday, June 19, 2023	Juneteenth (Holiday) - University Closed
Tuesday, July 4, 2023	Independence Day (Holiday) - University Closed
Sunday, August 13, 2023	Last Day to Withdraw from Classes
Sunday, August 20, 2023	Last Day of Classes

Summer Mid-Session

Friday, June 23, 2023	New Students Orientation
Monday, June 26, 2023	First Day of Classes
Sunday, July 2, 2023	Last Day to Add/Drop Classes
Tuesday, July 4, 2023	Independence Day (Holiday) - University Closed
Sunday, August 13, 2023	Last Day to Withdraw from Classes
Sunday, August 20, 2023	Last Day of Classes

Fall Trimester

Friday, September 1, 2023	New Students Orientation
Monday, September 4, 2023	Labor Day (Holiday) - University Closed
Tuesday, September 5, 2023	First Day of Classes
Monday, September 11, 2023	Last Day to Add/Drop Classes
Friday, November 10, 2023	Veterans Day (Holiday) - University Closed
November 23-26, 2023	Thanksgiving Day (Holiday) - University Closed
Sunday, December 10, 2023	Last Day to Withdraw from Classes
Sunday, December 17, 2023	Last Day of Classes

ADMISSIONS REQUIREMENTS FOR UNDERGRADUATE PROGRAMS – *Effective 03/20/2023*

The Admissions Requirements on for Undergraduate Programs on Pages 6-7 have been amended as outlined below:

Applicants for admission to undergraduate programs must meet the following requirements.

- Interview with a University of Silicon Valley Admissions Advisor.
- Complete an Application for Admissions.
- Students enrolling in undergraduate degree programs will be placed in English and Math courses as outlined below:

Subject	Previous Cumulative GPA	Placement
English	2.49 or below	ENG050
	2.5 to 2.99	ENG100 & ENG060
	3.0 or higher	ENG100
Mathematics	2.49 or below	MATH050
	2.5 to 2.99	MATH112 & MATH060
	3.0 or higher	MATH112

- Students challenging placement in ENG/MATH 050 or ENG/MATH 060 may request to take a placement exam to determine their competency level and readiness for college level course work prior to starting at USV.
- Complete placement tests in English, Mathematics, and Music Theory, if applicable, to assess the student's competency level in each subject.
 - The below scores determine placement in English, and Math:

Subject	Score	Placement
English	0 – 49%	ENG050
	50 – 79%	ENG100 & ENG060
	80 – 100%	ENG100
Mathematics	39% or less (12 / 30)	MATH050
	40% - 65% (13 -19 / 30)	MATH112 & MATH060
	66% or greater (20 -30 / 30)	MATH112

- Complete the Distance Education Readiness Assessment if enrolling in a 100% online program.
- Provide proof of secondary school completion.
 - Acceptable documentation includes:
 - Final, official high school transcript that includes the date of graduation (unofficial transcripts may be used to begin the application process).
 - Official report of passing scores earned on the General Education Development (GED).
 - Certification of a passing score on a state-authorized high school equivalency test.
 - Official transcript signed by the parent or guardian of a homeschooled student that lists the secondary school courses the student completed and documents the successful completion of a secondary school education in a home school setting. Home school documents are only acceptable if state law recognizes homeschooling to be equivalent to public school or treats the home school as a private school.
 - A copy of a secondary school completion or leaving credential or similar document for students who completed secondary education in a foreign country. All foreign high school completion documents must be translated and/or evaluated by an evaluation agency to determine equivalency to that of a U.S. high school diploma or its equivalency.
 - Official college transcript that indicates completion of a high school diploma, an Associate's, or Bachelor's Degree from an approved, accredited 4-year college or university.
 - Unofficial transcripts must be received prior to the start of the term, however official transcripts must be received no later than 30 calendar days from the start of the term.
 - All transcripts should be emailed to transcripts@usv.edu or sent to:

University of Silicon Valley Attn: Registrar's Office
191 Baypointe Parkway
San Jose, CA 95134

In the event an applicant fails to provide official documentation showing completion of secondary education, the student's status will be canceled. Any monies paid will be refunded according to the cancellation policy.

ADMISSIONS REQUIREMENTS FOR GRADUATE PROGRAMS — *Effective 03/20/2023*

The Admissions Requirements on for Graduate Programs on Pages 7-8 have been amended as outline below:

To enroll in a graduate degree program, applicants must have earned an undergraduate degree from an approved, accredited college or university. Applicants for admission to graduate degree programs must meet the following requirements.

- Interview with a University of Silicon Valley Admissions Advisor.
- Complete an Application for Admissions.
- Complete the Distance Education Readiness Assessment if enrolling in a 100% online program.
- Provide proof of completion of a four-year Bachelor's degree.
 - Acceptable documentation includes:
 - Final, official college transcript that includes the date of graduation (unofficial transcripts may be used to begin the application process)
 - If the degree was earned outside the United States, transcripts have to be translated, if applicable, and assessed by a member of the National Association of Credential Evaluation Services (NACES) or Association of International Credential Evaluators (AICE) to determine that it is equivalent to a Bachelor's degree earned in the United States.
 - Unofficial transcripts must be received prior to the start of the term, however official transcripts must be received no later than 30 calendar days from the start of the term.
 - All transcripts should be emailed to transcripts@usv.edu or sent to:
 - University of Silicon Valley**
 - Attn: Registrar's Office**
 - 191 Baypointe Parkway**
 - San Jose, CA 95134**

In the event an applicant fails to provide official documentation showing completion of an undergraduate degree, the student's status will be canceled. Any monies paid will be refunded according to the cancelation policy.

ENROLLMENT PROCESS — *Effective 03/20/2023*

The Enrollment Process on Page 10 has been amended as outlined below:

Upon acceptance, an Enrollment Agreement and a School Performance Fact Sheet for the degree of choice will be provided to the student, outlining the policies and rights of a student during enrollment. These documents should be reviewed, signed, and returned to the Admissions Office before registering for classes. International students who are accepted and confirm the University of Silicon Valley's offer of admission must submit an enrollment fee of \$500 and a tuition deposit of \$500. The enrollment fee is nonrefundable. Please keep in mind that the University of Silicon Valley has the right to withdraw its offer for admission for the following reasons: any part of the admissions application contains misrepresentations; or you do not complete the requirements for high school graduation by the end of the current school year.

RESIDENCY REQUIREMENTS — *Effective 03/20/2023*

The Residency Requirements on Page 14 have been amended as outlined below:

At a minimum, a student enrolled in an undergraduate degree program must complete at least 25% of the program of study in residence with the University of Silicon Valley (example: a student in a program of study with 120 credits must complete a minimum of 30 credits in residence at the University).

At a minimum, a student enrolled in an undergraduate or graduate non-degree program must complete at least 75% of the program of study in residence with the University of Silicon Valley (example: a student in a program of study with 12 credits must complete a minimum of 9 credits in residence at the University).

At a minimum, a student enrolled in a graduate degree program must complete at least 80% of the program of study in residence with the University of Silicon Valley (example: a student in a program of study with 30 credits must complete a minimum of 24 credits in residence at the University).

TUITION AND FEES

The Tuition and Fees on Pages 17-18 have been amended as outlined below:

Effective: 03/20/2023						
Undergraduate Tuition (per credit hour): <i>for On Campus Programs</i>	\$895	Refundable According to the Institutional Refund Policy				
Undergraduate Tuition (per credit hour): <i>for 100% Online Programs</i>	\$648	Refundable According to the Institutional Refund Policy				
Graduate Tuition (per credit hour):	\$499	Refundable According to the Institutional Refund Policy				
Fees (per term):						
Campus/Technology Fee (Undergraduate Students):	\$500	Non-refundable				
Technology Fee (Graduate Students):	\$50	Non-refundable				
Student Tuition Recovery Fee/STRF (<i>per \$1,000</i>):	\$2.50	Non-refundable				
Books and Supplies:	\$200	Estimated Costs				
Housing Fee:	\$6,695	Refundable According to the Institutional Refund Policy				
Other Fees	Amount					
Audit Fee (waived for USV graduates)	\$500 per course (refundable per refund policy)					
Credit by Examination Fee	\$75 per examination (non-refundable)					
Diploma Reprint Fee	\$25 (non-refundable)					
Graduation Fee	\$100 (non-refundable)					
International Students Enrollment Fee	\$500 (non-refundable)					
Late Equipment Return Fee	\$5 per day (non-refundable)					
Late Payment Fee	\$25 per Payment Due Date (non-refundable)					
Non-sufficient Funds (NSF) Fee	\$20 (non-refundable)					
Official Transcript	\$10 per transcript (non-refundable)					
Replacement VTA Pass Fee	\$25 (non-refundable)					
Student Housing Application Fee	\$300 (non-refundable)					
Student ID Card Replacement Fee	\$10 (non-refundable)					
Technology Package (Campus Audio Certificate Programs)	\$2,000 (Refundable if returned in new condition)					
Technology Package (Online Audio Certificate and Audio Diploma Programs)	\$2,600 (Refundable if returned in new condition)					
Technology Package (Gaming Programs/All Modalities)	\$1,800 (Refundable if returned in new condition)					
Charges (for the first term)						
Tuition and Fees	On Campus Undergraduate Degree Programs		100% Online Undergraduate Degree Programs		Graduate Degree Programs	
	w/o Housing	With Housing	w/o Housing	With Housing	w/o Housing	With Housing
Undergraduate Tuition (based on 15 credits):	\$13,425	\$13,425	\$9,720	\$9,720		
Graduate Tuition (based on 9 credits):					\$4,491	\$4,491
Campus / Technology Fee:	\$500	\$500	\$500	\$500	\$50	\$50
Student Tuition Recovery Fee (STRF):	\$278	\$278	\$205	\$205	\$45	\$45
Books and Supplies (Estimated):	\$200	\$200	\$200	\$200	\$200	\$200
Housing Fee:	\$0	\$6,695	\$0	\$6,695	\$0	\$6,695
Student Housing Application Fee:	\$0	\$300	\$0	\$300	\$0	\$300
Total Charges for the First Term:	\$14,403	\$21,398	\$10,625	\$17,620	\$4,786	\$11,781

Total Program Costs		
Program	Current Period	Total Costs
BA Digital Art and Animation (On Campus)	\$28,528.00	\$113,278.00
BA Digital Art and Animation (100% Online)	\$21,045.00	\$83,565.00
BA in Game Art (On Campus)	\$28,528.00	\$113,278.00
BA in Game Art (100% Online)	\$21,045.00	\$83,565.00
BA in Game Design (On Campus)	\$28,528.00	\$113,278.00
BA in Game Design (100% Online)	\$21,045.00	\$83,565.00
Bachelor of Business Administration (On Campus)	\$28,528.00	\$113,278.00
Bachelor of Business Administration (100% Online)	\$21,045.00	\$83,565.00
BS in Computer Science (On Campus)	\$28,528.00	\$113,278.00
BS in Computer Science (100% Online)	\$21,045.00	\$83,565.00
BS in Digital Audio Technology (On Campus)	\$28,528.00	\$113,278.00
BS in Digital Audio Technology (100% Online)	\$21,045.00	\$83,565.00
BS in Game Engineering (On Campus)	\$28,528.00	\$113,278.00
BS in Game Engineering (100% Online)	\$21,045.00	\$83,565.00
BS in Software Development (On Campus)	\$28,528.00	\$113,278.00
BS in Software Development (100% Online)	\$21,045.00	\$83,565.00
Certificate in Audio Recording (On Campus)	\$15,758.00	\$15,758.00
Certificate in Audio Recording (100% Online)	\$11,796.00	\$11,796.00
Certificate in Cloud Computing (On Campus)	\$15,758.00	\$15,758.00
Certificate in Cloud Computing (100% Online)	\$11,796.00	\$11,796.00
Certificate in Electronic Music Production (On Campus)	\$15,758.00	\$15,758.00
Certificate in Electronic Music Production (100% Online)	\$11,796.00	\$11,796.00
Diploma in Audio and Music Production (On Campus)	\$22,935.00	\$22,935.00
Diploma in Audio and Music Production (100% Online)	\$16,995.00	\$16,995.00
Graduate Certificate in Project Management (100% Online)	\$6,503.00	\$6,503.00
Master of Business Innovation (On Campus/Hybrid)	\$11,017.00	\$15,758.00
Master of Business Innovation (100% Online)	\$11,017.00	\$15,758.00
MS in Management and Leadership in Creative Technologies (On Campus)	\$12,521.00	\$18,260.00
MS in Management and Leadership in Creative Technologies (100% Online)	\$12,521.00	\$18,260.00
<i>Tuition and Fees are subject to change.</i>		

INSTITUTIONAL GRANTS AND SCHOLARSHIPS

The following Course Descriptions listed on Pages 25-26 have been amended to include the following.

Scholarship / Grant	Maximum Amount per Term	Eligibility Criteria
15 to Finish Scholarship	\$1,000	This scholarship program is designed to provide tuition assistance to eligible students who are enrolled for and taking 15 or more credits per term and have a cumulative grade point average of 2.5 or higher.
Degree Completion Grant	\$1,000	This grant program is designed to provide tuition assistance to USV students who withdrew prior to completing their degree program. It is available to returning students who are looking to reenter and complete their educational program after having ceased attendance more than 30 days prior to returning. Eligible students must have successfully completed 6 or more credits at USV prior to withdrawing. Returning students must be enrolled with at least half-time status of 6+ credits per term during their first returning academic year and have a prior balance no more than \$2,000. Eligibility is for the 1st returning academic year / 2 terms only.
Gaming and Technology Grant	\$1,800	This grant program is designed to provide tuition assistance to eligible new USV students who are enrolling in a USV Undergraduate Gaming Degree program.
HS Seniors of Distinction Scholarship	\$1,000	This grant program is designed to provide tuition assistance to eligible early high school graduates with demonstrated academic merit. It is available to students who have graduated high school ahead of their normally scheduled graduation date and are enrolled in an applicable start date as designated on the scholarship/grant application information page. Eligible students must have a weighted GPA of 2.0 or higher. Eligibility is for the 1st academic year / 2 terms only.
Jump Start Grant	50% of Tuition	This grant program is designed to provide tuition assistance to eligible new USV students who are enrolling in a USV Undergraduate Certificate or Diploma nondegree program.

THE CLERY ACT

The website that provides more information about The Clery Act and other provisions about campus safety on Page 29 is: <https://www2.ed.gov/admins/lead/safety/campus.html>.

ATTENDANCE POLICIES — Effective 06/15/2023

The Attendance Policies on Page 36 have been amended as outlined below:

ON-CAMPUS (RESIDENTIAL) ATTENDANCE POLICY

USV students are expected to attend every class session scheduled for each course in which they enroll. Students who miss a class must arrange with the instructor to take any examination or complete any make-up work at an alternate time. The following are the attendance policies that apply to all students:

- A student who does not attend an individual class for 14 consecutive calendar days may be withdrawn from the class by the University. A withdrawal (“W”) grade will be given if withdrawal occurs on or prior to the last day to withdraw deadline. A withdrawal after the last day to withdraw will be assigned the letter grade that was earned.
- A student who is absent from all classes for 14 consecutive calendar days may be withdrawn from the University and subject to the refund policies. For each registered course, a withdrawal (“W”) grade will be given if withdrawal occurs on or prior to the last day to withdraw deadline. A withdrawal after the last day to withdraw will be assigned the letter grade that was earned for each registered course.

ONLINE / HYBRID ATTENDANCE POLICY

The University provides two distance learning delivery methods with the utilization of a learning management system (LMS): “online” and “hybrid.” Online courses are held Monday through Sunday. The students registered for online courses must participate in each course in which they enroll. At a minimum, a student must submit a gradable item each week. A gradable item is defined as a threaded discussion, assignment, test, or quiz. The students registered for hybrid courses must attend, at the least, a once-a-week in class lecture while submitting assignments via the LMS.

The following are the attendance policies that apply to all students enrolled in any distance learning delivery method:

- A student who does not participate in an individual class for 14 consecutive calendar days (two (2) weeks) may be withdrawn from the class by the University. A withdrawal (“W”) grade will be given if withdrawal occurs on or prior to the last day to withdraw deadline. A withdrawal after the last day to withdraw will be assigned the letter grade that was earned.
- A student who is absent from all classes for 14 consecutive calendar days (two (2) weeks) may be withdrawn from the University and subject to the refund policies described below. For each registered course, a withdrawal (“W”) grade will be given if withdrawal occurs on or prior to the last day to withdraw deadline. A withdrawal after the last day to withdraw will be assigned the letter grade that was earned for each registered course.

HOLIDAYS AND SCHEDULED BREAKS

Holidays and scheduled breaks are not included in the 14 consecutive calendar days. If the 14th consecutive day falls on a day that class is not in session, the following regularly scheduled class day will be used. For a listing of holidays or scheduled breaks, refer to the academic calendar available in this catalog or on the University website at <https://usv.edu/academics/academic-calendar/>. Students may appeal the attendance policy to extenuating circumstances as described in the Attendance Appeal Policy.

GRADING SYSTEM AND GRADE POINTS – Effective 06/15/2023

The Grade Scale on Page 38 has been amended as outlined below:

Grade Scale					
Letter	Grade Point Value	Cutoff Percentage	Description	Calculated in GPA?	Credit Earned?
A+	4.0	97.0	Letter Grade	Yes	Yes
A	4.0	94.0	Letter grade	Yes	Yes
A-	3.7	90.0	Letter grade	Yes	Yes
B+	3.3	87.0	Letter grade	Yes	Yes
B	3.0	84.0	Letter grade	Yes	Yes
B-	2.7	80.0	Letter grade	Yes	Yes
C+	2.3	77.0	Letter grade	Yes	Yes
C	2.0	74.0	Letter grade	Yes	Yes
C-	1.7	70.0	Letter grade	Yes	Yes
D+	1.3	67.0	Letter grade	Yes	Yes
D	1.0	64.0	Letter grade	Yes	Yes
D-	0.7	60.0	Letter grade	Yes	Yes
F	0.0	< 60.0	Letter grade	Yes	No
Other Grades					
Letter(s)	Grade Point Value	Cutoff Percentage	Description	Calculated in GPA?	Credit Earned?
AF	N/A	N/A	Administrative Fail. Administration or Faculty unable to issue a grade.	No	No
AU	N/A	N/A	Audit	No	No
CR	N/A	N/A	Credit earned, C or better	No	Yes
I	N/A	N/A	Incomplete. This is a temporary grade.	No	No
NP	N/A	< 74.0	No pass. Unsatisfactory, “C-” or below.	No	No
P	N/A	74	Pass. “C” or better	No	Yes
T	N/A	N/A	Transfer credit awarded	No	Yes
W	N/A	N/A	Withdrawal	No	No

WITHDRAWALS – *Effective 06/15/2023*

The Withdrawals policy on Page 40 has been amended as outlined below:

Students who withdraw after the Add/Drop period and within the last day to withdraw will receive a withdrawal (“W”) grade. Students who withdraw from a course after the withdrawal deadline will receive the letter grade that was earned. A student must complete an Add/Drop Form and submit to the Registrar’s Office for processing.

In documented mitigating circumstances (e.g., accident, illness, death of an immediate family), a student who withdraws after the withdrawal deadline may receive a withdrawal (“W”) grade. Supporting documentation or verification of circumstances is required. This documentation must be provided to the Registrar’s Office for processing and recordkeeping. The request form and documentation must be submitted no later than the last day of the term. The form and request must be approved by both the Registrar and the Provost and CAO.

SATISFACTORY ACADEMIC PROGRESS (SAP) – *Effective 06/15/2023*

The chart that details how grades count toward calculating completion rates and CGPA for SAP on Page 42 has been amended as outlined below:

Grade	Credits Attempted (Denominator)	Credits Completed (Numerator)	Calculated in CGPA
>D-	Yes	Yes	Yes
F	Yes	No	Yes
W	Yes	No	No
AF	No	No	No
AU	No	No	No
CR	Yes	Yes	No
I	Yes	No	No
P	Yes	Yes	No
NP	Yes	No	No
T	Yes	Yes	No

TUITION LOCK PROGRAM AT USV– *Effective 11/01/2023*

Effective 11/01/2023, the Tuition Lock Program at USV on Page 19 has been amended as outlined below.

A college education is the most important investment you will make. At USV we are committed to your success and providing the resources to help make it happen. Our Tuition Lock makes your financial plan more predictable and affordable. It applies to students attending all programs and instructional modalities who meet and maintain the eligibility requirements. Tuition Lock guarantees the same tuition rate from start through graduation for students enrolled $\frac{3}{4}$ time* per trimester and maintain continuous enrollment.

Students must adhere to the following terms to have your current tuition rate locked-in, however special circumstances may be taken into consideration before disqualification:

- Maintain continuous $\frac{3}{4}$ time* enrollment throughout the calendar year;
- Keep all financial accounts current and up to date;
- Apply for financial aid and provide required documents in a timely manner (if applicable); and
- Remain in good academic standing.**

Like many colleges, tuition rates at USV have often increased each year, usually in the fall. This was necessary to adjust to rising costs for purchasing and replacing equipment and maintaining a faculty of outstanding industry professionals and educators. While future increases in tuition can be expected, students eligible for the Tuition Lock will not be affected.

* Students must be enrolled for 9 or more credits per trimester for undergraduate programs and 4 or more credits per trimester for graduate programs. .

** Students must demonstrate Satisfactory Academic Progress (SAP) by having and maintaining a Cumulative Grade Point Average (CGPA) of 2.0 or higher for undergraduate programs and 3.0 for graduate programs.

THE PLAN FOR ACHIEVING STUDENT SUCCESS (PASS) PROGRAM

The Plan for Achieving Student Success (PASS) program provides direction for students through the engagement of support resources and activities essential to flourish in an academic setting. Students in the program will be required to collaborate one-on-one with their assigned Academic Advisor to create and abide by a customized plan to leverage tools and support mechanisms to develop strategies for individual needs.

UNIVERSITY LEADERSHIP AND ADMINISTRATION / EXECUTIVE COMMITTEE

Effective 05/15/2023, Adam Forrest is the Vice President of Operations.

Effective 09/25/2023, Diana Asaad is the Provost, Chief Academic Officer.

COURSE DESCRIPTIONS

The following Course Descriptions listed on Pages 77-130 have been revised:

Course Number	Course Name	Credits	Prerequisites
CS101	Fundamentals of Computing	4	None
<p>This course introduces students to the history of computing as well as fundamental computing concepts such as Boolean logic, data and data types, structured programming fundamentals, documentation and debugging. Students will learn to design and diagram software programs using flowcharts and pseudocode before implementing simple programming techniques in a development environment. Students will also be introduced to the basics of computer hardware and components, binary calculations, combinational and sequential circuits, and undertake basic research into computing technology and its relationship with human users.</p>			
CS367	Immersive Technologies & Applied AI	4	Junior Standing and CS101 or CS106 or CS115
<p>This course explores immersive technologies like VR, AR, MR, and XR. Students design and develop immersive experiences using 3D modeling software, game engines, and programming languages. They gain hands-on experience with industry standard hardware such as VR headsets and controllers. Topics include human-computer interaction, spatial computing, and user experience design. Students review successful case studies, apply lessons to their projects, and create a final project demonstrating proficiency with relevant technology. Students will acquire skills to create captivating immersive experiences for games, simulations, and interactive installations.</p>			
CS447	GUI and Graphics Programming	3	CS211 or CS285
<p>This course covers the fundamental principles of user interface design and explores the theoretical concepts behind creating effective user interfaces. Students gain a deep understanding of interface design principles and learn to apply them practically using industry-standard frameworks, tools, and languages. The course emphasizes hands-on experience in developing user interfaces that are compatible with multiple platforms, such as web, PC, and mobile. Students learn to implement interfaces using popular frameworks like Qt, JavaScript, React, Java, and other middleware or backend tools commonly used in the industry. By the end of the course, students will have a solid grasp of user interface frameworks and will be capable of designing and implementing interfaces that meet industry standards across various platforms. The practical nature of the course allows students to develop valuable skills in creating user-friendly interfaces using modern tools and techniques.</p>			
DAT239	Principles of Room Acoustics	4	DAT111
<p>Principles of Room Acoustics offers practical knowledge of acoustics that can be applied to the needs of the audio professional. Beginning with the fundamentals of sound such as wavelength and frequency, complex waves, and wave motion, it proceeds to more complex topics, including comb filter effects, reverberation, absorption and modal resonances. The final range of topics addresses the practical aspects of measuring and managing room acoustics, including the use of diffusers, absorptive panels, acoustic isolation and the management of acoustic distortion. The course includes practical exercises and projects to enable an audio professional to address many common problems of room acoustics and to set up an effective space for audio production.</p>			
DAA485	Portfolio 2	3	DAA480
<p>Continuation of Portfolio 1. Students will be mentored through the process of preparing work they have been accumulating from previous coursework into a career-ready presentation. Students will also receive guidance from peers and DAA faculty on how to brand themselves as professionals, and create a resume, website, and portfolio of professional quality for the field of their chosen path of study. Students will present their final materials to DAA Faculty to demonstrate competency in their discipline.</p>			
HUM400	Research and Writing Capstone Project	3	Senior Status and ENG100 and HUM100
<p>Students develop an in-depth knowledge in a particular topic. They apply their skills of topic development, critical reading, research techniques, use of sources in arguments, and advanced composition to write a comprehensive research paper.</p>			

Course Number	Course Name	Credits	Prerequisites
RWPS480	Senior Project Studio 1	3	Senior Status or Faculty Approval
<p>The first of two senior-level project studio courses in which student groups collaboratively create and present one or more effective project plan(s) and perform production activities appropriate for such project(s). Projects can be planned to extend from RWPS480 to RWPS485 or can be scheduled for a shorter period as appropriate. In RWPS courses, a team of faculty provide guidance and facilitation as students develop their projects. Each student will be evaluated both as an individual and as part of a team throughout the semester, according to professional standards established by faculty. Students are expected to deploy a full range of creative, technical and collaborative skills as developed throughout their studies at USV.</p>			
RWPS485	Senior Project Studio 2	3	RWPS480
<p>The second of two senior-level project studio courses. Student groups will proceed with the production of their project(s), executing the development according to new or previously devised plan(s). Each student will be reviewed as an individual as well as in groups, according to professional standards established by faculty. Students are expected to advance the full range of creative, technical and collaborative skills that they have developed throughout their studies at USV and during their RWPS480 course work. To conclude the semester, groups will present their work to a panel of faculty and guests.</p>			