

VISUAL CULTURE & COMMUNICATION (HBA)

Department of Visual Studies

Visual Culture and Communication (VCC) is an interdisciplinary undergraduate curriculum that provides students with a foundation in both visual culture and communication studies (history, theory and criticism) and digital communication practices (with courses taught at Sheridan Institute). The program offers grounding in both the analysis of visual culture and the practices of visual communication. Students also take courses that are drawn from the Institute of Communication, Culture, Information and Technology program. Students graduate with an Honours Bachelor of Arts from the University of Toronto and a certificate in Digital Communications from Sheridan.

MAKE THE MOST OF YOUR TIME AT UTM!

We want to help you maximize your university experience, so we've pulled together information and interesting suggestions to get you started. As you review the chart on the inside pages, note that many of the suggestions need not be restricted to the year they are mentioned. In fact, activities such as joining an academic society, engaging with faculty and seeking opportunities to gain experience should occur in each year of your study at UTM. Read through the chart and create your own plan using **My Program Plan** found at www.utm.utoronto.ca/program-plans

Programs of Study (POSt)

- Specialist Program ERSPE1200 Visual Culture and Communication (Arts)

Check out...

What is the relationship between mass media technologies and the idea of "reality"? Dive into this debate in VCC334H5. Ever considered an internship? Why not apply for VST410H5? You will have the opportunity to gain practical experience at an institution or business closely related to the arts and to visual studies.

What can I do with my degree?

The career you choose will depend on your experience and interests. Visit the Career Centre to explore your career options.

Careers for graduates: Web designer; Promotions specialist; Photographer; Media relations officer; Communications specialist; Visual merchandiser; Media coordinator; Production assistant; Multimedia designer; Information specialist/ librarian.

Workplaces: Film, video, TV, production; Newspapers/ magazines; Multimedia/design firms; Photo agencies/ studios; Advertising; Marketing.



VCC

SPECIALIST Program Plan

HOW TO USE THIS PROGRAM PLAN

Read through each year. Investigate what appeals to you here and in any other Program Plans that apply to you.

Visit www.utm.utoronto.ca/program-plans to create your own plan using [My Program Plan](#). Update your plan yearly.



	1 ST YEAR	2 ND YEAR
PLAN YOUR ACADEMICS*	<p>Enrol in courses CCT109H5, CCT110H5, FAH101H5, VCC101H5 and CIN101H5.</p> <p>Choose a program of study (Subject POST) once you complete 4.0 credits. Use the Degree Explorer Planner and the Academic Calendar to plan your degree.</p> <p>Start strong and get informed with utmONE and LAUNCH through the Office of Student Transition. Join a RGASC Peer Facilitated Study Group.</p>	<p>Complete 1.0 credits from CCT270H5, 250H5, 204H5; 1.0 credits from CCT200H5, 206H5, 210H5 and 1.0 credits from VCC205H5, 236H5, 290H5.</p> <p>Throughout your undergraduate degree:</p> <ul style="list-style-type: none"> use the Degree Explorer to ensure you complete your degree and program requirements. see the Office of the Registrar and the DVS Undergraduate Counsellor.
BUILD SKILLS	<p>Use the Co-Curricular Record (CCR). Search for opportunities beyond the classroom, and keep track of your accomplishments.</p> <p>Attend the Get Experience Fair through the Career Centre (CC) to learn about on- and off-campus opportunities.</p>	<p>Use the Career Learning Network (CLN) to find postings for on- and off-campus work and volunteer opportunities.</p> <p>Work on-campus through the Work-Study program. View position descriptions on the CLN.</p>
BUILD A NETWORK	<p>Networking simply means talking to people and developing relationships with them. Start by joining the Department of Visual Studies Student Society (DVSSS).</p> <p>Visit the UTM Library Reference Desk.</p>	<p>Do you have a professor you really like or connect with? Ask them a question during office hours. Discuss an assignment. Go over lecture material. Don't be shy! Learn Tips On How to Approach a Professor available through the Experiential Education Office (EEO).</p>
BUILD A GLOBAL MINDSET	<p>Attend events held by the International Education Centre (IEC) to explore different cultures through food, music, and sport or through sight-seeing around the GTA.</p>	<p>Embark on a UTM Abroad Co-Curricular Experience through the IEC. Take advantage of this opportunity to travel with a faculty member and learn about a topic of interest in a unique location.</p> <p>Prefer traveling in Canada? Check out the IEC's UTM Across Canada program.</p>
PLAN FOR YOUR FUTURE	<p>Attend the Program Selection & Career Options workshop offered by the Office of the Registrar and the CC. Ensure you meet with the DVS Undergraduate Counsellor once a year.</p> <p>Check out Careers by Major at the CC to see potential career options.</p>	<p>Explore careers through the CC's Extern Job Shadowing Program.</p> <p>Considering further education? Attend the CC's Graduate and Professional Schools Fair. Talk to professors – they are potential mentors and references.</p>

*Consult the Academic Calendar for greater detail on course requirements, program notes and degree requirements.

3 RD YEAR	4 TH OR FINAL YEAR
<p>Complete 1.5 credits from any VCC courses at the 300/400 level; 0.5 credits from any CIN or FAH course at the 300/400 level and 2.0 credits from CCT336H5, 351H5, 352H5 and 353H5.</p> <p>Consider applying for Research Opportunity Program (ROP) courses VCC399Y, CIN399Y, CCT399Y and CCT499Y. Visit the EEO website for ROP Course Prerequisites. Attend the RGASC's P.A.R.T. to enhance your research skills.</p>	<p>Complete 1.5 credits from CCT357H5, 452H5, 434H5; with permission up to 1.0 credits may be taken from FAS246H5, 346Y5 and 347Y5. Complete 1.0 credits from VCC400H5 and one other 0.5 VCC credit at the 400 level.</p> <p>Log on to ACORN and request graduation.</p>
<p>Interested in radio production? Work with CFRE Radio 91.9 FM, the UTM campus radio station. Do you enjoy movies and planning events? Consider helping with the UTM Film Festival. Learn more @UTMFilmFest.</p>	<p>Consider a practical work-based experience in visual studies through the internship course VST410H5. Speak to the DVS Undergraduate Counsellor for details.</p>
<p>Establish a professional presence on social media (e.g., LinkedIn).</p> <p>Check out an event at the UTM Blackwood Gallery.</p> <p>Network with industry professionals and get feedback on your work at the DVS/ICIT Portfolio Critique & Networking Night.</p>	<p>Join a professional association. Check out the International Association for Visual Culture.</p> <p>Attend the DVSSS Alumni Networking event.</p>
<p>Earn credits overseas! Study for a summer, term or year at one of 120 universities. The Visual Studies department has identified 4 partners who are most relevant to their students. Speak to the IEC for details about Course Based Exchange and funding.</p>	<p>Why not work abroad? Read up on worldwide employment trends and industry outlooks through GoInGlobal. Attend the Go Global Expo. See if you are eligible for International Experience Canada.</p>
<p>What's your next step after undergrad?</p> <p>Entering the workforce? Evaluate your career options through a CC Career Counselling appointment. Create a job search strategy — book a CC Employment Strategies appointment.</p> <p>Considering further education? Research application requirements, prepare for admission tests (LSAT, GMAT) and research funding options (OGS, SSHRC).</p>	<p>Market your skills to employers. Get your resume critiqued at the CC. Attend the CC workshop Now That I'm Graduating What's Next?</p> <p>Write a strong application for further education. Attend the CC's Mastering the Personal Statement workshop.</p>

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Skills developed in VCC

To be competitive in the job market, it is essential that you can explain your skills to an employer. Visit the Career Centre to learn how to articulate and market the following skills:

Communication: effectively present ideas and arguments in writing, speech and a variety of visual media.

Technical: acquire knowledge of visual media and its uses; understand issues associated with the production, dissemination, and consumption of media; and use specialized software.

Creativity: demonstrate creativity, artistic expression and inventive problem-solving.

Analytical: understand creative processes and critically examine a range of art and visual culture from different time periods.

Teamwork: work well with others and knowledge of different cultures.

Get involved

Check out student organizations on campus. Here are a few:

- Department of Visual Studies Student Society (DVSSS)
- UTM Student Union (UTMSU)
- UTM Athletics Council (UTMAC)

For a listing of clubs on campus visit www.utm.utoronto.ca/clubs.

Services that support you

- AccessAbility Services (AS)
- Career Centre (CC)
- Centre for Student Engagement (CSE)
- Experiential Education Office (EEO)
- Health & Counselling Centre (HCC)
- Indigenous Centre (IC)
- International Education Centre (IEC)
- Office of Student Transition (OST)
- Office of the Registrar (OR)
- Recreation, Athletics and Wellness Centre (RAWC)
- Robert Gillespie Academic Skills Centre (RGASC)
- UTM Library, Hazel McCallion Academic Learning Centre (HMALC)

Department of Visual Studies

CCT Building, Room 3034
University of Toronto Mississauga
3359 Mississauga Road
Mississauga ON Canada L5L 1C6

s.sullivan@utoronto.ca
905-828-3899
www.utm.utoronto.ca/dvs

FUTURE STUDENTS

Admission to UTM

All program areas require an Ontario Secondary School Diploma, or equivalent, with six Grade 12 U/M courses, or equivalent, including English. The admission average is calculated with English plus the next best five courses. The approximate average required for admission is mid- to high-70s. More information is available at utm.utoronto.ca/viewbook.

NOTE: During the application process, applicants will select the Visual Studies admissions category but will not officially be admitted to a formal program of study (Specialist, Major, and/or Minor) until after first year.

Sneak Peek

What's so scary about monsters? Learn how the threat of the monster in literature, movies, and television shows relates to concerns about mass-media technologies in VCC205H5. What are the principles of Game Design? Take CCT270H5 to learn about videogame theory, best practices, emergent trends and technology.

Find out the ways the digital medium has impacted comics and graphic novels and create your own memes in CCT336H5! Interested in the rise of advertising? Explore these and other topics in North American consumer culture in VCC236H5.

Student Recruitment & Admissions

Innovation Complex, Room 1270
University of Toronto Mississauga
3359 Mississauga Rd
Mississauga ON Canada L5L 1C6

905-828-5400
www.utm.utoronto.ca/future-students

