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, although there are many more! 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

Program 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 VST410Y5? 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**

**1ST YEAR**
- Enrol in courses ISP100H5, CCT109H5, CCT110H5, FAH101H5, VCC101H5 and CIN101H5.
- Choose a program of study (Subject POS) once you complete 4.0 credits. Use the Degree Explorer and the Academic Calendar to plan your degree.
- Develop foundational academic skills and strategies by enrolling in a uOttawa course. Build community and gain academic support through LAUNCH. Join a RGASC Peer Facilitated Study Group.

**BUILD SKILLS**
- Use the Co-Curricular Record (CCR). Search for opportunities beyond the classroom, and keep track of your accomplishments.
- Attend the Get Hired Fair through the Career Centre (CC) to learn about on- and off-campus work and volunteer opportunities.
- Attend the Experiential Education Fair.
- Networking simply means talking to people and developing relationships with them. Start by joining the Department of Visual Studies Student Society (DVSSS).
- Visit the UTM Library Reference Desk.

**BUILD A NETWORK**
- Engage with the many programs offered by the International Education Centre (IEC), whether you are an international or domestic student. Consider joining the Canada Eh! day trips or English Language Conversation Circles to deepen your global mindset.
- First-year international students can also take advantage of THRIVE IN, a one-day conference dedicated to helping you start your UTM journey successfully.
- Participate in International Education Week and engage in programs like Global and Intercultural Fluency Training Series (GIFTS) to build on your leadership and communication skills in global citizenship. Learn about and prepare for a future UTM Abroad Experience through the IEC to strengthen and enhance your intercultural skill set, and learn about other cultures while sharing your own.
- Do you have a professor you really like or connect with? Ask them a question during office hours. Don’t be shy! Learn Tips On How to Approach a Professor available through the Experiential Education Unit (EEU).

**BUILD A GLOBAL MINDSET**
- 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.
- Check out Careers by Major at the CC to see potential career options.
- Explore careers through the CC’s Job Shadow Program.
- Considering further education? Attend the CC’s Graduate & Professional Schools Fair, Talk to professors – they are potential mentors and references.
- Graduation involves the Research Opportunity Program (ROP) courses VCC399Y, CIN399Y, CCT399Y and CCT499Y. Visit the EEU website for ROP Course Prerequisites. Attend the RGASC’s PART to enhance your research skills.

**3RD YEAR**
- Complete 1.0 credits from CCT200H5, 206H5, 210H5 and 1.0 credits from VCC205H5, 236H5, 290H5.
- Throughout your undergraduate degree:
  - use the Degree Explorer to ensure you complete your degree and program requirements.
  - see the Office of the Registrar and the DVS Undergraduate Counsellor.
- Complete 1.5 credits from any VCC courses at the 300/400 level, 1.0 credits from any CIN or FAH course at the 300/400 level, VST410H5, and 2.0 credits from CCT386H5, 351H5, 352H5 and 353H5.
- Consider applying for Research Opportunity Program (ROP) courses VCC399Y, CIN399Y, CCT399Y and CCT499Y. Visit the EEU website for ROP Course Prerequisites. Attend the RGASC’s PART to enhance your research skills.

**4TH OR FINAL YEAR**
- 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.
- Log on to ACORN and request graduation.
- 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.
- Consider a practical work-based experience in visual studies through the internship course VST410Y5. Speak to the DVS Undergraduate Counsellor for details.
- Establish a professional presence on social media (e.g., LinkedIn).
- Check out an event at the UTM Blackwood Gallery.
- Network with industry professionals and get feedback on your work at the DVS/VCIT Portfolio Critique & Networking Night.
- Expanding your intercultural awareness and developing intercultural skills will help you in your academics, personal growth and are highly sought out by employers.
- Earn credits overseas! Apply to study for a summer term, or year at one of 170+ universities. Speak to the IEC for details about Course Based Exchange, funding and travel safety. Attend Global Learning Week to learn about the various opportunities available to you!
- What’s your next step after undergrad?
- Engage in programs like ISTEP and THRIVE to support your transition out of the University!
- Market your skills to employers. Get your resume critiqued at the CC. Attend the CC workshop. Now That I’m Graduating What’s Next?
- Write a strong application for further education. Attend the CC’s Mastering the Personal Statement workshop.
- Ready to transition from the classroom to the workplace? Check out the Recent Graduate Opportunities Program (RGOP).

**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.

**PLAN YOUR ACADEMICS**

**BUILD YOUR NETWORK**

**BUILD YOUR SKILLS**

**PLAN FOR YOUR FUTURE**

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

**Visit www.utm.utoronto.ca/program-plans for the online version and links.**

Revised on: 8/18/2023
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 the 100+ 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 Student Groups and Societies Directory

Services that support you

- Accessibility Services (AS)
- Career Centre (CC)
- Centre for Student Engagement (CSE)
- Equity, Diversity & Inclusion Office (EDIO)
- Experiential Education Unit (EEU)
- Health & Counselling Centre (HCC)
- Indigenous Centre (IC)
- International Education Centre (IEC)
- 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

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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

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