Faculty
Please see the faculty listing in the entry for the Art History and Criticism; Studio Art majors.

The Digital Arts minor enables students to incorporate new media art production tools into more traditional arts practices and explore the possibilities of these as new art forms and new social spaces. Digital technologies are reshaping all aspects of our culture; the visual arts and its related commercial and entertainment industries are no exception. Traditional boundaries—between disciplines, between creators and observers, between local and global—are dissolving, and new art forms, distribution mechanisms, and audiences are proliferating. Students in the minor will use computers and various electronic devices and equipment to produce still and moving 2D- and 3D-images and sound. Such creations will be utilized in print, web, video, animation, game, CD, DVD, performance, installation, interactive experience, information visualization, and public space.

In addition to production skills, the Digital Arts minor builds critical literacy in reading and understanding images, sound, and information as well as in interacting in mediated social networks. It encourages creative thinking and problem solving, often cited as necessary skills for the 21st century and the pace of change in technology. The minor provides the education and fosters skills now crucial to being a citizen, consumer, cultural producer, and innovator in today's global visual and information culture.

This minor is particularly well suited for, but not limited to, students in Studio Art (ARS), Cinema and Cultural Studies (CCS), Computer Science (CSE), Multidisciplinary Studies (MTD), Music (MUS), Theatre (THR), Journalism (JRN), and Business (BUS).

Requirements for the Minor in Digital Arts (DIA)
All letter-graded courses for the minor in Digital Arts must be passed with a letter grade of C or higher. Completion of the minor requires 21 credits.

To earn a Digital Arts Minor students must take one Core course (category A), one Foundations course (category B), and one Intermediate Production course (category C). Students must also take one additional production course chosen from categories C or D, one Theory and Culture course chosen from category E, and six additional elective credits chosen from categories C, D, or E. Nine or more credits for the minor must be upper division.

A. Core Courses:
ARS/MUS/THR 208 Introduction to Technology in the Arts
ARS 225 Introductory Electronic Media

B. Foundations in the Arts:
ARS 225 Foundations in Visual Arts: Idea and Form
CCS 101-B Images and Texts: Understanding Culture

C. Intermediate Production Courses:
ARS/MUS/THR 317 Interactive, Performance, Media, and MIDI
ARS/MUS/THR 318 Music and the Moving Image
ARS 325 Intermediate Electronic Media: Print
ARS 326 Intermediate Electronic Media: Video and Animation
ARS 327-H Web Art, Design, and Culture
ARS 425 Advanced Electronic Media
MUS 340 Introduction to Music Technologies

D. Other Production Courses:
ARS 381 Photography 2
ARS 390-G/491/492 Topics (only approved topics)
ARS 487 Advanced Directed Projects in Studio
ARS/MUS/THR/CCS/CSE 488 Internship
CSE 102 Introduction to Web Design and Programming
CSE 325 Computers and Sculpture
CSE 334 Introduction to Multimedia Systems (also ISE 334)
CSE 364 Advanced Multimedia (also ISE 364)
CSE 380 Computer Game Programming
MUS 437 Electronic Music

C. Theory and Culture Courses:
ARH 322-G American Art Since 1947
ARH 333-K Arts for the Public
ARH 334-G Performance Art
ARH 335-G History of Photography
ARH 342-G Art of the 20th Century
CCS 201 Writing About Culture
CCS 301-G Theorizing Cinema and Culture
CCS 401 Senior Seminar in Cinema and Cultural Studies
CLT 335 Interdisciplinary Study of Film
CSE 301-H History of Computing
MUS 300-H Music, Technology, and Digital Culture
THR 277 The Media Industry
THR 403 Media: Theory and Criticism

Notes:
1. No more than six credits from any 488 internship may be applied to the minor.
2. No more than three credits from 487 may be applied to the minor.
3. Pre-approval for appropriate 487 projects and 488 internships is required.