

MINOR IN DIGITAL ARTS

2022-2023

7 courses

28 Units

Select **THREE** courses from the following:

- ARTS 1 Arts Core
- ART 1C Art in Context: History, Theory, and Practice
- ART 8 Changing Creativity
- ART 12A Art, Design, and Electronic Culture
- ART 12B Technology, Culture, and Society: Steam to Steampunk
- ART 12C Intelligences of Arts

Select **FOUR** courses from the following:

- ART 50A Matter and Media
- ART 50B Interaction and Experience
- ART 65A Foundations in Media Design
- ART 65B Foundations in Internet Art and Design
- ART 65C Gizmology and Kinetics
- ART 71B Introduction to Photography II
- ART 81A Digital Filmmaking Production I
- ART 81B Digital Filmmaking Production II
- ART 95 Special Topics in Basic Media
- ART 100 Special Topics in Art
- ART 106A Programming for Artists
- ART 106C Design for Print
- ART 110A Mechatronic Art I
- ART 113 How to Be Clever With Stuff
- ART 126B Issues in Techno Arts
- ART 130A Projects in New Technologies
- ARTS 75 Digital Media: Exhibition
- DANCE 163 Dance and Video Technology
- DANCE 164 Screendance
- MUSIC 51 Music Technology and Computers
- MUSIC 147 Studies in Music Technology
- MUSIC 151 Computer Music Composition
- MUSIC 152 Interactive Arts Programming

Each of these courses may be taken one time only for credit toward the minor (with the exception of topics vary courses, e.g., ART 100). Art 95 and Art 100 topics require approval from the Director of the Digital Arts minor to count towards the minor. Two courses in the minor may be taken Pass/Not Pass.