Art and Technology (BA/BS)

The art and technology major combines time-based, interactive, and experimental design skills with critical approaches to contemporary art and theory. Led by internationally known faculty members—who are also practicing artists—the Art and Technology program offers courses in:

- 2D and 3D animation
- Illustration, imaging, and experimental design
- Interactivity, programming, and games
- Video art and installation

Program Learning Outcomes

Upon successful completion of this program, students will be able to:

- Demonstrate technical and material competency.
- Demonstrate visual literacy.
- Understand historical and cultural context from a variety of perspectives.
- Exercise critical thinking, analysis and discourse.
- Synthesize technical and conceptual understanding into an independent art making practice.

Art and Technology Major Requirements

Courses used to fulfill the major requirements must be passed with a grade of C- or better or a mark of Pass (P or P*).

No more than 12 credits passed with a mark of Pass (P or P*) will count towards major requirements.

Code	Title	Credits
ART 115	Surface, Space, and Time	4
ART 116	Core Interdisciplinary Laboratory	4
ART 233	Drawing I	4
ARTD 250	Print Media Digital Arts	4
ARTD 251	Time-Based Digital Arts	4
ARTD 252	Interactive Digital Arts	4
Three art history courses [1]		12
Upper-division art studio courses [2,3]		36
Of the total credits, at least 24 credits of studio work must be completed in residence; 12 of these credits must be upper division.		
Total Credits		**72**

1. History of Design (ARH 358) is recommended
2. At least 24 of these credits must be in digital arts (ARTD) studio courses.
3. A maximum of 6 credits in Internship: [Topic] (ARTD 404) and a maximum of 12 credits in Practicum: [Topic] (ARTD 406) may be counted toward the 36 upper-division digital arts credits.

Recommended Electives

The following courses are strongly recommended to satisfy science group requirements:

Code	Title	Credits
CS 111	Introduction to Web Programming	4
PHYS 152	Physics of Sound and Music	4
PHYS 153	Physics of Light, Color, and Vision	4

Additional Electives to Enhance Your Program

Code	Title	Credits
ART 101	Understanding Contemporary Art	4
J 333		
MUS 447	Digital Audio and Sound Design	4
PD 340	Design for Use	4
PD 350	Objects and Impacts	4
Courses in ceramics, fibers, metalsmithing and jewelry, painting, printmaking, photography, and sculpture		

Four-Year Degree Plan

The degree plan shown is only a sample of how students may complete their degrees in four years. There are alternative ways. Students should consult their advisor to determine the best path for them.

Bachelor of Arts in Art and Technology

Course	Title	Credits	Milestones
First Year			
Fall			
First term of 1st-year second-language sequence		4	
ART 115	Surface, Space, and Time	4	
WR 121Z	Composition I	4	
Core-education area-satisfying course		4	
	Credits	**16**	
Winter			
Second term of 1st-year second-language sequence		4	
ART 116	Core Interdisciplinary Laboratory	4	
WR 122Z or WR 123	Composition II or College Composition III	4	
Core-education area-satisfying course		4	
	Credits	**16**	
Spring			
Third term of 1st-year second-language sequence		4	
Core-education area-satisfying courses		12	
	Credits	**16**	
Second Year			
Fall			
ART 233	Drawing I	4	
ARTD 250	Print Media Digital Arts	4	
First term of 2nd-year second-language sequence		4	
Core-education area-satisfying course		4	
	Credits	**16**	
Winter			
ARTD 251	Time-Based Digital Arts	4	
Second term of 2nd-year second-language sequence		4	
Core-education area-satisfying courses		8	
	Credits	**16**	

Spring		
ARTD 252	Interactive Digital Arts	4
Third term of 2nd-year second-language sequence		4
Core-education area-satisfying courses		8
	Credits	**16**
Third Year		
Fall		
Art history course		4
Upper-division ARTD course		4
Core-education area-satisfying courses		8
	Credits	**16**
Winter		
Art history course		4
Upper-divison ARTD course		4
Core-education area-satisfying course		4
Elective course		4
	Credits	**16**
Spring		
Art history course		4
Upper-division ARTD course		4
Core-education area-satisfying course		4
Elective course		4
	Credits	**16**
Fourth Year		
Fall		
Upper-division ARTD courses		8
Elective course		4
	Credits	**12**
Winter		
Upper-division ARTD courses		8
Elective course		4
	Credits	**12**
Spring		
Upper-division ARTD courses		8
Elective course		4
	Credits	**12**
	Total Credits	**180**

Bachelor of Science in Art and Technology

Course	Title	Credits	Milestones
First Year			
Fall			
ART 115	Surface, Space, and Time	4	
WR 121Z	Composition I	4	
Core-education area-satisfying course		4	
Mathematics course		4	
	Credits	**16**	
Winter			
ART 116	Core Interdisciplinary Laboratory	4	
WR 122Z or WR 123	Composition II or College Composition III	4	
Core-education area-satisfying course		4	
Mathematics course		4	
	Credits	**16**	
Spring			
Mathematics course		4	
Core-education area-satisfying courses		12	
	Credits	**16**	
Second Year			
Fall			
ART 233	Drawing I	4	
ARTD 250	Print Media Digital Arts	4	
Core-education area-satisfying courses		8	
	Credits	**16**	
Winter			
ARTD 251	Time-Based Digital Arts	4	
Core-education area-satisfying courses		12	
	Credits	**16**	
Spring			
ARTD 252	Interactive Digital Arts	4	
Core-education area-satisfying courses		12	
	Credits	**16**	
Third Year			
Fall			
Art history course		4	
Upper-division ARTD course		4	
Core-education area-satisfying course		4	
Elective course		4	
	Credits	**16**	
Winter			
Art history course		4	
Upper-division ARTD course		4	
Elective courses		8	
	Credits	**16**	
Spring			
Art history course		4	
Upper-division ARTD course		4	
Elective courses		8	
	Credits	**16**	
Fourth Year			
Fall			
Upper-division ARTD courses		8	
Elective course		4	
	Credits	**12**	
Winter			
Upper-division ARTD courses		8	
Elective course		4	
	Credits	**12**	
Spring			
Upper-division ARTD courses		8	
Elective course		4	
	Credits	**12**	
	Total Credits	**180**	