DIGITAL ARTS (DIA) Spring 2011

Digital Arts (DIA)
Minor in Digital Arts

Department of Art, College of Arts and Sciences

Program Advisors: Christa Erickson and Stephanie Dinkins
E-MAIL: christa.erickson@stonybrook.edu and stephanie.dinkins@stonybrook.edu

Office: 2225 Staller Center for the Arts
Phone: (631) 632-7250

WEB ADDRESS: http://www.art.sunysb.edu/digitalarts

Digital Arts (DIA)

Digital technologies are reshaping all aspects of our culture; the arts and its related commercial and entertainment industries are no exception. The Digital Arts Minor enables students to explore digital production tools 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

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 208/MUS 208/THR 208 Introduction to Digital Media Technology
ARS 225 Introductory Digital Art

B. Foundations:
DIA 207/ARH 207/CCS 207 Introduction to Digital Media: History and Theory
ARS 205-D Foundations in Visual Arts: Idea and Form
CCS 101-B Images and Texts: Understanding Culture

C. Intermediate Production Courses:
ARS 317/MUS 317/THR 317 Interactive Media, Performance, and Installation
ARS 318/MUS 318/THR 318 Movies: Shoot, Score, Edit
ARS 324 Intermediate Digital Art: Design
ARS 325 Theory and Practice of Digital Art: Print
ARS 326 Theory and Practice of Digital Art: Video
ARS 327-H Web Art, Design, and Culture
ARS 328 Theory and Practice of Digital Art: Animation
ARS 341/MUS 341/THR 341 Sound Design
ARS 425 Advanced Digital Arts
MUS 340 Introduction to Music Technologies

D. Other Production Courses:
ARS 381 Photography 2
ARS 481 Photography 3
ARS 482 Photography 4
ARS 390-G/ARS 491/ARS 492 Topics (only approved topics)
ARS 487 Advanced Directed Projects in Studio
ARS 488/MUS 488/THR 488/CCS 488/CSE 488/ISE 488 Internship
CSE 102 Introduction to Web Design and Programming
ISE 108 Introduction to Programming
ISE 208 Programming II
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  
CSE 381 Advanced Game Programming  
MUS 344 Introduction to Audio Engineering  
MUS 437 Electronic Music  

E. Theory and Culture Courses:  
DIA 396/CCS 396-H Video and Computer Game History  
DIA 397/CCS 397-H Video and Computer Game Culture  
ARH 322-G American Art Since 1947  
ARH 333-K Arts for the Public  
ARH 335-G History of Photography  
ARH 336-G Digital Visual Culture  
ARH 342-G Art of the 20th Century  
ARH 344-G Performance Art II: World War II to the Present  
ARH 345-G The Moving Image in 20th century Art  
ARH 400 Topics in Art History (only approved topics)  
CCS 301-G Theorizing Cinema and Culture  
CCS 313-H Television Studies  
CCS 391-J Contemporary African Cinema and Cultural Studies  
CCS 395-H Digital Cultural Studies  
CCS 401 Senior Seminar in Cinema and Cultural Studies  
CSE 301-H History of Computing  
EST 310 Game Design  
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.  
4. ARS majors should be aware that many ARS courses require ARS 154 as a prerequisite, although ARS 154 is not required for DIA courses.
DIA

Digital Arts

DIA 207: Digital Media: History and Theory
An introduction to historical and theoretical issues in digital media. Following discussion of basic concepts in studying digital media, the course focuses on examining the history of computer technologies, and their theoretical implications and cultural ramifications in the present. This course is offered as ARH 207 and DIA 207.

3 credits

DIA 396 - H: Video and Computer Game History
The course examines video/computer games as historical artifacts while studying the processes of writing/documenting the history of videogames. Students will engage with histories of gaming companies and platforms, game designer memoirs, fiction, criticism, game analysis, theoretical writing, descriptive historical accounts, preservation practices, and ephemeral forms of historic documentation. Students will also have hands-on access to various console games from the 1970s to the present. This course is offered as both CCS 396 and DIA 396.

Prerequisite: CCS 101 or ARH 207/DIA 207; Satisfaction of DEC B or DEC D

3 credits

DIA 397 - H: Video and Computer Game Culture
The course critically examines videogames within cultural, social, and political contexts. It will showcase the interaction between technology and culture and society by examining videogames in terms of play and game play, racial and gendered representation, racism and sexism, games in a global context of online play, power-relations between gamers, violence and moral panics, and military propaganda. This course is offered as both CCS 397 and DIA 397.

Prerequisite: CCS 101 or ARH 207/DIA 207; Satisfaction of DEC B or DEC D

3 credits