Digital Arts (DIA)

Minor in Digital Arts

Department of Art, College of Arts and Sciences

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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:

- CDT 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 Foundations in Visual Arts: Idea and Form
- CCS 101 Images and Texts: Understanding Culture

C. Intermediate Production Courses:

- CDT 317 Interactive Media, Performance, and Installation
- CDT 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 Web Art, Design, and Culture
- ARS 328 Theory and Practice of Digital Art: Animation
- CDT 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/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 Video and Computer Game History
• DIA 397/CCS 397 Video and Computer Game Culture
• ARH 322 American Art Since 1947
• ARH 333 Arts for the Public
• ARH 335 History of Photography
• ARH 336 Digital Visual Culture
• ARH 342 Art of the 20th Century
• ARH 344 Performance Art II: World War II to the Present
• ARH 345 The Moving Image in 20th century Art
• ARH 400 Topics in Art History (only approved topics)
• CCS 301 Theorizing Cinema and Culture
• CCS 313 Television Studies
• CCS 391 Contemporary African Cinema and Cultural Studies
• CCS 395 Digital Cultural Studies
• CCS 401 Senior Seminar in Cinema and Cultural Studies
• CSE 301 History of Computing
• EST 310 Game Design
• MUS 300 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.
Digital Arts

DIA 207: Technologies of Representation
An introduction to the dynamic relationship between technology and the ways we see and represent the world, and the historical, cultural, and theoretical issues raised by technologies of representation, including print; photography; film; sound and computational media. This course is offered as ARH 207 and DIA 207.

DEC: D
SBC: ARTS, TECH
3 credits

DIA 396: 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; one D.E.C. B or HUM course or D.E.C. D or ARTS course

DEC: H
SBC: STAS
3 credits

DIA 397: 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; one D.E.C. B or HUM course or D.E.C. D or ARTS course

DEC: H
SBC: STAS
3 credits