

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), Engineering, 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. Nine or more credits for the minor must be upper division.

To earn a Digital Arts Minor students must take:

- one Core course (category A)
- one Foundations course (category B)
- one Intermediate Production course (category C)
- one additional Production course (chosen from categories C or D)
- one Theory and Culture course (chosen from category E)
- two additional elective courses (chosen from categories C, D, or E)

A. Core Courses:

- ARS 225 Introductory Digital Art
- CDT 208 Introduction to Digital Media Technology

B. Foundations:

- ARS 205 Foundations in Visual Arts: Idea and Form
- ARH 207/DIA 207 Technologies of Representation
- CCS 101 Images and Texts: Understanding Culture

C. Intermediate Production Courses:

- ARS 324 Digital Art: Design
- ARS 325 Digital Art: Print
- ARS 326 Moving Image: Narrative Video
- ARS 327 Digital Art: Web Art and Culture
- ARS 328 Moving Image: Animation
- ARS 329 Moving Image: Experimental Forms
- ARS 425 Advanced New Media Art
- CDT 317 Interactive Media, Performance, and Installation
- CDT 318 Movies: Shoot, Score, Edit
- CDT 341 Sound Design
- MUS 340 Introduction to Music Technologies

D. Other Production Courses:

- ARS 281 Introductory Photography

- ARS 381 Color and Light Photography
- ARS 481 Advanced Photography
- ARS 390/ARS 491/ARS 492 Topics (approved topics only)
- ARS 487 Advanced Directed Projects in Studio
- ARS 488/MUS 488/THR 488/CCS 488/CSE 488/ISE 488 Internship (approved internships only)
- CSE 102/ISE 102 Introduction to Web Design and Programming
- CSE 114 Computer Science I
- CSE 214 Computer Science 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
- ESE 123 Introduction to Electrical and Computer Engineering
- ESE 124 Computer Techniques for Electronic Design
- EST 205 Introduction to Technological Design I
- ISE 108 Introduction to Programming
- ISE 208 Programming II
- ISE 332 Introduction to Visualization
- ISE 340/EST310 Design of Computer Games
- MUS 344 Introduction to Audio Engineering

E. Theory and Culture Courses:

- ARH 208 History of Photography
- ARH 308 Writing About Art (approved topics only)
- ARH 322 American Art Since 1947
- ARH 333 Arts for the Public
- ARH 336 Computers and the Arts
- ARH 344 Performance Art II: World War II to the Present
- ARH 345 The Moving Image in 20th century Art
- ARH 348 Contemporary Art
- ARH 400 Topics in Art History and Criticism (approved topics only)
- ARH 490 Senior Seminar: Topics in Art History, Museum Studies and Criticism (approved topics only)
- CCS 301 Theorizing Cinema and Culture
- CCS 311 Gender and Film
- CCS 313 Television Studies
- CCS 390 Topics in Latin American Cinema and Cultural Studies
- CCS 391 Contemporary African Cinema and Cultural Studies
- CCS 392 Topics in Contemporary American Cinema and Cultural Studies
- CCS 393 Topics in Contemporary European Cinema and Cultural Studies
- CCS 394 Topics in Contemporary Asian Cinema and Cultural Studies
- CCS 395 Digital Cultural Studies
- CCS 396/DIA 396 Video and Computer Game History
- CCS 397/DIA 397 Video and Computer Game Culture
- CCS 401 Senior Seminar in Cinema and Cultural Studies
- CSE 301 History of Computing
- ESE 201 Engineering and Technology Entrepreneurship
- ESG 100 Introduction to Engineering Science
- EST 310/ISE 310 Design of Computer Games
- 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 internship (488) may be applied to the minor.
2. No more than three credits from ARS 487 may be applied to the minor.
3. Pre-approval for appropriate 487 projects and 488 internships is required.
4. Pre-approval for topics courses is required (ARS 390, ARS 491, ARS 492, ARH 308, ARH 400, ARH 490).

DIA

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

DIA 444: Experiential Learning

This course is designed for students who engage in a substantial, structured experiential learning activity in conjunction with another class. Experiential learning occurs when knowledge acquired through formal learning and past experience are applied to a "real-world" setting or problem to create new knowledge through a process of reflection, critical analysis, feedback and synthesis. Beyond-the-classroom experiences that support experiential learning may include: service learning, mentored research, field work, or an internship.

Prerequisite: WRT 102 or equivalent; permission of the instructor and approval of the EXP+ contract (http://sb.cc.stonybrook.edu/bulletin/current/policiesandregulations/degree_requirements/EXPplus.php)

SBC: EXP+

S/U grading