

DIGITAL ART AND TECHNOLOGY, Associate in Arts Degree - 2016

Communication, Humanities & the Arts Department

CIP Code: 50.0102

The Digital Art and Technology AA program is designed to prepare students transfer to a four-year institution to ultimately pursue a career in the digital multimedia field. Digital art, media and technology are among the most effective ways to create, communicate and influence in today's society. In this interdisciplinary program, students are taught to bridge art and technology through the use of creativity and programming. They are taught the fundamentals of digital animation, motion media, interactive layout and digital 3-D formations. In addition, time is spent on the foundations of storytelling, character modeling and rendering, and programming techniques to create interactive environments. Students are able to create a digital portfolio, comprised of their work on projects throughout the program, in preparation for transfer. Because the requirements of transfer institutions may vary, it is recommended that students review the program requirements of their chosen transfer institution and carefully follow the program described in that institution's catalog. This program may be completed entirely through asynchronous instruction.

Transfer Opportunities

This transfer curriculum is provided as a guide for students who wish to transfer to a baccalaureate degree granting institution and pursue a Bachelor's degree in such areas as: Game Art and Development; Game Programming and Development; Interactive Media; Interactive Design; Game Simulation Programming; Digital Multimedia Design; and Digital Media.

Competency Profile

This curriculum is designed to prepare students to:

- Apply common design principles in the creation of digital art
- Create digital art that combines imaging, motion and animation
- Use programming techniques to create interactive digital art
- Develop a creative and professional portfolio to showcase digital and interactive projects

PROGRAM REQUIREMENTS (TOTAL CREDITS = 61)

| General Education | | Major Requirements | | Other Required Courses |
|--|-----------|--|-----------|------------------------|
| ENGL 101 English Composition I | 3 | ART 108 Fundamentals of Computer Art | 3 | |
| ENGL 102 English Composition II | 3 | ART 176 Digital Photo Imaging | 3 | |
| COMM 101 Effective Speaking | 3 | DAT 101 Intro to Digital Art & Technology | 3 | |
| Humanities & Arts Core Elective (Rec: ART 121 or ENGL 107) | 3 | DAT 105 Creative Coding for Digital Art I | 3 | |
| Humanities & Arts or Social & Behavioral Science Core Elective – HUM 101 | 3 | DAT 110 Interactive Layout & Usability | 3 | |
| Mathematics Core Elective (Rec: MATH 103) | 3 | DAT 115 Motion Media | 3 | |
| Science with a Laboratory Core Elective | 3 | DAT 120 Digital 3-D Form & Volume | 3 | |
| Social & Behavioral Science Core Elective (Rec: PSYC 101) | 3 | DAT 205 Creative Coding for Digital Art II | 3 | |
| First-Year Seminar Elective | 1 | DAT 220 Digital 3-D Animation | 3 | |
| Wellness Elective | 1 | DAT 230 Digital Art & Technology Portfolio | 4 | |
| | 26 | DAT 240 Digital Art & Experimental Media | 4 | |
| | | | 35 | |

Note: Students must complete the following courses with a minimum grade of C to graduate: all DAT courses.

RECOMMENDED SEQUENCE FOR FULL-TIME STUDENTS

Part time students can complete this program by taking one or more courses each semester.

| Fall Semester I | Spring Semester I | Fall Semester II | Spring Semester II |
|---------------------------|-------------------------------|-------------------|---|
| ART 108 | Humanities/Arts Core Elective | DAT 110 | DAT 220 |
| COMM 101 | ART 176 | DAT 205 | DAT 240 |
| DAT 101 | DAT 105 | DAT 230 | HUM 101 |
| ENGL 101 | DAT 115 | ENGL 102 | Social/Behavioral Science Core Elective |
| FYS Elective | DAT 120 | Wellness Elective | Science w/ a Lab |
| Mathematics Core Elective | | | |