*Liberal Arts and Behavioral/Social Sciences Division*

**DIGITAL ARTS TECHNOLOGY**

The Digital Arts Degree is a comprehensive and tightly knit sequence of courses designed to provide the student with an in-depth understanding of interactive software development and digital media design. The program mission and focus synthesizes interactive design principles, human-computer interaction theory, software engineering structures and instructional design methods with visual and audio design principles to produce interactive software/media designers eligible for career paths in fine arts, advertising, audio production, broadcasting, education, electronic publishing, graphic art production, instructional design, marketing, and Web development. Digital artists have become an integral part of the communication media, creative arts, business, and education and positions in interactive software development and media design exist, and continue to grow, in virtually every profession.

The Digital Arts Degree provides students with a basic general education component that is transferable to four-year institutions. In addition, through a series of options, it leads students to three areas of interest. Listed below are the options, including related professional opportunities.

*General Education Core course listings and definitions appear on pages 53-54. Additional courses may be required. The suggested sequence for full-time students is shown below.*

|  |  |  |  |  |
| --- | --- | --- | --- | --- |
| **Competency or Program Requirement** | **Audio/Video Option** | Graphics/Animation Option | Multimedia/Web Authoring | Required Credits |
| **FIRST SEMESTER** |  |  |  |  |
| Continuing Learning and Information Literacy/Ethics | DAT\*H101 Introduction to Digital Arts | DAT\*H101 Introduction to Digital Arts | DAT\*H101 Introduction to Digital Arts | 3 |
| Critical Analysis and Logical Thinking/Written Communication | ENG\*H101 Composition | ENG\*H101 Composition | ENG\*H101 Composition | 3 |
| Oral Communication  | Choose any Oral Communication listed | Choose any Oral Communication listed | Choose any Oral Communication listed | 3 |
| Quantitative Reasoning ◊ | MAT\*H135 or higher than MAT\*H137 | MAT\*H135 or higher than MAT\*H137 | MAT\*H135 or higher than MAT\*H137 | 3 |
| Program Requirement | ART\*H121 Two Dimensional Design orDAT\*H102 Intro to Photography orGRA\*H150 Introduction to Graphic Design | ART\*H121 Two Dimensional Design orDAT\*H102 Intro to PhotographyorGRA\*H150 Introduction to Graphic Design | ART\*H121 Two Dimensional Design orDAT\*H102 Intro to Photography orGRA\*H150 Introduction to Graphic Design | 3 |
| **SECOND SEMESTER** |  |  |  |  |
| Scientific Reasoning ◊◊ | Choose any Scientific Reasoning listed | Choose any Scientific Reasoning listed | Choose any Scientific Reasoning listed | 3-4 |
| Written Communication | Choose any Written Communication listed | Choose any Written Communication listed | Choose any Written Communication listed | 3 |
| Program Requirement | DAT \*H108 Digital Imaging I | DAT\*H104 Multimedia Authoring I | DAT\*H104 Multimedia Authoring I | 3 |
| Program Requirement | DAT\*H110 Digital Video I | DAT\*H108 Digital Imaging I | DAT\*H108 Digital Imaging I | 3 |
| Program Requirement | DAT\*H218 Electronic Music Composition and Audio Technology I | DAT\*H110 Digital Video I | DAT\*H110 Digital Video I | 3 |
| **THIRD SEMESTER** |  |  |  |  |
| Aesthetic Dimensions/Written Communication  | Choose any Aesthetic Dimensions/Written Communication listed | Choose any Aesthetic Dimensions/Written Communication listed | Choose any Aesthetic Dimensions/Written Communication listed | 3 |
| Scientific Knowledge ◊◊ | Choose any Scientific Knowledge listed | Choose any Scientific Knowledge listed | Choose any Scientific Knowledge listed | 3-4 |
| Program Requirement | DAT\*H104 Multimedia Authoring I | DAT\*H205 Multimedia Authoring II | DAT\*H116 Interactive Media Design | 3 |
| Program Requirement | DAT\*H220 Acoustics and Sound Design | DAT\*H212 Graphics and Animation I | DAT\*H205 Multimedia Authoring II | 3 |
| Program Requirement | DAT\*H224 Digital Video II | DAT\*H230 Digital Imaging II | CSC\*H205 Visual Basic I | 3 |
| **FOURTH SEMESTER** |  |  |  |  |
| Historical Knowledge | Choose any Historical Knowledge listed | Choose any Historical Knowledge listed | Choose any Historical Knowledge listed | 3 |
| Social Phenomena  | Choose any Social Phenomena listed | Choose any Social Phenomena listed | Choose any Social Phenomena listed | 3 |
| Program Requirement | DAT\*H205 Multimedia Authoring II | DAT\*H106 Digital Design | DAT\*H215 Multimedia Web Authoring | 3 |
| Program Requirement | DAT\*H226 Motion Graphics and Animation | DAT\*H234 Graphics and Animation II | DAT\*H240 Multimedia Authoring III | 3 |
| Program Requirement | DAT\*H290 Digital Arts Project | DAT\*H290 Digital Arts Project | DAT\*H290 Digital Arts Project *(Will require waiver)* | 3 |

**Total Credits: 61-62**

*Any given course may only be used to satisfy one of the competency areas even if it is listed under more than one.*

◊ MAT\*H137 and courses numbered lower than MAT\*H137 will not transfer to Connecticut State Universities as Quantitative Reasoning courses.

◊◊ At least one Scientific Knowledge and Understanding OR Scientific Reasoning course must have a lab component.