1. **Catalog Description of the Course.** [Follow accepted catalog format.]

Prefix ART  Course# 522  Title GRADUATE STUDIO: DIGITAL MEDIA ART AND TECHNOLOGY  Units (3)

6 hours activity per week

hours blank per week

Prerequisites Graduate Standing

Corequisites

Description Studio course combines history, theory, and production of projects in a range of digital media and emerging art technologies. Emphasis is placed on the interaction of advancing media and historical trends, evolving methods of communication, and the shifting relationship between art, design and technology.

Graded

CR/NC  Repeatable for up to 12 units

Lab Fee Required  A - F  Total Completions Allowed 4

Optional (Student’s choice)  Multiple Enrollment in same semester

Title V Section 40404: Government  US Constitution  US History

2. **Mode of Instruction.**

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<tr>
<th>Component</th>
<th>Units</th>
<th>Hours per Unit</th>
<th>Benchmark Enrollment</th>
<th>Graded Component</th>
<th>CS &amp; HEGIS #</th>
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3. **Justification and Learning Objectives for the Course.** (Indicate whether required or elective, and whether it meets University Writing, and/or Language requirements) [Use as much space as necessary]

This is an elective course that can meet the MFA studio art degree requirement. This course is a first step for individuals seeking high-level experience and the necessary contextual discussion for production in digital media art. Students will be rigorously challenged to generate highly personalized projects that exhibit sophisticated conceptual reasoning and technical virtuosity. Art 522 will provide a unique opportunity to explore and broaden personal interests in their respective media. Alternating semester themes will maintain a sense of current trends and a diverse array of historical issues, while also making the course repeatable for credit.

Learning Objectives

Upon completion, students will be able to:
- Read and research primary source articles, historical and foundational texts
- Critique and discuss digital media art
- Participate in group discussions and critiques; present materials and deliver lectures to the class
- Broaden necessary skills and practices for professional digital media art environments by exploring industry and trans-industry methods of diversity, social and personal responsibility, and self expression
- Complete extensive self-directed and faculty-mentored projects of significant length and complexity

4. **Is this a General Education Course?**

   YES ☐  NO ☑

If Yes, indicate GE category and attach GE Criteria Form:

   A (English Language, Communication, Critical Thinking)
   A-1 Oral Communication ☐
   A-2 English Writing ☐
   A-3 Critical Thinking ☐
5. Course Content in Outline Form. [Be as brief as possible, but use as much space as necessary]

1) Possible Discussion/Lecture Issues
   a. Visual Representation
      i. Prehistory and the earliest stages
      ii. Painting and technological influences
      iii. Photography
      iv. The digital image, bitmaps, pixels, and image processing
   b. Cinema, Movement, and Interactivity
      i. Avant-garde cinema
      ii. Constructivism and design
      iii. Borges, multi-linearity, early computing and interactivity
   c. The Information Age
      i. The history of print, typography
      ii. Databases and information design
      iii. Mapping, 2D versus 4D space

2) Creative Production
   a. A series of small conceptual “warm-up” projects
   b. Proposals and group discussion for larger project
   c. Development of larger semester project
   d. Documentation and presentation

Does this course overlap a course offered in your academic program? YES ☐ NO ☒
If YES, what course(s) and provide a justification of the overlap?

Does this course overlap a course offered in another academic area? YES ☐ NO ☒
If YES, what course(s) and provide a justification of the overlap?
Signature of Academic Chair(s) of the other academic area(s) is required on the signature sheet below.

6. Cross-listed Courses (Please fill out separate form for each PREFIX)
List Cross-listed Courses

Signature of Academic Chair(s) of the other academic area(s) is required on the signature sheet below.
Department responsible for staffing: ART

7. References. [Provide 3 - 5 references on which this course is based and/or support it.]

8. List Faculty Qualified to Teach This Course.
   Liz King, Luke Matjas, Jack Reilly

9. Effective Date and Frequency.
   a. Projected semesters to be offered: Fall ☒ Spring ☒ Summer ☐
   b. First semester offered: Fall 2008

10. New Resources Required. YES ☐ NO ☒
    If YES, list the resources needed and obtain signatures from the appropriate programs/units on the sheet below.
    a. Computer (data processing), audio visual, broadcasting needs, other equipment
    b. Library needs
    c. Facility/space needs

11. Will this new course alter any degree, credential, certificate, or minor in your program? YES ☐ NO ☒
    If, YES attach a program modification form for all programs affected.

   Liz King/Luke Matjas ________________________________  December 14, 2006
   Proposer of Course  ________________________________  Date

7.27.06 km2
Approval Sheet
Program/Course: ART 522 Graduate Studio: Digital Media Art and Technology

________________________________________________________________________
Program Chair(s) Date

________________________________________________________________________
General Education Chair(s) Date

________________________________________________________________________
Curriculum Committee Chair(s) Date

________________________________________________________________________
Dean of Faculty Date