

Arts Technology Program (ATK) 575

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Degrees Offered: B.A., B.S.

MAJOR IN ARTS TECHNOLOGY

The major in Arts Technology is a 55-hour interdisciplinary program in the College of Fine Arts that emphasizes theory, design, and practice in the application of computer technology to art, music, and theatre and dance. The degree provides undergraduate training and experiences in arts technology to better prepare students with a broad range of knowledge and skills in multimedia design, including digital video and sound, computer graphics and theatre design, digital and MIDI music, and Web design.

Admission and Retention Requirements:

All students must undergo a portfolio review and/or an interview with the Arts Technology Admissions Committee before being admitted into the program. The Committee will evaluate admission requests from new beginning freshman, new transfer students, and internal transfers. The Arts Technology program reserves the right to maintain a balanced enrollment and the number of students wishing to enter the Arts Technology program may be restricted.

Students will be allowed to continue in the Arts Technology program who have met and continue to maintain a cumulative GPA of 2.50 and have demonstrated competency through an intermediate portfolio review.

Academic Requirements:

The 55 hours required for the degree are programmed as follows:

Fine Arts Core (11 hours): This group of courses provides the student with a basic experience in reading and performing music, visual arts experience in drawing and design, and interdisciplinary fine arts history study: 3 hours from the following: ART 103, 104 or 109; and 2 hours from the following: MUS 118 or 119, 121A10, or 126; and 6 hours (in two different Schools) from the following: ART 155, 156, MUS 152, THE 170 or 171.

Arts Technology Core (8 hours): This group of courses provides the student with a foundation of study in digital media and multimedia design: ATK 201, 301, and 302.

Additional Fine Arts Study (18 hours): This group of courses provides the student with fine arts training in the historical and theoretical foundations, skills, and performance and production experiences of the arts. Choose one area of Fine Arts emphasis from the schools of Art, Music, or Theatre and Dance.

Art: 6 hours in addition to the Art course completed for the Fine Arts Core from the following courses: ART 103, 104, or 109 and 12 hours from the following: ART 226, 232, 233, 235, 236, 252, 261, 262, 284,

357, or 363; **or**

Music: 6 hours in addition to the Music course completed for the Fine Arts Core from the following courses: MUS 118 or 119, 121, 126, or from Applied Music study (MUS 131-138 or 231-238); and 6 hours from the following: MUS 101 and 107, or 102 and 108; and 6 hours from the following: MUS 167, 175, 205, 207, 265, 360, or up to two credit hours of a music ensemble (MUS 139 or 239). Auditions may be required by the School of Music for some of these courses; **or**

Theatre: 18 hours from the following: DAN 119; THE 101, 102, 110, 130, 160, 258, 260, 261 or 344.

Additional Arts Technology Study (15 hours): Select from the following courses after completion of the Fine Arts Core, the Arts Technology Core, and the Arts Technology intermediate portfolio review.

- 3 hours from the following: ATK 240, 300, 340, 345, or 380.
- 3 hours from the following: ATK 300, ART 371, THE 360 with graphic topics, or ATK 380.
- 9 hours from any of the following courses, or other courses that emphasize Arts Technology applications with approval of the program advisor: ATK 260, 300, 320, 340, 345, 380, 390; ART 371 or THE 360; ART 253, 351A24, 351A85; or THE 367; (multiple enrollments are allowed in ATK 300 and 380 with different topics or experiences).

Capstone Experience in Arts Technology (3 hours): Internship in Arts Technology (ATK 398 or comparable culminating experience in multimedia design as approved by the program advisor e.g. ATK 260).

Arts Technology Courses (ATK)**201 BASIC SKILLS IN THE DIGITAL ARTS
2 sem. hrs.**

Introduction to the conceptual and technical skills required to capture, edit, and create digital graphics, audio, and video imagery. Prerequisite: Fine Arts major or minor or consent of the instructor.

**240 SOUND DESIGN 1: BEGINNING DIGITAL
AUDIO
3 sem. hrs.**

Introduction to digital audio and aesthetic principles of sound. Prerequisite: Arts Technology major or consent of the instructor.

**260 ARTS TECHNOLOGY
PERFORMANCE STUDIO
3 sem. hrs.**

Creative and interdisciplinary experiences in solo and ensemble performance integrating computer technology into music, dance, performance art, or theatre production. Prerequisite: Consent of the instructor.

300 COMPUTER ARTS APPLICATIONS**1 sem. hr.**

Variable topic course that focuses on the application of computer software to solving studio, performance, and production problems in the arts. Multiple enrollments are allowed if content is different. Prerequisite: Consent of the instructor.

301 SOFTWARE DESIGN IN THE ARTS I**3 sem. hrs.**

Designing and programming microcomputer-based software which solve particular applications problems in the fine arts.

302 COMPUTER PROGRAMMING FOR CREATIVES**3 sem. hrs.**

Text-based, object-oriented, computer programming concepts for areas including interactive design, user interfaces, data visualization, and gaming. Prerequisite: Arts Technology major or consent of the instructor.

320 PROGRAMMING DYNAMIC MEDIA**3 sem. hrs.**

Programming concepts using a graphical, dataflow environment for media-based performance, interactive installation, and generative art/sound. Prerequisite: Arts Technology major or consent of the instructor.

340 SOUND DESIGN 2: ADVANCED DIGITAL AUDIO**3 sem. hrs.**

Advanced digital audio and aesthetic principles of sound. Prerequisites: Arts Technology major, ATK 240, or consent of the instructor.

345 SEQUENCING AND DIGITAL AUDIO**3 sem. hrs.**

Study of music synthesis through MIDI sequencers, digital sound editing and recording, and the integration of digital audio and MIDI. Prerequisite: Consent of the instructor.

380 SELECTED TOPICS IN ARTS TECHNOLOGY**3 sem. hrs.**

Varied emphases reflecting integration of computers with digital sound/graphic technologies and authoring tools for applications in the arts. Multiple enrollments are allowed if content is different.

390 DIRECTED PROJECTS/SEMINAR IN ARTS TECHNOLOGY**2-6 sem. hrs.**

Pursuit of individualized creative projects in Arts Technology. May include periodic critiques with other students pursuing directed projects. Multiple enrollments are allowed for a maximum of 6 hours. Prerequisite: Consent of the instructor.

398 PROFESSIONAL PRACTICE: COOPERATIVE EDUCATION/INTERNSHIP IN ARTS MICRO-COMPUTER APPLICATIONS**2-6 sem. hrs.**

Internship providing the opportunity to apply knowledge of arts technology in arts agencies, business and/or education settings. Prerequisites: ATK 201; 1 course selected from ATK 301; MUS 211; or ART 371 or THE 360. Junior/senior standing in area of concentration; 2.50 GPA.