

ARTS TECHNOLOGY (ATK)**216B Center for the Visual Arts****Phone: (309) 438-8322****FineArts.IllinoisState.edu/arts_tech****Program Director: Aaron Paolucci****Programs Offered**

M.S. in Arts Technology

Program Requirements

This 39 hour degree requires:

- 9 hour core: ATK 450 and 6 hours of ATK 480
- 9 hours from one of the emphases below. ATK 380, 460, and 480 Multiple enrollments allowed with different topics or experiences
- 9 hours: electives from related coursework outside of the fine arts or additional fine arts coursework in consultation with the program advisor
- 3 hours: internship or professional practice experience in arts technology (ATK 498)
- 5 hours: directed project (ATK 490)
- 4 hours: ATK 401 portfolio development. Each credit hour must be scheduled so that they are taken while enrolled in the 8th, 18th, 27th, and 39th hour of degree study

Art and Theatre emphasis. In consultation with the program advisor, students will select 9 hours of study related to the visual arts from ATK 300, 301, 302, 380, 460, 480; or other courses from Art, Music, or Theatre and Dance that make extensive application of computer technology as approved by the program advisor.

Music emphasis. In consultation with the program advisor, students will select study related to computer music applications to include 9 hours from ATK 300, 301, 302, 345, 380, 460, 480; MUS 353; or other courses from Art, Music, or Theatre and Dance that make extensive application of computer technology as approved by the program advisor.

NOTE: All master's degree programs require a minimum of 50 percent of the non-thesis credit hours applied to the degree to be 400-level courses or above.

Arts Technology Courses**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 allowed if content is different. Prerequisite: Consent of the instructor.

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

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

401 PORTFOLIO DEVELOPMENT IN ARTS TECHNOLOGY**1 sem. hr.**

Portfolio development with emphasis on individual artistic practice and aesthetic. Multiple enrollments allowed for up to 4 hours. Prerequisite: MS students in Arts Technology, or consent of the program director.

450 DESIGN AND AESTHETIC ISSUES IN ARTS TECHNOLOGY**3 sem. hrs.**

Provides foundation for further graduate study in arts technology by introducing students to design and aesthetic issues related to multimedia and the digital arts. Multiple enrollments allowed if content is different. Prerequisite: Arts Technology major or consent of the instructor.

460 COMPUTER PERFORMANCE ARTS STUDIO**3 sem. hrs.**

Creative and interdisciplinary experiences in solo and ensemble performance integrating digital technology with music, dance, performance art, or theatre production. Multiple enrollments allowed if content is different. Prerequisite: Consent of the instructor.

480 ADVANCED TOPICS IN ARTS TECHNOLOGY**3 sem. hrs.**

Intensive study of an announced topic exploring mainstream and experimental computer issues related to the creation of art, graphics, animation, or video. Multiple enrollments allowed if content is different. Prerequisite: Arts Technology majors or consent of the instructor.

490 DIRECTED PROJECTS IN ARTS TECHNOLOGY**1-6 sem. hrs.**

Arts technology practicum for graduate students. Designed to integrate fine arts and technology skills in an intensive project environment. Multiple enrollments allowed for credit. A maximum of 6 hours may be counted toward a master's degree. Prerequisite: Consent of the arts technology program advisor.

498 PROFESSIONAL PRACTICE IN ARTS TECHNOLOGY**1-6 sem. hrs.**

Refer to General Courses.

499 MASTER'S THESIS**1-6 sem. hrs.**

Refer to General Courses.