Bachelor of Arts (BA) in Digital Media Studies

Major Advisor: Heather Morens
Multidisciplinary Studies Center

Designed by faculty within Arts, Sciences, and Engineering, the new Digital Media Studies major provides students with the skills necessary to critically appraise and actively produce digital media. In a world of ubiquitous computing and constant digital connectivity, digital literacy and the ability to effectively communicate with and design for digital media users are valuable, marketable skills. This major blends theoretical and historical understandings of past and present medias with hands-on uses of emerging technologies, programming, and software. The ability to create digital media has become both more pervasive and increasingly inexpensive, but the number of rigorously trained digital media designers and producers falls woefully short of industry needs. This major is designed to supply this demand and prepare students to succeed in one of the biggest professional growth fields around today.

CURRICULUM

Digital Media Studies is an interdisciplinary major comprising twelve and a half courses. The major is counted in the division (Humanities or Natural Sciences/Engineering) in which a majority of these twelve and a half courses were taken.

Note: Three courses may overlap between the DMS major and another major, and two courses between the DMS major and another minor.

The major requires two upper-level writing courses. Although these can be taken in any subject area, most students will find it convenient to complete the upper-level writing component in the Media History and Theory component of the major.

A. Introductory required courses (3 courses)
DMS 101—Introduction to Digital Media Studies (H)
DMS 102—Introduction to Computing Multimedia (NS)
DMS 103—The Essential Digital Media Toolkit (H)
[previously Introductory Human–Computer Interaction (NS)]

B. Technology/Production Courses (4 courses)
Students take 3 courses in one of the four areas listed below, and 1 course in a second area. The course in that second area MAY be cross-listed in the student's primary category.

Graphics/Visualization/Vision
SA 151 – Introductory Digital Art
SA 252/253 – Advanced Digital Art
SA 141 – Introduction to Photography
SA 242 – Advanced Photography
SA 244 – Expanded Photography
FMS 161 – Introduction to Video Art
SA 262 – Advanced Video Art
* HIS 285 – Digital History: Virtual St. George's
BCS 220 – The Intelligent Eye
OPT 101 – Introduction to Optics
CSC 131 – Recreational Graphics I
CSC 242 – Artificial Intelligence
CSC 249 – Machine Vision
AME 194 – Audio for Visual Media

Sound
FMS 161 – Introduction to Video Art
SA 262 – Advanced Video Art
AME 191 – Art and Tech of Recording
AME 192 – Listening and Audio Production
AME 193 – Sound Design
AME 194 - Audio for Visual Media
AME 263 – Computational Models of Music
CSC 198 – Computational Music Theory
ECE 140 – Introduction to Audio Music & Engineering

Human-Computer Interaction
CSC 171 – The Science of Programming
CSC 172 – The Science of Data Structures
CSC 191 – Machines and Consciousness
CSC 212 – Human-Computer Interaction

Building, Constructing, Making
FMS 161 – Introduction to Video Art
SA 262 – Advanced Video Art
AH 114 – Creating Architecture
ENG 277 – Screenplay Writing
IT 245 – Dante: A Multimedia Lab
SA 131 – Introductory 3D
SA 190 – Introduction to Studio Practice
SA 232 – Advanced 3D
SA 273 – Artists Books
SA 292 – Markings, Methods and Materials
* HIS 219 – William Seward's Civil War
* HIS 285 – Digital History: Virtual St. George's
CSC 166 – Video Game Programming
CSC 170 – Web Design and Development

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CSC 172 – The Science of Data Structures
CSC 210 – Web Programming
EAS 141 – Basic Mechanical Fabrication (2 credits)
ME 103 – Loudspeaker Design
ME 110 – Intro to CAD and Drawing (2 credits)

* - Upper-level writing qualified course – can substitute for an upper-level writing course in the Media History and Theory component of the major.

C. Media History and Theory (3 courses)

Students will select three courses from the list below dealing with the theories, aesthetics and history of particular media or involving performative media-related practices.

AH 100 – Introduction to Visual and Culture Studies
AH 101 – Introduction to Art and Visual Culture
AH 128 – Modern Art
* AH 206 – American Independent Film
* AH 212 – What Photo Is
* AH 217 – Technologies of Art
* AH 240 – Topics in Contemporary Art & Critique: Warhol
* AH 253 – Film History: 1929-1959
* AH 254 – Film History: 1959-1989
** AH 300 – Art NY New Media Culture
* AH 308 – Art and Imitation
ANT 225 – The Social Uses of Media
CHI 237 – Chinese Film
ENG 132 – Feature Writing
ENG 134 – Public Speaking
ENG 138 – Journalism Case Studies
ENG 240 – Aesthetics
* ENG 255 – Film History: Early Cinema
ENG 259 – Popular Film Genres
* ENG 260 – Film History: 1989-Present
ENG 261 – Film Theory
ENG 263 – Clocks and Computers: Visualizing Cultural Time
* ENG 263 – Poetics of Television
* ENG 265 – Issues in Film: Documentary & Mock Documentary
* ENG 265 – Issues in Film: Family Repression & Rage in Film & Society
ENG 265 - Film Adaptations and Literary Texts: Representing Race
ENG 265 – Race & Gender in Pop Film
* ENG 267 – Changing Genres of Erotica
* ENG 267 – Food, Media and Literature
ENG 267 – Animation and the Arts
ENG 267 – Media Space
GER 209 – Cowboys and Indians
GER 247 – The Holocaust in Film and Literature
GER 275 – Digital Cityscapes
GER 282 - Fassbinder
GER 283 – West German Avant-Garde
GER 284 – Hollywood Behind the Wall
* HIS 219 – William Seward's Civil War
* HIS 285 – Digital History: Virtual St. George's
IT 245 – Dante: A Multimedia Lab
JPN 207 – Film as Object
JPN 292 – Anime
JPN 294 – Hayao Miyazaki and Planet Ghibli
MUR 122 – History of Jazz
MUR 123 – Music of Black Americans
MUR 125 – History of Rock
MUR 130 – The Beatles, the British Invasion
MUR 135 – Sondheim and the American Musical Theatre
MUR 161 – Broadcasting in the Digital Age
RUS 267 – Russia Goes to the Movies
*WRT 261 – Writing in a Digital World

* - Upper-level writing qualified course

** - Permission of DMS program director required for use of this course toward major requirements. Upper-level writing designation depends on the nature of the student's Art NY project, which will be determined after reviewing the student's work.

D. Capstone (2.5 courses)

For their capstone experience students plan, design, construct, and deliver a digital media object of significant scope. Working as a team, they deploy their collective knowledge, skills, and expertise to undertake an external client's proposal and/or devise a project of their own design.