

SPRING 2026 DIGITAL MEDIA STUDIES COURSE OFFERINGS

(Course meeting times and availability subject to change. Always check UR Student for the most up-to-date course meeting times, restrictions, and prerequisites.)

INTRODUCTORY (CORE) COURSES

DMST 101: Introduction to Digital Media Studies (M/W 12:30 p.m. – 1:45 p.m.) (H)

DMST 102: Programming Digital Media (M/W 12:30 p.m. – 1:45 p.m.) (NS)

DMST 103: The Essential Digital Media Toolkit (M/W 9:00 a.m. – 10:15 a.m.) (H)

DMST 104: Design in the Digital Age (M/W 2:00 p.m. – 3:15 p.m.) (NS)

TECHNOLOGY & PRODUCTION COURSES

AME 120: Synths, Samples, and Drum Machines (M/W 3:25 p.m. – 4:40 p.m.) (NS)

AME 191: Art & Tech of Recording (T/Th 2:00 p.m. – 3:15 p.m.) (NS)

AME 193: Sound Design (T/Th 3:25 p.m. - 4:40 p.m.) (NS)

AME 244: Music for Visual Media (T/Th 6:15 p.m. – 7:30 p.m.) (NS)

AME 247: Audio for Gaming (M/W 3:25 p.m. – 4:40 p.m.) (NS)

AME 262: Audio Software Design (T/Th 12:30 p.m. – 1:45 p.m.) (NS)

CSC 171: Introduction to Computer Science (T/Th 2:00 p.m. – 3:15 p.m.) (NS)

CSC 172: Data Structures & Algorithms (T/Th 11:05 a.m. - 12:20 p.m.) (NS)

CSC 186: Video Game Development (T/Th 11:05 a.m. – 12:20 p.m.) (NS)

CSC 210: Web Programming (T/Th 2:00 p.m. – 3:15 p.m.) (NS)

CSC 214: Mobile App Development (T/Th 6:15 p.m. – 7:30 p.m.) (NS)

CSC 242: Artificial Intelligence (T/Th 9:40 a.m. – 10:55 a.m.) (NS)

CSC 249: Machine Vision (T/Th 9:40 a.m. – 10:55 a.m.) (NS)

DMST 111/SART 151: New Media and Emerging Practice (M/W 4:50p.m. – 7:30 p.m.) (H)

DMST 112/SART 141: Introduction to Photography (Multiple sections) (H)

DMST 116/SART 154: Experimental Photocopy: Art and Fanzines (T/Th 4:50 p.m. – 7:30 p.m.) (H)

DMST 175: Introduction to User Experience Design (T/Th 9:40 a.m. – 10:55 a.m.) (H)

DMST 210: Digital Imaging (T/Th 11:05 a.m. – 12:20 p.m.) (NS)

DMST 221/SART 262A: Advanced Video: Mind Society Environment (M/W 2:00 p.m. - 4:40 p.m.) (H)

DMST 230: Climate Interventions: Performing Arts + New Media (T/Th 12:30 p.m. - 1:45 p.m.) (H)

DMST 272: Graphic Design II (T/R 11:05 a.m. – 1:45 p.m.) (H)

EAS 141: Basic Mechanical Fabrication (Multiple sections) (NS)**

ENGL 277: Screenplay Writing (T 2:00 p.m. – 4:00 p.m.) (H)

TECHNOLOGY & PRODUCTION COURSES (Continued)

FMST 161/SART 161: Introduction to Video Art (Multiple sections) (H)

ME 110: Introduction to CAD and Drawing (T/Th 3:25 p.m. – 4:40 p.m.) (NS)**

SART 242: Advanced Photography (T/Th 2:00 p.m. – 4:40 p.m.) (H)

SART 262: Advanced Video: Mind Art Society (M/W 2:00 p.m. – 4:40 p.m.) (H)

MEDIA HISTORY, THEORY, & PRACTICE COURSES

Pre-Digital History Courses

ENGL 118: Intro to Media Studies (T/Th 12:30 p.m. - 1:45 p.m.) (H)

FMST 225: Television History (M/W 2:00 p.m. - 3:15 p.m.) (H)

MUSC 134: Musical Style & Genre (T/Th 12:30 p.m. - 1:45 p.m.) (H)

DMST 217: History of Special Effects: Analog to Digital (M/W 12:30 p.m. - 1:45 p.m.) (H)

Media History, Theory, & Practice Electives

AHST 100: Introduction to Visual and Cultural Studies (M/W 2:00 p.m. – 3:15 p.m.) (H)

DMST 110: Video Game History (M/W 6:15 p.m. - 7:30 p.m.) (H)

DMST 111/SART 151: New Media and Emerging Practice (M/W 4:50 p.m. - 7:30 p.m.) (H)

DMST 217: History of Special Effects: Analog to Digital (M/W 12:30 p.m. – 1:45 p.m.) (H)

DMST 250/WRTG 261: Writing in a Digital World (W/F 10:25 a.m. – 11:40 a.m.) (H)*

DMST 262W: Topics: Writing About Artificial Intelligence (T/R 12:30 p.m. - 1:45 p.m.) (H)*

DMST 263W: Virtual Spaces, Real Lives (M/W 3:25 p.m. – 4:40 p.m.) (H)*

ENGL 132: Feature Writing (T 4:50 p.m. – 7:30 p.m.) (H)

ENGL 134: Public Speaking (T/Th 9:40 a.m. – 10:55 a.m.) (H)

ENGL 266/FMST 223: The Politics and Aesthetics of Horror Cinema (T/Th 12:30 p.m. - 1:45 p.m.) (H)

FMST 293: Soviet Cinema (M/W 2:00 p.m. – 3:15 p.m.) (H)

DIGITAL APPLICATION

DMST 200W: Digital Portfolio (T/Th 4:50 p.m. – 6:05 p.m.) (Division neutral)

CAPSTONE

DMST 372: Capstone: Development (T/Th 9:40 a.m. - 10:55 a.m.) (H)

Legend:

*Upper-level writing course

**Students must complete both ME 110 and EAS 141 to receive one Technology & Production credit