ARTS, MEDIA, AND TECHNOLOGY UNDERGRADUATE MAJOR (BA, BS, HBA, HBS)

Available only at OSU-Cascades.

This program provides students with the required skills needed for the contemporary visual arts and design fields. Specifically, the degree provides students with skills in digital imaging, video, design, interactivity, gaming, and 3D output as well as basic visual studies fundamentals in creative communication, color theory, image output and display. This program creates a unique educational experience within Oregon by providing a trans-disciplinary curriculum; traditional studio practice combined with communication and entrepreneurship coursework while also instilling technical practices for professional application. This coursework provides graduates with the content knowledge, experience, and technological skills that employers argue are necessary to be competitive in the 21st century arts and design industries and communities.

Major Code: 907

- Create original visual work that exhibits a distinctive, dynamic and unique personal voice.
- Develop written and verbal competencies to describe and analyze visual art and graphic design through writing, conceptual development, research, study of theory and critique of the intent of their own work.
- Develop necessary techniques and execution of form and content relevant to visual communication in 2D, 3D, and 4D mediums.
- Demonstrate competency with industry standards through a professional art or design experience and an embrace of new technologies.
- Develop an original, innovative and articulate body of work for a professional portfolio.
- Focus on ethics in the process of making various forms of visual communication.

BA Requirement

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BS Requirement

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## Second Year

**Fall**
- BACC DPD 3
- BACC Bio 4
- CLA BA or BS 4
- ART 121 DIGITAL CORE STUDIO 4

**Credits** 15

**Winter**
- BACC SPI 3
- BACC Phy Sc 3
- GD 110 GRAPHIC DESIGN TOOLS AND TECHNIQUES 4
- ART 222 INTRODUCTION TO TIME-BASED ART 4

**Credits** 14

**Spring**
- BACC Sc II 4
- CLA BA 4
- NMC 101 *INTRODUCTION TO NEW MEDIA COMMUNICATIONS 3
- ART 215 COLOR IN THE VISUAL ARTS 4

**Credits** 15

## Third Year

**Fall**
- ART 205 *INTRODUCTION TO WESTERN ART: GOTHIC TO BAROQUE (or CLA FA) 3
- ART 367 *HISTORY OF DESIGN 3
- GD 210 GRAPHIC DESIGN 1: FUNDAMENTALS OF GRAPHIC DESIGN 4
- ART 263 DIGITAL PHOTOGRAPHY 4

**Credits** 14

**Winter**
- ART 205 *INTRODUCTION TO WESTERN ART: NEOCLASSICISM TO CONTEMPORARY (or BACC L&A) 3
- NMC 351 NEW MEDIA VISUALIZATION 4
- GD 310 GRAPHIC DESIGN 2: INTERMEDIATE GRAPHIC DESIGN 4
- GD 430 GRAPHIC DESIGN PRACTICUM 2
- Elective 3

**Credits** 16

**Spring**
- CLA HUM 4
- ART 366 ART SINCE 1945 3
- ART 349 VIDEO ART 4
- ART 339 PROFESSIONAL PRACTICES FOR ARTISTS 3
- Elective 2

**Credits** 16

## Fourth Year

**Fall**
- CLA NWC 4
- GD 440 USER RESEARCH FOR GRAPHIC DESIGNERS 4
- ART 411 *ART IN CONTEXT HISTORICAL AND CRITICAL APPROACHES 3
- ART 422 NEW MEDIA: INTERACTIVE 4

**Credits** 15

**Winter**
- CLA SS 4
- NMC 484 NEW MEDIA ANIMATION 4
- ART 403 THESIS 4
- BACC SYN CGI 4

**Credits** 16

**Spring**
- CLA Additional 3
- BACC SYN STS 3
- ART 406 PROJECTS or ART 410 INTERNSHIP 4

**Credits** 3

| ART 451 INTRODUCTION TO ARTS ENTREPRENEURSHIP | 3 |
| Elective | 16 |

**Total Credits** 180