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

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<td>ART 222</td>
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<td>ART SINCE 1945 1</td>
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<td>*HISTORY OF DESIGN</td>
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<td>*ART IN CONTEXT HISTORICAL AND CRITICAL APPROACHES</td>
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<td>ART 422</td>
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<td>NEW MEDIA: INTERACTIVE</td>
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* Baccalaureate Core Course (BCC)
^ Writing Intensive Course (WIC)
1 To fulfill the prerequisites of ART 366, AMT majors are advised to take the following courses as part of their Baccalaureate Core and College of Liberal Arts Core: ART 204 (BCC Western Culture, Year 1), ART 205 (BCC Literature and The Arts, Year 2), ART 206 (CLA Fine Arts, Year 2)

Major Code: 907

Students must add elective credits to meet the 180 total requirement.
### Arts, Media, and Technology Undergraduate Major (BA, BS, HBA, HBS)

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**Third Year**

**Fall**

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<td>GD 210</td>
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**Spring**

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**Fourth Year**

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**Winter**

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| Total Hours | 166-178 |