

Digital Media Arts & Engineering Undergraduate - Arts (DMART)

The Digital Media Minor in Art (DMART) is a complementary, interdisciplinary minor designed for students with an interest in digital media as it applies to their wide range of degrees and disciplines while maintaining a minimum core of experience across the minors. A 2.0 GPA in the minor field is required.

Students not in an engineering or science major should contact the College of Art and Design for more information regarding the minor.

REQUIRED COURSES (6 HRS):

1. Choose 3 hrs: ART 1001, ART 1011, ARTH 2470, MUS 1751, MUS 1799, or ENGL 2009
2. Choose 3 hrs: CSC 1253 or CSC 1350

ELECTIVE COURSES (12 HRS):

1. Choose 9 hrs from Arts core courses
2. Choose 3 hrs from Science/Engineering core courses

REQUIRED CAPSTONE COURSE (3 HRS):

- ART 4059 (3 hrs credit - Permission of Department Required) – CURRENTLY ONLY OFFERED IN THE SPRING SEMESTER

To declare the Digital Media Art Minor, students will need to notify the adviser in their major area of study to let him or her know that they wish to declare the minor. For more information on the DMART minor, please contact Lea Anne Landry at leanne@cct.lsu.edu or Marc Aubanel at maubanel@cct.lsu.edu.

ELECTIVES (*7000 level courses only for qualified students): Arts Electives (Choose 9 hours)

Art

ART 2050 Digital Arts I
ART 2055 Digital Arts II
ART 2210 Creative Coding
ART 2220 Moving Image
ART 2230 Virtual Space
ART 2551 Typography for Visual Communications
ART 4020 Special Topics – Video Game Prototyping
ART 4050 Digital Arts III
ART 4055 Digital Arts IV
ART 4230 Virtual Space and Motion
ART 4240 Special Topics in Digital Art
ART 4290 Digital Art Synthesis
ART 4550 Digital Imaging for Visual Communications
ART 4560 Interactive Media for Visual Communications

Art History

ARTH 4466 Survey of Contemporary Art
ARTH 4468 Issues in Contemporary Art
ARTH 4480 Video Art and Theory
ARTH 4482 Digital Art History
ARTH 4484 New Media Art and Theory
ARTH 7250 Digital Art Praxis
ARTH 7255 Digital Art Seminar
ARTH 7420 Special Topics in Art History

Mass Communication

MC 2035 Digital Brands
MC 3031 Advertising Creative Strategy
MC 4001 Public Relations Writing and Applications
MC 4002 Strategic Social Media
MC 4015 Advanced Visual Communication and Multimedia Web Design
MC 4260 Long-Format Video Production
MC 4720 Television Creative Projects

Music

MUS 2745 Intro to Computer Music
MUS 4270 Experimental Music & Digital Media Ensemble
MUS 4744 Mobile Music (only offered in alternate years)
MUS 4745 Computer Music
MUS 4746 Seminar in Computer Music and Digital Media (only offered in alternate years)
MUS 4747 Music, Technology, and Society
MUS 4748 Digital Musical Instruments (only offered in alternate years)

English

ENGL 2009 Beginning Screenwriting Workshop
ENGL 2231 Reading Film as Literature
ENGL 4000 Special Topics- Writing for Interactive Narrative
ENGL 4009 Advanced Screenwriting Workshop
ENGL 7109 Nonlinear Writing for Games and Apps

Science/Engineering Electives (Choose 3 hours)

Computer Science

CSC 2463 Digital Media Programming (See advisor for details)
CSC 4243 Interface Design and Technology
CSC 4263 Video Game Design
CSC 4356/ME 4573 Interactive Computer Graphics
CSC 4357/ME 4583 Applied Interactive Graphics

CSC 4444 Artificial Intelligence
CSC 7443* Scientific Information Visualization

Engineering

EE 3160 Intro to DSP
EE 3610 Signals and Systems
EE 4702 GPU Programming
EE 4730 3D Graphical and Geometric Modeling
EE 4760 Intro to Compiler Optimization
EE 4780 Intro to Computer Vision
EE 7000* Advanced Topics in EE-Graphics and Visual Computing
EE 7722* GPU Microarchitecture
IE 4425 Information Systems Engineering
IE 4426 Dist. Info Systems (web application development)
IE 4466 Human Computer Interaction
ME 4573/CSC 4356 Interactive Computer Graphics
ME 4583/CSC 4357 Applied Interactive Graphics
ME 7263 Computer-Aided Geometric Modeling

Honors

HNRS 3035 3D Visualization