The Bridging Disciplines Programs offer interdisciplinary certificates in the following areas:

Children & Society
Conflict Resolution & Peace Studies
Design Strategies
Digital Arts & Media
Environment & Sustainability
Ethics & Leadership in Business
Ethics & Leadership in Health Care
Ethics & Leadership in Law, Politics & Government

Human Rights & Social Justice
Innovation, Creativity & Entrepreneurship
Museum Studies
Patrions, Practitioners & Cultures of Care
Public Policy
Smart Cities
Social Entrepreneurship & Non-profits
Social Inequality, Health & Policy

For more information about the Bridging Disciplines Programs, visit FAC 338, go to www.utexas.edu/ugs/bdp, or call (512) 232-7564.

Follow us on Instagram: @ut_bdp

Foundations Courses (10 Credit Hours)

Foundation courses introduce key methodologies and concepts related to Digital Arts & Media. Choose one course from each of the following categories:

I. Forum Seminar
AET 101: Intro to Arts & Entertainment Technologies
BDP 101: Exploring Digital Arts & Media

II. Theory & Practice
AET 305: Foundations of Music Technology
(Mus majors may instead take MUS 319D: Foundations of Digital Music/Sound)
AET 306: Foundations of Image & Visualization
AET 316C: Foundations of Projection, Lighting, & Intactivity
AET 318C: Foundations of Video Game Development
AET 319D: Foundations Digital Sound/Mus
RTF 329C: Digital Media Production-WB

III. Foundations
a. For students with no background in programming
AET 310: Foundations Of Creative Coding
C S 302: Computer Fluency
C S 303E: Elements Of Computers And Programming
J 326C: Intro Coding For Journalists
J 335J: Intro To Mobile Programming For Journalists
RHE 314: Computer Programming Humanities
b. For students with a background in CS, Engineering, or MUS
RTF 307: Media and Society
OR a second course from the Social Issues list

IV. Social Issues
See opposite side of this page for details about your Social Issues course requirement.

Connecting Experiences (3-6 Credit Hours)

Your BDP advisor can help you find faculty mentors for creative projects, internships, and research opportunities that connect Digital Arts & Media to your major. We call these opportunities “Connecting Experiences” because they play such an important role in integrating your studies and skills. Each Connecting Experience counts for 3 credit hours.

Required: Independent or Team-Based Creative Project
All Digital Arts & Media students must complete a creative project course with a faculty mentor. In some cases, depending on the project, you may be asked to also find a second faculty mentor to provide a disciplinary perspective or skill set different from that of your primary mentor. Your BDP advisor will help you develop a proposal for your project, which must be approved in advance. Students may complete an independent project or participate in a team-based project such as the Game Development Capstone.

Optional: Internship or Research Experience
In addition to the creative project, you have the option to complete an additional 3-credit experience, which may be an internship or research. For more information and examples of past experiences, visit www.utexas.edu/ugs/bdp and consult your BDP advisor.

Strand Courses (3-6 Credit Hours)

In addition to Foundation Courses and Connecting Experiences, you must complete 3-6 credit hours of approved strand courses, to bring your total credit hours toward the BDP certificate to 19 hours. Work with your BDP advisor to choose strand courses that will focus your BDP on your specific interests, and help you develop the skills and knowledge to successfully complete your creative project. Individual course listings are located on the opposite side of this page.

To create an interdisciplinary BDP experience, you must choose your certificate courses from a variety of disciplines, with at least three different disciplines (fields of study) represented within your Foundation and Strand coursework. A maximum of 6 hours toward your Foundation and Strand courses may come from your major department(s).

Integration Essay

In order to complete your BDP certificate, write a 3-4 page integration essay in which you reflect on what you learned and accomplished through your BDP experience. This essay is your opportunity to draw connections among your interdisciplinary BDP coursework, your Connecting Experiences, and your major. For additional guidelines, please consult your BDP advisor.
Foundation Courses

IV. Social Issues (continued from the other side)

You must complete at least one course that addresses social issues related to new technologies, including (but not limited to) inequality of access to technology, representations of social identities such as race and gender, and represen-
tations of thought. Below are just a few examples of courses that address these
issues. If you wish to take a course that is not listed here, you may submit a
petition to the faculty panel.

AAS 320: Documenting Difference
AAS 320: Race, Internet, & Soc Media
AET 308C: Music/Technology/Culture
AET 336C: Game History And Crit
AFR 322D: Race And The Digital
AFR 372C: Black Studies & Social Media
AET 336C: Beyonce Feminism/Rihanna Womanism
ANT 325L: Technoculture
C S 349: Contemporary Issues In Computer Science
C S 378: Behavioral Ethics: Digital Age
CMS 332D: Digital Ethics
CMS 339L: Social Interaction In Virtual Environments
CMS 341: Digital Communications
CMS 347K: Rhetoric Of Popular Culture
CMS 348K: Visual Media And Interaction
CMS 350C: Crowds, Clouds And Community
CMS 359: Lang, Culture, Comm Of Hip-Hop
CMS 367: Technology and Culture
E 344L: The Animated Film As Text
GSD 311C: Movies Go To War
INF 335C: Introduction In Cyberspace-Web
J 355F: Living In Information Age
J 358P: Pop Culture/The Press
RHE 309K: When Topic Is Appropriate
(Past Topics: Arguing The Digital Divide, Rhetoric of the iPhone)
RTF 307: Media And Society
RTF 301N: When Topic Is Appropriate
RTF 326C: Technological Culture
RTF 328C: Gender And Media Culture
RTF 331K: Animation Studies
RTF 331P: Internet Cultures
RTF 331P: Video Game Prod, Cul, And Crit
RTF 331P: Virtual Worlds Video Games
RTF 365: Latinx Media Arts Activism
RTF 365D: Children, Youth And Media
WGS 324: Gender & Media Culture

Strand Courses

Complete 3-6 credit hours of strand courses drawn from the list below. Please
speak with your BDP advisor about your plan for fulfilling your strand course requirements. Note that only one strand course may come from
your major department(s), or from courses cross-listed with your major department(s).

School of Architecture

ARC 351R: Digital Visualization in Design
ARC 351R: Rndring/Annmt Built Envir

College of Communication

ADV 339K: Digital Graphic Communication
ADV 378: Experimental Storytelling
ADV 378: Psychology Of Video Game Advertising
J 302F: Digital Storytelling Basics
J 336D: Graphic Design For Online/Print

College of Communication (Continued)

J 339M: Mobile News App Design
J 363D: Digital Innovs Capstone
RTF 348: New Media/Emerging Entrtmnt-LA
RTF 368: Immersive Media Production
RTF 341C: Sound Design And Mixing
RTF 344M: Computer Graphics For Film & Games
RTF 344M: Interactive Media & Game Devel
RTF 344M: Intro To 3D Animation
RTF 344M: Visual Effects & Motion Graphcs
RTF 344M: Wri For Interact Games & Media
RTF 344N: Advanced 3D Animation
RTF 344N: Advanced Visual Effects
RTF 351C: Introduction To 2-D Animation
RTF 351D: Advanced 2-D Animation
RTF 366K: Creating a Web Series
RTF 366M: Introduction To 3-D Production

School of Engineering

E E 370: When Topic Is Appropriate
DES 340G: Branding and Visual Identity Systems
DES 349: Interaction Design II
ART 338C: Transmedia: Digtl Time-Art II
ART 318C: Transmedia: Digtl Time-Art I
AET 347D: Generative Media
AET 344E: Design Skills: Virtual Worlds
AET 327: Advanced 3-D Modeling
AET 334C: Level Design
AET 334L: UI UX for Video Games
AET 334L: User Interface and User Experience
AET 343K: Video Game Prototyping
AET 335C: Game Aesthetics
AET 335K: Virtual Reality for Video Games
AET 339: Digital Production Art 3-D
AET 344E: Design Skills: Virtual Worlds
AET 347D: Generative Media
ART 318C: Transmedia: Digtl Time-Art I
ART 320L: Drawing For Nonart Majors
ART 338C: Transmedia: Digtl Time-Art II
ART 352D: Drawing For Nonart Majors
ART 352C: Drawing For Nonart Majors
DES 321: Images In Communication
DES 325: Typography I
DES 334: Interaction Design
DES 335: Typography II
DES 346: Project Studio
DES 349: Interaction Design II
DES 340G: Branding and Visual Identity Systems

College of Fine Arts (Continued)

ITD 301D: Introduction To Design Thinking
MUS 329E: Intro To Electronic Media
MUS 329G: Intermediate Electronic Comp
MUS 329J: Introduction To Computer Music
RTF 344N: Immersive Film-Making
T D 353T: Intro To Creating New Media
T D 354T: 3-D Previsualization
T D 354T: Design Skills: Digital Rendering
T D 354T: Media Creation For Live Performance
T D 354T: Projection Design

College of Liberal Arts

ANT 324L: Sonic Ethnography
PSY 323: Perception
PSY 355M: Cognitive Psychology of Music
PSY 355: Cognition
RHE 309G: When Topic is Appropriate (Past Topic: Rhetoric of Hacking)
RHE 312: Computers and Writing (All Topics)
RHE 312: Writing in Digitl Environments
RHE 314: Comptr Progammm Humanities
RHE 328: Apocalyptic Tech Writing
RHE 328: Writing For Digital Media
RHE 330C: When Topic is Appropriate (Past Topic: Digital Storytelling

College of Natural Sciences

C S 343: Artificial Intelligence
C S 354: Computer Graphics
C S 378: Comp Intel In Game Dsgn I-Fri
C S 313E: Elements Of Software Design
C S 324E: Elements Of Graphics & Visualization
C S 329E: Elements Of Game Development
C S 329E: Elements Of Mobile Computing
C S 329E: Elements Of Web Programming
C S 354E: Game Technology
C S 354G: Game Devel Capstone: 2-D Games (Application Required)
C S 354G: Game Devel Capstone: 3-D Games (Application Required)
C S 371M: Mobile Computing

School of Information

INF 315C: User Research
INF 315C: When Topic is Appropriate
INF 350E: Intro to Digital Humanities
INF 385P: Usability (Inst Permission Required)

Important Notes on Fulfilling Your BDP Requirements

- PREREQUISITES: Some courses may have prerequisites. Please consult your BDP advisor to
determine your eligibility for enrolling in specific courses.
- CROSS-LISTINGS: Note that many courses on this list may be cross-listed with other departments.
You may take these courses under any of the cross-listed numbers. Please consult the course
schedule or your BDP advisor for cross-listing information.
- GRADES AND GPA REQUIREMENTS: In courses taken for a letter grade, you must obtain a grade
of C- or better to meet BDP requirements. The cumulative GPA of all courses counting toward your
BDP certificate must be at least 2.0.
- PASS/FAIL: Only letter grade courses, including Connecting Experience courses, may be taken pass/
fail. Exceptions will be considered by the faculty panel on an individual basis.
- SIGNATURE COURSES: Many First-Year Signature Courses (UGS 302 and UGS 303) that include
significant content related to Digital Arts & Media may count toward your certificate; please consult
your BDP advisor for more information.
- PETITIONS: You may be able to count courses toward your BDP certificate that do not appear on
this curriculum sheet, if enough of the course content relates to your BDP topic. Please consult your
advisor to petition for a course to count toward your BDP.

(Updated: January 2020)