



# Digital Arts & Media

Bridging Disciplines Programs allow you to earn an interdisciplinary certificate that integrates area requirements, electives, courses for your major, internships, and research experiences.

Information technology for creative production has brought about significant changes in how we create art and media and, just as importantly, how we consume art and media. The presence of advanced computer technologies in nearly every aspect of the entertainment sector and in commercial media production points to the need for knowledge and skills in both the arts and sciences. The Digital Arts & Media BDP is designed to guide you toward careers in this dynamic field by providing a unique mix of courses from Fine Arts, Radio-Television-Film, Computer Science, Humanities, and Engineering.

The Digital Arts & Media BDP provides a framework for you to explore and create work that pushes the boundaries of traditional disciplines and media. The BDP foundation courses provide the conceptual scaffolding for exploring new media and developing new skills across a range of disciplines. You must work closely with the faculty panel and your BDP advisor to choose courses and create a coherent plan of study.

Students in Digital Arts & Media may earn their certificates with an emphasis in Game Development. Students who want to receive this recognition must apply and be admitted to one of the Game Development Capstone courses (C S 354S, 354T, or cross-listed sections in other departments), and either propose the course to count for their Creative Project or use the course to fulfill a strand course requirement. The emphasis will be recognized on students' paper BDP certificates and may be listed on their resumes. Contact a BDP advisor for more information.

Upon completion of **19 credit hours** from the options listed to the right, you will earn a certificate in Digital Arts & Media.

The Digital Arts & Media BDP is overseen by a panel of faculty members from across campus. Members include Casey Boyle (Rhetoric and Writing), Michael Baker (Arts & Entertainment Technologies), Ben Bays (Radio-Television-Film), Craig Campbell (Anthropology), Neal Daugherty (Arts & Entertainment Technologies), Neal Hall (Electrical & Computer Engineering), MJ Johns (Arts & Entertainment Technologies), Hannah Lewis (Music), Shyamal Mitra (Computer Science), Clay Odom (Architecture), Robert Quigley (Journalism), Erin Reilly (Communication Studies) Suzanne Scott (Radio-TV-Film), Paul Toprac (Computer Science), and James Walker (Design).

- The Bridging Disciplines Programs offer interdisciplinary certificates in the following areas:
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|---|--|
| Children & Society                                | Human Rights & Social Justice              |
| Conflict Resolution & Peace Studies               | Innovation, Creativity & Entrepreneurship  |
| Design Strategies                                 | Museum Studies                             |
| Digital Arts & Media                              | Patients, Practitioners & Cultures of Care |
| Environment & Sustainability                      | Public Policy                              |
| Ethics & Leadership in Business                   | Smart Cities                               |
| Ethics & Leadership in Health Care                | Social Entrepreneurship & Non-profits      |
| Ethics & Leadership in Law, Politics & Government | Social Inequality, Health & Policy         |

For more information about the Bridging Disciplines Programs, go to [www.ugs.utexas.edu/bdp](http://www.ugs.utexas.edu/bdp) or email us at [bdp@austin.utexas.edu](mailto:bdp@austin.utexas.edu).  
 Follow us on instagram: @ut\_bdp

## Foundation 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
- AET 304: Fndtns of Art/Entertain Tech
- BDP 101: Exploring Digital Arts & Media

### II. Theory & Practice

- AET 305: Fndtns of Music Tech  
(MUS majors may instead take MUS 319D: Fndtns of Digital Music/Sound)
- AET 306: Fndtns of Image & Visualization
- AET 316C: Fndtns of Projection, Lighting, & Intacty
- AET 318C: Fndtns of Video Game Development
- AET 319D: Fndtns Digital Sound/Mus
- RTF 329C: Digital Media Production-WB

### III. Foundations

- a. For students with no background in programming**
- AET 310: Fndtns 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

### b. For students with a background in CS, Engineering, or MIS

- 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](http://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 representations of violence. 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  
AFR 330: Beyonce Feminism/Rhianna Womanism  
ANT 325G: 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  
I 310: Gender And Digital Culture  
I 320: Information In Cyberspace-WB  
J 355F: Living In Information Age  
J356R: Race Digital Media Cultures-WB  
J 358P: Pop Culture/The Press  
RHE 309K: When Topic Is Appropriate  
(Past Topics: Arguing The Digital Divide, Rhetoric of the iPhone)  
RHE 309K: Life 2.0 Our Digital Worlds  
RTF 301N: When Topic Is Appropriate  
RTF 307: Media And Society  
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:** 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/Anmtn Built Envir

### **College of Communication**

ADV 339K: Digital Graphic Communication  
ADV 367: Experimental Storytelling  
ADV 378: Psychology Of Video Game Advertising  
J 302F: Digital Storytelling Basics  
J 336D: Graphic Design For Online/Print  
J 339M: Mobile News App Design  
J 339M: Mobile Media Apps Devel  
J 363D: Digital Innovs Capstone  
PR 378: Immersive Experiences  
PR 378: Audience Development and Engagement  
PR 378: Experimental Storytelling  
PR 378: Immersive Hack Lab  
RTF 301N: Video Editing Non-Majors-WB  
RTS 341C: Sound Design and Mixing  
RTF 344M: 3D Animation Digtl Performance  
RTF 344M: Computer Graphics For Film & Games  
RTF 344M: Concepts Of Realtime Rendering  
RTF 344M: Concepts of Realtime Rendering-WB  
RTF 344M: Directing For Virtual Reality  
RTF 344M: Interactive Media & Game Devel  
RTF 344M: Intro To 3D Animation  
RTF 344M: Visual Effects & Motion Grphcs  
RTF 344M: Vfx For Storytelling  
RTF 344M: Wri For Interact Games & Media  
RTF 344N: Advanced 3D Animation  
RTF 344N: Advanced Visual Effects  
RTF 348: New Media/Emerging Entrtmnt-LA  
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  
RTF 368: Immersive Media Production

### **School of Engineering**

E E 316: Digital Logic Design  
E E 351M: Digital Signal Processing  
E E 371R: Digital Image & Video Process  
E E 445S: Real-Time Digital Signal Processing Laboratory  
M E 210: Engineering Design Graphics  
M E 379M: Musical Acoustics  
M E 379N: Engineering Acoustics

### **College of Fine Arts**

AET 320D: Musical Acoustics  
AET 321C: Audio Processing  
AET 323: Creating Music And Sound For Film, Video, And Games  
AET 323D: Interactive Music  
AET 323D: Principles of Animation-WB  
AET 324E: Concepts Of Visual Style  
AET 324F: Videography  
AET 324J: Visual Storytelling  
AET 325C: Introduction to 2D Animation  
AET 326: Digital Production Art 3-D  
AET 326C: 3D Modeling and Texturing  
AET 326D: 3D Materials and Lighting  
AET 326E: 3D Animation and Rigging  
AET 327: Advanced 3-D Modeling  
AET 334C: Level Design  
AET 334L: UI UX for Video Games  
AET 333K: Video Game Prototyping  
AET 334E: Video Game Art Pipeline  
AET 335C: Game Aesthetics  
AET 335K: Virtual Reality for Video Games  
AET 339: Augmented Reality  
AET 339: Technology In Pedagogy  
AET 339: Advanced Topics in Arts and Entertainment Technologies  
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 358C: Transmedia: Digtl Time-Art III  
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  
ITD 301D: Introduction To Design Thinking  
ITD 370: When Topic Is Appropriate  
MUS 329E: Intro To Electronic Media  
MUS 329G: Intermediate Electronic Comp  
MUS 329J: Introduction To Computer Music

### **College of Fine Arts (Continued)**

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 309K: When Topic is Appropriate (Past Topic: Rhetoric of Hacking)  
RHE 312: Computers and Writing (All Topics)  
RHE 312: Writing in Digtl Environments  
RHE 314: Comptr Progammg 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 313E: Elements Of Software Design  
C S 324E: Elements Of Graphics & Visualization  
C S 329E: Elements Of Data Visualization  
C S 329E: Elements Of Game Development  
C S 329E: Elements Of Mobile Computing  
C S 329E: Elements Of Web Programming  
C S 343: Artificial Intelligence  
C S 354: Computer Graphics  
C S 354R: Game Technology  
C S 354S: Game Devel Capstone: 2-D Games (Application Required)  
C S 354T: Game Devel Capstone: 3-D Games (Application Required)  
C S 371M: Mobile Computing  
C S 378: Comp Intel In Game Dsgn I-FRI

### **School of Information**

I 310: User Research  
I 310: When Topic Is Appropriate  
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 one BDP course, 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