ELECTRONIC ART FOCUS AREA

GATEWAY COURSE:	FOUNDATIONS PREREQUISITES	FOUNDATIONS COREQUISITES
ART 4652C Interactive Art 1: Creative Coding This course introduces the possibilities that computational processes hold for visual artists and designers. Students learn how to apply computer programming skills in a variety of creative contexts. Topics may include programming for visuals, sound, moving images, games, and interactivity. Previous computer programming knowledge is not required.	ART 2204C Cont. Art Foundations	ART 1000 Success Strategies ART 1201C 2D Foundations ART 1203C 3D Foundations ART 1300C Foundations Drawing ART 1602C Digital Foundations

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CHOOSE AT LEAST 3 OF THE FOLLOWING:	PREREQUISITES
ART 3651 Art & Electronic Media - Exploring the relationship between art and electronic media, this course focuses on the shift from industrial to information-driven economies. Specific historical trajectories are examined, from the invention of photography to film, gaming, 3D printing, architecture, and interdisciplinary art practices.	**All Foundations**
ART 3654C Web 1: Art, Design, Code – In this course students learn to conceptualize, design, and program responsive websites as an applied and creative practice. Through a combination of technical topics in interface design and development, as well as readings and discussions around net-based artworks and historical and cultural concerns surrounding the internet as a communication platform, students execute interactive projects that are both culturally relevant and technically sophisticated.	**All Foundations**
ART 3920C Networked Art - Students in this course research the history of artists using communications technologies ranging from phones and radios, to the internet and the cloud. Drawing on these approaches, students develop original projects that simultaneously live online, depend on recent networks, and consider how these technologies have shifted our relationships with the production of knowledge and contemporary art. Topics covered may include web design, net.art, artwork for mobile devices, blockchain technologies, and machine learning.	**All Foundations**
ART 4642C Digital Fabrication - This course serves as an introduction to the modeling, simulation, and physical realization of digital forms, through the use of rapid prototyping techniques and associated software applications. In addition to creating works of art and design using these tools and techniques, students will learn about the theory, history, and current trends regarding the use of digital fabrication in contemporary art and culture.	**All Foundations**
ART 4925Cr Media Workshop: Interactive Art 2: Electronic Objects – Students in this course will learn the tools and techniques required to incorporate physical interactivity into objects, performances, and art installations. Technical topics may include programming of microcontrollers, design and fabrication of electronic circuits, and the use of sensors, actuators, lighting, and sound. Students will also learn about the historical and contemporary use of mechatronics, robotics, and physical computing in contemporary art.	**All Foundations** ART 4652C Interactive Art 1