ELECTRONIC ART FOCUS AREA

TAKE BOTH REQUIRED GATEWAY COURSES:	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 1203 3D Foundations ART 1300C Foundations Drawing ART 1602C Digital Foundations
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.	ART 2204C Cont. Art Foundations	ART 1000 Success Strategies ART 1201C 2D Foundations ART 1203 3D Foundations ART 1300C Foundations Drawing ART 1602C Digital Foundations

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CHOOSE AT LEAST ONE OF THE FOLLOWING:	PREREQUISITES
ART 3920C Networked Art – In this course, students 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**
ART4928C Special Topic: AI in the Studio – This course compels students to imagine ways in which artificial intelligence may be implemented in their existing creative practices. Investigations throughout the semester include using established tools to create a range of still and moving images, critical texts, and code snippets, as well as prompt engineering, generating and fine-tuning novel AI models, and reflecting on the promises and pitfalls of AI as a creative tool for interdisciplinary practices.	**All Foundations**

CHOOSE AT LEAST ONE OF THE FOLLOWING:	PREREQUISITES
ART 4925Cr Interactive Art 2: Electronic Objects – In this course, students 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**
ART4929C Special Topic: Mechatronic Art – This course provides art students and mechanical engineering students an opportunity to collaboratively create and exhibit works of art and design. These works will take the form of interactive, responsive, electronic, and electromechanical art objects and installations. The structure of the course promotes hands-on experiential learning, cross-disciplinary interaction, and group projects that combine formal engineering processes and artistic practices. The students' work will culminate in a public exhibition.	**All Foundations**