ARTS TECHNOLOGY MINOR
2016-2017 Catalog Year

The following information is to help you track requirements for the Arts & Technology Minor. Each student is unique, and your minor should be unique to you. To maximize and tailor your minor to meet your needs and interests, you should meet often with a College of Fine Arts academic advisor:

Emily Beard  emily.beard@utah.edu  ART 161
Andrew Grace  andrew.grace@utah.edu  ART 270
Kira Jones  kjones@uc.utah.edu  MCD 126
Jennifer McLaurin  jennifer.mclaurin@utah.edu  PAB 216

You can also contact advisors with questions at: advisor@finearts.utah.edu.

To schedule an appointment with one of these advisors, please visit http://advising.utah.edu/scheduling. If you have trouble making the appointment, please call the front desk at College of Fine Arts (801-585-1416).

Students must complete 16 credits to receive the minor. Minor courses must be completed with a “C-” or better.

I. Computers and the Arts

Complete ONE (1) course:

- FA 2000 (3) Computers and the Arts – FA, SP, SU

II. Electives

Complete THREE (3) courses:

- ART 2060 (3) Non-major Digital Photography – FA, SP
- FA 2590 (4) Production for Video Artist – Rotation
- FA 2600 (4) Introduction to Animation Techniques – FA, SP
- FA 2700 (3) Intro to Videogames & Virtual Worlds – FA, SP
- FA 3000 (4) Design for the Net I – FA,
- FA 3300 (4) Intro. to Computer Music Tech. – FA, SP
- FA 3400 (4) Digital Visual Effects – FA, SP
- FA 3600 (3) Writing for New Media (CW) – FA, SP, SU
- FA 3700 (4) Multimedia Graphics – FA, SP
- FA 3710 (4) Traditional Game Development – FA
- FA 3720 (4) Alternative Game Development – SP
- FA 3800 (1-4) Special Topics in Arts Tech. – Rotation
- FA 4100 (4) Designing for the Net II – Rotation
- FA 4900 (1-5) Independent Research Project – Rotation

III. Capstone

Complete ONE (1) course:

- FA 4950 – Interdisciplinary Capstone Project – SP, SU

NOTE: Only one transfer course (or one course from another department on campus) may be accepted for credit toward the minor