

Minor in Media Arts and Design

Distribution Requirement

The minor is comprised of six courses. Of those six courses, students must take at least one course in each of the following core areas: (1) Media Theory, (2) Media History, and (3) Media Practice and Design. Students choose from two electives that can come from any of these three areas, or any courses cross-listed in Media Arts and Design. Students will also enroll in the Capstone Colloquium offered in the Winter Quarter. As part of the colloquium, each student will prepare a portfolio of digital media artworks and/or historical and theoretical writing.

Courses that qualify for each distribution requirement are listed below. The courses are listed by their respective departments but students can register under the 'MAAD' subject code.

Media Theory

[ANTH 20002](#) Discovering Anthropology: Culture, Technology, Mediation

[ANTH 21015](#) Media, Culture & Society

[ANTH 21730](#) Science, Technology and Media via Japan

[ARTH 21314](#) Fluxus and the Question of Media

[ARTH 21315](#) Introduction to Art, Technology, and Media

[ARTH 21320](#) Philippe Parreno's Media Temporalities

[CMST 20430](#) Gender, Sexuality, and Imagination

[CMST 21004](#) Afrofuturism

[CMST 27005](#) Filming the Police

[CMST 27110](#) Digital Cinema

[ENGL 12320](#) Critical Videogame Studies

[ENGL 12800](#) Theories of Media

[ENGL 25945](#) Digital Storytelling

[GNSE 11005](#) Problems in the Study of Gender and Sexuality: Media Wars

[HUMA 25202](#) Media Ecology: Embodiment & Software

[HUMA 25205](#) Computers, Minds, Intelligence & Data

[TAPS 28465](#) Adaptation: Text and Image

Media History

[ARTH 27304](#) Photo/Modernism/Esthetic

[CMST 14507](#) Margins of the Medium: Text/Image

[CMST 28500](#) History of International Cinema I

[CMST 28600](#) History of International Cinema II

[CMST 28700](#) History of International Cinema III
[EALC 23001](#) Censorship in East Asia: The Case of Colonial Korea
[GRMN 22312](#) Reforming Religious Media: Martin Luther and the Protestant Reformation
[GRMN 27717](#) Opera in the Age of Its Mechanical Reproducibility
[HIPS 28306](#) Data History: Information Overload from the Enlightenment to Google
[HIST 25425](#) Censorship, Info Control, & Revolutions in Info Technology from the
Printing Press to the Internet
[MUSI 26718](#) Approaches to Live Electronics
[TAPS 22600](#) Chance in Performance

Media Practice and Design

[MAAD 20500](#) ARTGAMES: Infinite Lives
[MAAD 21500](#) Metamedia Design Studio
[ARTV 22500](#) Computational Imaging
[ARTV 22502](#) Data and Algorithm in Art
[ARTV 23801](#) Video
[ARTV 23804](#) Experimental Animation: Exploring Manual Techniques
[ARTV 23806](#) Video Workshop
[ARTV 23809](#) Experimental Animation: Digital and Camera-less Production
[BPRO 28700](#) Alternate Reality Games: Theory and Production
[BPRO 27900](#) Communicating Climate Change: Media and Design
[CMSC 20900](#) Computers for Learning
[CMSC 23220](#) Inventing, Engineering and Understanding Interactive Devices
[CMST 23930](#) Documentary Production I
[CMST 23931](#) Documentary Production II
[CMST 27011](#) Experimental Captures
[CMST 27911](#) Augmented Reality Production
[CMST 27920](#) Virtual Reality Production
[CMST 28010](#) Sound/Image Mapping
[CMST 28921](#) Introduction to 16mm Filmmaking
[ENGL 21110](#) Imagining Futures: Speculative Design and Social Justice
[MUSI 26618](#) Electronic Music I
[MUSI 26817](#) Electronic Music II: Introduction to Computer Music
[TAPS 24410](#) Transmedia Puzzle Design & Performance
[TAPS 24415](#) Games & Performance
[TAPS 25515](#) Contemporary Political Strategies in Performance

[TAPS 25910](#) Short Form Digital Storytelling: Creating a Web Series

[TAPS 26530](#) Staging the Internet

[TAPS 28320](#) The Mind as Stage: Podcasting

Electives

Students will also need two elective courses from offerings in areas such as video game design, transmedia puzzle development, electronic sound design, digital storytelling, algorithmic theater, data visualization, computational imaging, speculative design, and media history and theory. Any MAAD course may count; students may use outside courses with approval of the director.

Electives

[ANTH 20010](#) Anthropology of the Future

[BPRO 28300](#) Disability and Design

[CMST 25612](#) Comics as Medium

[CMST 27915](#) Introduction to Videogame Studies: Art, Play and Society

[CMST 28003](#) Issues in Film Sound

[ENGL 19700](#) Image, Text, Archive

[ENGL 23505](#) Virtual Worlds & Nonhuman Narratives: Cyberspace Fiction

[ENGL 25990](#) Always Already New - Printed Books & Electronic Texts

[ENGL 32312](#) Virtual Theaters

[MUSI 26818](#) History of Electronic Instruments

[MUSI 26819](#) Video Game Music as Play and Discipline (1980s to Present)