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.

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 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

Media History

- **CMST 14507** Margins of the Medium: Text/Image
- **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

- **ARTV 22500** Computational Imaging
- **ARTV 23804** Experimental Animation: Exploring Manual Techniques
ARTV 23806 Video Workshop
BPRO 28700 Alternate Reality Games: Theory and Production
CMSC 20900 Computers for Learning
CMST 23930 Documentary Production I
CMST 23931 Documentary Production II
CMST 27911 Augmented Reality Production
CMST 27920 Virtual Reality Production
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

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
CMST 28003 Issues in Film Sound
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)