



Bachelor of Applied Arts in Media Arts Check Sheet

2020-2021 Catalog

Collaborative Design (120 Credits required)

Rev 2/10/2020

Name _____

ID _____

General Education Requirements (30 credits)

Foundation Requirements (C- or better)

COMM 111	Public Speaking	3
ENGL 101	College English I	3
ENGL 102	College English II	3

Choose ONE of the Following Two Courses:

MATH 111	College Algebra	
OR MATH 131	Contemporary Mathematics	3

Divisional Requirements

Humanities, choose 1 course	3
Mathematics & Natural Sciences, choose 1 course	3
Social/Behavioral Sciences, choose 1 course	3

Additional Requirements

Three courses selected from at least two divisions† 9
† At least 6 hours must be 300+ Upper Division Credit

Media Arts Core (21 Credits, C or better)

COMM 306	Introduction to Multimedia	3
COMM 406	Audio Production	3
MART 101	Intro to Media Arts	3
MART 102	Intro Media Aesthetics/Analysis	3
MART 391	Professional Practices: Portfolio*	1

MART 392	Prof. Practices: Bus. Dev.*	1
MART 393	Prof. Practices: Legal Issues*	1
MART 299	Media Arts Practicum I*	1
MART 399E	Media Arts Practicum II – CD*	2
MART 499E	Media Arts Practicum III – CD*	3

Collaborative Design Core (54 Credits from the following)

Students may substitute appropriate courses from other programs or appropriate certificates/minors in consultation with and approval from their faculty advisor.

ARTF 136	Foundation 2-D Design	3	MART 325	Editing for Film*	3
ARTF 145	Foundation Drawing	3	MART 332	Game Design II*	3
ARTG 235	Graphic Design Concepts	3	MART 351	Principles of Video Production*	3
ARTH 125__	Art History	3	MART 352	Story Boarding*	3
ARTH 3__	Art History (ARTH 300-599)	3	MART 353	Video Storytelling*	3
ARTS 240	Introduction to Life Drawing	3	MART 354	Clay Modeling*	3
COMM 506	Sound for Picture	3	MART 357	Rigging*	3
COMM 604	Video Storytelling	3	MART 359	Cinematography*	3
ID 300	Design Thinking & Innovation	3	MART 360	Coding I*	3
ID 500	Design Thinking Process	1	MART 361	Coding II*	3
ID 501	Design Thinking Facilitation	1	MART 365	Prop and Character Design*	3
ID 502	DTI: Design Challenges-Lvl. 1	2	MART 379	Cinematography II*	3
ID 503	Introduction to Branding	1	MART 385	Directing For Film*	3
ID 504	Building a Brand Strategy	1	MART 422	Digital Animation III*	3
ID 505	DTI: Design Challenges-Lvl. 2	2	MART 424	Compositing and VFX*	3
ID 506	Lead. Dev. For Innovation	3	MART 432	Game Design III*	3
MART 110	Intro to Music Tech & Ind.*	2	MART 474	Compositing & VFX II	3
MART 111	Intro to Music Business*	2	MART 481	Internship	1
MART 220	Computer Modeling*	3	MART 540	Adv. Editing and Mastering*	3
MART 222	Digital Animation I*	3	MART 570	Electronic Music Production*	2
MART 232	Game Design I*	3	MART 571	Live Sound Design*	3
MART 260	Game Design Concepts*	3	MART 575	Seminar in Music Technology*	3
MART 270	Figure Drawing For Animators	3	MUSC 531	Introduction to Elect. Music	2
MART 322	Digital Animation II*	3	THEA 516	Scriptwriting I	3

*Additional fees apply

Electives (15 Credits) Electives chosen with the approval of a faculty advisor, could include a minor.
