

# DIGITAL ART MAJOR

## Requirements

### Degree Requirements

This major is available as a bachelor of arts or bachelor of science degree, as defined in the section on degree requirements (<http://catalog.linfield.edu/degrees-and-programs/undergraduate/ba-bs-bsn/>) for all majors in this catalog.

### Major Requirements

56 to 57 credits

Code	Title	Credits
ARTS 101	INTRODUCTION TO STUDIO	4
ARTS 102	2D DESIGN	4
or ARTS 103	3D DESIGN	
ARTS 120	DRAWING	4
ARTS 242	DIGITAL ART	4
ARTS 311	ART SINCE 1956	4
ARTS 314	HISTORY VIDEO AND DIGITAL ART	4
ARTS 342	TOPICS IN DIGITAL ART	3-4
or MUSC 225	MUSIC AND TECHNOLOGY	
ARTS 385	DIGITAL ART PORTFOLIO I	2
ARTS 386	DIGITAL ART PORTFOLIO II	2
COMP 121	INTRODUCTION TO THE INTERNET AND WORLD WIDE WEB	4
COMP 160	INTRODUCTION TO PROGRAMMING: FUNCTIONS	3
COMP 161	BEGINNING PROGRAMMING: OBJECTS	3
JAMS 150	LIVING IN A MEDIA WORLD	3
Select 8 credits of the following:		8
ARTS 110	INTRODUCTION TO VISUAL STUDIES	
ARTS 240	BLACK AND WHITE PHOTOGRAPHY	
ARTS 243	DIGITAL COLOR PHOTOGRAPHY	
ARTS 245	BOOK ARTS	
ARTS 250	SCULPTURE	
ARTS 260	PAINTING	
ARTS 280	ALTERNATIVE MEDIA	
ARTS 320	APPROACHES TO THE FIGURE	
ARTS 340	TOPICS IN BLACK AND WHITE PHOTOGRAPHY	
ARTS 343	TOPICS IN DIGITAL COLOR PHOTOGRAPHY	
ARTS 360	TOPICS IN PAINTING	
ARTS 369	THE PAINTER-PRINTMAKER	
ARTS 380	TOPICS IN ALTERNATIVE MEDIA	
ARTS 439	PEER INSTRUCTION	
ARTS 480	INDEPENDENT STUDY	
ARTS 487	ART INTERNSHIP	
Select 4 credits of Journalism and Media Studies electives of the following:		4
JAMS 180	MULTIMEDIA STORYTELLING	
JAMS 321	TOPICS IN MEDIA PRODUCTION	
JAMS 337	MEDIA AND THE LAW (ALSO LISTED AS POLS 337)	

JAMS 349 PRINCIPLES OF ADVERTISING

Total Credits

56-57

8 elective credits must be at the 300-level or above.

Students seeking to declare a major in Digital Art shall submit a portfolio to the Art faculty. Portfolio reviews for those declaring the major will be scheduled each semester.

## Student Learning Outcomes

Students who successfully complete a digital art major will:

- demonstrate understanding of the fundamental principles of computer science, visual art and mass communication;
- demonstrate competency in one digitally-based medium;
- produce a coherent, cohesive body of work accompanied by an artist statement;
- learn to work in at least one programming environment;
- develop adequate understanding of the discipline to successfully enter graduate school or an entry-level professional career;
- demonstrate well-developed writing and communication skills;
- develop effective skills in research, analysis and self-expression through digital means.

## Oregon Preliminary Teaching Licensure in Art

A student majoring in Studio Art must also complete a Secondary Education major with Licensure. In order to complete the Secondary Education major, students should begin taking education courses no later than their sophomore year. The student must be advised by faculty in both majors.