## MEDIA ARTS, SOCIETY AND TECHNOLOGY MINOR

Required Courses	12	
ISLA 123	Introduction to Science, Technology & Society	
ES/WGQS 350	Gender, Race, Culture, Science & Technology	
ISLA 456	Advanced Project-Based Learning in Science, Technology & Society	
Media Arts, Society	and Technology Practicum Sequence	
Select from the follo	owing: 1 10-12	
3D Graphics		
ART 182 & ART 484	Foundation in Digital Art I and Animation, Video, and Interactive Design <sup>2</sup>	
ART 376	The Art of Mixed Reality <sup>2</sup>	
or ART 474	Collaborative Studio: Storyboarding, Modeling, Animation and Rendering	
Digital Video		
ART 122	Introduction to Digital Photography	
or ART 224	Introduction to Artificial Lighting for Photography	
ART 383	Digital Video I	
ART 483	Digital Video II	
Filmmaking		
ISLA 240 & ISLA 340 & ISLA 341	Introduction to Media Arts and Technologies and Media Arts and Technologies: Storytelling and Media Arts and Technologies: Cinematic Process	
Graphic Communication and User Experience		
GRC 376 & GRC 433	Web and Print Publishing and User Experience Methods for Digital Innovation	
GRC 340	Front-end Web Development	
or GRC 420	Graphic Communication in Integrated Marketing Communications	
Intermedia and Scul	pture <sup>3</sup>	
ART 148 & ART 348 & ART 353	Beginning Sculpture and Intermediate Sculpture and Intermedia / Art	
Interactive Entertain	nment <sup>4</sup>	
CSC/CPE 202 & CSC 371 & CSC 378	Data Structures and Game Design and Interactive Entertainment Engineering	
Multimedia Story Production		
JOUR 203 & JOUR 303 & JOUR 403	News Reporting and Writing and Web Audio and Video and Multimedia Production for Public Relations and Advertising	
New Media		

ISLA 240	Introduction to Media Arts and		
& ENGL 411	Technologies		
& ENGL 412	and New Media Arts I and New Media Arts II		
Sound Design	and New Media / itto ii		
MU 101	Introduction to Music Theory		
or MU 120	Music Appreciation		
MU 311	Introduction to Recording, Synthesis,		
& MU 312	and Production		
	and Advanced Recording, Synthesis,		
and Production			
	mmunity Engagement		
ISLA 240 & ISLA 411	Introduction to Media Arts and Technologies		
Q 13LA 411	and Technology and Community		
	Engagement <sup>5</sup>		
<b>Approved Electives</b>			
Select from the follo	owing: <sup>6,7</sup>	4	
ART 183	Foundation in Digital Art II		
ART 222	Black and White Photography		
ART 237	Graphic Design I		
ART 288	Interaction Design I		
ART 314	History of Photography		
ART 324	Photographic Expression		
ART 373	New Media Art History		
ART 383	Digital Video I		
ART 388	Interaction Design II		
ART 470	Selected Advanced Topics 8		
ART 489	Advanced Interactive Media Art		
COMS 317	Technology and Human Communication		
COMS 384	Media Effects		
COMS 385	Media Criticism		
CSC/CPE 123	Introduction to Computing		
CSC/CPE 471	Introduction to Computer Graphics		
CSC 473	Advanced Rendering Techniques		
CSC/CPE 476	Real-Time 3D Computer Graphics Software		
CSC 478	Current Topics in Computer Graphics		
DANC 340	Dance Composition		
ENGL 370	World Cinema		
ENGL 371	Film Styles and Genres		
ENGL 372	Film Directors		
ES 320	African Americans in Popular Culture		
ES 321	Native Americans in Popular Culture		
ES 322	Asian Americans in Popular Culture		
ES 323	Latina/os in Popular Culture		
ES 340	Cultural Production and Ethnicity		
GRC 338	Web Development and Content Management		
GRC 339	Web Design and Production		
GRC 429	Mobile User Experience		
GRC 452	Emerging Technologies in Graphic		

Communication

HIST 418	Chinese Film and History
HIST 422	Japanese Postwar Film and History
HLTH 320	Media and Technology in Health Promotion
ISLA 303	Values and Technology
ISLA 320	Topics and Issues in Values, Media and Culture (Pop Culture) 8
JOUR 219	Multicultural Society and the Mass Media
JOUR 285	Introduction to Multimedia Journalism
JOUR 346	Broadcast Announcing and Production
JOUR 350	Data Journalism
JOUR 385	Media Innovation and Entrepreneurship
JOUR 390	Visual Communication for the Mass Media
JOUR 401	Global Communication
JOUR 402	Journalism Ethics
JOUR 410	Advanced Digital Journalism
JOUR 418	Copyright, Trademark, Patent and Commercial Speech in Digital Media
PHIL 351	Philosophy of Literature
SPAN 307	Spanish and Latin American Film
TH 230	Stagecraft I
TH 330	Stagecraft II
TH 430	Scenic Design
TH 434	Lighting Design
Total unita	26.20

Total units 26-28

It is the students' responsibility to make sure that they have taken any other required prerequisite courses in the Practicum Sequence.

- We recommend taking ART 484 before ART 376.
- This practicum sequence requires additional prerequisites that would not be counted towards the units for the MAST minor. ART 348 requires ART 104 or ART 107. ART 353 requires ART 101 and ART 102 or ART 106.
- This practicum sequence requires an additional prerequisite that would not be counted towards the units for the MAST minor. CSC 202 requires CSC 101.
- ISLA/LAES 411 must be taken for 8 units across two quarters.
- MAST Elective courses may also be selected from unused MAST Practicum courses or with minor advisor approval.
- Please check prerequisites. Your ability to select specific elective courses may vary depending upon the curriculum requirements for your major.
- Minor advisor approval is required for this course to count as a MAST Elective. Approval is dependent on the subtitle or topic.