MEDIA ARTS, SOCIETY AND TECHNOLOGY MINOR

Required Courses

<table>
<thead>
<tr>
<th>Course</th>
<th>Title</th>
<th>Credits</th>
</tr>
</thead>
<tbody>
<tr>
<td>ISLA 123</td>
<td>Introduction to Science, Technology &amp; Society</td>
<td>8</td>
</tr>
<tr>
<td>ISLA 456</td>
<td>Advanced Project-Based Learning in Science, Technology &amp; Society</td>
<td></td>
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</tbody>
</table>

Select from the following based on prerequisites associated with MAST Practicum Sequence and Electives:

<table>
<thead>
<tr>
<th>Course</th>
<th>Title</th>
<th>Credits</th>
</tr>
</thead>
<tbody>
<tr>
<td>ART 101</td>
<td>The Fundamentals of Drawing</td>
<td>3-4</td>
</tr>
<tr>
<td>ART 111</td>
<td>Introduction to Art</td>
<td></td>
</tr>
<tr>
<td>ART 112</td>
<td>Survey of Western Art</td>
<td></td>
</tr>
<tr>
<td>ART 122</td>
<td>Basic Digital Photography</td>
<td></td>
</tr>
<tr>
<td>ART 148</td>
<td>Beginning Sculpture</td>
<td></td>
</tr>
<tr>
<td>ISLA 240</td>
<td>Introduction to Media Arts and Technologies</td>
<td></td>
</tr>
<tr>
<td>TH 210</td>
<td>Introduction to Theatre</td>
<td></td>
</tr>
<tr>
<td>TH 227</td>
<td>Theatre History I</td>
<td></td>
</tr>
<tr>
<td>TH 228</td>
<td>Theatre History II</td>
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</table>

Media Arts, Society and Technology Practicum Sequence

Select from the following:

<table>
<thead>
<tr>
<th>Course</th>
<th>Title</th>
<th>Credits</th>
</tr>
</thead>
<tbody>
<tr>
<td>ENGL 411</td>
<td>New Media Arts I</td>
<td>8</td>
</tr>
<tr>
<td>&amp; ENGL 412</td>
<td>and New Media Arts II</td>
<td></td>
</tr>
<tr>
<td>ISLA 340</td>
<td>Media Arts and Technologies: Storytelling</td>
<td></td>
</tr>
<tr>
<td>&amp; ISLA 341</td>
<td>and Media Arts and Technologies: Cinematic Process</td>
<td></td>
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Approved Electives

Select from the following:

<table>
<thead>
<tr>
<th>Course</th>
<th>Title</th>
<th>Credits</th>
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</thead>
<tbody>
<tr>
<td>ART 182</td>
<td>Foundation in Digital Art I</td>
<td></td>
</tr>
<tr>
<td>ART 183</td>
<td>Foundation in Digital Art II</td>
<td></td>
</tr>
<tr>
<td>ART 222</td>
<td>Black and White Photography</td>
<td></td>
</tr>
<tr>
<td>ART 288</td>
<td>Interaction Design I</td>
<td></td>
</tr>
<tr>
<td>ART 314</td>
<td>History of Photography</td>
<td></td>
</tr>
<tr>
<td>ART 324</td>
<td>Photographic Expression</td>
<td></td>
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<tr>
<td>ART 373</td>
<td>New Media Art History</td>
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</tr>
<tr>
<td>ART 383</td>
<td>Digital Video I</td>
<td></td>
</tr>
<tr>
<td>ART 388</td>
<td>Interaction Design II</td>
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<tr>
<td>ART 470</td>
<td>Selected Advanced Topics</td>
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</tr>
<tr>
<td>ART 483</td>
<td>Digital Video II</td>
<td></td>
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<tr>
<td>ART 484</td>
<td>Animation, Video, and Interactive Design</td>
<td></td>
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<tr>
<td>ART 489</td>
<td>Advanced Interactive Media Art</td>
<td></td>
</tr>
<tr>
<td>COMS 317</td>
<td>Technology and Human Communication</td>
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<tr>
<td>COMS 385</td>
<td>Media Criticism</td>
<td></td>
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<tr>
<td>COMS 419</td>
<td>Media Effects</td>
<td></td>
</tr>
<tr>
<td>CSC 171</td>
<td>Introduction to Interactive Entertainment</td>
<td></td>
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<tr>
<td>or CSC/CPE 123</td>
<td>Introduction to Computing</td>
<td></td>
</tr>
<tr>
<td>CSC/CPE 471</td>
<td>Introduction to Computer Graphics</td>
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</tr>
<tr>
<td>CSC 473</td>
<td>Advanced Rendering Techniques</td>
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<tr>
<td>CSC/CPE 476</td>
<td>Real-Time 3D Computer Graphics Software</td>
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<tr>
<td>CSC 478</td>
<td>Current Topics in Computer Graphics</td>
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<tr>
<td>DANC 340</td>
<td>Dance Composition</td>
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<tr>
<td>ENGL 370</td>
<td>World Cinema</td>
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<tr>
<td>ENGL 371</td>
<td>Film Styles and Genres</td>
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<tr>
<td>ENGL 372</td>
<td>Film Directors</td>
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<tr>
<td>ES 320</td>
<td>African American Cultural Images</td>
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</tr>
<tr>
<td>ES 321</td>
<td>Native American Cultural Images</td>
<td></td>
</tr>
<tr>
<td>ES 322</td>
<td>Asian American Cultural Images</td>
<td></td>
</tr>
<tr>
<td>ES 323</td>
<td>Mexican American Cultural Images</td>
<td></td>
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<tr>
<td>ES 340</td>
<td>Cultural Production and Ethnicity</td>
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<tr>
<td>GEOG 318</td>
<td>Applications in GIS</td>
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<tr>
<td>GEOG 328</td>
<td>Applications in Remote Sensing</td>
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<tr>
<td>GEOG 440</td>
<td>Advanced-Applications in GIS</td>
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<tr>
<td>GRC 338</td>
<td>Web Development and Content Management</td>
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<tr>
<td>GRC 339</td>
<td>Web Design and Production</td>
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<tr>
<td>GRC 377</td>
<td>Web and Print Publishing</td>
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<tr>
<td>GRC 429</td>
<td>Digital Media</td>
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<tr>
<td>GRC 452</td>
<td>Emerging Technologies in Graphic Communication</td>
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<tr>
<td>HIST 418</td>
<td>Chinese Film and History</td>
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<tr>
<td>HIST 422</td>
<td>Japanese Postwar Film and History</td>
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<tr>
<td>ISLA 303</td>
<td>Values and Technology</td>
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<tr>
<td>ISLA 320</td>
<td>Topics and Issues in Values, Media and Culture (Pop Culture)</td>
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</tr>
<tr>
<td>JOUR 219</td>
<td>Multicultural Society and the Mass Media</td>
<td></td>
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<tr>
<td>JOUR 285</td>
<td>Introduction to Multimedia Journalism</td>
<td></td>
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<tr>
<td>JOUR 302</td>
<td>Mass Media Law</td>
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<tr>
<td>JOUR 303</td>
<td>Web Audio and Video</td>
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<tr>
<td>JOUR 346</td>
<td>Broadcast Announcing and Production</td>
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<tr>
<td>JOUR 350</td>
<td>Data Journalism</td>
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<tr>
<td>JOUR 390</td>
<td>Visual Communication for the Mass Media</td>
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<td>JOUR 401</td>
<td>Global Communication</td>
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<tr>
<td>JOUR 402</td>
<td>Journalism Ethics</td>
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<tr>
<td>JOUR 410</td>
<td>Advanced Digital Journalism</td>
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<tr>
<td>JOUR 418</td>
<td>Copyright, Trademark, Patent and Commercial Speech in Digital Media</td>
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<tr>
<td>KINE 320</td>
<td>Media and Technology in Health Promotion</td>
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<tr>
<td>LAES 301</td>
<td>Project-Based Learning in Liberal Arts and Engineering Studies</td>
<td></td>
</tr>
<tr>
<td>LAES 302</td>
<td>Advanced Project-Based Learning in Liberal Arts and Engineering Studies</td>
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<tr>
<td>MU 101</td>
<td>Introduction to Music Theory</td>
<td></td>
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<tr>
<td>or MU 120</td>
<td>Music Appreciation</td>
<td></td>
</tr>
<tr>
<td>MU 311</td>
<td>Sound Design: Technologies</td>
<td></td>
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</tbody>
</table>
Media Arts, Society and Technology Minor

<table>
<thead>
<tr>
<th>Course</th>
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</tr>
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<tbody>
<tr>
<td>MU 312</td>
<td>Sound Design: Recording</td>
</tr>
<tr>
<td>SPAN 307</td>
<td>Spanish and Latin American Film</td>
</tr>
<tr>
<td>TH 230</td>
<td>Stagecraft I</td>
</tr>
<tr>
<td>TH 330</td>
<td>Stagecraft II</td>
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<tr>
<td>TH 430</td>
<td>Scenic Design</td>
</tr>
<tr>
<td>TH 434</td>
<td>Lighting Design</td>
</tr>
<tr>
<td>UNIV 424</td>
<td>Design of Museum Displays of Science, Engineering and Technology</td>
</tr>
</tbody>
</table>

Total units: 27-28

1. Please note that ART 122 is a prerequisite for ART 383 (a MAST elective course option).
2. MAST Elective Courses may also be selected from unused MAST Practicum courses or with Minor Advisor approval.
3. Please check prerequisites. Your ability to select specific elective courses may vary depending upon your major's curriculum requirements.
4. At least 4 units of MAST electives must be upper division.
5. Minor Advisor approval is required for this course to count as a MAST elective. Approval is dependent on subtitle or topic.