# Media Arts, Society and Technology Minor

## Required Courses

<table>
<thead>
<tr>
<th>Course Code</th>
<th>Course Title</th>
</tr>
</thead>
<tbody>
<tr>
<td>ISLA 123</td>
<td>Introduction to Science, Technology &amp; Society</td>
</tr>
<tr>
<td>ES/WGQS 350</td>
<td>Gender, Race, Culture, Science &amp; Technology</td>
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<tr>
<td>ISLA 456</td>
<td>Advanced Project-Based Learning in Science, Technology &amp; Society</td>
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</tbody>
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## Media Arts, Society and Technology Practicum Sequence

Select from the following:

### 3D Graphics
- ART 182 & ART 484: Foundation in Digital Art I and Animation, Video, and Interactive Design
- ART 376 or ART 474: The Art of Mixed Reality or Collaborative Studio: Storyboarding, Modeling, Animation and Rendering

### Digital Video
- ART 122 or ART 224: Introduction to Digital Photography or 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 340 or GRC 420: Front-end Web Development or Graphic Communication in Integrated Marketing Communications

### Intermedia and Sculpture
- ART 148 & ART 348 & ART 353: Beginning Sculpture and Intermediate Sculpture and Intermedia / Art

### Interactive Entertainment
- 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 & ENGL 411 & ENGL 412: Introduction to Media Arts and Technologies and New Media Arts I and New Media Arts II

### Sound Design
- MU 101 or MU 120: Introduction to Music Theory or Music Appreciation
- MU 311 & MU 312: Introduction to Recording, Synthesis, and Production and Advanced Recording, Synthesis, and Production

### Technology and Community Engagement
- ISLA 240 & ISLA 411: Introduction to Media Arts and Technologies and Technology and Community Engagement

## Approved Electives

Select from the following:

### 3D Graphics
- 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
- 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 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/o 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)  
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 units  26-28

1 It is the students’ responsibility to make sure that they have taken any other required prerequisite courses in the Practicum Sequence.
2 We recommend taking ART 484 before ART 376.
3 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.
4 This practicum sequence requires an additional prerequisite that would not be counted towards the units for the MAST minor. CSC 202 requires CSC 101.
5 ISLA/LAES 411 must be taken for 8 units across two quarters.
6 MAST Elective courses may also be selected from unused MAST Practicum courses or with minor advisor approval.
7 Please check prerequisites. Your ability to select specific elective courses may vary depending upon the curriculum requirements for your major.
8 Minor advisor approval is required for this course to count as a MAST Elective. Approval is dependent on the subtitle or topic.