

CROSS DISCIPLINARY STUDIES MINOR IN COMPUTING FOR INTERACTIVE ARTS

Offered at: San Luis Obispo Campus

The minor in Computing for Interactive Arts (CIA) is a Cross-Disciplinary Studies Minor jointly offered by the Department of Art and Design and the Computer Science Department. The CIA minor fosters a collaborative, cross-disciplinary environment in which Art and Design students integrate coding and algorithmic thinking in creative works and Computer Science students apply the principles and methodology of design thinking to visual applications. The minor enables students from different disciplines to collaborate on projects requiring both a technical and a creative perspective. The Computing for Interactive Arts minor is not open to students in the Computer Science minor or the Cross-Disciplinary Studies Minor in Data Science.

Program Learning Objectives

1. Produce a strong body of work and/or professional portfolio via combined principles of art/design and the methodology of design thinking with algorithmic thinking.
2. Establish and maintain a rigorous creative and technical practice that is productive and professional.
3. Employ an articulate, sophisticated visual, verbal, and technical vocabulary related to art and design from a range of styles and periods.
4. Apply comparative reasoning in evaluating works of interactive art and design.
5. Contribute to diverse, cross-disciplinary, collaborative interactive computing endeavors as a team member
6. Resolve problems at the interface of art and design and computer science through innovative thinking and visual expression.
7. Demonstrate an ability to evaluate ethical consequences in creative expression, technical innovation and professional practice.
8. Practice life-long learning, inquiry, and discovery via directed self-research and inquiry for artistic and technical projects.

Minor Requirements and Curriculum

The minor must be completed prior to, or at the same time as, the requirements for the bachelor's degree. A major and a minor may not be taken in the same degree program, and a minor is not required for a degree. Requirements for the minor include:

- At least half of the units must be from upper-division courses (3000-4000 level).
- At least half of the units must be taken at Cal Poly (in residence).
- No more than one-third of the units will be taken with credit-no credit grading (CR/NC), not counting courses with mandatory CR/NC. Departments may further limit CR/NC grading if desired.
- A minimum 2.0 GPA is required in all units counted for completion of the minor.

Code	Title	Units
REQUIRED COURSES		
ART 1130	Fundamentals of Digital Media Art	3
ART 3331	Concept Art and Storyboarding	3
ART 3332	Three-dimensional Design and Modeling for Animation and Interactive Art	3
ART/CSC 4431	Computing for Interactive Arts Capstone I	3
ART/CSC 4432	Computing for Interactive Arts Capstone II	3
CSC 1001 & 1001L	Fundamentals of Computer Science and Fundamentals of Computer Science Laboratory	4
CSC/CPE 1024	Introduction to Computing	2
Total Units		21