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 following: [1]		10-12
3D Graphics		
ART 182 & ART 484	Foundation in Digital Art I and Animation, Video, and Interactive Design [2]	
ART 376	The Art of Mixed Reality [2]	
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 Sculpture [3]		
ART 148 & ART 348 & ART 353	Beginning Sculpture and Intermediate Sculpture and Intermedia / Art	
Interactive Entertainment [4]		
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	Introduction to Music Theory	
or MU 120	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 [5]	

Approved Electives		
Select from the following: [6,7]		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 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.