DIGITAL ARTS AND SCIENCES | BACHELOR OF ARTS

The interdisciplinary digital arts and sciences (DAS) program crosses college boundaries between arts, communications, and engineering.

About this Program

- **College:** Arts
- **Degree:** Bachelor of Arts in Digital Arts and Sciences
- **Credits for Degree:** 120
- **Additional Information**

**Related Digital Arts and Sciences Programs**

To graduate with this major, students must complete all university, college, and major requirements.

Critical Tracking records each student’s progress in courses that are required for entry to each major. Please note the critical-tracking requirements below on a per-semester basis.

Equivalent critical-tracking courses as determined by the State of Florida Common Course Prerequisites may be used for transfer students.

Semester 1

- Complete 1 of 5 critical-tracking courses: ARH 2000; ARH 2050; ARH 2051; DIG 2121; or MAC 1140 with a minimum grade of C
- 2.5 GPA required for all critical-tracking courses
- 2.0 UF GPA

Semester 2

- Complete 1 additional critical-tracking course with a minimum grade of C
- 2.5 GPA required for all critical-tracking courses
- 2.0 UF GPA

Semester 3

- Complete 1 additional critical-tracking course with a minimum grade of C
- 2.5 GPA required for all critical-tracking courses
- 2.0 UF GPA

Semester 4

- Complete 1 additional critical-tracking course with a minimum grade of C
- 2.5 GPA required for all critical-tracking courses
- 2.0 UF GPA

Semester 5

- Complete remaining critical-tracking courses with minimum grades of C
- 2.5 GPA required for all critical-tracking courses
- 2.0 UF GPA

To remain on track, students must complete the appropriate critical-tracking courses, which appear in bold. These courses must be completed by the terms as listed above in the Critical Tracking criteria.

This semester plan represents an example progression through the major. Actual courses and course order may be different depending on the student's academic record and scheduling availability of courses. Prerequisites still apply.

<table>
<thead>
<tr>
<th>Course</th>
<th>Title</th>
<th>Credits</th>
</tr>
</thead>
<tbody>
<tr>
<td>ARH 2000</td>
<td>Art Appreciation: American Diversity and Global Arts (Critical Tracking; State Core Gen Ed Humanities)</td>
<td>3</td>
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<tr>
<td>ENC 1101</td>
<td>Expository and Argumentative Writing (State Core Gen Ed Composition)</td>
<td>3</td>
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<tr>
<td>MAC 1140</td>
<td>Precalculus Algebra (Critical Tracking; State Core Gen Ed Mathematics)</td>
<td>3</td>
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<tr>
<td>State Core Gen Ed Biological or Physical Sciences</td>
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<td>3</td>
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<tr>
<td>Elective</td>
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<td>3</td>
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<tr>
<td>ARH 2050</td>
<td>Introduction to the Principles and History of Art 1 (Critical Tracking; Gen Ed Humanities)</td>
<td>3</td>
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<tr>
<td>DIG 2121</td>
<td>Principles of Digital Visualization (Critical Tracking)</td>
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<td>IUF 1000</td>
<td>What is the Good Life (Gen Ed Humanities)</td>
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<tr>
<td>Gen Ed Social and Behavioral Sciences</td>
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<td>3</td>
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<tr>
<td>Elective</td>
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<td>3</td>
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<tr>
<td>ARH 2051</td>
<td>Introduction to the Principles and History of Art 2 (Critical Tracking; Gen Ed Humanities)</td>
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<tr>
<td>State Core Gen Ed Social and Behavioral Sciences</td>
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<td>3</td>
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<td>Electives</td>
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<td>9</td>
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<tr>
<td>DAS Design and Production Studio 1 (Critical Tracking)</td>
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<td>Game Design Practices</td>
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<tr>
<td>Theory of Digital Media Protocols (Critical Tracking)</td>
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<td>3</td>
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<td>Entrepreneurship in New Media</td>
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<td>3</td>
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<tr>
<td>Advanced Digital Animation Techniques (Critical Tracking)</td>
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<td>3</td>
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<tr>
<td>DAS Design and Production Studio 2</td>
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<td>3</td>
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<td>Applied Digital Media Protocols</td>
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<td>Game Development (Critical Tracking)</td>
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<td>3</td>
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<tr>
<td>Digital Storytelling (Critical Tracking)</td>
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<td>3</td>
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<tr>
<td>Rotating Topic</td>
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<td>3</td>
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The B.A. in digital arts and sciences crosses college boundaries between communications, engineering and the arts. Students will become versed in contemporary issues in social and interactive media, critical thinking and creative design solutions. The DAS graduate will gain experience working in collaborative teams on media projects, including serious and applied games, live digital performances and virtual worlds.

Before Graduating Students Must

- Pass assessment of performance on a major design experience, according to department grading rubric.
- Pass assessment in one or more core courses or individual assignments targeted to each SLO.
- Complete requirements for the baccalaureate degree, as determined by faculty.

Students in the Major Will Learn to

Student Learning Outcomes (SLOs)

Content
1. Apply knowledge of multimedia, human-computer interaction, graphics and simulation to application domains.
2. Conceptualize, design and develop a digital interface involving animation, sound and immersive environments.

Critical Thinking
3. Successfully solve the problems and engage in the systems thinking necessary to develop contemporary interactive digital media.
4. Think critically about contemporary digital media and culture and analyze attendant digital communications practices.

Communication
5. Communicate and collaborate successfully in a team environment comprised of artists, designers and application developers.

Assessment Types
- Assignments
- Projects illustrating systems thinking and problem solving
- Review of student work illustrating collaborative interdisciplinary achievement
- Performance in capstone course

Credits
15

Total Credits
120

1 Transfer students who have not taken DIG 2121 or an acceptable substitute should take DIG 2121.

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