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 ([http://catalog.ufl.edu/UGRD/colleges-schools/UGART/](http://catalog.ufl.edu/UGRD/colleges-schools/UGART/))
- **Degree**: Bachelor of Arts in Digital Arts and Sciences
- **Credits for Degree**: 120
- **More Info**

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

Department Information

The Digital Worlds Institute is on the cutting edge of digital arts and sciences — both in research initiatives and innovative approach to education. The institute is a recognized leader in combining arts, communications, engineering and science, with a focus on advanced media systems.

Website ([https://digitalworlds.ufl.edu/](https://digitalworlds.ufl.edu/))

CONTACT

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102 FINE ARTS A
GAINESVILLE FL 32611
Map ([http://campusmap.ufl.edu/#/index/0597](http://campusmap.ufl.edu/#/index/0597))

Curriculum

- Digital Arts and Sciences Minor
- Digital Arts and Sciences | Bachelor of Arts
- Digital Arts and Sciences | Bachelor of Arts UF Online

Related Programs

- Digital Arts and Sciences | Bachelor of Science

The Bachelor of Arts in Digital Arts and Sciences (BADAS) crosses traditional college boundaries between the arts, communications, and engineering. 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 digital storytelling, animation, and game design including serious and applied games.

Department Requirements

In addition to meeting university-level requirements, students seeking admission to this program must submit a portfolio of original student work, demonstrating competency in digital art and computer programming, as well as a personal statement, to the UF Digital Worlds Institute. The content and quality of these submissions, in addition to previous academic GPA, will be significant factors to determine admission into the program.

The personal statement refers to an original document created by the applicant that details interests, motivations and rationale for seeking program admission. The statement should be one to two pages in length and demonstrate a serious intent to pursue the program and the writing ability appropriate for admission as an upper-division student at a major American university.

Portfolio materials refer to a body of original creative or technical work authored, documented and presented in a contemporary digital format. The portfolio will contain examples of the applicant’s best original work including digital art and programming completed before seeking admission to the BADAS program.

The portfolio is due by March 15 of the sophomore year for admission into upper-division coursework. Students may not take 3000/4000-level DIG courses without submission of the portfolio.

Students must complete all critical-tracking courses with minimum grades of C in each course and the minimum critical-tracking GPA must be 2.5. Students who do not meet these requirements will be placed on academic probation and required to prepare a probation contract with an advisor. Students normally are given two terms in which to remove their deficit points; however, students who do not satisfy the conditions of the first term of probation may be dismissed from the program.

Critical Tracking

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 ([http://www.flvc.org/cpp/displayRecord.jsp?cip=500102&track=01](http://www.flvc.org/cpp/displayRecord.jsp?cip=500102&track=01)) may be used for transfer students.

Semester 1

- Complete 2 of 11 critical-tracking courses: ARH 2000; DIG 2121; DIG 2632; DIG 3097; DIG 3525C; DIG 3526C; DIG 3588C; DIG 4841; DIG 4970; 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 2 additional critical-tracking courses with a minimum grade of C
- 2.5 GPA required for all critical-tracking courses
- 2.0 UF GPA

Semester 3

- Complete 2 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 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 6
• 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 7
• 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 8
• Complete remaining critical-tracking course with a minimum grade of C
• 2.5 GPA required for all critical-tracking courses
• 2.0 UF GPA

Model Semester Plan
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.

Course | Title | Credits
--- | --- | ---
Semester One
ARH 2000 | Art Appreciation: American Diversity and Global Arts (Critical Tracking; State Core Gen Ed Humanities; Gen Ed Diversity) | 3
DIG 2005 | Introduction to Digital Technologies | 3
DIG 2021 | Foundations of Digital Culture | 3
DIG 2632 | Creating Mobile Games (Critical Tracking) | 3
Gen Ed Composition |  | 3

| Credits | 15 |

Semester Two
Quest 1 (Gen Ed Humanities) |  | 3
DIG 2121 | Principles of Digital Visualization (Critical Tracking) | 3
DIG 3313C | 2D Digital Animation Techniques | 3
MAC 1140 | Precalculus Algebra (Critical Tracking; State Core Gen Ed Mathematics) | 3
State Core Gen Ed Composition |  | 3

| Credits | 15 |

Semester Three
DIG 3305C | 3D Digital Animation Techniques | 3
DIG 3525C | DAS Design and Production Studio 1 (Critical Tracking) | 3
DIG 3713 | Game Content Production 1 | 3

| Credits | 15 |

Semester Four
Quest 2 (Gen Ed Physical or Biological Sciences OR Gen Ed Social and Behavioral Sciences) |  | 3
DIG 3526C | DAS Design and Production Studio 2 (Critical Tracking) | 3
DIG 3124 | Principles of Interaction & Usability | 3
DIG 3521 | Project Methodologies | 3
State Core Gen Ed Biological or Physical Sciences (http://catalog.ufl.edu/UGRD/academic-programs/general-education/#genedcoursestext) | 3

| Credits | 15 |

Semester Five
DIG 3433 | Digital Storytelling | 3
DIG 3588C | Digital Portfolio (Critical Tracking) | 3
Major Elective |  | 3
Gen Ed Mathematics |  | 3
Elective |  | 3

| Credits | 15 |

Semester Six
DIG 3097 | Entrepreneurship in New Media (Critical Tracking) | 3
DIG 4154 | Writing for Interactive Media | 3
Major Elective |  | 3
Gen Ed Biological or Physical Sciences OR Gen Ed Social and Behavioral Sciences (requirement not met by Quest 2) | 3
Elective |  | 3

| Credits | 15 |

Semester Seven
DIG 4841 | Undergraduate Research Forum (Critical Tracking) | 3
Major Elective |  | 3
Gen Ed Humanities |  | 3
Electives |  | 6

| Credits | 15 |

Semester Eight
DIG 4970 | Senior Project in DAS (Critical Tracking) | 3
Major Elective |  | 3
Gen Ed Humanities |  | 3
Electives |  | 6

| Credits | 15 |

Total Credits | 120

Approved Electives
Major Electives | 12 Credits
Students are encouraged to work with faculty and advisors to construct elective sets that best meet their individual career goals.

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<thead>
<tr>
<th>Code</th>
<th>Title</th>
<th>Credits</th>
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<tbody>
<tr>
<td>DIG 3506</td>
<td>Interdisciplinary Design Methods for Digital Arts and Sciences</td>
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<tr>
<td>DIG 3691</td>
<td>Blockchain Innovation in Digital Arts and Sciences</td>
<td>3</td>
</tr>
<tr>
<td>DIG 3878</td>
<td>Game Systems Development 2</td>
<td>3</td>
</tr>
<tr>
<td>DIG 4171C</td>
<td>Digital Tools for Arts and Humanities</td>
<td>3</td>
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</table>
DIG 4255C Audio Design for Digital Production 3
DIG 4283 Music and Sound Design for Digital Media 3
DIG 4306C Advanced Digital Animation Techniques 3
DIG 4361C Advanced 2D Digital Animation Techniques 3
DIG 4354 3D Character Animation 3
DIG 4527C Game Design and Production 3
DIG 4540C Production of Immersive Environments 3
DIG 4583C DAS Design and Production Studio 4 3
DIG 4634 Wearable and Mobile App Development 3
DIG 4715C Game Development 3
DIG 4905 Independent Study 1-4
DIG 4917 Undergraduate Research in DAS 0-3
DIG 4930 Special Topics in DAS 1-4
DIG 4932 Colloquium in Digital Arts and Sciences 1
DIG 4940 Internship 1-3
DIG 4942 Undergraduate Course Assistant 0-3
DIG 4944C Production Practicum 0-3

Academic Learning Compact
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.

Curriculum Map

<table>
<thead>
<tr>
<th>Course</th>
<th>SLO 1</th>
<th>SLO 2</th>
<th>SLO 3</th>
<th>SLO 4</th>
<th>SLO 5</th>
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<td>DIG 2020</td>
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<td>DIG 3305C</td>
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<tr>
<td>DIG 3433</td>
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Assessment Types
• Assignments
• Projects illustrating systems thinking and problem solving
• Review of student work illustrating collaborative interdisciplinary achievement
• Performance in capstone course