DIGITAL ARTS AND SCIENCES | BACHELOR OF ARTS

The interdisciplinary Digital Arts and Sciences (BADAS) program crosses college boundaries between arts, communications, and engineering.

About this Program

- **College:** Arts (https://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/)

CONTACT

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GAINESVILLE FL 32611
Map (http://campusmap.ufl.edu/#/index/0597)

Curriculum

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

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 (https://cpm.flvc.org/advance-search/) may be used for transfer students.

Semester 1

- Complete 2 of 11 critical-tracking courses: ARH 2000; DIG 2121; DIG 2430; DIG 2632; DIG 3097; DIG 3329; DIG 3525C; DIG 3526C; DIG 3873; 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 courses 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 (**Critical Tracking**; State Core Gen Ed Humanities)	3
DIG 2005	Introduction to Digital Technologies	3

DIG 2021	Foundations of Digital Culture	3
DIG 2632	Introduction to Game Design & Development (**Critical Tracking**)	3
Gen Ed Composition		3
	Credits	**15**
Semester Two		
Quest 1 (Gen Ed Humanities)		3
DIG 2121 or DIG 2430	Principles of Digital Visualization (**Critical Tracking**) or Digital Storyboarding	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
DIG 3873	Game Systems Development 1 (**Critical Tracking**)	3
State Core Gen Ed Social and Behavioral Sciences (https://catalog.ufl.edu/UGRD/academic-programs/general-education/#genedcoursestext)		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 (https://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 or DIG 3329	Entrepreneurship in New Media (**Critical Tracking**) or 3D Modeling and Texturing	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	Senior Project Research (**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

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.

Code	Title	Credits
DIG 3623	Playable Patterns: Science Storytelling with AI & Games	3
DIG 3691	Blockchain Innovation in Digital Arts and Sciences	3
DIG 3715	Game Content Production 2	3
DIG 3878	Game Systems Development 2	3
DIG 4171C	Digital Tools for Arts and Humanities	3
DIG 4184C	Motion Design	3
DIG 4185	Experience Design for Social Engagement	3
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 4552	Advanced Design & Production Studio	3
DIG 4634	Wearable and Mobile App 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 4944C	Production Practicum	0-3

Academic Learning Compact

The BA in Digital Arts and Sciences (BADAS) 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 BADAS 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 creative digital project.

Critical Thinking

3. Successfully solve the problems and engage in the systems thinking necessary to develop contemporary interactive digital media.
4. Critically evaluate contemporary digital media and digital techniques in the creation of digital art.

Communication

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

Curriculum Map

I = Introduced; R = Reinforced; A = Assessed

Courses	SLO 1	SLO 2	SLO 3	SLO 4	SLO 5
DIG 2020	I				
DIG 3305C		I			

DIG 3433				I	
DIG 3506			I	R	I
DIG 3525C					
DIG 3526C	R	R			R
DIG 4306C		R			
DIG 4527C		R			
DIG 4583C			A		A
DIG 4841				R	R
DIG 4970 Capstone Course	A	A	A	A	A

Assessment Types

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