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)
- **Degree**: Bachelor of Arts in Digital Arts and Sciences
- **Credits for Degree**: 120
- **Contact**: 1.855.99GATOR
- **Additional Information**

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

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.

Related Digital Arts and Sciences Programs
- Bachelor of Arts in Digital Arts and Sciences (http://catalog.ufl.edu/UGRD/colleges-schools/UGART/DAR_BADA)
- Bachelor of Science in Digital Arts and Sciences (http://catalog.ufl.edu/UGRD/colleges-schools/UGENG/DAS_BSDA)
- Digital Arts and Sciences minor (http://catalog.ufl.edu/UGRD/colleges-schools/UGART/DAR_UMN)

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) may be used for transfer students.

**Semester 1**
- Complete 2 of 7 critical-tracking courses: ARH 2000; DIG 2121; DIG 2632; DIG 3525C; DIG 3526C; DIG 3873; 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 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

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
- **DIG 2632** Creating Mobile Games (*Critical Tracking*) 3
- **ENC 1101** Expository and Argumentative Writing (State Core Gen Ed Composition [http://catalog.ufl.edu/UGRD/academic-programs/general-education/#genedcoursestext]) 3
- **MAC 1140** Precalculus Algebra (*Critical Tracking*, State Core Gen Ed Mathematics) 3

### Semester Two
- **ARH 2000** Art Appreciation: American Diversity and Global Arts (*Critical Tracking*, State Core Gen Ed Humanities) 3
- **DIG 2121** Principles of Digital Visualization (*Critical Tracking*) 3
- **IDS 1161** What is the Good Life (Gen Ed Humanities) 3
- **Gen Ed Social and Behavioral Sciences** 3
- **Gen Ed Composition** 3

### Semester Three
- **DIG 3020** Foundations of Digital Culture 3
- **DIG 3525C** DAS Design and Production Studio 1 (*Critical Tracking*) 3

### Semester Four
- **DIG 3313C** 2D Digital Animation Techniques 3
- **DIG 3526C** DAS Design and Production Studio 2 (*Critical Tracking*) 3

### Semester Five
- **DIG 3305C** 3D Digital Animation Techniques 3
- **DIG 3433** Digital Storytelling 3
- **DIG 3713** Game Design Practices 3
- **DIG 3873** Theory of Digital Media Protocols (*Critical Tracking*) 3

### Semester Six
- **DIG 3878** Applied Digital Media Protocols 3
- **DIG 3097** Entrepreneurship in New Media 3
- **DIG 4306C** Advanced Digital Animation Techniques 3
- **DIG 4715C** Game Development 3

### Semester Seven
- **DIG 3691** Blockchain Innovation in Digital Arts and Sciences 3
- **DIG 4361C** Advanced 2D Digital Animation Techniques 3
- **DIG 4527C** Game Design and Production 3
- **DIG 4634** Wearable and Mobile App Development 3
- **Elective** 3

### Semester Eight
- **DIG 3XXX** Rotating Topic 3
- **DIG 3588C** Digital Portfolio 3
- **DIG 4154** Writing for Interactive Media 3
- **DIG 4970** Senior Project in DAS 3
- **Elective** 3

#### Credits
Total Credits 120

1. Transfer students who have not taken DIG 3020 or an acceptable substitute should take DIG 3020.
2. Transfer students who have not taken DIG 3313C or an acceptable substitute should take DIG 3313C.
3. Transfer students who have not taken DIG 3525C or an acceptable substitute should take DIG 3525C.
4. Transfer students who have not taken DIG 3526C or an acceptable substitute should take DIG 3526C.

### 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**

1. Successfully solve the problems and engage in the systems thinking necessary to develop contemporary interactive digital media.
2. Think critically about contemporary digital media and culture and analyze attendant digital communications practices.
Communication
1. Communicate and collaborate successfully in a team environment comprised of artists, designers and application developers.

Curriculum Map
*I = Introduced; R = Reinforced; A = Assessed*

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Capstone Course

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