DIGITAL ARTS AND SCIENCES MINOR

The Digital Arts and Sciences (DAS) minor crosses traditional college boundaries between the arts, communications, and engineering. Students become versed in contemporary social and interactive media, critical thinking, and creative design solutions. The DAS minor provides experience working in collaborative teams on media projects, including animation, experience design and production, and game design.

About this Program

• **College:** Arts (http://catalog.ufl.edu/UGRD/colleges-schools/UGART/)
• **Credits:** 15 | Completed with minimum grades of C

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

Email (jan@digitalworlds.ufl.edu) | 352.294.2020 (tel) | 352.294.2030 (fax)

102 FINE ARTS A

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

Related Programs

• Digital Arts and Sciences | Bachelor of Science

Applicants must successfully complete at least two of the required courses and receive approval of their college/department before obtaining Digital Worlds Institute approval to officially declare the minor.

• BA in Digital Arts & Sciences majors have priority access to classes. DAS minors must work with the Digital Worlds Institute advisor to gain access to courses on a space-available basis.
• These courses will not fulfill credits for this minor: DIG 4917, DIG 4940, DIG 4942, DIG 4944C, DIG 4970
• All 3000-level and above course work must be completed at the University of Florida.
• All course and grade prerequisites must be satisfied.

Required Courses

All students must complete two of the four required courses listed below before applying to the minor. The remaining credits to complete the minor may come from any 3000/4000 level Digital Worlds Institute courses, excluding DIG 4917, DIG 4940, DIG 4942, DIG 4944C, and DIG 4970

<table>
<thead>
<tr>
<th>Code</th>
<th>Title</th>
<th>Credits</th>
</tr>
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<tbody>
<tr>
<td>DIG 2005</td>
<td>Introduction to Digital Technologies</td>
<td>6</td>
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<tr>
<td>DIG 2021</td>
<td>Foundations of Digital Culture</td>
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<tr>
<td>DIG 2121</td>
<td>Principles of Digital Visualization</td>
<td></td>
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<tr>
<td>DIG 2632</td>
<td>Creating Mobile Games</td>
<td></td>
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<tr>
<td>DIG 4917</td>
<td>Digital Arts &amp; Sciences courses (3000/4000 level)</td>
<td>9</td>
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Total Credits 15