DIGITAL ARTS AND SCIENCES (ARTS)

Program Information

The Master of Arts in Digital Arts & Sciences (DAS) degree seeks to allow students from diverse academic backgrounds the opportunity to develop fluency in the technologies, design practices and collaborative interdisciplinary teamwork increasingly required by the media, communications and entertainment industries. Graduates holding the M.A. in DAS degree would typically seek employment in the creative services sector, applying digital techniques and technologies in a variety of professions. Opportunities range from traditional cinema to interactive games; from broadcast media to online international networks to emergent industries.

Although this is a thesis degree, students usually produce a creative project in lieu of thesis. Students should see the graduate coordinator for the requirements for the creative project, which are also provided in the DAS Student Handbook.

Students seeking admission are expected to have an undergraduate background including:

- A degree in one of the fine arts or liberal arts
- A body of work that demonstrates accomplishment in the intended area
- A body of work that can clearly be enhanced with skills to be acquired in the DAS program.

Deficiencies may be corrected before beginning graduate study. In addition to appropriate academic credentials and prior scholastic achievement, admission into the program requires a well-constructed Statement of Purpose and media-related support material (i.e. samples of design, programming, video, web, writing, etc.) that demonstrates both prior interest and/or achievement in New Media/Digital Arts & Sciences.

Degrees Offered

Degrees Offered with a Major in Digital Arts and Sciences

- Master of Arts

Requirements for these degrees are given in the Graduate Degrees (http://catalog.ufl.edu/graduate/degrees/) section of this catalog.

Courses

Digital Worlds Departmental Courses

Code	Title	Credits
DIG 5555C	Digital Media Projection Design I	3
DIG 5930	Special Topics	3
DIG 5931C	Special Topics	1-4
DIG 6027	Digital Storytelling	1-4
DIG 6028	Roots of Digital Culture	1-3
DIG 6050C	Entertainment Technology	1-4
DIG 6125C	Digital Design & Visualization	1-3
DIG 6126C	Interaction Design	1-3
DIG 6256C	Audio Design For Digital Production	1-3
DIG 6358C	Applied 3D Modeling and Animation	2
DIG 6556C	Digital Media Projection Design II	3
DIG 6589C	Digital Portfolio	3
DIG 6719	Videogame Theory and Analysis	2-4
DIG 6744C	Movement, Media and Machines	1-4
DIG 6751C	Protocols for Multimedia Interfaces	2-4
DIG 6788C	Digital Production & Game Design	1-4
DIG 6837C	Digital Tools for Arts and Humanities	3
DIG 6840	Interdisciplinary Research Seminar in Digital Arts & Sciences	1-4
DIG 6850	Digital Arts & Sciences Convergence	1-4
DIG 6906	Independent Study - Graduate Level	1-4
DIG 6931C	Special Topics	1-3
DIG 6950C	Digital Performance Production	1-4
DIG 6971	Research for Master's Thesis	1-3
DIG 6972C	Capstone Project	2-4
DIG 6973	Capstone Project in Lieu of Thesis	1-6

College of the Arts Courses

Code	Title	Credits
HUM 5357	Creativity and Health: Foundations of the Arts in Medicine	3
HUM 5595	Arts in Medicine in Practice	3
HUM 6308	Arts and Compassion	3
HUM 6350	The Art of Self-Care	3
HUM 6352	Art and Design in the Environment of Care	3
HUM 6353	Arts in Medicine Professional Seminar	3
HUM 6354	Arts in Medicine Advanced Professional Seminar	3
HUM 6355	Arts in Medicine Summer Intensive	3
HUM 6358	Arts in Medicine Capstone Proposal	2
HUM 6359	Arts in Medicine Capstone	3
HUM 6365	Collaborating Across Disciplines: The Arts Therapies	3
HUM 6375	The Arts and Human Development	3
HUM 6596	Arts in Medicine Capstone	4
HUM 6597	Research and Evaluation in Arts in Medicine	3
HUM 6886	Coding and Narrative Analysis in Arts in Health	2
HUM 6930	Special Topics in Fine Arts	1-3
HUM 6942	Arts in Medicine Graduate Practicum	3
HUM 6944	Arts in Action: Consulting Project in Performing Arts Management	3
THE 6933	Arts and Public Health Professional Seminar	3

Student Learning Outcomes

Digital arts and sciences (MA)

SLO 1 Knowledge
Explains the sociotechnical academic domain of Digital Arts & Sciences (DAS), and describes the transdisciplinary foundations of DAS design, inquiry and expression

SLO 2 Knowledge
Identifies the principles involved in the creation of interactive digital media artifacts

SLO 3 Skills
Solves problems and integrates systems thinking skills necessary to develop advanced media systems

SLO 4 Skills

Collaborates in cross-functional design and development teams

SLO 5 Professional Behavior
Exhibits the professional behaviors required in the field

Digital arts and sciences (MS)

SLO 1 Knowledge
Students identify, formulate, and solve computer science and engineering problems.

SLO 2 Knowledge
Students can critically read computer science and engineering literature.

SLO 3 Skills
Students use the techniques, skills, and tools necessary for computer science and engineering practice at an advanced level.

SLO 4 Professional Behavior
an understanding of professional and ethical responsibility.

SLO 5 Professional Behavior
Students can communicate effectively.