DIGITAL MEDIA, ARTS, AND TECHNOLOGY
(DIGIT – B.A., 120 Credits)

Technology has transformed the way we learn, work, and interact. Consider the speed of our digital conversion: just twenty years ago there was no smart phone, mp3 file, streaming video, cloud storage or GPS. Google wasn't a verb and your social network was limited to your home, school and workplace.

If you often find yourself thinking about digital media – how it's changed our world, what the future holds and how the technology can be applied and improved – consider pursuing a B.A. in Digital Media, Arts, and Technology. This interdisciplinary degree combines the broad perspective of the liberal arts with technical skill, so you'll study technology history and theory at the same time that you're learning to use the newest programming languages, digital tools, and computer systems.

Majors in Digital Media, Arts, and Technology choose to study in any two of four concentrations:

Digital Humanities: Learn how to use computers to solve humanities-based problems. Libraries and archives – as well as corporations and governments – have more information than can be practically read. Computing in the humanities gives us the ability to organize the material and make it available to the widest possible audience.

Sound and Motion: Tell engaging stories by making and sharing online videos, digital music, video games, and professional-quality movies.

Modeling and Simulation/Human-Computer Interaction: Conceptualize the world and the people in it. How can we represent them through live, virtual, and constructive simulations and realistic models of human behavior?

Data Visualization and Assessment: Data is meaningless without a way to represent and interpret it. Learn to process data and make arguments based on both qualitative and quantitative values.

CAREER OPPORTUNITIES

Career options for graduates of the Digital Media, Arts, and Technology program include web content editor, web designer, digital marketing strategist, social media specialist, digital artist, digital photo/video editor, digital art director, multimedia specialist, front-end analyst, digital media planner, technical producer, public relations or advertising specialist, graphic designer, and other specialties.

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GENERAL EDUCATION (45 credits)

Key to Symbols
*   Students may complete any 9 credits of GN sciences as long as one course contains a lab.
**   Students may complete any 3 credits of GHA as long as the total equals 3 or more credits.
*** A student may request an exception in order to establish a focus in one area. For example, a student may opt to take *one* course in the Social and Behavioral Sciences, *two* in the Arts, and *three* in the Humanities—referred to as the 3-6-9 sequence.

Writing/Speaking Courses (9 credits)	Your Courses	Credits
ENGL 015 or 030H (GWS)		3
ENGL 202A, B, C or D (GWS)		3
CAS 100A, B, C, or H (GWS)		3
Natural Science Courses (GN)* (9 credits)	**Your Courses**	**Credits**
		3
		3
		3
Quantification Courses (GQ) (6 credits)	**Your Courses**	**Credits**
		3
		3
Health and Physical Activity (GHA)** (3 credits)	**Your Courses**	**Credits**
		1.5
		1.5
Arts Courses (GA)*** (6 credits)	**Your Courses**	**Credits**
		3
		3
Humanities Courses (GH)*** (6 credits)	**Your Courses**	**Credits**
		3
		3
Social/Behavioral Courses (GS)*** (6 credits)	**Your Courses**	**Credits**
		3
		3

Additional Graduation Requirements

Key to Symbols
**   Can also be counted toward General Education or major requirements.
+   Effective for students enrolling in or after summer session 2005.

Course Type: Additional Requirements	Your Courses	Credits
First-Year Seminar (Included in electives or general education)		1
Writing Across the Curriculum in the major (W)**		3
International Cultures (IL)**+		3
United States Cultures (US)**+		3

Bachelor of Arts Degree Requirements (12–24 credits)

FOREIGN LANGUAGE (0–12 credits): students must attain 12th credit level proficiency.
This requirement is governed by a placement policy dictated by the number of levels of foreign language completed prior to admission to college.

Courses: Foreign Language	Credits
	4
	4
	4

B.A. KNOWLEDGE DOMAINS (9 credits)

Formerly, students were required to complete 3 credits in each of three domains (Arts, Humanities, Social & Behavioral Sciences). Effective Summer 2005, students are permitted to complete all 9 credits in any one of six domains or a combination thereof, but *courses may not be taken in the area of the student's primary major*. The six domains are Arts (GA), Humanities (GH), Social & Behavioral Sciences (GS), Natural Sciences (GN), Quantification (GQ), and Foreign Language *if* the coursework is in a second foreign language or beyond the 12th credit proficiency of the first foreign language.

See complete list of courses at: http://bulletins.psu.edu/undergrad/barequirements/

Courses: Knowledge Domains	Credits
	3
	3
	3

OTHER CULTURES (3 cr)†
Key to Symbol
†   Cannot be used to satisfy the U.S. & International Cultures requirement.

See: http://bulletins.psu.edu/undergrad/barequirements/otherCultures

Course: Other Cultures	Credits
	3

REQUIREMENTS FOR THE MAJOR (73 credits)

RECOMMENDED COURSES: (45 credits)

Courses: Recommended	Credits	Courses (continued)	Credits
ART H 112	3	PHIL 005	3
ART H 326	3	INART 050	3
COMM 150	3	CMPSC 203	3
ENGL 050	3	PSYCH 200 or STAT 200	4
GD 100	3	PL SC 123	3
INART 236	3	PL SC 130	3
MUSIC 008	3	GEO 160	3
CMLIT 153	3	GEO 161	3

DIGITAL COMPETENCY CATEGORIES

DIGITAL HUMANITIES COURSES (21 credits)

Courses: Digital Humanities	Credits
ART 203: The Art of Web Design	3
ENGL 050: Introduction to Creative Writing	3
ENGL 229: Digital Studies	3
ENGL 420: Writing for the Web	3
GEO 160 and 161: Mapping and 1-credit lab	3
GEO 363: Advanced Mapping	3
HIST 490/LST 490: Archival Management	3

SOUND AND MOTION COURSES (24 credits)

Courses: Sound and Motion	Credits
COMM 242: Basic Video/Filmmaking	3
COMM 481: Advanced Multimedia Production	3
GD 100: Introduction to Graphic Design	3
INART 050: The Science of Music	3
INART 236: Integrating Music and Animation with Technology	3
INART 258A: Fundamentals of Digital Audio	3
MUSIC 008: Rudiments of Music	3
MUSIC 458: Electronic Music Composition	3

MODELING & SIMULATION COURSES (18 credits)

Courses: Modeling and Simulation	Credits
CMPSC 102: Introduction to Visual Programming	3
CMPSC 302: Intermediate Visual Programming	3
DIGIT 430: Principles of Modeling and Simulation	3
PSYCH 244: Introduction to the Psychology of Human Factors	3
PSYCH 253: Psychology of Perception	3
PSYCH 444: Engineering Psychology	3

DATA VISUALIZATION & ASSESSMENT COURSES (18 credits)

Courses: Data Visualization and Assessment	Credits
CMPSC 203: Introduction to Spreadsheets and Databases	3
DIGIT 410: Data Visualization	3
MIS 204: Introduction to Business Information Systems	3
MIS 336: Database Management Systems	3
MIS 345: Data Analytics	3
MIS 430: System Analysis	3

LIST OF SUPPORTING COURSES

ART H 112, ART H 326, CMLIT 490, CMLIT 153, CMLIT/COMM 453, CAS 272, COMM 110, COMM 150, COMM 251, ENGL 191, ENGL 403, ENGL 212, ENGL 214, ENGL 215, ENGL 424, HIST 151, HIST 320W, PHIL 005, PL SC 002, PL SC 123, PL SC 130, PL SC 308, PL SC 442, PL SC 458, PL SC/STS 460, PL SC 467, PL SC 480W, PL SC 482, PSYCH 232, PSYCH 426, PSYCH 434, SOC 019, WMNST 100, WMNST 106, WMNST/STS 157, COMM/WMNST 205, WMNST 301

For a full list of Faculty in the School of Humanities and Social Sciences, visit http://psbehrend.psu.edu/school-of-humanities-social-sciences/faculty-staff-directory