ART MINOR IN STUDIO: DIGITAL MEDIA

Program Description

The Digital Media minor provides students with the skills and knowledge to work with a broad spectrum of digital media. The minor aims to create vision and competency in photography, video, graphic design and visual communication.

Entering and Completing the Minor

In order to earn a degree, you must complete at least one academic major. Minors are not required except for students in the Professional Studies (BA). SPU encourages students to explore various academic paths, including minors, so if you change your mind about a minor or want to include an additional minor, you are able to do so as outlined below.

Note that the University encourages you to enter your chosen minor(s) as soon as you have determined it and are eligible to join it, especially by the start of your junior year. Students who transfer as juniors and seniors should enter a minor within their first two quarters at SPU.

- If this is your first quarter at SPU, request entrance to your minor in Banner by following these instructions (https://spu.atlassian.net/l/cp/Th4S0jCE/).
- If you are an SPU student with an SPU cumulative GPA of 2.0 or better, follow these instructions (https://spu.atlassian.net/l/cp/Th4S0jCE/) to enter a minor in this department.
- The University requires a grade of C- or better in all classes that apply to a minor; however, programs may require higher minimum grades in specific courses. You may repeat an SPU course only once for a higher grade.
- To advance in this program, meet with your faculty advisor regularly to discuss your grades, course progression, and other indicators of satisfactory academic progress. If your grades or other factors indicate that you may not be able to successfully complete the minor, your faculty advisor can work with you to explore options, which may include choosing a different minor.
- You must complete the minor requirements that are in effect in the SPU Undergraduate Catalog for the year you enter the minor.

Art Minor in Studio: Digital Media

31 Credits Minimum, Including 15 Upper Division (UD)

Code	Title	Credits
Core Requirements		
ART 1105	Art Foundations 1: Surface	5
ART 1107	Art Foundations 3: Time	5
ART 2205	Photography	5
ART 3200	Type Lab: Introduction to Typography	3
ART 3201	Digital Lab 2: Interactive Media	5
ART 3700	Experimental Video Art	5
Section Credits Required		28
Electives		**3**
ART 3101	Photography 2	
ART 3610	History of Graphic Design/Illustration	
ART 3900	History of Photography and Criticism	
ART 4101	Photography 3	
ART 4507	Illustration Studio - Digital Animation	
Section Credits Required		
Total Credits		**31**

Additional Requirements and Information

- Portable Device capable of running Adobe Software required