

INTERACTIVE COMPUTING AND ART MINOR

Program Description

Computer Science Faculty (<http://spu.edu/academics/college-of-arts-sciences/engineering-and-computer-science/faculty-and-staff/>)

Art Faculty (<http://spu.edu/academics/college-of-arts-sciences/art/#facstaff>)

Engineering and Computer Science Website (<http://spu.edu/academics/college-of-arts-sciences/engineering-and-computer-science/>)

Art Department Website (<http://spu.edu/academics/college-of-arts-sciences/art/>)

The Interactive Computing and Art minor gives you an introduction into each discipline, gaining core concepts, vocabulary and foundations skills. When you have completed this minor, you will have a foundational understanding of computing, art and interactive theories. This minor will position students well in the interactive electronic marketplace, such as gaming or interactive media.

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.

Interactive Computing and Art Minor

30 Credits Minimum, Including 15 Upper Division (UD)

| Code | Title | Credits |
|------------------------------|-------------------------------------|-----------|
| Core Requirements | | |
| ART 1105 | Art Foundations 1: Surface | 5 |
| ART 3113 | Drawing Studio: Figure | 5 |
| ART 3315 | Painting Studio: Watermedia | 3 |
| CSC 1230 | Problem Solving and Programming | 5 |
| CSC 2430 | Data Structures I | 5 |
| CSC 3220 | Applications Programming | 4 |
| Section Credits Required | | 27 |
| Electives | | |
| Select one of the following: | | 3 |
| CSC 3150 | Systems Design | |
| CSC 3221 | Netcentric Computing | |
| CSC 4800 | Advanced Issues in Computer Science | |
| Section Credits Required | | 3 |
| Total Credits | | 30 |