Duluth Campus

Arts in Media Minor

UMD Art and Design, Dept of

College of Arts, Humanities and Social Sciences

- Program Type: Undergraduate free-standing minor
- Requirements for this program are current for Fall 2020
- Required credits in this minor: 30

The arts in media minor is useful to students seeking a broad understanding of and hands-on experience with principles, practices, and technologies used in contemporary mass media. It includes coursework across a range of subject areas to offer the student a wide perspective.

Program Delivery

This program is available:

- via classroom (the majority of instruction is face-to-face)

Minor Requirements

Required Art Courses (15 cr)

ART 1013 - 2-D Digital Design (3.0 cr)
ART 1900 - Visual Literacy [LE CAT, FINE ARTS] (3.0 cr)
ART 2016 - Digital Arts: Mixed-Media Studio (3.0 cr)
ART 2030 - Digital Arts: Time-based Media (3.0 cr)
ART 2600 - Photography I (3.0 cr)

Interdisciplinary/Media Theory/History Electives (6 cr)

Take 2 or more course(s) totaling 6 or more credit(s) from the following:

- ANTH 1620 - Introduction to Public Culture: Earth Citizenship, Science, and Culture [GLOBAL PER] (4.0 cr)
- ART 1003 - Introduction to Design [LE CAT, FINE ARTS] (3.0 cr)
- ARTH 2380 - A Global History of Contemporary Art (3.0 cr)
- ARTH 2620 - History of Photography (3.0 cr)
- ARTH 3150 - Contemporary Global Exhibition (3.0 cr)
- COMM 1500 - Media and Society [LE CAT8, HUMANITIES] (3.0 cr)
- MU 1004 - Music in Film [FINE ARTS] (3.0 cr)
- TH 1053 - Film and Society [LE CAT] (3.0 cr)
- TH 2851 - Film History (3.0 cr)
- COMM 2101 - Foundations of Mass Communication [LE CAT8, SOC SCI] (3.0 cr)
- COMM 3211 - Communication and Technology in the Information Age (3.0 cr)
- COMM 3505 - Media Communications (3.0 cr)
- COMM 3520 - Media Effects [SOC SCI] (3.0 cr)
- COMM 3560 - Video Game Entertainment (3.0 cr)
- WRIT 4230 - Web Design and Digital Culture (3.0 cr)
- WRIT 4250 - New Media Writing (3.0 cr)

Experiential Electives (9 cr)

Take 3 or more course(s) totaling 9 or more credit(s) from the following:

- ART 1305 - Social Multiples: Availability and Circulation [FINE ARTS] (3.0 cr)
- ART 2014 - 3-D Digital Modeling and Fabrication (3.0 cr)
- ART 2018 - Digital Arts: Interactive Media (3.0 cr)
- ART 2040 - Digital Filmmaking: Visual Narratives (3.0 cr)
- ART 3031 *{Inactive}*(3.0 cr)
- ART 3040 - Digital Filmmaking: Experimental Techniques (3.0 cr)
- ART 3214 - Sculpture II: Robotics and Physical Computing [FINE ARTS] (3.0 cr)
- ART 3814 - Digital Media in Art Education (3.0 cr)
- ART 4016 - Digital Arts: Advanced Projects (3.0 cr)
- ART 4040 - Digital Filmmaking: Advanced Projects (3.0 cr)
- ART 4091 - Individual Study in Electronic Arts (1.0 - 3.0 cr)
- ART 4600 - Photography: Digital Portfolio (3.0 cr)
- ART 4793 - Intermedia Studio (1.0 - 3.0 cr)

© 2005 by the Regents of the University of Minnesota
The University of Minnesota is an equal opportunity educator and employer.
Information current as of March 28, 2024