

# MEDIA ARTS B.A.

The School of Visual and Media Arts continues to lead the way in creating innovative educational experiences for students by offering the most comprehensive fully online Bachelor of Arts degree at the University of Montana. This degree enables students to maximize their creative potential through the study and artistic application of emerging digital technologies. It provides learning opportunities in interactive media, web and internet technologies, film editing, gaming, and a variety of digital design applications including sound, still image, motion, and animation.

## Bachelor of Arts - Media Arts

### General Education Requirements

Information regarding these requirements can be found in the General Education Section (<http://catalog.umn.edu/academics/general-education-requirements/>) of the catalog.

### Summary

Code	Title	Hours
	Shared Foundation Requirements	18
	Lower-Division Core	12
	School of Visual and Media Arts Electives	9
	Upper-Division Core	18
<b>Total Hours</b>		<b>57</b>

Degree Specific Credits: 57

Required Cumulative GPA: 2.0

### Shared Foundation Requirements

**Note:** All courses are required unless waived via departmental advanced placement policy.

Code	Title	Hours
<b>Complete all of the following courses:</b>		
ARTH 150H	Introduction to Art History	3
ARTZ 105A	Visual Language - Drawing	3
GDSN 149A	Digital Imaging I	3
MART 101L	Intro to Media Arts	3
MART 112A	Introduction to Film Editing	3
ARTZ 108A	Visual Language - 3-D Foundations	3
or MART 120	Creative Coding I	
<b>Total Hours</b>		<b>18</b>

Minimum Required Grade: C

### Lower-Division Core

**Note:** Courses could fulfill requirements of Thematic Area groups of Time, Digital, Material, and History and Theory.

Code	Title	Hours
<b>Complete all of the following courses:</b>		
MART 201H	History of Digital Arts & Culture	3

MART 245	Introduction to the Language and Practice of Sonic Art	3
MART 255	Photoshop: Art and Design	3
MART 256	Illustrator: Vector and Layout Design	3
<b>Total Hours</b>		<b>12</b>

Minimum Required Grade: C

### School of Visual and Media Arts Electives

**Notes:**

- Courses could fulfill requirements of Thematic Area groups of Time, Digital, Material, and History and Theory.
- These courses should be chosen in consultation with your advisor.

Code	Title	Hours
<b>Complete 9 credits of courses at the 200-level or above in the following areas:</b>		<b>9</b>
	Art History (ARTH)	
	Art (ARTZ)	
	Graphic Design (GDSN)	
	Media Arts (MAR or MART)	
<b>Total Hours</b>		<b>9</b>

Minimum Required Grade: C

### Upper-Division Core

Code	Title	Hours
<b>Complete all of the following courses:</b>		
MART 302	Intro to Motion Design	3
MART 340	Principles of Interactive Media	3
MART 341	Intro to Web Design	3
MART 342	Art & Science of Interactive Games	3
MART 441	Web Technologies	3
MART 450	Topics in Film/Media Studies	3
<b>Total Hours</b>		<b>18</b>

Minimum Required Grade: C