Art Technology, Certificate
School of Art, Humanities, Social Sciences and Public Service

The Art Technology Certificate introduces a fusion between art practice and technology, including two-dimensional and three-dimensional design, graphic software and robotics. Through interdisciplinary collaborations and individual projects, students will develop a foundational proficiency in working with a range of technologies, including options for welding, 3D printing and self- designing interdisciplinary research. Students will investigate how the arts/humanities, sciences and technology inform each other through a project-based curriculum that provides a full range of analytical and creative skill sets for 21st century employment.

Career Opportunities

This certificate will expose students to a wide range of career tracks to initiate a professional path in creative industries, designing and entrepreneurship. Students will be prepared for entry-level jobs associated with industrial design, animatronics, entertainment, media and communications as well as support jobs for a range of creative industries. The intersection of the arts and sciences provides critically needed skills on a broad front as articulated by the US Congressional STEAM caucus, for innovation in all employment sectors, and will especially begin a foundation track for research and development.

Program Learning Outcomes

Upon successful completion of this program, students will be able to:
* Examine ways to build multi-disciplinary projects.
* Engage in creative dialogues with the arts/humanities/ sciences and technology.
* Learn to think critically.
* Problem-solve creatively.
* Acquire new technical skills.
* Develop collaborative partnerships.
* Build innovative projects that may have social impact.
* Explore current research in STEAM initiatives and its role in the workforce.
* Foster links between the arts and sciences for a broad range of professional paths in creative and manufacturing industries.

Sugg. Term	Seq #	Course ID	Course Title	Cr.	Term Offered	Prereq(s)	Options Available
1st Fall	1	PDV 101	First Year Seminar	1	F, Sp, Su		
	2	ART 160	2D Design	3	F, Sp		
	3	ATT 150	Art Technology Systems I	4	F		
	4	Elective	Restricted Elective	3-4	F, Sp, Su		See List
1st Spring	5	GCT 161	Creative Imaging I	3	Sp		
	6	ART 161	3D Design	3	Sp		
	7	Elective	Restricted Elective	3-4	F, Sp, Su		See List
2nd Fall	8	DFT 266	3D Solid Modeling I	4	F		

Total Program Credits   24-25

Restricted Electives:
ART 175 Special Topics (3-4)
ATT 151 Art Technology Systems II (4)
DFT 105 Technical Drafting I (4)
WEL 125 Welding I (4)

DFT 112 Introduction to Design, Materials and Processing (4)
MED 159 Basic Video Production (3)