Creative Technologies BFA Curriculum

First Year Studio Courses:

- **DSNA 112: 2D Design 1**
- **DSNA 122: 2D Design 2**
- **DSNA 113: 3D Design I**
- **STDA 115: Lens-Based Communication**
- **STDA 148: Intro to Time Based Media**

Creative Technologies Major

CTEC 200: Innovation and Technology Fundamentals
Introduces systematic innovation methodologies while building core technology skills for creative practice. Students learn creative coding fundamentals, software development processes, and technology exploration techniques through hands-on projects. Covers product, process, position, and paradigm innovation. Includes creative coding projects, technology experimentation assignments, innovation methodology exercises, and process documentation that prepares students to confidently adopt and adapt new technologies throughout their careers.

CTEC 300: Creative Technology Studio I
Project-based course where students develop a single individual innovation project over the entire semester. Focus on identifying needs, conducting research, and developing digital prototypes. Includes conceptual pitch presentations, user research, application of art and design skills, and functional prototype development.

CTEC 301: Creative Technology Studio II
Continuation of Studio I where students complete, release, and refine their individual project. Building on previous work, students implement designs and release them to intended audiences. Emphasizes public-facing implementations, comprehensive project planning, and evaluation based on authentic user feedback.

CTEC 350: Creative Technology Lab
Collaborative studio course where the entire class works as a single team on a large-scale project for a real client. Emphasizes team dynamics, role specialization, and professional project management. Students create technology-enabled proof-of-concept prototypes and iterate designs in response to stakeholder input.

CTEC 400: Creative Technology Thesis I
First part of thesis work focusing on creating a functional prototype that demonstrates the core innovation of the student's thesis project. Students develop technological and artistic fluency,

apply systematic innovation methodologies, and participate in structured peer critique sessions. Culminates in innovative prototypes integrating artistic principles with technological capabilities.

CTEC 401: Creative Technology Thesis II
Culmination of thesis work where students release their prototype to users or audiences, gather feedback, and refine their innovation. Focus on launching work to appropriate audiences, collecting user feedback, and implementing improvements. Includes release planning, feedback analysis, strategic refinement, and final documentation.

Art and Design Courses

- GDES 124: Intro to UI/UX

Choose **Five** From the Following:

- ELEC 270 Costume Design
- ELEC 334: Advanced Computer Illustration
- ELEC 341: Expressive Typography
- ELEC 343: Design for Business
- ELEC 354: Graphic Novel
- ELEC 364: Children's Book Illustration
- FINE 208: Printmaking
- FINE 222: Conceptual Practices
- FINE 307: Digital Printmaking
- GDES 210: Design & Typography
- GDES 239: Graphic Design 1
- GDES 240: Graphic Design I
- GDES 243: New Media UI/UX
- ILLU 251: Illustration I
- ILLU 252: Illustration II
- ILLU 261: Digital Illustration
- ILLU 279: Character Design for Illustration
- ILLU 311: Visual Development I
- ILLU 312: Visual Development II
- ILLU 313: Figure Anatomy
- ILLU 314: 2D Visual Storytelling
- MDES 210: Concept Development I
- MDES 220: Concept Development II

Technology and Media Courses

Choose **Five** From the Following:

- CTEC 315: Topics in Creative Technologies
- CTEC 325: Creative Coding
- ELEC 290: Introduction to Digital Fabrication
- ELEC 301: Topics in AI
- FILM 370: Virtual Production I
- FILM 317: Virtual Production II
- FILM 410: Film Internship
- FILM 470: Virtual Post-Production
- FINE 214: Experimental Imaging
- FINE 215: Immersive Media Studio
- FINE 248: Time Based
- FINE 338: Time Based Interactive
- ILLU 303: AI Techniques and Processes for Art
- ILLU 315: Digital Ecorche
- ILLU 413: 3D Tools for Concept Artists
- ILLU 490: Special Topic: 3D Modeling for IL
- LIBA 215: Fundamentals of AI
- PHOT 232 Location Lighting
- PHOT 265: Color Theory and Practice
- PHOT 275 Studio Lighting
- PHOT 290: The Moving Image
- PHOT 301 Portraiture and Fashion Photography
- PHOT 310 Advanced Lighting
- PHOT 391: Photography Expanded
- VIRT 100: Introduction to Virtual Reality
- VIRT 210: Visual Scripting
- VIRT 211: 3D Technical Art
- VIRT 220: Concept Development for Virtual Worlds
- VIRT 226: UX for XR Design
- VIRT 240: Topics in XR (Extended Reality) Development
- VIRT 301: Immersive Media Design IV

General Education Curriculum

Liberal Arts Courses

- LIBA 111: Contemporary Design Culture
- LMST 282: Literature & Media Studies
- WRIT 151: Writing Stud**io**
- One (1) Writing Elective
- One (1) Literature and Media Studies Course
- One (1) Social and Behavioral Sciences Course

- One (1) Scientific Practices Course
- One (1) Arts and Humanities Course

General Education:

- BOAD 151: Introduction to Creative Business Management
- One (1) General education elective

Art History

- ARTH 111: Development of Art and Ideas
- ARTH 129: History of Digital Media
- Two (2) Upper-Level Art History Electives

Electives

- Four (4) Open Electives

Course Sequencing

Year 1 Fall

- DSNA 112: 2D Design I
- DSNA 113: 3D Design I
- STDA 115: Lens-Based Communication
- LIBA 111: Contemporary Design Culture
- WRIT 151 Writing Studio

Year 1 Spring

- DSNA 122: 2D Design 2
- STDA 148: Intro to Time Based Media
- GDES 124: Intro to UI/UX
- ARTH 129:History of Digital Media
- Liberal Arts

Year 2 Fall

- CTEC 200 Innovation and Technology Fundamentals
- Technology & Media
- Art & Design
- Liberal Arts

- LMST 282
- Literature & Media Studies

Year 2 Spring

- BOAD 151 Introduction to Creative Business Management
- Technology & Media
- Art & Design
- ARTH 111 Development of Art & Ideas
- Open Elective

Year 3 Fall

- CTEC 300: Creative Technology Studio I
- Technology & Media
- Art & Design
- Liberal Arts
- Open Elective

Year 3 Spring

- CTEC 301: Creative Technology Studio II
- CTEC 350 Creative Technology Lab
- Technology & Media
- Upper-Level Art History
- Liberal Arts

Year 4 Fall

- CTEC 400 Creative Technology Thesis I
- Technology & Media
- Art & Design
- Liberal Arts
- Open Elective

Year 4 Spring

- CTEC 401 Creative Technology Thesis II
- Art & Design
- General Education Elective
- Upper-Level Art History
- Open Elective