DIGITAL MEDIA, ARTS, AND TECHNOLOGY, B.A.

Begin Campus: Any Penn State Campus

End Campus: Erie

Suggested Academic Plan

The suggested academic plan(s) listed on this page are the plan(s) that are in effect during the 2024-25 academic year. To access previous years' suggested academic plans, please visit the archive (https://bulletins.psu.edu/undergraduate/archive/) to view the appropriate Undergraduate Bulletin edition.

Digital Media, Arts, and Technology, B.A. at Erie Campus

The course series listed below provides **only one** of the many possible ways to move through this curriculum. The University may make changes in policies, procedures, educational offerings, and requirements at any time. This plan should be used in conjunction with your degree audit (accessible in LionPATH as either an **Academic Requirements** or **What If** report). Please consult with a Penn State academic adviser on a regular basis to develop and refine an academic plan that is appropriate for you.

First Year

Fall	Credits	Spring	Credits
ENGL 15 or 30H[‡][#]	3	General Education Course (GS)	3
PSU 7	1	General Education Course (GN)	3
General Education Course (GS)	3	General Education Course (GQ)	3
MATH 21 (GQ)[‡]	3	ART 168[†]	3
General Education Course (GHW)	1.5	World Language 2	4
World Language 1	4		
	15.5		**16**

Second Year

Fall	Credits	Spring	Credits
PHOTO 100[*][†]	3	DIGIT 100[*][†]	3
Other Cultures Course (OC)	3	ENGL 202B or 202C[‡]	3
CAS 100A or 100B[‡]	3	COMM 270[#][†]	3
General Education Course (GHW)	1.5	General Education Course (GN)	3
World Language 3	4	Primary Digital Competency Category Selection[1]	3
	14.5		**15**

Third Year

Fall	Credits	Spring	Credits
DIGIT 110[*]	3	DIGIT 210[*]	3
General Education Course (US, GH)	3	BA Knowledge Domain (Any General Education Category)	3
Inter-Domain course (N) and/or (IL)	3	General Education Course (GN): INART 50Z	3
Primary Digital Competency Category Selection[1]	3	Primary Digital Competency Category Selection[1]	3
BA Knowledge Domain	3	Secondary Digital Competency Category Selection[1]	3
	15		**15**

Fourth Year

Fall	Credits	Spring	Credits
DIGIT 400[*]	3	DIGIT 494 or 495[*]	3
"W" Course: Writing Across the Curriculum[‡]	3	Supporting Course (Any Level)[2]	3
Secondary Digital Competency Category Selection[1]	3	BA Knowledge Domain	3
Supporting Course (400-Level)[2]	3	Elective	3
Elective	3	Elective	3
	15		**15**

Total Credits 121

* Course requires a grade of C or better for the major

‡ Course requires a grade of C or better for General Education

\# Course is an Entrance to Major requirement

† Course satisfies General Education and degree requirement

[1] **Digital Competency Categories (Select Two Categories):**
- Digital Humanities:
  - ART 203: The Art of Web Design
  - ENGL 050: Introduction to Creative Writing (GA)
  - ENGL 229: Digital Studies
  - ENGL 420: Writing for the Web
  - GEO 160 and 161: Mapping and 1-credit lab (GS)
  - GEO 363: Advanced Mapping
  - HIST 490/LST 490: Archival Management
- Sound and Motion:
  - COMM 242: Basic Video/Filmmaking
  - COMM 481: Advanced Multimedia Production
  - GD 100: Introduction to Graphic Design (GA)
  - INART 050: The Science of Music (GN)
  - INART 236: Integrating Music and Animation with Technology (GA)
  - INART 258A: Fundamentals of Digital Audio (GA)
  - MUSIC 008: Rudiments of Music (GA)
  - MUSIC 458: Electronic Music Composition
- Modeling & Simulation/Human-Computer Interaction:
  - CMPSC 102: Introduction to Visual Programming
  - CMPSC 302: Intermediate Visual Programming
  - DIGIT 430: Principles of Modeling and Simulation
  - PSYCH 244: Introduction to the Psychology of Human Factors
  - PSYCH 253 Psychology of Perception
  - PSYCH 444: Engineering Psychology
- Data Visualization & Assessment - PSYCH 200 or STAT 200 is recommended as the GQ:
  - CMPSC 203: Introduction to Spreadsheets and Databases (GQ)
  - DIGIT 410: Data Visualization
  - MIS 204: Introduction to Business Information Systems
  - MIS 336: Database Management Systems

- MIS 345 Data Analytics
- MIS 430: System Analysis

[2] **List of Supporting Courses (not exhaustive):**
- Art History 112: Survey of Western Art II (GA)
- Art History 326 Contemporary Art (GA)
- CMLIT 490: Video Game Studies
- CMLIT 153: International Cultures: Film and Literature. (GH)
- CMLIT 453 / COMM 453: Narrative Theory: Film and Literature
- CAS 272: Political Rhetoric and Discourse Online
- COMM 110: Media and Democracy
- COMM 150: The Art of Cinema. (GA)
- COMM 251: The Nature of Media
- DART 204: Animation Fundamentals
- ENGL 191: Science Fiction (GH)
- ENGL 403: Literature and Culture
- ENGL 212: Introduction to Fiction Writing
- ENGL 214: Introduction to Creative Nonfiction Writing
- ENGL 215: Introduction to Article Writing
- ENGL 424: Creative Writing and the Natural World.
- HIST 151: Technology and Society in American History
- HIST 320W: Contemporary World History and Issues
- PHIL 5: Philosophy, Art, and Film. (GH)
- PHOTO 200: Photo Studio I
- PLSC 2: American Public Policy
- PLSC 123: Ethnic and Racial Politics (GS; US; IL)
- PLSC 130: American Political Campaigns and Elections (GS;US)
- PLSC 308: Introduction to Political Research
- PLSC 442: American Foreign Policy
- PLSC 458: Government and Politics of East Asia
- PLSC/STS 460: Science, Technology, and Public Policy
- PLSC 467: International Relations of the Middle East
- PLSC 480W: Congress and the Presidency
- PLSC 482: American State and Urban Politics
- PSYCH 232: (GS;US;IL) Cross-Cultural Psychology
- PSYCH 426: Psychology of Language
- PSYCH 434: Psychology of Gaming
- SOC 19: Sociology of Popular Culture(GS)
- WMNST 100: Introduction to Women's and Gender Studies
- WMNST 106: Representing Women and Gender in Literature, Art, and Popular Culture
- WMNST/STS 157: Science, Technology, and Gender
- COMM/WMNST 205: Women, Minorities, and the Media
- WMNST 301: Sexualities, Gender and Power: Feminist Thought and Politics

University Requirements and General Education Notes:

US and IL are abbreviations used to designate courses that satisfy Cultural Diversity Requirements (United States and International Cultures).

W, M, X, and Y are the suffixes at the end of a course number used to designate courses that satisfy University Writing Across the Curriculum requirement.

General Education includes Foundations (GWS and GQ), Knowledge Domains (GHW, GN, GA, GH, GS) and Integrative Studies (Inter-domain) requirements. N or Q (Honors) is the suffix at the end of a course number used to help identify an Inter-domain course, but the inter-domain attribute is used to fill audit requirements. Foundations courses (GWS and GQ) require a grade of 'C' or better.

Bachelor of Arts Requirements:

Bachelor of Arts students must take 9 credits in Bachelor of Arts (B.A.) Fields (Humanities; Social and Behavioral Sciences; Arts; World Languages [2nd language or beyond the 12th credit level of proficiency in the 1st]; Natural Sciences; Quantification). The B.A. Fields courses may not be taken in the area of the student's primary major. See your adviser and the Degree Requirements section (https://bulletins.psu.edu/undergraduate/general-information/academic-information/) of this Bulletin.

Bachelor of Arts students must take 3 credits in World Cultures. See your adviser and the full list of courses approved as World Cultures courses (https://bulletins.psu.edu/undergraduate/general-education/course-lists/ba-world-cultures/).

Additional Notes:

- Recommended General Education Courses (these are a few of the many courses to choose from)
  - GA Courses:
    - ARTH 112: Survey of Western Art II (GA)
    - ARTH 326: Contemporary Art (GA)
    - ENGL 50: Introduction to Creative Writing (GA)
    - GD 100: Introduction to Graphic Design (GA)
    - INART 258A: Fundamentals of Digital Audio (GA)
    - MUSIC 8: Rudiments of Music (GA)
    - GAME 160N Introduction to Video Game Culture (GA, GH, N)
    - COMM 150N: The art of the cinema (GH, GA & N)
    - AA 193N: The Craft of Comics (GA, GH, & N)
  - GH Courses:
    - CMLIT 153: International Cultures: Film and Literature. (GH)
    - PHIL 5: Philosophy, Art, and Film. (GH)
    - GAME 160N Introduction to Video Game Culture (GA, GH, N)
    - COMM 150N: The art of the cinema (GH, GA & N)
    - CAS 175: Persuasion and Propaganda (GH)
    - PHIL 1: The big questions (GH)
    - AA 193N The Craft of Comics (GA, GH, & N)
    - ENGL 136: The graphic novel (GH)
    - HIST 203N: History of Monsters, Aliens & the Supernatural (GS, GH, IL & N)
  - GN Courses:
    - INART 50: The Science of Music (GN)
    - BIO 120N: Plants, People and Places (GN & N)
    - STS 110N: Chemistry in World Wars
    - STS 197: Special Topics (Space Exploration)
    - ASTRO 1: Astronomical Universe (GN)
    - GEOSC 20: Planet Earth (GN)

- GQ Courses:
  - CMPSC 203: Introduction to Spreadsheets and Databases (GQ)
  - MATH 34: The math of money
  - PSYCH 200 or STAT 200 (GQ)
- GS Courses:
  - PLSC 123 Ethnic and Racial Politics (GS; IL, US)
  - PLSC 130 American Political Campaigns and Elections (GS; US)
  - GEO 160 and 161: Mapping and 1-credit lab (GS)
  - PSYCH 100: Introduction to Psychology
  - SOC 12: Criminology
  - PLSC 1: American Politics
  - HIST 203N: History of Monsters, Aliens & the Supernatural (GS, GH, IL & N)
- N Courses:
  - GAME 160N Introduction to Video Game Culture (GA, GH, N)
  - BIO 120N: Plants, People and Places (GN & N)
  - COMM 150N: The art of the cinema (GH, GA & N)
  - AA 193N The Craft of Comics (GA, GH, & N)
  - HIST 203N: History of Monsters, Aliens & the Supernatural (GS, GH, IL & N)
- IL or US Cultures Courses:
  - HIST 203N: History of Monsters, Aliens & the Supernatural (GS, GH, IL & N)
  - ART 122Y: Commentary on Art (US & Writing)
  - ART 211Y: Introduction to Digital Art and Design Criticism (US & Writing)
- W - Writing Across the Curriculum Courses:
  - ART 122Y: Commentary on Art (US & Writing)
  - ART 211Y: Introduction to Digital Art and Design Criticism (US & Writing)
  - CAS 452W: Organizational Communication Theory and Research