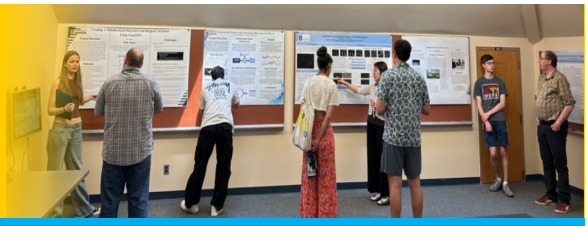
minor in Humanities, Arts, and Creative Computing



6 credits

Explore the interplay between computing and humanistic inquiry.

Take one credit in each of the 6 following areas

Courses are 1 credit unless otherwise noted
Prerequisite or ■ = instructor permission

1 Digital Arts and Humanities

- ARTH 10200 Intro to Art Hist: Renaissance-Modern
- ARTH 22100 Islamic Art
- ARTH 22100 Modern Art
- ARTH 26000Art Since 1960
- COMM 26400 Communication and Technology *COMM 111 or* ■
- ENGL xxx: Data and Textual Analysis
- GMDS 14000 Introduction to Digital Studies
- GMDS 23200 Introduction to Digital Humanities ■
- HIST 10104: Adding Immigrants
- HIST 20210 Digital Storytelling with Scalar *0.5 credits*
- HIST 20215 Digital Storytelling with ArcGIS StoryMap *0.5 credits*
- MUSC 280 001 Intro to Music Technology *0.5 credits*
- MUSC 280 002 Intro to Recording and Production *0.5 credits*
- MUSC 209/309 Electronic Composition *0.5or 1 credits*

2 Visualization and Design

- ARTS 15900 Intro to Photography
- ARTS 17100 Intro to Digital Imaging *100-level Studio ARTS or* ■
- ARTS 17300 Intro to Video Art *100-level Studio ARTS or* ■
- ARTS 17500 Intro to Digital Fabrication *100-level ARTS or* ■
- ARTS 25100/35100 Intermed/Adv Drawing *ARTS 151*
- CSCI 32000 User Interface Design ■
- DATA 20100 Data Visualization *Data 102/106*
- ESCI 299 Introduction to Web GIS
- GMDS 23100 Visualizing Information ■
- HIST 20207 Visualizing Information *0.25 credits*
- PSYC 34600 Face Recognition ■
- THTD 30209 Lighting Design
- THTD 31000 Digital Media Design for Performing Arts
- URBAN 205 Mapping the City

3 Technology and Basic Programming

- CSCI 10200 - Multimedia Computing - *2 sections every fall*
- CSCI 10000 – Scientific Computing - *2 sections every semester*

4 Ethics

- GMDS 199: Digital and Media Ethics
- Proposed course to complement minor: Ethics of Translation
- GMDS 19903 Writing with AI *0.5 credits*
- PHIL 10000 Ethics, Justice, and Society
- PHIL 19900 Philosophy in Science
- PHIL 2xx Ethics of New technology
- PHIL 31100 Ethical Theory ■

5 Technology and Creative Thinking

- CSCI 105 AI for Creative Computing - *1 section every spring*

6 Critical and Analytical Frameworks

- ARTH 22300 Architecture of the Pre-modern World
- ARTH 22400 Architecture of the Modern World
- ARTH 31800 History of Prints *RTH 101 or 102*
- ARTH 38900 Theory and Applications in Art History *200-level ARTH or* ■
- ENGL 1200x Introduction to Literary and Cultural Analysis
- ENGL 16100 Introduction to Fiction and Poetry Writing
- ENGL 2610x Advanced Writing in Fictional Forms *ENGL 161*
- ENVS 19903 Introduction to Environmental Humanities
- FREN 22000 Between the Lines: French/Francophone Text, Image, and Film *FREN 216*
- GRMN 22802 German Film and Society
- GRMN 34000 Major Themes in German Literature and Culture *GRM 260*
- HIST 10900 Making of the Contemporary World
- PHIL 22000 Logic and Philosophy
- PHIL 29927 Cognition and Mind
- PHIL 30300 Language and Meaning *2 PHIL courses*
- RELS 10000 Religious Thought and Action
- RELS 20100 Approaches to the Study of Religion
- SPAN 22300 Readings in Spanish Peninsular Cultures *SPAN 202*
- SPAN 22400 Readings in Latin American Cultures *SPAN 202*

The HACC minor can be combined with any major.

2-Year sample for this minor
Fall
Digital Arts and Humanities course
102 Multimedia Computing
Spring
Visualization and Design course
Critical and Analytical Frameworks course
Fall
Ethics course
Spring
CS 105 AI for Creative Computing

minor in Humanities, Arts, and Creative Computing

Visual novel I.S. with Ren'Py

Minor's Learning Goals

The Humanities, Arts, and Creative Computing minor focuses on exploring the interplay between computing and humanistic inquiry. Students will learn to think critically about the tools they use, develop computational solutions for humanities-based research, and reflect on the cultural and ethical implications of digital technologies. The learning goals below reflect this dual focus on technical proficiency and interpretive depth. Students minoring in HACC will be able to:

LG1) Use generative AI, computational methods, and/or programming fundamentals critically and ethically to build computational solutions for problems in the arts and humanities.

LG2) Evaluate how arts and humanities frameworks of understanding shape our understanding of digital technologies and how digital technologies transform the ways knowledge is produced, shared, and interpreted in arts and humanities disciplines.

LG3) Explain how humanistic perspectives and computational tools complement each other in the projects completed for the minor.

Contact any of the following faculty advisors for more information and course planning:

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