

# B. A. Digital Arts

College: Arts & Sciences

Department of Art and Art History

Department of Computer Science

Course requirement for all UNCW degrees include [1] University Studies [2] specific major requirements and [3] sufficient hours for a combined total of 120 hours

---

## MAJOR REQUIREMENTS (Minimum 67 HOURS)

### Core Art Courses (18 credit hours)

- \_\_\_\_\_ ART 101 Two-Dimensional Design (3)
- \_\_\_\_\_ ART 111 Drawing Fundamentals (3)
- \_\_\_\_\_ ART 211 Beginning Life Drawing (3) | Prerequisite: ART 111 or permission of instructor.
- \_\_\_\_\_ ART 260 Introduction to Graphic Design (3) | Prerequisite: ART 101 or permission of instructor.
- \_\_\_\_\_ ART 282 Introduction to Digital Photography (3) | Prerequisite: ART 101 or permission of instructor.
- \_\_\_\_\_ ART 496 Digital Arts Capstone (3) | Prerequisites: ART/CSC/FST 220, ART 211, ART 260 and CSC 331  
Must be taken in last year of study.

### Core Art History Courses (9 credit hours)

- \_\_\_\_\_ ARH 201 Ancient through Medieval Art & Archaeology (3)
- \_\_\_\_\_ ARH 202 Renaissance through Early Twentieth Century (3)
- \_\_\_\_\_ ARH 308 Twentieth Century Art (3) | Prerequisite: ARH 202

### Core Computer Science Courses (23 credit hours)

- \_\_\_\_\_ CSC 131 Introduction to Computer Science (4) | Prerequisite: MAT 111\*\*
- \_\_\_\_\_ CSC 133 Discrete Mathematical Structures (3) | Prerequisite: MAT 111\*\*
- \_\_\_\_\_ CSC/ART/FST 220 3D Computer Graphics Tools & Literacy (3) | Prerequisite: CSC112 or CSC 131, ART 260 or ART 282
- \_\_\_\_\_ CSC 231 Introduction to Data Structures (4) | Prerequisite: CSC 131. Corequisite: CSC 133
- \_\_\_\_\_ CSC 331 Object-Oriented Programming & Design (3) | Prerequisite: CSC 231
- \_\_\_\_\_ CSC 368 Visual Design for Multimedia (3) | Prerequisites: CSC 231, CSC 220 or CSC 370, ART 111, ART 260
- \_\_\_\_\_ CSC 370 Computer Graphics Programming (3) | Prerequisites: CSC 231 and MAT 162

### Other Core Courses (11 credit hours):

- \_\_\_\_\_ MIS 310 Web Page Development (3) | Prerequisites: CIT 110 or CSC 131 or MIS 213
- \_\_\_\_\_ \*MAT 161 Calculus with Analytical Geometry I (4) | Prerequisite: MAT 112\*\*\*  
or equivalent preparation in algebra and trigonometry.
- \_\_\_\_\_ \*MAT 162 Calculus with analytical Geometry II (4) | Prerequisite: MAT 161

## CONCENTRATIONS

### Mobile Application and Web Development (6 credit hours)

- \_\_\_\_\_ ART 360 Intermediate Graphic Design (3) | Prerequisite: ART 260 or permission of instructor.
- AND
- \_\_\_\_\_ CSC 315 Mobile Application Development (3) | Prerequisite: CSC 231
- OR
- \_\_\_\_\_ CSC 365 Client-Side Web Development (3) | Prerequisite: CSC 231 or permission of instructor.
- OR
- \_\_\_\_\_ CSC 465 Server-Side Web Development (3) | Prerequisites: CSC 365 and CSC 455 or permission of instructor.
- OR
- \_\_\_\_\_ CIT 410 Web Application Development (3) | Prerequisite: CIT/MIS 310

### Interactive Graphics (6 credit hours)

- \_\_\_\_\_ ART/CSC/FST 320 Computer Animation (3) | Prerequisite: CSC/ART/FST 220 or permission of instructor.
- AND
- \_\_\_\_\_ CSC 421 Computer Gaming (3) | Prerequisite: CSC 220/ART/FST 220 or CSC 331. Corequisites: CSC 320 or CSC 370
- OR
- \_\_\_\_\_ CSC/FST 430 Digital Visual Effects (3) | Prerequisites: CSC/ART/FST 220 and CSC 331
- OR
- \_\_\_\_\_ ART 311 Intermediate Life Drawing (3) | Prerequisite: ART 211 or permission of instructor.

---

A grade point average of "C" (2.0) or better computed over all the courses used to fill the requirements of the major are required.

\* These courses require a lab

\*\* MAT 105 (or equivalent or satisfactory performance on the UNCW mathematics placement test) is the prerequisite for MAT 111

\*\*\* MAT 111 is the prerequisite for MAT 112