



APPLIED DESIGN AND TECHNOLOGY CERTIFICATE

****This intended certificate is currently tentative, pending finalization. The information below is subject to change at any time during this finalization process. This document should be used for reference purposes only. However, we will begin to offer this as a Minor option for interested students in the meantime. Students must consult with their major advisor to ensure a minor is allowed for their degree plan.**

The Applied Design and Technology Certificate within the **Art + Art History Department** is intended to provide University of Texas at Arlington students the opportunity to explore important digital opportunities that will have a significant impact on their future careers. This certificate encourages students to combine new media, visual art, design, and theory with strong technical exploration. An understanding of visual design, and culture, and an ability to articulate design and artistic research are primary goals. The UTA experience in digital design and art emphasizes experimentation, visual communication, creating design systems, meaningful research, and creative thinking.

Students interested in this certificate should consult their major advisor as well as an Art and Art History Department advisor to determine the most advantageous selection of courses. The certificate requires at least 18 credit hours, including 12 credit hours of advanced work. Procedures for course clearance will be outlined at www.uta.edu/art/index.php/undergrad/art_minors/ or students may email art-arthistory@uta.edu to request more information. **If pursuing as a minor, students must complete the required Minor applicaiton forms, both UTA and ART.*

CERTIFICATE REQUIREMENTS (18 hrs):

Course Number	Course Name	* for Upper level	T = Transfer	Completed	To Be Earned	Required
ART 2304	Digital Design					3
ART 2353 ¹	VC Foundation: Intro to Gaming Development or					3
ART 3356	Web Typography Design	*				3
ART 4367 ²	2-D Animation or	*				3
ART 4392	SS: Mobile App Design	*				3
ART 4392 ³	SS: Gaming Exploration ⁴ or	*				3
Subtotal						18

¹ Optional: ART 2358 - Intro to Film/Video or ART 2360 - Intro to (Digital) Photo Concepts

² Optional: ART 4361 - 3-D Animation or ART 3352 - Digital Imaging

³ Optional: ART 4392 - SS:Emerging Technology: Studio exploration or ART 4366 - Web Design

⁴ Gaming Exploration requires completion of ART 2353 – VC Foundation: Intro to Gaming Development