INTERDISCIPLINARY DIGITAL STUDIO, B. DES.

Begin Campus: Any Penn State Campus

End Campus: University Park

Program Description

This degree represents an interdisciplinary approach to emerging technologies and the arts and design disciplines of the College of Arts and Architecture incorporating architecture, landscape architecture, graphic design, music, photography, theatre design, and visual arts. The IDS degree begins with a foundation in arts and design [Ideas as Visual Images (ART 110), Ideas as Objects (ART 111)] a two semester sequence of linked studio practice and theory courses that cover fundamental ideas and skills in the arts and design disciplines such as drawing, color theory, and 2-d, 3-d, and 4-d design within the context of art and design history and theory. The IDS program builds on this foundational core utilizing selected courses from across the College of Arts and Architecture. These courses range from digital fabrication to sound design and composition in music, theatre, and art, to digitally-based art explorations, to digital photography, to the exploration of virtual architectural and built environment spaces, to digital art and design theory and criticism, to internet exhibitions and publishing. Concurrent with these courses, students progress through the series of IDS studio courses (Interdisciplinary Digital Media Studio I (AA 110), Focused Realization Studio (AA 210), Creative Collaboration Studio (AA 310), Interdisciplinary Digital Studio Capstone I (AA 410) and Interdisciplinary Digital Studio Capstone II (AA 411)) in which they will develop ways of learning that will enable them to understand how to work within collaborative professional environments. This will prepare students to meet the varying challenges they will face within client-based arts and design professions.

What is Interdisciplinary Digital Studio?

Interdisciplinary Digital Studio uses digital arts technologies in studio-lab settings to challenge young artists and designers to expand their ideas as they explore new languages of visual expression and communication. Following familiar studio ways of thinking and making traditionally associated with practices such as mixing pigments in painting, or shaping clay in ceramics, digital artists manipulate computer software through coding to expand the potential for creating new forms of image making. In an electronic environment, the single work of art may be replaced by multiple copies that are cloned and reworked using a range of image-making systems. Digital artworks may be exhibited in a variety of forms, such as digital prints, computer printouts, or other hard copy formats of any scale where each translation offers different interpretations. Digital art may also be encountered through networks, interactive games, simulations, or as immersive environments that require active participation by a viewer.

You Might Like This Major If...

Your curiosity and creativity is stimulated by thinking visually in computer languages and graphic communication, and you are inspired by the thought that a digital device is a flexible and adaptive ‘studio’ space where you come up with your best ideas. You will plan and apply your creative design skills in a climate of invention and collaboration in interdisciplinary projects that explore changing visual technologies in art and design.

Entrance to Major

For specific information on entrance procedures, please visit the website for the College of Arts and Architecture (https://sova.psu.edu/apply/undergraduate-application).

Degree Requirements

<table>
<thead>
<tr>
<th>Requirement</th>
<th>Credits</th>
</tr>
</thead>
<tbody>
<tr>
<td>General Education</td>
<td>45</td>
</tr>
<tr>
<td>Electives</td>
<td>0-3</td>
</tr>
<tr>
<td>Requirements for the Major</td>
<td>82</td>
</tr>
</tbody>
</table>

General Education

Connecting career and curiosity, the General Education curriculum provides the opportunity for students to acquire transferable skills necessary to be successful in the future and to thrive while living in interconnected contexts. General Education aids students in developing intellectual curiosity, a strengthened ability to think, and a deeper sense of aesthetic appreciation. These are requirements for all baccalaureate students and are often partially incorporated into the requirements of a program. For additional information, see the General Education Requirements (http://bulletins.psu.edu/undergraduate/general-education/baccalaureate-degree-general-education-program) section of the Bulletin and consult your academic adviser.

The keystone symbol appears next to the title of any course that is designated as a General Education course. Program requirements may also satisfy General Education requirements and vary for each program.

Foundations (grade of C or better is required.)
- Quantification (GQ): 6 credits
- Writing and Speaking (GWS): 9 credits

Knowledge Domains
- Arts (GA): 6 credits
- Health and Wellness (GHW): 3 credits
- Humanities (GH): 6 credits
- Social and Behavioral Sciences (GS): 6 credits
- Natural Sciences (GN): 9 credits

Integrative Studies (may also complete a Knowledge Domain requirement)
- Inter-Domain or Approved Linked Courses: 6 credits

Up to 9 of these credits are included in the Requirements for the Major.

University Degree Requirements

First Year Engagement

All students enrolled in a college or the Division of Undergraduate Studies at University Park, and the World Campus are required to take 1 to 3 credits of the First-Year Seminar, as specified by their college First-Year Engagement Plan.

Other Penn State colleges and campuses may require the First-Year Seminar; colleges and campuses that do not require a First-Year Seminar provide students with a first-year engagement experience.
First-year baccalaureate students entering Penn State should consult their academic adviser for these requirements.

### Cultures Requirement
6 credits are required and may satisfy other requirements
- United States Cultures: 3 credits
- International Cultures: 3 credits

### Writing Across the Curriculum
3 credits required from the college of graduation and likely prescribed as part of major requirements.

### Total Minimum Credits
A minimum of 120 degree credits must be earned for a baccalaureate degree. The requirements for some programs may exceed 120 credits. Students should consult with their college or department adviser for information on specific credit requirements.

### Quality of Work
Candidates must complete the degree requirements for their major and earn at least a 2.00 grade-point average for all courses completed within their degree program.

### Limitations on Source and Time for Credit Acquisition
The college dean or campus chancellor and program faculty may require up to 24 credits of course work in the major to be taken at the location or in the college or program where the degree is earned. Credit used toward degree programs may need to be earned from a particular source or within time constraints (see Senate Policy 83-80). For more information, check the Suggested Academic Plan for your intended program.

### Requirements for the Major
This includes up to 6 credits of GA courses and 3 credits of GN courses.

A grade of C or better is required for all courses in the major. To graduate, a student enrolled in the major must earn at least a C grade in each course designated by the major as a C-required course, as specified by Senate Policy 82-44.

### Supporting Courses and Related Areas
Supporting Courses and Related Areas: Require a grade of C or better

Select 6 credits of the following:

<table>
<thead>
<tr>
<th>Code</th>
<th>Title</th>
<th>Credits</th>
</tr>
</thead>
<tbody>
<tr>
<td>ART 220</td>
<td>Figure Drawing</td>
<td></td>
</tr>
<tr>
<td>ART 411</td>
<td>Seminar in Contemporary Art</td>
<td></td>
</tr>
<tr>
<td>ARTH 450</td>
<td>The History of Photography</td>
<td></td>
</tr>
<tr>
<td>ARTH 470</td>
<td>Contemporary Art</td>
<td></td>
</tr>
<tr>
<td>ARTH 250</td>
<td>A Chronological Survey of Photography</td>
<td></td>
</tr>
<tr>
<td>INART 55</td>
<td>History of Electroacoustic Music</td>
<td></td>
</tr>
</tbody>
</table>

### Learning Outcomes
- Demonstrate skills in visual thinking, computer programming, and graphic communication fostered in a climate of invention and collaboration by exploring digital media in studies of technology, theory, and culture;
- Apply diverse notions of creativity in the development and application of design practices through testing, prototyping, and applying original ideas to computational projects in a variety of digital media;
- Demonstrate an ability to produce convincing visual design applied to code-based animations, interactive applications and games;
- Participate in class discussions and critiques that demonstrate critical awareness of new media/digital arts discourse and practices;
• Develop the technical capabilities and creative dispositions to successfully pursue career pathways in multimedia digital art and design;
• Participate in a community of discourse using skills in reading, analyzing, and discussing material about new media theory and practice, leading to constructive criticism of projects and presentations of peers.

**Academic Advising**

The objectives of the university’s academic advising program are to help advisees identify and achieve their academic goals, to promote their intellectual discovery, and to encourage students to take advantage of both in-and out-of class educational opportunities in order that they become self-directed learners and decision makers.

Both advisers and advisees share responsibility for making the advising relationship succeed. By encouraging their advisees to become engaged in their education, to meet their educational goals, and to develop the habit of learning, advisers assume a significant educational role. The advisee’s unit of enrollment will provide each advisee with a primary relationship succeed. By encouraging their advisees to become engaged.

[READ SENATE POLICY 32-00: ADVISING POLICY](http://senate.psu.edu/policies-and-rules-for-undergraduate-students/32-00-advising-policy)

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### University Park

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211 Patterson Building  
University Park, PA 16802  
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arb184@psu.edu

**Suggested Academic Plan**

**University Park 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

<table>
<thead>
<tr>
<th>Fall</th>
<th>Credits</th>
<th>Spring</th>
<th>Credits</th>
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</thead>
<tbody>
<tr>
<td>AA 105*</td>
<td>3</td>
<td>AA 106*</td>
<td>3</td>
</tr>
<tr>
<td>ART 11*</td>
<td>1</td>
<td>ART 111*</td>
<td>3</td>
</tr>
<tr>
<td>ART 110*</td>
<td>3</td>
<td>Additional Course for Major (see list)*1</td>
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</tr>
<tr>
<td>ENGL 15, 15A, or 30‡</td>
<td>3</td>
<td>General Education Course (IL)</td>
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<tr>
<td>General Education Course</td>
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<td>General Education Course</td>
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<td><strong>Total</strong></td>
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#### Second Year

<table>
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<th>Fall</th>
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<th>Spring</th>
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</tr>
</thead>
<tbody>
<tr>
<td>AA 110*</td>
<td>3</td>
<td>AA 210*</td>
<td>3</td>
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</table>

#### Third Year

<table>
<thead>
<tr>
<th>Fall</th>
<th>Credits</th>
<th>Spring</th>
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<tbody>
<tr>
<td>ENGL 202A, 202B, or 202C‡</td>
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<td>AA 310*</td>
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<tr>
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<td>Additional Course for Major, 400-level (see list)*1</td>
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<tr>
<td>Additional Course for Major (see list)*1</td>
<td>3</td>
<td>Additional Course for Major (see list)*1</td>
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<tr>
<td>General Education Course</td>
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<td>General Education Course</td>
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</tr>
<tr>
<td>Supporting Course for Major, history of the arts (see list)*2</td>
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<td>General Education Course</td>
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<tr>
<td><strong>Total</strong></td>
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#### Fourth Year

<table>
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<th>Fall</th>
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<th>Spring</th>
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</tr>
</thead>
<tbody>
<tr>
<td>AA 410*</td>
<td>4</td>
<td>AA 411*</td>
<td>4</td>
</tr>
<tr>
<td>ART 476*</td>
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<td>Additional Course for Major (see list)*1</td>
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<td>Additional Course for Major (see list)*1</td>
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<tr>
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<td><strong>Total</strong></td>
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<td><strong>Total</strong></td>
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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

### ADDITIONAL COURSES (40 credits)

(Must include at least 6 credits at the 400 level)

### SUPPORTING COURSES AND RELATED AREAS (6 credits)

- Select 6 credits from ART 220(3), ART 411 US(3), ARTH 450 US;IL(3), ART 470 US;IL(3), ART 250(3) or PHOTO 201(3), INART 55 GA(3) (Sem: 3-8)

University Requirements and General Education Notes:

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**Interdisciplinary Digital Studio, B.Des.**
US and IL are abbreviations used to designate courses that satisfy University 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.

GWS, GQ, GHW, GN, GA, GH, and GS are abbreviations used to identify General Education program courses. General Education includes Foundations (GWS and GQ) and Knowledge Domains (GHW, GN, GA, GH, GS, and Integrative Studies). Foundations courses (GWS and GQ) require a grade of ‘C’ or better.

Integrative Studies courses are required for the General Education program. N is the suffix at the end of a course number used to designate an Inter-Domain course and Z is the suffix at the end of a course number used to designate a Linked course.

All incoming Schreyer Honors College first-year students at University Park will take ENGL/CAS 137 in the fall semester and ENGL/CAS 138 in the spring semester. These courses carry the GWS designation and replace both ENGL 30 and CAS 100. Each course is 3 credits.

Career Paths
The IDS program explores and applies digital arts technologies to challenge your curiosity and creativity by expanding how you might think in a digital studio space as you develop new languages of visual expression and communication. Skills in visual thinking, computer programming, graphic communication, and interactive systems are core competencies that have universal application in multiple places of learning, culture, business, entertainment, and industry and are highly prized capabilities. Our goal is to meet your technical, creative, and intellectual needs to ensure you have multiple career options to pursue in creative fields and within the cultural economy.

Careers
In the IDS program, we foster a climate of creative intervention, collaboration, and critique, but you provide the motivation. A sequence of ‘spine’ courses anchors the curriculum around essential learning in integrating digital art processes in 2-D, 3-D, and 4-D art and design. However, these courses are envelopes of processes and practices that are animated by you and the ideas that excite you. IDS faculty are professional artists and cultural commentators who work in digital media in varied forms to help mentor and guide you in portfolio and project development, internship options, and how to gain access to collaborative opportunities throughout campus.

Opportunities for Graduate Studies
Creative and critical independence is a hallmark of professional practice and the IDS capstone project is modeled as a bridging experience for entry into the profession, or as a sample of self-directed learning encountered in graduate school. Professional opportunities open to you as an IDS graduate include all areas of new imaging technologies, such as web-based design and communications, entertainment arts, marketing, 3-D modeling and animation, interface design, video and motion graphics, interactive media, and game development. You too will have the capacity to join the many graduates that are practicing digital artists and designers in multiple fields, or have continued on to advanced degrees.

MORE INFORMATION (https://sova.psu.edu/degree/master-fine-arts-art)