

DIGA: DIGITAL ARTS (UNDERGRADUATE)

DIGA 1005 Communications & New Media (4 Credits)

The World Wide Web may be twenty years-old, but it is still in its formative stages and continues to undergo change as it increases interaction with our lives on a daily basis. As a major means of communication the Web is imbued with the basic purposes of all communication (to assist, persuade, inform, and entertain). This hands-on course will explore these aspects of the Internet, uncovering both the underused tools that can enrich our lives, and the dark side which should be avoided. The goal is to help you to develop a greater understanding of this technology and to equip you with the abilities that online technologies can provide including additional insight and empowerment (much of which is currently hidden and underutilized). To that end, the course will also help you learn to communicate effectively and clearly by using and responding to various forms of new media.

Attributes: Liberal

DIGA 1010 Digital Art & Design: Introductory (4 Credits)

This course provides the technical and aesthetic foundation to master concepts of effective digital design, layout, and image manipulation while learning Adobe Photoshop, an industry standard digital art software. Develop a working knowledge of how two-dimensional bit-map images are acquired, created and manipulated. While developing effective visual communications skills, cultivate an individual artistic style, and gain basic understandings of the creative and technical processes inherent in digital art and design. Participate in digital art exercises and projects, individual and group critique, discussion of topics relevant to digital art and design, portfolio development and evaluation, and creative research. Prerequisites: Hardware: PC or Mac. Software: Adobe Creative Cloud subscription. Since this course requires students to use computer and software intensively, they should have strong interests in using the computer as a design tool and intermediate computer skills. This course was previously ART-222454 Digital Art and Design: Introductory.

Attributes: Arts Gen Ed, Liberal

DIGA 1025 Introduction to Computer Graphics (4 Credits)

This study is designed for students who want to learn one of the Adobe CC suites computer graphic programs (ex: Adobe Photoshop, Illustrator, or Flash/Edge). The course Introduces basic computer graphic creation and electronic image manipulation through a series of exercises that focus on learning the specific Adobe program(s) user interface and tool functions. (Prerequisites: If working at home, students must have Adobe Photoshop CC for either Windows or Mac OS. Students should have a working knowledge of their computer and the operating system).

Attributes: Arts Gen Ed, Liberal

DIGA 1030 Introduction to Desktop Publishing (4 Credits)

This study is designed for students who want to create visually engaging publications on a personal computer. This study is intended for students who have a working knowledge of the basics of either the Windows or Mac operating systems, and have extensive knowledge of graphic design and the applications needed to produce it on a computer. This plan will be implemented by reviewing principles of composition, discussing the history of publishing technology, learning advanced use of appropriate Desktop Publishing software, and developing and designing various publications.

Attributes: Arts Gen Ed, Liberal

DIGA 1035 Introduction to Digital Editing (4 Credits)

The purpose of this class is to focus on both the creative and technical processes involved in digital video production and postproduction. Students will learn the aesthetics of editing the choice of images, their time and sequence in conjunction with learning the software for nonlinear video editing: Adobe Premiere Pro.

Attributes: Arts Gen Ed, Liberal

DIGA 1040 Introduction to Web Design (4 Credits)

This study is designed for students who want to learn how to create visually engaging websites. It is intended for students who have a working knowledge of the basics of either the Windows or Mac operating systems. This plan will be implemented by reviewing principles of internet technology, discussing the differences between web based and traditional communications media, learning to use appropriate web authoring software, and by developing content for delivery on the web.

Attributes: Arts Gen Ed, Liberal

DIGA 1998 Individualized Studies in Digital Arts (DIGA) (1-8 Credits)

Students have the opportunity to develop individualized studies with their mentor in Digital Arts (DIGA). Please contact your mentor/advisor for more details.

DIGA 2010 Digital Presentation (4 Credits)

This is a beginner's course in digital presentation. As such, we will explore the different aspects of self-presentation in public and online formats and learn techniques to make the process more manageable and effective. . Students will investigate the inner workings of online presentations and discourse, including the basic elements of a presentation, ways to write and evaluate work, the impact and responsibilities of public/private speaking, understanding an audience's needs, and developing ways to increase comfort while presenting in a variety of formats, and to refine physical skills in body language and voice production. This course was previously CUL-222614 .

Attributes: Liberal

DIGA 2020 Writing for New Media (4 Credits)

This is a study for students who are interested in writing for the new media form of the weblog.

DIGA 2122 Introduction to Digital Photography (4 Credits)

This introductory study is designed for students who want to learn how to use a digital camera to capture, edit, and manipulate photographic images. This study is intended for the student who has working knowledge of the basics of either the Windows or Mac operating system, as well as having a basic knowledge of traditional photography (or equivalent experience). This plan will be implemented by reviewing principles of composition; discussing and practicing various styles of photography; learning to use appropriate digital photographic editing software, and, finally, how to prepare the final images for various means of display, from hard copy printing to digital display.

Attributes: Liberal

DIGA 2127 Digital Storytelling For Mobile Devices (4 Credits)

This study is aimed at students wishing to understand and use mobile apps to create compelling digital stories. Mobile tablets and devices have become part of the standard default tool set for learning, teaching, and presenting. This course focuses on the core concepts of content creation for presentation and aims to unleash the full potential of Adobe's mobile apps while also giving participants the opportunity to help individuals to become creators, not just consumers, of digital media.

Attributes: Liberal

DIGA 2998 Individualized Studies in Digital Arts (DIGA) (1-8 Credits)

Students have the opportunity to develop individualized studies with their mentor in Digital Arts (DIGA). Please contact your mentor/advisor for more details.

DIGA 3005 Advanced Computer Graphics (4 Credits)

This study is designed for students who want to create visually engaging computer graphics on a personal computer. It is intended for students who have a working knowledge of the basics of either the Windows or Mac operating systems, and have extensive knowledge of graphic design and the applications needed to produce it on a computer. This plan will be implemented by reviewing principles of composition, discussing the history of computer graphics technology, learning advanced use of appropriate computer graphics software, and developing and designing various computer graphics for publication on the web, print, or exhibit. Prerequisite: successful completion of a related introductory study or relevant advanced level experience.

Attributes: Arts Gen Ed, Liberal

DIGA 3010 Advanced Desktop Publishing (4 Credits)

This study is designed for students who want to create visually engaging publications on a personal computer. Students will be responsible for attaining a real-life customer that has a need for a desktop published project to be developed or reworked that utilizes several mediums of design and print. This course will enable students to work on a variety of advanced desktop publishing problems typically encountered by organizations and individuals publishing print media in today's marketplace. Prerequisite: Successful completion of a related introductory study or relevant advanced level experience.

Attributes: Arts Gen Ed, Liberal

DIGA 3015 Advanced Digital Photography (4 Credits)

This study is designed for students who wish to further explore the photographic medium and advance their skills in photography. In order to gain a better understanding of the art of picture taking, students will devote this session to learning how to take better pictures within the medium and within its parameters of a specific genre of photography. Prerequisite: successful completion of a related introductory study or relevant advanced level experience.

Attributes: Arts Gen Ed, Liberal

DIGA 3020 Advanced Digital Presentation (4 Credits)

In this advanced level digital presentation study, students will review and incorporate increasingly sophisticated techniques of self-presentation in public, online, and hybrid formats in addition to composing and critiquing their original work. Students will analyze their own and others digital presentations, looking for the elements of effective presentations, the impact and responsibilities of public/private speaking, understanding different audiences' needs, and the evolving etiquette(s) of delivering presentations in a variety of formats.

Attributes: Liberal

DIGA 3025 Advanced Web Design (4 Credits)

This study is designed for students who have already learned how to create visually engaging interactive web content and would like to apply that learning to more advanced projects that utilize rich media, javascripts, flash, and responsive design. Prerequisite: successful completion of a related introductory study or relevant advanced level experience.

Attributes: Arts Gen Ed, Liberal

DIGA 3030 Blogging (4 Credits)

In the twenty-first century it is not only important to create and maintain an online presence whether for work or other professional/personal pursuits, it is also crucial that one's online materials are impressive and impeccable: well-written and arresting, both visually and in terms of information presentation. Blogging and digital presentation incorporates the varied fields of copy writing, journalism, marketing, advertising, public relations, internet technologies, visual information, graphic design and visual arts, among others.

Attributes: Liberal

DIGA 3035 Digital Art & Design: Advanced (4 Credits)

In this course, students learn advanced digital art and design using the following Adobe Creative Suite applications: Photoshop Extended, Illustrator, InDesign, Flash, Dreamweaver, Fireworks & Bridge. They develop expertise in working with bitmap and vector images. Through creative exercises, projects, individual and group critiques, portfolio development and evaluation, research, and written assignments, students develop effective visual communication skills, strengthen individual artistic style, and demonstrate a sophisticated, professional understanding of technical and creative processes inherent in digital art. This course is for advanced-level students with previous knowledge of Adobe Photoshop and the prior skills needed to learn advanced digital art techniques. Prerequisites: An introductory level digital art course. OS Platform: PC or Mac, Software: Adobe Creative Suite and an introductory level digital art course. Introductory level knowledge of Adobe Photoshop. This course was previously ART-224444 Digital Art and Design: Advanced.

Attributes: Arts Gen Ed, Liberal

DIGA 3036 Ethics of Digital Art & Design (4 Credits)

This course examines the ethical considerations of digital art and design. For centuries, artists have contributed innovative perspectives about how to see and understand the world through creative expression. Digital media allows contemporary artists and designers to make bold artistic statements of their own with virtual technologies and social media. In the digital world, it is easy to manipulate representations of reality while instantaneously disseminating information that has been digitally altered. The proliferation of digital tools has also allowed for greater access to these resources, providing everyone with the creative potential to produce and share their own digital artwork. What are the ethical considerations for being a content producer? What role does the digital artist and designer play in revealing the truth about the human experience? What are the responsibilities of the digital artist and designer to speak the truth about society, culture, and politics through digital art? How do we differentiate between creative artistic expression and misrepresentations of reality in our everyday experience with digital media?

Attributes: Arts Gen Ed, Liberal

DIGA 3040 Digital Storytelling (3-4 Credits)

Digital Storytelling combines storytelling arts with social, mobile, and digital media technologies. Learn to apply digital storytelling theory and techniques to write, produce and publish digital stories, including autobiographical narratives, mobile stories, and a collaborative digital story. Consider ethical issues such as intellectual property, privacy protection and the rights of storytelling subjects. In this course, you'll generate story ideas, develop narrative structures for digital stories, and provide scripts and scene descriptions. Selecting different digital tools, you'll integrate images, text, video and audio to create digital stories, and acquire competency in the use of digital media applications. Prerequisites: Students taking the course must have access to digital devices (such as a desktop computer, laptop, tablet or smartphone, headset or USB microphone) allowing them to take photographs, record audio and video, edit digital assets within the applications of their choice, and upload these to their story blog or the course. They will be expected to research and select digital applications, create accounts to access free or low cost tools, and use tutorials and other digital resources to learn them. Ideally digital media arts or digital art and design students take Digital Storytelling before Media Arts. This course was previously ART-223054 Digital Storytelling.

Attributes: Basic Communication Gen Ed, Arts Gen Ed, Liberal

DIGA 3041 The Digital Environment in a Post-Truth World (4 Credits)

This course will examine the theory and practice of the digital environment in a post-truth world. The term post-truth describes a divided and partisan society in which factual information has been displaced by subjective and biased viewpoints. Facts and expertise have less impact when truth and scientific reasoning are displaced by personal or political beliefs. The digital environment includes social media, digital media, online communities, and emerging technologies that have the power to connect global participants but have also led to disconnected and partisan communities. In this course, you will learn how to recognize bias in information and in yourself and identify preconceptions in today's post-truth world. Through metaliteracy, you will practice self-reflective, metacognitive learning and reexamine fixed mindsets. Together, we will consider the responsibilities associated with building collaborative communities of trust. You will learn how to be an informed and responsible metaliterate digital citizen who effectively participates online by producing and sharing accurate and reliable information. Depending on your academic and professional interests, you will create digital artworks, digital photography, digital presentations, or digital narratives. You will learn how to effectively participate through the ethical production and sharing of digital content in a post-truth society.

Attributes: Basic Communication Gen Ed, Liberal

DIGA 3045 Game Design & Development (4 Credits)

This course covers the history, theory and practice of game design and development using an online workshop approach. Students will apply principles and practices of designing and developing tabletop, board and video games to the game design project of their choice. Game structure, formal and dramatic elements and system dynamics will be examined. Students will work on individual and group projects to explore best practices in design conceptualization, prototyping methods and play testing, culminating in a functional game design prototype. Though experience with advanced digital programs is not required, students will experiment with various free digital game design applications. Prerequisites: Advanced Level Standing. Students taking the course must have access to digital devices (such as a desktop computer, laptop, tablet or smartphone, headset or USB microphone) allowing them to take photographs, record audio and video, edit digital assets within the applications of their choice, and upload these for game design projects and critiques. They will be expected to research and select digital applications, create accounts to access free or low cost tools, and use tutorials and other digital resources to learn them. Some game applications may require downloading. This course was previously ART-223334 Game Design and Development.

Attributes: Liberal

DIGA 3050 Information Design (4 Credits)

Explore the fundamentals of information design in different media such as text, diagrams, charts, signs, the World Wide Web, museum displays, and emerging environments. Learn how to communicate information effectively and analyze the information around you. Topics include types of information (verbal, visual, metaphoric, narrative, etc.), information classification, graphic design, scientific visualization, the design of instructional and other applications, and information design in media, advertising and the entertainment industry. The course is useful for professionals in a wide range of fields including business, communication, marketing, science, math, statistics, art, computer science and technical writing. This course was previously ART-224104 Information Design.

Attributes: Liberal

DIGA 3055 Intermediate Editing (4 Credits)

The purpose of this study is to focus on both the creative and technical processes involved in digital video production and post-production. Students will learn the aesthetics of editing the choice of images, their time and sequence; in conjunction with learning some different tricks and techniques with the software for non-linear editing: Adobe Premiere Pro.

Attributes: Arts Gen Ed, Liberal

DIGA 3060 Mapping Visual & Textural Structures (4 Credits)

Working with traditional materials in non-traditional ways, artists and writers have regularly used concepts of mapping as a way to illustrate their journeys. Maps also work to highlight relationships and complexities between different elements of each space. As a form of intellectual curiosity, the map stands as reference in addressing aesthetic, cultural, historical, and emotional content. However, it can be noted, too, that even the most accurate maps contain distortions and may sacrifice a bit of accuracy to deliver greater visual usefulness. In this study, learners will actively investigate the uses of visual, digital and written documentation as a means of exploring the artistic concepts, cultures, and histories inherent in 'Mapping.'

Attributes: Liberal

DIGA 3065 Media Arts (4 Credits)

In this course, students collaborate on interdisciplinary media arts projects (such as digital stories, short films, animated films and other multimedia works) with peers, sharing expertise from different artistic genres within the field of media art. Projects will be tailored to fit the expertise and interests of each student cohort. The course will include a critical analysis of media arts, including aesthetic, ethical, social and professional considerations for media artists. Advanced level media arts require effective collaboration among artists from different genres. The course will include a significant collaborative project as well as opportunities to focus on individual artistic growth. Prerequisites: Students taking the course must have advanced knowledge and experience with one or more of the following areas: digital art and design, computer arts, video, electronic music, digital storytelling, filmmaking, game design, animation, visual effects, motion graphics, animation art and design, digital photography, 3D virtual worlds, digital performance, and audio production. Ideally digital media arts or digital art and design students take Digital Storytelling before Media Arts. This course was previously ART-223324 Media Arts.

Attributes: Liberal

DIGA 3070 New Media Advocacy (4 Credits)

New Media Advocacy Project will be a hands-on production course in which students will learn how to create and utilize new media (audio, video, social media platforms) for social justice movements and advocacy efforts. Over the course of the semester we will investigate the power of storytelling and how new media can assist in community driven campaigns to connect and involve the public in movements for change. How can visual arts be creatively used to share resources, disseminate information, and encourage public engagement?

Attributes: Arts Gen Ed, Liberal

DIGA 3072 Creating Communication & Meaning with Virtual Game Worlds (4 Credits)

This course will introduce students to the Unity Game engine platform and the Unity Multiplayer environment to create a real-time networked game world that can be used for play, learning and communication. Students will playtest these worlds with classmates and critically evaluate the worlds using criteria from supporting readings and videos from the field of game design and game culture.

Attributes: Liberal

DIGA 3075 Web Series Production (4 Credits)

'Web series' have become an integral part of Internet culture: how we interact with one another, how products are sold, our virtual learning environments, networking, resource-sharing and entertainment. The organizing and/or presentation of media in episodic structure is not a new concept, however, the 'webisode' provides us with a new, all-encompassing platform to present creative content much like the short film, commercial, and trailer. Internet culture and thus the web platform, create new challenges for media makers in appealing to and retaining viewers as well as increased opportunities for interaction and technological innovation. The purpose of this course is to research, develop, write, pitch, shoot, edit and upload 3 webisodes, running 2 -5 minutes in length. The web series can be fiction or verité but must be original and well thought out. We will divide the course into 4 Phases: Research, Pre-production (Development), Production (Shooting), and Post-production (Editing and presentation).

Attributes: Liberal

DIGA 3080 Digital Painting (4 Credits)

The purpose of Digital Painting is to provide a creative environment that combines painting, digital imaging, and digital printmaking to create a body of art work.

Attributes: Arts Gen Ed, Liberal

DIGA 3996 Special Topics in DIGA (4 Credits)

The content of this course will vary by term and section. Students may repeat this course for credit as long as the topic differs. Please refer to the Term Guide for course topic offerings.

Attributes: Liberal

DIGA 3998 Individualized Studies in Digital Arts (DIGA) (1-8 Credits)

Students have the opportunity to develop individualized studies with their mentor in Digital Arts (DIGA). Please contact your mentor/advisor for more details.

DIGA 4005 Advanced Collage: Digital Portfolio (4 Credits)

The purpose of this study is for advanced students of collage to investigate, create, experiment and continue to hone their skills and craft in the medium. This study is also meant to be very process oriented so students build a progressive body of work and create a final digital portfolio to showcase their art.

Attributes: Liberal

DIGA 4010 Detroit Media Arts and Activism Residency (4 Credits)

In this course, students will learn about media-based organizing, a collaborative process that uses media, art, or technology to address the roots of problems and advance holistic solutions towards a more just and creative world. Concepts and theories of "intersectionality" which recognize the interconnected nature of social categorizations such as race, class, and gender will be explored as students learn how intersectionality relates to current activism and coalition building initiatives. As part of this course, students are required to participate in the annual Allied Media Conference in Detroit, Michigan. Held every other summer, the conference brings together a vibrant and diverse community of people using media to incite change: filmmakers, radio producers, technologists, youth organizers, writers, entrepreneurs, musicians, dancers, and artists.

Attributes: Liberal

DIGA 4015 History & Theory of New Media (4 Credits)

In this course, students analyze the history and theory of new media, with an examination of its evolution within the contexts of emerging media environments. Emphasis will be given to social, political, cultural, economic, and aesthetic dimensions of new media within various theoretical frameworks. Students will choose a primary path of inquiry and create a personal blog to reflect on the readings and provide further research, resources and analysis. Course activities include discussions of the readings related to the student's selected path of inquiry and an advanced level culminating final project, with a formal research proposal and annotated bibliography. Prerequisites: Advanced Level Standing. An advanced level course in digital arts, digital media, media studies, or the equivalent. This course was previously CUL-223544 History and Theory of New Media.

Attributes: Liberal

DIGA 4020 Independent Digital Arts Project (4 Credits)

The purpose of this study is for advanced level digital arts students to independently explore a larger project in their chosen art form(s) as well as engage with related artistic questions/concerns generated by their earlier experiences, interdisciplinary leanings and current obsessions. Interdisciplinarity and/or uses of multiple perspectives or media will be particularly encouraged by the mentor where applicable.

Attributes: Liberal

DIGA 4025 Storytelling Across Media Formats (4 Credits)

Storytelling is an ancient human tradition and artform that has evolved into an essential tool in creating content for a multitude of media platforms and audiences including but not limited to: digital, film, print, gaming, commercial and inventive, academic and popular, and personal use. In this study, students learn and practice strategies and structures of storytelling and analyze concepts in narrative theory--such as plot, characterization, continuity, dimensionality and worldmaking--in order to produce and revise a series of creative works based in their chosen areas of media.

Attributes: Liberal

DIGA 4122 Professional Digital Portfolio (4 Credits)

This independent study is for advanced students with a specific purpose to craft and hone their digital work--visual, written, design, games, mixed-media, academic, business, personal, interdisciplinary, etc.--into a sophisticated portfolio. This portfolio, when finished, will serve as a distinguished electronic example of and introduction to the student's work in order to position themselves better for graduate schools, galleries, networking, work-related promotions, hiring, and/or supporting a business, entrepreneurship, or non-profit entity.

Attributes: Liberal

DIGA 4998 Individualized Studies in Digital Arts (DIGA) (1-8 Credits)

Students have the opportunity to develop individualized studies with their mentor in Digital Arts (DIGA). Please contact your mentor/advisor for more details.