

B.A./B.S. in Arts, Media and Technology

Advising Guide and Degree Checklist

Arts, Media and Technology: Program Overview

OSU-Cascades Campus offers a Bachelor of Arts (BA) or a Bachelor of Science (BS) in Arts, Media and Technology (AMT). This program provides students with the required skills needed for the contemporary visual arts and design fields. Specifically, the degree provides students with skills in digital imaging, video, design, interactivity, gaming, and 3D output as well as basic visual studies fundamentals in creative communication, color theory, image output and display.

LEARNING OUTCOMES:

Through a sequence of required courses, arts, media, and technology students will:

1. Create original visual work that exhibits a distinctive, dynamic and unique personal voice.
2. Develop written and verbal competencies to describe and analyze visual art and graphic design through writing, conceptual development, research, study of theory and critique of the intent of their own work.
3. Develop necessary techniques and execution of form and content relevant to visual communication in 2D, 3D, and 4D mediums.
4. Demonstrate competency with industry standards through a professional art or design experience and an embrace of new technologies.
5. Develop an original, innovative and articulate body of work for a professional portfolio.
6. Focus on ethics in the process of making various forms of visual communication.

To complete a Bachelor of Arts (BA) or Bachelor of Science (BS) in Arts, Media and Technology students must complete the following degree requirements:

- OSU Graduation Requirements including Baccalaureate Core
 - College of Liberal Arts Core
 - BA or BS Requirements
 - Arts, Media and Technology Major Requirements
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OSU Graduation Requirements

Students pursuing a degree at OSU must meet the following requirements in addition to program and college requirements. catalog.oregonstate.edu/regulations/#text

- 180 minimum = total number of credits required to graduate
- 60 minimum = number of upper division credits required
- 45 of last 75 credits must be OSU credits
- Max 135 credits transferred to OSU
- Max 18 W grades (withdraw)
- Max 11 credits PAC



**All information pertains to 2022-23 catalog curriculum requirements*

Baccalaureate Core Requirements (Bacc Core)

Complete all Bacc Core using the OSU-Cascades Bacc Core course guide. Students who have an AAOT have all Skills and Perspectives completed.

Courses can double count in Bacc Core, CLA Core or Major but cannot be applied to all 3 areas.

Requirement	Course	Term/Grade
Skills		
Writing I (4cr)		
Writing II (3cr)		
Speech (3cr)		
Fitness Lecture (2cr)		
Fitness PAC (1 cr)		
Math (3-4cr)		
Perspectives	**No more than two courses from any one department**	
Bio Science (4-5cr)		
Physical Science (4-5cr)		
1 additional Bio or Phys. Sci. (4-5cr)		
Cultural Diversity (3-4cr)		
Literature & Arts (3-4cr)	ART 101 in major completes	X
Social Process & Inst. (3-4cr)	NMC 101 in major completes	X
Western Culture (3-4cr)		
Difference Power & Discrimination- DPD (3-4cr)		
Synthesis	**Synthesis course must be from 2 different departments**	
Contemporary Global Issues- CGI (3-4 cr)		
Science Tech and Society- STS (3-4cr)	Completed by ART 367 in major	X

College of Liberal Arts Core (CLA Core)

Courses can double count in Bacc Core, CLA Core or Major, but cannot be applied to all 3 areas.

CLA Core Requirement	Course options	Course/Grade
Fine Arts (3-4 cr)	Completed with ART 115	X
Humanities (3-4 cr)	ART History, ENG course, HST, or PS 206	
Non-Western Culture (3-4 cr)	ANTH 315, ART 208, ENG 212, ENG 360	
Social Science (3-4 cr)	ANTH, PSY, PS, SOC class	
Additional CLA Core course (3-4cr)	Completed with ART 117	X

BA or BS Requirements (Select one)

Courses used to satisfy the B.S. cannot double count to satisfy baccalaureate core requirements.

B.A. Requirements	Notes	Course/Grade
Language - Second year proficiency, college level with C- grade or better.		
B.S. Requirements		
Any computer science course approved by the student's advisor	CS 391, CS 101 online	
Any course from the College of Science except math or statistics (3-4 credits)	sample: BB 332, GEOG 340, MB 330, GEO 309	
Two math or statistics courses (6-8 credits): any course at the 200-level or above or above taught by MTH or ST. <i>NO double counting with Bacc Core: Math allowed</i>		

Arts, Media and Technology Major Requirements

C- or better grades in major courses, no S/U grading in major

Total major credits: 89

Upper division credits: 51

Required Courses	Pre-Reqs	Course Planning Page osucascades.edu/amt/course-listing	Grade
ART 101 (3) Intro to Visual Arts		Fall, Winter, Summer	
ART 115 (4) 2-D Studio Core		Fall, Spring	
ART 117 (4) 3-D Studio Core		Fall, Winter, Spring	
ART 121 (4) Computers in Art		Fall, Winter, Spring	
ART 215 (4) Color in Visual Arts	ART 115	Fall, Spring	
ART 222 (4) Introduction to Time-Based Art	ART 121	Winter	
ART 263 (4) Digital Photography	ART 115	Fall, Spring	
ART 349 (4) Video Art	ART 222, ART 263	Fall	
ART 366 (3) Art History: Modern		Fall	
ART 367 (3) History of Design		Fall	
ART 411 (3) Contemporary Issues in Art, WIC	Jr/Sr status	Spring	
ART 422 (4) New Media: Interactive		Fall	
ART 451 (3) Intro to Arts Entrepreneurship	Jr/Sr status	Winter	
GD 110 (4) Graphic Design Tech and Techniques		Fall, Winter, Spring	
GD 210 (4) Graphic Design 1	GD 110 pre or co-req	Fall, Winter	
GD 310 (4) Graphic Design 2	GD 210	Winter	
GD 330 (4) Design & Sustainability	GD 210	Winter	
GD 440 (4) Design Research Projects	GD 210	Spring	
NMC 101 (3) Intro to NMC		Winter	
NMC 351 (4) New Media Visualization	NMC 101	Winter	
NMC 484 (4) New Media Animation	NMC 101 rec.	Spring	
Experiential Requirements	Pre-Reqs	Term	
ART 339 (3) Professional Practices for Artists	Jr/Sr status	Spring	
ART 403 (4) Thesis	Faculty Approval	Winter	
ART 410 (4) Internship or ART 406 (4) Projects/Capstone	Faculty Approval	ART 406 - Spring	

Internship:

A position with an appropriate, approved agency or organization where a student may receive practical experience related to the objectives of the Arts, Media and Technology program. The intern observes and/or produces; work is supervised and evaluated, both by the agency and the AMT faculty. Work with Faculty Program Coordinator to get started.

Thesis:

The thesis operates as a culmination of the understanding of where the students' work fits within contemporary culture. It allows students to put their work in context to others and ground their visual work with similar artists to better communicate to the appropriate audiences. The thesis work is closely tied to the work done in the Projects/Intern and WIC. The three classes operate in conjunction to make a cohesive body of work.