

BAA in Media Arts - Concentration in Collaborative Design

Program Requirements

Bachelor of Applied Arts in media arts - concentration in collaborative design consists of 120 credit hours. In addition to the university scholastic, residence and general education (<http://catalog.wichita.edu/undergraduate/academic-information/general-education-program/>) requirements, students must take the following required courses (some required courses *may* also fulfill general education requirements): 21 credit hours in common core courses and 54 credit hours in a discipline specific track. BAA majors are required to earn a minimum grade of *C* in each course designated as a *C*-required course. All students must pass a mid-program review upon successful completion of 59 credit hours of coursework.

Course	Title	Hours
General Education		
Select courses to meet General Education requirements ^{1, 2}		34-35
Media Arts Core Courses		
MART 101	Introduction to Media Arts	3
MART 102	Introduction to Media Aesthetics and Analysis	3
MART 200	Introduction to Media Arts Software	3
MART 311	Introduction to Sound for Digital Media	3
MART 391	Professional Practices in Media Arts - Portfolio	1
MART 392	Professional Practices in Media Arts - Business Development	1
MART 393	Professional Practices in Media Arts - Legal Issues	1
MART 299	Media Arts Practicum I	1
MART 399E	Media Arts Practicum II - Collaborative Design	2
MART 499E	Media Arts Practicum III - Collaborative Design	3
MART 298	Mid Program Review	0
Collaborative Design Core		
Select 54 credit hours from the following courses. Students may substitute appropriate courses from other programs in consultation with, and approval from, their faculty advisor. Students are also encouraged to substitute appropriate certificates or minors with advisor approval.		54
ARTF 136	Foundation 2-D Design	
ARTF 145	Foundation Drawing	
ARTG 235	Graphic Design Concepts	
ARTH 125_	Select one of the lettered ARTH 125 courses.	
ARTH XXX	Select one 300–599 level ARTH course	
ARTS 240	Introduction to Life Drawing	
COMM 506	Sound for Picture	
COMM 604	Video Storytelling	
ID 300	Human-Centric Design Thinking	
ID 506	Leadership Development for Innovation	
ID 513	Human-Centric Design Thinking	
ID 514	Lean UX Challenges	
MART 110	Introduction to Music Technology and Industry	

MART 111	Intro to Music Business
MART 220	Computer Modeling
MART 221	Scene Study I
MART 222	Digital Animation I
MART 225	Writing for Film and Television
MART 232	Game Design I
MART 250	Recording I: Classical Recording Techniques
MART 253	Post-Production I: Editing and Mixing
MART 104	Introduction to Game Design
MART 265	Acting for Digital Arts
MART 270	Figure Drawing for Animators
MART 307	Location Sound Recording for Media
MART 322	Digital Animation II
MART 325	Editing for Film
MART 326	Color Correcting and Grading for Film
MART 332	Game Design II
MART 335	Motion Capture Performance
MART 351	Principles of Video Production
MART 352	Story Boarding
MART 353	Video Storytelling
MART 355	Digital Sculpting
MART 357	Rigging
MART 359	Cinematography I
MART 261	Game Technology and Coding I
MART 361	Game Technology and Coding II
MART 365	Props and Character Design
MART 375	Acting for Digital Arts II - Period Styles
MART 385	Directing for Film
MART 407	Game Audio
MART 422	Digital Animation III
MART 424	Compositing and VFX I
MART 432	Game Design III
MUSC 531	Topics in Music Technology
MART 540	Advanced Editing and Mastering
MART 570	Electronic Music Production
MART 571	Live Sound Design
MART 575	Seminar in Music Technology

Open Electives

Select enough electives to reach 120 credit hours ² 10-11

Total Credit Hours 120

¹ Required major courses may also count towards General Education requirements. Students will need to select additional electives to reach 120 credit hours required for graduation with assistance from an advisor.

² Select general education and elective courses with the assistance of an advisor. These electives could include a minor.

Applied Learning

Students in the BAA in media arts – concentration in collaborative design are required to complete an applied learning or research

experience to graduate from the program. The requirement can be met by completing MART 299, MART 399E and MART 499E.