BACHELOR OF SCIENCE IN ART & TECHNOLOGY

DEGREE REQUIREMENTS - 180 MINIMUM CREDITS

73 credits general education courses (see below)

72 credits art & technology major requirements

+ at least 35 credits of additional general elective courses in any subject (to meet the degree's 18o-credit minimum)

GENERAL INFORMATION

It is the student's responsibility to review their degree for accuracy and track their progress toward meeting all degree requirements.

The curriculum charts in this handbook outline the general education, group (SCI, SSC, and A&L), and professional course requirements. These charts are examples and should not be viewed as definitive guides.

The general group requirements are monitored by the Office of the Registrar. Each student can access a progress report, called a degree audit, on DuckWeb.

The general requirements are intended to ensure each student receives an education rich in the liberal arts tradition.

REQUIRED GRADED CREDITS

The University of Oregon requires that all undergraduate students complete a minimum of 168 credits taken with a letter-grade option or as P* (P* = courses offered only Pass/No Pass). The University of Oregon requires a minimum 45 credits taken for a letter grade, which must be completed in residence.

RESIDENCE REQUIREMENTS

Undergraduate students are typically in residence for 4 years. A Bachelor of Science student may enter the program with transfer credits from another accredited undergraduate degree program. Transfer students must complete the minimum residence requirements.

CORE EDUCATION REQUIREMENTS

English Composition - 8 credits

Two courses in English composition. Most students take WR 121 and WR 122 or 123. You may also take a waiver exam or challenge these courses. If you received advanced placement credits, they are generally listed on the admission statement.

Areas of Inquiry Requirement - 45 credits

Art students must complete a minimum of 15 credits in each of the three groups:

- Arts & Letters (A&L and >1) Note: Some art history courses which are requirements for the Art & Technology major may work to fulfill some requirements for this group.
 - Social Sciences (SSC and >2)
 - Sciences (SC and >3)

Rule A - Each group must include courses in at least two subjects.

Rule B - No more than three courses with the same subject code may be used to fulfill the total 45-credit requirement.

Certain areas of inquiry-satisfying courses may also fulfill additional core ed requirements such as the multicultural and upper division requirements.

Cultural Literacy Requirement - 8 credits

All students must complete at least one course in each of the following areas:

- US: Difference, Inequality, Agency (>US)
- Global Perspectives (>GP)

Upper Division General Elective Requirement - 26 credits

University of Oregon students are required to complete 62 credits at the 300-400 level throughout their time here. A minimum of 36 of these credits will be fulfilled by successful completion of the Art & Technology major, leaving 26 elective credits of your choice. Upper Division electives may be in any subject, including additional art courses.

Bachelor of Science Requirement - up to 1 year

Bachelor of Science students are required to gain proficiency through the equivalent of one year of college-level work in mathematics or computer information sciences. All courses taken must be passed with a grade of C- or higher, or P (pass). Courses used to satisfy the mathematics requirement for the BS degree may not also be used to fulfill the Science (SCI) area requirement.

BACHELOR OF SCIENCE IN ART & TECHNOLOGY- SAMPLE PLAN

DEGREE REQUIREMENTS - 180 MINIMUM CREDITS

Note: Total credit hours may vary by student.

FIRST YEAR

FALL

COURSE	COURSE NAME	CR.
ART 115	Surface, Space, and Time	4
ARTD 250	Print Media Digital Arts	4
MATH/CIS	Bachelor of Science Course >4, >5	4
WR 121	College Composition I	4
Total Credit Hours		16

WINTER

COURSE	COURSE NAME	CR.
ART 116	Core Interdisciplinary Lab	4
ARTD 251	Time-Based Digital Arts	4
MATH/CIS	Bachelor of Science Course >4, >5	4
WR 122/123	College Composition II or III	4
Total Credit Hours		16

SPRING

COURSE	COURSE NAME	CR.
ART 233	Drawing I	4
ARTD 252	Interactive Digital Arts	4
MATH/CIS	Bachelor of Science Course >4, >5	4
SSC >2	Social Science Course	4
Total Credit Hours		16

SECOND YEAR

FAL

COURSE	COURSE NAME	CR.
ARTD 300+	Upper Division Digital Arts Studio	4
ARH xxx	ARH Elective (>1)	4
300+	Upper Division General Elective	4
SSC >2	Social Science Course	4
Total Credit Hours		16

WINTER

COURSE	COURSE NAME	CR.
ARTD 300+	Upper Division Digital Arts Studio	4
ARH xxx	ARH Elective (>1)	4
300+	Upper Division General Elective	4
SSC >2	Social Science Course	4
Total Credit Hours		16

SPRING

COURSE	COURSE NAME	CR.
ARTD 300+	Upper Division Digital Arts Studio	4
ARH xxx	ARH Elective (>1)	4
300+	Upper Division General Elective	4
SSC >2	Social Science Course	4
Total Credit Hours		16

THIRD YEAR

FALL

COURSE	COURSE NAME	CR.
ARTD 300+	Upper Division Digital Arts Studio	4
SC >3	Science Course	4
A&L >1	Arts & Letters Course (not in ARH)	4
300+	Upper Division General Elective	4
Total Credit Hours		16

WINTER

COURSE	COURSE NAME	CR.
ARTD 300+	Upper Division Digital Arts Studio	4
SC >3	Science Course	4
>GP	Multicultural Requirement	4
300+	Upper Division General Elective	4
Total Credit Hours		16

SPRING

COURSE	COURSE NAME	CR.
ARTD 300+	Upper Division Digital Arts Studio	4
SC >3	Science Course	4
>US	Multicultural Requirement	4
Any	General Elective	4
Total Credit Hours		16

FOURTH YEAR

FALL

COURSE	COURSE NAME	CR.
ARTX 300+	Upper Division Elective Studio	4
SC >3	Science Course	4
Any	General Elective	4
Total Credit Hours		12

WINTER

COURSE	COURSE NAME	CR.
ARTX 300+	Upper Division Elective Studio	4
300+	Upper Division General Elective	4
Any	General Elective	4
Total Credit Hours		12

SPRING

COURSE	COURSE NAME	CR.
ARTX 300+	Upper Division Elective Studio	4
300+	Upper Division General Elective	4
Any	General Elective	4
Total Credit Hours		12

BACHELOR OF SCIENCE IN ART & TECHNOLOGY

REQUIRED COURSES & STUDIOS

ART & TECHNOLOGY MAJOR COURSE REQUIREMENTS - 72 CREDITS:		
ART & DESIGN CORE		
■ ART 115	Surface, Space, and Time	4 credits
■ ART 116	Core Interdisciplinary Lab (prerequisite: ART 115)	4 credits
■ ART 233	Drawing I	4 credits
DIGITAL ARTS/ART & TECHNOLOGY CORE		
■ ARTD 250	Print Media Digital Arts	4 credits
■ ARTD 251	Time-Based Digital Arts	4 credits
■ ARTD 252	Interactive Digital Arts	4 credits
ART HISTORY		
■ARH	Art History Course	4 credits
■ ARH	Art History Course	4 credits
ARH	Art History Course	4 credits
INTERMEDIATE/ADVANCED STUDIOS (prerequisites: varies)		
■ ARTD 300+	Intermediate/Advanced Digital Arts Studio	4 credits
■ ARTD 300+	Intermediate/Advanced Digital Arts Studio	4 credits
■ ARTD 300+	Intermediate/Advanced Digital Arts Studio	4 credits
■ ARTD 300+	Intermediate/Advanced Digital Arts Studio	4 credits
■ ARTD 300+	Intermediate/Advanced Digital Arts Studio	4 credits
■ ARTD 300+	Intermediate/Advanced Digital Arts Studio	4 credits
■ ARTX 300+	Intermediate/Advanced Elective Studio	4 credits
■ ARTX 300+	Intermediate/Advanced Elective Studio	4 credits
■ ARTX 300+	Intermediate/Advanced Elective Studio	4 credits

⁻ Refer to ARTD Curriculum Maps to see prerequisite requirements for Intermediate/Advanced Concentration courses

⁻ All ART courses must be taken for a grade and completed with a C- or better

⁻ ARH courses may be taken as P/NP

⁻ Up to 6 credits of ARTD 404: Internship may be earned and can count towards the Intermediate/Advanced Studios

⁻ Up to 12 credits of ARTD 406: Special Problems may be earned can count towards the Intermediate/Advanced Studios