

BACHELOR OF ARTS OR BACHELOR OF SCIENCE IN Digital Arts



PROGRAM OVERVIEW »

BACHELOR OF ARTS | BACHELOR OF SCIENCE | MAJOR | MINOR

Our digital arts program has a unique curriculum that fosters the exploration of images, design, music, sound and creative coding to stretch the boundaries of artistic practice. Most of our courses include hands-on projects that allow opportunities to practice and build your personal portfolio. You will receive helpful feedback and critiques from peers and faculty, and you will learn how to market your aesthetic decisions within the profession by written summary and oral presentation.

EXPLORE »

The Digital Arts curriculum allows for exploration and the building of basic skills and knowledge through our foundational coursework. Students then choose two areas in which to specialize. Then advanced students showcase their skills and talents through their capstone senior project.

All of our courses feature hands-on projects, giving students ample opportunity to practice their art and build their portfolios. Projects will often be refined through multiple revisions and receive ample critiques from faculty and peers in an effort to produce work of the highest quality. Students are challenged to both understand and articulate the reasons behind their own aesthetic decisions through written summaries and oral presentations of their work. The curriculum also places a heavy emphasis on experimentation, pushing the students to imagine new ways of using the computer as an expressive tool.

FACULTY »

Our experienced and successful faculty will help guide you through the journey of our digital arts program.

Denge Chen, MFA, The Pennsylvania State University

Madison Creech, MFA, Arizona State University

Matthew Roberts, MFA, University of Illinois

Chaz Underriner, PhD, University of North Texas

Nathan Wolek, PhD, Northwestern University

Ever since you can remember, you've been fascinated by creation and design. With endless opportunities of working with art, sound, animation, video, music and design in today's digital age, this program will lead you to an exciting profession. We believe the computer makes it easier for artists to move between media and collaborate across specialties. For this reason, Stetson University's Digital Arts program will allow you to hone your skills in many areas and creates a natural breeding ground for important collaborations across the arts.

BEYOND THE CLASSROOM

There are many career paths you can take after graduating from our program, including:

- Video Game Designer/Producer
- Audio Engineer
- Graphic Designer
- Marketing and Brand Developer
- Freelance Technician, Artist and Entrepreneur

Graduates from the Digital Arts program work for a variety of organizations:

- Hearst
- Royall
- Maddjett
- Sustainable Synergy, Inc
- PSAV Presentation Services
- Y



Scan to apply today!

STETSON UNIVERSITY

Office of Admissions

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