

**DIGITAL ARTS:  
COMPUTER ART AND DESIGN EMPHASIS  
Associate in Science**  
**Amended 08/2008**

**I. Minnesota Transfer Curriculum General Education Requirements.....30 Credits**

**Goal 1: Written and Oral Communication (CM) .....7 cr**

ENGL 1117\*, Reading & Writing Critically I, 4 cr  
SPCH 1114, Fundamentals of Speech **OR** SPCH 1130, Interpersonal Communication, 3 cr

**Goal 2: Critical Thinking (CT) MAY BE MET BY ANY COURSE IN MNTC 1-10 GOALS**

**Goal 3: Natural Sciences (NS).....3 cr**

Biology, Chemistry, Earth Science or Physics courses that meet MnTC Goal 3

**Goal 4: Mathematics/Logical Reasoning (MA).....3 cr**

MATH 1111, Contemporary Concepts, 3 cr  
or higher level mathematics course that meets MnTC Goal 4

**Goal 5: History and the Social and Behavioral Sciences (SS).....3 cr**

Anthropology\*, Economics\*, Geography\*, History\*, JOUR 1110, Political Science,  
Psychology\* or Sociology\* course that meets MnTC Goal 5

**Goal 6: The Humanities—the Arts, Literature and Philosophy (HA) ..... 12 cr**

ART 1111, Art History Survey I, 3 cr  
ART 1112, Art History Survey II, 3 cr  
ART 1120, Computer as Creative Media, 3 cr  
ART 1134, Drawing, 3 cr

**MNTC General Education Electives.....2 cr**

Credits to be chosen from courses meeting Minnesota Transfer Curriculum  
Competencies in Goal areas 1-10.

**\*Honors Equivalent Available**

**II. Professionally-related Digital Arts Requirements and Electives.....30 Credits  
Required:**

ART 1121	Basic Design,	3 cr
ART 1124	Graphic Design I	3 cr
ART 1130	Computer Graphics I	3 cr
ART 2224	Graphic Design II	3 cr
ART 2230	Computer Graphics II	3 cr
ART 1232	Interactive Web Design I	3 cr
ART 2240	Motion Graphics I	3 cr

**Electives – pick 3 of the following:**

ART 1223	Typography	3 cr
ART 1131	Presentation Graphics	3 cr
ART 1184	Photography I	3 cr
ART 2217	Art and Design Projects	3 cr
ART 2237	Animation and 3D Modeling	3 cr

**TOTAL .....60 Credits**

**For more information contact:  
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**PURPOSE:**

The purpose of the Computer Art and Design Emphasis of the Digital Arts Program is to provide the first two years of experience for transfer to any higher education institution for careers in the following areas: (1) Graphic Designer (uses artistic ability to turn abstract ideas into formal designs for print, electronic, and/or film media). (2) Digital Illustrator/commercial artist (creates pictures for books, magazines, commerce). 3) Multimedia artist/ animator (multi-skilled digital artist). There are many opportunities in computer art and design careers such as commercial artists/illustrators, designing print and /or electronic logos, posters, and promotional materials, and implementing ideas for delivery on the web, interactive projects and animation.

Articulation Agreements have been established between Rochester Community and Technical College and University of Minnesota at Duluth, Bemidji State University, and Capella University. As a result, students will be able to transfer the Computer Art and Design Emphasis/Digital Arts Program as a package. Students will enter the transfer program at earning full credit for RCTC's two-year degree program.

Implemented: Fall 2008

Revised: 08/12/2008

Reviewed: 08/2008

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