

EMERGING TECHNOLOGIES, MINOR

Minor in Emerging Technologies (C10107M)

Emerging Technologies is a minor at the Myers School of Art and explores the use of the latest technologies in art and design.

Purpose

The Emerging Technologies minor is open to all majors curious about transforming ideas with a palette of high tech possibilities. Students dive into lasercutting and 3D printing and more cutting edge technologies to create original material using the latest in advanced technology at the Myers School of Art Makerspace. Hands on exercises are geared towards the students interest and complement the class work in their respective majors.

Goals

- Intensively explore Emerging Technologies in the context of a state-of-the-art Makerspace with in depth hands on project.
- Create engaged, socially-responsible, and thoughtful critical thinkers.
- Encourage diverse perspectives, viewpoints and ideas in support of a student's major studies.
- Accomplished faculty in the field encourage experiential learning and entrepreneurship.

Program Contact

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The following information has official approval of **The Mary Schiller Myers School of Art** and **The Buchtel College of Arts & Sciences**, but is intended only as a guide. Completion of this minor is contingent upon many factors, including but not limited to: class availability, total number of required credits, work schedule, finances, family, course drops/withdrawals, successfully passing courses, prerequisites, among others.

The following courses constitute a "Minor in Emerging Technologies" and must be completed with a minimum grade point average of 2.0 overall for the minor to be noted on the student's record. Please refer to the University Requirements for Minor Areas of Study (<https://bulletin.uakron.edu/undergraduate/important-policies/graduation-requirements/#minor-req>) for specific graduation information regarding minors.

Summary

Code	Title	Hours
Required Courses		6
Electives		12
Total Hours		18

Required Courses

Code	Title	Hours
ART 111	Emerging Technologies	3
ART 470	Emerging Technologies Studio	3
Total Hours		6

Electives

Code	Title	Hours
Select 12 credits of the following:		12
ART 280	Digital Media	
ART 281	Web and Devices I	
ART 310	Motion Design	
ART 311	UI/UX Design	
ART 381	Digital Imaging II	
ART 471	Web and Devices II	
ART 385	3D Modeling, Printing and Prototyping	
ART 496	Art Internship/Professional Experience ¹	
Total Hours		12

¹ Internship can be repeated for up to 6 credits.

Note: Foundations curriculum need not be completed. Prerequisites must be honored.