

MEDIA/ART/CULTURE



Media/Art/Culture (MAC) is a specialized interdisciplinary curriculum that brings together art history & criticism together with studio practices in photography, film, and electronic media. Students engage critically with diverse topics and issues at the intersection of digital art, media, technology, and culture. Coursework emphasizes cross-disciplinary, project-based, and collaborative learning; students practice critical creative thinking that will help prepare them to contribute in a wide range of contemporary workplaces.

BA IN MEDIA/ART/CULTURE

Completion of major requires 12 courses (36 credits) total, which are divided into:

- core foundation classes
- upper division electives
- senior capstone seminar

SKILLS YOU'LL ACQUIRE

- Analytical and critical abilities
- Studio lighting and photography
- Experimental moving image media and animation
- Computer programming
- Circuit design and computational hardware
- Understanding and evaluating contemporary media art





A SAMPLING OF OUR COURSES

- Introduction to Digital Arts
- The Art and Technology of Film and Video
- Digital Arts: Animation
- Art and the Brain
- Documentary Media Art
- Contemporary Global Video Art
- Seminar in Media/Art/Culture (MAC)

FULL LIST OF COURSES

The program offers courses informed by histories of media, technology, and art, explored through specific social and cultural formations.

M/A/C students will analyze both the aesthetics and the politics of these media technologies, and learn lesser-known histories of technology, society and culture. Knowing these histories better prepares students to experiment with lost alternative pathways, and those that haven't yet been taken.

FACILITIES INCLUDE

- A comprehensive makerspace lab allowing students to experiment with 2D and 3D printing and Arduino programming
- A full motion-capture studio for virtual reality applications and video games, as well as traditional animation and film
- Photography and film studios with advanced lighting and green screen environments
- Equipment for sound recording and electronic music production
- Computer labs for programming, as well as photo, sound, and film design

Our new **Future Histories Studio** models the nuanced engagement with art, media, culture and technology that we are dedicated to pursuing - interrogating conceptions of race, gender, aging, disability, and class as they are woven through contemporary media technologies.



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