DIGITAL STUDIES (DGST)

DGST 101 - Introduction to Digital Studies (3 Credits)
Introduces an interdisciplinary approach to using technology and specifically provides a foundation for the Digital Studies Minor. Coursework may include digital approaches to creavity, historiography, media analysis and thinking critically about and through digital culture.

DGST 106 - Digital Storytelling (3 Credits)
Students explore how technology has changed the way we publish and disseminate narratives including the roles of digital text, audio, video, and images in narrative. Students use technology including blogs, virtual worlds, and computer games to create and tell their own stories. Cross-listed as CPSC 106.

DGST 201 - Tinkering, Hacking, and Making (3 Credits)
This course introduces students to the process of making, from initial design to the finished product, and to the emerging maker culture. Students are introduced to a variety of tools and practices for the development and making of objects using innovative software and hardware.

DGST 301 - Special Topics in Digital Studies (1-3 Credits)
Variable topics in digital culture, digital creativity, or digital methodology. Consult the Schedule of Courses for specific course titles.

DGST 302 - Creative Coding (3 Credits)
Introduces students to programming for creative purposes including computer-generated literature, art and animation.

DGST 303 - Digital Media Studio (3 Credits)
Students gain hands-on experience with video production, project management, marketing, and other digital skills by working together to produce the show "Are We Live?" (umwlive.com). Students take turns as writers, producers, directors, video editors, and more to produce this weekly live web series inspired by shows like Saturday Night Live.

DGST 305 - Introduction to Video Production (3 Credits)
This course introduces basic concepts in visual communication, camera operation, digital video editing, and narrative film structure.

DGST 306 - Media Production for Social Change (3 Credits)
This service learning-based course involves working directly with community organizations to develop original social media campaigns, graphics, and video projects. Beyond building production skills in Adobe Photoshop and Premiere, our goal will be to effectively translate the core values and messages of community partners through the multimedia works we create.

DGST 310 - Virtual and Augmented Reality (3 Credits)
Students study, analyze, critique, and compose in the emerging media of Virtual Reality (VR) and Augmented Reality (AR).

DGST 395 - Applied Digital Studies (3 Credits)
Prerequisite: DGST 101. Apply the skills and methodologies developed in the Digital Studies curriculum toward larger-scale, self-designed digital projects that contribute meaningfully to some cultural field, academic discipline, social issue, or other research question.

DGST 460 - Digital Studies Seminar (3 Credits)
Prerequisite: DGST 101. Advanced studies in digital media, digital culture, and/or digital methods.

DGST 491 - Individual Study (3 Credits)
Individual study under the direction of a member of the staff. By permission of the department.

DGST 492 - Individual Study (1-3 Credits)
Individual study under the direction of a member of the staff. By permission of the department.

DGST 499 - Internship (1-6 Credits)
Supervised experience, typically off-campus, developed in consultation with the department. Credits variable. Up to three credits may be counted toward the Communication and Digital Studies Major or the Minor in Digital Studies.