Course Catalog

New Media

Faculty

William G. Christ, Ph.D., Professor, Communication
Aaron Delwiche, Ph.D., Professor, Communication; Director
Robert Huesca, Ph.D., Professor, Communication
Paul Myers, Ph.D., Professor, Computer Science
Erin M. (Bryant) Sumner, Ph.D., Assistant Professor, Human Communication and Theatre

Overview

Trinity’s interdisciplinary minor in New Media is designed to prepare students to function professionally, academically, and personally in diverse new media environments. The required courses provide a foundation upon which students build an understanding of New Media in relation to art, communication, computer science, art history, English, engineering, philosophy, psychology, and/or music. The minor promotes new media research, development, and design while preparing students for careers in new media and other fields being transformed by evolving communication technologies. Students interested in declaring a minor in New Media should contact Professor Aaron Delwiche; each student will then be assigned to a minor adviser.

Requirements

The Minor

The requirements for a minor in New Media are:

21 credit hours, with no more than 9 hours in any one subject area, and at least 9 upper division hours.

**Required courses: 12 hours**

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<tr>
<th>Course</th>
<th>Title</th>
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<tbody>
<tr>
<td>ART 2380</td>
<td>Art History II: Renaissance to Modern Art</td>
</tr>
<tr>
<td>ARTH 1408</td>
<td>Interactive Multimedia Communication [one of three topics: 1) Web Design; 2) Interactive Narratives; 3) Mobile Gaming]</td>
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CSCI 1311  
Introduction to Programming Logic (or higher level CSCI course)

**Elective courses:** 9 hours with 6 hours in "Application" and 3 hours in "Context"

**Application:** 6 hours

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<tr>
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<tbody>
<tr>
<td>ART 3380</td>
<td>Advanced Digital Art</td>
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<tr>
<td>*COMM 3340</td>
<td>Media Writing: Reporting on/for the Internet</td>
</tr>
<tr>
<td>*COMM 3344</td>
<td>Interactive Multimedia Communication) [one of three topics not already taken: 1) Web Design; 2) Interactive Narratives; 3) Mobile Gaming]</td>
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<tr>
<td>CSCI 3353</td>
<td>Graphics</td>
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<tr>
<td>ENGR 1381</td>
<td>Engineering Analysis and Design I</td>
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<tr>
<td>MUSC 3305</td>
<td>Electronic Music</td>
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**Context:** 3 hours

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<tr>
<td>ART 3314</td>
<td>Issues in Contemporary Art</td>
</tr>
<tr>
<td>ARTH 3360</td>
<td>Twentieth-Century Art</td>
</tr>
<tr>
<td>ART 3365</td>
<td>Contemporary Architecture</td>
</tr>
<tr>
<td>CLAS 2406</td>
<td>Technology and the Classical World</td>
</tr>
<tr>
<td>COM 3328</td>
<td>Media, Culture, and Technology</td>
</tr>
<tr>
<td>HCOM 3332</td>
<td>Computer-Mediated Communication and Social Relations</td>
</tr>
<tr>
<td>PHIL 3431</td>
<td>Philosophy of Mind</td>
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<tr>
<td>PHIL 3350</td>
<td>Philosophy of Culture</td>
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<tr>
<td>PHIL 3355</td>
<td>Aesthetics</td>
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<tr>
<td>PSYC 2330</td>
<td>Fundamentals of Cognition</td>
</tr>
<tr>
<td>PSYC 3341</td>
<td>Social Psychology</td>
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<tr>
<td>THTR 2310</td>
<td>Principles of Design</td>
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* Note: Courses are approved by the New Media minor committee only for the specific topic listed.