

INTERDISCIPLINARY STUDIES: MINOR PROGRAMS

Interdisciplinary Studies gives undergraduate students the opportunity to extend and complement their work in the major by pursuing a minor—a defined or self directed course sequence that explores a specific theme, topic, or discipline. Minors are optional, and most Interdisciplinary Studies students pursue only one minor, however, students may be approved to pursue two minors on a case-by-case basis.

PROGRAM LEARNING OUTCOMES

Students enrolled in Interdisciplinary Studies will:

- Articulate the relationship between their major and minor(s) and how these will help them achieve personal and professional goals.
- Develop and apply interdisciplinary skills, experiences, and knowledge in fields outside of their majors.
- Develop an art/design practice that is grounded in two or more disciplines.

MINORS OFFERED

- Art and Design Education
- Art History
- Contemporary Clay
- Creative Writing
- Digital Media
- Entrepreneurship
- Graphic Design
- Illustration
- **Motion Design**
- Painting
- Photography
- Product Design
- Sculpture/New Genres
- Sustainability

MOTION DESIGN MINOR

The Motion Design minor will provide students the opportunity to combine graphic design principles with animation techniques to create visually compelling and dynamic graphics for a wide range of applications, such as television, film, advertising, and social media. Students in this minor will develop a unique and valuable skill set that can enhance their career prospects in the rapidly evolving digital media landscape.

PARTICIPATING DEPARTMENTS

The Motion Design minor is open to all undergraduate majors.

Motion Design Minor Required Courses

- ILUS220 Type for Illustrators - 3 credits
- MOTN230 Motion Design Foundation - 3 credits
- MOTN330 Motion Design I - 3 credits
- MOTN331 Design Explorations - 3 credits
- Motion Elective* - 3 credits

Total 15 credits

*A limited choice of LAS and Studio courses will count as Motion Design Minor Electives, as determined each semester by the Interdisciplinary Studies Director, Animation Chair, Game and Entertainment Design Chair and Graphic Design Chair. Examples include: AHCS222 History of Graphic Design and Illustration, various courses in typography, social media, motion design, and video editing.

See Animation, Game and Entertainment Design, Graphic Design, and Liberal Arts and Sciences for course descriptions.