



Digital Technology & Culture

College of Arts and Sciences

Degree Options

Bachelor of Arts in Digital Technology and Culture with options to focus on:

- Digital Cinema, Sound, & Animation
- Digital Design
- Game Studies
- Web Design & Development

Minor

- Digital Technology and Culture
- Certificates
- Game Studies and Design
- Graphic Design

Overview

Students in Digital Technology and Culture (DTC) develop critical and creative thinking skills, cultural competencies, and digital expertise. The department offers courses in web design, animation, 3D modeling, multimedia and graphic design, social media, video production, game creation, augmented and virtual reality, and other emerging fields of study. Along with technical skills, students gain critical perspectives from diverse sources that prepare them for the complex needs of contemporary society on both a local and global level.

Student Learning Outcomes

- Demonstrate culturally responsive competencies in working with digital media and technology for ethical and effective human interactions.
- Employ design principles in the creation of various forms of digital media and technology.
- Explore, analyze, and critique the ways digital media and technology function in multiple cultural contexts using diverse methodologies and perspectives.

- Demonstrate understanding of the histories of technological development, from local to global perspectives, and their implications for a variety of mediums.
- Utilize an interdisciplinary perspective to understand contemporary and future cultural impacts of digital media and technology.
- Communicate effectively, to diverse audiences, how and why digital media make meaning.

Admission to the Major

Admission may take place at any point during the semester. To be admitted, a student must have completed DTC 101 with a C or better.

Degree Milestones

To remain in good standing in the major, students must:

1. Complete DTC 201; including the digital portfolio requirement and DTC 206 with a C or better,
2. Maintain an overall GPA at WSU of 2.0 or higher

Suggested Classes for Freshmen

DTC 101: Introduction to Digital Technology and Culture
DTC 201: Tools and Methods for Digital Technology
DTC 206: Digital Inclusion

Suggested Classes for Transfer Students

DTC 101: Introduction to Digital Technology and Culture
DTC 201: Tools and Methods for Digital Technology
DTC 206: Digital Inclusion
OR DTC 475: Digital Diversity

Quantitative Reasoning Requirements

Any UCORE quantitative reasoning course will work, but students most commonly choose:

CPT S 111: Introduction to Algorithmic Problem Solving
FIN 223: Personal Finance
MATH 105: Exploring Mathematics
MATH 212: Introduction to Statistical Methods



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Internship

It is recommended that students to complete at least 3 credit hours (equivalent to a 150 work hours) of an internship during their time in the program. This can be split up into 1 credit (or 50 work hours) segments or completed all at once. Students are required to secure their own internship opportunity. Suggested internship options are frequently posted to the DTC email listserv and on the program's social media pages.

Career Options

Graduates of the Digital Technology and Culture program work in a wide variety of industries. Below are some examples of the popular fields that graduates of the program pursue:

- Animation
- Cultural Stewardship
- Cybersecurity
- Data Analytics
- Digital Curation
- Digital Marketing
- Emerging Technology
- Game Design and Production
- Graphic Design
- Information Technology
- Information Architecture
- Information Management
- Museum Programming
- Professional and Technical Writing
- Project Management
- Social Media
- User Experience (UX) & User Interface (UI)
- Video Production
- Web Design

Student Clubs

The multidisciplinary nature of the program means that students are involved in a wide variety of extracurricular activities that enhance their studies and personal interests, including:

- Digital Media Club
- Wazzu Films
- WSU Student Media
- KZUU Radio Station
- Alpha Kappa Psi (Gender-Inclusive Business Fraternity)
- Multicultural Fraternities and Sororities

For more information:

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Notes: