

Digital Technology and Culture

College of Arts and Sciences



Degree Options

Bachelor of Arts in Digital Technology and Culture

Minor

Digital Technology and Culture

Overview

The Digital Technology and Culture (DTC) program emphasizes creative production and critical exploration of digital technology across multiple contexts. The program encourages creative research, scholarship, and production that invites critical perspectives, integrates diverse knowledge systems, and encompasses progressive and innovative uses of technology. Students in DTC develop skills in web design, animation, graphic design, video production, augmented and virtual reality, and other emerging technology while integrating cultural, social, and historical perspectives, diverse methodologies, and inclusive frameworks.

Student Learning Outcomes

- Demonstrate competency with technology for designing and distributing digital works in various mediums.
- Demonstrate competency with design principles through both the production and analysis of media objects.
- Demonstrate and articulate an understanding of the way digital media and information function and circulate in multiple cultural contexts.
- Demonstrate an understanding of the history of technological development, from local to global perspectives, and its implications for a variety of media.
- Utilize an interdisciplinary perspective in order to understand the global changes brought about by digital media.
- Effectively communicate through writing and speech why and how digital media texts make meaning.

Certification Requirements

Certification can take place at any point during the semester. To apply for certification a student must have the following:

- Completed 24 credit hours
- Minimum 2.2 GPA
- A complete sample digital project that demonstrates introductory knowledge of multimedia creation (examples include: a short video, animation piece, website, logo design, posters, etc)
- A written statement that shows an introductory understanding of digital technology which, among other things, addresses issues of diversity and inclusion in digital space
- Written statement of purpose (500-700 words) that includes: a description of how the sample digital project was conceived and created including a discussion of the ideas and design choices involved.
- Certification applications must be submitted online and will be reviewed by a DTC committee. Transfer students with 55+ hours should complete the certification requirements within two semesters.
- All students should certify before earning 90 hours.

Suggested Classes for Freshmen

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

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
DTC 355: Multimedia Authoring
ENGL 300: Computers in English
ENGL 402: Technical and Professional Writing

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

Internship

Students are required 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 Facebook page (facebook.com/DTCWSUPullman/).

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
Education
Emerging Technology
Graphic Design
Information Technology
Information Architecture
Information Management
Museums
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. Here are a couple of the popular options:

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

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Notes: