

# Minor in Digital Storytelling

## Requirements

The minor in Digital Storytelling requires a total of 15 credit hours, including 9 credits in Digital Storytelling and 6 elective credits. Electives must be taken at the 2000-level or above. A minimum grade of C- is required for all courses to count towards the minor.

<b>Core Required Courses</b>		<b>9</b>
DST_VS 1880	Introduction to Digital Media Production	3
DST_VS 3880W	Writing and Theory for Digital Media - Writing Intensive	3
DST_VS 2880	Digital Storytelling Production I	3
or DST_VS 2830	Video Art I	
or DST_VS 2885	Digital Storytelling Animation Production I	
<b>Electives</b>		<b>6</b>
Can be chosen from Digital Storytelling, Film Studies, Art, Art History, and Theater:		
Production Electives:		
DST_VS 2810	Story Development	3
DST_VS 2830	Video Art I	3
DST_VS 2880	Digital Storytelling Production I	3
DST_VS 2885	Digital Storytelling Animation Production I	3
DST_VS 3850	Video Games and Storytelling	3
DST_VS 3885	Audio Storytelling	3
DST_VS 4830	Video Art II	3
DST_VS 4880	Digital Storytelling Production II	3
DST_VS 4885	Digital Storytelling Animation Production II	3
FILMS_VS 3520	Post Production	3
FILMS_VS 3540	Cinematography I	3
FILMS_VS 3550	Field Production I	3
FILMS_VS 3560	Audio Engineering for the Screen	3
FILMS_VS 4540	Cinematography II	4
ART_VS 2210	Beginning Color Drawing	3
ART_VS 3210	Intermediate Color Drawing	3
ART_VS 3220	Anatomical Drawing	3
ART_VS 3230	Beginning Illustration	3
ART_VS 3240	The Graphic Novel	3
ART_VS 4200	Drawing Portfolio	3
ART_VS 4210	Advanced Color Drawing	3
ART_VS 4230	Advanced Illustration	3
ARTGD_VS 2410	Introduction to Typography	3
ART_VS 2040	Sophomore Seminar	3
ART_VS 4040	BFA Capstone Portfolio Development	3
ART_VS 4050	Performance Art	3
ART_VS 2500	Beginning Painting	3
ART_VS 3500	Intermediate Painting	3
ART_VS 2600	Digital Photography	3
ART_VS 3600	Black and White Photography	3
ART_VS 4600	Advanced Photography	3
ART_VS 2800	Beginning Sculpture	3
ART_VS 3800	Intermediate Sculpture	3
ART_VS 4800	Advanced Sculpture	3
THEATR 2200	Introduction to Performance Studies	3

THEATR 2220	Immersive Theatre	3
THEATR 3440	Acting for the Camera	3
THEATR 3450	Acting for Animation and Motion Capture	3
THEATR 3460	Voiceover	3
THEATR 3530	Computer Graphics in Theatre Design	3
THEATR 3550	Sound Design	3
THEATR 3600	Theatrical Directing	3
THEATR 4240	Theory and Practice of Theatre of the Oppressed	3
THEATR 4280	Digital Media and Performance	3
THEATR 4290	Virtual Reality and Performance	3
Theories of Narrative, Visual Culture and New Media (Critical Studies)		
Electives:		
FILMS_VS 1800	Introduction to Film Studies	3
FILMS_VS 2820	Trends in World Cinema	3
FILMS_VS 2830	American Film History I, 1895-1950	3
FILMS_VS 2840	American Film History II, 1950-Present	3
FILMS_VS 2850	Italian Cinema	3
FILMS_VS 2860	Film Themes and Genres	3
or DST_VS 2860	Film Themes and Genres	
FILMS_VS 3850	Studies in Film History	3
FILMS_VS 3855	Documentary Film	3
or DST_VS 3855	Documentary Film	
FILMS_VS 3861	Film Themes and Genres	3
FILMS_VS 3865	The Holocaust on Screen	3
FILMS_VS 3875	Brazilian Cinema	3
FILMS_VS 4370	Film Studies: The Intersection of Documentary Film and Journalism	3
FILMS_VS 4810	Film Theory	3
or DST_VS 4810	Film Theory	
FILMS_VS 4820	Studies in Film Genre	3
FILMS_VS 4840	Culture and Media	3
or DST_VS 4840	Culture and Media	
FILMS_VS 4860	Film Themes and Genres	3
ARH_VS 2150	The Art of the Book	3
ARH_VS 2720	African-American Visual Culture	3
ARH_VS 3630	Northern Renaissance Art	3
ARH_VS 3730	Eighteenth Century European Art	3
ARH_VS 3740	Nineteenth-Century European Art	3
ARH_VS 3750	Modern Art in Europe and America	3
ARH_VS 3760	Contemporary Art	3
ARH_VS 3780	Architecture in Film	3
ARH_VS 3785	Arts and Artists on Film	3
ARH_VS 3790	Indian Cinema	3
ARH_VS 3830	American Art and Culture, 1500-1820	3
ARH_VS 3840	American Art and Culture, 1820-1913	3
ARH_VS 3850	American Art and Culture, 1913-Present	3
ARH_VS 4120	Gender and the Arts	3
ARH_VS 4630	The Renaissance Artist	3
ARH_VS 4780	Advanced Course in Contemporary Art	3

## Contacts

Students who want to minor in Digital Storytelling should consult with the Digital Storytelling Academic Advisor.