

# DIGITAL ARTS, AREA OF CONCENTRATION IN ART + DESIGN (AA)

**Award:** Associate of Arts Degree

**No. of credits required:** 60

**For more information:** Contact Associate Professor Kenneth Jones, 443-412-2326, [kjones@harford.edu](mailto:kjones@harford.edu); Admissions, 443-412-2109.

## Program Description

The Art + Design program offers students an Associate of Arts degree and preparation to transfer to a B.A. or B.F.A. Art + Design program. This program challenges students with an intensive, hands-on, studio-based curriculum that emphasizes art making skills and critical thinking. Classes are taught by professional, exhibiting artists who have expertise in their disciplines. This program also provides the community with the opportunity to study for personal enrichment.

The Digital Arts concentration focuses on the creation of artwork using digital and interactive media. Students investigate a broad range of disciplines including video, web, sound, animation, 3-D modeling, motion graphics and digital photography within the context of the fine arts. This interdisciplinary approach exposes students to evolving technologies and practices of using the computer as a rich and unique resource for image making, print and web design, time-based art, and portfolio production. Graduates are prepared for further study in film and animation, the gaming industry, commercial art and photography, motion graphics, new media, and interdisciplinary arts.

Students planning to transfer to a private art college, or who need more intensive development of their portfolios for transfer to any institution, should enroll in the Associate of Fine Arts (A.F.A.) degree. The Associate of Arts (A.A.) degree is well-suited for those transferring to a state institution. Please consult with an advisor.

## Program Goals

Upon completion of the Associate of Arts in Art + Design degree students will be able to:

1. Create works with proper use of design elements.
2. Create works with demonstrated proficiency in the use of materials, tools, techniques, and processes.
3. Clearly communicate and demonstrate critical thinking to articulate ideas in visual, verbal, and written forms.
4. Demonstrate good habits and behaviors of self-reflection, motivation, confidence, and work ethic.
5. Create work that shows the clear evolution of concept development.
6. Successfully transfer to a four-year institution.

## Transfer Information

HCC graduates successfully transfer to art schools and universities, both in and out of Maryland. Students who plan to transfer to a four-year institution should check the requirements of that institution. If they are significantly different from the courses listed, students should consult with an advisor for academic guidance. Many art schools require portfolios for admission and financial aid consideration. HCC faculty

are well-versed in these requirements and assist students in portfolio preparation.

## Employment Information

In 2021 arts and culture added \$1.016 trillion to the US GDP, according to the National Assembly of State Arts Agencies (NASAA). The creative workforce in the US was 4.9 million in arts and cultural jobs, \$504 billion in wages and accounted for 3.2% of all US jobs. Artists and designers are 3.6 times more likely to be self-employed and 63% hold a bachelor's degree or higher, and creativity, originality and initiative is the number five skill predicted to be in demand for 2025. For more information, visit the following websites: NASAA ([https://nasaa-arts.org/nasaa\\_research/facts-figures-on-americas-creative-economy/](https://nasaa-arts.org/nasaa_research/facts-figures-on-americas-creative-economy/)) and the U.S. Bureau of Labor Statistics report for Arts and Design (<https://www.bls.gov/ooh/arts-and-design/home.htm>).

## Field Trip Statement

Courses in this discipline may require field trip(s).

## Degree Requirements

### Recommended Course Sequence

First Semester		Credits
ART 101	Fundamentals of 2D Design	3
ART 111	Studio Drawing I: Observation	3
ART 120	Digital Foundations I	3
ENG 101	English Composition (GE)	3
Behavioral/Social Science Elective (GB) ( <a href="https://catalog.harford.edu/general-education/#behavioral-social-science">https://catalog.harford.edu/general-education/#behavioral-social-science</a> )		3
<b>Credits</b>		<b>15</b>
Second Semester		Credits
ART 107	Fundamentals of 3-D Design	3
ART 160	Time-Based Media	3
PHOT 131	Digital Photography I	3
Behavioral/Social Science Elective (GB) ( <a href="https://catalog.harford.edu/general-education/#behavioral-social-science">https://catalog.harford.edu/general-education/#behavioral-social-science</a> )		3
Mathematics Elective (GM) ( <a href="https://catalog.harford.edu/general-education/#mathematics">https://catalog.harford.edu/general-education/#mathematics</a> ) <sup>1</sup>		3
<b>Credits</b>		<b>15</b>
Third Semester		Credits
ART 108	Digital Media Culture (GI)	3
ART 201	History of Art-Ancient and Medieval (GAH) (D)	3
ART 208	Digital Foundations II	3
Arts/Humanities Elective (GAH)		3
Biological/Physical Lab Science Elective (GL) ( <a href="https://catalog.harford.edu/general-education/#biological-physical-laboratory-science">https://catalog.harford.edu/general-education/#biological-physical-laboratory-science</a> )		4
<b>Credits</b>		<b>16</b>
Fourth Semester		Credits
ART 202	History of Art-Renaissance to Modern (GAH) (D)	3
ART 233	Portfolio Workshop	3
Advanced Digital Studio Course (p. 2)		3

General Elective <sup>1</sup>	1
Biological/Physical Science Elective (GS) ( <a href="https://catalog.harford.edu/general-education/#science">https://catalog.harford.edu/general-education/#science</a> )	3
Physical Education Elective	1
<b>Credits</b>	<b>14</b>
<b>Total Credits</b>	<b>60</b>

<sup>1</sup> If a four-credit course in mathematics (GM) is substituted, the one-credit General Elective in the fourth semester is not necessary.

## Additional Information

Students who wish to pursue further study in art may, with instructor permission, enroll in Independent Study.

## Advanced Digital Studio Course

Check catalog for prerequisites.

Code	Title	Credits
ART 213	Studio Drawing II: Contemporary Practice	3
ART 229	Design for the Web	3
ART 230	2-D Computer Animation	3
ART 231	3-D Modeling and Animation	3
PHOT 231	Digital Photography II	3

## General Education Degree Requirements

Note: The following codes identify courses which satisfy the General Education Degree Requirements:

Behavioral/Social Science (GB)  
 English Composition (GE)  
 Arts/Humanities (GAH)  
 Interdisciplinary and Emerging Issues (GI)  
 Biological/Physical Laboratory Science (GL)  
 Mathematics (GM)  
 Biological/Physical Science (GS)