Grambling State University Department of Visual and Performing Arts (Design for Innovative Technologies in Art Concentration)

Student Name:	GSU ID#:	
Student Name.		

Course No.	Course Title	HR	Sem Yr.	Grade
	FRESHMAN YEAR		l .	
FYE 101	First Year Experience I	1		
FYE 102	First Year Experience II	1		
ENG 101	Freshman Composition I	3		
ENG 102	Freshman Composition II	3		
BIOL 103	Principles of Biology	3		
BIOL 104	Principles of Biology	3		
ART 101	Drawing I (FALL SEMESTER)	3		
ART 103	Basic Design (FALL SEMESTER)	3		
ART 102	Drawing II (SPRING SEMESTER)	3		
ART 104	Color Theory (SPRING SEMESTER)	3		
MATH 147	Pre-Calculus I	3		
MATH 148	Pre-Calculus II	3		
Required	Service Learning Hours			
· · · · · · · · · · · · · · · · · · ·	TOTAL	32		
	SOPHOMORE YEAR			
ART 200	Intro to New Media Art (FALL SEMESTER)	3		
ART 207	Painting I (SPRING SEMESTER)	3		
ART 215	Art History I (FALL SEMESTER)	3		
ART 217	3-D Design (SPRING SEMESTER)	3		
ART 322	Intro to Digital Art (FALL SEMESTER)	3		
CS 250	Web Programming I (SPRING SEMESTER)	3		
ENG 200	World Literature	3		
GET 300	Rising Junior Exam	0		
HIST 101	Western Civilization I	3		
MC 250	Basic Photography (FALL SEMESTER)	3		
SOC 101 or	Intro to Social Science OR	3		
PSY 200	General Psychology			
Required	Service Learning Hours			
	TOTAL	30		
	JUNIOR YEAR			
ART 216	Art History II (FALL SEMESTER)	3		
ART 323	Computer Design I (SPRING SEMESTER)	3		
ART 330	Career Seminar in Art	1		
ART 409	Art History III (SPRING SEMESTER)	3		
CS 315	Intro to Computer Animation (FALL SEMESTER)	3		
CS 325	Web Programming II (SPRING SEMESTER)	3		
Elective #1		3		
Elective #2		3		
HIST 104	World History II	3		



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THEA 307	Stage and Studio Lighting (SPRING SEMESTER)	3	
THEA 314	Scene Design (FALL SEMESTER)	3	
Required	Service Learning Hours		
	TOTAL	31	
	SENIOR YEAR		
ART 412	African American Art History (SPRING SEMESTER & SSI)	3	
ART 422	Senior Exhibition (SPRING SEMESTER)	3	
ART 423	Computer Design II (FALL SEMESTER)	3	
ART 426	Time-Based Media (FALL SEMESTER)	3	
ART elective	*ART, CS, or THEA elective	3	
CS 424	Advanced Programming Techniques (FALL SEMESTER)	3	
CS 464	Computer Game Design (FALL SEMESTER)	3	
Elective #3		3	
Elective #4		3	
Required	Service Learning Hours		
	TOTAL	27	
	TOTAL	120	

^{*}Sequential courses must be taken in order

*History

HIST 101 (Western Civilization I) HIST 102 (Western Civilization II) HIST 103 (World History I) HIST 104 (World History II) HIST 201 (U.S. History II) HIST 202 (U.S. History II)

**Social Science

ECON 201 (Macroeconomics)
SOC 101 (Introduction to Social Sciences)
SOC 201 (Introduction to Sociology)
PSY 200 (General Psychology)
PS 201 (American National Government)
GEOG 201 (Cultural Geography)

***Humanities

HIST 101 (Western Civilization I)
HIST 102 (Western Civilization II)
HIST 103 (World History I)
HIST 104 (World History II)
HIST 201 (U.S. History I)
HIST 202 (U.S. History II)
ENG 200 (World Literature I)
ENG 201 (Intro. to Literature)

ENG 205 (Intro. to British Lit I) ENG 206 (Intro. to British Lit II) HUM 200 (African Culture) HUM 201 (Western Culture) PHIL 201 (Intro to Philosophy) HUM 202 (Non-Western Culture)

Any 100 or 200 level courses in any

ENG 203 (Intro. to American Lit I) ENG 204 (Intro. to American Lit II)

****Fine & Performing Arts

ART 105 (Art Appreciation)
ART 215 (Art History I)
ART 216 (Art History II)
MUS 219 (Music Appreciation for non-Majors)
THEA 100 (Intro. to the Theatre)

Advisor Signature	Date:
	D 4
Dept. Chair Signature	Date:

Course rotation subject to change based on faculty availability. All ART and THEA courses must be completed with a C or better to count.

160 hours of service learning (SL) is required, 80 Course Service learning hours and 80 Community Service Learning Hours

