

Interdisciplinary Education in the Arts (IDEA)

IDEA 110. Creativity and Innovation in Design and Arts. 4 hours.

Provides knowledge of the issues and factors that motivate, influence, and materialize creativity and innovation in design and arts disciplines.

Course Information: Previously listed as ISA 110. Class Schedule

Information: To be properly registered, students must enroll in one Lecture-Discussion and one Laboratory. *Creative Arts course.*

IDEA 120. Digital Practices in Design and Arts. 4 hours.

Introduction to key ideas and fundamentals of computing in contemporary digital practices in design and the arts disciplines. Class will expose

students to exciting practitioners in the field. Course Information:

Previously listed as ISA 120. Extensive computer use required. Class Schedule Information: To be properly registered, students must enroll in one Lecture-Discussion and one Laboratory.

IDEA 130. Introduction to Game Studies: Play and Praxis. 4 hours.

Overview of game studies as an interdisciplinary field concerning game creation, and the historical, cultural, social, and technological importance of games. Emphasis on game theory, gamification, game creation

methods, and game cultures. Course Information: Extensive computer

use required. Field trip required at a nominal fee. Class Schedule

Information: To be properly registered, students must enroll in one Lecture and one Laboratory.

IDEA 210. Topics in IDEAS: Intermedia and Interdisciplinary Artforms. 4 hours.

Topics designed specifically of interdisciplinary subject matter. Topics will be determined by faculty and student interest in interdisciplinary,

intermedia, and transdisciplinary forms of cultural production. Course

Information: May be repeated to a maximum of 8 hours. Recommended

Background: IDEA 110 and IDEA 120.

IDEA 310. Independent Study Course for IDEA Majors. 1-4 hours.

Subject matter is determined by student in collaboration with supervising faculty member. Course Information: Prerequisite(s): IDEA 110 and IDEA

120. Recommended Background: Comfort with interdisciplinary creative practices.

IDEA 322. Introduction to Arts-Based Research Methods. 4 hours.

Overview of arts-based research as an interdisciplinary, humanistic, and qualitative research methodology. Emphasis on applied, practice-led

research in realization and refinement of interdisciplinary art projects.

Course Information: Extensive computer use required. Field trip required

at a nominal fee. Prerequisite(s): DES 222. Recommended background:

One year in any major in the College of Architecture, Design, and the

Arts. Class Schedule Information: To be properly registered, students

must enroll in one Lecture-Discussion and one Laboratory.

IDEA 410. Interdisciplinary Capstone for IDEA Majors. 4 hours.

A sustained practicum in the production, discussion and theorization of work produced by seniors (in the last two semesters) of IDEA

coursework. Course Information: May be repeated to a maximum of 8

hours. Field work required.