BFA Concentration in Transdisciplinary Arts

The concentration in Transdisciplinary Arts prepares students to tackle complex real world problems that demand multiple ways of knowing. The program is designed with flexibility, to permit new pathways for learning between, across, and beyond traditional disciplines. Coursework is completed in two or more departments so students acquire a breadth of skills with which to creatively answer future design challenges. Students are also trained in visual arts research and the integration of theory and practice.

Students with this degree can be directly positioned for careers as:

- Game Developers
- Art Directors
- Creative Technologist
- Design Researcher
- Wildcard Designer
- Information Designers
- Imagineers
- Environment Designer
- Portfolio Coordinator
- Executive Communications and Marketing Specialists
- JOBS THAT DO NOT YET EXIST
# Degree roadmap for Transdisciplinary Arts with DVC equivalents

## Lower Division Foundation (18 units)

<table>
<thead>
<tr>
<th>Course #</th>
<th>Course Title &amp; Pre-Reqs</th>
</tr>
</thead>
<tbody>
<tr>
<td>Art 100</td>
<td>Fundamentals of Drawing (DVC ART 105)</td>
</tr>
<tr>
<td>Art 101</td>
<td>Photography I (DVC ARTDM 136)</td>
</tr>
<tr>
<td>Art 102</td>
<td>2D Processes (DVC ART 101)</td>
</tr>
<tr>
<td>Art 103</td>
<td>3D Processes (DVC ART 102)</td>
</tr>
<tr>
<td>Art 104</td>
<td>4D Processes (DVC no equivalent)</td>
</tr>
<tr>
<td>Art 120</td>
<td>Monuments of World Art (DVC ARTHS 193)</td>
</tr>
</tbody>
</table>

## Lower Division Interaction & Game Design (15 units)

- Art 181: Introduction to Transdisciplinary Art & Design (DVC no equivalent)
- Art 251: Interaction Design (DVC no equivalent)

- Two lower-division electives from ART (6 units)

## Upper Division Foundation (16 units)

<table>
<thead>
<tr>
<th>Course #</th>
<th>Course Title &amp; Pre-Reqs</th>
</tr>
</thead>
<tbody>
<tr>
<td>Art 323</td>
<td>Modern Media, Art &amp; Culture 1</td>
</tr>
<tr>
<td>Art 326</td>
<td>Contemporary Visual Studies 1</td>
</tr>
<tr>
<td>Art 496</td>
<td>Special Topics</td>
</tr>
</tbody>
</table>

## Upper Division Interaction & Game Design (18 units)

- Art 351: Usability Theory & Experience Design (251)
- Art 426: Contemporary Visual Studies 2
- Art 481: Transdisciplinary Art and Design Seminar

- Choose ONE:
  - Art 420: Comparative World Art 2
  - Art 423: Modern Media, Art and Culture 2
  - Art 426: Contemporary Visual Studies 2
  - Art 491: BFA Critique = 1 unit (take once a semester for 3 semesters)
  - Art 440: Forum = 1 unit

## Capstone (3 units)

<table>
<thead>
<tr>
<th>Course #</th>
<th>Course Title &amp; Pre-Reqs</th>
</tr>
</thead>
<tbody>
<tr>
<td>Art 493E</td>
<td>Transdisciplinary Senior Project (Senior standing, BFA majors, 351 &amp; 481)</td>
</tr>
</tbody>
</table>

**Only 100 and 200 level courses have transfer equivalents.**

**Upper Division courses at any CSU or UC (Cal State East Bay 300 & 400 levels) cannot be covered by Community College courses**

Complete portfolio review before commencing Upper Division Foundation / BFA subjects.

Two lower-division electives outside of ART (if transferring from DVC, these need to be outside of ARTDM and ARTHS) (6 units)

Complete all Upper Division Courses before commencing your Capstone.

Two upper division electives from outside of ART (chosen with consent of advisor)