The Department of Art History and Digital Media Art offers Majors and Minors in Art History and Digital Media Art.

The Major in Art History examines world art created from the pre-historic to contemporary eras within trans-cultural and trans-historical contexts. It provides students with the ability to interpret and find meaning in the visual world, while providing the critical thinking, research, and writing skills necessary to excel in careers in Art History or in related disciplines. Covering six interrelated areas of study, students develop a visual vocabulary, multiple perspectives on key monuments, an understanding of the cross-disciplinary nature of Art History, and learn to analyze visual materials, organize ideas, and write and speak persuasively about representational issues. In all of its courses, the Art History program takes full advantage of the world-renowned museums, galleries, architecture, and libraries in New York City.

The Digital Media Art Major teaches the history, theory, and practice of a variety of in-demand digital art fields, including Graphic Design, Digital Photography and Video, Animation, Web and Game Design, and Immersive Media (AR/VR). Under the guidance of practicing artists and educators, and working in the department's Graphic Arts Lab, students receive industry-level training that prepares them for numerous artistic careers. This training takes place not only on campus, but also in New York City – one of the world’s most vibrant centers of digital media art. With the support of dedicated faculty, students regularly secure some of the most competitive internships and jobs that NYC has to offer, gaining invaluable real-world experience at the conceptual and technological forefront of the discipline. Coupled with the larger Liberal Arts curriculum of the College, this first-hand experience prepares graduates to make culturally significant works of art that transform how we see the world.

Majors and Minors in Art History and Digital Media Art take advantage of international and NYC-based internship programs – some of which have been established specifically for students in this department. Each summer, for example, up to two Art History Majors are placed at The Peggy Guggenheim Collection in Venice, Italy, for a one month, paid internship. In addition to these opportunities, students in the department regularly intern at numerous museums, art galleries, graphic design firms, graphic art magazines, and production companies in New York City.

**Major in Art History**

Majors in Art History must take a minimum of 30 credits from the following six areas:

- **One of the following World Arts courses:**
  - ART 150 Roots: Art
  - ART 151 Roots:Art -FYS
  - ART 218 Introduction to World Art
  - ART 402 Special Topic: in Art (on a world art topic)
Two of the following Art Before 1600 courses: *  
- ART 218 Introduction to World Art  
- ART 260 Monasticism and the Arts  
- ART 320 Ancient Art  
- ART 321 Medieval Art  
- ART 322 Renaissance Art  
- ART 402 Special Topic: in Art (on a pre-1600 topic)  
- ART 406 Virtual Venice

Two of the following Art After 1600 courses:  
- ART 218 Introduction to World Art  
- ART 323 19th Century Art: 1750-1890  
- ART 326 Baroque Art: From Empire to Revolution  
- ART 329 History of Modern Art  
- ART 402 Special Topic: in Art (on a post-1600 topic)  
- ART 406 Virtual Venice

One of the following Digital Media Art courses:  
- ART 145 Fundamentals of Art & Design  
- ART 212 Art of Digital Photography  
- ART 213 Digital Drawing  
- ART 214 Introduction to Graphic Design

To be taken during the Junior or Senior year:  
- ART 405 Senior Seminar: in Art History

Art History electives:*  

* ART 218 Introduction to World Art and ART 406 Virtual Venice can only count toward one Art History Major requirement.

* Students interested in Museum Studies should take at least two of the following courses: ART 370 Current Trends, ART 402 Special Topic: in Art, on a Museum Studies Topic, ART 412 Independent Study, or ART 375 Internship.

* ART 402 Winter Intersession Study Abroad: Visualizing Venice (Venice, Italy) qualifies for one of the following: Art Before 1600, Art After 1600, or ART 212 Art of Digital Photography.

* ART 375 Internship can substitute for an upper-level course.

**Minor in Art History**

Minors in Art History must take 15 credits of Art History courses as follows:

- ART 150 Roots: Art  
- or ART 151 Roots: Art -FYS

**Total Credits** 30
Electives. At least 9 credits must be at the 300 or 400 levels.

**Total Credits**

15

*ART 375 Internship can substitute for an upper-level course.

**Major in Digital Media Art**

Majors in Digital Media Art must take a minimum of 33 credits from the following three areas:

**Digital Media Art Foundations:**

- ART 145 Fundamentals of Art & Design
- ART 213 Digital Drawing
- Art Before 1600
- Art After 1600
- ART 409 Senior Portfolio

**Three of the following 2D Design courses:**

- ART 212 Art of Digital Photography
- ART 214 Introduction to Graphic Design
- ART 380 Digital Video Art: Editing and Production
- COMM 305 Digital Print Design
- COMM 306 Web Design

**Three of the following 3D Design courses:**

- ART 307 3D Design, Modeling and Visualization
- ART 309 Animation
- COMM 365 Game Design & Development
- DASH 310 VR: Perception & Production
- ENGL 335 Victorian Media

**Total Credits**

33

* ART 218 Introduction to World Art can count toward Art Before 1600 or Art After 1600, not both.

* ART 406 Virtual Venice can count toward Art Before 1600 or Art After 1600, not both.

* ART 402 Winter Intersession Study Abroad: Visualizing Venice (Venice, Italy) can substitute for one of the following: Art Before 1600, Art After 1600, ART 212 Art of Digital Photography, or ART 380 Digital Video Art: Editing and Production.

* ART 375 Internship can substitute for a 2D or 3D-level course when the internship focuses on a relevant subject.

**Minor in Digital Media Art**

Minors in Digital Media Art must take 15 credits comprised of the following courses:

- ART 212 Art of Digital Photography
- ART 213 Digital Drawing
<table>
<thead>
<tr>
<th>Course Code</th>
<th>Course Title</th>
<th>Credits</th>
</tr>
</thead>
<tbody>
<tr>
<td>ART 214</td>
<td>Introduction to Graphic Design</td>
<td>3</td>
</tr>
<tr>
<td>ART 380</td>
<td>Digital Video Art: Editing and Production</td>
<td>3</td>
</tr>
<tr>
<td>ART 406</td>
<td>Virtual Venice</td>
<td>3</td>
</tr>
</tbody>
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* ART 150 or ART 151 can substitute for one of the 200-level Digital Media Art courses.

* ART 375 Internship can substitute for a Digital Media Art course when the internship focuses on a relevant subject.

* ART 402 Winter Intersession Study Abroad: Visualizing Venice (Venice, Italy) can substitute for ART 406 Virtual Venice, ART 212 Art of Digital Photography, or ART 380 Digital Video Art: Editing and Production.

A minimum grade of C is required for courses to satisfy all major and minor requirements. Minors must have a contract signed and approved by the Department Chair.