

# EMERGING MEDIA AND TECHNOLOGY FOR THE ARTS, ADVANCED CERTIFICATE

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A certificate in Emerging Media and Technology for the Arts will provide students with the opportunity to advance their liberal arts education while giving them digital and technological skills for a variety of careers including education, the arts and nonprofit organizations. Students will gain a greater knowledge in performance theory, media arts, educational gaming technologies and cultural contexts using digital tools, communication applications, and other interactive software. Students also may engage in a variety of design tasks that include digital media, human interaction, interface design, learning design and other creative processes/mediums. Students will finish with an interdisciplinary, interactive project that may link to their career focuses or pathways in educational or artistic fields.

## Program Delivery and Tuition Rate

This certificate program is delivered through online courses and is billed at the Non-MBA rate. This certificate accepts students for fall and spring terms only.

Students may begin this 12-credit certificate in the fall or spring terms. The required courses and suggested sequence are as follows:

Code	Title	Credits
EDET 6055	Digital Media Arts & Technologies	3
EDET 6065	Emerging Media & the Arts: Theory & Practice	3
Elective		3
Choose 1 (3 credits):		3
EDET 6040	Performance Theory	
OR		
EDET 6045	Digital Games Simulations & Learning	
OR		
EDET 6130	Facilitating Learning with Emerging Technologies in Blended & Online Environments	
<b>Total Credits</b>		<b>12</b>

**Upon successful completion of this program, students should be able to:**

- Understand performance theory, media arts, educational gaming technologies and the socio-cultural contexts in which performance or events and installations are designed and delivered.
- Integrate emerging technologies for computer mediated communication.
- Apply interface design within a controlled, yet organic and improvisational creative or digital immersive practice.
- Utilize digital tools that address needs of diverse learners, especially those with disabilities.