

Immersive Technologies in Arts and Culture, Minor

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Overview

Immersive and spatial media encompass a suite of emerging production and embodied viewing technologies that offer innovative possibilities in the arts, entertainment, science, industry, and countless other domains. Technologies seeded 50 years ago are now entering commercial, political and cultural realms; and the potential for augmented and immersive experiences to further disrupt our current media ecosystem is tremendous.

As immersive experiences and augmented realities increasingly feature in work and leisure, young innovators are needed who can blend technological skills with creative imagination and critical humanistic practice. Students in the Immersive Technologies in Arts & Culture minor will be hybrid technologists, media-makers, and storytellers who can create mediated experiences at the intersection of technology, design, and the humanities. They will be equipped with the social consciousness, global awareness, and cross-cultural skills needed to forge positive new paths for immersive media going into the future.

Learn to:

- Construct and deconstruct immersive and augmented experiences with respect to the cultural, socio-emotional, and embodied aspects of human experience.
- Develop the technical know-how and creative production skills to collaboratively author original narratives and prototype spatially mediated experiences.
- Explore narrative possibilities and technical affordances of the genre while attending to aesthetic consideration, humanistic concerns, and design conventions.

The Immersive Technologies in Arts & Culture minor is offered through a collaboration between IDEATe and the Department of Languages, Cultures & Applied Linguistics (<https://www.cmu.edu/dietrich/lcal/>), bringing together expertise from across the university.

Curriculum

Immersive Technologies in Arts & Culture Minor
 Minimum of 54 Units

One IDEATe Portal Course - Minimum of 9 Units

		Units
82-250	Digital Realities: An Introduction to Immersive Storytelling	9
62-150	IDEATe Portal: Introduction to Media Synthesis and Analysis Section C: Life in the Digital Factory	10

One Intercultural Focus Course - Minimum of 9 Units

82-280	Bilingual & Bicultural Experiences in the US	9
82-282	Interpreting Global Texts & Cultures	9
82-283	Language Diversity & Cultural Identity	9

One Computing Course - Minimum of 9 Units

15-104	Introduction to Computing for Creative Practice	10
15-110	Principles of Computing	10
15-112	Fundamentals of Programming and Computer Science	12
60-212	Intermediate Studio: Creative Coding	12

IDEATe Immersive Technologies Courses - Minimum of 27 Units*

15-463	Computational Photography	12
53-353	Understanding Game Engines	9
53-354	Principles of Lighting for Games and XR	6

53-451	Research Issues in Game Development: Designing for XR	12
54-397	Sound Design For Interactive Environments	9
54-399	Decoding Media	9
60-415	Advanced ETB: Animation Studio	10
82-187	Documentary, Found Sound, and Hidden Frequencies in Language and Culture	3
82-200	Curating Cultural and Arts Festivals through Theory and Practice	9

Additional courses are available. Please check IDEATe Courses for the options for the current and upcoming semester.

Double-counting

Students may double-count up to two of their IDEATe minor courses for other requirements.