DESIGN + TECHNOLOGY + CREATIVE EXPRESSION

What is it?

The Design + Technology + Creative Expression minor allows students to pursue an interdisciplinary technology-mediated design topic that transcends their own majors. Students will be introduced to a collection of technology-mediated and inter- and trans-disciplinary approaches to creative work that integrate the liberal arts and design. Students will build on that knowledge by exploring three key areas (understand, explore, and materialize) and creative and collaborative uses of technology. In the capstone course, they will then create a product and/or experience that combines their new skills in creative technologies with what they have learned in their majors.

Why do it?

The Design + Technology + Creative Expression minor allows students to explore and integrate the liberal arts and design into their own discipline through new and innovative uses of technology. Students will have the opportunity to integrate the use of meaningful technology with their major, explore social/cultural/environmental challenges, and generate creative expressions of awareness and activism.

Who is it for?

This minor is appropriate for any student who has an interest in exploring the intersection of design, technology, and creativity. The minor is open and accessible to students from all majors.

Pathways Core Concepts*

1a - Applied/Advanced Discourse
2 - Critical Thinking in the Humanities
3 - Reasoning in the Social Sciences
5f - Foundational Quantitative and Computational Thinking
6a - Critique and Practice in the Arts
6d - Critique and Practice in Design

Pathways Integrative Concepts

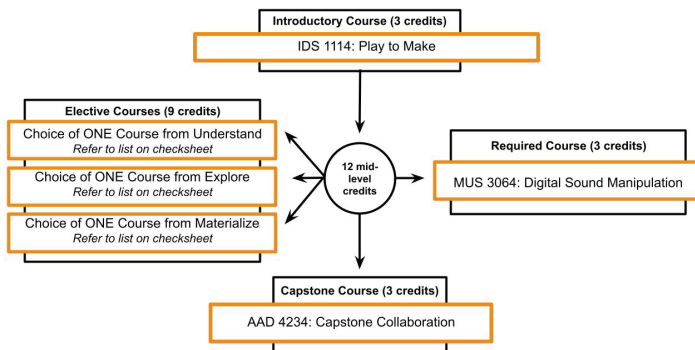Ethical Reasoning
Intercultural and Global Awareness

*Students are guaranteed to meet at least three of the core concepts listed

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Requirements

The 18-hour minor in Design + Technology + Creative Expression includes a required 3-hour foundational course, nine credit hours of mid-level electives (one course from each of three categories: Understand, Explore, and Materialize), a required 3-hour mid-level course, and a required 3-hour capstone course.

Introductory Course (3 credits)
IDS 1114: Play to Make

Elective Courses (9 credits)
Choice of ONE Course from Understand
Refer to list on checksheet

Choice of ONE Course from Explore
Refer to list on checksheet

Choice of ONE Course from Materialize
Refer to list on checksheet

12 mid-level credits

Required Course (3 credits)
MUS 3064: Digital Sound Manipulation

Capstone Course (3 credits)
AAD 4234: Capstone Collaboration

Required courses

IDS 1114: Play to Make
MUS 3064: Digital Sound Manipulation
AAD 4234: Capstone Collaborations: Cross-disciplinary Teams

Elective courses

Students select nine credits hours of elective courses across three categories: Understand (Empathize/Define), Explore (Ideate/Prototype), and Materialize (Test/Implement). For a complete list of elective courses, consult the checksheet at
https://registrar.vt.edu/graduation-multi-brief/index1.html.

- engage in creative work that transcends your major
 - understand how various fields apply materials, tools, and processes
 - work collaboratively to address a social, cultural, or environmental problem
 - create a product or experience that sits at the intersection of the arts, design, technology, and human experiences

www.pathways.prov.vt.edu/minors
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