WHY STUDY creative media and digital culture at WSU Vancouver?

Sitting at the intersection of art, technology and the humanities, the Creative Media and Digital Culture program provides a well-rounded education in culture as well as technology. The program focuses on the relationship between technology and humanity, integrating critical thinking, creativity and computing skills with coursework in the arts, humanities, social sciences, management information systems and computer science. Students gain not only a broad understanding about the creation of media objects but also a sense of ethics about their production and use.

CMDC classes take place in state-of-the-art computer labs and studios. Small class sizes allow for one-on-one interaction with faculty.

The CMDC program leads to a bachelor's degree or a minor in digital technology and culture. The bachelor's degree has two learning tracks: multimedia authoring, and knowledge management and production. In addition, majors in the humanities and social sciences may select DTC as a primary or secondary area of concentration.

For more information
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Explore Creative Media and Digital Culture

Bachelor of Arts in Digital Technology and Culture
Minor in Digital Technology and Culture

“Any sufficiently advanced technology is indistinguishable from magic.”
—ARThUR C. CLARKE
Learn. Think. Build.

The CMDC program integrates teaching, research and hands-on experience. The cross-disciplinary approach is designed to foster civic engagement in the areas of digital humanities, media art, media communication, media studies and information systems.

The program has six areas of specialty:
- Web and mobile development and design
- 2D and 3D animation for visualization and simulation
- Social media platform development and communication
- Sensor-based physical computing
- Digital publishing
- Game theories and production (coming spring 2016)

Students collaborate on research and projects within the College of Arts and Sciences as well as beyond, particularly with the College of Business and the School of Engineering and Computer Science.

Opportunities for students

Internships
Through directed studies and internships you can gain real-world experience while engaging in projects that serve the community. These opportunities foster professional career networking and developing a commitment to public service.

Research
From the production of apps to interactive exhibits, undergraduate research lies at the core of the program. In addition to classroom theory and hands-on practice, you will have the opportunity to work with faculty on research and creative projects.

Special events
Special events contribute to the intellectual environment. You will have the opportunity to attend lectures, residency programs, performances by internationally known artists, and field trips to media arts shows and exhibits.

CREATIVE INNOVATIONS
CMDC students have won awards and acclaim for their participation in many community projects. Here are a few of them:

Autovation: a permanent interactive display at the Oregon Museum of Science and Industry, using words, pictures and video to explore the modern automobile

Media Scare: A multimedia, interactive haunted house experience

Next Chapter: Vancouver's annual digital literacy program

Fort Vancouver Mobile: a mobile app at Fort Vancouver National Historic Site that brings to life the experience of Hudson's Bay Company employees living and working at the 19th-century fort

Nouspace Student Research Gallery: a showcase for exemplary work of CMDC students

Pop Up Gallery: a mobile gallery on the theme of entrepreneurship and innovation presented through augmented-reality technology

Careers
Graduates with a bachelor's degree in digital technology and culture are ready for a culturally diverse, technologically complex 21st century. The CMDC program provides a solid foundation for careers such as the following:

- Media communication
- Social media coordinator/specialist
- Multimedia/interactive design
- Content specialist/strategist
- Web production/development
- Public relations and e-marketing