MEDIA/ART/CULTURE

Media/Art/Culture is a specialized interdisciplinary curriculum that brings together art history, film and media history, and photography, film and digital media studio practice. Students engage critically with diverse topics and issues at the intersection of digital art, media, technology, and culture. Coursework emphasizes cross-disciplinary, project-based, and collaborative learning; students practice working in teams and using forms of design thinking that will help prepare them to contribute in a wide range of contemporary workplaces.

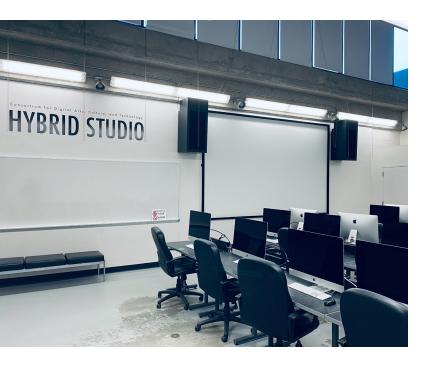## BA in Media/Art/Culture (MAC)

Completion of major requires 12 courses (36 credits) total, which are divided into:
- core foundation classes
- upper division electives
- senior capstone seminar

Skills you'll acquire:

- Analytical and critical abilities
- Studio lighting and photography
- Produce experimental moving image media and animation
- Computer programming
- Construct circuits
- Build computational hardware
- Assessing, evaluating and understanding

Stony Brook University
College *of* Arts and Sciences

M/A/C students will analyze both the aesthetics and the politics of these media technologies, and learn lesser-known histories of technology, society and culture. Knowing these histories better prepares students to experiment with lost alternative pathways, and those that haven't yet been taken.

Facilities include:

- a comprehensive maker lab allowing students to experiment with 2D and 3D printing and Arduino programming
- a full motion-capture studio for virtual reality appplications and video games, as well as traditional film and media
- photography and film studios with lighting and green screen environments
- equipment for sound recording and electronic music production
- computer labs for programming, as well as photo, sound, and film design

Our new **Future Histories Studio** models the nuanced engagement with art, media, culture and technology that we are dedicated to pursuing - interrogating conceptions of race, gender, aging, disability, and class as they are woven through contemporary media technologies.

Sample courses:

- Introduction to Digital Arts
- Seminar: Media/Art/Culture
- Modern Art and the Moving Image
- Digital Arts: Animation
- Art and the Brain
- Topics in Film and Video Art

Full list of courses:

The program offers courses informed by histories of media, technology, and art, explored through specific social and cultural formations.

@SBUArtsSciences