ART HISTORY, DESIGN, AND COMPUTER SCIENCES COGNATE

https://cola.unh.edu/art-art-history/program/cognate/art-history-design-computer-sciences

Description

The cognate is for students to develop basic skills in art history and design as well as computer programming. The aim is for them to be able to apply programming skills to develop projects related to museum collections management and visitor experience, research projects, website design for cultural institutions, and art market intelligence and data transparency. Students will be encouraged to learn the basic concepts of art history and design and combine them in creative ways with emerging technologies such as Augmented Reality, Virtual Reality, 3D modelling and more traditional website design. The aim is to give students a head start on how emerging technologies can come together with the art market as well as cultural heritage to help document, preserve, investigate and present it for future generations.

Requirements

Students will need to complete the following three modules, preferably in order.

<table>
<thead>
<tr>
<th>Code</th>
<th>Title</th>
<th>Credits</th>
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<tbody>
<tr>
<td>1. Arts</td>
<td></td>
<td>4</td>
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<tr>
<td>Select one of the following:</td>
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<tr>
<td>ARTH 440A</td>
<td>From Digging to Digital: Preserving and Displaying the Past</td>
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<tr>
<td>ARTH 474</td>
<td>Introduction to Architectural History</td>
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<tr>
<td>ARTH 480</td>
<td>Introduction to Art History</td>
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<td>ARTS 510</td>
<td>Principles of Design</td>
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<td>2. Computer Sciences</td>
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<td>Select one of the following:</td>
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<tr>
<td>CS 405</td>
<td>Introduction to Applications Programming</td>
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<tr>
<td>CS 408</td>
<td>Living in a Networked World: The Good, the Bad, and the Ugly</td>
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<tr>
<td>CS 410P</td>
<td>Introduction to Scientific Programming/Python</td>
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<tr>
<td>CS 414</td>
<td>From Problems to Algorithms to Programs</td>
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<td>CS 415</td>
<td>Introduction to Computer Science I</td>
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<tr>
<td>CS 457</td>
<td>Introduction to Data Science and Analytics</td>
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<tr>
<td>IT 403</td>
<td>Introduction to Internet Technologies</td>
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<td>After completion of the two required courses above:</td>
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<td>3. Digital Applications</td>
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<td>Select one of the following:</td>
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<tr>
<td>ARTH 674</td>
<td>Greek Art and Architecture</td>
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<tr>
<td>ARTH 675</td>
<td>Roman Art and Architecture</td>
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<tr>
<td>ARTH 699</td>
<td>Museum Studies</td>
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<tr>
<td>HIST 771</td>
<td>Museum Studies</td>
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<tr>
<td>Any other 600-level Art History course, by instruction permission (WI)</td>
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</table>

Total Credits 12

1 Students should aim to complete a project focused on digital applications.