



Bachelor of Liberal Arts Sample Curriculum

Computer and Graphic Design Concentration

***Refer to catalog.unm.edu for course descriptions and pre-requisites

Art Studio:

- 1610. Drawing I
- 1410. Intro to Photography
- 1510. Intro to Electronic Arts
- 1710. Introduction to Printmaking
- 2523. Video Art I
- 2892. Sound Art I
- 320. The Phenomena of Color
- 330. Intermediate Electronic Art
- 333. Digital Fabrication
- 445. Text and Image: Graphic Design for Artists
- 466. Artists Using Data
- 448/449. Bio Art and Design/Lab

Art History:

- 252. Contemporary Art and New Media
- 310. Global Photographies
- 318. History of Design, 1800-1960: From the Industrial Revolution to Pop Culture
- 389. Topics in Art History
- 420. History of Prints I
- 421. History of Prints II
- 429. Topics in Art History

Communication and Journalism:

- 1145. Sex, Lies, and Fake News: How to Use Media Wisely
- 2245. Web Design
- 365. Media History and Culture
- 374. Design and Visual Presentation I
- 393. Topics in Communication and Journalism
- 461. Media Criticism
- 469. Multiculturalism, Gender and Media

Computer Science

- 105L. Introduction to Computer Programming
- 108L. Computer Science for All: An Introduction to Computational Science and Modeling
- 152L. Computer Programming Fundamentals
- 293. Social and Ethical Issues in Computing
- 390. Topics in Computer Science for Non-Majors-Undergraduate

Engineering

- 130L. Introduction to Engineering Computing
- 200. Technology in Society
- 220. Engineering, Business, and Society
- 320. Design Thinking, Project Management, Metrics, Data Models and Analytics

Fine Arts:

- 475. The Professional Print Workshop

Film & Digital Media Arts:

- 1210. Digital Video Production I
- 2286. Activating Digital Space
- 2714. Introduction to Animation
- 2768. Introduction to Game Development
- 302. Digital Game Design
- 303. Moving Image Art
- 310. Writing Digital Narrative
- 311. Fundamentals of Music Technology
- 314/414. History of Animation
- 375. Producing for Film and Digital Media
- 410. The Business and Law of Film and New Media
- 412. Fundamentals of Audio Technology
- 429. Topics in Production

Management:

- 326. Financial Management
- 329. Data Management

Theatre:

- 370. 2D Computer-Aided Drafting for Design
- 371. Digital Imagery and Production
- 392. Introduction to Scenic Design for Performance and New Media
- 397. Sound for Performance
- 387. Design History and Styles for Performance and New Media
- 470. 3D Modeling and Visualization for Design
- 475. Special Topics in Computers for Design
- 482. Scene Design and Technology Project