

Southern Methodist University

2021-2022 Undergraduate Catalog

Creative Computing, B.A.

Admission to the program is competitive. A minimum overall GPA of 3.000 is required, as well as at least a 3.500 GPA in courses listed under Computing Fundamentals in the table below. Students are admitted to the major through consultation with the program director.

The major requires a final capstone project, where students, working with a faculty adviser, develop an independent project in creative computing. Projects may include an art installation, performance, original software (tool, library or application) or a scholarly article. It is expected that students will present their projects in a public forum.

SMU Degree Requirements

An SMU undergraduate degree requires a minimum of 120 credit hours and must include completion of the [University's Common Curriculum](#), one major and a combination of electives and/or other majors or minors. Completion of certain majors requires more than 120 hours to finish the degree. The credit hours within this curriculum are distributed as follows:

Requirements for the Major

Computing Fundamentals (9 Credit Hours)

- [CRCP 1310 - Creative Coding I](#)
or
- [ASIM 1310 - Creative Coding I](#)
or
- [CS 1341 - Principles of Computer Science](#)

- [CRCP 3305 - Creative Computing II](#)
or
- [ASIM 3305 - Creative Computing II](#)
or
- [CS 1342 - Programming Concepts](#)

- [CRCP 5320 / ASIM 5320 - Aesthetics and Computation](#)
or
- [CS 2341 - Data Structures](#)

Creative Fundamentals (9 Credit Hours)

Any 1000- or 2000-level courses in the Meadows School of the Arts may be substituted for up to 6 hours of the courses listed below, with adviser approval.

Three from the following:

- [ASCE 1300 - Introduction to Ceramics](#)
- [ASDR 1300 - Introduction to Drawing](#)
- [ASPH 1300 - The Basics of Photography](#)
- [ASPR 3300 - Printmaking Workshop](#)
- [ASPT 1300 - Introduction to Painting](#)
- [ASSC 1300 - Introduction to Sculpture](#)

- [ENGL 2390 - Introduction to Creative Writing](#)
- [FILM 1301 - Art of Film and Media](#)
- [FILM 1302 - Contemporary Media Industries](#)

Creative Computing (21 Credit Hours)

Seven from the following:

- [ASIM 1300 - Introduction to Digital/Hybrid Media](#)
- [ASIM 1330 - Intermediate Digital/Hybrid Media](#)
- [ASIM 1340 - Computational Sculpture](#)
- [ASPH 3390 - Experimental Camera](#)
- [ASIM 3305 - Creative Computing II](#)
- [ASIM 3310 - Digital/Hybrid Media Workshop](#) (topic: international digital atelier)
- [ASIM 3320 - Advanced Digital/Hybrid Media](#)
- [ASIM 3350 - Digitally Augmented Performance and Installation](#)
- [ASIM 5302 - Digital/Hybrid Media Directed Studies](#)
- [ASPH 3304 - Digital Tools](#)
- [CEE 5373 - Prestressed Concrete](#)
- [CRCP 1330 - Sound and Code](#)

- [CRCP 1350 - The Art of 3-D Modeling and Animation](#)
- or
- [CS 5360 - Introduction to 3-D Animation](#)

- [CRCP 2310 - Nature and Code](#)
- [CRCP 2330 - Nand to Tetris: Elements of Computing Systems](#)
- [CRCP 3310 - Data: Meaning, Narrative, and Discovery](#)
- [CRCP 3320 - Postmodern Software Design](#)

- [CRCP 3382 - Introduction to Graphics Programming](#)
- or
- [CS 5382 - Computer Graphics](#)

- [CS 3345 - Graphical User Interface Design and Implementation](#)
- [ECE 1301 - Modern Electronic Technology](#)
- [ECE 5390 - Special Topics](#)
- [FILM 1304 - Production 1](#)
- [FILM 3384 - Sound 1](#)
- [FILM 4304 - Project Development](#)
- [FILM 4308 - Postproduction Visual Fx](#)
- [MSA 3310 - Fundamentals of Audio and Sound](#)
- [MSA 3330 - Special Topics](#) (topic: creative visualization or synthesizing nature)
- [MUTH 4310 - Introduction to Electro-Acoustic Music](#)
- [MUTH 4311 - Advanced Topics in Music Technology](#)
- [PHYS 1320 - Musical Acoustics](#)
- [PHYS 3320 - Physics of Music](#)
- [PHYS 3340 - Computational Physics](#)
- [THEA 2275 - Technical Theatre Laboratory](#)
- [THEA 2333 - Technical Drawing for the Theatre](#)
- [THEA 3379 - Computer-Assisted Design I](#)
- [THEA 3380 - Computer-Assisted Design II](#)

Math, Sciences and Engineering (9 Credit Hours)

Any courses within the math, sciences or engineering disciplines may be substituted for up to 6 credit hours of the courses listed below, with adviser approval.

One from the following:

- [MATH 3304 - Introduction to Linear Algebra](#)
- [MATH 3311 - Introduction to Proof and Analysis](#)

At least 6 credit hours from the following:

- [ANTH 2415 - Human Evolution: Biological and Social Beginnings of Humankind](#)
- [ANTH 2463 - The Science of Our Past: An Introduction to Archaeology](#)

- [BIOL 1301 - Introductory Biology](#)
- [BIOL 1101 - Introductory Biology Lab](#)
(or BIOL 1401 prior to Fall 2017)

- [BIOL 1302 - Introductory Biology](#)
- [BIOL 1102 - Introductory Biology Lab](#)
(or BIOL 1402 prior to Fall 2017)

- [BIOL 1300 - Introductory Biology](#)
- [BIOL 1305 - The Natural Environment](#)
- [BIOL 1308 - Plant Biology](#)
- [CHEM 1301 - Chemistry for Liberal Arts](#)
- [CHEM 1303 - General Chemistry](#)
- [CHEM 1304 - General Chemistry](#)
- [CS 2240 - Assembly Language Programming and Machine Organization](#)
- [CS 2353 - Discrete Computational Structures](#)
- [GEOL 1301 - Earth Systems](#)
- [GEOL 1305 - Oceanography](#)
- [GEOL 1307 - The Solar System](#)
- [GEOL 1313 - Earthquakes and Volcanoes](#)
- [PHYS 1303 - Introductory Mechanics](#)
- [PHYS 1304 - Introductory Electricity and Magnetism](#)
- [PHYS 3305 - Introduction to Modern Physics](#)

Advanced Engineering (9 Credit Hours)

- Any Lyle applied technology courses at the 3000 level or above, with adviser approval.

Advanced Arts (9 Credit Hours)

- Any Meadows studio or performance arts courses at the 3000 level or above, with adviser approval.

Theory (3 Credit Hours)

One from the following:

- [ARHS 3369 - Contemporary Art: 1965-Present](#)
- [CS 2240 - Assembly Language Programming and Machine Organization](#)
- [CS 3353 - Fundamentals of Algorithms](#)
- [MATH 3304 - Introduction to Linear Algebra](#)
- [MATH 3311 - Introduction to Proof and Analysis](#)
- [PHIL 1301 - Elementary Logic](#)

- [PHIL 3363 - Aesthetic Experience and Judgment](#)
- [PSYC 3310 - Memory and Cognition](#)
- [SOCL 3345 - Construction of Social Identities in the Media](#)

Capstone (3 Credit Hours)

- [CRCP 5301 - Creative Computing Major Capstone](#)

Minor or Second Major and Free Electives

Hours vary as needed to meet University residency and degree requirements.

Total for the Major Only: 72 Credit Hours
