University Course Catalog

How to search for courses

Search for any New School undergraduate- or graduate-level course here. View the course description and other details by selecting a course title from the search results.

Continuing Education

Continuing education students should search for noncredit, general credit, and certificate courses using the Continuing Education Registration System.

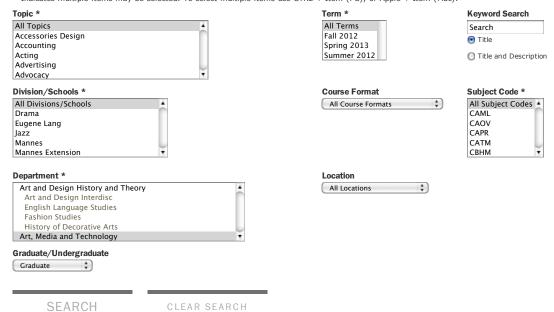
Degree Students

Degree student registration information appears on the Registrar's website. Degree students should pay particular attention to the course-level of classes. Course numbers reflect the academic level of a class: Undergraduate courses are numbered 1000 to 4000 and Graduate courses are numbered 5000 to 7000. Students should register for the appropriate course level based on their own studies; i.e. undergraduate students are allowed to take undergraduate-level courses. Permission may be offered for some upper-level undergraduate students to take 5000- and 6000-level courses. Graduate students interested in taking undergraduate courses should discuss how to register for those courses with their advisor.

Other Course Information

You can browse the academics catalogs or use the full Class Finder for further information.

* Indicates multiple items may be selected. To select multiple items use CTRL + Item (PC), or Apple + Item (Mac).



95 Search results - Department + Graduate/Undergraduate

1 2 3 4

Course Title	Course Number	Fall	Spring	Summer	Undergrad	Grad	Division/School	Department
Algorithmic Animation	PGTE 5532	W			W	V	Art, Media and Technology	Design and Technology
Applied Research	PSAM 5570	V	V			V	Art, Media and Technology	Art, Media & Technology
AVSYS	PGTE 5519		W			V	Art, Media and Technology	Design and Technology
Bootcamp	PGTE 5410			W		V	Art, Media and Technology	Design and Technology
CG 1	PSAM 5605	$\overline{\mathscr{A}}$				V	Art, Media and Technology	Art, Media & Technology
CG 2	PSAM 5606		W			V	Art, Media and Technology	Art, Media & Technology
CG 4	PSAM 5612		W			V	Art, Media and Technology	Art, Media & Technology
Cinema Theory & Practice	PGTE 5512		W			$\overline{\mathscr{A}}$	Art, Media and Technology	Design and Technology
Code for Art	PGTE 5566	$\overline{\mathbb{Y}}$				V	Art, Media and Technology	Design and Technology
Collab:	PSAM 5550	$\overline{\mathbb{Y}}$	W			V	Art, Media and Technology	Art, Media & Technology
Construction Tech 2: Rec	PGAR 5525		W			V	Art, Media and Technology	Fine Arts
Creativity & Comp Lab	PGTE 5250	$\overline{\mathscr{C}}$				$\overline{\mathbb{Y}}$	Art, Media and Technology	Design and Technology
Critical Thinking 1	PGFA 5150	$\overline{\mathscr{C}}$				V	Art, Media and Technology	Fine Arts
Critical Thinking 2	PGFA 5151		V			V	Art, Media and Technology	Fine Arts
Currents	PSAM 5600	V	V			V	Art, Media and Technology	Art, Media & Technology
Cybernetics	PGTE 5588				N/	W	Art, Media and Technology	Design and Technology

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Data Visualization	PGTE 5598		\checkmark				Art, Media and Technology	Design and Technology
Design & Education	PGTE 5550		W				Art, Media and Technology	Design and Technology
Designing for Usability	PSAM 5843	V	W				Art, Media and Technology	Art, Media & Technology
Digital Filmmaking 2	PSAM 5221		W				Art, Media and Technology	Art, Media & Technology
Digital Video Art 1	PSAM 5270	V					Art, Media and Technology	Art, Media & Technology
Dynamic Interfaces	PSAM 5155		W				Art, Media and Technology	Art, Media & Technology
Dynamic Sound & Performance	PGTE 5509	V	W				Art, Media and Technology	Design and Technology
Entrepreneurship	PGTE 5557		W			w	Art, Media and Technology	Design and Technology
Equivalency	PGTE 5902	V				w	Art, Media and Technology	Design and Technology

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