Articulation Agreement by Major

Effective during the 2022-2023 Academic Year

To: University of California, San Diego 2022-2023 General Catalog, Quarter	From: De Anza College 2022-2023 General Catalog, Quarter

Music: Interdisciplinary Computing in the Arts Major (ICAM) B.A.

GENERAL INFORMATION

DATED MATERIAL, SUBJECT TO CHANGE. PLEASE CONSULT CURRENT UCSD GENERAL CATALOG FOR ANY ADDITIONAL INFORMATION.

Special Advising Note:
Transfer students are strongly advised to complete as many preparatory courses as soon as possible for their major before enrolling at UC San Diego. Preparing well for the major helps students move efficiently toward graduation. Students who wish to emphasize Music in their upper-division coursework at UCSD will declare their major through the Music Department; students who wish to emphasize Visual Arts in their upper-division coursework at UCSD will declare their major through the Visual Arts Department.

The Interdisciplinary Computing and the Arts program in the Departments of Music and Visual Arts draws upon and aims to bring together ideas and paradigms from computer science, art, and cultural theory. It takes for granted that the computer has become a metamedium and that artists working with computers are expected to combine different media forms in their works. All of this makes the program unique among currently existing computer art or design programs which, on the one hand, usually focus on the use of computers for a particular media (for instance, specializing in computer animation or music, or computer design for print) and, on the other hand, do not enter into a serious dialogue with current research in computer science, only teaching the students off-the-shelf-software.

The goals of the program are to: (1) prepare the next generation of artists who will be functioning in a computer-mediated culture; (2) give students necessary technical, theoretical and historical backgrounds so they can contribute to the development of new aesthetics for computer media; (3) prepare students to mediate between the worlds of computer science and technology, the arts, and the culture at large by being equally proficient with computing and cultural concepts; and (4) give students sufficient understanding of the trajectories of development in computing so they can anticipate and work with the emerging trends, rather than being locked in particular software currently available on the market.

For more information please visit http://musicweb.ucsd.edu/ugrad/

UC San Diego Advanced Placement (AP) and International Baccalaureate (IB) credit policies are detailed in the links below:

Advanced Placement (AP) https://www.ucsd.edu/catalog/pdf/APC-chart.pdf

International Baccalaureate (IB) https://catalog.ucsd.edu/_files/international-baccalaureate-credits-chart.pdf

THEORY AND HISTORY (CHOOSE ONE)

MUS 4 - Introduction to Western Music (4.00)	←	No Course Articulated
MUS 6 - Electronic Music (4.00)	←	No Course Articulated
MUS 7 - Music, Science, and Computers (4.00)	←	No Course Articulated
MUS 13 - Worlds of Music (4.00)	←	No Course Articulated
MUS 14 - Contemporary Music (4.00)	←	No Course Articulated

BEGINNING PRACTICE (CHOOSE ONE)

MUS 1A - Fundamentals of Music (4.00)	←	No Course Articulated
MUS 2A - Basic Musicianship (4.00) • *Articulation is subject to placement by proficiency exam*	←	**MUSI 3A** - Comprehensive Musicianship (First Quarter) (4.00)

MUS 5 - Sound in Time (4.00)	←	No Course Articulated

RESTRICTED ELECTIVES (CHOOSE TWO)

MUS 1B - Fundamentals of Music (4.00)	←	No Course Articulated
MUS 2B - Basic Musicianship (4.00) • *Articulation is subject to placement by proficiency exam*	←	No Course Articulated
MUS 4 - Introduction to Western Music (4.00)	←	No Course Articulated
MUS 6 - Electronic Music (4.00)	←	No Course Articulated
MUS 7 - Music, Science, and Computers (4.00)	←	No Course Articulated
MUS 14 - Contemporary Music (4.00)	←	No Course Articulated

COMPUTER SCIENCE

CSE 11 - Introduction to Programming and Computational Problem Solving - Accelerated Pace (4.00)	←	**CIS 35A** - Java Programming (4.50) **--- Or ---** **CIS 36A** - Introduction to Computer Programming Using Java (4.50) **--- And ---** **CIS 36B** - Intermediate Problem Solving in Java (4.50)

--- Or ---

CSE 8A - Introduction to Programming and Computational Problem Solving I (4.00)	←	**CIS 22A** - Beginning Programming Methodologies in C++ (4.50) **--- Or ---** **CIS 36A** - Introduction to Computer Programming Using Java (4.50) **--- Or ---** **CIS 40** - Introduction to Programming in Python (4.50)
--- And ---		
CSE 8B - Introduction to Programming and Computational Problem Solving II (4.00)	←	**CIS 36B** - Intermediate Problem Solving in Java (4.50)

MATHEMATICS (ONE SEQUENCE REQUIRED)

CSE 20 - Discrete Mathematics (4.00) Same-As: MATH 15A	←	**MATH 22** - Discrete Mathematics (5.00) **--- Or ---** **MATH 22H** - Discrete Mathematics - HONORS (5.00)

--- Or ---

MATH 20A - Calculus for Science and Engineering (4.00)	←	**MATH 1A** - Calculus (5.00) **--- Or ---** **MATH 1AH** - Calculus - HONORS (5.00)
MATH 20B - Calculus for Science and Engineering (4.00)	←	**MATH 1B** - Calculus (5.00) **--- Or ---** **MATH 1BH** - Calculus - HONORS (5.00)

--- Or ---

MATH 10A - Calculus I (4.00)	←	No Course Articulated
MATH 10B - Calculus II (4.00)	←	No Course Articulated
MATH 10C - Calculus III (4.00)	←	No Course Articulated

COMPUTING IN THE ARTS (ONE COURSE REQUIRED)

VIS 41 - Design Communication (4.00)	←	No Course Articulated

END OF AGREEMENT