Creative Technologies (CRTE)

CRTE 1990. Elective. (1-4 Hours)
Offers elective credit for courses taken at other academic institutions. May be repeated without limit.

CRTE 2990. Elective. (1-4 Hours)
Offers elective credit for courses taken at other academic institutions. May be repeated without limit.

CRTE 3990. Elective. (1-4 Hours)
Offers elective credit for courses taken at other academic institutions. May be repeated without limit.

CRTE 4990. Elective. (1-4 Hours)
Offers elective credit for courses taken at other academic institutions. May be repeated without limit.

CRTE 5010. Understanding Creative Technologies. (4 Hours)
Offers students an opportunity to engage with the communicative and ethical dimensions of new technology through a combination of empirical analysis and problem solving. Organized into four units that collectively present an interdisciplinary approach to media and technology in the 21st century. Begins with a technology-focused unit that emphasizes how social and cultural contexts shape how machines function and how people interact with them. Continues with units concerning digital media and design and audience that introduce the creation of media content through a critical lens. Concludes with a unit on ethics that asks students to reflect on the ethical dimensions of the decisions and problem solving highlighted in previous units.

CRTE 5030. Developing Creative Technologies. (4 Hours)
Explores tools, processes, and technologies to develop human-centered prototype experiences with creative technologies. Offers students an opportunity to learn, use, experiment with, and test creative technologies using prototype scopes ranging from rapid and paper prototypes to mid- and high-fidelity prototypes. Also offers choice of technology based on student interest. Students share and learn through critique and user testing from interdisciplinary feedback to improve their prototype projects.

CRTE 6500. Creative Technologies Studio. (4 Hours)
Focuses on the design of experiences and artifacts using creative technologies starting with concepts and culminating with a usable project. Students utilize multiple ideation methods to develop their project ideas. Once ideas have been cultivated, students work individually or as part of a small group to bring their project to fruition. Students work in critical groups to strengthen project ideas, prototype them using current hardware and software to collect meaningful feedback, and iterate to improve the project. Designed to illustrate the need for rapid innovation, resiliency, and gracefulness in the face of frequent failure situations.

CRTE 6962. Elective. (1-4 Hours)
Offers elective credit for courses taken at other academic institutions. May be repeated without limit.

CRTE 7500. Creative Technologies Project. (4 Hours)
Offers students an opportunity to create a culminating project that builds upon the studio course project and aligns with their chosen concentration and professional aspirations. Students work individually or as part of a small group to outline a proposal to guide the planning and design of the project that will serve as the cornerstone of their portfolio. Weekly work results in a formal prototype, written report, and final presentation that discusses and reflects on the design process at the crossroads of methodological, systematic iteration and creative exploration.

Prerequisite(s): CRTE 6500 with a minimum grade of C