

# CULTURE AND TECHNOLOGY STUDIES (CTS)

## Dean's Office, College of Arts

The CTS major offers students in the College of Arts a unique and flexible program of study with which to explore the role of culture and creativity in an increasingly technological world, using technologies themselves as part of the process. It emerges from the insight that technology is inextricably linked to human experience, culture, and society. Students in CTS will tackle the complex relationships among power, digital knowledge, digital cultures, the representation of data, and the ethical questions surrounding the development, deployment, and accessibility of technological objects and processes. CTS builds an understanding of the digital mediation of cultural processes and the role humans play in technological work. CTS majors learn digital methods for intervening in the contemporary world as versatile creators, curators, communicators, and citizens.

The CTS Co-op program provides an integrated academic/work experience for students with co-operating employer organizations. Students in the program complete 3-4 work terms while fulfilling the requirements of their CTS major.

## Major Learning Outcomes

### Literacy and Communication

- Develop clear and effective writing abilities in a range of genres and media.
- Interpret digital tools and platforms and understand their theoretical underpinnings.
- Analyze digital artifacts.
- Use a variety of digital tools and techniques at an advanced level.
- Develop effective oral and digital presentation skills.
- Develop a vocabulary for describing and analyzing digital and technological artifacts and processes.

### Evaluate & Conduct Research

- Conduct research, synthesize, and present findings through the use of digital tools.
- Plan, design, and produce digital artifacts utilizing best research practices.
- Evaluate the role of digital scholarship in shaping disciplinary research in the humanities, fine and performing arts.

### Critical and Creative Thinking

- Identify assumptions and biases of digital sources and demonstrate effective analysis of their structure and use.
- Analyze the potential and limitations of digital tools and their effect on our interpretation of data.
- Develop an understanding of a range of critical and theoretical concepts and approaches to understanding the relationships among data, technologies, the arts, and society.
- Develop multiple approaches to modeling artifacts and data conceptually and through using technology.
- Synthesize multiple viewpoints, materials, and sources.

- Create a coherent argument that employs a consistent theoretical framework.

### Community Engagement & Global Understanding

- Understand how components of digital tool design, such as open source and accessibility features, can promote social justice.
- Use digital tools to advance broader public engagement with the arts and humanities.
- Mobilize digital methods and tools in engagement with larger community and social contexts.
- Engage with the ways that technologies intersect with social forces and structures, including attention to race, gender, and sexualities.

### Depth and Breadth of Understanding

- Approach new digital tools and methods with intellectual curiosity.
- Illustrate advanced knowledge of a variety of digital tools and platforms.
- Demonstrate advanced fluency in both qualitative and quantitative elements relevant to the design and use of digital technologies in the arts and humanities.
- Apply understanding of the historical relationship between the digital turn and the methods and materials of the arts and humanities.
- Engage with digital methods and corresponding theories in an interdisciplinary and collaborative manner.
- Situate artifacts and arguments within larger contexts.

### Professional Development and Ethical Behavior

- Execute advanced projects in an inclusive manner, both as project manager and as a group member.
- Evaluate research and knowledge from diverse perspectives and recognize the gaps and biases in digitally produced or mediated knowledge.
- Demonstrate an awareness of the ethical responsibilities and power dynamics inherent in generating and interacting with digital content, tools, and methods.
- Offer thoughtful self-evaluation and peer-evaluation through coherent analysis and critique.

## Co-op Learning Outcomes

### Literacy and Communication

- Develop clear and effective writing abilities in a range of genres and media.
- Interpret digital tools and platforms and understand their theoretical underpinnings.
- Analyze digital artifacts.
- Use a variety of digital tools and techniques at an advanced level.
- Develop effective oral and digital presentation skills.
- Develop a vocabulary for describing and analyzing digital and technological artifacts and processes.

### Evaluate & Conduct Research

- Conduct research, synthesize, and present findings through the use of digital tools.
- Plan, design, and produce digital artifacts utilizing best research practices.

- Evaluate the role of digital scholarship in shaping disciplinary research in the humanities, fine and performing arts.

### Critical and Creative Thinking

- Identify assumptions and biases of digital sources and demonstrate effective analysis of their structure and use.
- Analyze the potential and limitations of digital tools and their effect on our interpretation of data.
- Develop an understanding of a range of critical and theoretical concepts and approaches to understanding the relationships among data, technologies, the arts, and society.
- Develop multiple approaches to modeling artifacts and data conceptually and through using technology.
- Synthesize multiple viewpoints, materials, and sources.
- Create a coherent argument that employs a consistent theoretical framework.

### Community Engagement & Global Understanding

- Understand how components of digital tool design, such as open source and accessibility features, can promote social justice.
- Use digital tools to advance broader public engagement with the arts and humanities.
- Mobilize digital methods and tools in engagement with larger community and social contexts.
- Engage with the ways that technologies intersect with social forces and structures, including attention to race, gender, and sexualities.

### Depth and Breadth of Understanding

- Approach new digital tools and methods with intellectual curiosity.
- Illustrate advanced knowledge of a variety of digital tools and platforms.
- Demonstrate advanced fluency in both qualitative and quantitative elements relevant to the design and use of digital technologies in the arts and humanities.
- Apply understanding of the historical relationship between the digital turn and the methods and materials of the arts and humanities.
- Engage with digital methods and corresponding theories in an interdisciplinary and collaborative manner.
- Situate artifacts and arguments within larger contexts.

### Professional Development and Ethical Behavior

- Execute advanced projects in an inclusive manner, both as project manager and as a group member.
- Evaluate research and knowledge from diverse perspectives and recognize the gaps and biases in digitally produced or mediated knowledge.
- Demonstrate an awareness of the ethical responsibilities and power dynamics inherent in generating and interacting with digital content, tools, and methods.
- Offer thoughtful self-evaluation and peer-evaluation through coherent analysis and critique.

### Co-op Learning Outcomes

- Draw upon an understanding of the relationship between culture and technology in a workplace setting.
- Apply digital skills and critical analysis in a workplace setting.

- Identify and reflect on how ethical considerations related to equity, diversity, and inclusion intersect with aspects of technology within a workplace setting.

## Areas of Emphasis Learning Outcomes

### Storytelling and Public Humanities

- Literacy and Communication: Demonstrate the ability to create materials aimed at the general public.
- Community Engagement and Global Understanding: Engage with a particular community or social group through project development and outreach.
- Professional and Ethical Behaviour: Show professionalism in dealing with community partners, interviewees, and collaborators in course project.

### Performance, Making, and Design

- Literacy and Communication: Demonstrate the ability to communicate ideas and analysis through embodied, material artifacts.
- Evaluate and Conduct Research: Understanding how research can be conducted through “design thinking” as manifest in an iterative process of analysis and creation.
- Critical and Creative Thinking: Understanding the critical dimension of making, and how ideas impact on the history of design and technologies.

### Power, Identities, and Equity

- Critical and Creative Thinking: Demonstrate a nuanced understanding of concepts related to power, identities, and equity.
- Evaluate and Conduct Research: Evaluate, critique, and synthesize aspects of power and identity as they circulate around digital technologies, representations, and related behaviours.

## Major Requirements (Honours)

This is a major within the degree: Bachelor of Arts.

A minimum of 8.00 credits is required, including:

Code	Title	Credits
CTS Core		5.00
	Disciplinary praxis courses	1.00
	Context courses (from any of the three Areas of Emphasis)	1.00
	Additional credits (in either disciplinary praxis or context courses)	1.00
<b>Total Credits</b>		<b>8</b>

### A. Core Courses (5.00 credits):

Code	Title	Credits
CTS*1000	Culture and Technology: Keywords	0.50
CTS*2000	Scripting for the Humanities	0.50
CTS*2010	Digital Approaches to Culture	0.50
CTS*3000	Data and Difference	0.50
CTS*3010	Digital Arts & Critical Making	0.50
or CTS*3020	Digital Storytelling	
CTS*4000	Digital Publishing	0.50
CTS*4010	Project Management and Prototyping	0.50

CTS*4020	Digital Research Project	1.00
PHIL*3370	Ethics of Artificial Intelligence	0.50

**B. Minimum 1.00 credits from disciplinary praxis courses:**

Code	Title	Credits
CIS*1050	Web Design and Development	0.50
CIS*1200	Introduction to Computing	0.50
CIS*1300	Programming	0.50
CIS*1500	Introduction to Programming	0.50
CIS*2170	User Interface Design	0.75
CTS*3030	Summer Workshop	1.00
CTS*4030	Independent Project	0.50
ENGL*3100	Reading 2.0: Electronic Lit, Games, and Digital Narrative Forms	0.50
ENGL*4090	Spec Topic Digital Lit Studies	1.00
HIST*4170	Exploration of Digital History	1.00
MUSC*2100	Creating Music on the Computer	0.50
MUSC*2220		0.50
MUSC*3860		1.00
PHIL*2110	Formal Logic	0.50
PHIL*2120	Ethics	0.50
SART*2700	Digital Media I: Using Vector and Raster Images	0.50
SART*2710	Digital Media II: Animation	0.50
SART*3480	Digital Media III: Creating Content for the Web	0.50
SART*4890	Digital Media IV	1.00
THST*3500	Experimental Performance Lab	0.50
THST*4500		0.50

**Note:** Some courses may also have prerequisites, identified in course descriptions in the academic calendar

**C. Minimum 1.00 credits from context courses:**

Code	Title	Credits
<b>Power, Identities, and Equity:</b>		
ARTH*3220	Nationalism and Identity in Art	0.50
ARTH*3780	Gender and Art	0.50
CTS*3030	Summer Workshop	1.00
CTS*4030	Independent Project	0.50
ENGL*2200	Postcolonial Literatures, Film, and Other Media	0.50
ENGL*2550	Indigenous Literatures of North America	0.50
ENGL*2640	Culture, Location, Identity: Minoritized Literatures in Canada and Beyond	0.50
ENGL*2880	Women in Literature	0.50
ENGL*3340	British Imperial Culture	0.50
ENGL*4420	Women's Writings	1.00
ENGL*4890	Contemporary Literary Theory	1.00
GEOG*3090	Gender and Environment	0.50
PHIL*1030	Sex, Love, and Friendship	0.50
PHIL*3210	Women in the History of Philosophy	0.50
PHIL*4060	Current Debates in Feminist Philosophy	0.50

HIST*2090	Indigenous Peoples of the Americas	0.50
HIST*2240	Women, War and Nation	0.50
HIST*2340	Slavery and Migrations in the Atlantic World, 1500-1850	0.50
HIST*2930	Women and Cultural Change	0.50
HIST*3020	Sexuality and Gender in History	0.50
HIST*3200	Youth in History	0.50
HIST*3270	Revolution in the Modern World	0.50
HIST*3390	Governments and Indigenous Spaces	0.50
HIST*4010	Gender and Culture	1.00
HIST*4140	Sexuality in the Middle Ages	1.00
HIST*4100	Africa and the Slave Trades	1.00
INDG*1100	Indigenous Language and Culture	0.50
POLS*2150	Gender and Politics	0.50
POLS*3160	Global Gender Justice	0.50
POLS*3710	Sex and the Law	0.50
SOAN*2290	Identities and Cultural Diversity	0.50
SOAN*2400	Introduction to Gender Systems	0.50
SOAN*3100	Gender Perspectives on Families and Households	0.50
SOAN*3240	Gender and Global Inequality I	0.50
SOAN*4220	Gender and Change in Rural Canada	0.50
SOAN*4230	Gender and Global Inequality II	0.50
SOAN*4260	Migration, Inequality and Social Change	0.50
WMST*1000	Introduction to Women's Studies	0.50
WMST*2000	Women and Representation	0.50

**Performance, Making, and Design:**

CTS*3030	Summer Workshop	1.00
CTS*4030	Independent Project	0.50
HIST*2020	Film as History	0.50
HIST*3260	Cinema and the Moving Image	0.50
MUSC*2100	Creating Music on the Computer	0.50
MUSC*2150	Music and Popular Culture	0.50
MUSC*2220		0.50
MUSC*3860		1.00
SART*2460	Printmaking I	0.50
SART*2610	Photography I	0.50
SART*3470	Printmaking and Photo/Digital Technologies	0.50
SART*3750	Photography II	0.50
THST*1040	Introduction to Performance	0.50
THST*1200	Languages of Media	0.50
THST*2650	History of Communication	0.50
THST*2450	Approaches to Media Studies	0.50

**Storytelling and Public Humanities:**

CTS*3030	Summer Workshop	1.00
CTS*4030	Independent Project	0.50
ARTH*1510	Art Historical Studies I	0.50
ARTH*1520	Art Historical Studies II	0.50
ARTH*2120	Introduction to Museology	0.50
ARTH*3060	Public Art	0.50
ARTH*3620	Museum Studies	0.50
ENGL*1080	Foundations in Critical Reading and Writing	0.50

ENGL*1200	Reading the Contemporary World	0.50
ENGL*2080	Foundations in Literary Scholarship	0.50
ENGL*2920		0.50
ENGL*3050		0.50
ENGL*3060		0.50
ENGL*3070		0.50
ENGL*3940	Seminar: Genre in Cultural Context	0.50
ENGL*4720		1.00
HIST*3560	Experiential Learning for History Students	0.50
HIST*4030	Historical Biography	1.00
ITAL*3700	Experiential Learning and Language	0.50
POLS*1150	Understanding Politics	0.50
POLS*2230	Public Policy	0.50
POLS*2250	Public Administration and Governance	0.50
THST*1200	Languages of Media	0.50
THST*2650	History of Communication	0.50

**D. Additional credits in either list B, disciplinary praxis, or list C, context courses.**

## Optional Area of Emphasis

Students who choose to complete an area of emphasis as part of their Major must fulfill the following requirements:

- Complete 2.00 credits within a single category of context courses :
  - Power, Identities, and Equity
  - Performance, Making, & Design
  - Storytelling & Public Humanities
- Additionally, students who wish to complete the Performance, Making & Design area of emphasis are required to complete CTS\*3010 Experiential Learning: Digital Arts and Critical Making in addition to the required 2.00 context credits. Storytelling & Public Humanities requires the completion of CTS\*3020 Experiential Learning: Digital Storytelling and Public Humanities in addition to the required 2.00 required context credits.

## Co-op Requirements (Honours)

This is a major within the degree: Bachelor of Arts.

The CTS Co-op program is a four-and-a-half-year program, including up to four work terms. Students must follow the academic work schedule as outlined below (also found on the Co-operative Education website: <https://www.recruitguelph.ca/cecs/>).

### Academic and Co-op Work Term Schedule

Year	Fall	Winter	Summer
1	Academic Semester 1	Academic Semester 2 COOP*1100	Off
2	Academic Semester 3	COOP*1000 Work Term I	Academic Semester 4
3	COOP*2000 Work Term II	Academic Semester 5	COOP*3000 Work Term III
4	Academic Semester 6	Academic Semester 7	COOP*4000 Work Term IV

5	Academic Semester 8	N/A	N/A
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Please refer to the Co-operative Education program policy with respect to work term performance grading, work term report grading and program completion requirements.

For additional program information, students should consult with their Co-op Coordinator and Co-op Faculty Advisor, listed on the Co-operative Education web site.

## Credit Summary

Code	Title	Credits
<b>CTS requirements</b>		
Core courses		5.00
Disciplinary praxis and context courses		3.00
<b>BA requirements</b>		
Arts/Humanities (not CTS)		0.50
Social Sciences (from at least two subject areas)		1.50
Natural/Mathematical Sciences		1.00
Electives		9.00
<b>Co-op requirements</b>		
Co-op work terms		2.00
<b>Total Credits</b>		<b>22</b>

## Recommended Program Sequence

A minimum of 8.00 credits is required, including:

Code	Title	Credits
CTS Core		5.00
Disciplinary praxis courses		1.00
Context courses (from any of the three Areas of Emphasis)		1.00
Additional credits (in either disciplinary praxis or context courses)		1.00
<b>Total Credits</b>		<b>8</b>

The following is a proposed schedule of studies. Students are encouraged to consult the Department if requiring more information.

Code	Title	Credits
<b>Semester 1 - Fall</b>		
CTS*1000	Culture and Technology: Keywords	0.50
2.00 electives		2.00
<b>Semester 2 - Winter</b>		
COOP*1100	Introduction to Co-operative Education	0.00
CTS*2010	Digital Approaches to Culture	0.50
2.00 electives		2.00
<b>Summer Semester</b>		
No academic semester or work term		
<b>Semester 3 - Fall</b>		
CTS*2000	Scripting for the Humanities	0.50
1.00 disciplinary praxis or context courses		1.00
1.00 electives		1.00
<b>Winter Semester</b>		
COOP*1000	Co-op Work Term I	0.50
<b>Semester 4 - Summer</b>		
1.00 disciplinary praxis or context courses <sup>1</sup>		1.00

1.50 electives		1.50
<b>Fall Semester</b>		
COOP*2000	Co-op Work Term II	0.50
<b>Semester 5 - Winter</b>		
CTS*3000	Data and Difference	0.50
PHIL*3370	Ethics of Artificial Intelligence	0.50
1.00 disciplinary praxis or context courses		1.00
0.50 electives		0.50
<b>Summer Semester</b>		
COOP*3000	Co-op Work Term III	0.50
<b>Semester 6 - Fall</b>		
CTS*3010	Digital Arts & Critical Making	0.50
or CTS*3020	Digital Storytelling	
CTS*4010	Project Management and Prototyping	0.50
1.50 electives		1.50
<b>Semester 7 - Winter</b>		
CTS*4020	Digital Research Project	1.00
1.50 electives		1.50
<b>Summer Semester</b>		
COOP*4000	Co-op Work Term IV	0.50
<b>Semester 8 - Fall</b>		
CTS*4000	Digital Publishing	0.50
2.00 electives		2.00

<sup>1</sup> e.g. CTS\*3030 Summer Workshop

## Distribution Requirements

### A. Core courses (5.00 credits):

Code	Title	Credits
CTS*1000	Culture and Technology: Keywords	0.50
CTS*2000	Scripting for the Humanities	0.50
CTS*2010	Digital Approaches to Culture	0.50
CTS*3000	Data and Difference	0.50
CTS*3010	Digital Arts & Critical Making	0.50
or CTS*3020	Digital Storytelling	
CTS*4000	Digital Publishing	0.50
CTS*4010	Project Management and Prototyping	0.50
CTS*4020	Digital Research Project	1.00
PHIL*3370	Ethics of Artificial Intelligence	0.50

### B. Minimum 1.00 credits from disciplinary praxis courses:

Code	Title	Credits
CIS*1050	Web Design and Development	0.50
CIS*1200	Introduction to Computing	0.50
CIS*1300	Programming	0.50
CIS*1500	Introduction to Programming	0.50
CIS*2170	User Interface Design	0.75
CTS*3030	Summer Workshop	1.00
CTS*4030	Independent Project	0.50
ENGL*3100	Reading 2.0: Electronic Lit, Games, and Digital Narrative Forms	0.50
ENGL*4090	Spec Topic Digital Lit Studies	1.00

HIST*4170	Exploration of Digital History	1.00
MUSC*2100	Creating Music on the Computer	0.50
MUSC*2220		0.50
MUSC*3860		1.00
PHIL*2110	Formal Logic	0.50
PHIL*2120	Ethics	0.50
SART*2700	Digital Media I: Using Vector and Raster Images	0.50
SART*2710	Digital Media II: Animation	0.50
SART*3480	Digital Media III: Creating Content for the Web	0.50
SART*4890	Digital Media IV	1.00
THST*3500	Experimental Performance Lab	0.50
THST*4500		0.50

**Note:** Some courses may also have pre-requisites, identified in course descriptions in the academic calendar.

### C. Minimum 1.00 credits from context courses:

Code	Title	Credits
<b>Power, Identities, and Equity</b>		
ARTH*3220	Nationalism and Identity in Art	0.50
ARTH*3780	Gender and Art	0.50
CTS*3030	Summer Workshop	1.00
CTS*4030	Independent Project	0.50
ENGL*2200	Postcolonial Literatures, Film, and Other Media	0.50
ENGL*2550	Indigenous Literatures of North America	0.50
ENGL*2640	Culture, Location, Identity: Minoritized Literatures in Canada and Beyond	0.50
ENGL*2880	Women in Literature	0.50
ENGL*3340	British Imperial Culture	0.50
ENGL*4420	Women's Writings	1.00
ENGL*4890	Contemporary Literary Theory	1.00
GEOG*3090	Gender and Environment	0.50
HIST*2090	Indigenous Peoples of the Americas	0.50
HIST*2240	Women, War and Nation	0.50
HIST*2340	Slavery and Migrations in the Atlantic World, 1500-1850	0.50
HIST*2930	Women and Cultural Change	0.50
HIST*3020	Sexuality and Gender in History	0.50
HIST*3200	Youth in History	0.50
HIST*3270	Revolution in the Modern World	0.50
HIST*3390	Governments and Indigenous Spaces	0.50
HIST*4010	Gender and Culture	1.00
HIST*4100	Africa and the Slave Trades	1.00
HIST*4140	Sexuality in the Middle Ages	1.00
INDG*1100	Indigenous Language and Culture	0.50
PHIL*1030	Sex, Love, and Friendship	0.50
PHIL*3210	Women in the History of Philosophy	0.50
PHIL*4060	Current Debates in Feminist Philosophy	0.50
POLS*2150	Gender and Politics	0.50
POLS*3160	Global Gender Justice	0.50
POLS*3710	Sex and the Law	0.50

SOAN*2290	Identities and Cultural Diversity	0.50
SOAN*2400	Introduction to Gender Systems	0.50
SOAN*3100	Gender Perspectives on Families and Households	0.50
SOAN*3240	Gender and Global Inequality I	0.50
SOAN*4220	Gender and Change in Rural Canada	0.50
SOAN*4230	Gender and Global Inequality II	0.50
SOAN*4260	Migration, Inequality and Social Change	0.50
WMST*1000	Introduction to Women's Studies	0.50
WMST*2000	Women and Representation	0.50

**Performance, Making & Design**

CTS*3030	Summer Workshop	1.00
CTS*4030	Independent Project	0.50
HIST*2020	Film as History	0.50
HIST*3260	Cinema and the Moving Image	0.50
MUSC*2100	Creating Music on the Computer	0.50
MUSC*2150	Music and Popular Culture	0.50
MUSC*2220		0.50
MUSC*3860		1.00
SART*2460	Printmaking I	0.50
SART*2610	Photography I	0.50
SART*3470	Printmaking and Photo/Digital Technologies	0.50
SART*3750	Photography II	0.50
THST*1040	Introduction to Performance	0.50
THST*1200	Languages of Media	0.50
THST*2450	Approaches to Media Studies	0.50
THST*2650	History of Communication	0.50

**Storytelling & Public Humanities**

ARTH*1510	Art Historical Studies I	0.50
ARTH*1520	Art Historical Studies II	0.50
ARTH*2120	Introduction to Museology	0.50
ARTH*3060	Public Art	0.50
ARTH*3620	Museum Studies	0.50
CTS*3030	Summer Workshop	1.00
CTS*4030	Independent Project	0.50
ENGL*1080	Foundations in Critical Reading and Writing	0.50
ENGL*1200	Reading the Contemporary World	0.50
ENGL*2080	Foundations in Literary Scholarship	0.50
ENGL*2920		0.50
ENGL*3050		0.50
ENGL*3060		0.50
ENGL*3070		0.50
ENGL*3940	Seminar: Genre in Cultural Context	0.50
ENGL*4720		1.00
HIST*3560	Experiential Learning for History Students	0.50
HIST*4030	Historical Biography	1.00
ITAL*3700	Experiential Learning and Language	0.50
POLS*1150	Understanding Politics	0.50
POLS*2230	Public Policy	0.50
POLS*2250	Public Administration and Governance	0.50

THST*1200	Languages of Media	0.50
THST*2650	History of Communication	0.50

**D. 1.00 additional credits in either list B. disciplinary praxis or list C. context courses.**

**Area of Emphasis (Optional)**

Students who choose to complete an area of emphasis as part of their Major must fulfill the following requirements:

- Complete 2.00 credits within a single category of context courses:
  - Power, Identities, and Equity
  - Performance, Making, & Design
  - Storytelling & Public Humanities
- Additionally, students who wish to complete the Performance, Making & Design area of emphasis are required to complete CTS\*3010 Digital Arts & Critical Making in addition to the required 2.00 context credits. Storytelling & Public Humanities requires the completion of CTS\*3020 Digital Storytelling in addition to the required 2.00 required context credits.

**Minor Requirements (Honours)**

**This minor cannot be combined with a major in Culture and Technology Studies.**

A minimum of 5.00 credits including:

Code	Title	Credits
CTS*1000	Culture and Technology: Keywords	0.50
CTS*2000	Scripting for the Humanities	0.50
CTS*2010	Digital Approaches to Culture	0.50
CTS*3000	Data and Difference	0.50
CTS*3010	Digital Arts & Critical Making	0.50
or CTS*3020	Digital Storytelling	
PHIL*3370	Ethics of Artificial Intelligence	0.50

2.00 additional credits from any CTS course list (core, disciplinary praxis, context courses) 2.00