



Technology, Art and Design, B.S. *major*

Creativity & Innovation Emphasis

A total of 120 semester credits are needed for the **Technology, Art and Design, Creativity & Innovation emphasis B.S.** degree and include the following:

- Completion of a minimum of 40 upper division credits (level 3000/4000)
- Completion of all required major credits
- Completion of Core Curriculum credits (Minnesota Transfer Curriculum [MnTC] Goal Areas 1-10 with a minimum of 40 credits) required for all baccalaureate degrees
- Completion of BSU Focus and Nisidotaading Course Requirements

Dual Degrees

Students wishing to complete two degrees concurrently, (example: Bachelor of Science and Bachelor of Arts) must complete a minimum of an additional 30 credits above the required 120 credits.

Multiple Credentials

Any additional major, minor or certificate in a degree must have at least 6 credits of course work not used to meet the requirements of another major, minor or certificate in the degree.

Required Credits: 78

Required GPA: 2.00

Required TAD Core Courses

Complete the following courses:

- COMM 2100 Career and Professional Communication (3 credits)
- CS 1310 Computational Problem Solving & Society (3 credits)
- MASC 1100 Media and Society (3 credits)
- TADD 1100 Orientation to Technology, Art, and Design (2 credits)
- TADD1111

Creativity & Innovation

Complete the following course:

- TADD 3030 Creativity & Innovation Proposal (0 credit)

Once students successfully complete the TAD Common Core (14 credits), they must work with their academic advisor to build their educational plan. To earn the Creativity and Innovation emphasis, this educational plan must consist of an additional 64 credits mutually agreed upon from the School of Technology, Art & Design (TADD, TADT, COMM, MASC, CS)

Remaining 64 credits may include any courses offered by the School of Technology, Art & Design

Program Learning Outcomes | Technology, Art and Design, B.S.

1. Students will communicate effectively in oral, written and visual forms.
2. Demonstrate knowledge of diverse cultural and historical perspectives and apply them to their learning pathway.
3. Students will develop and demonstrate competence in implementing technology, art and/or design principles.
4. Students will demonstrate the ability to implement the creative process independently and/or interdependently.
5. Students will exhibit the ability to seek, give and accept constructive criticism.