Computing in the Arts BA - Student Learning Outcomes (SLOs)

- **Computing Requirement**
  - Students acquire the knowledge and skills to combine creativity in the arts with the tools and conceptual modeling systems of computing. For the computing requirement, students acquire competency in programming and problem solving, and object-oriented programming. They also demonstrate competency in applying these concepts to more advanced areas of computer science.

- **Arts Concentration Requirement**
  - Students acquire the knowledge and skills to combine creativity in the arts with the tools and conceptual modeling systems of computing. For the arts concentration requirement, students acquire competency in creativity and critical thinking skills. Additionally, based on their concentration (Art, Music, or Theatre) they acquire competency in intuitive and analytical decision making, history, performance, and/or theory.

- **Synthesis Requirement**
  - Students acquire the knowledge and skills to combine creativity in the arts with the tools and conceptual modeling systems of computing. For the synthesis requirement, students demonstrate competency in (a) incorporating computational tools and techniques into the creative process to achieve an artistic vision, or (b) incorporating creativity, aesthetics and design into new computational techniques, innovative products, or improved problem solving and original inquiry.