

Creativity in Theory and Practice, Minor

The Minor in Creativity in Theory and Practice offers students the opportunity to get inside the mindset of creativity from a variety of angles and develop perspectives that foster persistently creative habits of mind and practice—as one of the most important ways of thinking valued for innovative work across all fields and disciplines.

The minor is built around three carefully crafted core courses that introduce design thinking and expression, the ethics of creative practice, and the science of creativity. Students will have the opportunity to put those theories and concepts into practice with a broad selection of "making" electives across a variety of disciplines.

This minor is intended to enhance all disciplines across the university, from art, design, and communication to business, engineering, computer science, and more.

Minor Requirements

Note: Students must complete a minimum of three courses exclusive to this minor beyond the courses required for the student's declared major(s) and additional minor(s).

Required Courses

Code	Title	Hours
ARCH 1450	Understanding Design	4
INAM 2000	Ethics in Creativity	4
INAM 3200	Creative Cognition	4

Creativity in Making Elective

Code	Title	Hours
Complete 4 SH from the following. If taking 2 ARTF courses, both courses should be taken in the same term. (Students may also petition to take an alternative making course):		4

ARCH 1110	Fundamental Architectural Representation	
ARCH 1120	Fundamental Architectural Design	
ARCH 2345	Contemporary Architecture	
ARCH 3352	Architecture Topics Abroad: Drawing	
ARTD 2360	Introduction to Photography	
ARTF 1200	Representational Drawing	
ARTF 1220 and ARTF 1221	Elements of Visual Composition and Elements of Visual Composition Tools	
ARTG 1270 and ARTG 1271	Design: Process + Practices and Studio for Design: Process + Practices	
ARTS 2340	Painting Basics	
COMM 1450	Sound Production for Digital Media	
COMM 2550	Television Field Production	
COMM 2655	Television Studio Production	
COMM 3655	Digital Editing for TV	
GAME 1110	Games and Society	
JRNL 2301	Visual Storytelling in Journalism	
JRNL 3370	Podcast and Radio Journalism	
JRNL 5310	Photojournalism	
JRNL 5311	Design for Storytelling	
LARC 2430	Plants, People, and Landscape Change	
LARC 2440	Planting Design	
MSCR 1230	Introduction to Film Production	
MUSC 2150	Making a Musical: Analysis, Craft, and Creation	
MUSC 2208	Jazz Improvisation	
MUSC 2209	Conducting	
MUSC 2210	Introduction to Songwriting	
MUST 1301	Introduction to Composition	
MUST 2320	Sound Design	

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THTR 1125	Improvisation
THTR 1130	Introduction to Acting
THTR 1270	Introduction to Theatrical Design
THTR 2330	Playwriting
THTR 2346	Viewpoints
The following courses have prerequisites but may be taken with permission of the instructor.	
JRNL 5314	Video News Reporting and Producing
THTR 2342	Acting 2
THTR 2345	Acting for the Camera
THTR 3400	Stage Combat
THTR 5300	Devised Theatre Project
THTR 5450	Acting 3