The Art and Technology Program aims to foster cross-fertilization and collaboration between disciplines and to encourage artistic and technological explorations that fall outside the boundaries of traditional modes of production. Serving as a bridge between disciplines in the Fine Arts Division (such as art, dance, and music) and computer science, students work in an environment of creativity and experimentation under the guidance of faculty who are fluent in multiple fields and new technologies. Formerly known as Intermedia Arts, the program was renamed in 2016 when it was expanded to include two new concentrations focusing on the arts and computer programming.

A wide array of equipment and lab space is available to art and technology students, including video editing and shooting studios and the Prieto Lab, a hybrid classroom/studio where computers coexist with tools and parts for analog and digital hardware design. The program also maintains an extensive supply of equipment available for checkout to facilitate site-specific installations and work outside of the classroom. These include video and still cameras, lenses, light kits, projectors, media players, loudspeakers, audio recorders, sensors and actuators, and other specialized devices.

Art and technology majors can select one of two concentrations:

- The art concentration focuses on conceptual, critical, and aesthetic explorations in artistic production, supported by the study of the history, criticism, and theory of these disciplines. Attention is paid to the full range of technical options available to contemporary artists, and an understanding of the strengths and drawbacks of both “low-tech” and “high-tech.” Within that context, students may utilize practices such as analog electronics, single-channel or installation video, web-based work, digital sound manipulation, image processing, interactive artworks, and installation, and may explore their integration with more traditional art forms, including dance, performance, music, sculpture, photography, and painting.

- The technology concentration focuses on the intersection of computer programming, electronics, and creative practice. The core requirements provide a foundation in computer science, electronic circuitry, and programming for sound and video, while the remainder of the curriculum is designed to provide students with great flexibility in shaping their academic pursuits, which could have an emphasis in data science, application development, performance arts, hardware design, or interactivity. With rigorous training in both technology and the arts, this concentration uniquely prepares students to pursue emerging fields where this hybrid skill set is critical.

Learning Outcomes

- Develop technical competence in relationship to art-making and productions involving electronic media
- Learn concepts of intermedia art theory, history and practice

Majors & Minors

Majors

Art & Technology Major—BA, Art Concentration (https://catalog.mills.edu/undergraduate/majors-minors/art-technology/art-technology-ba-art-concentration/)
Art & Technology Major—BA, Technology Concentration (https://catalog.mills.edu/undergraduate/majors-minors/art-technology/art-technology-ba-technology-concentration/)

Minor

Art & Technology Minor (https://catalog.mills.edu/undergraduate/majors-minors/art-technology/art-technology-minor/)