About the Track

Working with and understanding how technology functions are crucial in the art world. The New Media Track at SU is specifically designed to train students in both aspects of technology and media. The cultural climate today requires media artists to perform at the highest levels, absorb new technology and software, and create content for a variety of venues. With state-of-the-art facilities including new Apple desktop computers, individual video and audio editing bays, high-definition TV studios and a unique media arts exhibition space, students are equipped to operate on a national level. The new media program’s emphasis on contemporary aspects and media literacy gives students a head start in areas of fine art, commercial art and other cultural contexts.

FACULTY

Chair
■ Associate Professor
  Edward Brown, M.F.A.
  Cranbrook Academy of Art

Professors
■ Paul Flexner; M.F.A.
  Pennsylvania State University
■ Jinchul Kim, M.F.A.
  School of Visual Art
■ Wm. Brooke Rogers, M.F.A.
  Maryland Institute, College of Art

Associate Professor
■ Dean Peterson, M.F.A.
  Eastern Michigan University

Assistant Professors
■ Steven Durow, M.F.A.
  Tulane University
■ David Gladden, M.F.A.
  Brooklyn College
■ Elizabeth Kauffman, M.F.A.
  University of Cincinnati
■ Jennifer Liston, Ph.D.
  University of California
■ John Mosher, M.F.A.
  University of Cincinnati
■ Victoria Pass, Ph.D.
  University of Rochester
■ William Wolff, M.F.A.
  Louisiana State University

Lecturers
■ Jeannie Anderton, M.F.A.
  Syracuse University

NEW MEDIA CAREER OPPORTUNITIES
■ Installation Art
■ Video Game Design
■ Video Editor
■ Audio Engineer
■ Sound Technician
■ Web Designer
■ Animator
■ Camera Operator

MAJORS
■ Art (B.A./B.F.A.)

MINOR
■ Art

PROGRAMS
■ Installation Art
■ Video Game Design
■ Video Editor
■ Audio Engineer
■ Sound Technician
■ Web Designer
■ Animator
■ Camera Operator

“Today we are beginning to notice that the new media are not just … for creating worlds of illusion, but new languages with new and unique powers of expression.”

— Marshall McLuhan

www.salisbury.edu/ArtDept
Up-To-Date Technology
Working with new media, students operate in a high-end technological environment, progressing from basic skills to producing innovative work in their area of specialized practice. Career opportunities range from audio production for film and television, to interactive works for galleries and museums in educational and newly evolving contexts.

New media majors learn to work creatively with up-to-date technology. Video, audio, animation, Web design and screen graphics are all components of the New Media Track. An emphasis is placed on understanding contemporary approaches to production and exhibition for the gallery, screen and Web platforms. New media is a rapidly growing area of developing creative career options.

Exhibition & Gallery Opportunities
In addition to our production facilities, new media and curatorial studies also operate the Electronic Gallery in the Teacher Education and Technology Center (TETC 128) to showcase artwork in a variety of media and contexts. This facility is host to artists working nationally and internationally in current modalities, many of which have exhibited at such venues as Sundance Film Festival, the San Francisco Museum of Modern Art and The Third Guangzhou Triennial in China. Our lecture series brings these artists to SU to discuss their work and to interact and collaborate with students.

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