



OLLSCOIL NA  
GAILLIMHÉ  
UNIVERSITY  
OF GALWAY

Coláiste na nDán, na nEolaíochtaí  
Sóisialta & an Léinn Cheiltigh  
College of Arts, Social Sciences  
& Celtic Studies

# *Bachelor of Arts (Digital Arts and Technology)*



University  
ofGalway.ie

# Course Overview

**How is your life shaped by digital technologies? How can new technologies be used creatively? How can they be used to help us better understand the world, and create and share our knowledge?**

These are questions the BA Digital Arts and Technology programme will be asking, and helping you to answer. The programme allows you to pursue an interest in arts and humanities (you will complete a full programme in an Arts subject), combined with a training in relevant aspects of information technology.

## **Why study this programme?**

You will study the impact of digital technologies from historical, literary, ethical and cultural points of view, and you also gain up-to-date skills in the creative and professional use of digital technologies, such as coding, database construction, web design, and digital content creation. Placements will be arranged in Year 3 of the programme, which will involve either work placements in appropriate companies/cultural institutions, or international study abroad, or a combination of both. The aim of the year is to add to your practical skills, expand your personal networks and enhance your employability.

**Course Name:** BA (Digital Arts and Technology)

**CAO Code:** GY125

**CAO Entry Points 2024:** 413

**Duration:** 4 years

**Entry Requirements:** Minimum Grade H5 in two subjects and passes in four other subjects at O6/H7 level in the Leaving Certificate including Irish, English, another language, and three other subjects recognised for entry purposes

# Course Outline

**Students will choose an ARTS SUBJECT MAJOR from a list of existing Arts subjects, plus a range of customised courses in digital culture, information technology and data science.**

**Year 1** Arts major + IT (Algorithms, Programming I and II, Computer Systems) + Digital Arts (Interactive Storytelling, Remix Culture in Context, and Fundamentals of Graphic and Video Design)

**Year 2** Arts major + IT (Web Application Development, Database Systems, Object-Oriented Programming I and II) + Digital Arts (Perspectives on Digital Culture, Digital Aesthetics)

**Year 3** Work Placement or Study Abroad + Digital Arts, Film Studies, Games Development, UX Design

**Year 4** Arts major + IT (Artificial Intelligence, Multimedia, Object-Oriented Programming III) + Digital Research Project

**Note:** The syllabus is subject to change and there is no assurance that the modules provided will be the same in all respects as those listed.

## Employment & Career Opportunities

Career prospects for graduates with the combination of creativity, analytic skills and technical know-how are increasing all the time. Career opportunities exist in the fields of: information technology, education, creative arts, cultural heritage and cultural industries, public relations, social media, journalism and others. After completing this programme, you may also wish to pursue your studies further to postgraduate level, taking courses such as taking courses such as our MA in Digital Art, Design, and Cultures, MSc in Computer Science, or PhD in Digital Arts and Humanities.

*The programme allows you to pursue an interest in arts and humanities combined with a training in relevant aspects of information technology.*

## Find Out More

Dr Padraic Killeen

School of English and Creative Arts

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