Public Digital Arts

**Director, Division of Performing Arts**
- Alan M. MacVey

**Chair, Department of Theatre Arts**
- Mary Beth Easley

**Director, Public Digital Arts**
- Daniel W. Miller (Art and Art History)

**Coordinator, Public Digital Arts**
- Daniel S. Fine (Dance/Theatre Arts)

**Undergraduate certificate:** public digital arts  
**Faculty:** https://pda.uiowa.edu/people  
**Website:** https://pda.uiowa.edu/

The curricular goal of the public digital arts certificate program is to give students skills to make works of art that are informed by digital technology, scholarship, and disciplinary tradition. Digital technologies keep transforming how people create, perform, and experience art. At the core of the public digital arts cluster is a commitment to innovation and interdisciplinary collaboration in research, teaching, creative work, and the public expression of the University's creative research and scholarship.

Upon completion of the certificate program, students will be able to develop and realize artistic visions using digital technology and work collaboratively with other artists, engineers, or computer scientists. Most courses will include a public dimension, where projects are shown to a public audience.

The certificate provides the following competencies.

- The ability to think about and develop works of art that use digital technology in creative ways.
- The ability to participate in critical discourse about such artistic works.
- The ability to collaborate across disciplines on artistic projects at the intersection of the physical and digital worlds.
- The ability to use art and digital technology to identify, attract, and interact with audiences in a meaningful and creative way.

The Department of Theatre Arts, which administers the Certificate in Public Digital Arts, partners with the College of Engineering, the Schools of Music and Art and Art History, and the Departments of Computer Science and Cinematic Arts, to offer the certificate.