M.S. in Digital Design

The MSDD is a 30-credit to 45-credit intermediate graduate program credential designed to combine the course work of any three graduate certificate programs: Animation Essentials, Game Design and Interactivity Essentials, or UI/UX Design Essentials plus two synthetic graduate level digital design studios. Students with an undergraduate background in Digital Arts and Design can immediately begin taking course work in any of these three specialized concentrations. For those who need it, the Digital Arts Essentials coursework provides a firm preparatory foundation. There is also a non-studio track available for those wishing to focus on a broader selection of 3-credit course content in lieu of two 6-credit design studios.

The 30-credit program consists of 18 credits of coursework from any three Digital Design graduate specializations in Animation, Game Design and Interactivity, or UI/UX (6 courses) plus 12 studio credits (2 studios.) Students are required to design their programs in consultation with the graduate advisor and lead faculty member in the area of specialization. For students without the requisite skills and knowledge to succeed in the specialized Digital Design concentrations, students will need to complete an additional 15 general prerequisite credits in Digital Arts.

To remain in good academic standing, students must maintain a cumulative GPA of 3.0 in graduate courses. Students must repeat any design studio course in which they receive a grade of C. A grade of C+ in any design studio must be followed by a subsequent grade sufficient to raise the annual cumulative design studio GPA to 2.75. Incomplete (I) grades for studio and prerequisite courses must be removed before students will be permitted to register for continuing course work in the program.

30-credit to 45-credit Master of Science in Digital Design (minimum 18 course credits plus 12 studio credits)

(A) Digital Arts Essentials*

Year 1 Digital Arts graduate certificate "A" preparatory courses

First Year		
1st Semester		**Credits**
DD 601	Graphic Design and Color Theory	3
DD 610	History of Art And Design I	3
	Term Credits	**6**
2nd Semester		
DD 603	Video and Animation	3
DD 611	History of Art and Design - Survey II	3
DD 602	3D Modelling and Composition	3
	Term Credits	**9**
	Total Credits	**15**

Fall course choices by DD graduate certificates B, C, or D (students to typically take 3 per term - 9 credits)

(B) Game Design and Interactivity Essentials

Code	Title	Credits
DD 622	Visual Storytelling and Storyboarding	3
DD 631	History of Game Play and Interactivity	3
DD 625	Environment Design	3

(C) Animation Essentials

Code	Title	Credits
DD 622	Visual Storytelling and Storyboarding	3
DD 623	Acting for Animators	3

(D) UI/UX Digital Design Essentials

Code	Title	Credits
DD 640	User Interface/User Experience in Digital Design	3
IS 661	User Experience Design	3

Spring course choices by DD graduate certificates B, C, or D (students to typically take 3 per term - 9 credits)

(B) Game Design and Interactivity Essentials

Code	Title	Credits
DD 634	Physical Computing for Designers – Interaction Design	3
DD 624	Digital Audio	3

(C) Animation Essentials

Code	Title	Credits
DD 621	Character and Facial Modeling for Animators	3
DD 624	Digital Audio	3

(D) UI/UX Digital Design Essentials

Code	Title	Credits
IS 664	Customer Discovery	3
DD 634	Physical Computing for Designers – Interaction Design	3

Total required course credits 18

Graduate Fall Studio (All specializations)

Code	Title	Credits
DD 650	Extended Reality Design Studio	6

Graduate Spring Studio (All specializations)

Code	Title	Credits
DD 657	Digital Design Independent Project Studio	6

Total Studio credits 12

MSDD Credit Total 30