B.A. in Digital Design

The Digital Design curriculum is separated into two tracks: Entertainment Track, and Interactive Media/Production Track. Students will select their track of study in the second year and follow their chosen track to completion. Please refer to the appropriate track for proper curriculum requirements.

Graduation is contingent upon the successful completion of the prescribed courses within the select track of the 120-credit Digital Design curriculum and the maintenance of both a minimum overall cumulative GPA of 2.0 and a minimum 2.0 GPA for all major-specific requirements. Students are required to maintain an annual studio average of 2.0 or higher to advance to the next studio level each succeeding year and to complete the final 4th-year studio course sequence.

(120 credits)

Entertainment Track

First Year		
1st Semester		Credits
AD 150	Color and Composition	3
AD 161	History of Art And Design I	3
ENGL 101	English Composition: Introduction to Academic Writing	3
MATH 107 or MATH 113	University Mathematics A or Finite Mathematics and Calculus I	3
CS 100 or CS 115	Roadmap to Computing or Introduction to Computer Science I in C++	3
FYS SEM	First-Year Student Seminar	0
PE Elective		1
	Term Credits	16
2nd Semester		
AD 111	Communication in Art and Design - Traditional Media	3
AD 112	Communication in Art and Design - Digital Media	3
AD 162	History of Art And Design II	3
ENGL 102	English Composition: Introduction to Writing for Research	3
MATH 105	Elementary Probability and Statistics	3
	Term Credits	15
Second Year		
1st Semester		
AD 261	History of Architecture	3
DD 275	History of Games	3
DD 263	Digital Design Studio I	4
DD 303	Foundations of Sound and Music	3
PHYS 102	General Physics I	3
PHYS 102A	General Physics I Lab	1
	Term Credits	17
2nd Semester		
DD 264	Digital Design Studio II	4
IT 201	Information Design Techniques	3
DD 403	Digital Sound and Music	3
Natural Science GE natural-science-ger	R (http://catalog.njit.edu/undergraduate/academic-policies-procedures/general-education-requirements/	3
PSY 210 or R830 101	Introduction to Psychology or Principles Of Psychology I	3
	Term Credits	16
Third Year		
1st Semester		
AD 201	Human Factors/Ergonomics	3
DD 334	Simulated Environments	3

IT 265 or IT 266	Game Architecture and Design or Game Modification Development	3
DD 363	Digital Design Studio III	5
<u> </u>	Term Credits	14
2nd Semester	Torris di Guillo	
DD 364	Digital Design Studio IV	5
DD 301	Acting Fundamentals for Animators	3
Social Sciences social-science-go	GER (http://catalog.njit.edu/undergraduate/academic-policies-procedures/general-education-requirements/er/)	3
History and Hum requirements/ge	anities GER 300+ level (http://catalog.njit.edu/undergraduate/academic-policies-procedures/general-education-r-300-level/)	3
	Term Credits	14
Fourth Year		
1st Semester		
AD 463	Collaborative Design Studio	5
DD 443	2-Dimensional Character Design	3
or DD 444	or 3-Dimensional Character Devel	
History and Hum requirements/ge	anities GER 300+ level (http://catalog.njit.edu/undergraduate/academic-policies-procedures/general-education-r-300-level/)	3
Free Elective		3
	Term Credits	14
2nd Semester		
DD 464	Digital Design Studio III	5
DD 449 or DD 442	Imaginary Worlds: Architecture in Motion Pictures or Visual and Special Effects in Movies	3
Design Elective:	AD/DD/ID/FA/INT/ARCH	3
	Social Science Senior Seminar GER (http://catalog.njit.edu/undergraduate/academic-policies-procedures/ n-requirements/hss-capstone/)	3
	Term Credits	14
	Total Credits	120

(120 credits)

Interactive Media/Production Track

First Year

1st Semester		Credits
AD 150	Color and Composition	3
AD 161	History of Art And Design I	3
ENGL 101	English Composition: Introduction to Academic Writing	3
MATH 107 or MATH 113	University Mathematics A or Finite Mathematics and Calculus I	3
CS 100 or CS 115	Roadmap to Computing or Introduction to Computer Science I in C++	3
PE Elective		1
	Term Credits	16
2nd Semester		
AD 111	Communication in Art and Design - Traditional Media	3
AD 112	Communication in Art and Design - Digital Media	3
AD 162	History of Art And Design II	3
ENGL 102	English Composition: Introduction to Writing for Research	3
MATH 105	Elementary Probability and Statistics	3
	Term Credits	15

Second Year

	Total Credits	120
	Term Credits	14
	requirements/hss-capstone/)	
	ocial Science Senior Seminar GER (http://catalog.njit.edu/undergraduate/academic-policies-procedures/	3
MRKT 360	Digital Marketing	3
DD 415	Web/Exhibit Development	3
DD 464	Digital Design Studio III	5
2nd Semester	Term Oreans	14
I IGG LIGGUIVE	Term Credits	3 14
Free Elective		3
History and Human requirements/ger-3	nities GER 300+ level (http://catalog.njit.edu/undergraduate/academic-policies-procedures/general-education-	3
IT 380	Educational Software Design	3
AD 463	Collaborative Design Studio	5
1st Semester	Collaborativa Dagina Studio	-
Fourth Year		
Farmth V	Term Credits	14
requirements/ger-3		
	nities GER 300+ level (http://catalog.njit.edu/undergraduate/academic-policies-procedures/general-education-	3
IT 202	Internet Applications	3
MRKT 331	Customer Insights	3
DD 364	Digital Design Studio IV	5
2nd Semester		
	Term Credits	14
MRKT 330	Principles of Marketing	3
AD 201	Human Factors/Ergonomics	3
DD 363	Digital Design Studio III	5
DD 334	Simulated Environments	3
1st Semester		
Third Year		
	Term Credits	16
or R830 101	or Principles Of Psychology I	
PSY 210	Introduction to Psychology	3
Design Elective: A	D/DD/ID/FA/INT/ARCH	3
natural-science-ge		· ·
	ER (http://catalog.njit.edu/undergraduate/academic-policies-procedures/general-education-requirements/	3
IT 201	Information Design Techniques	3
DD 264	Digital Design Studio II	4
2nd Semester	Term Credits	17
social-science-ger	,	4=
	ER (http://catalog.njit.edu/undergraduate/academic-policies-procedures/general-education-requirements/	3
PHYS 102A	General Physics I Lab	1
PHYS 102	General Physics I	3
DD 263	Digital Design Studio I	4
DD 275	History of Games	3
AD 261	History of Architecture	3
1st Semester		
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See the General Education Requirements "Refer to the General Education Requirements for specific information for GER courses"