# 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**