Master of Fine Arts in Digital Design

The MFADD is a 60-credit to 75-credit terminal graduate program credential designed to combine the course work of any three graduate certificate programs: Animation, Game Design and Interactivity, or UI/UX plus four synthetic graduate level 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.

The 60-credit program consists of 36 credits of coursework from any three Digital Design graduate certificate programs: Animation, Game Design and Interactivity, or UI/UX (12 courses) plus 24 studio credits (4 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.

Typical Annual Academic Schedule of 2 year 60-credit to 3 year 75-credit Master of Fine Arts in Digital Design (minimum 36 course credits plus 24 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**
Second Year		
1st 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**

* Digital Arts Certificate "A" is a 15-credit stand-alone certificate and its courses are preparatory to Grad Certificates "B","C","D" and the MFADD

Fall course choices by DD graduate certificates B, C, or D (students to typically take 2 per term over 2 years)

(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 2 per term over 2 years)

(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 Essentials***

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

Total *required* course credits per term 6 x 4 = 24

Graduate Design Elective Courses 3

Total *elective* course credits per term 3 x 4 = 12

MFADD Graduate Fall Focus Studios

First Year		
1st Semester		**Credits**
DD 650	Extended Reality Design Studio	6
	Term Credits	**6**
Second Year		
1st Semester		
DD 652	Animation Design Studio II	6
DD 654	Game Design and Interactivity Studio II	6
DD 656	User Interface/User Experience Digital Design Studio II	6
	Term Credits	**18**
	Total Credits	**24**

MFADD Graduate Spring Focus Studios

First Year		
2nd Semester		**Credits**
DD 651	Animation Design Studio I	6
DD 653	Game Design and Interactivity Design Studio I	6
DD 655	User Interface/User Experience Digital Design Studio I	6
	Term Credits	**18**
Second Year		
1st Semester		
DD 657	Digital Design Independent Project Studio	6
	Term Credits	**6**
	Total Credits	**24**

Total *studio* course credits per term 6 x 4 = 24

Total Fall15Total Spring15

Total degree credits for two Fall terms (15 x 2) = **30**

Total degree credits for two Spring terms (15 x 2) = **30**

Full 2 year MFADD Credit Total **60**