

Digital Design Minor

Digital designers are vital team members across a wide range of industries. These include entertainment, gaming, web development, advertising, and immersive media. Visual storytelling and user-centered design are at the core of the digital design curriculum, balancing aesthetics, interactivity, and technical proficiency. Courses unite a unique combination of animation, sound design, game development, 3D modeling, and experiential opportunities.

The minor consists of a minimum of 15 Credits. Select at least one course from each category and at least 6 credits must be 300 level or above.

Category A: Foundation Courses

Code	Title	Credits
AD 111	Communication in Art and Design - Traditional Media	3
AD 112	Communication in Art and Design - Digital Media	3
AD 150	Color and Composition	3
AD 161	History of Art And Design I	3
AD 162	History of Art And Design II	3
AD 201	Human Factors/Ergonomics	3
AD 261	History of Architecture	3

Category B: Upper-Level Courses

Code	Title	Credits
AD 325	Entrepreneurship for Designers	3
AD 340	Photography and Imaging	3
DD 275	Foundations of Game Design	3
DD 301	Acting Fundamentals for Animators	3
DD 303	Foundations of Sound and Music	3
DD 403	Digital Sound and Music	3
DD 415	Web/Exhibit Development	3
DD 442	Visual and Special Effects in Movies	3
DD 443	2-Dimensional Character Design	3
DD 444	3-Dimensional Character Devel	3
DD 449	Imaginary Worlds: Architecture in Motion Pictures	3