The digital media B.A. degree with a track in game design allows students to integrate industry practices in visual aesthetics, game mechanics, experience design, and industry standard production pipelines. The program reflects skills in multidisciplinary industry practices, preparing students to take relevant positions at a wide range of industries in the commercial games, simulation, and other related markets. Students go on to work at local game studios, work in the modeling simulations industry, build gamified/game-related experiences in other industries, and establish their own game studios.

**SKILLS**
- Visual Aesthetics
- Production Process
- Experience Design
- Game Scripting

**COURSE WORK**

**Requirements** - Students must earn at least a “C” (2.0) in each required course, except DIG 2000 and DIG 4713 which require a “B” (3.0) or better.

**Fundamental Core Courses (Required)**
- MAC 1105c  College Algebra
- CGS 2100C  Comp Fundamentals for Business
- ARH 2050  History of Western Art I
- DIG 2000  Introduction to Digital Media
- DIG 2030  Digital Video Fundamentals
- DIG 2109  Digital Imaging Fund
- DIG 2500  Fundamentals of Interactive Design

Choose 2:
- ART 2201c  Design Fund 2D
- ART 2203c  Design Fund 3D
- ART 2300c  Drawing Fund I
- ART 2301c  Drawing Fund II
- DIG 2783  Fund of Game Art

**Advanced Courses (Required)**
- DIG 3024  Digital Cultures & Narrative
- DIG 3043  Evolution of Video Games
- DIG 3480  Computer as a Medium
- DIG 3728  Game Testing
- DIG 4630c  Creative Industries
- DIG 4713  Game Design
- DIG 4715C  Game Production
- DIG 4720C  Casual Game Production
- DIG 4780C  Modeling for Realtime Systems
- DIG 4941  Internship
- OR-
- DIG 4595  Portfolio Development

**Capstone Courses (Required)**
- DIG 4725C  Game Design Workshop I
- DIG 4726C  Game Design Workshop II

**REstricted Electives**
6 additional hrs of 3000 or 4000 level courses from ART, ARH, FIL, GRA, DIG, PGY or any 3000 or 4000 level courses approved by the school not already used in the major.

**PATHS**
Take three of the following electives. Students can choose to focus on a specific path.

**Technological Design and Coding**
- DIG 3727c  Game Level Design
- DIG 4778c  Game Design Tools and Plugins
- DIG 4295c  Game Optimization and Performance

**Modeling and Art**
- DIG 4324c  Modeling for Realtime II
- DIG 4138  Digital Sculpting
- DIG 4294c  Post-Production Game Fx

**Interface Design**
- DIG 3602c  Physical Computing
- DIG 4633  Multi-Modal Design
- DIG 4813  Contemporary Topics in Digital Media

**JOBS**
- Game Designer  • Interactive Designer
- Level Designer  • Game Producer
- Game Developer  • 3D Modeler
- Animator  • UI Designer
- Interface Designer  • Texture Artist

**EQUIPMENT FEE**
Part-Time Student: $16.50 per term
Full-Time Student: $33 per term