

# Digital Media, MPS

Students in the Master of Professional Studies in Digital Media will build their skills and expertise while gaining experience using a variety of industry-standard and cutting-edge technologies and tools. Our curriculum is organized around three types of experiences: core courses, concentration electives, and a capstone that can be completed as an individual thesis or a team project.

Our core courses in media creation, interactive design, usability, design thinking, and narrative structure provide a baseline for producing content-rich experiences. A series of electives are offered in seven distinctive areas: 3D animation, game design, digital video, social media, digital media management, or one of two tracks in interactive design: visual design or usability and production. In the capstone experience, you'll work with the guidance of faculty to channel your passion into a project that provides tangible evidence of your abilities.

Whether you are a full- or part-time student, our cohort structure allows you to build meaningful working relationships with students from around the globe. Team-based assignments strengthen your project management and leadership skills and allow you to take part in the design and development of more complex media projects than you could by working alone. The team efforts will also prepare you for your future as a professional in digital media's collaboration-oriented culture.

## Program Requirements

Complete all courses and requirements listed below unless otherwise indicated.

### Required Core Courses

Code	Title	Hours
DGM 6122	Foundations of Digital Storytelling	4
DGM 6145	Information Technology and Creative Practice	4
DGM 6521	Web Creation for Content Management Systems	2
Complete one of the following:		4
DGM 6140	Sound Design	
DGM 6168	Usability and Human Interaction	
Complete one of the following options:		8
Thesis Option		
DGM 6890	Thesis Proposal Development	
DGM 7990	Thesis (at 6 QH)	
Capstone Option		
DGM 7980	Capstone	
Choose one technical course from the workshops list below.		

### Concentrations

The remaining quarter hours may be completed by selecting a combination of a concentration and additional electives/workshops or selecting any courses in the concentrations and elective lists. You must complete any prerequisites associated with DGM courses unless granted a waiver under special circumstances.

- 3D Animation (p. 2)
- Digital Media Management (p. )
- Digital Video (p. )
- Game Design (p. )
- Interactive Design (p. )
- Social Media (p. )

### Electives

Code	Title	Hours
Complete one of the following:		3-4
ALY 6110	Data Management and Big Data	
DGM 6125	Time-Based Media	
DGM 6322	Advanced Digital Storytelling	
DGM 6550	Search Engine Optimization: Strategy and Implementation	
EDU 6184	Interdisciplinary Foundations	
ITC 6410	Fundamentals of Human Behaviors for Interactive Systems	

## Workshops

Optional digital media workshops are designed to provide valuable technical skills and tools for students in all graduate degree programs.

Code	Title	Hours
Students may complete one of the following:		
DGM 6506	Introduction to Digital Video	
DGM 6515	Introduction to After Effects	
DGM 6516	Virtual and Augmented Reality (VR/AR)	
DGM 6892	Capstone Project Preparation	
TCC 6410	Online Documentation	
TCC 6630	Introduction to XML	

## Program Credit/GPA Requirements

45 total quarter hours required

Minimum 3.000 GPA required

### 3D ANIMATION

Code	Title	Hours
DGM 6450	Animation Basics	4
DGM 6510	3D Modeling	4
DGM 6530	Character Animation	4
DGM 6535	Rigging Principles and Techniques	4
DGM 6540	Compositing	4

### DIGITAL MEDIA MANAGEMENT

Code	Title	Hours
DGM 6230	Digital Media Entrepreneurship	4
DGM 6279	Project Management for Digital Media	4
DGM 6280	Managing for Digital Media	4
DGM 6285	Interactive Marketing Fundamentals	4
DGM 6290	Social Media and Brand Strategy Implementation	4

### DIGITAL VIDEO

Code	Title	Hours
Complete 20 quarter hours from the following:		20
DGM 6520	Lighting for the Camera	
DGM 6430	Screenwriting: Linear and Interactive	
DGM 6435	Digital Video Production	
DGM 6440	Editing in the Digital Studio	
DGM 6540	Compositing	
DGM 6545	Documentary and Nonfiction Production	

### GAME DESIGN

Code	Title	Hours
DGM 6308	Intermediate Programming for Digital Media	4
DGM 6400	Game Design Fundamentals	4
DGM 6403	Game Engine Fundamentals	4
DGM 6405	Game Development	4
DGM 6410	Game Design Technology Lab	4

### INTERACTIVE DESIGN

Code	Title	Hours
Interactive Design		
DGM 6461	Interactive Information Design 1	4
Complete four courses from one of the following tracks:		16
Design Track		
DGM 6217	Typography for Interactivity	

DGM 6317	Screen-Based Publication Design
DGM 6463	Interactive Information Design 2
DGM 6471	Designing Infographics
Usability and Development Track	
DGM 6268	Usable Design for Mobile Digital Media
DGM 6308	Intermediate Programming for Digital Media
DGM 6451	Web Development
DGM 6525	Research Methods for Global User Experiences
TCC 6110	Information Architecture
TCC 6710	Content Strategy

**SOCIAL MEDIA**

Code	Title	Hours
Complete the following:		19-21
Required		
DGM 6285	Interactive Marketing Fundamentals	4
Electives		
Complete 15–17 quarter hours from the following:		
CMN 6040	Consumer Behaviors in the Online Environment	
CMN 6045	Leveraging Digital Technologies: Strategy, Assessment, and Governance	
CMN 6065	Implementation and Management of Social Media Channels and Online Communities	
CMN 6075	Digital Marketing Analytics	
DGM 6290	Social Media and Brand Strategy Implementation	
DGM 6525	Research Methods for Global User Experiences	
DGM 6550	Search Engine Optimization: Strategy and Implementation	