

DIGITAL MEDIA (DIG)

DIG 1000 - Introduction to Digital Design (3 Credits)

A foundation course providing students with an introduction to digital design methods and processes. Includes examination of the historical and contemporary context of digital design and its impacts on culture and society.

DIG 2132 - Digital Media Design I (3 Credits)

Introduction to the fundamentals of design as a critical thinking, conceptual and creative discipline. The course explores interactive and motion-based media creation with an emphasis on problem-solving through digital technologies.

DIG 3029 - Global Sustainable Design (3 Credits)

This course introduces students to sustainable design in response to local, national and global sustainability issues. Students will explore the historical, political, and practical connection of design and sustainability fusing theory with practice.

Prerequisite(s): ART 2600 or DIG 2132

Attribute(s): CLWS - Coll Lvl English Lang Writing, CLWS - Coll Lvl English Lang Writing, SCGR - Sustainability Course Grad Req, Sustainability Course Grad Req

DIG 3103 - Web Design I (3 Credits)

This course introduces designing media for online-only platforms with a focus on problem-solving within a constantly evolving media space. Introduces user experiences as a motivation for engaging content creation.

Prerequisite(s): DIG 2132 or ART 2600

DIG 3122 - Concept and Character Design (3 Credits)

Students learn to apply visual design principles and techniques to create concept art, storyboards, character designs and animated prototypes to visualize a narrative concept for production.

Prerequisite(s): DIG 2132 or ART 2600

DIG 3145 - News Production (3 Credits)

Hands-on production and editing for a variety of media, including illustration, design, photo, video and audio. Creating multimedia websites. Digital audio and video recording techniques. Restricted to major. Sophomore status.

Prerequisite(s): MMC 2604 and JOU 2100 and MMC 3020

DIG 3184 - Motion Design (3 Credits)

This course introduces motion graphics fundamentals, design principles, and techniques, including visual rhythm, kinetic typography, multiplanar effects, and established and emerging industry techniques. We will explore the use of motion graphics in live-action video, including but not limited to commercial, broadcast, corporate, training, tradeshow, main title, and social media content.

Prerequisite(s): DIG 2132 or ART 2600

DIG 3185 - Experience Design (3 Credits)

Students will explore user experience (ux) design and user engagement, and address social challenges (e.g. sustainability, accessibility, minority concerns) in individual and group projects. Applying ux theories, experience design history, and user-centered design principles, students will identify target user needs, develop solutions, create a prototype application, and undertake user testing.

Prerequisite(s): ART 2600 or DIG 2132

DIG 3207 - Film & Video Editing (3 Credits)

An intensive study of the technical and aesthetic elements of non-linear digital film & video editing using digital editing tools. Students will learn the fundamentals of digital non-linear editing which include the areas of file organization and media management, image capture, sequence creation, title creation, assembling and trimming media, working with audio, effects, transitions, compositing and final output options.

Prerequisite(s): DIG 2132 or ART 2600

DIG 3305 - Digital Animation I (3 Credits)

Introduction to essential concepts in motion graphics with the exploration of 2D and/or 3D animation. Emphasis on the principles of motion in visual media and how these concepts are applied in practice. Topics may include lighting, visual effects and character animation

Prerequisite(s): DIG 2132 or ART 2600

DIG 3329 - 3D Modeling & Texturing (3 Credits)

This course covers industry-standard polygon and curve-based modeling tools for creating efficient 3d models and stylistic textures. Additionally, students will master key concepts and become fluent in terminology essential to 3d modeling.

Prerequisite(s): DIG 2132 or ART 2600

DIG 3571 - Digital Media Design II (3 Credits)

The course builds upon concept development and critical thinking in the discipline of design. The focus is on understanding and working with client focused and/or generated briefs and working towards creative outcomes.

Prerequisite(s): DIG 2132 or ART 2600

DIG 3595 - Professional Design Practice (3 Credits)

This course provides professional preparation in the discipline of design, including career preparation and development, marketing skills, portfolio production and presentation development.

DIG 3702 - Interactive Design I (3 Credits)

This course introduces the fundamentals of software and hardware based physical computer interaction. It explores the intersections between the virtual and physical space through the application of different technologies, code and platforms.

Prerequisite(s): DIG 2132 or ART 2600

DIG 3725 - Video Game Design I (3 Credits)

Introduction to the principles of digital game design. The course focuses on the application of player decision-making processes through the study of game theory, game concepts and the development of meaningful play.

Prerequisite(s): DIG 2132 or ART 2600

DIG 3800 - Contemporary Design Theory (3 Credits)

This course engages students with key themes and issues in design theory. It will examine the ways in which design constantly evolves, to both reflect and inform its wider cultural, social, economic and theoretical context.

DIG 3824 - Contemporary Applied Design (3 Credits)

A practice-based exploration of the range of research techniques and analytical tools that are applicable to innovation within design media and visual communication.

Prerequisite(s): DIG 3800

DIG 4172 - Web Design II (3 Credits)

This course engages students with advanced levels of design for online media and interaction. It is an examination of information architecture, scripting tools, interface and navigation.

Prerequisite(s): DIG 3103

DIG 4306 - Digital Animation II (3 Credits)

Advanced practical principles and techniques of computer animation encompassing shading, lighting, rendering and modeling techniques in a real-time software environment.

Prerequisite(s): DIG 3305

DIG 4553 - Interactive Design II (3 Credits)

This course explores aspects of physical computing, advanced interaction design and alternate forms of interaction. Students will explore emerging technologies such as virtual reality and augmented reality and other innovations within the interactive design medium.

Prerequisite(s): DIG 3702

DIG 4713 - Video Game Design II (3 Credits)

This course is an advanced exploration of the medium of video games with a focus on industry specializations. Projects will examine the multiple disciplines within game production such as environment or level design, character design, AI design and visual storytelling.

Prerequisite(s): DIG 3725

DIG 4906 - Directed Independent Study (3 Credits)

Selected advanced topics for independent study and research in studio design practice.

Prerequisite(s): ART 3614 or ART 3633 or ART 3640 or GRA 3193

DIG 4920 - Digital Design Workshop (3 Credits)

Intensive studies in contemporary issues and methods in digital design. Context, content, technical process, and presentation modes are covered, against a framework of the history of digital technologies in design.

Course includes both structured and independent studio assignments.

Prerequisite(s): DIG 2132 (may be taken concurrently) and (DIG 3571 (may be taken concurrently) or DIG 3103 (may be taken concurrently) or DIG 3725 (may be taken concurrently) or DIG 3702 (may be taken concurrently))

DIG 4930 - Special Topics in Design (3 Credits)

Faculty develop specialized topics of importance to students' interests and needs.

Prerequisite(s): DIG 3571 (may be taken concurrently) or DIG 3103 (may be taken concurrently) or DIG 3702 (may be taken concurrently) or DIG 3725 (may be taken concurrently) or GRA 3193 (may be taken concurrently)

DIG 4940 - Design Internship (3 Credits)

Students work in professional settings relevant to design, connecting academic training with professional design practice.

DIG 4972 - Senior Project in Design (3 Credits)

This course is the capstone experience for senior DMD majors focusing on the production of a self-generated body of work that is conceptually strong and technically proficient. Exhibition plans and professional preparation will be stressed.

Prerequisite(s): DIG 4920 or ART 4925