

University of Connecticut

SCHOOL OF FINE ARTS

PLAN OF STUDY – Digital Media & Design

2019-2020 Catalog BFA in DMD

CONCENTRATION: Game Design

Name: _____ ID: _____

Email: _____ Phone: _____

Fulfilling Requirements of 2019-2020 Catalog

Expected Comp. Date (Mo) _____ (YR) _____

GENERAL EDUCATION REQUIREMENTS

Second Language Competency

exempt _____

_____ 04 _____

_____ 04 _____

Writing Competency

English 1010 or 1011 04 _____

DMD 3010W 03 _____

W: _____ 03 _____

Quantitative Competency

Q-Math/Stats 3/4 _____

Q: _____ 03 _____

Environmental Literacy

E: _____ 03 _____

Content Area 1: Arts & Humanities

must be from 2 different departments

_____ 03 _____

_____ 03 _____

Content Area 2: Social Science

must be from 2 different departments

_____ 03 _____

_____ 03 _____

Content Area 3: Science & Technology

_____ 03 _____

(Lab) _____ 04 _____

Content Area 4: Diversity & Multiculturalism

(International) _____ 03 _____

_____ 03 _____

One Content Area 4 course may also be used to satisfy one Content Area 1,2 or 3 requirement

Computer Technology & Information Literacy Competencies will be met by programmatic exit requirements

ELECTIVES (to get to 120 total credits) - use back

Digital Media & Design Requirements

Total degree credit minimum 120

DMD major credit minimum* 78

DMD course credit minimum 66

Art, Design, Film History/Theory 12

*Minimum of 30 credits at 3000 level or higher.

DMD BFA REQUIREMENTS: 78 credits

DMD Foundations / Core (18 credits):

DMD 1001 Foundations of Digital Media I (3) _____

DMD 1002 Foundations of Digital Media 2 (3) _____

DMD 1101 Design Lab 1 (3) _____

DMD 1102 Design Lab 2 (3) _____

DMD 3010W Critical Persp. on Digital Media (3) _____

DMD 4040 Agency (3) _____

Studio Art Courses (6 credits)

ART 1030 Drawing 1 (3) _____

Choose 1 course from: ART 2010 Life Drawing I; ART 2210 Illustration; ART 2410 Basic Studio, Photography; ART 2510 Basic Studio, Printmaking; or ART 2610 Basic Studio, Sculpture:

_____ (3) _____

Game Design Core (12 credits):

DMD 2500 Intro to Digital Game Design (3) _____

DMD 2530 3D Virtual World & Simulations (3) _____

DMD 1060 Fund. of Programming for Game & Web (3) _____

DMD 2542 Intro to Game Scripting (3) _____

Game Design Electives - 21 credits of 2000-level or higher courses in Digital Game Design. *Four courses must be at the 3000-4000-level.

_____ (3) _____ * _____ (3) _____

_____ (3) _____ * _____ (3) _____

_____ (3) _____ * _____ (3) _____

* _____ (3) _____

DMD BFA Capstone (9 credits)

DMD 4025 Portfolio & Professional Development (3) _____

DMD 4075 Senior Project. (2 semesters) (3) _____ (3) _____

Art / Design / Digital Media / Film History or Theory (12 credits) - Choose two courses from the approved list. These same courses may be used to satisfy other university requirements if appropriate.

DMD 2010 Hist of Digital Culture (3) _____ (3) _____

DMD 3305 History of Computer Graphics (3) _____ (3) _____

Independent Study (DMD 3099) - Open to fifth semester students with a minimum departmental grade point average of 3.0 GPA and no outstanding incompletes for any other independent study courses. Limited to a maximum of 18 credits total.

Internships (DMD 4081) - Juniors and seniors in good academic standing may apply for an external or internal internship.

Digital Media & Design majors must maintain a minimum cumulative grade point average of 2.7 for all graded coursework at the University of Connecticut. Digital Media & Design majors must maintain a minimum cumulative grade point average of 3.0 based on all courses required within the Digital Media & Design majors.

Degree plan must reflect 120 successfully completed credits (excluding Pass/Fail courses).