

DEGREE REQUIREMENTS FOR BACHELOR OF ART IN DIGITAL DESIGN

Entertainment Track

(127 credits)

NAME: _____ ID#: _____ CUMULATIVE GPA: _____

YEAR 1- FALL (16 cr) _____

YEAR 1- SPRING (18cr) _____

COURSE			Sem.	Grade	COURSE			Sem.	Grade
AD 150	Color and Composition	3			AD 111	Communication in Art/Design: Traditional	3		
AD 161	History of Art/Design I	3			AD 112	Communication in Art/Design: Digital	3		
CS 104	Computer Science (GER)	3			AD 162	History of Art/Design II	3		
HUM 101	English Writ, Spk, Think I (GER)	3			HUM 102	English Writ, Spk, Think II (GER)	3		
MATH 107	University Math BI (GER)	3			MATH 105	Elem Prob & Stats (GER)	3		
PE XXX	Phys Ed (GER)	1			Elect (200+ level)	COM/ENG/LIT/HIST/PHIL/ HUM/EPS/THTR (GER)	3		
Frsh Sem	Freshman Seminar	0							

YEAR 2-FALL (17 cr) _____

YEAR 2-SPRING (17 cr) _____

COURSE			Sem.	Grade	COURSE			Sem.	Grade
DD 263	Digital Design Studio I	4			DD 264	Digital Design Studio II	4		
DD 275	History of Games	3			ARCH 282	Structural Principles	3		
ARCH 382	History of Architecture IV	3			IT 201 [†]	Info. Design Techniques	3		
DD 303/ STS 347	Intro to Principles of Music and Sound <i>or</i> Music and Technology	3			DD 403/ STS 349	Digital Sound & Music <i>or</i> Adv. Music Technology	3		
PHYS 102	General Physics (GER)	3			Elect	BIO/CHEM/PHYS (GER)	3		
PHYS 102A	Physics Lab (GER)	1			PE XXX	Phys Ed (GER)	1		

YEAR 3-FALL (17 cr) _____

YEAR 3-SPRING (14 cr) _____

COURSE			Sem.	Grade	COURSE			Sem.	Grade
DD 363	Digital Design Studio III	5			DD 364	Digital Design Studio IV	5		
DD 334	Simulated Environments	3			DD 301	Acting Fund. for Animators <i>or</i> Acting Fundamentals (Rutgers)	3		
AD 201	Human Factors/Erg.	3			Design Elective [†]	AD/DD/INT/ FA/ID/ARCH	3		
IT 265/ IT 266 [†]	Game Arch. & Design <i>or</i> Game Modification	3			Elect (300+ level)	HIST/LIT/THTR (GER)	3		
STS 210/ 830:101	General Psychology <i>or</i> Principles of Psychology I (Rutgers) (GER)	3							

YEAR 4-FALL (14 cr) _____

YEAR 4-SPRING (14 cr) _____

COURSE			Sem.	Grade	COURSE			Sem.	Grade
AD 463	Collaborative Des. Studio	5			DD 464	Digital Design Studio V	5		
DD 443/ DD 444	2D Character Design/ <i>or</i> 3D Char. Development	3			DD 449/ DD 442	Imaginary Worlds <i>or</i> Vis./Special FX in Movies	3		
Elect (300+ level)	ENG/LIT/HIST/PHIL/STS/ SS/ THTR (GER)	3			Design Elective [†]	AD/DD/INT/ FA/ID/ARCH	3		
Elect	Free Elective	3			HSS 4XX	Humanities Capstone (GER)	3		

The minimum credit requirement for graduation is the successful completion of 127 credits of prescribed courses within the curriculum and the maintenance of a minimum cumulative GPA of 2.0 AND a minimum GPA of 2.0 for all major-specific requirements. Students are also required to maintain an annual cumulative studio average of 2.0 to advance in studio each successive year and complete the final studio course sequence.

Course Pre-requisite Chart

The following chart includes a list of all required courses, pre-requisites (where applicable) and minimum passing grades for both pre-requisites and the course itself. The courses are listed alphabetically by course number. Where more than one course is listed under “Pre-requisites” all listed courses must be completed with the minimum passing grade (unless listed with “or” option).

Please refer to this chart when making scheduling and course withdrawal decisions, **as failure to complete a course pre-requisite or meet the minimum grading requirement will hinder your academic progress.**

MAJOR REQUIRED COURSES		Cr.	Pre-requisite(s)	Min. Pass Grade (Pre-requisite)	Min. Pass Grade (Course)
AD 111	Communication in Art/Design: Traditional	3	None	--	C
AD 112	Communication in Art/Design: Digital	3	None	--	D
AD 150	Color and Composition	3	None	--	D
AD 161	History of Art/Design I	3	None	--	D
AD 162	History of Art/Design II	3	AD161	D	C
AD 201	Human Factors/Ergonomics	3	None	--	D
AD 463	Collaborative Design Studio	5	DD364, PHYS102	2.0 studio GPA btw DD363 & DD364, C	D
ARCH 282	Structural Principles	3	None	--	D
ARCH 382	History of Architecture IV	3	ARCH381 or AD162	D, C	D
DD 263	Digital Design Studio I	4	AD111, AD112	D, D, D, D	D
DD 264	Digital Design Studio II	4	AD150, AD111, AD112, DD263	D, C, D, D	2.0 studio GPA btw DD263 & DD264
DD 275	History of Games	3	AD111, AD112, AD162	C, D, C	D
DD 301	Acting Fundamentals for Animators	3	AD111, AD112, AD150, DD263	C, D, D, D	D
DD 303	Foundations of Sound & Music	3	AD 161, AD 162, HUM 102	D, C, C	D
DD 334	Simulated Environments	3	DD263, DD264	D, D	D
DD 363**	Digital Design Studio III	5	AD 150, DD 263, DD 264, all 1 st year course requirements**	D, 2.0 avg. GPA btw DD263 & DD264	D
DD 364**	Digital Design Studio IV	5	ARCH382, DD275, DD363, IT201, all 1 st year course requirements**	D, D, D, D	2.0 studio GPA btw DD363 & DD364
DD 403	Digital Sound & Music	3	DD 303	D	D
DD 443 -or- DD 444	2-Dimensional Character Design -or- 3-Dimensional Character Development		AD111, DD275, DD264 -or- AD111, DD275, DD264, DD301	C, D, D -or- C, D, D, D	D
DD 449 -or- DD 442	Imaginary Worlds -or- Visual & Special Effects in Movies	3	AD112, AD161, AD162, ARCH382 -or- AD161, AD162, DD264	D, D, C, D -or- D, C, D	D
DD 464	Digital Design Studio V	5	DD 364, PHYS 102	2.0 studio GPA btw DD363 & DD364, C	2.0 studio GPA btw AD463 & DD464
IT 201 [†]	Info. Design Techniques	3	IT 101 or special permission from IT department	D	D
IT 265 [†] -or- IT 266 [†]	Game Arch. & Design -or- Game Modification	3	IT201 -or- IT102 or IT114 or CS116	C	D
Design Elec [‡]	AD/DD/INT/FA/ID/ARCH	3	(see NJIT catalog)	(varies by course)	C
Design Elec [‡]	AD/DD/INT/FA/ID/ARCH	3	(see NJIT catalog)	(varies by course)	D
Elect	Free Elective	3	(see NJIT catalog)	(varies by course)	D
**NOTE	ALL 1st Year AD and GER courses must be completed <u>PRIOR</u> to 3rd Year Studio advancement		**AD 111, AD 112, AD 150, AD 161, AD 162, CS 104, HUM 101, HUM 102, MATH 107 [or MATH 113], MATH 105, [200+ level Hum. GER]		

GER COURSES*		Cr.	Pre-requisite(s)	Min. Pass Grade (Pre-requisite)	Min. Pass Grade (Course)
CS 104	Computer Science	3	None	--	D
Frsh Sem	Freshman Seminar	0	None	--	S
HUM 101	English Writ, Spk, Think I	3	None	--	C
HUM 102	English Writ, Spk, Think II	3	HUM101	C	C
200-lvl Hum. Elec.	COM/ENG/LIT/HIST/PHIL/EPS/HUM/THTR	3	HUM101, HUM102	C, C	C
HSS 40X	Humanities Capstone	3	HUM101, HUM102, 200-lvl Hum. Elec., one 300-lvl Hum. Elec	(C, C, C), D, and senior standing	D
MATH 105	Elementary Probability & Statistics	3	None	--	D
MATH 107	University Math BI	3	None	--	C
PE XXX	Phys Ed	1	None	--	S
PE XXX	Phys Ed	1	None	--	S
PHYS 102	General Physics	3	None	--	C
PHYS 102A	Physics Lab	1	None	--	D
STS 210	General Psychology	3	STS201, HUM102	C, C	D
Sci. Elect	BIO/CHEM/PHYS	3	None	--	D
300-lvl Hum. Elec.	COM/ENG/LIT/HIST/PHIL/STS/SS/THTR	3	HUM102, Cultural History	C, C	D
300-lvl Hum. Elec.	COM/ENG/LIT/HIST/PHIL/STS/SS/THTR	3	HUM102, Cultural History	C, C	D

*A list of approved GER courses can be found online at <http://catalog.njit.edu/undergraduate/academic-policies-procedures/general-university-requirements/>. Please note: some GERs within the Digital Design curriculum can only be fulfilled by a specifically defined course in that category.

† All required non-GER courses (e.g., IT 101, IT 201, etc.) offered outside of the School of Art+Design must be taken on campus only; e-learning or hybrid courses will not be accepted. Additionally, only one (1) design elective may be an e-learning or hybrid course; all other design electives must be taken on campus.