

DEGREE REQUIREMENTS FOR BACHELOR OF ART IN DIGITAL DESIGN

Entertainment Track

(135 credits)

NAME: _____ ID#: _____ CUMULATIVE GPA: _____

YEAR 1- FALL (17 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 (GUR)	3			AD 162	History of Art/Design II	3		
HUM 101	English Writ, Spk, Think I (GUR)	3			HUM 102	English Writ, Spk, Think II (GUR)	3		
MATH 115	Found. of Geometry (GUR)	3			MATH 116	Math. of Design (GUR)	3		
MATH 120	Basic Con. Statistics (GUR)	1			STS 201 EPS 202 ECON 201	Social Science (GUR)	3		
PE XXX	Phys Ed (GUR)	1							
Frsh Sem	Freshman Seminar	0							

YEAR 2-FALL (17 cr) _____

YEAR 2-SPRING (18 cr) _____

COURSE			Sem.	Grade	COURSE			Sem.	Grade
DD 275	History of Games	3			DD 284	Video & Animation	3		
ARCH 382	History of Architecture IV	3			ARCH 282	Structural Principles	3		
IT 101 [†]	Intro to Info Tech.	3			IT 201 [†]	Info. Design Techniques	3		
HUM 211 HUM 212 HIST 213	Cultural History (GUR)	3			STS 210/ 830:101	General Psychology or Principles of Psychology I (Rutgers) (GUR)*	3		
PHYS 102	General Physics (GUR)	3			AD 201	Human Factors/Erg.	3		
PHYS 102A	Physics Lab (GUR)	1			Elect	BIO/CHEM/PHYS (GUR)	3		
PE XXX	Phys Ed (GUR)	1							

YEAR 3-FALL (17 cr) _____

YEAR 3-SPRING (17 cr) _____

COURSE			Sem.	Grade	COURSE			Sem.	Grade
DD 363	Digital Design Studio I	5			DD 364	Digital Design Studio II	5		
DD 303/ STS 347	Intro to Principles of Music and Sound or Music and Technology	3			DD 301	Acting Fund. for Animators or Acting Fundamentals (Rutgers)	3		
ARCH 434	Simulated Environments	3			Design Elective [†]	AD/DD/INT/ FA/ID/ARCH	3		
IT 265/ IT 266 [†]	Game Arch. & Design or Game Modification	3			Design Elective [†]	AD/DD/INT/ FA/ID/ARCH	3		
Elect (300+ level)	ENG/LIT/HIST/PHIL/STS/SS/ THTR (GUR)	3			Elect (300+ level)	creative writing elective in ENG/LIT/THTR (GUR)	3		

YEAR 4-FALL (14 cr) _____

YEAR 4-SPRING (17 cr) _____

COURSE			Sem.	Grade	COURSE			Sem.	Grade
AD 463	Collaborative Des. Studio	5			DD 464	Digital Design Studio III	5		
COM 345 [†]	Char. Modeling & Anim.**	3			DD 403/ STS 349	Digital Sound & Music or Adv. Music Technology	3		
Design Elective [†]	AD/DD/INT/ FA/ID/ARCH	3			DD 449/ DD 442	Imaginary Worlds or Vis./Special FX in Movies	3		
MGMT 390	Principles of Business (GUR)	3			HSS 4XX	Humanities Capstone (GUR)	3		
					Elect	Free Elective	3		

The minimum credit requirement for graduation is the successful completion of 135 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	AD 161	D	C
AD 201	Human Factors/Ergonomics	3	None	--	D
AD 463	Collaborative Des. Studio	5	DD 364, PHYS 102	D, C	D
ARCH 282	Structural Principles	3	None	--	D
ARCH 382	History of Architecture IV	3	ARCH 381 or AD 162	D, C	D
ARCH 434	Simulated Environments	3	DD 275, DD 284	D, D	D
COM 345 [†]	Char. Modeling & Anim.**	3	DD 284	D	D
DD 275	History of Games	3	AD 111, AD 112, AD 162	D, D, C	D
DD 284	Video & Animation	3	AD150, AD111, AD112, DD275	D, D, D, D	2.0 avg. GPA btw DD275 & DD284
DD 301	Acting Fundamentals for Animators	3	AD 111, AD 112, AD 150, DD 275	--	D
DD 303	Foundations of Sound & Music	3	AD 161, AD 162, HUM 102	D, D, C	D
DD 363**	Digital Design Studio I	5	DD 275, DD 284, all 1 st year course requirements**	2.0 avg. GPA btw DD275 & DD284	D
DD 364**	Digital Design Studio II	5	ARCH 382, DD 363, IT 201, all 1 st year course requirements**	D, D, D	2.0 studio GPA btw DD363 & DD364
DD 403	Digital Sound & Music	3	DD 303	D	D
DD 464	Digital Design Studio III	5	DD 364, PHYS 102	2.0 studio GPA btw DD363 & DD364, C	2.0 studio GPA btw AD463 & DD464
DD 449 -or- DD 442	Imaginary Worlds -or- Visual & Special Effects in Movies	3	AD 112, AD 161, AD 162, ARCH 382 -or- AD 161, AD 162, DD 284	D, D, C, D -or- D, C, D	D
IT 101 [†]	Intro to Info Tech.	3	None	--	D
IT 201 [†]	Info. Design Techniques	3	IT 101	D	D
IT 265 [†] -or- IT 266 [†]	Game Arch. & Design -or- Game Modification	3	IT 201 -or- IT 102 or IT 114 or CS 116	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)	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 GUR courses must be completed PRIOR to 3rd Year Studio advancement		**AD 111, AD 112, AD 150, AD 161, AD 162, CS 104, HUM 101, HUM 102, [MATH 115 or 107], MATH 113, MATH 120, [Social Science GUR]		
GUR COURSES*			Pre-requisite(s)	Min. Pass Grade (Pre-requisite)	Min. Pass Grade (Course)
CS 104	Computer Science (GUR)	3	None	--	D
Frsh Sem	Freshman Seminar	0	None	--	S

HUM 101	English Writ, Spk, Think I (GUR)	3	None	--	C
HUM 102	English Writ, Spk, Think II (GUR)	3	HUM101	C	C
HUM 211 HUM 212 HIST 213	Cultural History (GUR)	3	HUM101, HUM102	C, C	C
HSS 40X	Humanities Capstone (GUR)	3	(HUM101, HUM102, Cultural History), two 300-lvl Hum. Elec	(C, C, C), D, D, and senior standing	D
MATH 115	Foundations of Geometry (GUR)	3	None	--	C
MATH 116	Mathematics of Design (GUR)	3	None	--	C
MATH 120	Basic Concepts in Statistics (GUR)	1	None	--	D
MGMT 390	Principles of Business (GUR)	3	None	--	D
PE XXX	Phys Ed (GUR)	1	None	--	S
PE XXX	Phys Ed (GUR)	1	None	--	S
PHYS 102	General Physics (GUR)	3	None	--	C
PHYS 102A	Physics Lab (GUR)	1	None	--	D
STS 210	General Psychology	3	STS201, HUM102	C, C	D
Social Sci. Elec.	Social Science (GUR)	3	None	--	D
Sci. Elect	BIO/CHEM/PHYS (GUR)	3	None	--	D
300-lvl Hum. Elec.	ENG/LIT/HIST/PHIL/STS/ SS/ THR (GUR)	3	HUM102, Cultural History	C, C	D
300-lvl Hum. Elec.	Creative writing elective (GUR)	3	HUM102, Cultural History	C, C	D

*A list of approved GUR courses can be found online at <http://catalog.njit.edu/undergraduate/frontmatter/generaluniv.php>. Please note: some GURs within the Digital Design curriculum can only be fulfilled by a specifically defined course in that category.

† All required non-GUR 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.