DEGREE REQUIREMENTS FOR BACHELOR OF ART IN DIGITAL DESIGN
Interactive Media/Production Track
(135 credits)

NAME:_____   ID#: _____   ADVISOR INITIALS:_____

YEAR 1- FALL (17 cr) ____ ____   **YEAR 1- SPRING (18 cr)** ____ ____

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	Social Science (GUR)	3		
PE XXX	Phys Ed (GUR)	1			EPS 202				
Frsh Sem	Freshman Seminar	0			ECON 201				

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			IT 201[t]	Info. Design Techniques	3		
IT 101[t]	Intro to Info Tech.	3			CS 100/ CS 115[t]	Roadmap to Computing *or* Intro. to CS I in C++	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		
ARCH 434	Simulated Environments	3			MRKT 331[t]	Consumer Buying Behavior	3		
IT 202[t]	Internet & Applications	3			Design Elective[t]	AD/DD/INT/ FA/ID/ARCH	3		
MRKT 330[t]	Principles of Marketing	3			Design Elective[t]	AD/DD/INT/ FA/ID/ARCH	3		
Elect (300+ level)	ENG/LIT/HIST/PHIL/STS/ SS/ THR (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		
DD 415	Web/Exhibit Development	3			MRKT 360[t]	Internet Marketing	3		
IT 380[t]	Education Software Design	3			Design Elective[t]	AD/DD/INT/ FA/ID/ARCH	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 <u>AND</u> 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 Des. Studio	5	DD 364, PHYS 102	D, C	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
CS 100 [t] -or- CS 115 [t]	Roadmap to Computing -or- Introduction to CS I in C++	3	None	D	D
DD 275	History of Games	3	AD 111, AD 112, AD 162	D, D, C	D
DD 284	Video & Animation	3	AD 150, AD 111, AD 112, DD 275	D, D, D, D	2.0 avg. GPA btw DD275 & DD284
DD 363**	Digital Design Studio I	5	DD 275, DD 284, all 1st 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 1st year course requirements**	D, D, D	2.0 studio GPA btw DD363 & DD364
DD 415	Web/Exhibit Development	3	AD 150, DD 284, IT 201	D, D, 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
IT 101 [t]	Intro to Info. Tech.	3	None	--	D
IT 201 [t]	Info. Design Techniques	3	IT 101	D	D
IT 202 [t]	Internet & Applications	3	CS 100 or CS 115	C	D
IT 380 [t]	Education Software Design	3	IT 201	C	D
MRKT 330 [t]	Principles of Marketing	3	None	D	D
MRKT 331 [t]	Consumer Buying Behavior	3	MRKT 330	D	D
MRKT 360 [t]	Internet Marketing	3	MRKT 330	C	D
Design Elec [t]	AD/DD/INT/FA/ID/ARCH	3	(see NJIT catalog)	(varies by course)	C
Design Elec [t]	AD/DD/INT/FA/ID/ARCH	3	(see NJIT catalog)	(varies by course)	C
Design Elec [t]	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.

ᵗ 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.