

DEGREE REQUIREMENTS FOR BACHELOR OF ART IN DIGITAL DESIGN
Entertainment Track

NAME: _____ ID#: _____ CUMULATIVE GPA: _____

Fall 1 st Year (16 cr)					Spring 1 st Year (15 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 100/ CS 115	Roadmap to Computing or Intro. to CS I in C++ (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	1							
Frsh Sem	Freshman Seminar	0							

Fall 2 nd Year (17 cr)					Spring 2 nd Year (16 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			IT 201	Info. Design Techniques	3		
DD 303	Intro to Principles of Music and Sound	3			DD 403/	Digital Sound & Music	3		
ARCH 382	History of Architecture IV	3			Science GER	Scientific Literacy (GER)	3		
PHYS 102	General Physics (GER)	3			STS 210/ 830:101	General Psychology (GER) or Principles of Psych I (Rutgers)	3		
PHYS 102A	Physics Lab (GER)	1							

Fall 3 rd Year (14 cr)					Spring 3 rd Year (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 or Acting Fundamentals (Rutgers)	3		
AD 201	Human Factors/Erg.	3			Social Science GER	Social Science Literacy (GER)	3		
IT 265/ IT 266	Game Arch. & Design or Game Modification	3			300+ level GER	Humanities & History (GER)	3		

Fall 4 th Year (14 cr)					Spring 4 th Year (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/ or 3D Char. Development	3			DD 449/ DD 442	Imaginary Worlds or Vis./Special FX in Movies	3		
300+ level GER	Humanities & History (GER)	3			AD/DD/INT/ FA/ID/ARCH	Design Elective	3		
Elect	Free Elective	3			HSS 4XX	Humanities & Social Science Seminar (GER)	3		

The minimum credit requirement for graduation is the successful completion of 120 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 studio average of 2.0 (Fall and Spring studio in the same academic year) to advance in studio each successive year. The same annual studio average of 2.0 must also be achieved among both 4th year studios to complete the final studio sequence for graduation.

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 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 ^t	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
PE XXX	Phys Ed	1	None	--	S
Design Elec	AD/DD/INT/FA/ID/ARCH	3	(see NJIT catalog)	(varies by course)	C
Elect	Free Elective	3	(see NJIT catalog)	(varies by course)	D
**NOTE	ALL 1st Year AD and GER courses <u>must</u> be completed <u>PRIOR</u> to 3rd Year Studio advancement		**AD 111, AD 112, AD 150, AD 161, AD 162, [CS 100 or CS 115], HUM 101, HUM 102, MATH 107 [or MATH 113], & MATH 105		

*A list of approved GER courses can be found online at <http://catalog.njit.edu/undergraduate/academic-policies-procedures/general-education-requirements/>. Courses not on this list cannot be used toward the specified GER category. Please note: some GERs within the Digital Design curriculum can only be fulfilled by a specifically defined course in that category.

GER COURSES*		Cr.	Pre-requisite(s)	Min. Pass Grade (Pre-requisite)	Min. Pass Grade (Course)
CS 100/ CS 115	Computing Literacy GER	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
HSS 40X	Humanities & Social Science Seminar	3	HUM101, HUM102, 200-lvl Hum/Hist GER, one 300-lvl Hum/Hist GER	(C, C, C), D, and senior standing	D
MATH 105	Elementary Probability & Statistics	3	None	--	D
MATH 107	University Math BI	3	None	--	C
Social Science GER	Social Science Literacy GER	3	(see NJIT catalog)	(varies by course)	D
PHYS 102	General Physics	3	None	--	C
PHYS 102A	Physics Lab	1	None	--	D
STS 210	General Psychology (GER)	3	STS201, HUM102	C, C	D
Science GER	Scientific Literacy GER	3	None	--	D
300-lvl GER	Humanities & History GER	3	HUM102, 200-lvl Hum/Hist GER	C, C	D
300-lvl GER	Humanities & History GER	3	HUM102, 200-lvl Hum/Hist GER	C, C	D