**DIGITAL ARTS AND MEDIA DESIGN, B.DES.**

**Begin Campus:** University Park

**End Campus:** University Park

**Degree Requirements**

For the Bachelor of Design degree in Digital Arts and Media Design, a minimum of 121 credits is required:

<table>
<thead>
<tr>
<th>Requirement</th>
<th>Credits</th>
</tr>
</thead>
<tbody>
<tr>
<td>General Education</td>
<td>45</td>
</tr>
<tr>
<td>Electives</td>
<td>0-3</td>
</tr>
<tr>
<td>Requirements for the Major</td>
<td>82</td>
</tr>
</tbody>
</table>

0-9 of the 45 credits for General Education are included in the Requirements for the Major. This includes up to 0-6 credits of GA courses and 0-3 credits of GQ courses.

**General Education**

Connecting career and curiosity, the General Education curriculum provides the opportunity for students to acquire transferable skills necessary to be successful in the future and to thrive while living in interconnected contexts. General Education aids students in developing intellectual curiosity, a strengthened ability to think, and a deeper sense of aesthetic appreciation. These are requirements for all baccalaureate students and are often partially incorporated into the requirements of a program. For additional information, see the General Education Requirements (https://bulletins.psu.edu/undergraduate/general-education/baccalaureate-degree-general-education-program/) section of the Bulletin and consult your academic adviser.

The keystone symbol appears next to the title of any course that is designated as a General Education course. Program requirements may also satisfy General Education requirements and vary for each program.

**Foundations (grade of C or better is required.)**

- **Quantification (GQ):** 6 credits
- **Writing and Speaking (GWS):** 9 credits

**Knowledge Domains**

- **Arts (GA):** 6 credits
- **Health and Wellness (GHW):** 3 credits
- **Humanities (GH):** 6 credits
- **Social and Behavioral Sciences (GS):** 6 credits
- **Natural Sciences (GN):** 9 credits

**Integrative Studies (may also complete a Knowledge Domain requirement)**

- **Inter-Domain or Approved Linked Courses:** 6 credits

**University Degree Requirements**

**First Year Engagement**

All students enrolled in a college or the Division of Undergraduate Studies at University Park, and the World Campus are required to take 1 to 3 credits of the First-Year Seminar, as specified by their college First-Year Engagement Plan.

Other Penn State colleges and campuses may require the First-Year Seminar; colleges and campuses that do not require a First-Year Seminar provide students with a first-year engagement experience.

First-year baccalaureate students entering Penn State should consult their academic adviser for these requirements.

**Cultures Requirement**

6 credits are required and may satisfy other requirements

- United States Cultures: 3 credits
- International Cultures: 3 credits

**Writing Across the Curriculum**

3 credits required from the college of graduation and likely prescribed as part of major requirements.

**Total Minimum Credits**

A minimum of 120 degree credits must be earned for a baccalaureate degree. The requirements for some programs may exceed 120 credits. Students should consult with their college or department adviser for information on specific credit requirements.

**Quality of Work**

Candidates must complete the degree requirements for their major and earn at least a 2.00 grade-point average for all courses completed within their degree program.

**Limitations on Source and Time for Credit Acquisition**

The college dean or campus chancellor and program faculty may require up to 24 credits of course work in the major to be taken at the location or in the college or program where the degree is earned. Credit used toward degree programs may need to be earned from a particular source or within time constraints (see Senate Policy 83-80 (http://senate.psu.edu/policies-and-rules-for-undergraduate-students/82-00-and-83-00-degree-requirements/#83-80)). For more information, check the Suggested Academic Plan for your intended program.

**Requirements for the Major**

A grade of C or better is required for all courses in the major. To graduate, a student enrolled in the major must earn at least a C grade in each course designated by the major as a C-required course, as specified by Senate Policy 82-44 (http://senate.psu.edu/policies-and-rules-for-undergraduate-students/82-00-and-83-00-degree-requirements/#82-44).

<table>
<thead>
<tr>
<th>Code</th>
<th>Title</th>
<th>Credits</th>
</tr>
</thead>
<tbody>
<tr>
<td>ART 11</td>
<td>First-Year Seminar- School of Visual Arts</td>
<td>1</td>
</tr>
<tr>
<td>ART 110</td>
<td>Ideas as Visual Images</td>
<td>3</td>
</tr>
<tr>
<td>ART 111</td>
<td>Ideas as Objects</td>
<td>3</td>
</tr>
<tr>
<td>ART 211Y</td>
<td>Introduction to Digital Art and Design Criticism</td>
<td>3</td>
</tr>
<tr>
<td>ART 476</td>
<td>History and Theory of Digital Art</td>
<td>3</td>
</tr>
<tr>
<td>DART 100</td>
<td>Introduction to Digital Art &amp; Media Design</td>
<td>3</td>
</tr>
<tr>
<td>DART 200</td>
<td>Creative Research in Digital Arts &amp; Media Design</td>
<td>3</td>
</tr>
<tr>
<td>DART 201</td>
<td>Focused Realization Studio</td>
<td>3</td>
</tr>
<tr>
<td>DART 202</td>
<td>2D Digital Art &amp; Computer Graphics</td>
<td>3</td>
</tr>
<tr>
<td>DART 203</td>
<td>3D Digital Art &amp; Design Fundamentals</td>
<td>3</td>
</tr>
<tr>
<td>DART 204</td>
<td>Animation Fundamentals</td>
<td>3</td>
</tr>
<tr>
<td>DART 205</td>
<td>Creative Coding: Scripting for Art and Design</td>
<td>3</td>
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<tr>
<td>Course Code</td>
<td>Course Title</td>
<td>Credits</td>
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<td>DART 300</td>
<td>Digital Portfolio Elements</td>
<td>3</td>
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<tr>
<td>DART 301</td>
<td>Creative Collaboration Studio</td>
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</tr>
<tr>
<td>DART 400</td>
<td>Digital Arts &amp; Media Design Capstone I</td>
<td>4</td>
</tr>
<tr>
<td>DART 401</td>
<td>Digital Art &amp; Media Design Capstone II</td>
<td>4</td>
</tr>
<tr>
<td>DART 495</td>
<td>Internship</td>
<td>3</td>
</tr>
</tbody>
</table>

**Additional Courses**

Additional Courses: Require a grade of C or better

Select one of the following emphasis areas: 19-21

**Digital Art and Design Emphasis**

- ART 220  Figure Drawing
- DART 213  3D Printing for Artists and Designers
- DART 302  Digital Painting Studio
- DART 303  3D Studio
- DART 304  Motion Graphics Studio
- PHOTO 202  Fundamentals of Professional Photography

**Interactive Media Emphasis**

- DART 206  Web Design and Visual Web Development
- DART 305  Mobile and Touch Studio
- DART 315  Game Studio
- DART 405  Physical Computing Studio
- DART 406  Advanced Web and Multimedia Publishing Studio

**Time Based Media Emphasis**

- DART 302  Digital Painting Studio
- DART 303  3D Studio
- DART 304  Motion Graphics Studio
- DART 314  Video Art and Time-Based Media
- DART 404  Animation Studio

Select 9-11 credits from the following list of courses in consultation with faculty adviser:

- AA 121  Design Thinking and Creativity
- AA 122  Introduction to Graphic Storytelling
- AA 193N  The Craft of Comics
- ART 101  Introduction to Web Design
- ART 220  Figure Drawing
- ART 250  Beginning Oil Painting
- ART 260  Water Media
- ART 320  Advanced Drawing
- ART 343  New Media Printmaking
- ART 350  Intermediate Printmaking
- CMPSC 101  Introduction to Programming
- CMPSC 102  Introduction to Visual Programming
- CMPSC 121  Introduction to Programming Techniques
- CMPSC 131  Programming and Computation I: Fundamentals
- COMM 242  Basic Video/Filmmaking
- DART 206  Web Design and Visual Web Development
- DART 213  3D Printing for Artists and Designers
- DART 296  Independent Studies
- DART 297  Special Topics
- DART 302  Digital Painting Studio
- DART 303  3D Studio
- DART 304  Motion Graphics Studio
- DART 305  Mobile and Touch Studio
- DART 314  Video Art and Time-Based Media
- DART 315  Game Studio
- DART 404  Animation Studio
- DART 405  Physical Computing Studio
- DART 406  Advanced Web and Multimedia Publishing Studio
- DART 410  Integrating Media: Convergence in Practice
- DART 495  Internship
- DART 496  Independent Studies
- DART 497  Special Topics
- GD 100  Introduction to Graphic Design
- GD 200  Graphic Design Studio I
- GD 201  Typography I
- GD 203  Typography II
- INART 258A  Fundamentals of Digital Audio
- IST 140  Introduction to Application Development
- MUSIC 455  Technology in Music
- MUSIC 458  Electronic Music Composition
- PHOTO 100  Introduction to Photography
- PHOTO 101  Culture of Photography
- PHOTO 202  Fundamentals of Professional Photography
- PHOTO 300  Photo Studio II
- PHOTO 303  Professional Photography: Studio Technique and Photocomposition
- PHOTO 400  Digital Photography in the Studio
- PHOTO 402  Photographic Narratives
- PHOTO 404  Professional Photography Capstone Seminar: Self-Marketing and Professional Presence
- THEA 285  Introduction to Sound Design
- THEA 484  Sound Recording Techniques