

DIGITAL MULTIMEDIA DESIGN, B.DES.

Begin Campus: World Campus

End Campus: World Campus

Degree Requirements

For the Bachelor of Design in Digital Multimedia Design, a minimum of 120 credits are required:

| Requirement | Credits |
|----------------------------|---------|
| General Education | 45 |
| Requirements for the Major | 75 |

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

To graduate, a student enrolled in the major must earn a grade of C or better 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>).

| Code | Title | Credits |
|---|--|---------|
| Prescribed Courses | | |
| <i>Prescribed Courses: Require a grade of C or better</i> | | |
| ART 211Y | Introduction to Digital Art and Design Criticism | 3 |
| COMM 215 | Basic Photography for Communications | 3 |
| COMM 230W | Writing for Media | 3 |
| DART 202 | 2D Digital Art & Computer Graphics | 3 |
| DMD 100 | Digital Multimedia Design Foundations | 3 |
| DMD 300 | Digital Multimedia Design Studio | 3 |
| DMD 400 | Digital Multimedia Design Capstone | 3 |
| HCDD 113 | Foundations of Human-Centered Design and Development | 3 |
| IST 250 | Introduction to Web Design and Development | 3 |
| Additional Courses | | |
| Select 30 credits from the following: | | 30 |
| AA 121 | Design Thinking and Creativity | |
| ART 1 | Introduction to the Visual Arts | |
| ART 10 | Introduction to Visual Studies | |
| ART 20 | Introduction to Drawing | |

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|--------------|--|
| ART 30 | Introduction to Sculpture |
| ART 122Y | Commentary on Art |
| COMM 118 | Introduction to Media Effects |
| COMM 180 | Survey of Electronic Media and Telecommunications |
| COMM 280 | Introduction to Telecommunications Technologies |
| COMM 282 | Television Field Production |
| COMM 296 | Independent Studies |
| COMM/IST 310 | Digital Media Metrics |
| COMM 342W | Idea Development and Media Writing |
| COMM 346 | Writing for the Screen I |
| COMM 428A | Principles of Strategic Communications |
| COMM 492 | Internet Law and Policy |
| COMM 493 | Entrepreneurship in the Information Age |
| COMM 495 | Internship |
| COMM 496 | Independent Studies |
| DART 100 | Introduction to Digital Art & Media Design |
| DART 203 | 3D Digital Art & Design Fundamentals |
| DART 204 | Animation Fundamentals |
| DART 205 | Creative Coding: Scripting for Art and Design |
| DART 206 | Web Design and Visual Web Development |
| DART 296 | Independent Studies |
| DART 297 | Special Topics |
| DART 300 | Digital Portfolio Elements |
| DART 303 | 3D Studio |
| DART 412 | Portfolio Design and Professional Practices |
| DART 495 | Internship |
| DART 496 | Independent Studies |
| DART 497 | Special Topics |
| GD 110 | User Experience Design: Concepts and Principles |
| GD 210 | User Interface Design and Prototyping |
| HCDD 264 | Design Practice in Human-Centered Design and Development |
| IST 140 | Introduction to Application Development |
| IST 240 | Introduction to Computer Languages |
| IST 256 | Programming for the Web |
| IST 261 | Application Development Design Studio I |
| IST 311 | Object-Oriented Design and Software Applications |
| IST 361 | Application Development Design Studio II |
| IST 402 | Emerging Issues and Technologies |

Supporting Courses

Select 6 credits of "history of art, design, technology and communications" in online coursework from World Campus offerings in consultation with an adviser 6

Select 12 credits of related online coursework from World Campus in consultation with an adviser 12