

Narrative Design, Graduate Certificate (Boston)

Storytelling has been an important part of global culture throughout history. Its role in digital media continues to grow, especially in the game design industry, in which there is a growing demand for effective storytellers. The Graduate Certificate in Narrative Design offers a set of courses focused on the process of creating interactive, media-rich stories. Students have an opportunity to gain experience in narrative design through a practice-oriented problem-solving approach.

Program Requirements

Complete all courses and requirements listed below unless otherwise indicated.

Required Courses

Code	Title	Hours
DGM 6200	Digital Storytelling Foundations	2
DGM 6415	Interactive Media Studies	2
DGM 6650	Game Design Fundamentals	3
DGM 6675	Interactive Narrative Development	3
Complete 2–3 semester hours of the following:		2-3
DGM 6425	Story Development	
DGM 6655	Animation Fundamentals	
DGM 6680	Designing for Game Frameworks	
DGM 6685	Advanced Game Development	
DGM 6690	3D Character Modeling and Rigging	
DGM 6695	3D Character Animation for Games	

Program Credit/GPA Requirements

12 total semester hours required

Minimum 3.000 GPA required