

Digital Media, MPS (Vancouver)

Students in the Master of Professional Studies in Digital Media will build their skills and expertise while gaining experience using a variety of industry-standard and cutting-edge technologies and tools. Our curriculum is organized around three types of experiences: core courses, concentration electives, and a capstone that can be completed as an individual thesis or a team project.

Our core courses in media creation, interactive design, usability, design thinking, and narrative structure provide a baseline for producing content-rich experiences. A series of electives are offered in seven distinctive areas: 3D animation, game design, digital video, social media, digital media management, or one of two tracks in interactive design: visual design or usability and production. In the capstone experience, you'll work with the guidance of faculty to channel your passion into a project that provides tangible evidence of your abilities.

Whether you are a full- or part-time student, our cohort structure allows you to build meaningful working relationships with students from around the globe. Team-based assignments are designed to strengthen your project management and leadership skills and allow you to take part in the design and development of more complex media projects than you could by working alone. The team efforts will also prepare you for your future as a professional in digital media's collaboration-oriented culture.

Program Requirements

Complete all courses and requirements listed below unless otherwise indicated.

Required Core Courses

Code	Title	Hours
DGM 6122	Foundations of Digital Storytelling	4
DGM 6145	Information Technology and Creative Practice	4
DGM 6168	Usability and Human Interaction	4
DGM 6521	Web Creation for Content Management Systems	2
Complete one of the following options:		6
Thesis Option		
DGM 6890	Thesis Proposal Development	
DGM 7990	Thesis	
Capstone Option		
DGM 7980	Capstone	

Electives

Code	Title	Hours
Complete one of the following:		3–4
DGM 6322	Advanced Digital Storytelling	
ITC 6410	Fundamentals of Human Behaviors for Interactive Systems	

Workshops

Optional digital media workshops are designed to provide valuable technical skills and tools for students in all graduate degree programs. Students may complete one of the following as an optional workshop:

Code	Title	Hours
DGM 6506	Introduction to Digital Video	2
DGM 6515	Introduction to After Effects	2
DGM 6516	Virtual and Augmented Reality (VR/AR)	2

Concentrations

Students on the Vancouver campus may complete a concentration by taking all required courses and specified electives to fulfill their concentration requirements. If a concentration is not chosen, the remaining quarter hours may be completed by a combination of completing a concentration and electives or selecting any courses listed in the concentrations and elective lists.

DIGITAL MEDIA MANAGEMENT

Code	Title	Hours
DGM 6230	Digital Media Entrepreneurship	4
DGM 6279	Project Management for Digital Media	4
DGM 6280	Managing for Digital Media	4

DGM 6285	Interactive Marketing Fundamentals	4
DGM 6290	Social Media and Brand Strategy Implementation	4

SOCIAL MEDIA

Code	Title	Hours
Required Courses		
DGM 6285	Interactive Marketing Fundamentals	4
Complete 15–17 quarter hours from the following:		15–17
CMN 6040	Consumer Behaviors in the Online Environment	
CMN 6045	Leveraging Digital Technologies: Strategy, Assessment, and Governance	
CMN 6065	Implementation and Management of Social Media Channels and Online Communities	
DGM 6290	Social Media and Brand Strategy Implementation	
DGM 6525	Research Methods for Global User Experiences	
DGM 6550	Search Engine Optimization: Strategy and Implementation	

Program Credit/GPA Requirements

45 total quarter hours required

Minimum 3.000 GPA required