

Digital Media, MPS (Online)

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 provide a baseline for producing content-rich experiences. 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 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 Courses

Code	Title	Hours
DGM 6010	Information Technology and Creative Practice	3
DGM 6020	Data Presentation and Client Communication	1
DGM 6055	Content Management Systems	2
DGM 6115	Data Collection, Analysis, and Visualization	3
DGM 6200	Digital Storytelling Foundations	2
DGM 6255	Usability and Human Interaction	3
DGM 6415	Interactive Media Studies	2
DGM 6475	Digital Design Seminar	2

Capstone or Thesis

Complete one of the following:		4
DGM 6980	Capstone	
DGM 6995	Project	

Concentration or Electives Option

A concentration is not required. Students may complete the electives option in lieu of a concentration.

- Applied User Experience Design (p. 1)
- Digital Media Management (p. 2)
- Game Animation and Narrative Design (p. 2)
- Electives Option (p. 2)

Program Credit/GPA Requirements

34 total semester hours required

Minimum 3.000 GPA required

APPLIED USER EXPERIENCE DESIGN CONCENTRATION

Code	Title	Hours
DGM 6600	Information Design for Digital Media	3
DGM 6610	Prototyping and Usability Testing	3
Complete 6 semester hours from the following:		6
DGM 6620	Research Methods for Global User Experiences	
DGM 6630	Multimodal Information Design	
DGM 6720	Managing Digital Media Projects	

DIGITAL MEDIA MANAGEMENT CONCENTRATION

Code	Title	Hours
DGM 6700	Integrated Marketing Fundamentals	3
DGM 6705	Search Engine Optimization and Brand Strategy	3
Complete 6 semester hours from the following:		6
DGM 6710	Applied Digital Branding	
DGM 6720	Managing Digital Media Projects	
DGM 6730	Advanced Analytics and Search Engine Optimization	

GAME ANIMATION AND NARRATIVE DESIGN CONCENTRATION

Code	Title	Hours
DGM 6650	Game Design Fundamentals	3
DGM 6655	Animation Fundamentals	3
Complete 6 semester hours from the following:		6
DGM 6415	Interactive Media Studies	
DGM 6670	Game Development Fundamentals	
DGM 6675	Interactive Narrative Development	
DGM 6685	Advanced Game Development	
DGM 6690	3D Character Modeling and Rigging	
DGM 6695	3D Character Animation for Games	

ELECTIVES OPTION

Code	Title	Hours
Complete any College of Professional Studies graduate-level courses or unused courses in the program (or a combination of both in lieu of a concentration) to meet program requirements.		12