

DIGITAL MEDIA DESIGN (BFA)

The Bachelor of Fine Arts is the professional degree in art and design. The B.F.A. emphasizes creative production and facilitates students' abilities to produce and implement visual communication strategies necessary for careers in visual arts and design. Students gain advanced technical, creative problem solving, and critique skills through intensive studio courses, as well as a thorough understanding of relevant history and theory. Additional requirements that distinguish the B.F.A. from the B.A. include two Studio Art courses. In collaboration with the Art and Art History department, B.F.A. students enroll in ART 1030 Drawing I and choose one additional introductory studio art course from illustration, painting, photography, printmaking, life drawing, or sculpture. Twelve course credits in Art/Design/Film/Digital Media History/Theory are also a requirement of the B.F.A. degree.

By the third semester, all B.F.A. majors must declare one of five areas of concentration and register for the appropriate courses for their chosen specialization. As a senior capstone, all B.F.A. students must take six credits of Senior Project (fall/spring) and a Portfolio and Professional Development course. The students' Senior Projects are publicly displayed in the DMD Senior Exhibition, the culmination of the B.F.A. degree.

Note: Game Design and 3D Animation concentrations are only available on the Storrs campus.

Admission

Slideroom portfolio review.

Bachelor of Fine Arts Requirements Bachelor of Fine Arts Common Curriculum Requirements

All B.F.A. students share a common curriculum of 45 credits:

Course	Title	Credits
First Year/Foundation Courses		
DMD 1001	Foundations in Digital Media and Design I	3
DMD 1002	Foundations in Digital Media and Design II	3
DMD 1101	Design Lab I	3
DMD 1102	Design Lab II	3
DMD Core		
DMD 3010W	Critical Perspectives on Digital Media	3
DMD 4040	Agency	3
Senior Capstone		
DMD 4025	Portfolio and Professional Development: Putting it All Together	3
DMD 4075	Senior Project (six credits)	6
Art Requirements		
ART 1030	Drawing I	3
Select one Basic Studio course for three credits from the following: ¹		
ART 2010	Life Drawing I	
ART 2210	Illustration	
ART 2310	Basic Studio, Painting	
ART 2410	Basic Studio, Photography	
ART 2510	Basic Studio, Printmaking	
ART 2610	Basic Studio, Sculpture	

Art/Design/Digital Media/Film History or Theory

DMD 2010	History of Digital Culture	3
Nine additional credits from the approved list		9
Total Credits		45

¹ The basic studio requirement should be completed no later than the fourth term.

Areas of Concentration

All concentrations consist of 33 credits of 1000/2000/3000/4000-level courses including all necessary prerequisites within area of DMD concentration as specified below.

Motion Design and Animation

Course	Title	Credits
DMD 2200	Motion Design and Animation I	3
DMD 2210	Film and Video Editing I	3
DMD 2230	3D Motion I	3
DMD 3200	Motion Design and Animation II	3
21 credits of 2000 level or higher Motion Design and Animation electives ¹		21
Total Credits		33

¹ As approved by advisor. Twelve of these credits must be at 3000-level or higher.

3D Animation

Course	Title	Credits
DMD 2200	Motion Design and Animation I	3
DMD 2300	3D Animation I	3
DMD 2310	3D Modeling I	3
DMD 2320	3D Lighting and Rendering I	3
DMD 3310	3D Modeling, Lighting and Rendering II	3
18 credits of 2000 level or higher 3D Animation electives ¹		18
Total Credits		33

¹ As approved by advisor. Nine of these credits must be at 3000-level or higher.

Digital Film/Video Production

Course	Title	Credits
DMD 2200	Motion Design and Animation I	3
DMD 2210	Film and Video Editing I	3
DMD 2810	Digital Cinematography I	3
DMD 3230	Cinematic Storytelling	3
DMD 3850	Digital Sound Design	3
18 credits of 2000 level or higher Film/Video electives ¹		18
Total Credits		33

¹ As approved by advisor. Nine of these credits must be at 3000-level or higher.

Game Design

Course	Title	Credits
DMD 1060	Fundamentals of Programming for Game, Web, and Interactive Media Design	3
DMD 2500	Introduction to Digital Game Design	3
DMD 2542	Introduction to Game Scripting	3
DMD 2580	2D Game Art	3
DMD 3500	Interactive Storytelling	3
DMD 4500	Advanced Digital Game Design and Development	3
15 credits of 2000-level or higher Game Design electives ¹		15
Total Credits		33

¹ As approved by advisor. Nine of these credits must be at 3000-level or higher.

Web/Interactive Media Design

Course	Title	Credits
DMD 1060	Fundamentals of Programming for Game, Web, and Interactive Media Design	3
DMD 1070	Web Design I	3
DMD 2470	User Interface Design	3
DMD 3470	Advanced Web Design and Development	3
DMD 3475	Coding for Web and Interactive Media Design	3
18 credits of 2000-level or higher Web/Interactive electives ¹		18
Total Credits		33

¹ As approved by advisor. Nine of these credits must be at 3000-level or higher.

Independent Study

(DMD 3099 Independent Study) Open to fifth semester students or higher with a minimum departmental grade point average of 3.0 and no outstanding incompletes for any other independent study courses. Limited to a maximum of 15 credits total.

Internships

(DMD 4081 Digital Media Internship/Co-op) Fourth semester or higher students meeting departmental academic standards may earn credit for an external or internal internship.

Additional Graduation Requirements

- Senior Project ("C" or better required for graduation)
- Exhibited work in annual B.F.A. Exhibition.

Information Literacy and Writing in the Major Competency Requirements

Basic information literacy skills will be addressed in DMD 1001 Foundations in Digital Media and Design I, DMD 1002 Foundations in Digital Media and Design II, DMD 1101 Design Lab I, DMD 1102 Design Lab II and DMD 2010 History of Digital Culture. Students must successfully complete DMD 3010W Critical Perspectives on Digital Media.

Required Technology

Each DMD student must own a personal portable computer that meets or exceeds posted departmental performance standards. Refer to dmd.uconn.edu (<http://dmd.uconn.edu>) for current standards. Students are also responsible for purchasing and installing the latest version of Adobe Creative Cloud for Education on their personal computer.

University General Education Requirements

Every student must meet a set of core requirements to earn a baccalaureate degree, in addition to those required by the student's major course of study and other requirements set by the student's school or college. For more information about these requirements, please see General Education Requirements (<https://catalog.uconn.edu/undergraduate/gen-ed-requirements/>).

School of Fine Arts Degree Requirements

Students must meet a set of requirements established by the college in addition to the University's General Education requirements. For more information, see the School of Fine Arts (<https://catalog.uconn.edu/undergraduate/fine-arts/#requirements-text>) section of this catalog.