

Digital Media and Virtual Production BS / Digital Media MS

Program Requirements

Undergraduate Required Courses

General Education		
CIVC 101	Introduction to Civic Engagement	1.0
COM 230	Techniques of Speaking	3.0
COOP 101	Career Management and Professional Development	1.0
ENGL 101	Composition and Rhetoric I: Inquiry and Exploratory Research	3.0
or ENGL 111	English Composition I	
ENGL 102	Composition and Rhetoric II: Advanced Research and Evidence-Based Writing	3.0
or ENGL 112	English Composition II	
ENGL 103	Composition and Rhetoric III: Themes and Genres	3.0
or ENGL 113	English Composition III	
MATH 101	Introduction to Analysis I	4.0
PHYS 170	Electricity and Motion	3.0
PHYS 171	Computational Lab for Electricity and Motion	1.0
PHYS 175	Light and Sound	3.0
PHYS 176	Computational Lab for Light and Sound	1.0
UNIV A101	The Drexel Experience	2.0
Required Arts and Humanities-students elect a minimum of 9.0 credits **		9.0
Required Social Science-students elect a minimum of 9.0 credits ***		9.0
Free electives		24.0
Art and Art History Requirements		
ARTH 102	History of Art II	3.0
ARTH 103	History of Art III	3.0
ARTH 300 [WI]	History of Modern Design	3.0
VSST 108	Design I for Media	3.0
VSST 109	Design II for Media	3.0
VSST 110	Introductory Drawing	3.0
VSST 111	Figure Drawing I	3.0
VSST 210	Painting Basics	3.0
Media and Computer Science Requirements		
CS 171	Computer Programming I	3.0
FMTV 206	Audio Production and Post	3.0
Digital Media Requirements		
ANIM 140	Computer Graphics Imagery I	3.0
ANIM 145	Realtime Visualization	3.0
ANIM 155	Previsualization for Animated Production	3.0
ANIM 211	Animation I	3.0
ANIM 212	Animation II	3.0
ANIM 215	History of Animation	3.0
ANIM 220	Digital Compositing I	3.0
DIGM 105	Overview of Digital Media	3.0
DIGM 350 [WI]	Digital Storytelling	3.0
DIGM 451 [WI]	Explorations in New Media	3.0
DIGM 475 [WI]	Seminar: The Future of Digital Media	3.0
DIGM 490	Digital Media Senior Project †	9.0
DIGM 491	Digital Media Senior Project Studio †	3.0
GMAP 260	Overview of Computer Gaming	3.0
IDM 100	Introduction to Web Development	3.0
Virtual Production Requirements		
VRIM 100	Digital Tools for Immersive Media	3.0
VRIM 110	Digital Imaging for Immersive Media	3.0

VRIM 120	Immersive Production Lab I	3.0
VRIM 220	Immersive Production Lab II	3.0
VRIM 250	Professional Practices for Immersive Media	3.0
VRIM 310	Immersive Media Workshop I	3.0
VRIM 320	Immersive Media Workshop II	3.0
VRIM 388	Motion Capture I	3.0

Virtual Production Electives (Choose 4 of the following) 12.0

ANIM 141	Computer Graphics Imagery II	
ANIM 221	Digital Compositing II	
ANIM 248	Advanced Lighting	
ANIM 410	Advanced Compositing	
ANIM 411	Advanced Animation	
CS 172	Computer Programming II	
CS 265	Advanced Programming Tools and Techniques	
DIGM 308 [WI]	Digital Cultural Heritage	
GMAP 345	Game Development Foundations	
GMAP 367	Character Animation for Gaming	
VRIM 488	Motion Capture II	
VRIM I199	Independent Study in Immersive Media	
VRIM I299	Independent Study in Immersive Media	
VRIM I399	Independent Study in Immersive Media	
VRIM I499	Independent Study in Immersive Media	
VRIM T180	Special Topics in Immersive Media	
VRIM T280	Special Topics in Immersive Media	
VRIM T380	Special Topics in Immersive Media	
VRIM T480	Special Topics in Immersive Media	

Graduate Required Courses

Digital Media Core		
DIGM 501	New Media: History, Theory and Methods	3.0
DIGM 510	Designing for Interactivity	3.0
DIGM 511	Research Methods for Digital Media	3.0

Digital Media Specialization

Select 18.0 credits from the following list: 18.0

Game Design and Development

DIGM 530	Game Design I	
DIGM 531	Game Design II	
GMAP 545	Game Development Foundations	
GMAP 547	Serious Games	
GMAP 548	Experimental Games	
GMAP 560	Game Design from the Player's Perspective	

Digital Media and Virtual Production

ANIM 588	Spatial Data Capture	
DIGM 525	Animation I	
DIGM 526	Animation II	
DIGM 547	Organic Modeling	
DIGM 560	Advanced Concepts and Applications in Interactive 3D Environments	
DIGM 616	Immersive World Building	

UX Design and Digital Cultural Heritage

DIGM 508	Digital Cultural Heritage	
DIGM 520	Interactivity I	
DIGM 521	Interactivity II	

General Digital Media

DIGM 591	Digital Media Skills Intensive	
DIGM I599	Independent Study in Digital Media	
DIGM I699	Independent Study in Digital Media	
DIGM T580	Special Topics in Digital Media	
DIGM T680	Special Topics in Digital Media	

New Media Project

DIGM 540	New Media Project ††	6.0
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Thesis		
DIGM 680	Thesis Development	3.0

Directed Studies †	9.0
Total Credits	232.0

- * Co-op cycles may vary. Students are assigned a co-op cycle (fall/winter.spring/summer, summer only) based on their co-op program (4-year, 5-year) and major.
COOP 101 registration is determined by the co-op cycle assigned and may be scheduled in a different term. Select students may be eligible to take COOP 001 in place of COOP 101
- ** Select 9.0 credits from 100-499 level courses, including T380-480 in AFAS, ARTH, COM, ENGL, FMST, GST, HIST, IST, JWST, LANG, LING, MENA, MUSC, PHIL, PPE, PBHL, SCRIP, THTR, TVST, WGST, WRIT, ARCH, DANC, INTR, PHTO, RELS, and VSCM.
- *** Select 9.0 credits from 100-499 level courses, including T380-T480, in AFAS, ANTH, CJS, CS, ECON, ENSS, ENVS, PSI, PSY, PBHL, SOC, and WGST.
- † DIGM 490 and DIGM 491 are repeated 3 times each to complete the DIGM Capstone Senior Project sequence.
- †† DIGM 540 is repeated two times.
- ‡ Select 9.0 credits from 500-600 level courses, including special topics (T580 and T680), in ANIM, CS, DIGM, DSRE, GMAP, IDM, and INFO.

Sample Plan of Study

4+1, 1 co-op (Spring/Summer) (Accelerated program completed in 5 years)

Students complete undergraduate requirements in four years, then convert to graduate status in the fifth and final year.

First Year				
Fall	Credits Winter	Credits Spring	Credits Summer	Credits
DIGM 105	3.0 ANIM 140	3.0 ANIM 145	3.0 VACATION	
ENGL 101 or 111	3.0 ENGL 102 or 112	3.0 CIVC 101	1.0	
PHYS 170	3.0 PHYS 175	3.0 ENGL 103 or 113	3.0	
PHYS 171	1.0 PHYS 176	1.0 MATH 101	4.0	
UNIV A101 (Department Specific)	1.0 UNIV A101 (Program Specific)	1.0 VRIM 120	3.0	
VRIM 100	3.0 VRIM 110	3.0 VSST 109	3.0	
VSST 110	3.0 VSST 108	3.0		
	17	17	17	0
Second Year				
Fall	Credits Winter	Credits Spring	Credits Summer	Credits
ANIM 155	3.0 ANIM 212	3.0 ANIM 220	3.0 COM 230	3.0
ANIM 211	3.0 ANIM 215	3.0 ARTH 103	3.0 COOP 101*	1.0
CS 171	3.0 ARTH 102	3.0 VRIM 220	3.0 DIGM 350	3.0
GMAP 260	3.0 IDM 100	3.0 (UG) Free Elective	3.0 FMTV 206	3.0
VSST 210	3.0 VSST 111	3.0 (UG) Immersive Media Elective	3.0 VRIM 250	3.0
			(UG) Immersive Media Elective	3.0
	15	15	15	16

Third Year				
Fall	Credits Winter	Credits Spring	Credits Summer	Credits
ARTH 300	3.0 DIGM 475	3.0 COOP EXPERIENCE	COOP EXPERIENCE	
DIGM 451	3.0 VRIM 320	3.0		
VRIM 310	3.0 (UG) Arts and Humanities Elective	3.0		
(UG) Free Elective	3.0 (UG) Immersive Media Elective	3.0		
(UG) Immersive Media Elective	3.0 (UG) Social Science Elective	3.0		
DIGM 501	3.0 DIGM 510	3.0		
	18	18	0	0

Fourth Year				
Fall	Credits Winter	Credits Spring	Credits Summer	Credits
DIGM 490	3.0 DIGM 490	3.0 DIGM 490	3.0 Bachelor's Degree Awarded	
DIGM 491	1.0 DIGM 491	1.0 DIGM 491	1.0 Student classified as Graduate Student	
(UG) Arts and Humanities Elective	3.0 (UG) Free Electives	9.0 (UG) Arts and Humanities Elective	3.0	
(GR) Digital Media Specializati	3.0 (UG) Social Science Elective	3.0 (UG) Free Electives	6.0	
(UG) Free Elective	3.0 DIGM 540	3.0 DIGM 511	3.0	
(UG) Immersive Media Elective	3.0	DIGM 540	3.0	
(UG) Social Science Elective	3.0			
	19	19	19	0

Fifth Year				
Fall	Credits Winter	Credits Spring	Credits	
DIGM 591	2.0 DIGM 591	2.0 DIGM 591	2.0	
DIGM 680	1.0 DIGM 680	1.0 DIGM 680	1.0	
(GR) Digital Media Specialization	3.0 (GR) Digital Media Specialization	3.0 (GR) Digital Media Specialization	3.0	
(GR) Directed Studies	3.0 (GR) Directed Studies	3.0 (GR) Directed Studies	3.0	
	9	9	9	

Total Credits 232

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COOP 101 registration is determined by the co-op cycle assigned and may be scheduled in a different term. Select students may be eligible to take COOP 001 in place of COOP 101.

	DIGM 511	3.0	DIGM 540	3.0
	DIGM 540	3.0	DIGM 591	2.0
	DIGM 591	2.0	(GR)	3.0
			Digital Media Specialization	

	0	0	20	20
Fifth Year				
Fall	Credits Winter	Credits Spring	Credits	
DIGM 490	3.0 DIGM 490	3.0 DIGM 490	3.0	
DIGM 491	1.0 DIGM 491	1.0 DIGM 491	1.0	
(UG) Arts and Humanities Elective	3.0 (UG) Free Electives	6.0 (UG) Arts and Humanities Elective	3.0	
(UG) Immersive Media Elective	3.0 (UG) Social Science Elective	3.0 (UG) Free Elective	3.0	
(UG) Social Science Elective	3.0 DIGM 680	1.0 (UG) Social Science Elective	3.0	
DIGM 680	1.0 (GR) Digital Media Specialization	3.0 DIGM 680	1.0	
(GR) Digital Media Specialization	3.0 (GR) Directed Studies	3.0 (GR) Digital Media Specialization	3.0	
(GR) Directed Studies	3.0	(GR) Directed Studies	3.0	
	20	20	20	

Total Credits 232

* Co-op cycles may vary. Students are assigned a co-op cycle (fall/winter, spring/summer, summer-only) based on their co-op program (4-year, 5-year) and major.

COOP 101 registration is determined by the co-op cycle assigned and may be scheduled in a different term. Select students may be eligible to take COOP 001 in place of COOP 101.

5+0 Co-terminal Accelerated Program, (Fall/Winter co-op)

First Year				
Fall	Credits Winter	Credits Spring	Credits Summer	Credits
DIGM 105	3.0 ANIM 140	3.0 ANIM 145	3.0 VACATION	
ENGL 101 or 111	3.0 COOP 101*	1.0 CIVC 101	1.0	
PHYS 170	3.0 ENGL 102 or 112	3.0 ENGL 103 or 113	3.0	
PHYS 171	1.0 PHYS 175	3.0 MATH 101	4.0	
UNIV A101 (Department Specific)	1.0 PHYS 176	1.0 VRIM 120	3.0	
VRIM 100	3.0 UNIV A101 (Program Specific)	1.0 VSST 109	3.0	
VSST 110	3.0 VRIM 110	3.0 (UG) Free Elective	3.0	
	VSST 108	3.0		
	17	18	20	0

Second Year				
Fall	Credits Winter	Credits Spring	Credits Summer	Credits
COOP EXPERIENCE	COOP EXPERIENCE	ANIM 155	3.0 ANIM 212	3.0
		ANIM 211	3.0 ANIM 215	3.0
		CS 171	3.0 ARTH 102	3.0
		GMAP 260	3.0 IDM 100	3.0
		VSST 210	3.0 VSST 111	3.0
		(UG) Free Elective	4.0 (UG) Free Elective	4.0
	0	0	19	19

Third Year				
Fall	Credits Winter	Credits Spring	Credits Summer	Credits
COOP EXPERIENCE	COOP EXPERIENCE	ANIM 220	3.0 COM 230	3.0
		ARTH 103	3.0 DIGM 350	3.0
		VRIM 220	3.0 FMTV 206	3.0
		(UG) Free Elective	4.0 VRIM 250	3.0
		(UG) Immersive Media Elective	3.0 (UG) Immersive Media Elective	3.0
		DIGM 501	3.0 DIGM 510	3.0
			DIGM 591	2.0
	0	0	19	20

Fourth Year				
Fall	Credits Winter	Credits Spring	Credits Summer	Credits
COOP EXPERIENCE	COOP EXPERIENCE	ARTH 300	3.0 DIGM 475	3.0
		DIGM 451	3.0 VRIM 320	3.0
		VRIM 310	3.0 (UG) Arts and Humanities Elective	3.0
		(UG) Immersive Media Elective	3.0 (UG) Immersive Media Elective	3.0