

DIGITAL ARTS AND MEDIA DESIGN, B.DES.

Seven Penn State campuses are scheduled for closure after Spring 2027: DuBois, Fayette, New Kensington, Mont Alto, Shenango, Wilkes-Barre, and York. New students are not being admitted at these campuses.

Begin Campus: University Park

End Campus: University Park

Degree Requirements

For the Bachelor of Design degree in Digital Arts and Media Design, a minimum of 121 credits is required:

Requirement	Credits
General Education	45
Electives	0-5
Requirements for the Major	80-84

0-9 of the 45 credits for General Education are included in the Requirements for the Major. This includes up to 0-6 credits of GA courses and 0-3 credits of GQ courses.

Requirements for the Major

A grade of C or better is required for all courses in the major. To graduate, a student enrolled in the major must earn at least a C grade in each course designated by the major as a C-required course, as specified by Senate Policy 82-44 (<https://senate.psu.edu/students/policies-and-rules-for-undergraduate-students/82-00-and-83-00-degree-requirements/>).

Code	Title	Credits
Prescribed Courses		
<i>Prescribed Courses: Require a grade of C or better</i>		
ART 11	First-Year Seminar- School of Visual Arts	1
ART 110	Ideas as Visual Images	3
ART 111	Ideas as Objects	3
ART 211Y	Introduction to Digital Art and Design Criticism	3
ART 476	History and Theory of Digital Art	3
DART 100	Introduction to Digital Art & Media Design	3
DART 200	Creative Research in Digital Arts & Media Design	3
DART 201	Focused Realization Studio	3
DART 202	2D Digital Art & Computer Graphics	3
DART 203	3D Digital Art & Design Fundamentals	3
DART 204	Animation Fundamentals	3
DART 205	Creative Coding: Scripting for Art and Design	3
DART 300	Digital Portfolio Elements	3
DART 301	Creative Collaboration Studio	4
DART 400	Digital Arts & Media Design Capstone I	4
DART 401	Digital Art & Media Design Capstone II	4
DART 495	Internship	1-3
Additional Courses		
<i>Additional Courses: Require a grade of C or better</i>		
Select one of the following emphasis areas:		18-20
<i>Digital Art and Design Emphasis (20 credits)</i>		

Select 20 credits from the following:

ART 220	Figure Drawing
DART 206	Web Design and Visual Web Development
DART 213	3D Printing for Artists and Designers
DART 214	Storyboarding for Animation
DART 302	Digital Painting Studio
DART 303	3D Studio
DART 304	Motion Graphics Studio
DART 305	Mobile and Touch Studio
DART 312	Illustration for Comic and Sequential Arts
DART 314	Video Art and Time-Based Media
DART 315	Game Studio
DART 324	Sound Design for Digital Arts and New Media Production
DART 403	3D Studio II
DART 406	Advanced Web and Multimedia Publishing Studio
DART 410	Integrating Media: Convergence in Practice
DART 415	Immersive Media Studio
PHOTO 202	Fundamentals of Professional Photography

Interactive Media and Games Emphasis (19 credits)

DART 315 Game Studio

Select 3 credits from the following:

DART 206	Web Design and Visual Web Development
DART 213	3D Printing for Artists and Designers
DART 214	Storyboarding for Animation

Select 8 credits from the following:

DART 303	3D Studio
DART 304	Motion Graphics Studio
DART 305	Mobile and Touch Studio
DART 312	Illustration for Comic and Sequential Arts
DART 324	Sound Design for Digital Arts and New Media Production
DART 415	Immersive Media Studio

Select 4 credits from the following:

DART 325	Game Studio II
DART 405	Physical Computing Studio
DART 406	Advanced Web and Multimedia Publishing Studio
<i>Animation and Time Based Media Emphasis (18-20 credits)</i>	
DART 214	Storyboarding for Animation
or DART 312 Illustration for Comic and Sequential Arts	
DART 404	Animation Studio
or DART 314 Video Art and Time-Based Media	

Select 3-4 credits from the following:

ART 220	Figure Drawing
ART 223	Drawing: Techniques, Materials, and Tools
DART 302	Digital Painting Studio
PHOTO 202	Fundamentals of Professional Photography
Select 8 credits from the following:	
DART 303	3D Studio
DART 304	Motion Graphics Studio
DART 324	Sound Design for Digital Arts and New Media Production
DART 334	2D Animation Studio

DART 403	3D Studio II
DART 415	Immersive Media Studio
Select 10-12 credits from the following list of courses (to complete 10-12 the remainder of Additional Courses Credits) in consultation with faculty adviser:	
AA 121	Design Thinking and Creativity
AA 122	Introduction to Graphic Storytelling
AA 193N	The Craft of Comics
ART 101	Introduction to Web Design
ART 220	Figure Drawing
ART 223	Drawing: Techniques, Materials, and Tools
ART 250	Beginning Oil Painting
ART 260	Water Media
ART 320	Advanced Drawing
ART 350	Intermediate Painting
CMPSC 101	Introduction to Programming
CMPSC 102	Introduction to Visual Programming
CMPSC 121	Introduction to Programming Techniques
CMPSC 131	Programming and Computation I: Fundamentals
COMM 242	Basic Video/Filmmaking
DART 206	Web Design and Visual Web Development
DART 213	3D Printing for Artists and Designers
DART 214	Storyboarding for Animation
DART 296	Independent Studies
DART 297	Special Topics
DART 302	Digital Painting Studio
DART 303	3D Studio
DART 304	Motion Graphics Studio
DART 305	Mobile and Touch Studio
DART 312	Illustration for Comic and Sequential Arts
DART 314	Video Art and Time-Based Media
DART 315	Game Studio
DART 324	Sound Design for Digital Arts and New Media Production
DART 325	Game Studio II
DART 334	2D Animation Studio
DART 403	3D Studio II
DART 404	Animation Studio
DART 405	Physical Computing Studio
DART 406	Advanced Web and Multimedia Publishing Studio
DART 410	Integrating Media: Convergence in Practice
DART 413	Digital Fabrication Studio
DART 415	Immersive Media Studio
DART 493	Undergraduate Teaching Assistantship
DART 494	Research Projects
DART 495	Internship
DART 496	Independent Studies
DART 497	Special Topics
GD 100	Introduction to Graphic Design
GD 200	Graphic Design Studio I
GD 201	Typography
GD 203	Typography 2
INART 258A	Fundamentals of Digital Audio

IST 140	Introduction to Application Development
MUSIC 455	Technology in Music
MUSIC 458	Electronic Music Composition I
PHOTO 100	Introduction to Photography
PHOTO 101	Culture of Photography
PHOTO 202	Fundamentals of Professional Photography
PHOTO 300	Photo Studio II
PHOTO 303	Professional Photography: Studio Technique and Photocomposition
PHOTO 400	Digital Photography in the Studio
PHOTO 402	Photographic Narratives
PHOTO 404	Professional Photography Capstone Seminar: Self-Marketing and Professional Presence
THEA 285	Introduction to Sound Design
THEA 484	Sound Recording Techniques

General Education

Connecting career and curiosity, the General Education curriculum provides the opportunity for students to acquire transferable skills necessary to be successful in the future and to thrive while living in interconnected contexts. General Education aids students in developing intellectual curiosity, a strengthened ability to think, and a deeper sense of aesthetic appreciation. These are requirements for all baccalaureate students and are often partially incorporated into the requirements of a program. For additional information, see the General Education Requirements (<https://bulletins.psu.edu/undergraduate/general-education/baccalaureate-degree-general-education-program/>) section of the Bulletin and consult your academic adviser.

The keystone symbol appears next to the title of any course that is designated as a General Education course. Program requirements may also satisfy General Education requirements and vary for each program.

Foundations (grade of C or better is required and Inter-Domain courses do not meet this requirement.)

- **Quantification (GQ):** 6 credits
- **Writing and Speaking (GWS):** 9 credits

Breadth in the Knowledge Domains (Inter-Domain courses do not meet this requirement.)

- **Arts (GA):** 3 credits
- **Health and Wellness (GHW):** 3 credits
- **Humanities (GH):** 3 credits
- **Social and Behavioral Sciences (GS):** 3 credits
- **Natural Sciences (GN):** 3 credits

Integrative Studies

- **Inter-Domain Courses (Inter-Domain):** 6 credits

Exploration

- **GN**, may be completed with Inter-Domain courses: 3 credits
- **GA, GH, GN, GS, Inter-Domain courses.** This may include 3 credits of World Language course work beyond the 12th credit level or the requirements for the student's degree program, whichever is higher: 6 credits

University Degree Requirements

First Year Engagement

All students enrolled in a college or the Division of Undergraduate Studies at University Park, and the World Campus are required to take 1 to 3 credits of the First-Year Seminar, as specified by their college First-Year Engagement Plan.

Other Penn State colleges and campuses may require the First-Year Seminar; colleges and campuses that do not require a First-Year Seminar provide students with a first-year engagement experience.

First-year baccalaureate students entering Penn State should consult their academic adviser for these requirements.

Cultures Requirement

6 credits are required and may satisfy other requirements

- United States Cultures: 3 credits
- International Cultures: 3 credits

Writing Across the Curriculum

3 credits required from the college of graduation and likely prescribed as part of major requirements.

Total Minimum Credits

A minimum of 120 degree credits must be earned for a baccalaureate degree. The requirements for some programs may exceed 120 credits. Students should consult with their college or department adviser for information on specific credit requirements.

Quality of Work

Candidates must complete the degree requirements for their major and earn at least a 2.00 grade-point average for all courses completed within their degree program.

Limitations on Source and Time for Credit Acquisition

The college dean or campus chancellor and program faculty may require up to 24 credits of course work in the major to be taken at the location or in the college or program where the degree is earned. Credit used toward degree programs may need to be earned from a particular source or within time constraints (see Senate Policy 83-80 (<https://senate.psu.edu/students/policies-and-rules-for-undergraduate-students/82-00-and-83-00-degree-requirements/>)). For more information, check the Suggested Academic Plan for your intended program.