



DIGIPEN INSTITUTE OF TECHNOLOGY

COURSE CATALOG

2023–2024

Notices

Degree Exemption

In accordance with the Degree-Granting Institutions Act Regulations (WAC 250-61-060 (3)), institutions that meet certain criteria are eligible for exemption from degree authorization. DigiPen Institute of Technology is considered to be an eligible institution exempted from degree authorization requirements by the Washington Student Achievement Council effective November 1, 2012.

Nonimmigrant Non-Citizen Students

This school is authorized under Federal law to enroll nonimmigrant non-citizen students.

Accreditation

DigiPen Institute of Technology is accredited by the Accrediting Commission of Career Schools and Colleges (ACCSC), a recognized accrediting agency by the U.S. Department of Education.

DigiPen Institute of Technology Singapore and DigiPen Institute of Technology Europe-Bilbao are both accredited by ACCSC as branch campuses of DigiPen Institute of Technology located in Redmond, Washington.

The Bachelor of Science in Computer Engineering program is accredited by the Engineering Accreditation Commission of ABET, www.abet.org. This accreditation action extends retroactively from October 1, 2012.

The Bachelor of Science in Computer Science in Real-Time Interactive Simulation program is accredited by the Computing Accreditation Commission of ABET, www.abet.org. This accreditation action extends retroactively from October 1, 2015.

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DigiPen Institute of Technology reserves the right to make changes to the curricula, calendar, program delivery method, and/or Course Catalog without any prior notice.

The course offerings and requirements of DigiPen Institute of Technology are under continual examination and revision. The most recent edition of the Course Catalog supersedes any previous edition of the Course Catalog published for the same academic year. This catalog is not a contract; it merely presents the offerings and requirements in effect at the time of publication and in no way guarantees that the offerings and requirements will not change. The Institute specifically reserves the right to change requirements for any major during any particular year. The individual student assumes full responsibility for compliance with all current academic requirements. Current course offerings may be obtained from the Office of the Registrar. Current major and degree requirements may also be obtained from the Office of the Registrar. For the most current information, visit DigiPen’s official Course Catalog online at digipen.edu/academics/course-catalog.

**Please note that “Institute” and “DigiPen” refer to “DigiPen Institute of Technology” when used in the Course Catalog.*

Calendar and Deadlines

Fall 2023 Semester

DATE	EVENT	REMARKS
August 15, 2023 <i>Tuesday</i>	Tuition balance due for Fall 2023 Semester	
August 23 – 25, 2023 <i>Wednesday – Friday</i>	Orientation – Incoming students	
August 28, 2023 <i>Monday</i>	Classes begin – Fall 2023 semester	
September 4, 2023 <i>Monday</i>	Labor Day observed	No Classes - Labs Open
September 5, 2023 <i>Tuesday</i>	Last day to add courses for Fall 2023 semester.	
September 7, 2023 <i>Thursday</i>	Last day to drop Fall 2023 semester courses for 100% refund.	
September 11, 2023 <i>Monday</i>	Final day to drop Fall 2023 semester courses without academic penalty.	
September 26, 2023 <i>Tuesday</i>	Withdrawal deadline for 50% refund.	
October 9, 2023 <i>Monday</i>	Indigenous Peoples Day/Columbus Day	No Classes - Labs Open
October 23, 2023 <i>Monday</i>	Spring 2024 registration begins	
October 23, 2023 <i>Monday</i>	Final day to receive a “W” on transcript for Fall 2023 semester withdrawals. Withdrawals from the Institute after this date will receive a “WF” (or 0 quality points) which will appear on the transcript.	
November 10, 2023 <i>Friday</i>	Veterans Day observed	No Classes - Labs Open
November 20, 2023 <i>Monday</i>	Last day to submit Request for Change of Major for Spring 2024 semester. Last day to submit Application for Readmission for Spring 2024 semester.	
November 23 – 24, 2023 <i>Thursday – Friday</i>	Thanksgiving observed	No Classes - Labs Open
December 4 – 8, 2023 <i>Monday – Friday</i>	Fall 2023 semester final exams	
December 8, 2023 <i>Friday</i>	Fall 2023 semester ends	
December 12, 2023 <i>Tuesday</i>	Fall 2023 semester grades due	
December 14, 2023 <i>Thursday</i>	Fall 2023 semester grade appeal deadline	
December 15, 2023 <i>Friday</i>	Tuition balance due for Spring 2024 semester.	

Spring 2024 Semester

DATE	EVENT	REMARKS
January 8, 2024 <i>Monday</i>	Classes begin – Spring 2024 semester	
January 15, 2024 <i>Monday</i>	M. L. King Jr. Day observed	No Classes - Labs Open
January 16, 2024 <i>Tuesday</i>	Last day to add courses for Spring 2024 semester.	
January 18, 2024 <i>Thursday</i>	Last day to drop Spring 2024 semester courses for 100% refund.	
January 22, 2024 <i>Monday</i>	Final day to drop Spring 2024 semester courses without academic penalty.	
February 2, 2024 <i>Friday</i>	Founder’s Day observed	No Classes - Labs Open
February 6, 2024 <i>Tuesday</i>	Withdrawal deadline for 50% refund.	
February 12, 2024 <i>Monday</i>	Official registration for Summer 2024 semester courses begin.	
February 19, 2024 <i>Monday</i>	President’s Day observed	No Classes - Labs Open
March 4, 2024 <i>Monday</i>	Final day to receive a “W” on transcript for Spring 2024 semester withdrawals. Withdrawals from the Institute after this date will receive a “WF” (or 0 quality points) which will appear on transcript. Final day to drop a course.	
March 18 – March 22, 2024 <i>Monday – Friday</i>	Spring break	No Classes - Labs Open
April 1, 2024 <i>Monday</i>	Official registration for Fall 2024 semester courses begin	
April 8, 2024 <i>Monday</i>	Last day to submit Request for Change of Major for Summer 2024 semester. Last day to submit Application for Readmission for Summer 2024 semester.	
April 15, 2024 <i>Monday</i>	Tuition balance due for Summer 2024 semester	
April 22 – 26, 2024 <i>Monday – Friday</i>	Spring 2024 semester final exams	
April 26, 2024 <i>Friday</i>	Spring 2024 semester ends	
April 28, 2024 <i>Sunday</i>	Commencement	
April 29 – May 3, 2024 <i>Monday – Friday</i>	Intersession	
April 30, 2024 <i>Tuesday</i>	Spring 2024 semester grades due	
May 2, 2024 <i>Thursday</i>	Spring 2024 semester grade appeal deadline	

Summer 2024 Semester

DATE	EVENT	REMARKS
May 13, 2024 <i>Monday</i>	Classes begins – Summer 2024 semester	
May 21, 2024 <i>Tuesday</i>	Last day to add courses for Summer 2024 semester.	
May 23, 2024 <i>Thursday</i>	Last day to drop Summer 2024 semester courses for 100% refund.	
May 27, 2024 <i>Monday</i>	Final day to drop Summer 2024 semester courses without academic penalty. Census Day	
May 27, 2024 <i>Monday</i>	Memorial Day observed	No Classes - Labs Open
June 11, 2024 <i>Tuesday</i>	Withdrawal deadline for 50% refund.	
June 19, 2024 <i>Wednesday</i>	Juneteenth Day observed	No Classes - Labs Open
July 4, 2024 <i>Thursday</i>	Independence Day observed	No Classes - Labs Open
July 8, 2024 <i>Monday</i>	Final day to receive a “W” on transcript for Summer 2024 semester withdrawals Withdrawals from the Institute after this date will receive a “WF” (or 0 quality points) which will appear on the transcript. Final day to drop a course. Last day to submit Request for Change of Major for Fall 2024 semester. Last day to submit Application for Readmission for Fall 2024 semester. Last day to submit request for Non-degree Seeking for Fall 2024 semester.	
July 29 – August 2, 2024 <i>Monday – Friday</i>	Summer 2024 semester final exams	
August 2, 2024 <i>Friday</i>	Summer 2024 semester ends	
August 6, 2024 <i>Tuesday</i>	Summer 2024 semester grades due	
August 8, 2024 <i>Thursday</i>	Summer 2024 semester grade appeal deadline	

Fall 2024 Semester

DATE	EVENT	REMARKS
August 15, 2024 <i>Thursday</i>	Tuition balance due for Fall 2024 semester	
August 26 – 30, 2024 <i>Monday – Friday</i>	Orientation – Incoming students	
September 2, 2024 <i>Monday</i>	Labor Day observed	No Classes - Labs Open
September 3, 2024 <i>Tuesday</i>	Classes begin – Fall 2024 semester	
September 10, 2024 <i>Tuesday</i>	Last day to add courses for Fall 2024 semester.	
September 13, 2024 <i>Friday</i>	Last day to drop Fall 2024 semester courses for 100% refund.	
September 17, 2024 <i>Tuesday</i>	Final day to drop courses without academic penalty.	
October 2, 2024 <i>Wednesday</i>	Withdrawal deadline for 50% refund.	
October 14, 2024 <i>Monday</i>	Indeginous Peoples Day/Columbus Day	No Classes - Labs Open
October 28, 2024 <i>Monday</i>	Official registration for Spring 2025 semester courses begin	
October 28, 2024 <i>Monday</i>	Final day to receive a “W” on transcript for Fall 2024 semester withdrawals. Withdrawals from the Institute after this date will receive a “WF” (or 0 quality points) which will appear on transcript.	
November 11, 2024 <i>Monday</i>	Veterans Day observed	No Classes - Labs Open
November 25, 2024 <i>Monday</i>	Last day to submit Request for Change of Major for Spring 2025 semester. Last day to submit Application for Readmission for Spring 2025 semester.	
November 28 – 29, 2024 <i>Thursday – Friday</i>	Thanksgiving observed	No Classes - Labs Open
December 9 – 13, 2024 <i>Monday – Friday</i>	Fall 2024 semester final exams	
December 13, 2024 <i>Friday</i>	Fall 2024 semester ends	
December 16, 2024 <i>Monday</i>	Tuition balance due for Spring 2025 semester	
December 17, 2024 <i>Tuesday</i>	Fall 2024 semester grades due	
December 19, 2024 <i>Thursday</i>	Fall 2024 semester grade appeal deadline	

The Institute is closed on all statutory holidays. Exam periods and breaks may be subject to change. The laboratory facilities may be closed for a period of two consecutive days per month for maintenance. It is usually the last two working days of the month unless otherwise posted. Enrollment occurs once a year, in September.

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Contact Information

Name of the School

DigiPen Institute of Technology

Contact Information

DigiPen Institute of Technology

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USA

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Facsimile: (425) 558-0378

Email: info@digipen.edu

Web: www.digipen.edu

Campus List

MAIN CAMPUS

DigiPen Institute of Technology

9931 Willows Road NE

Redmond, WA 98052

USA

BRANCH CAMPUSES

DigiPen Institute of Technology Singapore

510 Dover Road, #03-01 SIT@SP Building

Singapore 139660

DigiPen Institute of Technology Europe-Bilbao

Beta1 – Ribera de Zorrozaurre, 2

48014 Bilbao (Bizkaia)

Spain

Programs of Study Offered

Currently, the Institute offers the following degree programs:

- Bachelor of Science in Computer Science in Real-Time Interactive Simulation
- Bachelor of Science in Computer Science and Game Design
- Bachelor of Science in Computer Science and Digital Audio
- Bachelor of Science in Computer Science in Machine Learning
- Bachelor of Science in Computer Science
- Bachelor of Science in Computer Engineering
- Bachelor of Fine Arts in Digital Art and Animation
- Bachelor of Arts in Game Design
- Bachelor of Arts in Music and Sound Design
- Master of Science in Computer Science
- Master of Fine Arts in Digital Arts

Bachelor of Science in Computer Science in Real-Time Interactive Simulation

Program Overview

The Bachelor of Science in Computer Science in Real-Time Interactive Simulation degree program aims to produce graduates who are exceptionally competent software engineers and practitioners. Their work is notable for its technical excellence and innovation for effective application to real-world problem solving. Their body of work impacts fields related to digital media, software development, real-time simulations, and game development. Our graduates possess sound professional skills that include design, implementation, testing, deployment, and maintenance of real-world software solutions in a team-based environment. They are prepared and motivated for a lifetime of independent, reflective learning and critical thinking, and engage proactively with issues related to societal impacts of their work on both a local and global scale.

Student Learning Outcomes

Towards achieving the above objectives, upon completion of the DigiPen BS in Real-time Interactive Simulation Program, students are expected to achieve the following outcomes

1. Analyze a complex computing problem and to apply principles of computing and other relevant disciplines to identify solutions.
2. Design, implement, and evaluate a computing-based solution to meet a given set of computing requirements in the context of the program's discipline.
3. Communicate effectively in a variety of professional contexts.
4. Recognize professional responsibilities and make informed judgments in computing practice based on legal and ethical principles.
5. Function effectively as a member or leader of a team engaged in activities appropriate to the program's discipline.
6. Apply computer science theory and software development fundamentals to produce computing-based solutions.

Career Outlook

Graduates of this degree program will possess entry-level skills to work in the video games industry, or software developer positions in various industries such as digital entertainment, consumer electronics, large-scale software development, and defense. Specific areas of focus include artificial intelligence, computer graphics, database design and development, information systems, multimedia, networking, numerical simulations, physically-based rendering, and real-time interactivity.

Potential entry-level position titles for new graduates include: Artificial Intelligence Developer, Computer Graphics Developer, Computer Programmer, Computer Scientist, Gameplay Programmer, Game Engine Developer, Game Engine Programmer, Graphics Programmer, Networking Programmer, Physics Programmer, Software Analyst, Software Developer, Software Development Engineer, Software Development Engineer in Test, Software Engineer, Tools Developer, Tools Programmer, User-Interface Programmer, Web Developer, Web Programmer and Web Engineer.

For details about graduation rates, median debt for students who complete this program, and other important information visit <https://www.digipen.edu/disclosures>.

Graduate Degree

Students in the BS in Computer Science in Real-Time Interactive Simulation program who are interested in pursuing a graduate degree at DigiPen or taking graduate level coursework during their undergraduate studies may participate in the "BS/MS in Computer Science Accelerated Schedule" option, which permits students to obtain the Bachelor of Science and Master of Science (both in Computer Science) degrees within five years. Students who meet the minimum requirements to take selected graduate-level courses during the junior and senior years of their undergraduate study can apply up to 15 credits towards both BS and MS degree requirements. Students who pursue the accelerated schedule can successfully complete their BS in Computer Science in Real-Time Interactive Simulation degree and Master of Science in Computer Science in five years sequentially. Please refer to the *BS/MS in Computer Science Accelerated Schedule* section for more details.

Degree Requirements

NUMBER OF CREDITS AND GPA

The Bachelor of Science in Computer Science in Real-Time Interactive Simulation degree program requires completion of at least 142 credits with a cumulative GPA of 2.0 or better. The program usually spans eight semesters of 15 weeks each, or a total of four academic years.

ARTS AND MEDIA

Students are required to take 3 eligible credits from the following courses: ART 105, CG 130, FLM 115, FLM 151, or MUS 115.

COMPUTER SCIENCE

The following courses are required: CS 100, CS 120, CS 170, CS 180, CS 200, CS 225, CS 230, CS 250, CS 260, CS 280, CS 300, CS 315, CS 330, and CS 350. Students must select 12 additional credits from Computer Science courses numbered 200 or higher.

GENERAL STUDIES

The following course is required: COL 101.

HUMANITIES AND SOCIAL SCIENCES

The following courses are required: COM 150, and ENG 110. Students must take six additional credits of English courses and an additional three credits of Humanities and Social Sciences courses.

MATHEMATICS

The following courses are required: MAT 140, MAT 150 or MAT 180, MAT 200 or MAT 230, MAT 250, MAT 258, and two MAT electives numbered 200 or higher.

PHYSICS

The following courses are required: PHY 200, PHY 200L, and PHY 250.

PROJECTS

The following courses are required: GAM 100, GAM 150, GAM 200, GAM 250, GAM 300, and GAM 350. Two courses from the following list are also required: GAM 375, GAM 390, GAM 400, GAM 450, and GAM 490.

SOCIETY IMPACT OF COMPUTING

The following course is required: CS 205.

NOTE ON GENERAL EDUCATION COURSES

The following courses satisfy the general education requirement for the Bachelor of Science in Computer Science in Real-Time Interactive Simulation: Arts and Media elective (3), COM 150 (3), CS 205 (3), ENG 110 (3), two ENG electives (6), a Social Science Elective in HIS, PSY, or SOS (3), MAT 150 or MAT 180 (4), MAT 250 (3), PHY 200 (4), PHY 200L (1), and PHY 250 (4).

Recommended Course Sequence for the Bachelor of Science in Computer Science in Real-Time Interactive Simulation

SEMESTER	COURSE	COURSE TITLE	CREDITS
Semester 1	MAT 140	Linear Algebra and Geometry	4
	CS 100	Computer Environment	4
	CS 120	High-level Programming I: The C Programming Language	4
	ENG 110 or COM 150	Composition or Introduction to Communication	3
	COL 101	College Life and Academic Skills	1
	GAM 100	Project Introduction	3
	Semester Total		19
Semester 2	MAT 150 or MAT 180	Calculus and Analytic Geometry I or Vector Calculus I	4
	CS 170	High-level Programming II: The C++ Programming Language	4
	CS 230	Game Implementation Techniques	3
	ENG 110 or COM 150	Composition or Introduction to Communication	3
	GAM 150	Project I	3
	Semester Total		17
Summer	One or more of the following courses may be taken in the summer for those who wish to reduce the Semester 3 and/or Semester 4 course load: CS 225, MAT 200, PHY 200		
Semester 3	MAT 200 or MAT 230	Calculus and Analytic Geometry II or Vector Calculus II	4
	CS 180	Operating Systems I: Man-Machine Interface	3
	CS 200	Computer Graphics I	3
	CS 225	Advanced C/C++	3
	GAM 200	Project II	4
	Semester Total		17

SEMESTER	COURSE	COURSE TITLE	CREDITS
Semester 4	MAT 258	Discreet Mathematics	3
	PHY 200	Motion Dynamics	4
	PHY 200L	Motion Dynamics Lab	1
	CS 250	Computer Graphics II	3
	CS 280	Data Structures	3
	GAM 250	Project II	4
	Semester Total		
Summer	One or more of the following courses may be taken in the summer for those who wish to reduce the Semester 5 and/or Semester 6 course load: CS 300, CS 315, MAT 258		
Semester 5	MAT 250	Linear Algebra	3
	PHY 250	Waves, Optics, and Thermodynamics	4
	CS 260	Computer Networks I: Interprocess Communication	3
	CS 300	Advanced Computer Graphics I	3
	CS 330	Algorithm Analysis	3
	GAM 300	Project III	4
	Semester Total		
Semester 6	Math Elective	Any Mathematics course numbered 200 or higher	3
	CS 315	Low-Level Programming	3
	CS 350	Advanced Computer Graphics II	3
	Computer Science Elective	Any Computer Science course numbered 200 or higher	3
	CS 205	Professional and Societal Issues In Computing	3
	GAM 350	Project III	4
	Semester Total		
Semester 7	Math Elective	Any Mathematics course numbered 200 or higher	3
	Computer Science Elective	Any Computer Science course numbered 200 or higher	3
	English Elective	Any English course of three credits or more	3
	Arts and Media Elective	A three credits course from the pool of Arts and Media Electives at DigiPen (see Degree Requirements).	3
	GAM 375*	Project III	4
	Semester Total		
Semester 8	English Elective	Any English course of three credits or more	3
	Computer Science Elective	Any Computer Science course numbered 200 or higher	3
	Computer Science Elective	Any Computer Science course numbered 200 or higher	3
	Humanities and Social Sciences Elective	Any History, Psychology, or Social Sciences course of three credits or more	3
	GAM 400*	Project IV	4
	Semester Total		
Degree Total - minimum credits			142

*Note: Other courses may fulfill this requirement. See Degree Program Requirements for details.

Accelerated Schedule: BS/MS in Computer Science

DigiPen offers students the opportunity to complete both the Bachelor of Science in Computer Science in Real-Time Interactive Simulation and Master of Science in Computer Science programs in five years through an accelerated schedule. The accelerated schedule permits students who meet the minimum requirements to take selected graduate-level courses during the junior and senior years of their undergraduate study and apply up to 15 credits towards both BS and MS degree requirements. Students who pursue the accelerated schedule will successfully complete their BS in Computer Science in Real-Time Interactive Simulation degree while at the same time beginning to extend their knowledge into the graduate-level curriculum. This allows students to finish both degree programs in five years sequentially (i.e., Bachelor of Science in Computer Science in Real-Time Interactive Simulation in four years, and then Master of Science in Computer Science in one year).

Eligibility

To be considered for the BS/MS accelerated schedule, students must meet the following requirements:

- be enrolled in Bachelor of Science in Computer Science in Real-Time Interactive Simulation degree program at DigiPen Institute of Technology
- have junior standing
- have a cumulative GPA in CS/MAT/PHY courses of 3.00 or higher
- submit petition to take graduate-level CS electives to MSCS Program Director

The Master of Science in Computer Science Program Director will review the student's request of entering the accelerated schedule and inform the student within three weeks upon receiving the petition. Please note that the petition to be considered for the BS/MS accelerated schedule does not indicate admission to the Master of Science in Computer Science degree program. Students must still apply for the Master of Science in Computer Science degree program following the standard admission procedures.

Policies

The recommended course sequence for the Bachelor of Science in Computer Science in Real-Time Interactive Simulation degree program includes several electives. Students on the accelerated schedule may choose up to five graduate-level CS, PHY, or MAT courses for their corresponding electives. Those courses will be shared between undergraduate and graduate programs. No more than two of the shared courses can be non-CS electives. Students may only share credits of courses for which they earn a grade of

“B-” (or 2.7 quality points) or higher. Shared courses must satisfy requirements of the Master of Science in Computer Science degree program.

Degree Requirements

The MS in Computer Science degree program requires a total of 37 credits; students who complete 15 credits during their undergraduate program will have 22 credits remaining. Those remaining credits may be completed in two semesters (i.e., 12 credits during the first semester and 10 during the second). Students taking the accelerated schedule must also satisfy the MS in Computer Science degree program graduation requirements by completing the following:

- One of the remaining courses must be a MAT course numbered 500 or higher.
- GAM 550 and GAM 551 are required.
- Students must take CS 598 (MS in Computer Science Colloquium).
- A sequence of two graduate-level courses in an approved concentration area. Graduate-level courses taken during the undergraduate program may be used to fulfill this requirement.
- Either one of the following:
 - Thesis or
 - Extra coursework and Comprehensive Exam.

Accelerated Schedule: MS Recommended Course Sequence

Below is the recommended MS in Computer Science schedule for students completing the accelerated schedule.

SEMESTER	OPTIONS	COURSE NAME	CREDITS
Semester 1	MAT Elective	MAT 500 or above	3
	Concentration Elective	See MS in Computer Science Degree Requirements section for details	3
	GAM 550	Advanced Game Project	3
	Elective or CS 601	CS 500 or above or Master's Thesis I	3
Semester Total			12
Semester 2	CS 598	CS Colloquium	1
	Concentration Elective	See MS in Computer Science Degree Requirements section for details	3
	GAM 551	Advanced Game Project	3
	Elective or CS 602	CS 500 or above or Master's Thesis II	3
Semester Total			10

Bachelor of Science in Computer Science and Game Design

Program Overview

The field of digital entertainment has grown from using small teams of just a handful of developers for an entire game to using large teams of one hundred or more on a single title. This large increase in the size of teams, scope, and investment in digital entertainment titles has naturally resulted in more and more specialization into the roles of engineer, artist, and designer. Despite this increased specialization overall, the digital entertainment industry has also seen a growing demand for a hybrid engineer/designer: someone who has strong programming and mathematics skills, combined with formal training in game design. This type of developer is the bridge between the scientific and creative sides of game development, able to work as an engineer or designer as needed.

Student Learning Outcomes

Graduates of this program will be trained to write computer programs in core languages such as C and C++, giving them the technical foundation to become proficient in programming with scripting languages, game logic, user interfaces, artificial intelligence, and design tools. Graduates will also be able to design and implement game levels, game systems, and game behaviors. Graduates will have extensive experience testing, iterating, and polishing, through the completion of many individual projects and multiple team game projects.

Career Outlook

Graduates of this degree program will be prepared to enter the video game industry as entry-level Software Engineers and Game Designers. Possible entry-level position titles include Software Engineer, Software Developer, Software Development Engineer, Software Development Engineer in Test, Software Analyst, Computer Programmer, Gameplay Programmer, Artificial Intelligence Programmer, User Interface Programmer, Tools Programmer, Game Scripter, Technical Designer, System Designer, Level Designer, Content Designer, Encounter Designer, and Game Designer. This degree program also includes secondary training that can contribute directly to a graduate obtaining positions with titles such as Producer, Program Manager, Technical Program Manager, and Technical Writer. After many years in the industry, graduates may obtain titles such as Lead Engineer, Lead Designer, Technical Director, Creative Director, and Director.

Degree Requirements

NUMBER OF CREDITS AND GPA

The Bachelor of Science in Computer Science and Game Design requires completion of at least 142 semester credits with a cumulative GPA of 2.0 or better. The program spans eight semesters of 15 weeks each, or four academic years.

COMPUTER SCIENCE

The following courses are required: CS 100, CS 120, CS 170, CS 180, CS 225, CS 230, CS 280, and CS 330. Nine additional credits must be selected from other Computer Science courses numbered 200 or higher.

MATHEMATICS

The following courses are required: MAT 106, MAT 140, MAT 150 or MAT 180, MAT 200 or MAT 230, MAT 250, and MAT 258. Three additional credits must be selected from other Mathematics courses numbered 200 or higher.

PHYSICS

The following courses are required: PHY 200, PHY 200L, and PHY 250.

STEM

Six credits must be selected from Computer Science, Electrical and Computer Engineering, Mathematics, or Physics courses numbered 200 or higher.

PROJECTS

The following courses are required: GAM 100 and GAM 150. 24 additional credits must be selected from other Game Project or Computer Science Project courses numbered 200 or higher.

DESIGN

The following courses are required: DES 115, DES 212, DES 214, and DES 315. Six additional credits must be selected from Game Design courses numbered 200 or higher.

HUMANITIES AND SOCIAL SCIENCES

The following courses are required: COM 150 and PSY 101. Three additional credits must be selected from Humanities and Social Sciences courses.

ENGLISH

Six credits must be selected from English courses.

ART, CG, OR MUSIC

Three credits must be selected from Art, Computer Graphics, or Music courses.

GENERAL STUDIES

The following course is required: COL 101.

NOTE ON GENERAL EDUCATION COURSES

The following courses satisfy the general education requirement for the Bachelor of Science in Computer Science and Game Design: COM 150 (3), PSY 101 (3), two ENG electives (6), MAT 140 (4), MAT 150 or MAT 180 (4), MAT 200 or MAT 230 (4), PHY 200 (4), PHY 200L (1), PHY 250 (4), and one HSS elective (3).

Recommended Course Sequence for the Bachelor of Science in Computer Science and Game Design

SEMESTER	COURSE	COURSE TITLE	CREDITS
Semester 1	GAM 100	Project Introduction	3
	CS 100	Computer Environment	4
	CS 120	High-Level Programming I: The C Programming Language	4
	MAT 106	Precalculus	3
	ENG 110*	Composition	3
	COL 101	College Life and Academic Skills	1
	Semester Total		18
Semester 2	GAM 150	Project I	3
	CS 170	High-Level Programming II: The C++ Programming Language	4
	CS 230	Game Implementation Techniques	3
	COM 150	Introduction to Communication	3
	MAT 140	Linear Algebra and Geometry	4
	Semester Total		17
Semester 3	GAM 200*	Project II	4
	CS 180	Operating System I, Man-Machine Interface	3
	CS 225	Advanced C/C++	3
	MAT 150*	Calculus and Analytic Geometry I	4
	DES 115	Introduction to Game Design	3
	Semester Total		17
Semester 4	GAM 250*	Project II	4
	CS 280	Data Structures	3
	DES 212*	System Design Methods	3
	MAT 200*	Calculus and Analytic Geometry II	4
	PHY 200	Motion Dynamics	4
	PHY 200L	Motion Dynamics Lab	1
	Semester Total		19
Semester 5	GAM 300*	Project III	4
	CS 330	Algorithm Analysis	3
	CS 380*	Artificial Intelligence for Games	3
	DES 214*	Level Design Methods	3
	MAT 258	Discrete Mathematics	3
	PHY 250	Waves, Optics, and Thermodynamics	4
	Semester Total		20

SEMESTER	COURSE	COURSE TITLE	CREDITS
Semester 6	GAM 350*	Project III	4
	CS 325*	User Interface and User Experience Design	3
	Computer Science Elective	Any three-credit Computer Science course numbered 200 or higher	3
	DES 315	Technical Design Methods	3
	MAT 250	Linear Algebra	3
	PSY 101	Introduction to Psychology	3
	Semester Total		
Semester 7	GAM 375 or GAM 400*	Project III or Project IV	4
	Design Elective	Any three-credit Game Design course numbered 200 or higher.	3
	STEM Elective	Computer Science, Electrical and Computer Engineering, Mathematics, or Physics course numbered 200 or higher.	3
	Math Elective	Any three-credit Mathematics course numbered 200 or higher.	3
	Art, CG, or Music Elective	Any three-credit Art, Computer Graphics, or Music course.	3
	Semester Total		
Semester 8	GAM 400 or GAM 450*	Project IV	4
	Design Elective	Any three-credit Game Design course numbered 200 or higher.	3
	STEM Elective	Computer Science, Electrical and Computer Engineering, Mathematics, or Physics courses numbered 200 or higher.	3
	English Elective	Any three-credit English course.	3
	Humanities and Social Sciences Elective	Any three-credit Humanities and Social Sciences course, except those with the COL designation.	3
	Semester Total		
Degree Total (minimum credits required)			142

*Other courses may fulfill this requirement. See degree program requirements for details.

Bachelor of Science in Computer Science and Digital Audio

Program Overview

The Bachelor of Science in Computer Science and Digital Audio degree program is designed to prepare software engineers for careers in software development with an emphasis on audio-related applications. The program includes instruction in computer audio, graphics, real-time simulation programming, and digital signal processing. The BS in Computer Science and Digital Audio degree program offers extensive instruction in basic science and software engineering fundamentals as well as instruction and project work in game development, audio technology, digital signal processing, and sound design. Graduates will have had the opportunity to work on individual and team-based projects to produce and implement software technology and music and audio content for video games, simulations, and other interactive media.

Student Learning Outcomes

Graduates of this program will have gained expertise in working with computer software and hardware that is essential to the sound design and synthesis process. The program provides a balance between foundational subjects, such as mathematics, acoustics, and data structures, and applied laboratory project work in game development and sound design. This interdisciplinary approach gives the graduate the technical and creative experience to be a software engineer with special emphasis on the art and science of sound.

Career Outlook

Graduates of this program are prepared for the following entry- and intermediate-level positions: Digital Audio Programmer, Audio Software Engineer, Audio Engine Programmer, Engine and Tools Programmer, Game Developer, Software Engineer, Software Developer, Computer Programmer, Audio Production Editor, Recording Engineer, Sound Designer, and Dialog Editor.

Degree Requirements

NUMBER OF CREDITS AND GPA

The BS in Computer Science and Digital Audio degree program requires completion of 143 credits with a cumulative GPA of 2.0 or better. The program usually spans eight semesters of 15 weeks each, or four academic years. Students must receive special permission in writing from their Academic Advisor to take more than 20 credits in either of their first two semesters.

COMPUTER SCIENCE

The following courses are required: CS 100, CS 120, CS 170, CS 180, CS 225, CS 230, CS 245, CS 246, CS 251, CS 280, and CS 330.

ELECTRICAL AND COMPUTER ENGINEERING

The following course is required: ECE 101L.

FILM

The following course is required: FLM 115.

GENERAL STUDIES

The following courses are required: COL 101, and COL 499.

HUMANITIES AND SOCIAL SCIENCES

The following courses are required: COM 150, ENG 110, and LAW 115. Students must take an additional three credits of Humanities and Social Sciences courses.

MATHEMATICS

The following courses are required: MAT 140, MAT 150 or MAT 180, MAT 200 or MAT 230, MAT 258, MAT 320, and MAT 321.

MUSIC

The following courses are required: MUS 112, MUS 113, MUS 130, MUS 370, MUS 370L, MUS 371, MUS 371L, MUS 470, MUS 470L, MUS 471, MUS 471L, and three additional credits of Music Courses.

OPEN ELECTIVES

Sufficient additional credits to meet the required 143 semester credits for the program.

PHYSICS

The following courses are required: PHY 200, PHY 200L, PHY 250, PHY 250L, and PHY 320.

PROJECTS

The following courses are required: GAM 100, GAM 150, GAM 200, GAM 250, GAM 300, and GAM 350. Four additional credits must be selected from Computer Science Project or Game Project courses at the 375 course-level or higher.

STEM ELECTIVE

Six credits must be selected from Computer Science, Electrical and Computer Engineering, Mathematics or Physics course numbered 200 or higher.

NOTE ON GENERAL EDUCATION COURSES

The following courses satisfy the general education requirement for the Bachelor of Science in Computer Science and Digital Audio: COM 150 (3), ENG 110 (3), FLM 115 (3), LAW 115 (3), MAT 140 (4), MAT 150 (4), MAT 200 (4), PHY 200 (4), PHY 250 (4), and three HSS elective credits (3).

Recommended Course Sequence for the Bachelor of Science in Computer Science and Digital Audio

SEMESTER	COURSE	COURSE TITLE	CREDITS
Semester 1	COL 101	College Life and Academic Skills	1
	CS 100	Computer Environment	4
	CS 120	High-Level Programming I: The C Programming Language	4
	ENG 110	Composition	3
	GAM 100	Project Introduction	3
	MAT 140	Linear Algebra and Geometry	4
	Semester Total		19
Semester 2	CS 170	High-level Programming II: The C++ Programming Language	4
	CS 230	Game Implementation Techniques	3
	MAT 150 or MAT 180	Calculus and Analytic Geometry I or Vector Calculus I	4
	GAM 150	Project I	3
	COM 150	Introduction to Communication	3
	ECE 101L	Introduction to Engineering Projects	1
	Semester Total		18
Semester 3	CS 225	Advanced C/C++	3
	CS 251	Introduction to Computer Graphics	3
	GAM 200	Project II	4
	MAT 200 or MAT 230	Calculus and Analytic Geometry II or Vector Calculus II	4
	PHY 200	Motion Dynamics	4
	PHY 200L	Motion Dynamics Laboratory	1
	Semester Total		19
Semester 4	CS 180	Operating Systems I: Man-Machine Interface	3
	CS 245	Operating Systems I: Man-Machine Interface	3
	CS 280	Data Structures	3
	GAM 250	Project II	4
	PHY 250	Waves, Optics, and Thermodynamics	4
	PHY 250L	Waves, Optics, and Thermodynamics Lab	1
	Semester Total		18
Semester 5	COL 499	Career Search Preparation: Materials, Logistics, and Communication	1
	CS 246	Advanced Sound Synthesis	3
	GAM 300	Project III	4
	MUS 112	Vocal Ensemble	1
	MUS 130	Introduction to Music Theory and Musicianship	3
	MAT 320	Mathematics of Digital Signal Processing I	3
	MUS 370	Audio Design Project I	1
	MUS 370L	Audio Design Project I Lab	2
Semester Total		18	

SEMESTER	COURSE	COURSE TITLE	CREDITS
Semester 6	GAM 350	Project III	4
	CS 330	Algorithm Analysis	3
	MAT 321	Mathematics of Digital Signal Processing II	3
	MUS 113	Vocal Ensemble	1
	OPEN Elective	An elective from any department at DigiPen	3
	MUS 371	Audio Design Project II	1
	MUS 371L	Audio Design Project II Lab	2
	Semester Total		
Semester 7	MAT 258	Discrete Mathematics	3
	FLM 115	History of Film and Animation	3
	GAM 375*	Project III	4
	MUS 470	Audio Design Project III	1
	MUS 470L	Audio Design Project III Lab	2
	PHY 320	Acoustics I	3
	Semester Total		
Semester 8	Humanities and Social Sciences Elective	Any three-credit COM, ENG, ECN, HIS, LAW, PHL, PSY, or SOS course	3
	LAW 115	Introduction to Intellectual Property and Contracts	3
	MUS 471	Audio Design Project IV	1
	MUS 471L	Audio Design Project IV Lab	2
	Music Elective	Any three-credit Music Course	3
	Open Elective	An elective from any department at DigiPen	3
	STEM Elective	Computer Science, Electrical and Computer Engineering, Mathematics or Physics course numbered 200 or higher.	3
	Semester Total		
Degree Program Total (minimum credits required)			143

*Other courses may fulfill this requirement. See degree program requirements for details.

Bachelor of Science in Computer Science in Machine Learning

Program Overview

The Bachelor of Science in Computer Science in Machine Learning prepares students to be competent computer scientists, software developers, data scientists, and machine learning scientists. Graduates will be able to understand, apply and create mathematical models, and to develop and optimize software that can make use of data in obtaining meaningful conclusions and correct predictions.

Graduates of this program will be skilled at writing computer programs for the purposes of extracting and visualizing information. They will be proficient in mathematical and software development aspects of data science and machine learning. They will be able to use various tools such as Deep Learning and Distributed Data Management, in various applications such as Natural Language Processing and Computer Vision. Graduates will understand security, and the ethical implications and responsibilities.

Educational Objectives

Graduates of the Bachelor of Science in Computer Science in Machine Learning Program:

- will be competent data or machine learning engineers;
- will possess a breadth of knowledge in the field of machine learning;
- will be skilled software developers;
- will have an in-depth understanding of computer science.

Student Learning Outcomes

Upon completion of the BS in Computer Science in Machine Learning, students are expected to achieve the following outcomes:

1. Analyze a complex computing problem and apply principles of computing and other relevant disciplines to identify solutions.
2. Design, implement, and evaluate a computing-based solution to meet a given set of computing requirements in the context of the program's discipline.
3. Build, implement and evaluate machine learning algorithms that enable analysis and visualization of real-world data.

4. Apply computer science theory and software development fundamentals to produce computing-based solutions.
5. Function effectively as a member or leader of a team engaged in activities appropriate to the program's discipline.
6. Recognize professional responsibilities and make informed judgments in computing practice based on legal and ethical principles.
7. Communicate effectively in a variety of professional contexts.

Career Outlook

Graduates of this degree program will be prepared to enter technical industries as entry-level data scientists or software engineers. Possible entry-level positions include Software Engineer, Software Developer, Software Development Engineer, Software Development Engineer in Test, Computer Programmer, Game Developer, Program Manager, Software Analyst, Application Analyst, Data Scientist, Predictive Analyst, Machine Learning Software Developer, and Machine Learning Engineer.

Degree Requirements

NUMBER OF CREDITS AND GPA

The BS in Computer Science in Machine Learning degree program requires completion of at least 134 credits with a cumulative GPA of 2.0 or better. The program usually spans eight semesters of 15 weeks each, for a total of four academic years.

COMPUTER SCIENCE

The following courses are required: CS 100, CS 120, CS 170, CS 180, CS 211, CS 225, CS 232, CS 280, CS 314, CS 330, CS 370, CS 372, CS 373, CS 374, and CS 376.

GENERAL STUDIES

The following course is required: COL 101.

HUMANITIES AND SOCIAL SCIENCES REQUIREMENTS

The following courses are required: COM 150, six credits of English courses, three credits of ethics and three additional credits Humanities or Social Sciences courses.

MATHEMATICS

The following courses are required: MAT 140, MAT 180, MAT 230, MAT 250, MAT 258, MAT 340, and MAT 346. MAT 150, MAT 200, and MAT 225 may substitute for MAT 180 and MAT 230.

OPEN ELECTIVE

Sufficient additional credits to meet the required 134 credits for the program.

PHYSICS

The following courses are required: PHY 200, PHY 200L, PHY 250, and PHY 250L.

PROJECTS

The following courses are required: GAM 100, GAM 150, and 24 additional credits of Computer Science or Game project courses.

STEM ELECTIVE

Three credits from STEM courses, such as Computer Science, Electrical and Computer Engineering, Mathematics or Natural Sciences are required.

NOTE ON GENERAL EDUCATION COURSES

The following courses satisfy the general education requirement for the Bachelor of Science in Computer Science in Machine Learning: COM 150 (3), ENG 110 (3), English courses (3), MAT 140 (4), MAT 150 or MAT 180 (4), MAT 200 or MAT 230 (4), PHY 200 (4), PHY 200L (1), PHY 250 (4), PHY 250L (1), Three credits of ethics (3), and Humanities and Social Sciences courses (3).

Recommended Course Sequence for the Bachelor of Science in Computer Science in Machine Learning

SEMESTER	COURSE	COURSE TITLE	CREDITS
Semester 1	COL 101	College Life and Academic Skills	1
	CS 100	Computer Environment	4
	CS 120	High-level Programming I: The C Programming Language	4
	GAM 100	Project Introduction	3
	MAT 140	Linear Algebra and Geometry	4
	Semester Total		16
Semester 2	COM 150	Introduction to Communication	3
	CS 170	High-level Programming II: The C++ Programming Language	4
	CS 232	Introductory Data Analysis	3
	GAM 150	Project I	3
	MAT 180*	Vector Calculus I	4
	Semester Total		17
Semester 3	CS 180	Operating Systems I: Man-Machine Interface	3
	CS 225	Advanced C/C++	3
	CSP 200*	Computer Science Project II	4
	ENG 110	Composition	3
	MAT 230*	Vector Calculus II	4
	Semester Total		17
Semester 4	CS 280	Data Structures	3
	CS 372	Machine Learning I	3
	CSP 250*	Computer Science Project II	4
	MAT 258	Discrete Mathematics	3
	PHY 200	Motion Dynamics	4
	PHY 200L	Motion Dynamics Lab	1
	Semester Total		18

SEMESTER	COURSE	COURSE TITLE	CREDITS
Semester 5	MAT 250	Linear Algebra	3
	CS 330	Algorithm Analysis	3
	CS 373	Machine Learning II	3
	CSP 300*	Computer Science Project III	4
	PHY 250	Waves, Optics and Thermodynamics	4
	PHY 250L	Waves, Optics and Thermodynamics Lab	1
	Semester Total		
Semester 6	MAT 340	Probability and Statistics	3
	CS 211	Introduction to Databases	3
	CS 376	Deep Learning	3
	CSP 350*	Computer Science Project III	4
	Ethics Elective	Any Ethics course	3
	Semester Total		
Semester 7	MAT 346	Predictive Modeling	3
	CS 314	Distributed Data Management	3
	CS 370	Computer Imaging	3
	CSP 400*	Computer Science Project IV	4
	English Elective	Any English course	3
	Semester Total		
Semester 8	STEM Elective	Any CS, ECE, MAT, PHY or other STEM course	3
	CS 374	Natural Language Processing	3
	CSP 450*	Computer Science Project IV	4
	Humanities and Social Sciences Elective	Any Humanities and Social Sciences course except COL courses	3
	Open Elective	An elective of the student's choice from any department at DigiPen	3
	Semester Total		
Degree Total (minimum credits required)			134

*Other courses may fulfill this requirement. See degree program requirements for details.

Bachelor of Science in Computer Science

Program Overview

The Bachelor of Science in Computer Science degree program prepares students to develop software through a combination of computer science theory and continuous practical application in team-based projects. Students learn to gather, store, and analyze real-world data, to connect and harness the power of distributed computing devices, and to create digital interfaces that are natural and intuitive. This background prepares students to not only understand the technologies of today, but to find solutions to problems that seem unsolvable and collaboratively build the technologies of tomorrow.

Student Learning Outcomes

Graduates of this program will be skilled at writing computer programs with core languages such as C and C++, reinforced by a strong knowledge of operating systems, compilers, assembly language, and computer hardware. Graduates of this program will be proficient in programming application logic, user interfaces, artificial intelligence, databases, and networked client-server applications. Graduates will be well-versed in data structures, algorithm analysis, software architecture principles, parallel computing techniques, software engineering techniques, software engineering practices, and software production methodologies. Graduates will have extensive experience working as individuals and in teams to test, iterate, and polish full software applications and tools, taking them from functional specification to final archiving.

Career Outlook

Graduates of this degree program will be prepared to enter technical industries as entry-level software engineers. Possible entry-level positions include Software Engineer, Software Developer, Software Development Engineer, Software Development Engineer in Test, Quality Assurance Engineer, Software Analyst, Application Analyst, Computer Programmer, Artificial Intelligence Programmer, Networking Programmer, Server Programmer, Web Programmer, User Interface Programmer, Tools Programmer, or Game Developer. This degree program also includes secondary training that can contribute directly to a graduate obtaining positions such as Producer, Program Manager, Technical Program Manager, and Technical Writer. With sufficient experience in the industry, graduates may obtain positions such as Lead Engineer, Lead Program Manager, Development Manager, Software Architect, or Technical Director.

Degree Requirements

NUMBER OF CREDITS AND GPA

The BS in Computer Science requires completion of at least 142 semester credits with a cumulative GPA of 2.0 or better. The program spans eight semesters of 15 weeks each, or four academic years.

COMPUTER SCIENCE

The following courses are required: CS 100, CS 120, CS 170, CS 180, CS 211, CS 212, CS 225, CS 230, CS 250 or CS 251, CS 260, CS 261, CS 280, CS 315, CS 325, CS 330, CS 355, CS 375, and CS 381. Six additional credits of Computer Science and Electrical and Computer Engineering at the 200 course-level or higher.

GENERAL STUDIES

The following course is required: COL 101.

HUMANITIES AND SOCIAL SCIENCES

The following courses are required: ENG 110, and COM 150. Students must take six additional credits of English courses, and an additional three credits of Social Sciences courses.

MATHEMATICS

The following courses are required: MAT 140, MAT 150 or MAT 180, MAT 200 or MAT 230, MAT 250, MAT 258, and MAT 340. Three additional credits must be selected from either MAT 256, or any other MAT course numbered 300 or higher.

PHYSICS

The following courses are required: PHY 200, PHY 200L, and PHY 250.

PROJECTS

The following courses are required: GAM 100, GAM 150, CSP 200 or GAM 200, CSP 250 or GAM 250, CSP 300 or GAM 300, and CSP 350 or GAM 350. Eight additional credits of CSP or GAM course numbered 375 or higher.

NOTE ON GENERAL EDUCATION COURSES

The following courses satisfy the general education requirement for the Bachelor of Science in Computer Science: COM 150 (3), ENG 110 (3), two ENG electives (6), MAT 140 (4), MAT 150 or MAT 180 (4), MAT 250 (3), PHY 200 (4), PHY 200L (1), PHY 250 (4), and one Humanities and Social Sciences elective (3).

Recommended Course Sequence for the Bachelor of Science in Computer Science

SEMESTER	COURSE	COURSE TITLE	CREDITS
Semester 1	GAM 100	Project Introduction	3
	CS 100	Computer Environment	4
	CS 120	High-Level Programming I: The C Programming Language	4
	MAT 140	Linear Algebra and Geometry	4
	ENG 110	Composition	3
	COL 101	College Life and Academic Skills	1
	Semester Total		19
Semester 2	GAM 150	Project I	3
	CS 170	High-Level Programming II: The C++ Programming Language	4
	CS 230	Game Implementation Techniques	3
	MAT 150 or MAT 180	Calculus and Analytic Geometry I or Vector Calculus I	4
	COM 150	Introduction to Communication	3
	Semester Total		17
Semester 3	CSP 200*	Computer Science Project II	4
	CS 180	Operating Systems I: Man-Machine Interface	3
	CS 211	Introduction to Databases	3
	CS 225	Advanced C/C++	3
	MAT 200 or MAT 230	Calculus and Analytic Geometry II or Vector Calculus II	4
	Semester Total		17
Semester 4	CSP 200*	Computer Science Project II	4
	CS 212	Advanced Databases	3
	CS 251	Computer Graphics	3
	CS 280	Data Structures	3
	PHY 200	Motion Dynamics	4
	PHY 200L	Motion Dynamics Lab	1
	Semester Total		18
Semester 5	CSP 300*	Computer Science Project III	4
	CS 260	Computer Networks I: Interprocess Communication	3
	CS 315	Low-Level Programming	3
	CS 330	Algorithm Analysis	3
	MAT 258	Discrete Mathematics	3
	PHY 250	Waves, Optics, and Thermodynamics	4
	Semester Total		20
Semester 6	CSP 350*	Computer Science Project III	4
	CS 261	Computer Networks II	3
	CS 355	Parallel Programming	3
	CS 375	Compilers and Interpreters	3
	MAT 250	Linear Algebra	3
	English Elective	Any three-credit English course.	3
	Semester Total		19

SEMESTER	COURSE	COURSE TITLE	CREDITS
Semester 7	CSP 400*	Computer Science Project IV	4
	CS 325	User Interface and User Experience Design	3
	CS 381	Introduction to Artificial Intelligence	3
	MAT 340	Probability and Statistics	3
	English Elective	Any three-credit English course.	3
	Semester Total		
Semester 8	CSP 450*	Computer Science Project IV	4
	Computer Science Elective	Any three-credit Computer Science or Electrical and Computer Engineering course numbered 200 or higher.	3
	Computer Science Elective	Any three-credit Computer Science or Electrical and Computer Engineering course numbered 200 or higher.	3
	Math Elective	MAT 256 or any Mathematics course numbered 300 or higher.	3
	Humanities and Social Sciences Elective	Any three-credit History, Psychology or Social Sciences course.	3
	Semester Total		
Degree Total (minimum credits required)			142

*Other courses may fulfill this requirement. See degree program requirements for details.

Bachelor of Science in Computer Engineering

Program Overview

The Bachelor of Science in Computer Engineering degree program prepares students to become engineers who understand both sides of the hardware-software interface, from designing circuits to developing operating systems. This program uniquely prepares graduates to design and develop embedded, digital, and computer systems. Graduates with a degree in Computer Engineering are highly skilled and ideally suited for industries that require cutting-edge hardware and software technologies.

Like students in DigiPen's other degree programs, the hallmark of the BS in Computer Engineering program is a variety of semester-long and yearlong projects where students receive critical feedback and evaluation from instructors who are experts in their respective fields. As they develop through the program, students have increasingly more creative control over their projects. These projects complement rigorous coursework in computer science, engineering, programming, mathematics, and physics. The BS in Computer Engineering degree program and the student projects focus on embedded systems, a term that refers to any device that uses a microprocessor or microcontroller. Embedded systems appear in a wide array of household, industrial, and military applications, including portable and console game systems, robots, game peripherals, electronic toys, digital cameras, audio/video component systems, and aircraft flight systems.

Student Learning Outcomes

Upon completion of the Bachelor of Science in Computer Engineering degree program, students are expected to achieve the following outcomes:

- an ability to identify, formulate, and solve complex engineering problems by applying principles of engineering, science, and mathematics
- an ability to apply engineering design to produce solutions that meet specified needs with consideration of public health, safety, and welfare, as well as global, cultural, social, environmental, and economic factors
- an ability to communicate effectively with a range of audiences
- an ability to recognize ethical and professional responsibilities in engineering situations and make informed judgments, which must consider the impact of engineering solutions in global, economic, environmental, and societal contexts

- an ability to function effectively on a team whose members together provide leadership, create a collaborative and inclusive environment, establish goals, plan tasks, and meet objectives
- an ability to develop and conduct appropriate experimentation, analyze and interpret data, and use engineering judgment to draw conclusions
- an ability to acquire and apply new knowledge as needed, using appropriate learning strategies

Program Objectives

The Bachelor of Science in Computer Engineering Program Educational Objectives are to produce graduates:

- who are notable for their technical excellence and innovation through product launches, research and development, patent applications, industry recognition, etc.;
- with an in-depth understanding of engineering practice and judgment demonstrated by leading team projects that include concept development, design, implementation, and testing;
- who are engaged in independent, reflective learning and critical thinking via professional societies, publications, continuing education, etc.;
- who are fully aware of the societal impacts of their work through volunteer work or educational outreach.

Career Outlook

Graduates of this degree program have the necessary skills and preparation to work at entry-level hardware and software positions within various industries such as aerospace and avionics, automotive, consumer electronics, sciences, Internet of Things, entertainment, and defense. Some targeted areas within these industries include game systems, multimedia, mechatronics, human interface devices, artificial intelligence, operating systems, information systems, telecommunications, signal processing, control systems, and instrumentation. Potential entry-level position titles for new graduates include: Software Engineer, Computer Hardware Engineer, Systems Engineer, Embedded Systems Engineer, Embedded Software Engineer, Firmware Engineer, Design Engineer, Development Engineer, Quality Control Engineer, Systems Test Engineer, Telecommunications Engineer, Software Developer, Software Analyst, Computer Programmer, and Graphics Hardware Engineer.

Degree Requirements

NUMBER OF CREDITS AND GPA

The Bachelor of Science in Computer Engineering degree program requires completion of at least 143 semester credits with a cumulative GPA of 2.0 or better. The program spans eight semesters of 15 weeks each, or four academic years.

ART AND MUSIC

The following course is required: ART 210. Students must also take an additional three semester credits of any Animation, Fine Art, Performing Art, Film or Music courses.

COMPUTER SCIENCE

The following courses are required: CS 100, CS 120, CS 170, CS 225, CS 280, CS 315, and CS 330.

ELECTRICAL AND COMPUTER ENGINEERING

The following courses are required: ECE 110 or GAM 150, ECE 200, ECE 210, ECE 220, ECE 260, ECE 270, ECE 300, ECE 310, ECE 350, and ECE 420. 12 credits chosen from ECE 360, ECE 390, ECE 410, ECE 460, and ECE 490 are also required.

GENERAL STUDIES

The following course is required: COL 101.

HUMANITIES AND SOCIAL SCIENCES

The following courses are required: COM 150, ENG 110. Students must also take three semester credits of English courses numbered 116 or higher and three semester credits of any Economics or Management course. Additionally, students must take three semester credits of any non-required Humanities and Social Sciences courses.

MATHEMATICS

The following courses are required: MAT 140, MAT 150 or MAT 180, MAT 200 or MAT 230, MAT 225, MAT 256, MAT 258, and MAT 340. Students completing MAT 230 must replace MAT 225 with an additional three semester credits from Computer Science, Electrical and Computer Engineering, Mathematics, or Physics courses numbered, 200 or higher.

OPEN ELECTIVES

Sufficient additional credits to meet the required 143 semester credits for the program.

PHYSICS

The following courses are required: PHY 200, PHY 200L, PHY 250, PHY 250L, PHY 270, and PHY 270L.

STEM ELECTIVES

Nine semester credits must be selected from Computer Science, Electrical and Computer Engineering, Mathematics, or Physics courses numbered 200 or higher.

NOTE ON GENERAL EDUCATION COURSES

The following courses satisfy the general education requirement for the Bachelor of Science in Computer Engineering: ENG 110 (3), COM 150 (3), HSS elective (3), ART 210 (2), MAT 140 (4), MAT 150 or MAT 180 (4), MAT 200 or MAT 230 (4), PHY 200 (4), and PHY 250 (4).

Recommended Course Sequence for the Bachelor of Science in Computer Engineering

SEMESTER	COURSE	COURSE TITLE	CREDITS
Semester 1	COL 101	College Life and Academic Skills	1
	CS 100	Computer Environment	4
	CS 120	High-Level Programming I: The C Programming Language	4
	ENG 110	Composition	3
	MAT 140	Linear Algebra and Geometry	4
	MAT 150 or MAT 180	Calculus and Analytic Geometry I or Vector Calculus I	4
	Semester Total		20
Semester 2	CS 170	High-Level Programming II: The C++ Programming Language	4
	ECE 110	CE 1st-Year Project	3
	ECE 210	Digital Electronics I	4
	MAT 200 or MAT 230	Calculus and Analytic Geometry II or Vector Calculus II	4
	PHY 200	Motion Dynamics	4
	PHY 200L	Motion Dynamics Laboratory	1
	Semester Total		20

SEMESTER	COURSE	COURSE TITLE	CREDITS
Semester 3	CS 225	Advanced C/C++	3
	ECE 220	CE 2nd-Year Project	3
	ECE 300	Embedded Microcontroller Systems	3
	MAT 225	Calculus and Analytic Geometry III	3
	PHY 250	Waves, Optics, and Thermodynamics	4
	PHY 250L	Waves, Optics, and Thermodynamics Lab	1
	Semester Total		
Semester 4	CS 280	Data Structures	3
	ECE 200	Electrical Circuits	3
	ECE 260	Digital Electronics II	4
	MAT 256	Introduction to Differential Equations	3
	PHY 270	Electricity and Magnetism	3
	PHY 270L	Electricity and Magnetism Lab	1
	Semester Total		
Semester 5	COM 150	Introduction to Communication	3
	CS 315	Low-Level Programming	3
	CS 330	Algorithm Analysis	3
	ECE 270	Real-Time Operating Systems	3
	ECE 310	CE 3rd-Year Project I	4
	MAT 258	Discrete Mathematics	3
	Semester Total		
Semester 6	ECE 360	CE 3rd-Year Project II	4
	ECE 420	Digital Signal Processing	3
	ECN/MGT Elective	Any non-required Economics or Management course	3
	MAT 340	Probability and Statistics	3
	STEM Elective	Any non-required Computer Science, Electrical and Computer Engineering, Mathematics, or Physics course numbered 200 or higher.	3
	Semester Total		
Semester 7	ART 210	Art Appreciation	2
	ANI/ART/FLM/MUS Elective	Any Animation, Art, Film, or Music Course	3
	ECE 350	Control Systems	3
	ECE 410	CE 4th-Year Project I	4
	English Elective	Any English course numbered 116 or higher	3
	STEM Elective	Any non-required Computer Science, Electrical and Computer Engineering, Mathematics, or Physics course numbered 200 or higher.	3
	Semester Total		
Semester 8	ECE 460	CE 4th-Year Project II	4
	Humanities and Social Sciences Elective	Any non-required Humanities and Social Sciences course, excluding COL courses.	3
	Open Elective	An elective of the student's choice from any department at DigiPen	3
	Open Elective	An elective of the student's choice from any department at DigiPen	3
	STEM Elective	Any non-required Computer Science, Electrical and Computer Engineering, Mathematics, or Physics course numbered 200 or higher	3
	Semester Total		
Degree Total (minimum credits required)			143

Bachelor of Fine Arts in Digital Art and Animation

Program Overview

The Bachelor of Fine Arts in Digital Art and Animation degree program is designed to prepare students for careers in the digital arts. In this program students are challenged to tell visual stories through individual projects, team-based projects, and other coursework. This begins with a strong foundation in visual art, followed by focused courses of study in animation, rigging, character creation, and environment creation. These topics are applied in projects using production skills and pipelines adapted from the professional world. Undergraduates may choose to focus in multiple areas of interest through specialization courses, projects, and electives.

Graduates of the Bachelor of Fine Arts in Digital Art and Animation degree program will be prepared to create quality visual work with a range of software and technical tools, augmented by their traditional art skills. Additionally, graduates will be proficient in interpersonal communication, team dynamics, professional practices, design, and critical thinking skills. This will be supported through general education courses, ranging from storytelling and art history to programming and natural science.

Student Learning Outcomes

Upon completion of the Bachelor of Fine Arts in Digital Arts and Animation degree program, students are expected to achieve the following outcomes:

- Demonstrate proficiency in drawing and painting with traditional art and media.
- Demonstrate proficiency in drawing and painting from observation.
- Apply the principles of color theory and composition
- Demonstrate proficiency in 2D and 3D design.
- Demonstrate the principles of animation through 2D and 3D techniques.
- Demonstrate clear visual storytelling.
- Demonstrate a structured art design and production process.
- Demonstrate proficiency in art production software.

- Demonstrate proficiency in hard-surface and organic modeling.
- Demonstrate the ability to communicate and collaborate effectively within teams.
- Demonstrate fluency in at least two specializations, including the following disciplines: Character Art, Environment Art, Rigging, and Animation.
- Understand the various aspects of professional development and career planning.
- Understand the professional, social, and ethical responsibilities of digital art and animation.
- Demonstrate creative and critical thinking skills, information literacy, technological literacy, quantitative literacy, scientific literacy, and written, verbal, and non-verbal communication skills.

Career Outlook

Graduates of the program are prepared for the following entry- and intermediate-level positions: Animator, Character Artist, Environment Artist, Hard Surface Modeler, Digital Sculptor, Technical Artist, Concept Artist, Visual Designer, Illustrator, UI Designer, Rigger, Lighter, Texture Artist, Visual Effects Artist, Storyboard Artist, Sculptor, Producer, Project Manager, and Art Instructor.

Degree Requirements

NUMBER OF CREDITS AND GPA

The Bachelor of Fine Arts in Digital Art and Animation degree program requires completion of at least 126 credits with a cumulative GPA of 2.0 or better. The program usually spans eight semesters of 15 weeks each, or four academic years.

ANIMATION

The following courses are required: ANI 1000 and ANI 2000.

ART

The following courses are required: ART 1000, ART 1100, ART 1120, ART 1200, ART 1220, ART 2110, ART 2050, and ART 3050.

COMPUTER GRAPHICS

The following courses are required: CG 2000 and CG 2001.

COMPUTER SCIENCE

Three credits of Computer Science courses are required.

FILM AND GAME HISTORY

One of the following courses is required: FLM 115 or DES 205.

GENERAL STUDIES

COL 101 is required.

HUMANITIES AND SOCIAL SCIENCES

The following courses are required: ENG 116, English Elective (at the 150 course-level or higher), COM 250, and six credits of Humanities and Social Sciences courses.

NATURAL SCIENCE

Three credits of Natural Science courses are required.

OPEN ELECTIVES

Sufficient additional credits to meet the required 126 semester credits for the program.

PROJECTS

The following courses are required: PRJ 1000, 12 additional credits of Project courses. Eight additional credits of Project or Internship courses are required.

SPECIALIZATION COURSES

- Nine credits of the following courses are required: ANI 2002, ANI 3301, ANI 3501, CG 2002, CG 3101, and CG 3201.
- Six credits of the following courses are required: ANI 3302, ANI 3502, CG 3102, and CG 3202.
- Three credits of the following courses are required: ANI 3303, ANI 3503, CG 3103, and CG 3203.

SPECIALIZATION ELECTIVES

- Nine credits of Fine Arts, Animation, Film, or Computer Graphics are required at the 2000 course level or above.
- Nine credits of Fine Arts, Animation, Film, Computer Graphics, or Capstone Project Courses at the 3000 course level or above

GENERAL EDUCATION

Three credits of General Education courses, including Humanities and Social Sciences, and Mathematics, Music, and Natural Science.

• NOTE ON GENERAL EDUCATION COURSES

The following courses satisfy the general education requirement for the Bachelor of Fine Arts in Digital Art and Animation: ART 1000 (3), ENG 116 (3), one English Elective (3), FLM 115 or DES 205 (3), three credits of Computer Science (3), COM 250 (3), three credits of Natural Science courses (3), three credits of General Education courses (3), and six credits of Humanities and Social Science Electives (6).

Recommended Course Sequence for the Bachelor of Fine Arts in Digital Art and Animation

SEMESTER	COURSE	COURSE TITLE	CREDITS
Semester 1	ART 1000	Survey of Art History	3
	ART 1100	Drawing Design I	3
	ART 1200	Light and Color I	3
	COL 101	College Life & Academic Skills	1
	ENG 116	Storytelling	3
	FLM 115 or DES 205	Film History or Game History	3
	Semester Total		
Semester 2	PRJ 1000	Introduction to Production	3
	ANI 1000	Animation I	3
	ART 1120	Drawing Design II	3
	ART 1220	Light and Color II	3
	ART 2110	Figure Drawing & Anatomy	3
	Semester Total		

SEMESTER	COURSE	COURSE TITLE	CREDITS
Semester 3	PRJ 2000 or PRJ 2001	Game Project I or Cinematic Project I	4
	ANI 2000	Animation II	3
	CG 2000	2D Digital Art	3
	CG 2001	3D Digital Art	3
	CS 115	Introduction to Scripting and Programming	3
	Semester Total		
Semester 4	PRJ 2050 or PRJ 2051	Game Project II or Cinematic Project II	4
	CG 2002 or ANI 2002	3D Digital Art Pipeline or Animation III	3
	ART 2050	Visual Development for Production	3
	English Elective	Any three-credit English course numbered 150 or higher.	3
	Specialization Elective	2000+ level three-credit ART, CG, ANI, or FLM course.	3
	Semester Total		
Semester 5	PRJ 3000 or PRJ 3001	Game Project III or Cinematic Project III	4
	COM 250	Professional Communication	3
	Specialization Course	CG 3101, CG 3201, ANI 3301, ANI 3501	3
	Specialization Course	CG 3101, CG 3201, ANI 3301, ANI 3501	3
	Specialization Elective	2000+ level three-credit ART, CG, ANI, or FLM course.	3
	Semester Total		
Semester 6	PRJ 3000 or PRJ 3001	Game Project III or Cinematic Project III	4
	HSS Elective	Any three-credit Humanities elective.	3
	Specialization Course	CG 3102, CG 3202, ANI 3302, ANI 3502	3
	Specialization Course	CG 3102, CG 3202, ANI 3302, ANI 3502	3
	Specialization Elective	2000+ level three-credit ART, CG, ANI, or FLM course. (see Degree Requirements)	4
	Semester Total		
Semester 7	PRJ 3000 or PRJ 3001 or INT	Game Project III or Cinematic Project III or Internship	4
	ART 3050	Portfolio	3
	HSS Elective	Any three-credit Humanities elective.	3
	Specialization Course	CG 3103, CG 3203, ANI 3303, ANI 3503	3
	Specialization Elective	3000+ level three-credit ART, CG, ANI, or FLM course. (see Degree Requirements)	3
	Semester Total		
Semester 8	PRJ 4000 or PRJ 4001 or Specialization Elective or INT	Game Capstone Project or Cinematic Capstone Project or 3000 level+ three-credit ART, CG, ANI, or FLM course or Internship	3
	Open Elective	An elective of the student's choice from any department at DigiPen	3
	Natural Science Elective	Any three-credit Natural Science course.	3
	General Education Elective	Any three-credit General Education course.	3
	Specialization Elective	3000+ level three-credit ART, CG, ANI, or FLM course. (see Degree Requirements)	3
	Semester Total		
Degree Total (minimum credits required)			126

Bachelor of Arts in Game Design

Program Overview

The field of interactive design has moved from an era where designers were self-taught and learned on the job, to one where even entry-level designers are expected to have proven design skills, as well as knowledge of technology, information processing, and psychology. Interactive designers must continually place themselves in the minds of their users and players, shaping every action and response, carefully teaching them what they need to know, and skillfully blending the interactive, spatial, narrative, visual, and aural aspects of an experience. Whether working on digital tools and simulations, on traditional or digital games, or even on physical installations, this degree program prepares graduates to be interactive designers, capable of working in large teams, communicating and collaborating with other designers, artists, and engineers, able to create any kind of interactive experience.

Graduates will be well-versed in both interactive design and game design theory, including user interface design, usability, spatial design, system design, and behavior design. Graduates will have extensive experience testing, iterating, and polishing both digital and non-digital designs through the completion of both individual and team projects. Graduates will also be familiar with the basics of psychology, programming, computer graphics, sound design, and writing.

Student Learning Outcomes

Upon completion of the Bachelor of Arts in Game Design degree program, students are expected to achieve the following outcomes:

- achieve basic proficiency in the concepts and skills of multiple design specialties: System Design, Level Design, Technical Design, Narrative Design, User Experience Design, and User Research
- apply knowledge of design principles and human psychology to create engaging experiences
- analyze and understand the needs of a given audience to create an engaging experience
- analyze problems and constraints to identify and define appropriate design solutions that demonstrate a balanced approach to the needs of different audiences
- demonstrate the ability to rapidly implement and test design prototypes as part of the iterative design process
- understand deeply how to measure and iteratively improve experiences for multiple audiences

- understand the professional, social, and ethical responsibilities of design
- communicate effectively and persuasively with a range of audiences
- function effectively on multidisciplinary teams to create engaging experiences
- use current techniques, skills, and tools to create effective designs
- recognize the need for ongoing professional development and demonstrate ability to research new topics and approaches
- demonstrate fluency in at least two different design specialties: System Design, Level Design, Technical Design, Narrative Design, User Experience Design, or User Research

Career Outlook

Graduates of this degree program will be prepared to enter the software industry as entry-level User Experience Designers and the game industry as entry-level Game Designers. Possible entry-level position titles include User Interface Designer, User Experience Designer, Usability Researcher, Installation Designer, Game Scriptor, Technical Designer, System Designer, Level Designer, Content Designer, Encounter Designer, Quest Designer, and Game Designer. This degree program also includes secondary training that can contribute directly to a graduate obtaining positions with titles such as Producer, Program Manager, Writer, Technical Writer, and Editor. After many years in the industry, graduates may obtain titles such as Lead Designer, User Experience Architect, Creative Director, and Director.

Degree Requirements

NUMBER OF CREDITS AND GPA

The Bachelor of Arts in Game Design requires completion of at least 129 semester credits with a cumulative GPA of 2.0 or better. The program spans eight semesters of 15 weeks each, or four academic years.

COMMUNICATIONS

The following course is required: COM 150.

COMPUTER GRAPHICS

Six credits must be selected from Computer Graphics or Digital Arts courses.

COMPUTER SCIENCE

The following course is required: CS 116 or CS 120. Seven additional credits must be selected from Computer Science courses numbered 150 or higher.

DESIGN

The following courses are required: DES 100, DES 101, five of DES 220, DES 230, DES 240, DES 250, DES 260, or DES 270, two of DES 320, DES 330, DES 340, DES 350, DES 360, or DES 370, two of DES 420, DES 430, DES 440, DES 450, DES 460, or DES 470. 12 additional credits must be selected from Design courses numbered 200 or higher.

ENGLISH

Six credits must be selected from English courses.

GENERAL STUDIES

The following courses are required: COL 101 and COL 235.

HUMANITIES AND SOCIAL SCIENCES

Three credits must be selected from Humanities and Social Sciences courses.

MATHEMATICS

The following course is required: MAT 105.

MUSIC

The following course is required: MUS 115.

PROJECTS

The following course is required: GAM 120 or GAM 150. 24 additional credits must be selected from Game Project or Computer Science Project courses numbered 200 or higher.

PSYCHOLOGY

The following courses are required: PSY 101 and PSY 201. Three additional credits must be selected from Psychology courses.

SCIENCE

Three credits must be selected from Physics or other natural science courses.

SPECIALIZATION SUPPORT

Six credits must be selected from Mathematics, English, Film, Computer Graphics or Digital Arts, Computer Science, Art, Psychology, or Management courses.

NOTE ON GENERAL EDUCATION COURSES

The following courses satisfy the general education requirement for the Bachelor of Arts in Game Design: COM 150 (3), MAT 105 (3), MUS 115 (3), PSY 101 (3), PSY 201 (3), three additional Psychology credits (3), three Science credits (3), six English credits (6), three Humanities or Social Science credits (3).

Recommended Course Sequence for the Bachelor of Arts in Game Design

SEMESTER	COURSE	COURSE TITLE	CREDITS
Semester 1	DES 100	Introduction to Design Process	4
	DES 101	Principles of Interactive Design	4
	PSY 101	Introduction to Psychology	3
	CS 116*	Introduction to Computer Technology and Programming	4
	COL 101	College Life and Academic Skills	1
	Semester Total		
Semester 2	GAM 120	Introduction to Digital Production	3
	DES 220/DES 240/ DES 260	Systems Design I, Level Design I, or User Experience Design I	3
	DES 250	Technical Design I	3
	ENG 116*	Storytelling	3
	MAT 105	Introductory Probability and Statistics	3
	Semester Total		
Semester 3	CG 102	2D Raster Graphics for Designers	3
	CS 165*	Programming Foundations Programming Foundations	4
	DES 270	User Research I	3
	DES 230	Narrative Design I	3
	GAM 200	Project II	4
	Semester Total		

SEMESTER	COURSE	COURSE TITLE	CREDITS
Semester 4	COL 235	College Success for Designers	1
	DES 220/DES 240/ DES 260	Systems Design I, Level Design I, or User Experience Design I	3
	DES 220/DES 240/ DES 260	Systems Design I, Level Design I, or User Experience Design I	3
	GAM 250*	Project II	4
	PSY 201	Cognitive Psychology	3
	Computer Science Elective	Any three-credit Computer Science course numbered 150 or higher.	3
	Semester Total		
Semester 5	GAM 300*	Project III	4
	Design Specialization	System Design II, Narrative Design II, Level Design II, Technical Design II, User Experience Design II, or User Research II	3
	Design Elective	Any three-credit Design course numbered 200 or higher.	3
	MUS 115	Fundamentals of Music and Sound Design	3
	CG 125*	Introduction to 3D Production for Designers	3
	Semester Total		
Semester 6	GAM 350*	Project III	4
	Design Specialization	System Design II, Narrative Design II, Level Design II, Technical Design II, User Experience Design II, or User Research II	3
	DES Elective	Any three-credit Design course numbered 200 or higher.	3
	Specialization Support Elective	Any three-credit course with the English, Mathematics, Psychology, Computer Science, Film, Art, Computer Graphics or Management designation.	3
	PHY 115*	Introduction to Applied Math and Physics	3
	Semester Total		
Semester 7	GAM 375 or GAM 400	Project III or Project IV	4
	DES Capstone	System Design Capstone, Narrative Design Capstone, Level Design Capstone, Technical Design Capstone, User Experience Design Capstone, or User Research Capstone.	3
	Design Elective	Any three-credit Design course numbered 200 or higher.	3
	Psychology Elective	Any three-credit Psychology course	3
	COM 150	Introduction to Communication	3
	Semester Total		
Semester 8	GAM 400 or GAM 450*	Project IV	4
	DES Capstone	System Design Capstone, Narrative Design Capstone, Level Design Capstone, Technical Design Capstone, User Experience Design Capstone, or User Research Capstone.	3
	English Elective	Any three-credit English course.	3
	Humanities and Social Sciences Elective	Any three-credit Humanities and Social Sciences course, except those with the COL designation.	3
	Specialization Support Elective	Any three-credit course with the English, Mathematics, Psychology, Computer Science, Film, Art, Computer Graphics or Management designation.	3
	Semester Total		
Degree Total (minimum credits required)			129

Bachelor of Arts in Music and Sound Design

Program Overview

The Bachelor of Arts in Music and Sound Design offers extensive training in music fundamentals such as music theory, music history and literature, composition, and ear training, as well as training and project work in music technology, audio recording, and technical sound design. Students have the opportunity to work on both individual and team-based projects to produce musical scores and soundscapes for video games, animation, and other interactive media. Through lab courses in each of the eight semesters, these students gain expertise in working with computer software and audio recording hardware that is essential to the sound design and synthesis process. The balance between music fundamentals – including composition, performance, and ear training – and lab and studio recording projects gives the student the technical and creative experience to be a composer/sound designer.

Student Learning Outcomes

The Bachelor of Arts in Music and Sound Design prepares musicians for a wide variety of music- and audio-related careers and job opportunities in existing and emerging industries such as video games, film and animation, theater, radio, television, and web/new media. This four-year undergraduate degree program includes training in music composition and performance, audio recording technology, and music and sound design production and implementation for video games and new media.

Career Outlook

Graduates of this program are prepared for the following entry and intermediate level positions: Sound Designer, Music Composer, Music Arranger, Recording Engineer, Audio Production Editor, Dialog Editor, Music Supervisor, Music Editor, Copyist/Engraver, Music Librarian, Music Supervisor, Music Performer, and Music Teacher.

Degree Requirements

NUMBER OF CREDITS AND GPA

The Bachelor of Arts in Music and Sound Design requires completion of 140 semester credits with a cumulative GPA of 2.0 or better. The program usually spans eight semesters of 15 weeks each, or four academic years.

COMPUTER SCIENCE

The following courses are required: CS 116 and CS 174.

FILM

The following courses are required: FLM 115 and FLM 201.

GENERAL STUDIES

The following courses are required: COL 101, and COL 499.

HUMANITIES AND SOCIAL SCIENCES

The following courses are required: COM 150, ENG 110, and LAW 115. Three additional credits must be selected from English courses. Nine additional credits must be selected from Humanities and Social Sciences courses.

MATHEMATICS

The following course is required: MAT 120.

MUSIC

The following courses are required: MUS 110, MUS 111, MUS 112, MUS 113, MUS 120, MUS 120L, MUS 121, MUS 121L, MUS 150, MUS 150L, MUS 151, MUS 151L, MUS 210, MUS 211, MUS 212, MUS 213, MUS 220, MUS 220L, MUS 221, MUS 221L, MUS 230, MUS 231, MUS 240, MUS 242, MUS 250, MUS 250L, MUS 251, MUS 251L, MUS 260, MUS 261, MUS 310, MUS 311, MUS 320, MUS 321, MUS 322, MUS 330, MUS 331, MUS 340, MUS 342, MUS 350, MUS 350L, MUS 351, MUS 351L, MUS 410 or MUS 415, MUS 411 or MUS 416. Six additional credits must be selected from the following courses: MUS 390, MUS 450, MUS 450L, MUS 451, MUS 451L, MUS 490. Nine additional credits must be selected from other Music courses.

OPEN ELECTIVES

Sufficient additional credits to meet the required 140 semester credits for the program.

PHYSICS

The following courses are required: PHY 115, and PHY 116.

NOTE ON GENERAL EDUCATION COURSES

The following courses satisfy the general education requirement for the Bachelor of Arts in Music and Sound Design: COM 150 (3), ENG 110 (3), FLM 115 (3), LAW 115 (3), PHY 115 (3), PHY 116 (3), nine credits of Humanities and Social Sciences courses (9), and three credits of English courses (3).

Recommended Course Sequence for the Bachelor of Arts in Music and Sound Design

SEMESTER	COURSE	COURSE TITLE	CREDITS
Semester 1	COL 101	College Life and Academic Skills	1
	ENG 110	Composition	3
	FLM 115	History of Film and Animation	3
	MAT 120	Mathematics of Music and Sound I	3
	MUS 110	Private Lessons I: Instrumental or Vocal	1
	MUS 112	Vocal Ensemble	1
	MUS 120	Music Theory and Musicianship I	2
	MUS 120L	Music Theory and Musicianship I Lab	1
	MUS 150	Sound Design Project I	2
	MUS 150L	Sound Design Project I Lab	2
Semester Total			19
Semester 2	COM 150	Introduction to Communication	3
	FLM 201	Cinematography	3
	MUS 111	Private Lessons II: Instrumental or Vocal	1
	MUS 113	Vocal Ensemble	1
	MUS 121	Music Theory and Musicianship II	2
	MUS 121L	Music Theory and Musicianship II Lab	1
	MUS 151	Sound Design Project II	2
	MUS 151L	Sound Design Project II Lab	2
	PHY 115	Introduction to Applied Math and Physics	3
	Semester Total		
Semester 3	CS 116	Introduction to Computer Technology and Programming	4
	MUS 210	Private Lessons III: Instrumental or Vocal	1
	MUS 212	Vocal Ensemble	1
	MUS 220	Music Theory and Musicianship III	2
	MUS 220L	Music Theory and Musicianship III Lab	1
	MUS 230	Composition I	2
	MUS 240	Sound Design Collaborative Project I	1
	MUS 250	Sound Design Project III	1
	MUS 250L	Sound Design Project III Lab	2
	MUS 260	Music History and Literature I	3
	Semester Total		
Semester 4	CS 174	Audio Scripting	3
	MUS 211	Private Lessons IV: Instrumental or Vocal	1
	MUS 213	Vocal Ensemble	1
	MUS 221	Music Theory and Musicianship IV	2
	MUS 221L	Music Theory and Musicianship IV Lab	1
	MUS 231	Composition II	2
	MUS 242	Sound Design Collaborative Project II	2
	MUS 251	Sound Design Project IV	1
	MUS 251L	Sound Design Project IV Lab	2
	MUS 261	Music History and Literature II	3
Semester Total			18

SEMESTER	COURSE	COURSE TITLE	CREDITS
Semester 5	COL 499	Career Search Preparation: Materials, Logistics, and Communication	1
	ENG Elective	English Elective	3
	MUS 310	Private Lessons V: Instrumental or Vocal	1
	MUS 320	Conducting and Instrumentation	2
	MUS 330	Advanced Composition I	3
	MUS 340	Sound Design Collaborative Project III	1
	MUS 350	Sound Design Project V	1
	MUS 350L	Sound Design Project V Lab	2
	PHY 116	Physics of Music and Sound	3
Semester Total			17
Semester 6	HSS Elective	Humanities and Social Sciences Elective	3
	MUS 311	Private Lessons VI: Instrumental or Vocal	1
	MUS 321	Introduction to Orchestration	3
	MUS 322	Adaptive Music for Video Games	3
	MUS 331	Advanced Composition II	3
	MUS 342	Sound Design Collaborative Project IV	2
	MUS 351	Sound Design Project VI	1
	MUS 351L	Sound Design Project VI Lab	2
Semester Total			18
Semester 7	Elective	An elective of the student's choice from any department at DigiPen	3
	HSS Elective	Humanities and Social Sciences Elective	3
	HSS Elective	Humanities and Social Sciences Elective	3
	MUS 410	Private Lesson VII: Instrumental or Vocal	1
	MUS 450	Sound Design Project VII	1
	MUS 450L	Sound Design Project VII Lab	2
	MUS Elective	Any Music course	3
Semester Total			16
Semester 8	Elective	An elective of the student's choice from any department at DigiPen	3
	LAW 115	Introduction to Intellectual Property and Contracts	3
	MUS 411	Private Lesson VIII: Instrumental or Vocal	1
	MUS 451	Sound Design Project VIII	1
	MUS 451L	Sound Design Project VIII Lab	2
	MUS Elective	Music Elective	3
	MUS Elective	Music Elective	3
Semester Total			16
Degree Total (minimum credits required)			140

Minors

To obtain a minor at DigiPen, students must apply for the minor via the [Minor Request Form](#) and satisfy criteria prescribed by the department awarding the minor.

- At least nine of these credits must be earned at DigiPen.
- Students may only receive minors outside of their major focus of study.
- Must meet minor requirements from the same catalog year as the major degree plan.
- Freshmen may not apply for minors.
- Students may not apply for a minor if they cannot complete it before or concurrent with their undergraduate graduation.
 - Minor requirements must be completed at same time as degree requirements or before. If not completed, the minor request will be automatically removed and will not be awarded.
 - No minor will be granted retroactively.
- If a student withdraws from the Institute, they will be removed from both their major degree program and minor.
 - Must reapply to both upon attempting to return to the Institute.

Art Minor

(Not available to BFA DAA students)

To earn an Art Minor at DigiPen, students must complete a block of credits satisfying the following:

- 15 credits of any ANI, ART, CG or FLM courses.
- At least nine credits must be earned at DigiPen.

Electrical and Computer Engineering Minor

(Not available to BS CE students)

To earn an Electrical and Computer Engineering minor at DigiPen, a student must complete a block of 12 credits satisfying the following:

- Credits chosen from any ECE course, CS 315, PHY 270, or PHY 270L
- At least nine of these credits must be earned at DigiPen

English Minor

To earn an English minor at DigiPen, a student must complete a block of 18 credits satisfying the following:

- Any ENG courses except for ENG 450.

- At least one upper division ENG course numbered 300 or higher.

Math Minor

To earn a math minor at DigiPen, a student must complete a block of 27 credits satisfying the following:

- The courses are taken from MAT 140 or higher.
- Six credits from MAT courses numbered 300 or higher.
- Three credits may be substituted with a PHY course numbered 300 or higher.
- At least nine credits in this subject area must be taken at DigiPen.

Music Minor

(Not available to BSCS DA or BA MSD students)

To earn a music minor at DigiPen, a student must complete a block of 18 credits including the following:

- MUS 120, MUS 120L, MUS 121, MUS 121L (6 credits)
- Six credits from any MUS course numbered 200 or higher
- The remaining 6 credits may be selected from MAT 120 or any MUS course
- At least nine credits must be earned at DigiPen.

Physics Minor

To earn a physics minor at DigiPen, a student must complete a block of 18 credits satisfying the following:

- PHY courses numbered 200 or higher, or CS 550;
- At least nine of these credits must be earned at DigiPen.

Psychology Minor

To earn a psychology minor at DigiPen, a student must complete a block of 15 credits from the following PSY courses:

- PSY 101, and
- Any PSY courses numbered 200 or higher.

Master of Science in Computer Science

Program Overview

Driven by thriving technology and innovations, the interactive real-time simulation software and video game industry is an exciting and dynamic field with active research that is still young and offers tremendous opportunities to talented people. The number of people involved in different game production activities (game console, personal computer, hand-held, on-line, wireless devices, etc.) has been rising. Three-dimensional computer graphics, artificial intelligence (AI), networking, and distributed computing technology continue to drive innovations in both hardware and software. Real-time animation and realistic rendering techniques have also demonstrated many application potentials in movies, television commercials, scientific visualization, medical studies, military training, and other industries and fields.

Gaming companies increasingly demand leading programmers and engineers with an in-depth comprehension of and a solid background in mathematics, physics, real-time rendering, AI, graphics programming, and networking. On the other hand, many developers currently working in the field have been seeking postgraduate education to update their knowledge, to sharpen their professional skills, or to advance in the industry. However, the curriculum taught in many colleges and universities lacks a focus on implementation of these exclusive objectives. Consequently, both companies and individuals feel that a general four-year computer science bachelor's degree program might limit them from advancing professionally in careers related to the theory and technology involved in real-time simulations. More directed, extensive education at a postgraduate level is needed.

DigiPen Institute of Technology has been teaching the Bachelor of Science in Computer Science in Real-Time Interactive Simulation since 1998. This degree provides both academic and practical training for programming computer games. It has been highly successful, and DigiPen has received much recognition for this achievement and for the achievements of its alumni in the industry. Building on this success, the Institute offers a Master of Science in Computer Science to meet the postgraduate education need.

While many developers currently working in the field have been seeking postgraduate education to update their knowledge, to sharpen their professional skills, or to advance in the industry, they have the difficult challenge of balancing busy production schedules and professional growth. Additionally, for many of them, leaving a full-time job to pursue full-time graduate studies is simply not an option.

For these reasons, DigiPen also offers the Part-Time Master of Science in Computer Science degree. This program provides an opportunity for those who currently work in a video game company or have a full-time job in another industry and want to expand their knowledge of academic fundamentals in an advanced study of Computer Science and applications in interactive simulation.

This program specializes in real-time interactive simulation and is designed to attract talented students who have recently graduated with a bachelor's degree in one of the following disciplines:

- Computer Science
- Computer Engineering or related studies
- A general field, along with some computer science studies or some game-industry experience

The Master of Science in Computer Science degree program offers extended education in areas of 3D computer graphics, animation and modeling techniques, AI algorithms, image processing, and real-time rendering. It combines this with related training in computer science, mathematics, and physics.

This graduate program at DigiPen provides an opportunity for students to expand their knowledge of academic fundamentals in 3D computer graphics. Students who successfully complete this master's degree program will possess and/or improve the following professional skills:

- In-depth foundation in mathematics and physics, such as implicit curves and surfaces, theory and applications of quaternions, differential geometry, computational geometry, graph theory, advanced numerical analysis, fuzzy logic and sets, number theory and cryptography, and finite elements.
- Advanced knowledge in computer science, including advanced animation and modeling algorithms (interpolation, rigid body, deformable object, inverse kinematics, natural phenomena simulation, facial expression, motion blending and capture, etc.), advanced rendering techniques (shader programming, lighting techniques, HDR, shading and shadows, anti-aliasing, etc.), artificial intelligence (reinforcement learning, neural network, advanced search algorithms, uncertainty handling, etc.), game engine design (levels of detail, implicit surfaces, pipeline optimization, advanced intersection and collision detection, etc.), physically-based modeling algorithms, ray tracing, and radiosity.
- Solid hands-on experience on game projects, including advanced game (single- or multi-player) design, documentation, project management, marketing, networking, distributed systems, streaming media testing, and working with external contractors.

- Strong capability of academic research in the area of 3D computer graphics and AI, including virtual reality, illumination and shading algorithms, animation techniques, surface representation and rendering, volume visualization and morphing algorithms, geometry, modeling, path finding, and searching and planning algorithms.

Computer technology pervades modern society. Those who thoroughly understand it have a wide range of rewarding career options. This graduate degree program prepares students specifically for advanced career choices and job opportunities in existing and emerging industries where skills in computer graphics, AI, real-time simulation programming, and networking are in great demand. These include the video game, computer-based modeling, aerospace, server back-end, and medical industries, just to name a few. Graduates of this program may attain occupations as software engineers, software developers, computer programmers, engine programmers, graphics programmers, tools programmers, AI programmers, gameplay programmers, and physics engine programmers.

Degree Requirements

NUMBER OF CREDITS & GPA

The Master of Science in Computer Science degree program requires completion of at least 37 semester credits with a grade “C” (or 2.0 quality points) or above in each course and a cumulative GPA of 3.0 or better. The full-time program typically spans four semesters of 15 weeks each and an additional semester to complete a thesis or comprehensive examination, for a total of two calendar years. The part-time program typically spans twelve semesters (including summer semesters) for a total of four calendar years. Students may choose to complete the program in less time by following an alternative three-year course sequence. For candidates with a lack of experience in computer graphics or mathematics, some articulation classes may be required.

COMPUTER SCIENCE

CS 525, CS 529, CS 541, two courses from one of the concentration areas listed below, CS 598, and two additional CS courses numbered 500 and up are required. (Total: 22 credits)

Concentration Areas:

- Artificial Intelligence
 - CS 581
 - one of the following courses: CS 580, CS 582
- Graphics
 - CS 560
 - one of the following courses: CS 500, CS 561, CS 562
- Physically-based Simulation
 - PHY 500
 - CS 550
- Image Processing
 - CS 570
 - one of the following courses: CS 571, CS 572

ELECTIVE

One course from the following is required: any CS course numbered 500 and up, PHY 500, or any MAT course numbered 500 and up. (Total: 3 credits)

MATHEMATICS

At least one MAT course numbered 500 or above is required. (Total: 3 credits)

PROJECTS

GAM 541 and two courses from the following: GAM 550, GAM 551, GAM 590, and GAM 591 are required. (Total: 9 credits)

NOTE: THESIS OR EXTRA COURSE

CS 601 and CS 602 are required for the research and project theses tracks and will count toward fulfillment of the Computer Science Requirement. Students who choose the comprehensive examination track cannot receive credit for CS 602.

NOTE ON CAPSTONE EXPERIENCE

Upon the successful completion of MS in Computer Science degree requirements, students need to have fulfilled a “capstone experience.” This is designed to bring reflection and focus to a student’s area of concentration and to enhance the skills, methodology, and knowledge learned throughout the degree program. Components of the capstone experience can include (but are not limited to): game project classes, externships at a game company, extra courses, comprehensive examination, project thesis classes, thesis defense.

Thesis and Examination Tracks

Students in the Master of Science in Computer Science program must select to focus their studies through the completion of one of three tracks: research thesis, project thesis, or extra coursework. The research thesis option is designed for those students who wish to develop analytic research skills and to make an original contribution to the field. The project thesis option allows students to advance their professional careers through a hands-on experience or practical application of their study. The extra coursework option is intended for those preferring extended knowledge and broader skills in computer science or a related discipline.

1. Research Thesis (CS 601 and CS 602)

Students choosing this track must identify an area of interest within the discipline of computer science, computer engineering, mathematics, physics, or game production. They shall conduct a literature survey on existing techniques and algorithms in the field, propose an innovative approach to the field, develop the theory and prototypes, and write and defend the thesis.

2. Project Thesis (CS 601 and CS 602)

This option is similar to the research thesis. However, instead of an original contribution to the field, the project thesis emphasizes the practical aspect of a specific

problem. After surveying the literature in a narrowly focused area of study, students choosing this track shall select existing algorithm(s) to implement. They must also analyze and compare different approaches. This option also requires that students write a technical report and demonstrate the implementation of the algorithm(s) to the thesis committee.

3. Extra Coursework with Comprehensive Exam

This option allows a student to take one or two additional electives offered at the graduate level to replace CS 602 or both CS 601 and CS 602, along with the satisfactory completion of a comprehensive exam.

The comprehensive examination tests a student's knowledge of basic computer science material and material covered by the chosen concentration area. The exam is based on graduate courses and suitable undergraduate material. To schedule an examination, the student shall complete the Comprehensive Examination Request Form no later than six weeks prior to the proposed examination date. The student and his or her academic advisor need to sign the form.

The comprehensive examination consists of two parts - general and subject. The general part of the examination covers core computer science topics and includes all four of the following:

- Algorithms
- Data Structures
- Advanced C++ (CS 525)
- Advanced Graphics (CS 541)

The subject part of the examination covers topics from a student's chosen concentration area (see Degree Requirements section).

Each of the two parts of the examination will be given in a three-hour period and may be taken either on the same day or on different days. The student's final grade will be given based on individual performance in each of the two exams. Instructors will provide a syllabus of the material covered by the exam.

The outcome of the comprehensive examination will be one of the following:

- Pass - Student earns a grade of 75% or higher in each of the two parts of the examination.
- Conditional Pass - given in rare borderline cases where a student may need to fulfill additional requirements, such as retaking one part of the examination.
- Fail - Student is required to retake both parts of the examination.

Transfer Credits

The following conditions apply:

- Graduate students may transfer up to 15 semester credits into the MS in Computer Science program.
- Of those 15 semester credits, nine can be transferred from other universities/colleges (provided that they meet the transfer of credits requirements).
- If students take the BS/MS accelerated schedule, 15 semester credits are shared between the BS in Computer Science and Real-Time Interactive Simulation and MS in Computer Science programs.
- Regardless of the BS/MS accelerated schedule, students must successfully complete a minimum of 22 semester credits in order to earn a MS in Computer Science degree. Please also refer to the *BS/MS Accelerated Schedule* section for more details.

All credits earned through DigiPen's full-time MS in Computer Science program are transferable to the part-time MS in Computer Science program.

Please refer to the *Waiver Credit* chapter for complete guidelines on DigiPen's transfer policy.

BS/MS in Computer Science Accelerated Schedule

Students enrolled in DigiPen's Bachelor of Science in Computer Science in Real-Time Interactive Simulation degree program who are interested in pursuing a graduate degree at DigiPen or taking graduate-level coursework during their undergraduate studies may participate in the "Accelerated Schedule" option, which permits students who meet the minimum requirements to take selected graduate-level courses during their undergraduate study and apply up to 15 credits towards both BS and MS degree requirements. Students who pursue the accelerated schedule can successfully complete their BS in Computer Science in Real-Time Interactive Simulation degree and Master of Science in Computer Science in five years sequentially. Please refer to the *Accelerated Schedule* section for more details.

Recommended Course Sequences for the MS in Computer Science

RECOMMENDED COURSE SEQUENCE CHART FOR FULL-TIME MS IN COMPUTER SCIENCE (2-YEAR PLAN)

SEMESTER	COURSE	COURSE TITLE	R/E	CREDITS
Semester 1	CS 525	Object-Oriented Design and Programming	R	3
	CS 529	Fundamentals of Game Development	R	3
	Elective	CS, MAT* or PHY elective	E	3
	Semester Total			
Semester 2	GAM 541	Game Project	R	3
	CS 541	Advanced Computer Graphics	R	3
	Elective	CS, MAT*, or PHY elective	E	3
	Semester Total			
Semester 3	Concentration Elective	See Degree Requirements section	R	3
	GAM 550	Advanced Game Project	R	3
	CS 601 or Elective	Master's Thesis I or CS, MAT*, or PHY elective	R/E	3
	CS 598	Computer Science Seminar***	R	1
	Semester Total			
Semester 4	Concentration Elective	See Degree Requirements section	R	3
	GAM 551	Advanced Game Project	R	3
	CS 602 or Elective	Master's Thesis II or CS, MAT*, or PHY elective	R/E	3
	Semester Total			
Thesis Defense or Comprehensive Examination**				
Degree Total				37

Please note the following:

*At least one math elective must be selected.

**If the thesis defense or comprehensive examination is scheduled to take place during a fall or spring semester and all other coursework has already been completed, then the student must register for MCM 600 in order to meet the continuous matriculation requirement. See the course description for MCM 600 for additional information.

***CS 598—Computer Science Seminar (1 credit) is required and can be taken during any semester.

Recommended Course Sequences for the MS in Computer Science

RECOMMENDED COURSE SEQUENCE CHART FOR PART-TIME MS IN COMPUTER SCIENCE (4-YEAR PLAN)

SEMESTER	COURSE	COURSE TITLE	R/E	CREDITS
Semester 1	CS 525	Object-Oriented Design and Programming	R	3
Semester 2	CS 541	Advanced Computer Graphics	R	3
Semester 3	Elective	CS, MAT*, or PHY elective	E	3
Semester 4	CS 529	Fundamentals of Game Development	R	3
Semester 5	GAM 541	Master's Game Project	R	3
Semester 6	Elective	CS, MAT*, or PHY elective	E	3
Semester 7	Concentration Elective	See Degree Requirements section	R	3
Semester 8	Concentration Elective	See Degree Requirements section	R	3
Semester 9	CS Elective or CS 601	CS Elective or Master's Thesis I	R	3
Semester 10	GAM 550	Advanced Game Project	R	3
	CS 598	Computer Science Seminar***	R	1
Semester 11	GAM 551	Advanced Game Project	R	3
Semester 12	CS Elective or CS 602	CS Elective or Master's Thesis II	R	3
	Thesis Defense or Comprehensive Examination**			
Degree Total				37

Please note the following:

*At least one math elective must be selected.

**If the thesis defense or comprehensive examination is scheduled to take place during a fall or spring semester and all other coursework has already been completed, then the student must enroll in MCM 600 in order to meet the continuous matriculation requirement. See the course description for MCM 600 for additional information.

***CS 598—Computer Science Seminar (1 credit) is required and can be taken during any semester.

Master of Fine Arts in Digital Arts

Program Overview

The Master of Fine Arts in Digital Arts degree program delivers graduate-level education with an emphasis on traditional art techniques, creativity, and personal voice. The application of these skills in a digital context prepares graduates for careers in the 3D graphics industry. Graduates will have the tools and vision to become leaders advancing the artistic styling of video games, animated films, and related digital media.

The MFA in Digital Arts degree program emphasizes the mastery of foundational studies in art, which support coinciding courses in art as a digital medium. Graduates will be well-versed in traditional art studies of their choosing, including anatomy, figure drawing, sculpture, art history, and oil painting. Graduates will also be proficient in character or concept design, digital sculpting, hard surface modeling, lighting, texturing, rendering, rigging, and the integration of these stages into a project. Innovative digital work for a thesis project is created by combining these studies with original research.

The MFA in Digital Arts degree program candidate will be required to focus on an area of specialization and demonstrate mastery of the chosen field through the production of a thesis project. Graduates' portfolios must exhibit a level of proficiency commensurate with specialists in the industry. Graduates will be qualified for positions with titles such as 3D Artist, 3D Modeler, Animator, Character Artist, Technical Artist, Texture Artist, Environment Artist, and Art Instructor. In addition, after some years in the industry, MFA in Digital Arts graduates may attain positions with titles such as Art Lead, Art Director, Senior Artist, and Senior Character Artist.

Degree Requirements

NUMBER OF CREDITS AND GPA

The MFA in Digital Arts requires completion of at least 60 semester credits with a cumulative GPA of 3.0 or better. The program typically spans four semesters of 15 weeks each, generally accomplished in two calendar years for students following the full-time recommended course sequence, and four calendar years for students following the part-time recommended course sequence.

DIGITAL ARTS

The following computer graphics courses are required: CG 501, CG 521, and CG 525. (Total: 9 credits)

PROJECTS

The following courses are required: PRJ 601 and PRJ 602. (Total: 6 credits)

FINE ARTS AND THESIS

The following courses are required: ART 701, ART 702, ART 703, ART 704, and either ART 520 or ART 522. (Total: 21 credits)

ELECTIVE

In addition to the required courses, students must take eight electives for a total of 24 credits. The electives are as follows:

ART, CG, ANI, PRJ, or INT ELECTIVE

The following courses are required: five courses with the ART, CG, ANI, PRJ or INT prefix numbered 500 or higher. (Total: 15 credits)

STUDIO ART ELECTIVE

The following courses are required: two courses from ART 501, ART 503, ART 511, ART 512, ART 528, ART 550, ART 555, ART 560. ART Special Topics or ANI Special Topics courses which focus on the development of traditional studio art and/or observational skill sets may be approved by the Program Director. (Total: 6 credits)

OPEN ELECTIVE

At least three credits from any graduate-level offering (500 or higher) in any department at DigiPen. (Total: 3 credits)

(Total: 24 credits)

Graduation Requirements

In order to graduate from the program, students must demonstrate:

- Successful completion of 60 semester credits with a cumulative grade point average of 3.0 or better.
- Successful presentation and official acceptance of the Final Thesis at Thesis Presentation. This can only happen after 60 credits of coursework are completed (or in progress) and the student has taken and passed ART 704 (or is in progress).
- Submission of an archived copy for the DigiPen Library of the thesis and documentation.

Project, Capstone, Thesis Requirements or Options

THESIS PROPOSAL REVIEW

Candidates in the MFA in Digital Arts who are completing ART 704 must schedule and present their thesis proposal to an assembled thesis committee. No student may register for ART 703 without approval of their thesis committee.

THESIS REQUIREMENT

The goal of the DigiPen MFA in Digital Arts is to develop industry-quality graduates who have an innovative, creative and

sincere point of view. The MFA in Digital Arts thesis is a body of work that demonstrates this professional level of expertise with industry tools as well as showcases a unique voice in digital media. The thesis, created specifically based on the candidate's project proposal, is expected to meet professional standards. At the same time, the work will represent the candidate's individual perspective, style, and philosophy. The thesis project should show a thoughtful and deep understanding of the student's theme that is compelling and persuasive, technically complete, and professionally executed.

The MFA in Digital Arts Thesis is created specifically in response to the approved thesis proposal submitted by a candidate. It includes not only the project work but also marketing and branding materials, schedules and timelines, project scope, and design documentation as appropriate. Candidates are required to present to a thesis review panel and to the public. The final work and all documents will be archived in the DigiPen Library and gallery. The MFA in Digital Arts Thesis is not a retrospective of all work produced since the student entered the graduate program.

Written Component: The thesis will have a written component, to the satisfaction of the thesis committee. Its contents may include topics such as research, theory, process, and project evaluation.

THESIS DEFENSE

The MFA in Digital Arts candidate thesis defense will be scheduled with the thesis committee once a student has successfully completed (or has in progress) the required coursework (minimum 60 approved credits).

Students will be expected to deliver a verbal description of the thesis work, production and development plans, concepts and supporting documentation. A visual presentation of the scope and plan of the thesis will be part of the defense, as well as a presentation of the production pipeline including technical description. The thesis will be presented to the committee and public. A question and answer session will follow the presentation, during which the candidate will be required to defend the work.

MFA in Digital Arts Curriculum

Listed on the next page are all the graduate-level courses currently offered at DigiPen and appropriate to the MFA in Digital Arts degree program. Courses designated with an "R" are required for the MFA in Digital Arts degree program. Courses designated with an "E" are appropriate as electives within the program.

The MFA in Digital Arts requires 60 credits total, 33 of which are specifically required and 27 of which are elective.

Graduate-Level Courses for the MFA in Digital Arts Degree Program

COURSE	COURSE TITLE	R/E	CREDITS
ART 701	Art Research Methodology	R	3
PRJ 601	Digital Arts Survey and Analysis	R	3
CG 501	3D Concepts and Production	R	3
CG 525	Digital Painting: Composition and Color	R	3
ART 702	Thesis Pre-Production	R	3
PRJ 602	Art Production Process	R	3
CG 521	Organic and Hard Surface Modeling	R	3
ART 703	Thesis I	R	6
ART 704	Thesis II	R	6
ART 501	Advanced Figure Drawing	E	3
ART 503	Gesture Drawing	E	3
ART 504	Storyboarding	E	3
ART 511	Oil Painting: The Figure	E	3
ART 512	Plein Aire Painting	E	3
ART 520	Conceptual Design and Illustration	E	3
ART 522	Character Design	E	3
ART 528	Advanced Figure Sculpting	E	3
ART 550	Human Anatomy	E	3
ART 555	Anatomy: Ecorché	E	3
ART 560	Animal Anatomy and Design	E	3
CG 530	Hair and Clothing Simulation	E	3
CG 570	Digital Painting: Matte and Background	E	3
CG 577	Facial Rigging and Animation	E	3
CG 599	Special Topics Special Topics	E	3
CG 605	Digital Sculpture	E	3
CG 615	Texturing for 3D	E	3
CG 620	Lighting and Rendering	E	3
CG 661	Advanced Character Creation	E	3
CG 675	Character Rigging	E	3
INT 590	Master's Internship I	E	3
INT 591	Master's Internship II	E	3
PRJ 510	Team Project	E	3
CSX 510	Scripting for Games	E	3
FLM 508	Cinematography and The Art of The Story	E	3
GAMX 500	Game Design, Development and Production	E	3
MCM 600	Masters Continuous Matriculation	E	1
MGT 500	Management for Art Directors	E	3
PHYX 510	Physics for Animation and Modeling	E	3

Recommended Course Sequence for the MFA in Digital Arts

RECOMMENDED COURSE SEQUENCE CHART FOR FULL-TIME MFA IN DIGITAL ARTS

SEMESTER	COURSE	COURSE TITLE	R/E*	CREDITS
Semester 1	ART 701	Art Research Methodology	R	3
	PRJ 601	Digital Arts Survey and Analysis	R	3
	CG 501	3D Concepts and Production	R	3
	CG 525	Digital Painting: Composition and Color	R	3
	Elective	STUDIO ART ELECTIVE	E	3
	Semester Total			
Semester 2	ART 702	Thesis Pre-Production	R	3
	PRJ 602	Art Production Process	R	3
	CG 521	Organic and Hard Surface Modeling	R	3
	ART 520 or ART 522	Conceptual Design and Illustration or Character Design	R	3
	Elective	ART, CG, ANI, PRJ, or INT ELECTIVE, numbered 500+	E	3
	Semester Total			
Semester 3	ART 703	Thesis I	R	6
	Elective	ART, CG, ANI, PRJ, or INT ELECTIVE, numbered 500+	E	3
	Elective	ART, CG, ANI, PRJ, or INT ELECTIVE, numbered 500+	E	3
	Elective	STUDIO ART ELECTIVE	E	3
	Semester Total			
Semester 4	ART 704	Thesis II	R	6
	Elective	ART, CG, ANI, PRJ, or INT ELECTIVE, numbered 500+	E	3
	Elective	ART, CG, ANI, PRJ, or INT ELECTIVE, numbered 500+	E	3
	Open Elective	Any DigiPen course from any department, numbered 500+	E	3
	Semester Total			
Degree Total (minimum credits required)				60

*Note: electives must be selected from courses offered at DigiPen and numbered 500 or higher. Courses may have prerequisites that should be taken into consideration by the student and discussed with the student's advisor.

Recommended Course Sequence for the MFA in Digital Arts

RECOMMENDED COURSE SEQUENCE CHART FOR PART-TIME MFA IN DIGITAL ARTS

SEMESTER	COURSE	COURSE TITLE	R/E*	CREDITS
Semester 1	PRJ 601	Digital Arts Survey and Analysis	R	3
	CG 501	3D Concepts and Production	R	3
	CG 525	Digital Painting: Composition and Color	R	3
	Semester Total			9
Semester 2	CG 521	Organic and Hard Surface Modeling	R	3
	ART 520 or ART 522	Conceptual Design and Illustration or Character Design	E	3
	Semester Total			6
Semester 3	Elective	ART, CG, ANI, PRJ, or INT ELECTIVE, numbered 500+	E	3
	Elective	ART, CG, ANI, PRJ, or INT ELECTIVE, numbered 500+	E	3
	Elective	STUDIO ART ELECTIVE	E	3
	Semester Total			9
Semester 4	PRJ 602	Art Production Process	R	3
	Elective	STUDIO ART ELECTIVE	E	3
	Semester Total			6
Semester 5	ART 701	Art Research Methodology	R	3
	Elective	ART, CG, ANI, PRJ, or INT ELECTIVE, numbered 500+	E	3
	Semester Total			6
Semester 6	ART 702	Thesis Pre-Production	R	3
	Elective	ART, CG, ANI, PRJ, or INT ELECTIVE, numbered 500+	E	3
	Semester Total			6
Semester 7	ART 703	Thesis I	R	6
	Elective	ART, CG, ANI, PRJ, or INT ELECTIVE, numbered 500+	E	3
	Semester Total			9
Semester 8	ART 704	Thesis II	R	6
	Open Elective	Any DigiPen course from any department, numbered 500+	E	3
	Semester Total			9
Degree Total (minimum credits required)				60

*Note: electives must be selected from courses offered at DigiPen and numbered 500 or higher. Courses may have prerequisites that should be taken into consideration by the student and discussed with the student's advisor.

Courses

Some courses listed as alternate prerequisites are not offered at every DigiPen campus. Please contact the Office of the Registrar for more details.

Please note that 500-level and higher courses are designated for DigiPen's graduate programs. Undergraduate students wishing to take graduate-level courses should contact the Office of the Registrar.

Department of Animation and Production

Animation Courses

ANI 101 Animation Basics I (3 cr.)

Prerequisite(s): None

This course introduces the principles of animation through a variety of animation techniques. Topics include motion research and analysis, effective timing, spacing, volume control, stagecraft, and choreography. Weekly screenings of classic animation are held, followed by in-class critiques.

ANI 151 Animation Basics II (3 cr.)

Prerequisite(s): ANI 101

This course explores concepts and techniques of traditional animation. Motion and posing is explored through character development, which includes the expression of personality, mood, thought, and attitude. Emphasis is placed on the refinement of drawings, subtlety of movement, and creativity.

ANI 300 3D Character Animation I (3 cr.)

Prerequisite(s): ANI 151, CG 275

This course explores 3D character animation techniques of performance, physicality, and weight using basic rigs provided by the instructor. Special attention is given to thumbnailing key poses, video research, and stagecraft.

ANI 330 Advanced Physicality (3 cr.)

Prerequisite(s): ANI 300

This course explores 3D animation through advanced physicality, weight, and performances. Special attention is placed on visual storytelling, action, choreography, and scope. Topics include planning, pose studies, video research, motion analysis, camera placement, advanced keyframing techniques, and pantomime. Additional topics may include motion capture and rendering.

ANI 350 3D Character Animation II (3 cr.)

Prerequisite(s): ANI 300

This 3D animation course explores acting through the medium of the human voice, including narration, expressive reading, diction, lip-synchronization techniques, and vocal refinement.

ANI 399 Special Topics in Animation (3 cr.)

Prerequisite(s): None

The content of this course may change each time it's offered. It is for the purpose of offering a new or specialized course of interest to the faculty or students that is not covered by the courses in the current catalog.

ANI 400 Cinematic Animation (3 cr.)

Prerequisite(s): FLM 275 or MUS 115, ANI 350, ART 401

This course is a culmination of the student's ability to use animation as a storytelling medium. It also provides an opportunity for the student to demonstrate his or her personal artistic growth. Each student works to complete a short piece of cinematic animation. Working independently or in small groups with the instructor's approval, students may use either 2D or 3D tools.

ANI 450 Advanced Animation Portfolio (3 cr.)

Prerequisite(s): ANI 350, CG 300, PRJ 350

This course requires students to further extend their portfolio work, principally polishing and refining elements that will align them well for current industry needs. With a generous selection of assignment opportunities to be explored, students will gain advanced instruction on more focused acting, physicality and creature animation. This course will provide students with an ideal opportunity to improve an area of their portfolio work that will better represent animated body mechanics and acting skills.

ANI 1000 Animation I (3 cr.)

Prerequisite(s): None

This course introduces the principles of animation and how movement is conveyed through timing, spacing, and drawing. Emphasis is placed on bringing sequential images to life through motion analysis. Topics include animation theories, research, planning, keyframing, and in-betweening.

ANI 2000 Animation II (3 cr.)

Prerequisite(s): ANI 1000

This course focuses on the principles of animation in 3D workspace. Emphasis is placed on 3D animation workflow and rigging concepts. Topics include research and planning, keyframe management, animation principles, rigging fundamentals, and viewport rendering.

ANI 2002 Animation III (3 cr)

Prerequisite(s): ANI 2000

This course focuses on 3D character animation and character rigging, with an emphasis on body mechanics. Additional emphasis is placed on bringing a 3D character to life through dynamic motion. Topics include planning, motion analysis, animation passes, splining, constraints and parenting, inverse and forward kinematics, animation tools, and skeletal rigging.

ANI 3301 Character Rigging I (3 cr)

Prerequisite(s): ANI 2002 OR CG 2002

This course focuses on rigging bipedal characters for animation. Topics include basic rig creation, joint formation, inverse kinematic/forward kinematic switches, skinning, joint constraints, spine rig, rig attributes, and rig controllers.

ANI 3302 Character Rigging II (3 cr)

Prerequisite(s): ANI 3301

This course builds on the principles of rigging a bipedal character and further explores multi-limbed creatures. Topics include stretchy inverse kinematics, facial rigging, and complex rig controllers.

ANI 3303 Character Rigging III (3 cr)

Prerequisite(s): ANI 3302

This course explores advanced rigging techniques. Topics include scripting secondary behaviors, scripting rigging production tools, and designing versatile character rigs.

ANI 3501 3D Animation I (3 cr)

Prerequisite(s): ANI 2000

This course explores 3D animation through physicality, weight, and performance. Emphasis is placed on animating bipedal characters and pantomime acting. Topics include planning for animation, advanced splining techniques, basic body mechanics, motion analysis, video reference, and stagecraft.

ANI 3502 3D Animation II (3 cr)

Prerequisite(s): ANI 3501

This course explores 3D animation through advanced physicality, weight, and performance. Special attention is placed on visual storytelling, action, choreography, and scope. Topics include planning, pose studies, video research, motion analysis, camera placement, advanced keyframing techniques, and acting for action sequences.

ANI 3503 3D Animation III (3 cr)

Prerequisite(s): ANI 3502

This course explores acting in 3D animation. Performance techniques are addressed, ranging from stylized facial expressions to nuanced physicality. Topics include narration, pantomime, monologue, dialogue, diction, and lip synchronization.

College Success Courses

COL 230 College Success for Artists (1 cr)

Prerequisite(s): PRJ 201 or PRJ 202

This course introduces industry research, professional expectations, and requisite levels of proficiency. The course helps identify strengths, skills, interests, and areas for growth and requires the creation of an academic plan.

Film Courses

FLM 115 History of Film and Animation (3 cr)

Prerequisite(s): None

This course examines the more than 100-year history of film and animation. Beginning with the scientific and technical advances that made these media technologies possible, students explore every major movement and genre as well as their impact on society. The course gives students critical vocabulary required for explaining story, animation, and cinematic techniques.

FLM 151 Visual Language and Film Analysis (3 cr)

Prerequisite(s): None

Animation is ultimately filmmaking, and animators should learn from the many classics on how to effectively bring various film production elements together. Students review several films and study how the relationships between scripts, cameras, lighting, sets, production design, sound, acting, costumes, props, directing, and production lead to successful visual stories. They also examine the fundamental theories underlying visual storytelling. Understanding the creative processes utilized by these influential filmmakers provides insight into how students may improve their own animations.

FLM 201 Cinematography (3 cr)

Prerequisite(s): FLM 115

This course explores camera composition, lighting, and editing techniques through a series of cinematic projects. Topics include 2D and 3D camera moves, film and script analysis, storytelling conventions, choreography, and staging.

FLM 210 **Cinematography for Visual Effects** (3 cr.)

Prerequisite(s): FLM 115

This course focuses on the technical aspects of cinematography including understanding how cameras work, how images are captured and processed, computer graphics theory, and image analysis.

FLM 225 **Introduction to Storyboarding** (3 cr.)

Prerequisite(s): ANI 151

FLM 225 is equivalent to ART 350

This course explores the animation pre-production skills of storyboard art. Emphasis will be placed on drawing, storytelling, and cinematography in the creation of storyboards. Topics include story flow, character development, mood, time, and place.

FLM 399 **Special Topics in Film** (3 cr.)

Prerequisite(s): None

The content of this course may change each time it is offered. It is for the purpose of offering a new or specialized course of interest to the faculty and students that is not covered by the courses in the current catalog.

Internship Courses

INT 390 **Internship I** (4 cr.)

Prerequisite(s): None

Permission of instructor required.

An internship is any carefully monitored work or service experience in which an individual has intentional learning goals and reflects actively on what she or he is learning throughout the experience. It is usually a professional activity under general supervision of an experienced professional and in a job situation, which places a high degree of responsibility on the student.

INT 450 **Internship II** (4 cr.)

Prerequisite(s): None

Permission of instructor required.

An internship is any carefully monitored work or service experience in which an individual has intentional learning goals and reflects actively on what she or he is learning throughout the experience. It is usually a professional activity under general supervision of an experienced professional and in a job situation, which places a high degree of responsibility on the student.

INT 590 **Master's Internship I** (3 cr.)

Prerequisite(s): None

Permission of instructor required.

An internship is any carefully monitored work or service experience in which an individual has intentional learning goals and reflects actively on what is learned throughout the

experience. It is usually a professional activity under general supervision of an experienced professional and in a job situation, which places a high degree of responsibility on the student.

INT 591 **Master's Internship II** (3 cr.)

Prerequisite(s): None

Permission of instructor required.

An internship is any carefully monitored work or service experience in which an individual has intentional learning goals and reflects actively on what is learned throughout the experience. It is usually a professional activity under general supervision of an experienced professional and in a job situation, which places a high degree of responsibility on the student.

Projects Courses

PRJ 101 **The Basics of Production** (3 cr.)

Prerequisite(s): ART 101, ART 125, ANI 101

This course investigates production pipelines adopted by schools and companies. Topics include career opportunities, best practices and methodologies, efficient workflows, and basic navigation of common industry software. Projects range from small individual assignments to a limited team-based project within a game engine.

PRJ 201 **2D Animation Production** (4 cr.)

Prerequisite(s): PRJ 101

Credit maybe received for either PRJ 201 or PRJ 202, not both.

This course is the first semester of a two-semester project series, continued in PRJ 251. This course focuses on the pipeline and processes for creating a 2D animation project. Topics explored include techniques for working effectively on a team, cinematic production tools, visual storytelling, and best practices for preproduction, production pipeline management, and project management.

PRJ 202 **Game Art Project I** (4 cr.)

Prerequisite(s): PRJ 101

Credit maybe received for either PRJ 201 or PRJ 202, not both.

This course is the first semester of a two-semester team project sequence, which is continued in PRJ 252. It focuses on discipline-specific processes and logic for working in a Real-Time engine and the fundamentals of team forming and team dynamics. Topics include collaboration and communication, project management, source control, and art integration into a Real-Time game engine.

PRJ 251 2D Animation Production (4 cr.)

Prerequisite(s): PRJ 201 or PRJ 202

Credit may be received for either PRJ 251 or PRJ 252, not both

This course is the second semester of a two-semester series, continued from PRJ 201. This course focuses on the preproduction and production phase of a 2D animation project. Techniques are explored for production best practices, team dynamics, and project management.

PRJ 252 Game Art Project I (4 cr.)

Prerequisite(s): PRJ 202

Credit may be received for either PRJ 251 or PRJ 252, not both.

This course is the second semester of a two-semester, multidisciplinary, team project sequence. It focuses on discipline-specific processes and logic for working in a Real-Time engine and the fundamentals of team forming and team dynamics. The projects extend the fundamental understanding gained in PRJ 202 and build upon them through iteration and increased complexity. Topics include collaboration and communication, project management, and the integration of art and design principles into a Real-Time game engine.

PRJ 300 Cinematic Production (4 cr.)

Prerequisite(s): CG 275, PRJ 251 OR PRJ 252

Credit may be received for PRJ 300 or PRJ 302, but not for both.

This course is the first semester of a three-semester project which will be continued in PRJ 350 and PRJ 400. It supports multidisciplinary teams in the preproduction of an animated cinematic project with a focus on the application of discipline-based skills. Advanced techniques are applied including best practices of workflow in cinematic production, creating positive team dynamics, project management, cross-discipline integration, and iterative story development from concept to animatic.

PRJ 302 Game Art Project II (4 cr.)

Prerequisite(s): CG 275, PRJ 251 OR PRJ 252

Credit may be received for PRJ 300 or PRJ 302, but not for both.

This course is the first semester of a two-semester project which will be continued in PRJ 352. It supports multidisciplinary team projects in the preproduction of a game project with a focus on the application of discipline-based skills. Topics include project and pipeline management, creating positive team dynamics, cross-discipline integration, and best practices of product development cycle in game production.

PRJ 350 Cinematic Production (4 cr.)

Prerequisite(s): PRJ 300, OR PRJ 302

Credit may be received for PRJ 350 or PRJ 352, but not for both.

This course is the second semester of a three-semester project which began at PRJ 300 and is to be continued in PRJ 400. Preproduction of an animated cinematic film is completed and production begins with a focus on applying discipline-based skills within project teams. Advanced techniques are applied including best practices of cinematic production workflow, creating positive team dynamics, project management, cross-discipline integration, iterative story development and developing animation art assets.

PRJ 352 Game Art Project II (4 cr.)

Prerequisite(s): PRJ 300 OR PRJ 302

Credit may be received for PRJ 350 or PRJ 352, but not for both.

This course is the continuation of a two-semester project which began with PRJ 302. The course enters the production stage of the multidisciplinary team project with a focus on the application of discipline-based skills. Topics include best practices of discipline-specific workflows for game production, positive team dynamics, project management, cross-discipline integration, and playtesting.

PRJ 400 Cinematic Production (4 cr.)

Prerequisite(s): PRJ 350, OR PRJ 352

Credit may be received for PRJ 400 or PRJ 402, but not for both.

This course is the final semester of a three-semester project which began in PRJ 300 and continued through PRJ 350. It focuses on the completed production of an animated cinematic film through the application of discipline-based skills. Emphasis is placed on best practices of workflow in cinematic production, team collaboration, project management, cross-discipline integration, editing and quality control.

PRJ 402 Game Art Project II (4 cr.)

Prerequisite(s): PRJ 352

This course is the second semester of a two-semester team production of a game. Topics include advanced art pipeline, game engine rendering, visual appeal and consistency, user interface design, animation polish, and advanced testing techniques.

PRJ 450 Career Preparation (4 cr.)

Prerequisite(s): PRJ 400 or PRJ 402 or INT 390

This course focuses on building portfolios and reels in preparation for the professional world. Emphasis is placed on professional practices, methodologies, and presentation.

PRJ 510 Team Project (3 cr.)

Prerequisite(s): CG 501 and CG 525

This course consists of the production of art for a team project, starting with the creation of a production schedule and culminating with the delivery of various art assets. Coordination may occur with team members in other courses.

PRJ 601 Digital Arts Survey and Analysis (3 cr.)

Prerequisite(s): None

This course explores digital art production. A selection of existing projects is analyzed and special attention is paid to recognizing innovation and the trajectory of creative and technical developments. Research is conducted to examine the artistic influences and required technical background for digital art production.

PRJ 602 Art Production Process (3 cr.)

Prerequisite(s): PRJ 601

This course focuses on artistic concept, pre-production, and asset creation. Story elements are realized in a visual form. Topics include project management and effective presentations.

PRJ 690 Thesis I: Proposal Pre-Production (3 cr.)

Prerequisite(s): None

Students research, develop and refine an original idea for their thesis topic. Additionally, they create an outline of their production plan including timeline and milestones. At the end of the course, they present their work at the mid-point thesis review. Approval by the thesis committee is a requirement for passing this course.

PRJ 701 Thesis II (3 cr.)

Prerequisite(s): PRJ 690

Students begin work on a thesis project under the guidance of their thesis advisor.

PRJ 702 Thesis III (3 cr.)

Prerequisite(s): PRJ 701

Students continue work on a thesis project under the guidance of their thesis advisor.

PRJ 1000 Introduction to Production (3 cr.)

Prerequisite(s): None

This course introduces team projects. The focus is on learning and understanding discipline-specific skills, best practices, team dynamics, and project management. Additional topics include production process tools and software.

PRJ 2000 Game Project I (4 cr.)

Prerequisite(s): PRJ 1000

This course is the first semester of a two-semester multidisciplinary team project which is continued in PRJ 2050. This course focuses on discipline-specific processes of the preproduction phase of a game project. Topics include team formation, collaboration and communication, preproduction and production processes, and project management

PRJ 2001 Cinematic Project I (4 cr.)

Prerequisite(s): PRJ 1000

This course is the first semester of a two-semester project series, continued in PRJ 2051. This course focuses on the pipeline and processes for creating a 3D animated cinematic using a game engine. Topics explored include techniques for working effectively on a team, cinematic production tools, visual storytelling, and best practices for preproduction, production pipeline management, and project management.

PRJ 2050 Game Project II (4 cr.)

Prerequisite(s): PRJ 2000

This course is the second semester of a two-semester multidisciplinary team project, continued from PRJ 2000. This course focuses on discipline-specific processes of the production phase of a game project. Project and pipeline management are explored, including formal testing, team dynamics, and production practices.

PRJ 2051 Cinematic Project I (4 cr.)

Prerequisite(s): PRJ 2001

This course is the second semester of a two-semester series, continued from PRJ 2001. This course focuses on the production phase of a 3D animated cinematic project in a game engine while applying discipline-based skills. Techniques are explored for production best practices, team dynamics, and project management.

PRJ 3000 Game Production III (4 cr.)

Prerequisite(s): PRJ 2050 OR PRJ 2051, AND ART 2050

This course is an advanced team project. This course supports mixed-discipline team projects in preproduction, production, or post-production with a focus on the application of discipline-based skills. Project and pipeline management techniques will be applied, including team dynamics, cross-discipline integration, and best practices of the product development cycle in game production.

PRJ 3001 Cinematic Production III (4 cr.)

Prerequisite(s): PRJ 2050 OR PRJ 2051, AND ART 2050

This course is an advanced team project. This course supports mixed-discipline team projects in preproduction, production, or post-production of an animated cinematic production with

a focus on the application of discipline-based skills. Advanced techniques are applied including best practices of discipline-specific workflow in cinematic production, practices to create positive team dynamics, project management, cross-discipline integration, and iterative story development from concept to final film.

PRJ 4000 Game Capstone Project (3 cr)

Prerequisite(s): 12 credits of PRJ 3000, or PRJ 3001 or INT 390 or INT 450

This course provides a framework for improving and polishing digital art assets and animation in the game team projects completed in previous semesters. Emphasis is placed on preparing work for public display or audience interaction. Topics include assets optimization, playtesting, quality control, UI refinements and publishing requirements.

PRJ 4001 Cinematic Capstone Project (3 cr)

Prerequisite(s): 12 credits of PRJ 3000, or PRJ 3001 or INT 390 or INT 450

This course provides a framework for improving and polishing digital art assets and animation for the final phase of the cinematic team project from PRJ 3001. Emphasis is placed on preparing work for public display or audience interaction. Topics include quality control, art assets pipeline management, technical challenges, emergent tools, visual effects, light, audio integration, compositing, and rendering.

Department of Computer Science

Computer Science Courses

CS 100 Computer Environment (4 cr.)

Prerequisite(s): None

This course provides a detailed examination of the fundamental elements on which computers are based. Topics include number systems and computation, electricity and basic circuits, logic circuits, memory, computer architecture, and operating systems. Operational code and assembly languages are discussed and then implemented on a hardware platform, such as a personal computer or an autonomous vehicle.

CS 115 Introduction to Scripting and Programming (3 cr.)

Prerequisite(s): None

Credit may be received for CS 115 or for CS 120, but not for both.

This course introduces programming environments to students who are not experienced programmers. This course covers simple logic, programming flow, and the use of variables. It introduces students to the history of programming and the basic vocabulary of the programming industry. The course culminates

in a series of hands-on exercises using this knowledge to solve problems. At his or her discretion, the instructor may cover special topics in programming or scripting.

CS 116 Introduction to Computer Technology and Programming (4 cr.)

Prerequisite(s): None

This course introduces programming environments to students who are not enrolled in a science degree program at DigiPen. The course provides students with an introductory overview of the fundamental elements on which computers are based, including basic computer hardware systems, operations, and structures. An introduction to basic programming includes simple logic, programming flow, loops, variables, and arrays. Conditionals, evaluations, and other control structures are also included. The instructor may cover special topics in programming or scripting and may focus on currently popular scripting languages in the video game industry.

CS 120 High-Level Programming I: The C Programming Language (4 cr.)

Prerequisite(s): None

This course serves as a foundation for all high-level programming courses and projects by introducing control flow through statement grouping, decision making, case selection, and procedure iteration as well as basic data types. Additionally, this course addresses the lexical convention, syntax notation, and semantics of the C programming language.

CS 165 Programming Foundations (4 cr.)

Prerequisite(s): CS 116

Credit may be received for only one of: CS 165, CS 170.

This course expands on basic programming skills through an exploration of object-oriented programming techniques. Topics may include classes, inheritance, interfaces, polymorphism, and data structures.

CS 170 High-Level Programming II: The C++ Programming Language (4 cr.)

Prerequisite(s): CS 120

This course introduces the C++ language with particular emphasis on its object-oriented features. Topics include stylistic and usage differences between C and C++, namespaces, function and operator overloading, classes, inheritance, templates, and fundamental STL components.

CS 174 Audio Scripting (3 cr.)

Prerequisite(s): CS 116 or CS 120, and MUS 150L

This course covers concepts and implementation strategies for using a high-level scripting language to achieve complex audio behavior in game development. Topics include principles of analog and digital audio, psychoacoustics, and programming.

CS 176 Advanced Scripting (3 cr.)

Prerequisite(s): CS 165 or CS 170 or CS 175

This course explores programming concepts for game designers in the context of developing video games. Topics covered include architecture patterns, advanced character controllers, cameras, and custom systems designed for versatility and scalability. Additional topics may include game testing automation, and networking.

CS 180 Operating Systems I: Man-Machine Interface (3 cr.)

Prerequisite(s): CS 100 or CS 101, CS 170

This course presents an overview of modern operating systems as implemented on personal computers. It presents an overview of what an operating system is and does, with emphasis on the following topics: organization and design, process management, threading, interprocess communication, process synchronization, and memory management.

CS 185 C++ for Designers (3 cr.)

Prerequisite(s): CS 176

Credit may be received for CS 170 or CS 185, but not for both.

This course introduces the C++ language with particular emphasis on its object-oriented features. Topics covered include differences between scripting languages and C++, data types, namespaces, classes, inheritance, polymorphism, templates, and fundamental STL components.

CS 200 Computer Graphics I (3 cr.)

Prerequisite(s): CS 170, MAT 140

This course presents fundamental mathematical elements, data structures, and algorithms useful for animating and viewing 2D primitives. The course aims to fulfill two objectives. The first objective is to provide students with a sufficient mathematical and algorithmic background to design and implement 2D graphics applications. The second objective is to prepare students with the knowledge required for writing 3D graphics applications. The first half of the course deals with scan-conversion algorithms for rasterizing 2D primitives such as lines, circles, ellipses, triangles, and arbitrary polygons. The second half of the course is concerned with the viewing and animation of these 2D primitives. The course covers topics such as interpolation techniques, transformations, culling, clipping, animation techniques, and the 2D viewing pipeline.

CS 205 Professional and Societal Issues in Computing (3 cr.)

Prerequisite(s): ENG 110 OR ENG 116, and CS 280

This course focusses on the local and global impact of computers, the Internet and related computer technology on society. Emphasis is placed on the social forces underlying the rapid and widespread adoption of computer technology. Topics covered include personal privacy, intellectual property, legislative and constitutional issues, changing labor force composition, and professional ethics.

CS 211 Introduction to Databases (3 cr.)

Prerequisite(s): CS 170

This course provides a broad overview of database systems. It presents the fundamentals, practices, and applications of computer databases. Topics include database architectures, data modeling, design schemes, transaction processing, and database implementation.

CS 212 Advanced Databases (3 cr.)

Prerequisite(s): CS 211

This course will cover advanced database topics with particular emphasis on the large-scale database systems used by modern applications. Data mining and data warehousing will be explored with emphasis on search and analysis. Non-relational databases will also be covered in detail.

CS 225 Advanced C/C++ (3 cr.)

Prerequisite(s): CS 170

This course builds on the foundation created in the first two high-level programming courses (CS 120 and CS 170). It presents advanced topics of the C/C++ programming language in greater detail. Such topics include advanced pointer manipulation, utilizing multi-dimensional arrays, complex declarations, and standard library functions. Advanced C++ topics include class and function templates, operator overloading, multiple inheritance, runtime type information, the standard template library, and performance issues.

CS 230 Game Implementation Techniques (3 cr.)

Prerequisite(s): CS 120

Concurrent Course(s): CS 170

This presents game implementation techniques and engine architecture. Students investigate foundational concepts of game architecture, such as game-system component separation and game flow, while learning about essential elements such as the game state manager, input/output handler, and frame rate controller. This course introduces Windows programming, state machines, and collision detection algorithms, which students will integrate into their own remakes of classic games. As part of their implementation, students create and expand their own collision, vector, and matrix libraries, enabling them to incorporate basic physics engines. Students survey concepts in space partitioning, particle systems, map editors, and other elements as a bridge to more advanced concepts in implementation techniques and engine architecture.

CS 232 Introductory Data Analysis (3 cr.)

Prerequisite(s): CS 116 or CS 120, and Precalculus or MAT 106 or MAT 140

This course covers basic concepts of data processing, cleaning, summarization, and visualization. The course introduces exploratory data analysis, and basic concepts of probability and statistics as they are applied in data analysis.

CS 245 Introduction to Interactive Sound Synthesis (3 cr.)

Prerequisite(s): MAT 100 or MAT 140, CS 170, CS 180, PHY 200

This course explores dynamic sound synthesis, 3D-directional auditory effects, and sonic ambience to real-time simulations and video games. The subjects include mixing audio and modulating dry recorded sounds using wave table synthesis. Students learn how to create collision sounds using additive synthesis, wind effects using subtractive synthesis, natural sounds using granular synthesis and physical modeling, ambiences using layering and spectral filtering, 3D spatialized surround sound panning, inter-aural time difference, inter-aural intensity difference, and Head Related Transforms (HRTFS). Students also study algorithms and techniques for real-time multi-threaded programming and synthesized sound integration for game engines.

CS 246 Advanced Sound Synthesis (3 cr.)

Prerequisite(s): CS 245

This course covers the basic building blocks that go into making a sound engine. Topics may include: audio file formats, sound card architecture, low level sound APIs, high level sound APIs, streaming audio, mixing, digital filters and effects, 3D audio, audio spectra and the Fast Fourier Transform.

CS 250 Computer Graphics II (3 cr.)

Prerequisite(s): CS 200

This course examines the mathematical elements and algorithms used in the design and development of real-time 3D computer graphics applications, such as games, cockpit simulators, and architectural walk-throughs. 3D computer graphics involve drawing pictures of 3D objects, usually on a 2D screen. This process of generating a 2D image of a 3D graphics application can be described as a series of distinct operations performed on a set of input data. Each operation generates results for the successive one. This process is called the graphics rendering pipeline, and it is the core of real-time computer graphics. The graphics pipeline can be conceptualized as consisting of three stages: application, transformation, and rasterization. The course begins by introducing the 3D graphics pipeline. The application stage is examined from the viewpoint of the representation, modeling, and animation of 3D objects. Topics include user interaction, camera animation techniques, simulation of dynamic objects, and collision detection techniques. Next, the course examines the process of mapping 3D graphic objects from model-space to viewport coordinates. The transformation stage implements this process. Finally, the conversion of a geometric primitive in viewport coordinates into a 2D image is studied. The rasterization stage implements this final process.

CS 251 Introduction to Computer Graphics (3 cr.)

Prerequisite(s): CS 170

This course provides a high-level overview of 3D computer graphics. It is intended for game designers and artists to enable them to understand the fundamental components of

graphics engines and their applications in real-time simulation and video game software. Course topics include graphics pipeline architecture, 3D transformation operations, viewing and projection, lighting and shading models, surface detail techniques, shadow algorithms, hidden object culling and removal techniques, 3D object modeling, and animation and physically-based motion control. The popular graphics programming languages (GDI plus, OpenGL, DirectX) and shader programming are also discussed in the course.

CS 260 Computer Networks I: Interprocess Communication (3 cr.)

Prerequisite(s): CS 180, CS 225

This course introduces the hierarchical network communication in a distributed computing environment. Course topics cover network technologies, architecture, and protocols. The curriculum gives specific emphasis to the TCP/IP stack and in making students familiar with writing portable socket based software. It prepares students for programming multiplayer games in later semesters.

CS 261 Computer Networks II (3 cr.)

Prerequisite(s): CS 260

This class extends the TCP/IP protocols studied in CS 260 to wireless devices. This course goes further in depth into some topics covered in the introductory networks course, as well as additional subjects of interest. Topics include TCP/IP related protocols (such as NAT, WAP, and DNS), physical media access (such as aloha, OFDM, and WIDEBAND), wireless standards and protocols and network security. The curriculum covers additional topics based on the state of the industry.

CS 271 Supervised Machine Learning (3 cr.)

Prerequisite(s): CS 225, CS 230 or CS 235, MAT 150 or MAT 180

This course covers fundamental machine learning algorithms and their implementation using supervised learning techniques. Topics include classification and regression supervised learning algorithms.

CS 272 Reinforcement Machine Learning (3 cr.)

Prerequisite(s): CS 271, MAT 258

This course covers the fundamentals of goal-directed machine learning using reinforcement learning principles. Decision-making frameworks based on exploitation and exploration are covered. The course also covers single- and multiple-state space approximations using regular- and linear-function approximation techniques.

CS 280 Data Structures (3 cr.)

Prerequisite(s): CS 225

This course introduces classical abstract data types (ADT) in computer science. ADTs provide the hierarchical views of data organization used in programming. Among the topics covered are the algorithms and primitives of the data structures for arrays, linked lists, stacks, queues, trees, hash tables, and graphs. In addition, the course provides an introduction to algorithm complexity and notation.

CS 300 Advanced Computer Graphics I (3 cr.)

Prerequisite(s): CS 250

This course introduces students to algorithms that are essential to creating photorealistic images in interactive simulations. Topics covered include an overview of modern GPU (graphics processor unit) architecture and the common graphics APIs used, including OpenGL and DirectX. Rendering techniques covered include texturing, illumination models, transparency, shading algorithms, mapping techniques (bump mapping, environment/reflection mapping, etc.), and shadows. Students learn how to implement all algorithms by using vertex and pixel shaders.

CS 314 Distributed Data Management (3 cr.)

Prerequisite(s): CS 211, and MAT 250, and (CS 372 OR MAT 345)

This course covers building blocks of big data engineering. Topics include the foundational concepts of distributed computing, distributed data processing, data management, data pipelines, cloud computing, and big data analytics.

CS 315 Low-Level Programming (3 cr.)

Prerequisite(s): CS 100, CS 225

This course introduces modern microprocessor architectures. Topic areas include computer architecture, modern assembly languages, and writing assembly-language programs. Emphasis is placed on using assembly language to optimize high-level language programs.

CS 318 Mathematics of Digital Signal Processing I (3 cr.)

Prerequisite(s): MAT 200 OR MAT 230

This course explores the mathematical foundations of digital signal processing, with applications to digital audio programming. Topics include: digital signals, sampling and quantization, complex numbers and phasors, complex functions, feedforward filters, feedback filters, frequency response and transfer functions, periodic signals and Fourier series, discrete Fourier transform and fast Fourier transform, comb and string filters, Z-transform and convolution.

CS 319 Mathematics of Digital Signal Processing II (3 cr.)

Prerequisite(s): CS 318 OR MAT 320

This course continues to explore the mathematical foundations of digital signal processing, with applications to digital audio programming. Topics include: Review of digital signals, Z-transforms and convolution, filter types, applications of fast Fourier transform, switching signals on and off, windowing, spectrograms, aliasing, digital to analog conversion, Nyquist Theorem, filter design, Butterworth filters, reverb, and the phase vocoder.

CS 325 User Interface and User Experience Design (3 cr.)

Prerequisite(s): CS 280

This course presents fundamental topics in the field of human-computer interface design. Topics covered in the course will help students understand human capabilities, design principles, prototyping techniques and evaluation methods for human-computer interfaces, with special emphasis on natural user interfaces. The course will guide the students towards an implementation of a novel user interaction.

CS 330 Algorithm Analysis (3 cr.)

Prerequisite(s): MAT 200 or MAT 230, CS 225, CS 280

This course provides students with an introduction to the analysis of algorithms, specifically proving their correctness and making a statement about their efficiency. Topics for discussion may include loop invariants, strong mathematical induction and recursion, asymptotic notation, recurrence relations, and generating functions. Students examine examples of algorithm analysis from searching and sorting algorithms.

CS 350 Advanced Computer Graphics II (3 cr.)

Prerequisite(s): CS 300

This course deals with the efficient representation and processing of complex 3D scenes in order to avoid bottlenecks in the use of the CPU and the GPU. Specific topics include a variety of spatial data structures (binary space-partitioning trees, octrees, kd-trees, and grid data structures), several object-culling methods (occlusion, viewport, and portal), and finally the construction and uses of bounding volumes and their hierarchies for collision detection and related geometric operations.

CS 355 Parallel Programming (3 cr.)

Prerequisite(s): CS 330

This course presents an introduction to multi-threaded and distributed programming. The course covers some classical problems and synchronization mechanisms, as well as modern libraries that support parallel programming. The course also covers distributed programming models and applications to video game programming.

CS 362 Operations Research (3 cr.)

Prerequisite(s): CS 230, MAT 225 or MAT 230, MAT 250

This course introduces the fundamental concepts and numerical methods employed in the field of operations research. The course focuses on methods in constraint-based optimization. Topics include linear programming, inventory modeling, and decision-making under uncertainty.

CS 365 Software Engineering (3 cr.)

Prerequisite(s): CS 225

This course covers a wide range of topics in software engineering from the practical standpoint. It encompasses project management issues as well as technical development principles and methods. Topics include system architecture, security, methodologies and notation, UML, object oriented analysis and design, requirements analysis, implementation, verification, validation, maintenance, and software engineering standards. Risk management and iterative design receive special emphasis. Student teams apply acquired knowledge to a substantial project.

CS 370 Computer Imaging (3 cr.)

Prerequisite(s): CS 280

This course introduces image-processing methods and applications relevant to the development of real-time interactive simulations. The course covers fundamental concepts in image representation, image filtering, frequency domain processing, and image-based rendering methods. Topics include image serialization, 2D filtering, Fourier transforms, noise modeling, and high dynamic-range imaging.

CS 372 Machine Learning I (3 cr.)

Prerequisite(s): CS 232, and MAT 225 or MAT 230

Credit may be received for CS 372 or for MAT 345, but not for both

This course covers fundamental machine learning algorithms and their application. Topics include basic learning theory, model selection and evaluation, regression, support vector machines, naïve Bayes models, decision trees, and ensemble methods. Additional topics may include clustering, feature selection, and data reduction.

CS 373 Machine Learning II (3 cr.)

Prerequisite(s): MAT 345 or CS 372 and MAT 258

This course focuses on clustering and reinforcement learning methods in machine-learning. Topics include Gaussian mixture models, expectation maximization, data reduction, Markov chains, reinforcement learning, hidden Markov models, and sampling.

CS 374 Natural Language Processing (3 cr.)

Prerequisite(s): CS 280 and MAT 258

This course introduces fundamental methods and algorithms in the field of Natural Language Processing. Topics include regular expressions, finite-state automata, language morphology, syntactic parsing, and parts-of-speech tagging. Additional topics may include feature extraction, unification, and lexical semantics.

CS 375 Compilers and Interpreters (3 cr.)

Prerequisite(s): CS 330, MAT 258

This course presents fundamental topics in the field of compiler construction. Topics covered in the course will help students understand and implement a compiler for a high-level programming language. The course will guide the students towards an in-depth understanding of compilation techniques and runtime implementation for a modern programming language.

CS 376 Deep Learning (3 cr.)

Prerequisite(s): MAT 250, and MAT 258, and (MAT 345 OR CS 372)

This course introduces the theory and applications of neural networks and deep learning. Topics include artificial neural networks, backpropagation, hyperparameter selection, convolutional and recurrent neural networks, and optimization methods in deep learning. Additional topics may include deep q-learning, and adaptive neuro-fuzzy systems.

CS 380 Artificial Intelligence for Games (3 cr.)

Prerequisite(s): CS 280

This course introduces students to a wide range of concepts and practical algorithms that are commonly used to solve game AI problems. Case studies from real games are used to illustrate the concepts. Students have a chance to work with and implement core game AI algorithms. Topics covered include the game AI programmer mindset, AI architecture (state machines, rule-based systems, goal-based systems, trigger systems, smart terrain, scripting, message passing, and debugging AI), movement, pathfinding, emergent behavior, agent awareness, agent cooperation, terrain analysis, planning, and learning/adaptation.

CS 381 Introduction to Artificial Intelligence (3 cr.)

Prerequisite(s): CS 330, MAT 258

This course covers fundamental areas of Artificial Intelligence, including various search algorithms, game playing, constraint satisfaction problems, propositional and first-order logic, and planning. The course will also explore practical skills relevant to implementation of AI techniques, practices, and design solutions.

CS 388 Introduction to Portable Game System Development

(3 cr.)

Prerequisite(s): CS 250, GAM 250

This course introduces students to portable game systems programming and development, which is different from PC programming and development due to the embedded structure of the machine. Students work with a very limited amount of memory and CPU power. To overcome the system's memory limitations, several graphics techniques are used, such as tile based game objects and backgrounds using color palettes. As for the CPU limitations, fixed point decimal is used instead of float numbers, along with asynchronous operations. Several portable game system specific topics, such as managing multiple graphics engines simultaneously and handling the touch pad are discussed.

CS 391 Code Analysis and Optimization (3 cr.)

Prerequisite(s): CS 280, CS 315

This course focuses on understanding the details for the computer, compiler, and language, specifically how to apply these towards practical problem of solving crashes and performance issues. The emphasis is not only on knowing what and why, but also about taking that knowledge and creating useful tools and techniques for solving these problems.

CS 399 Special Topics in Computer Science (3 cr.)

Prerequisite(s): None

Permission of instructor required.

The content of this course may change each time it is offered. It is for the purpose of offering a new or specialized course of interest to the faculty and students that is not covered by the courses in the current catalog.

CS 460 Advanced Animation and Modeling (3 cr.)

Prerequisite(s): CS 300, CG 130, MAT 300

3D animation and modeling play significant roles in computer simulation and video game software. Game developers need to have a comprehensive understanding of these techniques. This course introduces algorithms for specifying and generating motion for graphical objects. It addresses practical issues, surveys accessible techniques, and provides straightforward implementations for controlling 3D moving entities with different characteristics. The class covers two broad categories. Students will first learn an interpolation-based technique, which allows programmers to fill in the details of the motion or shape once the animator specifies certain basic information, such as key frames, paths, coordinate grids, or destination geometry. Then, they learn a behavior-based technique, which generates motion that satisfies a set of rules, such as kinematics, physics, or other constraints.

CS 500 Ray Tracing (3 cr.)

Prerequisite(s): CS 300 or CS 541

This course focuses on rendering techniques used for ray tracing. The course culminates with an implementation of a path-tracing algorithm able to generate images demonstrating lighting and modeling techniques not found in traditional real-time graphics. Topics include solid modeling, intersection calculations, and illumination models.

CS 518 Mathematics of Digital Signal Processing I (3 cr.)

Prerequisite(s): ADMISSION TO MSCS

This course explores the mathematical foundations of digital signal processing, with applications to digital audio programming. Topics include: digital signals, sampling and quantization, complex numbers and phasors, complex functions, feedforward filters, feedback filters, frequency response and transfer functions, periodic signals and Fourier series, discrete Fourier transform and fast Fourier transform, comb and string filters, Z-transform and convolution.

CS 519 Mathematics of Digital Signal Processing II (3 cr.)

Prerequisite(s): CS 518

This course continues to explore the mathematical foundations of digital signal processing, with applications to digital audio programming. Topics include: Review of digital signals, Z-transforms and convolution, filter types, applications of fast Fourier transform, switching signals on and off, windowing, spectrograms, aliasing, digital to analog conversion, Nyquist Theorem, filter design, Butterworth filters, reverb, and the phase vocoder.

CS 525 Object-Oriented Design and Programming (3 cr.)

Prerequisite(s): None

This course focuses on object-oriented design and programming using the C++ programming language. It is targeted at the graduate student that is already fluent in one or more programming languages. Among the language-specific topics included are pointers, pointer arithmetic, dynamic memory management, namespaces, scope, operator overloading, generic programming (templates), the Standard Template Library, and standard compliance. Object-oriented topics will cover analysis and design considerations. Students considering this course need to have programming fluency in another imperative language, preferably with some basic knowledge of C++. After successfully completing this course, students should have a much deeper understanding of the subtleties and complexities of using object-oriented facilities of the C++ programming language, the standard programming language used in the game industry today.

CS 529 Fundamentals of Game Development (3 cr.)

Prerequisite(s): None

This course presents techniques in real-time interactive simulation and video game implementations. It introduces the 2D and 3D game engine architecture, including game and system components separation, game flow, game state manager, handling input/output, and the frame rate controller. The course introduces students to the game development environment, such as Windows programming SDK and graphics library DirectX API. It also covers commonly practiced techniques such as space partitioning, AI techniques, particle systems, and collision algorithms. Several physics techniques are discussed and implemented, such as jump and reflection, in addition to behavior algorithms, such as state machines. Different game genres are explained, including Asteroids (2D), Platform (2D), Brix (2D), and Pong (3D). Students learn how to implement and extend collision, matrix, and vector libraries, according to the specific requirements for different games.

CS 541 Advanced Computer Graphics (3 cr.)

Prerequisite(s): None

This course introduces fundamental algorithms and mathematical principles for implementing realistic three-dimensional computer graphics. Topics include homogeneous coordinates, 3D transformations, modern BRDF lighting and shading, shadow generation algorithms, reflections and the generation of reflection and bump/normal maps.

CS 550 Physics Simulation (3 cr.)

Prerequisite(s): PHY 300 or PHY 500

This course will cover the implementation of various physics topics, as well as collision detection and collision resolution algorithms. Special topics such as stacking, soft-bodies, and friction may be covered.

CS 560 Advanced Animation and Modeling I (3 cr.)

Prerequisite(s): CS 529, CS 541, MAT 500

3D animation and modeling play significant roles in computer simulation and video game software. Game developers need to have a comprehensive understanding of these techniques. This course introduces algorithms for specifying and generating motion for graphical objects. It addresses practical issues, surveys accessible techniques, and provides straightforward implementations for controlling 3D moving entities with different characteristics. The course covers two broad categories. Students first learn an interpolation-based technique, which allows programmers to fill in the details of the motion or shape once the animator specifies certain basic information, such as key frames, paths, coordinate grids, or destination geometry. Then they learn a behavior-based technique, which generates motion that satisfies a set of rules, such as kinematics, physics, or other constraints.

CS 561 Advanced Animation and Modeling II (3 cr.)

Prerequisite(s): CS 560 or CS 460

This course is the continuation of Advanced Animation and Modeling I. It introduces students to advanced animation and modeling algorithms and techniques in some special areas to increase the physical realism of dynamic objects in 3D graphical environments. The topics include group object (particles, fish, and birds) control, natural phenomena (water, snow, soil, smoke, and fire) simulation, plant (trees and grass) modeling, facial animation (expression and speech synchronization), and deformable object modeling.

CS 562 Advanced Real-Time Rendering Techniques (3 cr.)

Prerequisite(s): CS 300 or CS 541

This course introduces students to data structures, algorithms, and techniques concerned with rendering images more accurately and efficiently in interactive computer simulations and video game software. Topics include patch and surface algorithms, terrain rendering techniques, anti-aliasing theory and practice, advanced lighting techniques, hard and soft shadow map methods, multi-pass rendering techniques, high-dynamic range (HDR) rendering, advanced shading and mapping, and real-time vertex/pixel shader programming essentials. Additionally, students practice these subjects by working with the supporting OpenGL or DirectX libraries.

CS 570 Computer Imaging (3 cr.)

Prerequisite(s): None

This course introduces image-processing methods and applications relevant to the development of real-time interactive simulations. The course covers fundamental concepts in image representation, image filtering, frequency domain processing, and image-based rendering methods. Topics include image serialization, 2D filtering, Fourier transforms, noise modeling, and high dynamic-range imaging.

CS 571 Advanced Computer Imaging (3 cr.)

Prerequisite(s): CS 570 or ECE 420

This course introduces the structure and implementation of the computer vision pipeline. Topics covered include image analysis, feature detection, Fourier transforms, pattern recognition, image stitching, and computational photography.

CS 580 Artificial Intelligence in Games (3 cr.)

Prerequisite(s): None

This course introduces students to a wide range of concepts and practical algorithms that are commonly used to solve video game AI problems. Case studies from real games are used to illustrate the concepts. Students have a chance to work with and implement core game AI algorithms. Topics covered include the game AI programmer mindset, AI architecture, such as state machines, rule-based systems, goal-based systems, trigger systems, smart terrain, scripting, message passing, and

debugging AI, movement, pathfinding, emergent behavior, agent awareness, agent cooperation, terrain analysis, planning, and learning/adaptation.

CS 581 Introduction to Artificial Intelligence (3 cr.)

Prerequisite(s): None

This course covers important AI areas, including search algorithms, knowledge representation, production systems, game playing, uncertainty handling, learning, and planning. Students are required to have basic knowledge of data structures, probability theory, and mathematical logic. Upon successful completion of this course, students have gained an understanding of the skills relevant to modern AI techniques, practices, and design solutions.

CS 582 Reasoning Under Uncertainty (3 cr.)

Prerequisite(s): CS 380 or CS 580, CS 381 or CS 581

This course covers important AI topics, including hidden Markov models and advanced search algorithms (D-lite and cooperative path finding). Students also examine uncertainty handling (Dempster-Shafer theory), learning (kernel machines), and advanced topics in planning (conditional and adversarial planning).

CS 598 Computer Science Seminar (1 cr.)

Prerequisite(s): None

Every semester, guest speakers, faculty members, and/or graduate students offer to DigiPen students a number of presentations that cover different research topics in computer science. Each speaker decides on the choice of topic, but they usually are within the general boundaries of students' courses of study. This seminar aims not to pursue any particular topic but rather to explore new research in more depth to allow students to develop their own skills in theoretical analysis. Each speaker's paper(s) are available to students. They are required to read these papers and to choose one to expand upon for a final paper and an oral presentation.

CS 599 Special Topics in Computer Science (3 cr.)

Prerequisite(s): None

The content of this course may change each time it's offered. It is for the purpose of offering a new or specialized course of interest to the faculty or students that is not covered by the courses in the current catalog.

CS 601 Research Methods in Computer Science (3 cr.)

Prerequisite(s): Permission of Instructor

This course provides the student with an opportunity to study and apply research methods to a Computer Science topic of his/her choice. The student works with a faculty advisor to determine an appropriate area of research to survey, conducts a comprehensive survey of the area, and identifies tools and

methods that may help the student in extending existing research. The student is required to write a survey report that summarizes the findings of this exploratory process.

CS 602 Master's Thesis (3 cr.)

Prerequisite(s): CS 601

This course is the final part of the master's program thesis. Students work under the supervision of a thesis advisory committee to develop the theory and algorithms of the proposed research topic, usually leading to creation of a prototype to verify the theory and methods. Upon completion of the class, the student must submit his or her formal written thesis to the advisory committee and pass an oral exam defending the thesis.

CSX 510 Scripting For Games (3 cr.)

Prerequisite(s): None

This course presents topics in computer programming, assuming no prior background experience in the subject. Emphasis is on automation of tasks. Topics may include: logic, program flow, variables, operators, conditionals, loops, and functions. Students are exposed to at least one current industry standard scripting language used by artists in the film and video games industries.

MCM 600 Masters Continuous Matriculation (1 cr.)

Prerequisite(s): None

Maintaining continuous matriculation is a requirement for graduate students. Students who have completed most course requirements but are finishing their thesis or are satisfying incomplete grades must register to maintain continuous matriculation. This credit may not be applied toward degree completion requirements.

Department of Design

College Success Courses

COL 235 College Success for Designers (1 cr.)

Prerequisite(s): DES 200, GAM 200 or CSP 200

This course introduces industry research and professional expectations, and helps identify student strengths, skills, and interests. This course also requires the creation of an academic plan focusing on skill development.

Design Courses

DES 100 Introduction to Design Process (4 cr.)

Prerequisite(s): None

This course introduces the design process as it applies to interactive experiences. Topics include exploration, research, proposals, prototypes, iteration, and polishing of an interactive experience.

DES 101 Principles of Interactive Design (4 cr.)

Prerequisite(s): None

Credit may be received for only one of: DES 101, GAT 110.

This course explores the principles of interactive design and how those principles are used to create engaging experiences. Topics include the nature of the design profession, how tension leads to engagement, complexity versus depth, and how to test interactive experiences effectively.

DES 115 Introduction to Game Design (3 cr.)

Prerequisite(s): None

Credit may be received for only one of: DES 105, DES 115, GAT 210.

This course is an introduction to game design theory and the process of designing games. Topics may include design principles, writing rules, playtesting, game state, randomness, hidden information, and game balance.

DES 205 Game History (3 cr.)

Prerequisite(s): None

This course examines the history and evolution of games of all types from ancient civilizations to modern digital and non-digital games. An emphasis is placed on experiencing many types of games, understanding their origins, and placing them within their historical context. Topics include identification of mechanics, important designers, and exemplar games of each genre.

DES 212 System Design Methods (3 cr.)

Prerequisite(s): CS 115 or CS 116 or CS 120, DES 115

Credit may be received for only one of: DES 212, DES 220, GAT 211.

This course focuses on how to analyze and simulate game systems. Topics may include system analysis, system simulation, system balancing, combat systems, and economic systems.

DES 214 Level Design Methods (3 cr.)

Prerequisite(s): CS 120, DES 115

Credit may be received for only one of: DES 214, DES 240, GAT 240.

The course focuses on methods for creating spatial environments, along with the controls and camera systems needed to navigate those environments. Additional topics include guiding the player and controlling pacing through the placement of encounters.

DES 220 Systems Design I (3 cr.)

Prerequisite(s): DES 101

Credit may be received for only one of: DES 212, DES 220

This course introduces the basic principles of system design and game mechanics with an emphasis on dynamic combat systems, player agency, and system balance. Additional topics include system economics and player perception of a system.

DES 230 Narrative Design I (3 cr.)

Prerequisite(s): DES 101 or DES 115 or DES116, and ENG 110 or ENG 116

This course introduces the principles of narrative theory and how it applies to and informs the design of an interactive experience. The course will explore both traditional and interactive storytelling structures and will study the elements of narrative design with a particular emphasis on narrative engagement through characters, environment, and pacing.

DES 240 Level Design I (3 cr.)

Prerequisite(s): DES 101

Credit may be received for only one of: DES 214, DES 240

This course introduces the basic principles of level and encounter design. The course focuses on the design of spatial environments, player guidance techniques, and controlling pacing through encounter frequency and variety.

DES 250 Technical Design I (3 cr.)

Prerequisite(s): CS116 or CS 120, DES 100 or DES 115

Credit may be received for only one of: DES 250, DES 315, GAT 240.

This course introduces designers to the core components of modern game engines and technical design patterns for games. Topics include the design and implementation of character controllers, camera systems, and game state management.

DES 260 User Experience Design I (3 cr.)

Prerequisite(s): DES 101, or DES 115

Credit may be received for only one of: DES 260, GAT 260, ART 260.

This course explores fundamental principles of interactive design and psychological principles related to design. Emphasis is placed on information architecture, graphic design concepts, user interface documentation, and interface prototyping techniques.

DES 270 User Research I (3 cr.)

Prerequisite(s): DES 101, or DES 115, and, PSY 101

This course introduces the basic principles of user research and formal testing methodologies based on the scientific method. Topics include qualitative and quantitative research methods, test candidate selection, data analysis, information visualization, and end-user research.

DES 315 Technical Design Methods (3 cr.)

Prerequisite(s): DES 212, DES 214

Credit may be received for only one of: DES 250, DES 301, DES 315, GAT 250.

This course focuses on designing and implementing digital game prototypes, with an emphasis on integrating mechanics, controls, and camera. Additional topics include building tension to create engagement and implementing player feedback techniques.

DES 320 System Design II (3 cr.)

Prerequisite(s): DES 212 or DES 220, and MAT 105 or MAT 258

This course explores advanced techniques of system design and game mechanics with an emphasis on game economies and system balance.

DES 325 Tabletop Game Design (3 cr.)

Prerequisite(s): DES 220

This course focuses on designing and implementing modern tabletop games. Topics include modern tabletop design and development techniques, production processes, identifying user demographics, and preparing a tabletop game design for publication.

DES 326 Puzzle Design (3 cr.)

Prerequisite(s): DES 212, or DES 220

This course focuses on advanced topics in narrative design. An emphasis is placed on character archetypes, voices, and arcs, and on writing stories that integrate with gameplay and mechanics. Topics include dialogue trees, emergent gameplay, and advanced narrative techniques.

DES 330 Narrative Design II (3 cr.)

Prerequisite(s): DES 230

This course focuses on advanced topics in narrative design. An emphasis is placed on character archetypes, voices, and arcs, and on writing stories that integrate with gameplay and mechanics. Topics include dialogue trees, emergent gameplay, and advanced narrative techniques.

DES 335 Role-Playing Game Design (3 cr.)

Prerequisite(s): DES 212 or DES 220, and DES 230

This course focuses on the structure and content of non-digital role-playing games. The course will explore the design of systems for character creation, character advancement, conflict resolution, equipment, and skills. An emphasis will be placed on world design, adventure development, and the interaction between narrative and system.

DES 337 World Building (3 cr.)

Prerequisite(s): DES 230

This course focuses on world building for games. The course will explore the differences in designing for real historical times and places, alternate realities, and imaginary worlds.

DES 340 Level Design II (3 cr.)

Prerequisite(s): DES 214 or DES 240

This course explores advanced techniques of level and encounter design. Topics include designing evocative themed spaces and encounter environments, environmental storytelling, advanced guidance techniques, and level transition techniques.

DES 345 Mission and Quest Design (3 cr.)

Prerequisite(s): DES 230, and DES 214 or DES 240

This course explores the setup, development, and pacing of a game's content through missions and quests. An emphasis is placed on applying the theme, mood, and narrative direction to the level and content design.

DES 350 Technical Design II (3 cr.)

Prerequisite(s): CS 165 or CS 170 or CS 175, and DES 250 or DES 315

This course explores advanced components of modern game engines and technical design patterns for games. Topics include data management, advanced control systems, advanced cameras, and asset management.

DES 360 User Experience Design II (3 cr.)

Prerequisite(s): DES 260

This course explores advanced topics and techniques for designing successful user experiences in a variety of media with an emphasis on adaptive, flexible digital interfaces. Topics include interaction design processes and artifacts, adaptive layouts, design pivots, and visual design techniques.

DES 365 Game Feel (3 cr.)

Prerequisite(s): DES 250, DES 260

Credit may be received for only one of: DES 365, GAT 261.

This course explores how visuals, audio, programming, and design intersect to create immersive interactive experiences. Emphasis is placed on the implementation of dynamic user interfaces, intuitive real-time feedback, and immersive control systems.

DES 370 User Research II (3 cr.)

Prerequisite(s): DES 270

Credit may be received for only one of: DES 370, GAT 370.

This course covers advanced user research techniques with an emphasis on information visualization. Topics include methods for collecting and building data sets, assessing the quality of those data sets, selecting the optimal method for data visualization, and creating user research reports.

DES 399 Special Topics in Game Design (3 cr.)

Prerequisite(s): None

Permission of Instructor Required.

The content of this course may change each time it is offered. It is for the purpose of offering a new or specialized course of interest to the faculty and students that is not covered by the courses in the current catalog.

DES 400 **Integrated Digital Design** (3 cr.)

Prerequisite(s): CG 125, DES 303, DES 365, MUS 115
Credit may be received for only one of: DES 400, GAT 316.

This course focuses on designing and implementing an original digital experience that integrates sensory, narrative, and interactive elements into an engaging overall work that is suitable as a portfolio piece.

DES 420 **System Design Capstone** (3 cr.)

Prerequisite(s): DES 320

This course focuses on designing and implementing a complete experience that showcases system design techniques and is suitable as a portfolio piece.

DES 430 **Narrative Design Capstone** (3 cr.)

Prerequisite(s): DES 330

This course focuses on designing and implementing a complete experience that showcases narrative design techniques and is suitable as a portfolio piece.

DES 440 **Level Design Capstone** (3 cr.)

Prerequisite(s): DES 340

This course focuses on designing and implementing a complete experience that showcases level design techniques and is suitable as a portfolio piece.

DES 450 **Technical Design Capstone** (3 cr.)

Prerequisite(s): DES 350

This course focuses on designing and implementing a complete experience that showcases technical design techniques and is suitable as a portfolio piece.

DES 460 **User Experience Design Capstone** (3 cr.)

Prerequisite(s): DES 360

This course focuses on designing and implementing a complete experience that showcases user experience design techniques and is suitable as a portfolio piece.

DES 470 **User Research Capstone** (3 cr.)

Prerequisite(s): DES 370

This course focuses on designing and implementing a detailed user research study that showcases user research techniques and is suitable as a portfolio piece.

Department of Digital Arts

Computer Graphics Courses

CG 102 **2D Raster Graphics for Designers** (3 cr.)

Prerequisite(s): None

This course introduces the software and basic interface customization options and strategies in 2D raster graphics. Interface organization strategies, system components, bit depth, resolution, memory management, and output strategies are covered. The course also explores techniques and critical thinking skills for digital painting.

CG 125 **Introduction to 3D Production for Designers** (3 cr.)

Prerequisite(s): None

This course introduces game designers to the 3D production process. The course begins with the basics of interface organization strategies, equipment options, and production elements. The class also introduces techniques for texture mapping, modeling, rigging, lighting, cameras, and animation.

CG 130 **3D Computer Animation Production I** (3 cr.)

Prerequisite(s): None

This course introduces students to the basic theories and techniques of 3D computer animation. The curriculum emphasizes standard 3D modeling techniques, including polygonal and spline modeling, texture map creation and application, keyframing, and animating through forward kinematics and inverse kinematics.

CG 201 **Introduction to 2D Computer Graphics** (3 cr.)

Prerequisite(s): ANI 151, ART 120, ART 130

This course introduces 2D computer graphics software and practices for digital painting and production. Topics include transition from traditional to digital art, photo editing and manipulation, material studies, critical thinking skills and techniques, conceptualization, and illustration.

CG 225 **Introduction to 3D Computer Graphics** (3 cr.)

Prerequisite(s): ANI 101, ART 120, ART 130

This course introduces students to 3D software and practices for production. Topics include organization strategies, modeling, unwrapping, texture mapping, rigging, lighting, and cameras.

CG 275 **Introduction to 3D Animation** (3 cr.)

Prerequisite(s): CG 225, ANI 151

This course explores and exercises the concepts and techniques of 3D animation through a series of assignments applied to characters. The course emphasizes character development in the expression of personality, mood, thought, and attitude through motion and posing.

CG 300 3D Environment and Level Design (3 cr.)

Prerequisite(s): CG 275

This course introduces students to the principles of 3D environment design. Theatrical sets, architectural simulations, and level design are considered. In order to provide students with a broader skill set, this course also presents the mechanics of how to use other 3D animation software, with an emphasis on the unique strengths of the package. Students explore the comparative strengths of different software packages and the impact that this has on workflow. The course emphasizes critical thinking skills and strategies for tool selection.

CG 303 Hard Surface Modeling and Texturing (3 cr.)

Prerequisite(s): CG 275

Building on the knowledge and skills for modeling taught in CG 275, this course focuses on the process for optimized modeling and texturing of non-organic scene elements including architecture, props, and vehicles. Students are also introduced to digital sculpting for hard surface models.

CG 305 Digital Sculpture (3 cr.)

Prerequisite(s): CG 275

This course introduces an array of digital modeling, sculpting, and painting techniques with a set of industry-standard 3D and 2D tools. After a series of exercises, students learn the tools and work flow of digital sculpting and enhance their knowledge of anatomy. As part of this class, students create a highly finished 3D character that is fully designed, modeled, posed, sculpted, and textured. They also demonstrate knowledge of environmental sculpting.

CG 315 Texturing for 3D (3 cr.)

Prerequisite(s): CG 201, CG 275

This class focuses on how to generate efficient and accurate texture maps. Students explore techniques for generating landscape, architectural, objects, and character-based textures. Topics include: clamped textures, tileable textures, advanced methods for generating normal maps, z-depth, displacement, and emissive type textures. Students will explore UV mapping, unwrapping, multi-layered shaders, animated texturing methods, use of photo reference, manipulation, compositing and other techniques to create complex textures.

CG 330 Hair and Cloth Simulation (3 cr.)

Prerequisite(s): CG 275

This course focuses on concepts and tools for the construction and simulation of hair and clothing models in 3D animation. Students explore techniques for generating models suitable for simulation, and the complexities inherent in simulating their behavior in the context of animation. Topics may include: evaluating and interpreting reference material, using a simulator, using parameters to control behavior, UV parameter assignment and texturing, detailing a model, fixing simulation problems, and shading and lighting as it pertains to their models.

CG 350 Graphics for Games (3 cr.)

Prerequisite(s): CG 300

This course examines the unique problems of creating graphics for games, and it teaches effective production techniques for addressing these issues.

CG 360 Lighting and Rendering (3 cr.)

Prerequisite(s): CG 275

The course focuses on the fundamental skills, technical understanding, and common approaches used by digital lighting artists. Topics include materials, shaders, lighting, and rendering..

CG 375 Character Rigging (3 cr.)

Prerequisite(s): CG 275

This course exposes students to rigging techniques. All students will share models and texture sets and work on learning industry best practices for professional grade character rigs.

CG 376 Advanced Character Rigging (3 cr.)

Prerequisite(s): CG 375

This course focuses on advanced rigging techniques. Topics may include biped rigs, quadruped rigs, and scripting.

CG 399 Special Topics in Computer Graphics (3 cr.)

Prerequisite(s): None

The content of this course may change each time it is offered. It is for the purpose of offering a new or specialized course of interest to the faculty or students that is not covered by the courses in the current catalog.

CG 403 Advanced Environment Creation (3 cr.)

Prerequisite(s): CG 300, CG 303

This course focuses on the building techniques and theories behind 3D environment creation, including environment design, lighting, texturing, shading, and rendering.

CG 405 Advanced Character Creation (3 cr.)

Prerequisite(s): CG 305

This course focuses on the building techniques and theories behind 3D biped or quadruped character creation, including anatomy, design, lighting, shading, and rendering.

CG 501 3D Concepts and Production (3 cr.)

Prerequisite(s): None

Students are introduced to the computer graphics production pipeline with emphasis on latest industry practices and techniques. Project work includes planning, tasking, concept art, production, and output. Professional portfolio practices are emphasized.

CG 521 Organic and Hard Surface Modeling (3 cr.)

Prerequisite(s): CG 501

This course explores a variety of modeling techniques for both man-made and organic surfaces.

CG 525 Digital Painting: Composition and Color (3 cr.)

Prerequisite(s): None

This course covers the principles of composition and color theory in developing atmosphere, narrative, and information presentation in digital media. The limitations of digital color production, organization of the third dimension in digital environments, and issues of lighting and texture are explored.

CG 530 Hair and Clothing Simulation (3 cr.)

Prerequisite(s): CG 521

This course focuses on concepts and tools for the construction and simulation of hair and clothing models in 3D animation. Students explore techniques for generating models suitable for simulation, and the complexities inherent in simulating their behavior in the context of animation. Topics may include: evaluating and interpreting reference material, using a simulator, using parameters to control behavior, UV parameter assignment and texturing, detailing a model, fixing simulation problems, and shading and lighting as it pertains to their models.

CG 540 Game Engine I (3 cr.)

Prerequisite(s): None

This course provides practical experience with the game asset development and integration pipeline within a game engine. The course will walk through the basic steps from creating an empty project to playable effects within a simple environment. Topics include importing and placing assets, texture and shader process and development, animation workflows, lighting, visual scripting, and the use of particles systems for VFX.

CG 550 VFX Tools, Methodologies, and Techniques

Prerequisite(s): ENTRY INTO MA VFX PROGRAM OR (CG 501 AND CG 525)

This course builds on and emphasizes the core principles of visual effects design and creation with a focus on practical implementation and iteration within a visual effects creation pipeline. Topics include visual effects and motion design principles, creation techniques for basic visual effects categories, art direction for visual effects, technical solutions for bringing different pipelines and software together, technical problem solving, and methodologies and tools for debugging and profiling for real-time performance workflows.

CG 552 Particle System Effects (3 cr.)

Prerequisite(s): CS 540, CG 550

This course focuses on intermediate to advanced particle systems for visual effects in a 3D game engine. This course also explores supplementary software tools used in the production pipeline for particle-based visual effects.

CG 560 Procedural Effects and Pipelines (3 cr.)

Prerequisite(s): CS 540, CG 550, CG 551

This course focuses on replicating external procedurally-generated simulations within a real-time engine. This course introduces fire and smoke simulations, explosions, fluids, and cloth.

CG 570 Digital Painting: Matte and Background (3 cr.)

Prerequisite(s): CG 525

This course examines the methods required to combine 2D and 3D art for cinematic, computer animation and gaming environments. Issues of scale, perspective, palette and color matching, atmospheric perspective and lighting, parallax, horizon and eye level are addressed in a series of exercises designed to create convincing interaction of 2D and 3D art in interior scenes, cityscapes, and landscapes in a variety of media.

CG 577 Facial Rigging and Animation (3 cr.)

Prerequisite(s): ART 555

Students of this class are exposed to a variety of techniques to rig and animate the human face. Production techniques are introduced to help students improve their skills and decide which course of action is best suited for different projects. Key topics may include: lip sync, muscle bulging, phonemes vs. visemes, and scripts for rigs.

CG 599 Special Topics in Computer Graphics (3 cr.)

Prerequisite(s): None

The content of this course may change each time it is offered. It is for the purpose of offering a new or specialized course of interest to the faculty or students that is not covered by the courses in the current catalog.

CG 605 Digital Sculpture (3 cr.)

Prerequisite(s): CG 521

This course introduces an array of digital modeling, sculpting, and painting techniques for use with a set of 3D and 2D tools. Sculpting, modeling, posing, anatomy, texturing, and workflow are practiced.

CG 615 Texturing for 3D (3 cr.)

Prerequisite(s): CG 501, CG 525

This course focuses on how to generate efficient and accurate texture maps. The course also explores techniques for generating landscape-, architectural-, objects-, and character-based textures.

CG 620 Lighting and Rendering (3 cr.)

Prerequisite(s): CG 501, CG 525

This course introduces advanced lighting techniques in a 3D scene. A variety of output formats are presented and exposed for solutions in various media projects. Topics include shadow types, reflection, global illumination, material types, three point lighting, composition, values, and rendering.

CG 661 Advanced Character Creation (3 cr.)

Prerequisite(s): ART 522, CG 605

This course focuses on the building techniques and theories behind 3D biped or quadruped character creation, including anatomy, design, lighting, shading, and rendering.

CG 675 Character Rigging (3 cr.)

Prerequisite(s): CG 501

This course focuses on how to effectively rig characters for games or films. Multiple rigging methods are explored such as: building a hierarchy of joints, creating flexible controls for characters, forward kinematics and inverse kinematics.

CG 676 Advanced Character Rigging (3 cr.)

Prerequisite(s): CG 675

This course focuses on advanced rigging techniques. Topics may include biped rigs, quadruped rigs, and scripting.

CG 2000 2D Digital Art (3 cr.)

Prerequisite(s): ART 1120, ART 1220

This course introduces 2D digital art. Topics include digital drawing, painting, material studies, conceptualization, and illustration.

CG 2001 3D Digital Art (3 cr.)

Prerequisite(s): ART 1220

This course introduces 3D digital art with a focus in modeling and texturing. Topics include modeling, UV unwrapping, texturing, materials, lighting, and rendering.

CG 2002 3D Digital Art Pipeline (3 cr.)

Prerequisite(s): CG 2001

This course introduces 3D digital art pipelines and software workflows with a focus in digital sculpting and modeling, texture painting, and managing digital art assets through various

software. Topics include digital sculpting techniques, modeling, UV unwrapping, 3D texturing and painting, materials, and digital art pipeline.

CG 3101 Character Creation I (3 cr.)

Prerequisite(s): CG 2002

This course introduces digital sculpting for character creation, including building techniques and pipeline processes. Topics include digital sculpting, poly painting, texturing, lighting, rendering, and level of details.

CG 3102 Character Creation II (3 cr.)

Prerequisite(s): CG 3101

This course focuses on advanced digital sculpting for character creation, including high level details and pipeline processes. Topics include digital painting, lighting, and rendering of hair and clothing.

CG 3103 Character Creation III (3 cr.)

Prerequisite(s): CG 3102

This course focuses on character creation and implementation in real-time rendering engines. Topics include re-topologizing, hair optimization, texturing, lighting, and rendering.

CG 3201 Environment Creation I (3 cr.)

Prerequisite(s): CG 2002

This course focuses on the design of 3D environments and techniques for environment creation. Topics include environment layout, 3D modeling, lighting, texturing, materials, and rendering.

CG 3202 Environment Creation II (3 cr.)

Prerequisite(s): CG 3201

This course focuses on advanced techniques and theories of environmental hard surface modeling for 3D real-time engines. Topics include environment research and design, 3D modeling, lighting, texturing, material creation, and rendering.

CG 3203 Environment Creation III (3 cr.)

Prerequisite(s): CG 3202

This course focuses on advanced techniques and theories of organic environment creation for 3D real-time engines. Topics include environment research and design, 3D modeling, digital sculpting, lighting, texturing, material creation, and rendering.

CG 3250 Hard Surface Modeling and Texturing (3 cr.)

Prerequisite(s): CG 2002

This course focuses on modeling hard surface objects with complex textures and materials. Emphasis is placed on lighting and rendering to showcase the models. Topics include theory and practice of modeling hard surfaces.

CG 3450 **Texturing for 3D** (3 cr)

Prerequisite(s): CG 2002

This course focuses on the texturing of 3D models. Emphasis is placed on generating efficient textures and materials, practicing texturing techniques, and exploring texturing workflows. Topics include UV unwrapping, textures and materials creation, digital painting, lighting, and rendering.

CG 3550 **Lighting and Rendering** (3 cr)

Prerequisite(s): CG 2002

This course focuses on the fundamentals of lighting a scene. Emphasis is placed on understanding common digital lighting approaches and creating a mood through lighting. Topics include materials, shaders, rendering, scene composition, and effective use of light and shadow.

Department of Electrical and Computer Engineering

Electrical and Computer Engineering Courses

ECE 101L **Introduction to Engineering Projects** (1 cr.)

Prerequisite(s): None

This course provides an introduction to ECE projects by pairing up students with an engineering team in a monitored environment. Students are assigned a project advisor and placed with a team that is typically enrolled in an upper-division project course. They are exposed to topics, such as the project development process, engineering practices, hardware design techniques, and software implementation issues.

ECE 110 **CE 1st-Year Project** (3 cr.)

Prerequisite(s): CS 100

This course introduces the basics of the Computer Engineering field. The history of computer engineering, the electronics development cycle, professional ethics, multidisciplinary team environments, and common development tools used in industry are explored. The course culminates in a project involving an embedded microprocessor.

ECE 180 **Audio Concepts and Implementation** (3 cr.)

Prerequisite(s): CS 100, CS 120

This course provides an introduction to audio concepts and implementation. Students are introduced to the basics of digital audio processing, digital sound synthesis, and sound perception. These concepts are reinforced through the lab projects, where students work with audio programming at the sample level.

ECE 200 **Electrical Circuits** (3 cr.)

Prerequisite(s): CS 100, MAT 200, PHY 200

This course covers analog circuits. Topics include passive components, series and parallel circuits, two-terminal networks, circuit reduction, impedance analysis, waveform measurement, operational amplifiers, passive and active filters, circuit step response, and circuit analysis using Laplace transforms. Integration of analog subsystems into digital circuits is emphasized.

ECE 210 **Digital Electronics I** (4 cr.)

Prerequisite(s): CS 100

This course focuses on digital circuit design and electronics. Topics include combinational and sequential logic, logic families, state machines, timers, digital/analog conversion, memory devices, and basic microprocessor architecture. Integral to this course are hands-on laboratories where the circuits presented in lecture are designed, built, and tested.

ECE 220 **CE 2nd-Year Project** (3 cr.)

Prerequisite(s): ECE 110 or GAM 150, CS 100, ENG 110

This course focuses on designing and creating a device using components such as integrated circuits and embedded microprocessors. This device usually takes the form of a robot or electronic toy that interacts with people or the environment and demonstrates digital communication. This course introduces concepts of software engineering and process documentation, and emphasizes system-level design.

ECE 225 **Robotics** (3 cr.)

Prerequisite(s): CS 100, ECE 260, PHY 200, PHY 200L

This course examines the theoretical and practical foundations of mobile robotics. Fundamental topics from structural design, sensors, actuators, motors, and artificial intelligence are covered individually. Systems-level concepts of human interface, distributed robotics, requirements engineering, and ethics are covered in an integrated manner.

ECE 260 **Digital Electronics II** (4 cr.)

Prerequisite(s): ECE 210

As a continuation of Digital Electronics I, this course has an emphasis on programmable logic. Topics include advanced state machine design techniques and an introduction to hardware description languages (such as Verilog and VHDL). Lectures are reinforced with hands-on laboratory work involving complex programmable logic devices and field programmable gate arrays. Students are expected to complete a final project that utilizes programmable logic design.

ECE 270 Real-Time Operating Systems (3 cr.)

Prerequisite(s): CS 280

In this course, students are introduced to programming for real-time embedded systems. This course covers topics including multi-tasking, synchronization, context switching, scheduling, interrupt handling, application loading, fault tolerance, and reliability testing. Students are expected to implement their own real-time operating system for an embedded microprocessor platform.

ECE 300 Embedded Microcontroller Systems (3 cr.)

Prerequisite(s): CS 100, CS 170

This course covers topics needed to build the hardware and software for embedded systems. Core topics include microcontroller and microprocessor systems architecture, embedded system standards, and inter-process communication protocols. Additional topics may include performance measurement, peripherals and their interfaces, board buses, memory interfaces, other modern communication protocols, and system integration.

ECE 310 CE 3rd-Year Project I (4 cr.)

Prerequisite(s): ECE 210, ECE 220, PHY 200

This course is the first semester of a project focusing on team development of an interactive embedded system. The system is expected to integrate software and hardware in a real-time environment. Project development topics include component selection, testing, implementation, and demonstration. Team management skills, presentation skills, critical design processes, and the study and implementation of human-machine interaction and interface devices are also developed.

ECE 350 Control Systems (3 cr.)

Prerequisite(s): MAT 225, MAT 256

This course presents mathematical methods of describing systems, with a focus on linear negative feedback control systems. Topics covered typically include signals and systems, Laplace and Fourier transforms, block diagrams, transfer functions, time-domain modeling, and error and stability analysis. Work is done analytically and numerically with examples from computer, electrical, and aerospace engineering, communications, and mechatronics. Additionally, students are introduced to the implementation of feedback control in embedded systems.

ECE 360 CE 3rd-Year Project II (4 cr.)

Prerequisite(s): ECE 300, ECE 310, CS 280

This course is the second semester of a project focusing on team development of an interactive embedded system. The system is expected to integrate software and hardware in a real-time environment. Project development topics include component selection, testing, implementation, and demonstration. Team

management skills, presentation skills, critical design processes, and the study and implementation of human-machine interaction and interface devices are also developed.

ECE 380 Computer Design and Architecture (3 cr.)

Prerequisite(s): ECE 260, ECE 300

This course is an introduction to basic computer architecture and design. It studies common architecture that is found in many modern microcontrollers. Building on past digital logic design experience, teams collaborate to design and build a simplified implementation of this architecture.

ECE 390 CE Internship I (4 cr.)

Prerequisite(s): ECE 270, ECE 310

An internship is any carefully monitored work or service experience in which an individual has intentional learning goals and reflects actively on what is learned throughout the experience. It is usually a professional activity under general supervision of an experienced professional and in a job situation, which places a high degree of responsibility on the student.

ECE 399 Special Topics in Computer Engineering (3 cr.)

Prerequisite(s): None

The content of this course may change each time it is offered. It is for the purpose of offering a new or specialized course of interest to the faculty and students that is not covered by the courses in the current catalog.

ECE 410 CE 4th-Year Project I (4 cr.)

Prerequisite(s): CS 330, ECE 260, ECE 360 or ECE 390, PHY 270

This course is the first semester of the Computer Engineering program capstone project. The course focuses on team development of a system that integrates software and hardware in a real-time environment. Emphasis is placed on communication and professional skills such as interview preparation, project presentations, engineering management, testing and quality control, and statistical methods. The project includes component selection, design, testing, and implementation.

ECE 420 Digital Signal Processing (3 cr.)

Prerequisite(s): MAT 225, MAT 256, MAT 258

This course focuses on signals represented by a sequence of numbers or symbols and the processing of these signals. Topics in this course include continuous, discrete and fast-Fourier transforms, z-transforms, transfer functions, frequency response, finite impulse response, and infinite impulse response filters. Work is done analytically and numerically with examples from areas such as computer and electrical engineering, communications, and various scientific fields. Additionally, students are introduced to the implementation of digital signal processors in embedded systems.

ECE 460L **CE 4th Year Project II** (4 cr.)

Prerequisite(s): ECE 410, ECE 390 or ECE 490

This course is the second semester of the Computer Engineering program capstone project. The course focuses on team development of a system that integrates software and hardware in a real-time environment. Emphasis is placed on communication and professional skills, such as interview preparation, project presentations, engineering management, testing and quality control, and statistical methods. The project includes component selection, design, testing, and implementation.

ECE 490 **CE Internship II** (4 cr.)

Prerequisite(s): ECE 390

An internship is any carefully monitored work or service experience in which an individual has intentional learning goals and reflects actively on what is learned throughout the experience. It is usually a professional activity under general supervision of an experienced professional and in a job situation, which places a high degree of responsibility on the student.

Department of Fine Arts

Art Courses

ART 101 **Language of Drawing I** (3 cr.)

Prerequisite(s): None

Credit may be received for ART 101 or ART 102, but not for both.

This course explores the nature of drawing as a language skill and the use of drawing by production artists and animators. Topics include applied drawing goals, critical thinking skills, and best practices in drawing practice, drill, and play. Design principles, reference research, and the design process are applied to a series of practical problems. This course also explores drawing materials, drawing strategy, drawing sequence, and linear drawing methodology, practice, and theory.

ART 102 **Fundamentals of Visual Expression** (3 cr.)

Prerequisite(s): None

Credit may be received for ART 101 or ART 102, but not for both.

Students will be introduced to simple drawing techniques, constructed linear perspective, visual design methodology, and drawing vocabulary through lectures, studio assignments, and simple projects.

ART 105 **Art Processes** (3 cr.)

Prerequisite(s): None

This course provides a basic working knowledge of the processes used in making art. Topics include the origins and techniques involving drawing, tone, color, composition and artistic process as well as a simple overview of art history.

ART 110 **Fundamentals of Visual Communication and Design Process** (3 cr.)

Prerequisite(s): None

Beginning with the physiology of perception, this course explores the simple building blocks of visual communications and how the viewer understands and responds to shapes, symbols, and images. The foundational skills of design process and problem-solving methodologies are explored to develop the student's visual problem-solving skills.

ART 111 **Introduction to Ceramics** (3 cr.)

Prerequisite(s): None

This course builds a foundation in ceramic arts. It provides the opportunity to learn basic techniques of the ceramic process, which include hand-building techniques, wheel throwing, and glazing.

ART 113 **Ceramics: Introductory Wheel Throwing** (3 cr.)

Prerequisite(s): None

Through exercises, demonstrations, and hands-on instruction this introductory course focuses on beginning wheel-throwing techniques. Topics include surface decoration, glazing and firing, form, balance, and other spatial concerns. Skills are developed through practice on the potter's wheel to produce simple forms such as cylinders, bowls, and plates.

ART 115 **Art and Technology** (3 cr.)

Prerequisite(s): None

This course provides an overview of art history from Paleolithic times through the modern day. The course examines classical art materials and methods and traces the technological advances of society and art. It considers the interplay between art and technology and how they have historically impacted society.

ART 120 **Language of Drawing II** (3 cr.)

Prerequisite(s): ART 101

This course introduces construction drawing as a method to create the sensation of depth and volume in art. Particular attention is paid to planar- and value-based strategies to add a convincing sense of legitimacy and consistency in 2D art and animation.

ART 125 Tone, Color and Composition I (3 cr.)

Prerequisite(s): None

Credit may be received for either ART 125 or ART 126, not both.

This course introduces various methods for activating the picture plane, manipulating the viewer's visual experience, and visually communicating complex ideas and moods. These methods are reinforced through the study and application of light, darkness, value, color-harmony systems, and compositional strategies.

ART 126 Principles of Composition and Design (3 cr.)

Prerequisite(s): ART 101 or ART 102

Credit may be received for ART 125 or ART 126, but not for both.

This course continues to build on students' abilities to draw by exploring techniques for producing finished drawings, quick explanatory sketches, and rapid visualizations. Methods for use of tone and color to convey mood and atmosphere are covered. Basic graphic design and typography are taught with particular emphasis on interface design. Classical forms of compositional organization, such as symmetry, asymmetry, golden mean, and figure ground relationships are also explored.

ART 130 Tone, Color, and Composition II (3 cr.)

Prerequisite(s): ART 125

This course builds upon the theories, techniques, and practices introduced in ART 125 while introducing the concepts of analysis and extrapolation in the creation of a visual reference library for implementation in subsequent coursework.

ART 150 Human Anatomy (3 cr.)

Prerequisite(s): ART 101

Corequisite: ART 151

This course explores the skeletal and muscular structures of the human body. Skeletal and muscular forms are identified from both live models and anatomical references. Topics include terminology, structural arrangement, and kinetic function. The course gives special emphasis to adapting this knowledge to the needs of artists and animators.

ART 151 Life Drawing I (3 cr.)

Prerequisite(s): ART 101

This course introduces the challenges of drawing the human form and applying lessons in anatomy to the figure. Life drawing for animation is examined in this course by studying the skeletal structure, muscle form, gesture, and emotion when drawing a live model.

ART 200 Animal Anatomy (3 cr.)

Prerequisite(s): ART 150

This course introduces the major skeletal and muscular structures of animals. Topics include terminology, structural arrangement, and kinetic function. The course also considers standard locomotion cycles and the relationship between humans and various animals. This course gives special emphasis to adapting this knowledge to the needs of artists and animators.

ART 201 Life Drawing II (3 cr.)

Prerequisite(s): ART 125, ART 151

This course emphasizes drawing the human form from a structural perspective. Strategies for visualizing anatomy are explored. These include identifying bony landmarks and constructing the form through primitives and value. Additional topics include drawing the clothed figure and foreshortening.

ART 210 Art Appreciation (2 cr.)

Prerequisite(s): None

This introduction to art provides students with a better understanding of artistic influences on modern culture. Along with the history of art, students study the meanings, purposes, styles, elements, and principles of art and the various media used to create works of art. In helping students gain basic awareness, knowledge, and enjoyment of the visual arts, the course provides the groundwork for further personal study in the arts. In turn, this influences the development of their creativity.

ART 222 Ceramics: Hand Building (3 cr.)

Prerequisite(s): ART 111

This course builds upon hand-building techniques learned in Introduction to Ceramics (ART 111). Surface texture techniques and basic mold-making will be explored, all while working in the certainty of 3D.

ART 223 Ceramics: Wheel Throwing (3 cr.)

Prerequisite(s): ART 111

This course focuses on building skills developed in Introduction to Ceramics (ART 111) to produce simple forms on the potter's wheel such as cylinders, bowls, and plates.

ART 225 3D Design and Sculpture (3 cr.)

Prerequisite(s): ART 201

This course introduces students to the principles of 3D design using both traditional and digital tools. Students become acquainted with additive, subtractive, and cast sculpture. They consider the basic concepts of architectural space, interior design, landscape design, surface interplay with light, lofted forms, and skinning systems. Students use modern polymer clays and build an animation maquette.

ART 226 Gesture Drawing for Animation (3 cr.)

Prerequisite(s): ART 110 or ART 150, ART 101, ART 151

In this course, the student is provided with significant time in front of live moving models. The main purpose of drawing moving models is to describe what the model is doing as opposed to what the form of the model is. All aspects of the drawing, including form, line, silhouette, details, and most importantly, line of action, concentrate on communicating visually what the model is doing and/or thinking. The course focuses on weight, depth, balance, tension, rhythm, and flow.

ART 228 Figurative Sculpture (3 cr.)

Prerequisite(s): ART 151, ART 150

This course introduces the challenges of sculpting the human figure from life. It utilizes traditional techniques to build an armature and complete a sculpture in clay for the purpose of exploring the human form in 3D space. Emphasis is placed on gesture, proportion, and anatomy, as well as on developing a strong sense of form and volume.

ART 230 Painting (3 cr.)

Prerequisite(s): ART 125

This course explores ideas and various techniques related to painting. The use of color and the representation of space is emphasized. Students explore masterworks, studio painting, and painting en plein air. Technical and social problems related to painting are explored using portraiture, still life, and environment/landscape. A portable field easel and appropriate painting supplies will be required. The course will culminate in a group show of student projects.

ART 234 Survey of Sequential Art (3 cr.)

Prerequisite(s): ART 125, ART 151

In this course, students will learn to explore and to exploit the power of sequential images as a medium to craft stories beyond storyboarding, photography, and film. Through the formats of the graphic novel and related forms, students will tackle problems of character and events; their solutions will be limited only by their imaginations. The course will begin with a historical overview of sequential art and will then examine storytelling through pictures, focusing on clarity and emotional impact. Students will examine contemporary styles and conventions and will be required to draw from previous art experiences, while honing their skills in drawing, perspective, design, color, typography, writing, editing, and acting. Demonstrations of multimedia techniques and computer technology relative to this field will also be introduced.

ART 240 Introduction to Graphic Design and Typography (3 cr.)

Prerequisite(s): ART 125 or ART 126

This course will introduce fundamental visual design concepts, including composition and use of white space, identification and use of classic type families, creation and use of layout and grid construction, use of visual hierarchies, and effective usability strategies.

ART 251 Character Design (3 cr.)

Prerequisite(s): ART 201, CG 201

This course introduces the traditions of character design and the basic structural strategies for creating animated characters. The course explores simplification gradients relative to human, animal, and inanimate object-based characters. It also considers issues of costume, personality, and story interaction. The course emphasizes professional applications, techniques, and standards of quality. The work completed in this course may serve as pre-production design for PRJ 300, PRJ 350, or ANI 300.

ART 300 Perspective, Backgrounds, and Layouts (3 cr.)

Prerequisite(s): ART 201, CG 201

This course explores the animation pre-production skills of background and layout art. It emphasizes professional applications, techniques, and standards of quality. Students are guided through classical depth cue and perspective systems as they apply this knowledge to the creation of animation backgrounds and layouts. Additionally, students explore means of using drawing to create elements such as camera lens illusions, architectural space, theatrical sets, game visual design, matte painting, and surface texture.

ART 301 Concept Art Resources (3 cr.)

Prerequisite(s): ART 251, CG 201, CG 275

This course builds upon all art disciplines, primarily 2D related skills, to prepare students for positions requiring the creation of concept art. Emphasis is placed on the importance of balancing speed of content generation with quality, as this is one of the most pressing and relevant challenges in this field. With this mindset, students are challenged to evaluate and understand new forms of character and environment generation. Both theory and technique are heavily stressed during this course, with the final tangible outcome being multiple portfolio pieces that demonstrate the individual's abilities and unique style/interests.

ART 310 Architectural Spaces, Design, and Lighting I (3 cr.)

Prerequisite(s): None

This course introduces students to the aesthetics and principles of 2D (floor plans and elevations) and 3D environment design. A survey of architectural styles from throughout the world is blended with concepts, such as emotion, mood, lighting, shadows, aesthetics, and more. The course emphasizes learning the architectural vocabulary as well as the aesthetics of environmental and game-level design. Texturing, spatial design, negative space, dramatic lighting, and other concepts that affect not only the psychology of level design but also gameplay principles are covered. Students participate in numerous field trips to local examples of architecture in order to gain an understanding of architectural spaces and the field's vocabulary.

ART 350 Storyboards (3 cr.)

Prerequisite(s): ART 201, ENG 116, FLM 115

This course explores the animation pre-production skills of storyboard art. Emphasis is placed on storytelling and cinematography to create both production and presentation storyboards. Drawing is applied as a means to create story-flow, character development, mood, time, and place.

ART 360 Architectural Spaces, Design, and Lighting II: Period Styles (3 cr.)

Prerequisite(s): ART 310

This class builds on the foundational skills and knowledge from Architectural Spaces, Design, and Lighting I (ART 310), covering more period styles. Additionally, students have opportunities to do more hands-on creation of art, models, and textures relative to various periods. Students participate in a variety of field trips in order to research and analyze architectural styles and then to build them in the computer lab.

ART 399 Special Topics in Art (3 cr.)

Prerequisite(s): None

The content of this course may change each time it is offered. It is for the purpose of offering a new or specialized course of interest to the faculty or students that is not covered by the courses in the current catalog.

ART 400 Drawing Fundamentals (2 cr.)

Prerequisite(s): None

The development of strong drawing skills is of extreme importance since they are essential tools for expressing ideas, particularly during the pre-production stages of an animation project. Therefore, this course presents the basic elements of drawing and graphic design in order to improve the student's practical ability to draw with skill and imagination. It covers methods of observing, describing, and organizing forms using various mediums, such as pencil, charcoal, and color pencils.

ART 401 Conceptual Illustration and Visual Development (3 cr.)

Prerequisite(s): ART 300

This course explores the animation pre-production skills of conceptual illustration and visual development. Students apply their knowledge of drawing, storytelling, and composition to create speculative drawings for animation. They review compositional systems, design process, and illustration techniques. Additionally, students explore means of using drawing to visually explore story and character ideas from both existing and original story materials. They also consider adaptation, stylization, and visual variety. The course emphasizes professional applications, techniques, and standards of quality. The work completed in this course serves as pre-production design for PRJ 300, PRJ 350, or ANI 300.

ART 501 Advanced Figure Drawing (3 cr.)

Prerequisite(s): None

This advanced course integrates with the student's study of sculpture to express human anatomy artistically in two dimensions. Students will explore: kinetics by engaging in gesture drawing; use of line and value; figure in environment; figurative composition and sequential composition. Students will be encouraged to explore creativity and personal voice in their work.

ART 503 Gesture Drawing (3 cr.)

Prerequisite(s): None

This course focuses on drawing the figure in an interpretive manner, focusing on the action and intent of the pose. Whereas in traditional life drawing the focus is on reproduction of the figure, in this course the pose is the starting point rather than the end point. All aspects of drawing, including line, form, silhouette, details, lighting, and most importantly line of action are directed to the purpose of visually communicating action and intent. Particular attention will be paid to distribution of weight, depth, balance, tension, rhythm, and flow.

ART 504 Storyboarding (3 cr.)

Prerequisite(s): None

This course explores the animation pre-production skills of storyboard art. Students learn to leverage their knowledge of storytelling and cinematography to create production and presentation storyboards. They also explore means of using drawing to create story flow, character development, mood, time and place. The course emphasizes professional applications, techniques, and standards of quality.

ART 511 Oil Painting: The Figure (3 cr.)

Prerequisite(s): ART 501

This course develops observational skills through painting from life and accurately rendering the human figure. Students are encouraged to explore their own themes and refine their individual voices and style.

ART 512 Plein Air Painting (3 cr.)

Prerequisite(s): None

Students focus on exploring and understanding lighting, atmospheric and space in the natural environment in both traditional and digital 2D media. Drawing, composition, color, orchestration, palette limitation, paint manipulation and edges, digital simulation, and color reproduction are examined. Studies taken from nature using critical on-location observation become the raw material leading to the creation of large studio canvases and/or digital environments.

ART 520 Conceptual Design and Illustration (3 cr.)

Prerequisite(s): CG 525

This course explores visual development and concept art and their use in a production environment. Story, composition, character, and environment are considered in both existing and original visual story materials. A variety of illustration techniques are utilized in the design process.

ART 522 Character Design (3 cr.)

Prerequisite(s): ART 501

This course focuses on the traditions of character design and the basic structural strategies for creating animation characters. Students explore simplification gradients relative to human, animal and inanimate object-based characters. They consider issues of costume, personality, props, story interaction, and—albeit obliquely—environments. The course emphasizes professional applications, techniques and standards of quality.

ART 528 Advanced Figure Sculpture (3 cr.)

Prerequisite(s): ART 501

This class builds on ART 501 by challenging students to apply their anatomical knowledge while sculpting from the live human figure. Using traditional techniques to build an armature and complete a sculpture in clay, students enhance their understanding of the human form in 3D space. Concepts of design, expression and personal voice will be stressed.

ART 550 Human Anatomy (3 cr.)

Prerequisite(s): None

Credit may be received for BIOX 500 or ART 550, but not for both.

This course explores the skeletal and muscular structures of the human body and techniques for rendering their visual form. Topics include identification of bones and muscles, anatomical terminology, concepts of body mechanics, kinetic function, and facial expressions.

ART 555 Anatomy: Ecorché (3 cr.)

Prerequisite(s): ART 550

This course involves the creation of a scale model of the internal human form starting with the skeletal system. Topics include identification of anatomical structures, skeletal proportion, the complex curves created by bones and muscles, and the spatial relationships between the individual forms.

ART 560 Animal Anatomy and Design (3 cr.)

Prerequisite(s): ART 550

Credit may be received for BIOX 550 or ART 560, but not for both.

This course examines the major skeletal and muscular structures of various animals and techniques for rendering their visual form. Structural comparisons between humans and other animals are considered and a systematic approach for the informed design of imaginary creatures is addressed.

ART 599 Special Topics in Art (3 cr.)

Prerequisite(s): None

The content of this course may change each time it is offered. It is for the purpose of offering a new or specialized course of interest to the faculty or students that is not covered by the courses in the current catalog.

ART 701 Art Research Methodology (3 cr.)

Prerequisite(s): None

This course explores the relationship between art, science, and technology through examples of artwork spanning from ancient cultures to the modern digital age. The course solves problems of design through observations and practices based on the interdisciplinary approaches of artists of the past, using anatomy, perspective, iconography, and other disciplines.

ART 702 Thesis Pre-Production (3 cr.)

Prerequisite(s): ART 701

This course facilitates the research, development, and refinement of a proposal for an MFA thesis topic. It covers production planning, including timeline, scoping, and milestones. The culmination is a proposal for the mid-point thesis review. Approval of the thesis proposal by the faculty thesis committee is a requirement for passing this course.

ART 703 Thesis I (6 cr.)

Prerequisite(s): ART 702

Permission of instructor required.

In this course, work is initiated on an approved thesis project under the guidance of the faculty thesis advisor.

ART 704 Thesis II (6 cr.)

Prerequisite(s): ART 703

In this course, work continues on an approved thesis project under the guidance of the faculty thesis advisor.

ART 1000 Survey of Art History (3 cr.)

Prerequisite(s): None

This course introduces a canon of Western and Non-Western Art. Emphasis is on applied critical thinking in the analysis of art in social, historic, and artistic contexts. Additional topics include applied research techniques and presentation skills.

ART 1100 **Drawing Design I** (3 cr)

Prerequisite(s): None

This course explores the fundamentals of drawing with line. Emphasis is placed on applied drawing goals and critical thinking skills. Topics include design elements, principles, processes, and basic research strategies.

ART 1120 **Drawing Design II** (3 cr)

Prerequisite(s): ART 1100

This course expands on applied drawing goals, practices and design. Emphasis is placed on the concepts of construction drawing, analysis, and extrapolation for the design and creation of representational imagery derived from imagination. Additional topics include composition, value, and perspective.

ART 1200 **Light and Color I** (3 cr)

Prerequisite(s): None

This course explores the fundamentals of observation and rendering of light and color. Emphasis is placed on practical techniques of observational drawing and painting. Topics include sight-measuring, composing the picture plane, depicting light and shadow, and working with color in terms of value, intensity, and hue.

ART 1220 **Light and Color II** (3 cr)

Prerequisite(s): ART 1200

This course expands on the principles of color theory, visual art techniques, and studio practices. An emphasis is placed on the concepts of analysis and extrapolation for the design and creation of representational imagery derived from imagination. Additional topics include multiple light sources, surface materials and textures, and relative color systems

ART 2050 **Visual Development for Production** (3 cr)

Prerequisite(s): ART 2110, CG 2000

This course introduces concepts, methods, and techniques of visual development. Emphasis is placed on creating story-driven concepts involving characters, objects, and environments. Additional topics include research techniques, design pipelines, and master study.

ART 2110 **Figure Drawing & Anatomy** (3 cr)

Prerequisite(s): ART 1100

This course introduces concepts, methods, and techniques of figure drawing. Emphasis is on the structure and kinetic function of the skeletal and muscular systems. Additional topics include gesture, shape, rhythm, and proportions.

ART 3050 **Portfolio** (3 cr)

Prerequisite(s): ANI 3301 or ANI 3501 or CG 3101 or CG 3201

This course explores elements of self-representation and portfolio development. Emphasis is placed on visual continuity in the creation of a portfolio, demo reel, promotional items, and projects. Additional topics include networking and interview strategies, contract negotiations, business documents, freelancing, and trade show exhibitions.

Department of Game Development and Production

Computer Science Projects Courses

CSP 200 **Computer Science Project II** (4 cr.)

Prerequisite(s): CS 170, CS 230, and GAM 150

Credit may be received for only one of: CSP 200, GAM 200, GAM 205.

This course is the first semester of a two-semester project, which will be continued in CSP 250, and focuses on the creation of a useful software application or tool. It provides the opportunity to work together on teams of three or more members, to implement technical features required by their chosen projects.

CSP 250 **Computer Science Project II** (4 cr.)

Prerequisite(s): CSP 200

Credit may be received for only one of: CSP 250, GAM 250, GAM 255.

This course is the second semester of a two-semester project. It provides the opportunity to work in teams on implementation of a software solution for a scientific or computing problem. The focus of this course is implementing a software solution, iterating on the implementation to meet the technical requirements of the project, and presenting the outcomes effectively.

CSP 300 **Computer Science Project III** (4 cr.)

Prerequisite(s): CS 280, CSP 250 or GAM 250

Credit may be received for only one of: CSP 300, GAM 300, GAM 302.

This course is the first semester of a two-semester project, which will be continued in CSP 350, and focuses on the creation of an advanced software application or tool. It provides the opportunity to work together on teams of three or more members, to implement technical features required by their chosen projects.

CSP 350 Computer Science Project III (4 cr.)

Prerequisite(s): CSP 300

Credit may be received for only one of: CSP 350, GAM 350, GAM 352.

In this course, students work to complete and polish the projects they began in CSP 300.

CSP 400 Computer Science Project IV (4 cr.)

Prerequisite(s): CSP 350 or GAM 350 or GAM 390

Credit may be received for only one of: CSP 400, GAM 400.

This course is the first semester of a two-semester project, which will be continued in CSP 450, and focuses on the creation of an innovative software application or tool. It provides the opportunity to work independently or in teams, as appropriate to the scope of the project, which could include continuing to expand and improve on an earlier project.

CSP 450 Computer Science Project IV (4 cr.)

Prerequisite(s): CSP 400

Credit may be received for only one of: CSP 450, GAM 450.

In this course, students work to complete and polish their project from CSP 400.

Game Projects Courses

GAM 100 Project Introduction (3 cr.)

Prerequisite(s): None

This course focuses on the team development of a digital 2D game project. Topics include basic software development and developing software on a team.

GAM 120 Introduction to Digital Production (3 cr.)

Prerequisite(s): DES 100, DES 101

Credit may be received for only one of: GAM 120, GAM 150, GAM 152.

This course introduces the workflows, methodologies, and best practices for working within a modern digital game development environment. Topics may include game editors, components, basic scripting, input processing, importing art and audio, level creation, and source control.

GAM 150 Project I (3 cr.)

Prerequisite(s): CS 120, GAM 100

Credit may be received for either GAM 150 or GAM 152, not both.

This course focuses on building a digital 2D game engine with a team and then finishing a project with that engine. Topics include software development cycles, technical design, technical problem-solving, and team problem-solving.

GAM 200 Project II (4 cr.)

Prerequisite(s): CS 170 or DES 250, CS 230 or DES 101, GAM 120 or GAM 150

Credit may be received for only one of: CSP 200, GAM 200, GAM 205.

This course is the first semester of a two-semester team project. This course focuses on understanding and practicing the processes of the pre-production phase of creating a 2D game project. Topics explored include techniques for working effectively on a team, following a production process, implementing discipline-based best practices, and applying discipline-based core skills and knowledge to product development.

GAM 250 Project II (4 cr.)

Prerequisite(s): GAM 200

Credit may be received for only one of: CSP 250, GAM 250, GAM 255.

This course is the second semester of a two-semester team project. This course focuses on understanding and practicing the processes of the production phase of creating a 2D game project. Topics explored include techniques for working effectively on a team, following a production process, implementing discipline-based best practices, and applying discipline-based core skills and knowledge to product development.

GAM 300 Project III (4 cr.)

Prerequisite(s): GAM 250/CSP 250, Junior Standing

This course is the first semester of a two- or three-semester project, which will be continued in GAM 350, and then in GAM 375 for a three-semester project. Students will work together on teams to create a real-time game or simulation. Techniques are explored for creating high-performance teams, tuning development processes for specific projects, using advanced discipline-based best practices, and applying specialized skills to game development. This course focuses on pre-production to ensure the technology, tools, design, art, audio, and team are ready for full production.

GAM 350 Project III (4 cr.)

Prerequisite(s): GAM 300 or GAM 302

Credit may be received for only one of: CSP 350, GAM 350, GAM 352.

In this course, students work to complete the projects they began in GAM 300. This second semester focuses on production to bring the project to the point where the target audience finds it engaging. Furthermore, techniques are explored for creating effective resumes, interviewing, and pursuing internships. The project may be continued for a third semester in GAM 375.

GAM 375 Project III (4 cr.)

Prerequisite(s): GAM 350 or GAM 352

This course is the final semester of the three-semester project begun in GAM 300 and continued in GAM 350. Techniques are explored for polishing design, art, and audio, creating effective marketing materials, and highlighting individual contributions to the project. This semester focuses on post-production and shipping a highly polished final project.

GAM 390 Internship I (4 cr.)

Prerequisite(s): GAM 250

An internship is any carefully monitored work or service experience in which an individual has intentional learning goals and reflects actively on what she or he is learning throughout the experience. It is usually a professional activity under general supervision of an experienced professional and in a job situation, which places a high degree of responsibility on the student.

GAM 400 Project IV (4 cr.)

Prerequisite(s): GAM 350 or GAM 390 or CSP 350

Credit may be received for only one of: CSP 400, GAM 400.

In this course, students prepare their personal portfolio of projects in order to be ready for a professional job search. This can involve a new project to demonstrate a particular professional skill, or taking a previous project to very high level of quality.

GAM 450 Project IV (4 cr.)

Prerequisite(s): GAM 400

Credit may be received for only one of: CSP 450, GAM 450.

In this course, students prepare their personal portfolio of projects in order to be ready for a professional job search. This can involve a new project to demonstrate a particular professional skill, or working to complete a project they began in GAM 400.

GAM 490 Internship II (4 cr.)

Prerequisite(s): GAM 390

An internship is any carefully monitored work or service experience in which an individual has intentional learning goals and reflects actively on what she or he is learning throughout the experience. It is usually a professional activity under general supervision of an experienced professional and in a job situation, which places a high degree of responsibility on the student.

GAM 541 Masters Game Project (3 cr.)

Prerequisite(s): CS 529

This project focuses on the creation of a real-time game or simulation. Students work together on teams of three to five members and implement technical features, such as audio effects, music playback, pattern movement, simple artificial intelligence, multiplayer, particle systems, scrolling, and simple

physics. All projects must be written with a core of C++ code and cannot use middleware such as pre-existing physics engines, networking engines, etc. Additional topics may include an overview of the game industry, effective team communication, planning, documentation, debugging, testing, and iterative software development techniques.

GAM 550 Advanced Game Project (3 cr.)

Prerequisite(s): GAM 541

This project is divided into two semesters and focuses on the creation of an advanced real-time game or simulation using the latest techniques in graphics, real-time physics, artificial intelligence, and networking. Students may use current software and hardware technologies with instructor approval, such as web technologies, gaming consoles, mobile devices, commercial physics engines, hands-free input devices, etc. Students work independently or in teams, as appropriate to the scope of their project. Additional topics may include team dynamics, formal playtesting, game pacing, and game balance.

GAM 551 Advanced Game Project (3 cr.)

Prerequisite(s): GAM 550

In this class, students work to complete the projects they began in GAM 550. Additional topics may include working in the industry, interviewing, resumes, professional networking, and career strategies.

GAM 590 Internship I (3 cr.)

Prerequisite(s): None

An internship is any carefully monitored work or service experience in which an individual has intentional learning goals and reflects actively on what she or he is learning throughout the experience. It is usually a professional activity under general supervision of an experienced professional and in a job situation, which places a high degree of responsibility on the student.

GAM 591 Internship II (3 cr.)

Prerequisite(s): None

An internship is any carefully monitored work or service experience in which an individual has intentional learning goals and reflects actively on what she or he is learning throughout the experience. It is usually a professional activity under general supervision of an experienced professional and in a job situation, which places a high degree of responsibility on the student.

GAMX 500 Game Design, Development, and Production (3 cr.)

Prerequisite(s): None

This class presents an overview of game design from concept to level through play balancing, as well as an overview of the business practices traditionally and currently common to the game industry. Students develop a small game using industry tools, focusing on basic game mechanics, verbal and nonverbal narrative development, play balancing, and basic level design fundamentals.

Management Courses

MGT 399 Special Topics in Management

Prerequisite(s): None

The content of this course may change each time it is offered. It is for the purpose of offering a new or specialized course of interest to the faculty or students that is not covered by the courses in the current catalog.

MGT 451 Project Management (3 cr.)

Prerequisite(s): None

This course provides in-depth examination of theories, techniques, and issues in project management. It covers various aspects of project management including team leadership, marketing, budgeting, long-range project planning, contract negotiations, and intellectual property considerations. The course includes exercises that give students insight into dealing with product conceptualization, team effectiveness and performance issues.

MGT 500 Management for Art Directors (3 cr.)

Prerequisite(s): None

This course provides an in-depth examination of techniques and theories for project management of art, film, games and other artistic team projects. Lectures cover various aspects of managing creative teams. Topics may include leadership, communication, team building, marketing, budgeting, longrange project planning, contract negotiations and intellectual property considerations.

Department of Humanities and Social Sciences

College Success Courses

COL 101 College Life and Academic Skills (1 cr.)

Prerequisite(s): None

This course assists students in developing the classroom and communication skills necessary to succeed in both educational and professional situations.

COL 499 Career Search Preparation: Materials, Logistics, and Communication (1 cr.)

Prerequisite(s): None

This is a capstone course for students to prepare their application materials and learn how to effectively search for an entry-level job in their field. The goal of the course is for each student to have a polished resume, cover letter, business card, and online/web presence by the end of the semester, as well as a search strategy for seeking employment.

Communications Courses

COM 150 Introduction to Communication (3 cr.)

Prerequisite(s): None

This course provides an introduction to the principles and processes of individual and small group communication. Topics include verbal and nonverbal communication, effective interpersonal communication, best practices for creating and improving team dynamics, and public speaking.

COM 250 Professional Communication (3 cr.)

Prerequisite(s): None

This course prepares students for the communication challenges that await them in the professional world. Topics covered may include professional networking strategies, career search materials, self-presentation and interview skills, and effective communication across all levels and functions of the workplace.

COM 351 Gender and Communication (3 cr.)

Prerequisite(s): COM 150

This course introduces the theory and vocabulary of gender studies and relevant socio-political movements such as the women's movement. It investigates how ideas about sex and gender and identities as men, women, and sexual beings are influenced by and manifested in communication behaviors and in the communication channels and messages that permeate society. Key themes include: the fluidity of gender, the gendered body, gender in verbal and non-verbal communication in professional and non-professional settings, and gender-based power and authority.

COM 399 Special Topics in Communication (3 cr.)

Prerequisite(s): None

The content of this course may change each time it is offered. It is for the purpose of offering a new or specialized course of interest to the faculty or students that is not covered by the courses in the current catalog.

Economics Courses

ECN 100 Introduction to Economics (3 cr.)

Prerequisite(s): None

This course introduces the fundamentals of micro- and macroeconomics. Topics may include supply and demand, competition, market efficiency, auctions, barter, monopolies, externalities, welfare, unemployment, growth, inflation, interest rates, exchange rates, and budget deficits.

English Courses

ENG 110 **Composition** (3 cr.)

Prerequisite(s): None

This course focuses on generating and discussing ideas for composition and engages in all stages of the writing process, with emphasis on the development and application of critical thinking skills. The primary focus of the course is developing the ability to construct, write, and revise argumentative/persuasive essays. Assignments may also include other types of writing, such as narrative, descriptive, and comparative essays.

ENG 116 **Storytelling** (3 cr.)

Prerequisite(s): None

This course covers the principal elements of storytelling including theme, character, perspective, setting, plot, and dialogue. It emphasizes non-visual media such as short stories, novels, and plays, though visual media including film and video games may be discussed as well.

ENG 120 **Research, Reasoning, and Writing** (3 cr.)

Prerequisite(s): ENG 110

In this composition course, students practice advanced argumentative essay writing with a focus on research, critical analysis of the research, thesis presentation, and defense. During the semester, students write several research essays on various topics using both traditional and new information techniques.

ENG 150 **Mythology** (3 cr.)

Prerequisite(s): ENG 110 or ENG 116

This course studies myths from different world cultures. It provides an in-depth discussion of the Hero's Journey (a basic pattern that appears in many narratives) and its principal archetypes. It also studies mythology across the arts and examines how essential it is to the study of literature, drama, film and video games.

ENG 230 **Speculative Fiction** (3 cr.)

Prerequisite(s): ENG 110 or ENG 116

This course is a survey of speculative fiction (in literature, television, film, and graphic novels) that moves beyond pure realism to include fantastic or imaginative elements and to present worlds that differ significantly from our own. Each semester, the course will focus on one or more sub-genres which may include science fiction, fantasy, horror, magic realism, alternate history, steampunk, or cyberpunk.

ENG 242 **Multicultural Literature** (3 cr.)

Prerequisite(s): ENG 110, ENG 150

This course explores what modernity and post-modernity have or have not meant to American writers whose histories and cultures are not European in origin but whose writings are steeped in European-American literary traditions. The course explores the cultural hybridism of this literature as well the unique visions of the world they have created. These funny, humorous, bitterly satirical, and downright serious (post)-modern fantasies are quintessentially American, yet also unique and peculiar to these authors' ethnic experiences. The selected works also offer an opportunity to read or re-read well established and newer American works of literature.

ENG 243 **Epic Literature** (3 cr.)

Prerequisite(s): ENG 110 or ENG 116

This course provides an introduction to the epic as a genre, including poetry, drama, and novels. Particular attention is paid to the theme of heroism and its many cultural manifestations.

ENG 245 **Introduction to Fiction Writing** (3 cr.)

Prerequisite(s): ENG 110 or ENG 116

This course provides an introduction to the study and practice of fiction writing including characterization, plot, setting, and point of view. It presents selected works of short and long fiction. The course is an opportunity for students to practice their own creative writing skills. They are required to write at least two short stories.

ENG 246 **American Ethnic Literatures** (3 cr.)

Prerequisite(s): ENG 110 or ENG 116

This course covers prominent themes and techniques in American ethnic literatures such as Native, African, Asian, and Hispanic American literatures. Modern texts are emphasized but pre- or early 20th century classics may also be included.

ENG 250 **The Graphic Novel** (3 cr.)

Prerequisite(s): ENG 110 or ENG 116

This course provides an introduction to the study of graphic novels, a unique field of inquiry encompassing many world cultures and drawing on many disciplines. Students will read, discuss, and analyze many different types of graphic novels, such as stand-alone, serial, and adaptive books.

ENG 280 **Introduction to Creative Nonfiction** (3 cr.)

Prerequisite(s): ENG 110 or ENG 116

This course introduces the multifaceted genre of creative nonfiction—true stories told creatively with the narrative tools of fiction. Various forms are covered, including autobiography, memoir literature, and the personal essay. Other subgenres such as nature, travel, or science writing may be considered.

ENG 317 **Scriptwriting** (3 cr.)

Prerequisite(s): ENG 110 or ENG 116

This course covers the fundamentals of concept development, dramatic structure, and writing for film. It leads to the completion of at least one original pre-production script in screenplay format.

ENG 340 **Creative Writing Across the Arts** (3 cr.)

Prerequisite(s): ENG 110 or ENG 116

This course focuses on the generation of creative writing in multiple genres and media, including poetry, fiction, creative non-fiction, and graphic novels. Students study and practice writing in a workshop atmosphere and engage in intensive reading of excellent writings, most of which employ interdisciplinary, cross-genre approaches that encompass painting, photography, and other visual art. Discussions of readings are followed by writing experiments designed to spark original thinking, to develop facility with writing, and to enhance understanding of the creative process. Students gain in-depth knowledge of the possibilities of creative writing and apply this experience by writing both short creative pieces and longer works.

ENG 360 **Gender Identity in Literature** (3 cr.)

Prerequisite(s): ENG 116 or ENG 150 or ENG 230 or ENG 242 or ENG 243 or ENG 245 or ENG 246 or ENG 250

This course introduces students to expressions and representations of gender/sexual identity in literary works, including poetry, fiction, creative non-fiction, drama, and film. The course takes a historical and multicultural approach to the topic, covering key texts from the past and the present by authors from different cultures and backgrounds.

ENG 399 **Special Topics in English** (3 cr.)

Prerequisite(s): None

Permission of instructor required

The content of this course may change each time it is offered. It is for the purpose of offering a new or specialized course of interest to the faculty and students that is not covered by the courses in the current catalog.

ENG 400 **Creative Writing for Game Design** (3 cr.)

Prerequisite(s): ENG 150 or ENG 110

This course focuses on the narrative elements of creative writing. Exercises generate thinking and hone students' basic storytelling talents, including characterization, exposition, plot, conflict, backstory, dialogue, and appropriate use of language. Students learn how to use symbols to design a story and how to manipulate the symbols to create character, plot, message, and interactivity. Students are encouraged to access their own genius, culture, and life experience in the development of their stories.

ENG 440 **Advanced Fiction Writing** (3 cr.)

Prerequisite(s): ENG 245 or ENG 315 or ENG 340

This course builds upon the concepts and skills taught in previous writing courses. This course offers students the opportunity to further develop their fiction-writing skills by engaging in intensive writing and regular critique of their peers' creative work. The emphasis is on refining narrative writing skills and developing individual style and voice. Students write three full-length short stories and read contemporary fiction by established authors not discussed in previous courses.

History Courses

HIS 100 **Introduction to World History I** (3 cr.)

Prerequisite(s): None

Covering a wide range of world history (Prehistoric to Middle Ages, Western and Asian Civilizations), this course provides an overview of events, civilizations, and cultures throughout time that form major historical shifts. Students analyze a series of case studies with particular focus on governments, technology, religion, and culture, and how clashes between these (and other) themes created changes in culture, power, and civilizations. Three major themes connect several topics discussed in this course with those explored in HIS 150: issues of authority and inequality within civilizations; encounters and conflicts between civilizations; and cultural and technological exchanges within and between civilizations.

HIS 150 **Introduction to World History II** (3 cr.)

Prerequisite(s): HIS 100

This course continues the topics covered in HIS 100, covering from approximately 1650 A.D. until present day (Renaissance to present day, Western and Asian Civilizations). Students analyze a series of case studies with particular focus on governments, technology, religion, and culture, and how clashes between these (and other) themes created changes in culture, power, and civilizations. Three major themes connect several topics discussed in this course with those explored in HIS 100: issues of authority and inequality within civilizations; encounters and conflicts between civilizations; and cultural and technological exchanges within and between civilizations.

Japanese Courses

JPN 101 **Introduction to Japanese I** (3 cr.)

Prerequisite(s): None

This course is designed for students with little or no background in Japanese. The course presents the basics of pronunciation, orthography, speaking, listening comprehension, reading, writing, and the sociolinguistics of modern Japanese. This course emphasizes acquiring the ability to communicate and function accurately and appropriately in both speaking and writing Japanese.

JPN 102 Japanese II (3 cr.)

Prerequisite(s): JPN 101

This course is designed for students who have taken JPN 101. The pace of JPN 102 is slightly faster than JPN 101. JPN 102 emphasizes acquiring the ability to communicate and function in Japanese accurately and appropriately, both in speech and in writing. By the end of the course, students are able to speak, understand, read, and write Japanese on a limited variety of topics.

Law Courses

LAW 115 Introduction to Intellectual Property and Contracts

(3 cr.)

Prerequisite(s): None

The animation and computer software industries are founded upon the principle of intellectual property. This course introduces students to the social concepts and traditions that led to the idea of intellectual property. It surveys the various international legal systems governing intellectual property, giving special consideration to Title 17 and the local statutes that govern copyrights, trademarks, and patents in the United States. Students learn fundamental issues surrounding this field, such as fair use, international relations, and economics. The course also introduces students to a basic overview of contracts, including structure, traditions, and vocabulary.

Philosophy Courses

PHL 150 Introduction to Philosophy (3 cr.)

Prerequisite(s): ENG 110

This course introduces some of the basic philosophical issues and questions related to everyday life. Topics include human nature (self, mind, consciousness, and freedom), values (ethics, morality, and aesthetics), knowledge (reasoning, rationality, and truth), philosophy of science (universe and origins of life), philosophical positions (naturalism, idealism, realism, pragmatism, and existentialism), and philosophy of religion (god(s) and religion). Students apply these concepts to the philosophical issues related to games and video games, specifically definitional issues, philosophical themes in games, and art in games, among others.

PHL 399 Special Topics in Philosophy (3 cr.)

Prerequisite(s): None

Permission of instructor required

The content of this course may change each time it is offered. It is for the purpose of offering a new or specialized course of interest to the faculty and students that is not covered by the courses in the current catalog.

Psychology Courses

PSY 101 Introduction to Psychology (3 cr.)

Prerequisite(s): None

This course introduces major topics in psychology, specifically as they relate to cognition and learning. These topics include perception, cognition, personality and social psychology, and biological aspects of behavior. Students are also introduced to human information processing, memory, problem solving, attention, perception, and imagery. Other topics covered may include mental representation and transformation, language processing, and concept formation.

PSY 201 Cognitive Psychology (3 cr.)

Prerequisite(s): PSY 101

This course emphasizes emergent research and theory exploring the nature of human mental processes. Topics include neuroscience, attention, perception, memory, creativity, decision making, and information processing.

PSY 203 Developmental Psychology (3 cr.)

Prerequisite(s): PSY 101

This course covers natural human development from conception to early adulthood. The course emphasizes a cultural approach to understanding human biological, psychological, and social development during prenatal, infant, childhood, and adolescent periods.

PSY 207 Univariate Statistics for Behavioral Sciences (3 cr.)

Prerequisite(s): PSY 101

This course introduces the use of univariate statistics for research with human participants. It covers descriptive and inferential statistics. Topics include central tendency, variability, and probability, as well as various inferential null-hypothesis testing techniques such as t-tests, analysis of variance, post-hoc tests, correlations, regression, and non-parametric statistics.

PSY 209 Fundamentals of Psychological Research (3 cr.)

Prerequisite(s): PSY 101

This course introduces major topics exploring research procedures and methodology in the behavioral and social sciences. Major topics include principles of the scientific method, fundamental research concepts, terminology, critical evaluation of methodological issues, and best practices for designing psychological testing and research. Differences in qualitative and quantitative methodology, types of data collection, user experiences and design, and reporting results are also explored. Other topics include research ethics and best practices for data management and presentation.

PSY 210 **Social Psychology** (3 cr.)

Prerequisite(s): PSY 101

This course will provide an overview of research and theory in social psychology by focusing on concepts including mental processing, attitude formation and change, conflict and aggression, persuasion, and socio-behavioral influences.

PSY 350 **Psychology of the Media** (3 cr.)

Prerequisite(s): PSY 201

The course explores the psychology of advertising from its emergence, its relationship to the psychology of propaganda, its influence on political thought during the latter half of the 20th century, and its influence on contextual value formations and cultural reality.

PSY 399 **Special Topics in Psychology** (3 cr.)

Prerequisite(s): None

Permission of instructor required

The content of this course may change each time it is offered. It is for the purpose of offering a new or specialized course of interest to the faculty and students that is not covered by the courses in the current catalog.

Social Sciences Courses

SOS 115 **Media and Ethics: A Social Science Perspective** (3 cr.)

Prerequisite(s): None

This course guides students in the ethical assessment of both the processes and outcomes of social decision-making. After an introduction to basic ethical theories, students acquire an understanding of the structure of social institutions and the process through which one makes social choices. Central to the analysis is a study of ethics as a criterion for assessment of social decision-making with emphasis on the study of particular issues of social choice. The course also provides a theoretical framework within which to spot and analyze ethical issues in the media.

SOS 150 **Society and Technology** (3 cr.)

Prerequisite(s): None

This course draws on techniques and perspectives from the social sciences, humanities, and cultural studies to explore technology and change in the modern era. In particular, students examine how technology influences and is influenced by values and cultures in America and abroad. The course helps students recognize the range of consequences that technology in general, and information and communication technology (ICT) in particular, have when shaped and used by individuals, organizations, and society. Through readings, discussion, lectures, and written assignments, students become acquainted with current controversies related to the socio-cultural dimensions of technology in the “digital era.” While the

course examines the impact of technologies—including video gaming and robotics—on the contemporary world, it also uses an historical approach to address some of the technological innovations that have most affected U.S. society in the past. The course considers how technologies are developed and sustained, and how they interact with and affect our urban culture. Specific themes likely to be addressed include technology’s impact on the private and public spheres; the body and the self in cyberspace; and the criteria used to determine a technology’s success, failure, and danger.

SOS 180 **Race & Gender in Twenty-First Century America** (3 cr.)

Prerequisite(s): ENG 110

This course takes a close look at current debates on race, gender, and ethnicity in American society. It begins with an overview of definitions of race, gender, and ethnicity, exploring what they have meant in the past and what they mean now. Then the course examines the intersections between race, gender, and ethnicity, asking the following questions: How do race and ethnicity differ, and how are they related? What difference does race make? How are race and gender related? Where does sexual orientation fit into the discourse on gender, and how does it fit into discussions on race and ethnicity? Current debates on race, gender, and ethnicity were highlighted by the 2008 election of the first African-American president and the ever-growing prominence of women in the highest levels of American politics. Does this mean that we have entered a post-racial era? Where exactly do we stand on women and gender-related issues? What about the place of GLBT issues in the public domain? This course explores these themes and topics.

SOS 190 **Introduction to Popular Culture** (3 cr.)

Prerequisite(s): ENG 110 or ENG 116

This course surveys trends in popular culture and the debates about how those trends affect the larger culture in general. The course will focus on a variety of popular media, which can include: music, video games, movies, television, and social networking. Topics for discussion may cover: the process of invention in popular culture; the relationship between popular culture, intelligence and engagement; the nature of celebrity; the function of simulacra; changes in narrative structure; representation of race and gender, and more.

SOS 210 **Diversity in the Workplace** (3 cr.)

Prerequisite(s): COM 150 or COM 250

This course examines diversity, equity, and inclusion in the workplace. Categories of diversity under examination include gender, LGBTQ identities, race, ethnicity, and disability. Current problems and solutions are discussed through case studies from various work environments, particularly STEM and the arts. Relevant civil rights legislation is also covered, including Title IX and the 1990 Americans with Disabilities Act.

SOS 399 **Special Topics in Social Sciences** (3 cr.)

Prerequisite(s): None

Permission of instructor required

The content of this course may change each time it is offered. It is for the purpose of offering a new or specialized course of interest to the faculty and students that is not covered by the courses in the current catalog.

Department of Mathematics

Mathematics Courses

MAT 100 **Precalculus with Linear Algebra and Geometry** (4 cr.)

Prerequisite(s): None

This course presents fundamentals of college algebra and trigonometry, with an introduction to concepts in 2D geometry and linear algebra. Topics include: polynomial, rational, trigonometric, exponential and logarithmic functions as well as their inverses; analytic trigonometry, trigonometric identities, the unit circle, and trigonometric functions of a real variable; introduction to linear systems, basics of linear transformations in 2D; vectors, parametric lines, dot product, and projections in 2D.

MAT 105 **Introductory Probability and Statistics** (3 cr.)

Prerequisite(s): None

This course presents fundamentals of probability and statistics without calculus. Topics include: data representation, population mean, variance, and standard deviation, finite probabilities, events, conditional and marginal probability, discrete random variables, binomial distribution, normal distribution, sampling distributions for mean and variance, estimation of means, confidence intervals, hypothesis testing, inference, and chi-square tests.

MAT 106 **Precalculus** (3 cr.)

Prerequisite(s): None

Credit may be received for only one of: MAT 100, MAT 106.

This course presents the mathematics needed for calculus including basic algebra; function domain and codomain; composition of functions; inverse functions; linear, polynomial, exponential, logarithmic, and trigonometric functions; trigonometric identities; and graphs of trigonometric functions. Additional topics may include an introduction to vectors and matrices.

MAT 120 **Mathematics of Music and Sound** (3 cr.)

Prerequisite(s): None

This course explores the mathematical foundations of music and sound. Topics include scale systems, just and tempered intervals, oscillations and trigonometry, sound waves, and basic discrete mathematics.

MAT 121 **Mathematics of Digital Sound Processing** (3 cr.)

Prerequisite(s): MAT 120, CS 116

Credit may be received for only one of: MAT 121, MAT 320

This course explores further topics in the mathematical foundations of music and sound, with emphasis on digital signal processing. Topics include digital signals and sampling, spectral analysis and synthesis, convolution, filtering, sound synthesis, and physical modeling.

MAT 140 **Linear Algebra and Geometry** (4 cr.)

Prerequisite(s): None

Credit may be received for either MAT 100 or MAT 140, but not both.

The two main themes throughout the course are vector geometry and linear transformations. Topics from vector geometry include vector arithmetic, dot product, cross product, and representations of lines and planes in three-space. Linear transformations covered include rotations, reflections, shears and projections. Students study the matrix representations of linear transformations along with their derivations. The curriculum also presents affine geometry and affine transformations along with connections to computer graphics. This course also includes a review of relevant algebra and trigonometry concepts.

MAT 150 **Calculus and Analytic Geometry I** (4 cr.)

Prerequisite(s): None

Credit may be received for MAT 150 or MAT 180, but not for both.

This course introduces the calculus of functions of a single real variable. The main topics include limits, differentiation, and integration. Limits include the graphical and intuitive computation of limits, algebraic properties of limits, and continuity of functions. Differentiation topics include techniques of differentiation, optimization, and applications to graphing. Integration includes Riemann sums, the definite integral, anti-derivatives, and the Fundamental Theorem of Calculus.

MAT 180 **Vector Calculus I** (4 cr.)

Prerequisite(s): MAT 140

Credit may be received for either MAT 150 or MAT 180, but not both.

This course extends the standard calculus of one-variable functions to multi-variable vector-valued functions. Vector calculus is used in many branches of physics, engineering, and science, with applications that include dynamics, fluid mechanics, electromagnetism, and the study of curves and surfaces. Topics covered include limits, continuity, and differentiability of functions of several variables, partial derivatives, extrema of multi-variable functions, vector fields, gradient, divergence, curl, Laplacian, and applications.

MAT 200 Calculus and Analytic Geometry II (4 cr.)

Prerequisite(s): MAT 150 or MAT 180

Credit may be received for MAT 200 or MAT 230, but not for both.

This course builds on the introduction to calculus in MAT150. Topics in integration include applications of the integral in physics and geometry and techniques of integration. The course also covers sequences and series of real numbers, power series and Taylor series, and calculus of transcendental functions. Further topics may include a basic introduction to concepts in multivariable and vector calculus.

MAT 220 Mathematics of Digital Sound Processing (3 cr.)

Prerequisite(s): MAT 200 or MAT 230

Credit may be received for MAT 220 or MAT 320 but not for both.

This course explores further topics in the mathematical foundations of music and sound, with emphasis on digital signal processing. Topics include: Digital signals and sampling, spectral analysis and synthesis, discrete fourier transforms, FFT, convolution, filtering, wave equation, Bessel functions, sound synthesis and physical modeling.

MAT 225 Calculus and Analytic Geometry III (3 cr.)

Prerequisite(s): MAT 200 or MAT 230

This course extends the basic ideas of calculus to the context of functions of several variables and vector-valued functions. Topics include partial derivatives, tangent planes, and Lagrange multipliers. The study of curves in two- and three space focuses on curvature, torsion, and the TNB-frame. Topics in vector analysis include multiple integrals, vector fields, Green's Theorem, the Divergence Theorem and Stokes' Theorem. Additionally, the course may cover the basics of differential equations.

MAT 230 Vector Calculus II (4 cr.)

Prerequisite(s): MAT 180

Credit may be received for MAT 200 or MAT 230, but not for both.

This course is a continuation of MAT 180. Topics covered include differential operators on vector fields, multiple integrals, line integrals, general change of variable formulas, Jacobi matrix, surface integrals, and various applications. The course also covers the theorems of Green, Gauss, and Stokes.

MAT 250 Linear Algebra (3 cr.)

Prerequisite(s): MAT 200 or MAT 230

This course presents the mathematical foundations of linear algebra, which includes a review of basic matrix algebra and linear systems of equations as well as basics of linear transformations in Euclidean spaces, determinants, and the Gauss-Jordan Algorithm. The more substantial part of the course begins with abstract vector spaces and the study of linear independence and bases. Further topics may include

orthogonality, change of basis, general theory of linear transformations, and eigenvalues and eigenvectors. Other topics may include applications to least-squares approximations and Fourier transforms, differential equations, and computer graphics.

MAT 256 Introduction to Differential Equations (3 cr.)

Prerequisite(s): MAT 200 or MAT 230

This course introduces the basic theory and applications of first and second-order linear differential equations. The course emphasizes specific techniques such as the solutions to exact and separable equations, power series solutions, special functions and the Laplace transform. Applications include RLC circuits and elementary dynamical systems, and the physics of the second order harmonic oscillator equation.

MAT 258 Discrete Mathematics (3 cr.)

Prerequisite(s): MAT 200 or MAT 230

This course gives an introduction to several mathematical topics of foundational importance in the mathematical and computer sciences. Typically starting with propositional and first order logic, the course considers applications to methods of mathematical proof and reasoning. Further topics include basic set theory, number theory, enumeration, recurrence relations, mathematical induction, generating functions, and basic probability. Other topics may include graph theory, asymptotic analysis, and finite automata.

MAT 300 Curves and Surfaces (3 cr.)

Prerequisite(s): MAT 250, MAT 258

This course is an introduction to parameterized polynomial curves and surfaces with a view toward applications in computer graphics. It discusses both the algebraic and constructive aspects of these topics. Algebraic aspects include vector spaces of functions, special polynomial and piecewise polynomial bases, polynomial interpolation, and polar forms. Constructive aspects include the de Casteljau algorithm and the de Boor algorithm. Other topics may include an introduction to parametric surfaces and multivariate splines.

MAT 320 Mathematics of Digital Signal Processing I (3 cr.)

Prerequisite(s): MAT 200

Credit may be received for MAT 320 or MAT 220 but not both.

This course explores the mathematical foundations of digital signal processing, with applications to digital audio programming. Topics include: digital signals, sampling and quantization, complex numbers and phasors, complex functions, feedforward filters, feedback filters, frequency response and transfer functions, periodic signals and Fourier series, discrete Fourier transform and fast Fourier transform, comb and string filters, Z-transform and convolution.

MAT 321 Mathematics of Digital Signal Processing II (3 cr.)*Prerequisite(s): MAT 320*

This course continues to explore the mathematical foundations of digital signal processing, with applications to digital audio programming. Topics include: Review of digital signals, Z-transforms and convolution, filter types, applications of fast Fourier transform, switching signals on and off, windowing, spectrograms, aliasing, digital to analog conversion, Nyquist Theorem, filter design, Butterworth filters, reverb, and the phase vocoder.

MAT 340 Probability and Statistics (3 cr.)*Prerequisite(s): MAT 200 or MAT 230, MAT 258*

This course is an introduction to basic probability and statistics with an eye toward computer science and artificial intelligence. Basic topics from probability theory include sample spaces, random variables, continuous and discrete probability density functions, mean and variance, expectation, and conditional probability. Basic topics from statistics include binomial, Poisson, chi-square, and normal distributions; confidence intervals; and the Central Limit Theorem. Further topics may include fuzzy sets and fuzzy logic.

MAT 345 Introduction to Data Science (3 cr.)*Prerequisite(s): MAT 140, MAT 258*

This course presents a variety of computational tools for modeling and understanding complex data. Topics include manipulating data, exploratory data analysis, statistical inference, spam filters and naïve Bayes, neural networks, and machine learning algorithms such as linear regression, k-nearest neighbors, and k-means. The course will focus on both understanding the mathematics underlying the computational methods and gaining hands-on experience in the application of these techniques to real datasets.

MAT 346 Predictive Modeling (3 cr.)*Prerequisite(s): MAT 250, MAT 340*

This course focuses on the conceptual understanding of a core set of practical and effective statistical methods for modeling and analyzing complex data, and applies them to solve real world problems. Topics include linear and logistic regression, linear models for classification, deep learning and neural networks, support vector machines and kernel methods, unsupervised methods, classification trees, boosting, and random forests.

MAT 350 Advanced Curves and Surfaces (3 cr.)*Prerequisite(s): MAT 300*

This course is a continuation of MAT 300 with topics taken from the theory and applications of curves and surfaces. The course treats some of the material from MAT 300 in more detail, like the mathematical foundations for non-uniform rational B-spline (NURBS) curves and surfaces, knot insertion, and subdivision. Other topics may include basic differential geometry of curves and surfaces, tensor product surfaces, and multivariate splines.

MAT 351 Quaternions, Interpolation and Animation (3 cr.)*Prerequisite(s): MAT 300*

This course gives an introduction to several mathematical topics of foundational importance to abstract algebra, and in particular the algebra of quaternions. Topics covered may include: operations, groups, rings, fields, vector spaces, algebras, complex numbers, quaternions, curves over the quaternionic space, interpolation techniques, splines, octonions, and Clifford algebras.

MAT 352 Wavelets (3 cr.)*Prerequisite(s): MAT 250, MAT 258*

This course presents the foundations of wavelets as a method of representing and approximating functions. It discusses background material in complex linear algebra and Fourier analysis. Basic material on the discrete and continuous wavelet transforms forms the core subject matter. This includes the Haar transform, and multi-resolution analysis. Other topics may include subdivision curves and surfaces, and B-spline wavelets. Applications to computer graphics may include image editing, compression, surface reconstruction from contours, and fast methods of solving 3D simulation problems.

MAT 353 Differential Geometry (3 cr.)*Prerequisite(s): MAT 300*

This course presents an introduction to differential geometry, with emphasis on curves and surfaces in three-space. It includes background material on the differentiability of multivariable functions. Topics covered include parameterized curves and surfaces in three-space and their associated first and second fundamental forms, Gaussian curvature, the Gauss map, and an introduction to the intrinsic geometry of surfaces. Other topics may include an introduction to differentiable manifolds, Riemannian geometry, and the curvature tensor.

MAT 354 Discrete and Computational Geometry (3 cr.)*Prerequisite(s): MAT 250, MAT 258*

Topics covered in this course include convex hulls, triangulations, Art Gallery theorems, Voronoi diagrams, Delaunay graphs, Minkowski sums, path finding, arrangements, duality, and possibly randomized algorithms, time permitting. Throughout the course, students explore various data structures and algorithms. The analysis of these algorithms, focusing specifically on the mathematics that arises in their development and analysis is discussed. Although CS 330 is not a prerequisite, it is recommended.

MAT 355 Graph Theory (3 cr.)*Prerequisite(s): MAT 250, MAT 258*

This course provides an introduction to the basic theorems and algorithms of graph theory. Topics include graph isomorphism, connectedness, Euler tours, Hamiltonian cycles, and matrix representation. Further topics may include spanning trees,

coloring algorithms, planarity algorithms, and search algorithms. Applications may include network flows, graphical enumeration, and embedding of graphs in surfaces.

MAT 356 Advanced Differential Equations (3 cr.)

Prerequisite(s): MAT 250, MAT 256

This course covers the advanced theory and applications of ordinary differential equations. The first course in differential equations focused on basic prototypes, such as exact and separable equations and the second-degree harmonic oscillator equation. This course builds upon these ideas with a greater degree of generality and theory. Topics include qualitative theory, dynamical systems, calculus of variations, and applications to classical mechanics. Further topics may include chaotic systems and cellular automata. With this overview, students will be prepared to study the specific applications of differential equations to the modeling of problems in physics, engineering, and computer science.

MAT 357 Numerical Analysis (3 cr.)

Prerequisite(s): MAT 250 or (MAT 140 and MAT 258)

This course covers both the theoretical and practical study of numerical methods used in many areas of computer science, applied mathematics, science and engineering. Topics include: solutions of non-linear equations, interpolation, approximation of functions, quadrature rules, numerical solutions of ordinary differential equations, and numerical methods in linear algebra. Further topics may include Fourier series, wavelets, and stability theory.

MAT 359 Computational Algebraic Geometry (3 cr.)

Prerequisite(s): MAT 300

This course introduces computational algebra as a tool to study the geometry of curves and surfaces in affine and projective space. The central objects of study are affine varieties and polynomial ideals, and the algebra-geometry dictionary captures relations between these two objects. The precise methods of studying polynomial ideals make use of monomial orderings, Grobner bases, and the Buchberger algorithm. Students have opportunities to program parts of these algorithms and to use software packages to illustrate key concepts. Further topics may include resultants, Zariski closure of algebraic sets, intersections of curves and surfaces, and multivariate polynomial splines.

MAT 361 Introduction to Number Theory and Cryptography (3 cr.)

Prerequisite(s): MAT 250, MAT 258

This course is an introduction to elementary number theory and cryptography. Among the essential tools of number theory that are covered, are divisibility and congruence, Euler's function, Fermat's little theorem, Euler's formula, the Chinese remainder theorem, powers modulo m , k th roots modulo m , primitive roots and indices, and quadratic reciprocity. These tools are then used in cryptography, where the course discusses encryption

schemes, the role of prime numbers, security and factorization, the DES algorithm, public key encryption, and various other topics, as time allows.

MAT 362 Fuzzy Sets and Logic (3 cr.)

Prerequisite(s): MAT 250, MAT 258

This course introduces the basic theory of fuzzy sets and fuzzy logic and explores some of their applications. Topics covered include classical sets and their operations, fuzzy sets and their operations, membership functions, fuzzy relations, fuzzification/defuzzification, classical logic, multi-valued logic, fuzzy logic, fuzzy reasoning, fuzzy arithmetic, classical groups, and fuzzy groups. Students will also explore a number of applications, including approximate reasoning, fuzzy control, fuzzy behavior, and interaction in computer games.

MAT 363 Partial Differential Equations and Fluid Dynamics (3 cr.)

Prerequisite(s): MAT 220 or MAT 250 or MAT 256, MAT 200

This course explores partial differential equations (PDEs) and fluid dynamics. Topics covered in this class include Fourier series, Fourier transforms, classification of PDEs, Poisson's equation, heat equation, wave equation, and introductory topics of fluid dynamics. Solution methods of initial and boundary value problems of various types will be investigated. Numerical methods, such as finite difference, finite volume, and finite element will be studied.

MAT 364 Combinatorial Game Theory (3 cr.)

Prerequisite(s): MAT 258

Combinatorial Game Theory studies finite, two-player games in which there are no ties. Techniques from logic combinatorics and set theory are used to prove various properties of such games. Typical games include Domineering, Hackenbush, and Nim. The analysis of such games can also be used to study other more complex games like Dots and Boxes, and Go. Topics covered in this course include Conway's theory of numbers as games, impartial and partizan games, winning strategies, outcome classes and algebra of games.

MAT 365 Introduction to Topology (3 cr.)

Prerequisite(s): MAT 250, MAT 258

This course introduces topology and its applications. Topics covered include topological spaces, quotient and product spaces, metric and normed spaces, connectedness, compactness, and separation axioms. Further topics may include basic algebraic topology, fixed point theorems, theory of knots, and applications to kinematics, game theory, and computer graphics.

MAT 366 Combinatorics (3 cr.)*Prerequisite(s): MAT 258*

This course covers the fundamental techniques and algorithms of counting. Topics include combinations, permutations, lists and strings, distributions, Stirling numbers, partitions, rearrangements and derangements, the principle of inclusion and exclusion, generating functions, and recursion. The course may include further topics such as the Polya-Redfield method, partially ordered sets, enumeration problems from graph theory, Ramsey's Theorem, block designs, codes, difference sets, finite geometries, Latin squares and Hadamard matrices.

MAT 367 Fuzzy Systems and Neural Networks (3 cr.)*Prerequisite(s): MAT 258*

Credit may be received for one of MAT 362 and MAT 367, but not both

This course introduces the basic theory of fuzzy sets and fuzzy logic, fuzzy systems, neural networks and neuro-fuzzy systems. Topics in Fuzzy Systems include: fuzzy sets and their operations, membership functions, fuzzy systems of various types, fuzzy control, and fuzzy clustering. Topics in Artificial Neural Networks include: artificial neural networks, the backpropagation algorithm, deep learning, adaptive neuro-fuzzy inference systems. Additional topics may include parameter selection and regularization for neural networks, and convolutional neural networks.

MAT 399 Special Topics in Mathematics (3 cr.)*Prerequisite(s): None**Requirement: Permission of instructor*

The content of this course may change each time it is offered. It is for the purpose of offering a new or specialized course of interest to the faculty and students that is not covered by the courses in the current catalog.

MAT 400 Introductory Analysis I (3 cr.)*Prerequisite(s): MAT 250*

This course introduces the foundations of real analysis by means of a rigorous reexamination of the topics covered in elementary calculus. The course starts with the topology of the real line and proceeds to a formal examination of limits, continuity, and differentiability. The course also covers the convergence of sequences and series of real numbers and the uniform convergence of sequences of real valued functions.

MAT 410 Introductory Analysis II (3 cr.)*Prerequisite(s): MAT 400*

A continuation of MAT 400, this course emphasizes the formal treatment of the theory of integration of functions of a real variable. It reexamines the Riemann integral and the Fundamental theorem of calculus as well as the theory of the Stieltjes and Lebesgue integral and their applications in probability and Fourier analysis. The course concludes with

a discussion of the topology of \mathbb{R}^n , and the differentiability and integrability of functions of several variables, including the theorems of Green and Stokes and the divergence theorem.

MAT 450 Abstract Algebra I (3 cr.)*Prerequisite(s): MAT 250, MAT 258*

This course provides an introduction to the foundations of abstract algebra. The fundamental objects of study are groups, rings, and fields. The student builds on previous courses in algebra, particularly linear algebra, with an even greater emphasis here on proofs. The study of groups is an ideal starting point, with few axioms but a rich landscape of examples and theorems, including matrix groups, homomorphism theorems, group actions, symmetry, and quotient groups. This course extends these ideas to the study of rings and fields. Topics in ring theory include polynomial rings and ideals in rings. The course also covers fields, their construction from rings, finite fields, basic theory of equations, and Galois theory.

MAT 460 Abstract Algebra II (3 cr.)*Prerequisite(s): MAT 400*

This course builds on the foundations established in MAT 450. It extends the fundamental objects of groups, rings, and fields to include modules over rings and algebras. The course gives the basic ideas of linear algebra a more rigorous treatment and extends scalars to elements in a commutative ring. In this context, students study the general theory of vector spaces and similarity of transformations. The curriculum also discusses non-commutative algebras and rings, emphasizing examples, such as quaternion algebras. Further topics may include non-associative rings and algebras, Galois theory, exact sequences, and homology.

MAT 500 Curves and Surfaces (3 cr.)*Prerequisite(s): None*

This course is an introduction to parameterized polynomial curves and surfaces with a view toward applications in computer graphics. It discusses both the algebraic and constructive aspects of these topics. Algebraic aspects include vector spaces of functions, special polynomial and piecewise polynomial bases, polynomial interpolation, and polar forms. Constructive aspects include the de Casteljau algorithm and the de Boor algorithm. Other topics may include an introduction to parametric surfaces and multivariate splines.

MAT 550 Advanced Curves and Surfaces (3 cr.)*Prerequisite(s): MAT 300*

This course is a continuation of MAT 300 with topics taken from the theory and applications of curves and surfaces. The course treats some of the material from MAT 300 in more detail, like the mathematical foundations for non-uniform rational B-spline (NURBS) curves and surfaces, knot insertion, and subdivision. Other topics may include basic differential geometry of curves and surfaces, tensor product surfaces, and multivariate splines.

MAT 551 Quaternions, Interpolation, and Animation (3 cr.)

Prerequisite(s): MAT 500

This course gives an introduction to several mathematical topics of foundational importance to abstract algebra, and in particular the algebra of quaternions. Topics covered may include: operations, groups, rings, fields, vector spaces, algebras, complex numbers, quaternions, curves over the quaternionic space, interpolation techniques, splines, octonions, and Clifford algebras.

MAT 552 Wavelets (3 cr.)

Prerequisite(s): MAT 250, MAT 258

This course presents the foundations of wavelets as a method of representing and approximating functions. It discusses background material in complex linear algebra and Fourier analysis. Basic material on the discrete and continuous wavelet transforms forms the core subject matter. This includes the Haar transform, and multi-resolution analysis. Other topics may include subdivision curves and surfaces, and B-spline wavelets. Applications to computer graphics may include image editing, compression, surface reconstruction from contours, and fast methods of solving 3D simulation problems.

MAT 553 Differential Geometry (3 cr.)

Prerequisite(s): MAT 500

This course presents an introduction to differential geometry, with emphasis on curves and surfaces in three-space. It includes background material on the differentiability of multivariable functions. Topics covered include parameterized curves and surfaces in three-space and their associated first and second fundamental forms, Gaussian curvature, the Gauss map, and an introduction to the intrinsic geometry of surfaces. Other topics may include an introduction to differentiable manifolds, Riemannian geometry, and the curvature tensor.

MAT 554 Discrete and Computational Geometry (3 cr.)

Prerequisite(s): None

Topics covered in this course include convex hulls, triangulations, Art Gallery theorems, Voronoi diagrams, Delaunay graphs, Minkowski sums, path finding, arrangements, duality, and possibly randomized algorithms, time permitting. Throughout the course, students explore various data structures and algorithms. The analysis of these algorithms, focusing specifically on the mathematics that arises in their development and analysis is discussed. Although CS 330 is not a prerequisite, it is recommended.

MAT 555 Graph Theory (3 cr.)

Prerequisite(s): MAT 250, MAT 258

This course provides an introduction to the basic theorems and algorithms of graph theory. Topics include graph isomorphism, connectedness, Euler tours, Hamiltonian cycles, and matrix representation. Further topics may include spanning trees,

coloring algorithms, planarity algorithms, and search algorithms. Applications may include network flows, graphical enumeration, and embedding of graphs in surfaces.

MAT 556 Advanced Differential Equations (3 cr.)

Prerequisite(s): MAT 250, MAT 256

This course covers the advanced theory and applications of ordinary differential equations. The first course in differential equations focused on basic prototypes, such as exact and separable equations and the second-degree harmonic oscillator equation. This course builds upon these ideas with a greater degree of generality and theory. Topics include qualitative theory, dynamical systems, calculus of variations, and applications to classical mechanics. Further topics may include chaotic systems and cellular automata. With this overview, students will be prepared to study the specific applications of differential equations to the modeling of problems in physics, engineering, and computer science.

MAT 557 Numerical Analysis (3 cr.)

Prerequisite(s): None

This course covers both the theoretical and practical study of numerical methods used in many areas of computer science, applied mathematics, science and engineering. Topics include: solutions of non-linear equations, interpolation, approximation of functions, quadrature rules, numerical solutions of ordinary differential equations, and numerical methods in linear algebra. Further topics may include Fourier series, wavelets, and stability theory.

MAT 559 Computational Algebraic Geometry (3 cr.)

Prerequisite(s): MAT 300 or MAT 500

This course introduces computational algebra as a tool to study the geometry of curves and surfaces in affine and projective space. The central objects of study are affine varieties and polynomial ideals, and the algebra-geometry dictionary captures relations between these two objects. The precise methods of studying polynomial ideals make use of monomial orderings, Grobner bases, and the Buchberger algorithm. Students have opportunities to program parts of these algorithms and to use software packages to illustrate key concepts. Further topics may include resultants, Zariski closure of algebraic sets, intersections of curves and surfaces, and multivariate polynomial splines.

MAT 560 Advanced Algebra (3 cr.)

Prerequisite(s): None

This course explores topics in linear algebra and abstract algebra. Topics in linear algebra include: vector spaces, transformations, canonical forms, and complex inner product spaces. Topics in abstract algebra include: introduction to abstract groups, rings, fields, and algebras. Further topics may include: modules, multivariate polynomials, algebraic varieties, tensor products, and duality.

MAT 561 Introduction to Number Theory and Cryptography

(3 cr.)

Prerequisite(s): MAT 250, MAT 258

This course is an introduction to elementary number theory and cryptography. Among the essential tools of number theory that are covered are divisibility and congruence, Euler's function, Fermat's little theorem, Euler's formula, the Chinese remainder theorem, powers modulo m , k th roots modulo m , primitive roots and indices, and quadratic reciprocity. These tools are then used in cryptography, where the course discusses encryption schemes, the role of prime numbers, security and factorization, the DES algorithm, public key encryption, and various other topics, as time allows.

MAT 562 Fuzzy Sets and Logic (3 cr.)*Prerequisite(s): MAT 250, MAT 258*

This course introduces the basic theory of fuzzy sets and fuzzy logic and explores some of their applications. Topics covered include classical sets and their operations, fuzzy sets and their operations, membership functions, fuzzy relations, fuzzification/defuzzification, classical logic, multi-valued logic, fuzzy logic, fuzzy reasoning, fuzzy arithmetic, classical groups, and fuzzy groups. Students will also explore a number of applications, including approximate reasoning, fuzzy control, fuzzy behavior, and interaction in computer games.

MAT 563 Partial Differential Equations and Fluid Dynamics

(3 cr.)

Prerequisite(s): None

This course explores partial differential equations (PDEs) and fluid dynamics. Topics covered in this class include Fourier series, Fourier transforms, classification of PDEs, Poisson's equation, heat equation, wave equation, and introductory topics of fluid dynamics. Solution methods of initial and boundary value problems of various types will be investigated. Numerical methods, such as finite difference, finite volume, and finite element will be studied.

MAT 564 Combinatorial Game Theory (3 cr.)*Prerequisite(s): MAT 258*

Combinatorial Game Theory studies finite two-player games in which there are no ties. Techniques from logic, combinatorics, and set theory are used to prove various properties of such games. Typical games include Domineering, Hackenbush, and Nim. The analysis of such games can also be used to study other more complex games like Dots and Boxes, impartial and partisan games, winning strategies outcome classes, algebra of games.

MAT 565 Introduction to Topology (3 cr.)*Prerequisite(s): MAT 250, MAT 258*

This course is an introduction to topology and its applications. Topics include: topological spaces, quotient and product spaces, metric and normed spaces, connectedness, compactness, and

separation axioms. Further topics may include: basic algebraic topology, fixed point theorems, theory of knots, and applications to kinematics, game theory, and computer graphics.

MAT 567 Fuzzy Systems and Neural Networks (3 cr.)*Prerequisite(s): None**Credit may be received for one of MAT 562 and MAT 567, but not both*

This course introduces the basic theory of fuzzy sets and fuzzy logic, fuzzy systems, neural networks and neuro-fuzzy systems. Topics in Fuzzy Systems include: fuzzy sets and their operations, membership functions, fuzzy systems of various types, fuzzy control, and fuzzy clustering. Topics in Artificial Neural Networks include: artificial neural networks, the backpropagation algorithm, deep learning, adaptive neuro-fuzzy inference systems. Additional topics may include parameter selection and regularization for neural networks, and convolutional neural networks.

MAT 570 Real Analysis (3 cr.)*Prerequisite(s): None*

This course explores topics in mathematical analysis of real numbers and functions of real variables. Topics covered in this course include: real numbers, metric spaces, topology of metric spaces, the contraction principle, continuity of functions on metric spaces, differentiability of real-valued functions, sequences and series of functions, continuity and differentiability of functions of several variables, and Riemann integration. Additional topics may include Euclidean spaces, normed spaces, functions of bounded variation, and Riemann-Stieltjes integrals.

MAT 571 Functional Analysis (3 cr.)*Prerequisite(s): MAT 570*

This course explores topics in measure theory and functional analysis. The topics covered in this course include: Lebesgue measure, Lebesgue integration, normed spaces, Banach spaces, Fourier series and wavelets, and Hilbert spaces, together with their applications. Additional topics may include Hahn-Banach theorem, bounded linear operators on Hilbert spaces, Riesz representation theorem, Sobolev spaces, and self-adjoint operators.

MAT 572 Complex Analysis (3 cr.)*Prerequisite(s): None*

This course explores topics in complex analysis. Topics include: the complex number field and its geometry, complex functions, limits, complex differentiation, analytic functions, conformal mappings, contour integration, and Laurent series. Additional topics may include: Rouche's theorem, the maximum modulus theorem, Liouville's theorem, and applications.

MAT 580 Stochastic Processes (3 cr.)

Prerequisite(s): None

This course is a formal introduction to stochastic processes with applications. The main topics are discrete and continuous time Markov chains, Poisson processes, random walks, branching processes, first passage times, recurrence and transience, and stationary distributions. The course also covers Brownian motion and martingales. Other topics may include renewal processes, queues, optimal stopping theory, Monte Carlo methods, and stochastic integration.

MAT 581 Statistical Inference and Data Analysis (3 cr.)

Prerequisite(s): None

This course presents modern statistical concepts and methods developed in a mathematical framework. Topics include statistical inference, point and interval estimation, confidence intervals and hypothesis testing, sufficiency, Neyman-Pearson theory, maximum likelihood, Bayesian analysis, and large sample theory. Additional topics may include decision theory, linear models, and nonparametric statistics.

MAT 599 Special Topics in Mathematics (3 cr.)

Prerequisite(s): None

The content of this course may change each time it is offered. It is for the purpose of offering a new or specialized course of interest to the faculty and students that is not covered by the courses in the current catalog.

Department of Music

Music Courses

MUS 103 Guitar Ensemble I (1 cr.)

Prerequisite(s): None

Permission of instructor required.

This course is a guitar ensemble workshop for the study of classical guitar performance practice and the rehearsal of guitar repertory in preparation for a public concert at the end of the semester.

MUS 104 Guitar Ensemble II (1 cr.)

Prerequisite(s): MUS 103

Permission of instructor required.

This course is a guitar ensemble workshop for the study of classical guitar performance practice and the rehearsal of guitar repertory in preparation for a public concert at the end of the semester.

MUS 110 Private Lessons I - Instrumental or Vocal (1 cr.)

Prerequisite(s): None

Entrance to the BA in Music and Sound Design degree program required.

This course consists of private lessons on selected instruments, or voice. Topics vary.

MUS 111 Private Lessons II - Instrumental or Vocal (1 cr.)

Prerequisite(s): MUS 110

Entrance to the BA in Music and Sound Design degree program required.

This course consists of private lessons on an individual instrument, or voice. Topics vary.

MUS 112 Vocal Ensemble (1 cr.)

Prerequisite(s): None

This course is a non-audition mixed chorus providing training in vocal technique and musicianship. The class performs in concert at the end of each semester.

MUS 113 Vocal Ensemble (1 cr.)

Prerequisite(s): None

This course is a non-audition mixed chorus providing training in vocal technique and musicianship. The class performs in concert at the end of each semester.

MUS 115 Fundamentals of Music and Sound Design (3 cr.)

Prerequisite(s): None

Credit may be received for MUS 115 or for FLM 275, but not for both.

This course offers an introduction to the fundamentals of music and sound design, and an overview of the production of music and sound for animation, film, and video games. Topics include music notation, key, meter, rhythm, melody, harmony, texture, tempo, genre and form; historical musical styles; dialog and timing; and digital audio production methods and techniques.

MUS 116 Jazz Ensemble I (1 cr.)

Prerequisite(s): None

Permission of the instructor; audition required

This course is a jazz ensemble workshop for the study of jazz performance practice and the rehearsal of repertory in preparation for a public concert at the end of the semester.

MUS 117 Jazz Ensemble II (1 cr.)

Prerequisite(s): None

Permission of Instructor Required

This course is a jazz ensemble workshop for the study of jazz performance practice and the rehearsal of repertory in preparation for a public concert at the end of the semester.

MUS 118 Chamber Singers I (1 cr.)

Prerequisite(s): MUS 112 or MUS 113 or MUS 212 or MUS 213

Permission of instructor required.

This course is a small vocal ensemble workshop for the study of a cappella performance practice and the rehearsal of vocal repertory in preparation for a public concert at the end of the semester. Students participating in the Chamber Singers will also participate in the Vocal Ensemble.

MUS 119 Chamber Singers II (1 cr.)

Prerequisite(s): MUS 118

Concurrent Course(s): MUS 112 or MUS 113 or MUS 212 or MUS 213

This course is a small vocal ensemble workshop for the study of a cappella performance practice and the rehearsal of vocal repertory in preparation for a public concert at the end of the semester. Students participating in the Chamber Singers will also participate in the Vocal Ensemble.

MUS 120 Music Theory and Musicianship I (2 cr.)

Prerequisite(s): None

Concurrent Course(s): MUS 120L

This course offers an introduction to basic music theory and musicianship. Topics include pitch, intervals, scales, chord structure, keys, music notation, functional harmony, modes, simple analysis, sight singing, transcription, and ear training. Musical examples are drawn from various styles and periods.

MUS 120L Music Theory and Musicianship I Lab (1 cr.)

Prerequisite(s): None

Concurrent Course(s): MUS 120

This lab offers students hands-on experience in a project studio, applying the concepts and techniques presented in MUS 120.

MUS 121 Music Theory and Musicianship II (2 cr.)

Prerequisite(s): MUS 120

Concurrent Course(s): MUS 121L

This course is a continuation of MUS120, offering further studies in basic music theory and musicianship. Topics include modal and diatonic harmony, triads and inversions, modulation, four-part writing, sight-singing, transcription, and ear training.

MUS 121L Music Theory and Musicianship II Lab (1 cr.)

Prerequisite(s): MUS 120L

Concurrent Course(s): MUS 121

This lab offers students hands-on experience in a project studio, applying the concepts and techniques presented in MUS 121.

MUS 130 Introduction to Music Theory and Musicianship (3 cr.)

Prerequisite(s): None

Students cannot receive credit for both MUS 130 and MUS 120 or MUS 120L

This course is an introduction to the elements of music, including study of the staff, clefs, key signatures, scales, time signatures, notation, meter and rhythm, intervals, major and minor chords, form, instrumentation, musical styles, music history, application of theory at the keyboard, and rhythmic, melodic, and harmonic ear training.

MUS 150 Sound Design Project I (2 cr.)

Prerequisite(s): None

Concurrent Course(s): MUS 150L

Credit may be received for MUS 150 or for MUS 115, but not for both.

This course provides an introduction to digital audio recording, processing, and mixing. Students are introduced to software and hardware components of the digital audio workstation, including microphones, mixers, MIDI sequencing and multitrack recording software. Further topics include fundamentals of acoustics, recording, sound synthesis, and MIDI.

MUS 150L Sound Design Project I Lab (2 cr.)

Prerequisite(s): None

Concurrent Course(s): MUS 150

This lab offers students hands-on experience in a project studio, applying the concepts and techniques presented in MUS 150. Students will apply their knowledge and skills as sound designers and composers on one or more projects, including one game or animation project.

MUS 151 Sound Design Project II (2 cr.)

Prerequisite(s): MUS 150

Concurrent Course(s): MUS 151L

This course is a continuation of MUS 150, exploring in more detail the concepts and techniques of audio recording, processing and mixing. Topics include: fundamentals of acoustics, recording, sound synthesis, and the MIDI language; microphones; mixers; MIDI sequencing; multi-track recording software.

MUS 151L Sound Design Project II Lab (2 cr.)

Prerequisite(s): MUS 150L

Concurrent Course(s): MUS 151

This lab offers students hands-on experience in a project studio, applying the concepts and techniques presented in MUS 151. Students will apply their knowledge and skills as sound designers and composers on one or more projects, including one game or animation project.

MUS 160 American Popular Music (3 cr.)

Prerequisite(s): None

This course provides a survey of American Popular Music from the 19th Century to the current day. Topics may include the interaction of European American, African American, and Latin American traditions; the influence of mass media and technology; and the role of popular music as a symbol of identity.

MUS 210 Private Lessons III - Instrumental or Vocal (1 cr.)

Prerequisite(s): MUS 111

Entrance to the BA in Music and Sound Design degree program required.

This course consists of private lessons on an individual instrument, or voice. Topics vary.

MUS 211 Private Lessons IV - Instrumental or Vocal (1 cr.)

Prerequisite(s): MUS 210

Entrance to the BA in Music and Sound Design degree program required.

This course consists of private lessons on an individual instrument, or voice. Topics vary.

MUS 212 Vocal Ensemble (1 cr.)

Prerequisite(s): None

This course is a non-audition mixed chorus providing training in vocal technique and musicianship. The class performs in concert at the end of each semester.

MUS 213 Vocal Ensemble (1 cr.)

Prerequisite(s): None

This course is a non-audition mixed chorus providing training in vocal technique and musicianship. The class performs in concert at the end of each semester.

MUS 216 Jazz Ensemble III (1 cr.)

Prerequisite(s): MUS 117 or Permission of Instructor

This course is a jazz ensemble workshop for the study of jazz performance practice and the rehearsal of repertory in preparation for a public concert at the end of the semester.

MUS 217 Jazz Ensemble IV (3 cr.)

Prerequisite(s): MUS 216 or Permission of Instructor

This course is a jazz ensemble workshop for the study of jazz performance practice and the rehearsal of repertory in preparation for a public concert at the end of the semester.

MUS 218 Chamber Singers III (1 cr.)

Prerequisite(s): MUS 119

Permission of instructor required. Students enrolled in MUS 218 must also be enrolled in Vocal Ensemble.

This course is a small vocal ensemble workshop for the study of a cappella performance practice and the rehearsal of vocal repertory in preparation for a public concert at the end of the semester.

MUS 219 Chamber Singers IV (1 cr.)

Prerequisite(s): MUS 218

Permission of instructor required. Students enrolled in MUS 219 must also be enrolled in Vocal Ensemble.

This course is a small vocal ensemble workshop for the study of a cappella performance practice and the rehearsal of vocal repertory in preparation for a public concert at the end of the semester.

MUS 220 Music Theory and Musicianship III (2 cr.)

Prerequisite(s): MUS 121

Concurrent Course(s): MUS 220L

This course explores topics in music theory, analysis, and ear-training, including diatonic harmony through secondary dominants and diminished sevenths, modulations to dominant and relative keys, and analysis of musical forms including binary, ternary, sonata-allegro, and variation technique.

MUS 220L Music Theory and Musicianship III Lab (1 cr.)

Prerequisite(s): MUS 121

Concurrent Course(s): MUS 220

This lab offers students hands-on experience in musicianship, applying the concepts and techniques presented in MUS 220.

MUS 221 Music Theory and Musicianship IV (2 cr.)

Prerequisite(s): MUS 220

Concurrent Course(s): MUS 221L

This course is a continuation of MUS 220, offering further studies in music theory, chromatic harmony and modulation. Topics include: impressionism, atonality, set theory, serialism, and minimalism.

MUS 221L Music Theory and Musicianship IV Lab (1 cr.)

Prerequisite(s): MUS 220L

Concurrent Course(s): MUS 221

This lab offers students hands-on experience in musicianship, applying the concepts and techniques presented in MUS 221.

MUS 230 Composition I (2 cr.)

Prerequisite(s): MUS 121

This course introduces counterpoint as a compositional tool. Topics include: five species of counterpoint, and compositional practices of the Renaissance and Baroque eras.

MUS 231 Composition II (2 cr.)

Prerequisite(s): MUS 230

This course continues the study of composition using polyphony and counterpoint, expanding on the principles explored in MUS 230. Topics may include: historical development polyphony and counterpoint, fugue and related forms, use of counterpoint in classical, romantic and modern music.

MUS 240 Sound Design Collaborative Project I (1 cr.)

Prerequisite(s): MUS 150

This course consists of a collaborative sound design project with a team of students working on a video game or animation. Evaluation of the contribution may come from faculty in several departments which oversee the team project.

MUS 242 Sound Design Collaborative Project II (2 cr.)

Prerequisite(s): MUS 240

This course consists of a collaborative sound design project with a team of students working on a game, animation, or other project. Evaluation of the contribution may come from faculty in several departments which oversee the team project.

MUS 250 Sound Design Project III (1 cr.)

Prerequisite(s): MUS 151, MUS 151L

Concurrent Course(s): MUS 250L

This course builds on MUS 151, with further exploration of the concepts and techniques of music and sound design for animation and video games. Topics include: multi-track audio recording; processing and mixing, with emphasis on MIDI sequencing; scoring; the use of virtual instruments and software synthesizers for the creation of music and soundscapes.

MUS 250L Sound Design Project III Lab (2 cr.)

Prerequisite(s): MUS 151L

Concurrent Course(s): MUS 250

This lab offers students hands-on experience in a project studio, applying the concepts and techniques presented in MUS 250. Students will apply their knowledge and skills as sound designers and composers on one or more projects, which may include work on a production team to provide sound and music for game and/or animation projects.

MUS 251 Sound Design Project IV (1 cr.)

Prerequisite(s): MUS 250

Concurrent Course(s): MUS 251L

This course is a continuation of MUS 250, exploring in more detail the concepts and techniques of sound design for animation and video games. Emphasis is placed on MIDI sequencing and scoring, and the use of virtual instruments and software synthesizers for the creation of music and soundscapes.

MUS 251L Sound Design Project IV Lab (2 cr.)

Prerequisite(s): MUS 250L

Concurrent Course(s): MUS 251

This lab offers students hands-on experience in a project studio, applying the concepts and techniques presented in MUS 251. Students will apply their knowledge and skills as sound designers and composers on one or more projects, which may include work on a production team to provide sound and music for game and/or animation projects.

MUS 260 Music History and Literature I (3 cr.)

Prerequisite(s): MUS 121

This course presents a survey of Western music from the Middle Ages through the Classical period. Representative compositions will be studied within their cultural contexts through the development of methods for analysis of musical style.

MUS 261 Music History and Literature II (3 cr.)

Prerequisite(s): MUS 260

This course is a continuation of MUS 260, presenting a survey of Western music from the Romantic period through the 20th century and beyond. Representative compositions will be studied within their cultural contexts through further development of methods for analysis of musical style.

MUS 270 Survey of Jazz (3 cr.)

Prerequisite(s): MUS 121

This course provides an overview of the most prominent jazz artists and literature from its early roots to the present. Additional study will include the musical elements of jazz styles within the cultural context of the times.

MUS 275 Survey of Opera (3 cr.)

Prerequisite(s): MUS 261

This course presents a survey of the history and development of Western Opera, including an in-depth study of a representative opera from the Baroque, Classical, Romantic, and Modern eras.

MUS 280 World Music (3 cr.)

Prerequisite(s): MUS 121

This course centers on folk, popular, and traditional musical genres, particularly those of the non-Western cultures, examining both elements of musical style and features of society that influence music.

MUS 285 Music Notation and Scoring (3 cr.)

Prerequisite(s): MUS 121

This course examines advanced orchestral scoring functions and musical notation systems available in current software applications.

MUS 290 Percussion for Composers (3 cr.)

Prerequisite(s): MUS 221, MUS 221L, MUS 231

This course provides instruction in composition for percussion instruments, including drum kit, Latin percussion, and orchestral percussion. Properties and performance techniques for various percussion instruments are explored through hands-on study of the instruments themselves. Principles of effective scoring for real and virtual percussion instruments are presented through a combination of study, listening, physical training, and composing.

MUS 306 Jazz Ensemble V (1 cr.)

Prerequisite(s): MUS 217

Permission of Instructor Required

This course is a jazz ensemble workshop for the study of jazz performance practice and the rehearsal of repertory in preparation of a public concert at the end of the semester.

MUS 307 Jazz Ensemble VI (1 cr.)

Prerequisite(s): MUS 306

Permission of Instructor Required

This course is a jazz ensemble workshop for the study of jazz performance practice and the rehearsal of repertory in preparation of a public concert at the end of the semester.

MUS 310 Private Lessons V - Instrumental or Vocal (1 cr.)

Prerequisite(s): MUS 211

Entrance to the BA in Music and Sound Design degree program required.

This course consists of private lessons on an individual instrument, or voice. Topics vary.

MUS 311 Private Lessons VI - Instrumental or Vocal (1 cr.)

Prerequisite(s): MUS 310

Entrance to the BA in Music and Sound Design degree program required.

This course consists of private lessons on an individual instrument, or voice. Topics vary.

MUS 312 Vocal Ensemble (1 cr.)

Prerequisite(s): None

This course is a non-audition mixed chorus providing training in vocal technique and musicianship. The class performs in concert at the end of each semester.

MUS 313 Vocal Ensemble (1 cr.)

Prerequisite(s): None

This course is a non-audition mixed chorus providing training in vocal technique and musicianship. The class performs in concert at the end of each semester.

MUS 315 Private Lessons - Music Composition I (1 cr.)

Prerequisite(s): MUS 211, MUS 221, MUS 221L, MUS 231

Permission of Instructor Required

This course consists of private lessons in music composition including both traditional and experimental styles. Emphasis is placed on developing an individual voice.

MUS 316 Private Lessons - Music Composition II (1 cr.)

Prerequisite(s): MUS 315

Permission of Instructor Required

This course consists of private lessons in music composition including both traditional and experimental styles. Emphasis is placed on developing individual voice.

MUS 318 Chamber Singers V (1 cr.)

Prerequisite(s): MUS 219

Permission of instructor required.

This course is a small vocal ensemble workshop for the study of a cappella performance practice and the rehearsal of vocal repertory in preparation for a public concert at the end of the semester. Students enrolled in MUS 318 must also be enrolled in Vocal Ensemble.

MUS 320 Conducting and Instrumentation (2 cr.)

Prerequisite(s): MUS 221

This course explores the basics of conducting technique and instrumentation. Students will practice live conducting of small ensembles and also study the principles of conducting and instrumentation for full orchestra.

MUS 321 Introduction to Orchestration (3 cr.)

Prerequisite(s): MUS 231

This course introduces the principles of orchestration and arranging. Examples from classical through modern times will be explored and modeled in student compositions and arrangements.

MUS 322 Adaptive Music for Video Games (3 cr.)

Prerequisite(s): MUS 251

This course explores concepts and techniques for writing and producing dynamically interactive musical scores for video games. Topics include: the history of video game music, and methods for composing and prototyping adaptive musical scores.

MUS 330 Advanced Composition I (3 cr.)

Prerequisite(s): MUS 231

This course teaches the principles of creative composition through the process of composing in one's own style. Topics include: stimulating the musical imagination, current musical

languages, analysis of contemporary scores, technical exercises, techniques for starting a composition, and approaches to composing for instruments and voices.

MUS 331 Advanced Composition II (3 cr.)

Prerequisite(s): MUS 330

This course develops the principles and techniques of creative composition presented in MUS 330, with a focus on original composition in various styles. Emphasis is on analysis and practice of compositional methods and techniques through a series of case studies, each focusing on a specific historical musical style.

MUS 332 Advanced MIDI Sequencing (3 cr.)

Prerequisite(s): MUS 251

This course explores advanced techniques in MIDI sequencing and the virtual orchestra, using current software techniques.

MUS 340 Sound Design Collaborative Project III (1 cr.)

Prerequisite(s): MUS 242

This course consists of a collaborative sound design project with a team of students working on a video game or animation. Evaluation of the contribution may come from faculty in several departments which oversee the team project.

MUS 342 Sound Design Collaborative Project IV (2 cr.)

Prerequisite(s): MUS 340

This course consists of a collaborative sound design project with a team of students working on a game, animation, or other project. Evaluation of the contribution may come from faculty in several departments which oversee the team project.

MUS 350 Sound Design Project V (1 cr.)

Prerequisite(s): MUS 251

Concurrent Course(s): MUS 350L

This course builds on MUS 251, with further exploration of music and sound design for animation and video games. Emphasis is placed on recording, editing, mixing and mastering for voice, acoustic and electric solo instruments, and ensembles.

MUS 350L Sound Design Project V Lab (2 cr.)

Prerequisite(s): MUS 251L

Concurrent Course(s): MUS 350

This lab offers students hands-on experience in a project studio, applying the concepts and techniques presented in MUS 350. Students will apply their knowledge and skills as sound designers and composers on one or more projects, which may include work on a production team to provide sound and music for game and/or animation projects.

MUS 351 Sound Design Project VI (1 cr.)

Prerequisite(s): MUS 350

Concurrent Course(s): MUS 351L

This course builds on MUS 350, with further exploration of music and sound design for animation and video games. Topics include: foley recording; use of sound effects libraries; advanced editing and processing techniques for soundscape production.

MUS 351L Sound Design Project VI Lab (2 cr.)

Prerequisite(s): MUS 350L

Concurrent Course(s): MUS 351

This lab offers students hands-on experience in a project studio, applying the concepts and techniques presented in MUS 351. Students will apply their knowledge and skills as sound designers and composers on one or more projects, which may include work on a production team to provide sound and music for game and/or animation projects.

MUS 360 Advanced Sound Synthesis (3 cr.)

Prerequisite(s): MUS 251 OR MUS 371

This course explores the principles and applications of oscillators, filters, amplifiers, and envelope generators found in software and hardware sound synthesizers, from the perspective of the sound designer and audio content creator. Topics include the use of additive, subtractive, granular and modulation synthesis in music and sound design, as well as other techniques of producing sound using a computer, including practical applications and historical background.

MUS 370 Audio Design Project I (1 cr.)

Prerequisite(s): GAM 250

Concurrent Course(s): MUS 120, MUS 120L, MUS 370L

Credit may be received for either MUS 150 or MUS 370, but not both.

This course is the first of a two-semester lecture and lab sequence providing instruction and practice in the tools and techniques for the recording, editing and implementation of music, sound and voice for video games. This course focuses on the desktop digital audio workstation for the production of music and audio assets. Topics include principles of digital audio, non-linear sound design, synthesis, MIDI sequencing, and desktop audio recording.

MUS 370L Audio Design Project I Lab (2 cr.)

Prerequisite(s): GAM 250

Concurrent Course(s): MUS 120, MUS 120L, MUS 370

Students may not receive credit for both MUS 150L and MUS 370L

This lab offers students hands-on experience in producing music and sound using a desktop digital audio workstation, applying the concepts and techniques presented in MUS 370. Students are required to apply knowledge and skills to produce original content and to implement it in a game project.

MUS 371 Audio Design Project II (1 cr.)

Prerequisite(s): MUS 370, MUS 370L

Concurrent Course(s): MUS 371L

This course focuses on the principles and operation of a multitrack digital recording studio while continuing to work with tools introduced in MUS 370. Topics include microphone techniques, tracking, mixing, mastering, foley, and field recording. This course is the second of a two-semester lecture and lab sequence providing instruction and practice in the tools and techniques for the recording, editing, and implementation of music, sound, and voice for video games.

MUS 371L Audio Design Project II Lab (2 cr.)

Prerequisite(s): MUS 370, MUS 370L

Concurrent Course(s): MUS 371

This lab offers students hands-on experience in producing music, sound effects, and voice recordings in a multitrack digital recording studio, applying the concepts and techniques presented in MUS 371. Students are required to apply their knowledge and skills as sound designers and composers on one or more game projects.

MUS 390 Sound Design Internship (3 cr.)

Prerequisite(s): MUS 350

An internship is any carefully monitored work or service experience in which an individual has intentional learning goals and reflects actively on what she or he is learning throughout the experience. It is usually a professional activity under general supervision of an experienced professional and in a job situation, which places a high degree of responsibility on the student.

MUS 399 Special Topics in Music (3 cr.)

Prerequisite(s): None

This course can cover topics which are of interest to faculty and students and may vary from semester to semester.

MUS 406 Jazz Ensemble VII (1 cr.)

Prerequisite(s): MUS 307

Permission of Instructor Required

This course is a jazz ensemble workshop for the study of jazz performance practice and the rehearsal of repertory in preparation of a public concert at the end of the semester.

MUS 407 Jazz Ensemble VIII (1 cr.)

Prerequisite(s): MUS 406

Permission of Instructor Required

This course is a jazz ensemble workshop for the study of jazz performance practice and the rehearsal of repertory in preparation of a public concert at the end of the semester.

MUS 410 Private Lessons VII - Instrumental or Vocal (1 cr.)

Prerequisite(s): MUS 311

Entrance to the BA in Music and Sound Design degree program required.

This course consists of private lessons on an individual instrument, or voice. Topics vary.

MUS 411 Private Lessons VIII - Instrumental or Vocal (1 cr.)

Prerequisite(s): MUS 410

Entrance to the BA in Music and Sound Design degree program required.

This course consists of private lessons on an individual instrument, or voice. Topics vary.

MUS 412 Vocal Ensemble (1 cr.)

Prerequisite(s): None

This course is a non-audition mixed chorus providing training in vocal technique and musicianship. The class performs in concert at the end of each semester.

MUS 413 Vocal Ensemble (1 cr.)

Prerequisite(s): None

This course is a non-audition mixed chorus providing training in vocal technique and musicianship. The class performs in concert at the end of each semester.

MUS 415 Private Lessons - Music Composition III (1 cr.)

Prerequisite(s): MUS 316

Permission of Instructor Required

This course consists of private lessons in advanced music composition. Emphasis is placed on mastery of advanced techniques of composition in one particular area, such as electroacoustic music, algorithmic composition, film scoring, or adaptive music for video games.

MUS 416 Private Lessons - Music Composition IV (1 cr.)

Prerequisite(s): MUS 415

Permission of Instructor Required

This course is a continuation of MUS 415, and consists of private lessons in advanced music composition. Emphasis is placed on production of a larger work.

MUS 420 Advanced Orchestration I (3 cr.)

Prerequisite(s): MUS 321

This course explores advanced techniques of orchestration and arrangement. Topics include: ranges and characteristics of the instruments of the orchestra; transposing instruments; exercises in scoring and notation; techniques and software for sequencing.

MUS 421 Advanced Orchestration II (3 cr.)

Prerequisite(s): MUS 420

This course explores advanced topics in orchestration and arrangement, and applications to scoring for film and animation.

MUS 424 Procedural, Algorithmic and Stochastic Music Composition (3 cr.)

Prerequisite(s): MUS 321

This course introduces the theory and practice of procedural, stochastic, and algorithmic musical composition, explored by means of current software toolkits.

MUS 430 Film Scoring and Synchronization (3 cr.)

Prerequisite(s): MUS 321

This course explores advanced topics in film scoring. Topics may include: history of films, synchronizing animation and music tempo, synching music to pictures, and copyright and publishing.

MUS 450 Sound Design Project VII (1 cr.)

Prerequisite(s): MUS 351

Concurrent Course(s): MUS 450L

This course builds on MUS 351, with further exploration of music and sound design for animation and video games. Emphasis is placed on production of adaptive music and sound for video games.

MUS 450L Sound Design Project VII Lab (2 cr.)

Prerequisite(s): MUS 351L

Concurrent Course(s): MUS 450

This lab offers students hands-on experience in a project studio, applying the concepts and techniques presented in MUS 450. Students will apply their knowledge and skills as sound designers and composers on one or more projects, which may include work on a production team to provide sound and music for game and/or animation projects.

MUS 451 Sound Design Project VIII (1 cr.)

Prerequisite(s): MUS 450

Concurrent Course(s): MUS 451L

This course builds on MUS 450, with further exploration of music and sound design for animation and video games. Advanced topics will vary in accordance with specifications of students' final projects.

MUS 451L Sound Design Project VIII Lab (2 cr.)

Prerequisite(s): MUS 450L

Concurrent Course(s): MUS 451

This lab offers students hands-on experience in a project studio, applying the concepts and techniques presented in MUS 451. Students will apply their knowledge and skills as sound

designers and composers on one or more projects, which may include work on a production team to provide sound and music for game and/or animation projects.

MUS 470 Audio Design Project III (1 cr.)

Prerequisite(s): CS 246, MAT 321, MUS 371, MUS 371L

Concurrent Course(s): MUS 470L

This course explores advanced topics in audio design and implementation. Lectures address issues that come up in audio programming at several levels: low level algorithms, mid-level components such as plugins and graphs, and high-level programming such as user interfaces and interactive music. Lecture topics include audio engine design and implementation, spatial audio, and digital signal processing.

MUS 470L Audio Design Project III Lab (2 cr.)

Prerequisite(s): CS 246, MAT 321, MUS 371, MUS 371L

Concurrent Course(s): MUS 470

This course presents a guided lab environment to pursue project work in audio design and implementation. Particular topics and project work include: parametrized audio components with user interfaces, audio-plugin development, and audio algorithm implementation.

MUS 471 Audio Design Projects IV (1 cr.)

Prerequisite(s): MUS 470, MUS 470L

Concurrent Course(s): MUS 471L

This course continues to explore advanced topics in audio design and implementation. Lectures address issues that come up in audio programming at several levels: low level algorithms, mid-level components such as plugins and graphs, and high-level programming such as user interfaces and interactive music. Lecture topics include: audio engine design and implementation, spatial audio, and digital signal processing.

MUS 471L Audio Design Project IV Lab (2 cr.)

Prerequisite(s): MUS 470, MUS 470L

Concurrent Course(s): MUS 471

This course continues to present a guided lab environment to pursue project work in audio design and implementation. Particular topics and project work include: parametrized audio components with user interfaces, audio-plugin development, and audio algorithm implementation.

MUS 490 Sound Design Internship (3 cr.)

Prerequisite(s): MUS 350

An internship is any carefully monitored work or service experience in which an individual has intentional learning goals and reflects actively on what she or he is learning throughout the experience. It is usually a professional activity under general supervision of an experienced professional and in a job situation, which places a high degree of responsibility on the student.

Department of Physics

Physics Courses

PHY 115 **Introduction to Applied Math and Physics** (3 cr.)

Prerequisite(s): None

We live in a world governed by physical laws. As a result we have become accustomed to objects' motions being in accordance with these laws. This course examines the basic physics and mathematics governing natural phenomena, such as light, weight, inertia, friction, momentum, and thrust as a practical introduction to applied math and physics. Students explore geometry, trigonometry for cyclical motions, and physical equations of motion for bodies moving under the influence of forces. With these tools, students develop a broader understanding of the impact of mathematics and physics on their daily lives.

PHY 116 **Physics of Music and Sound** (3 cr.)

Prerequisite(s): PHY 115

This is an algebra based physics course that builds upon basic mechanics to examine the physics of music and sound, including interactions with human sensation and perception.

PHY 200 **Motion Dynamics** (4 cr.)

Prerequisite(s): MAT 150 or MAT 180

This calculus-based course presents the fundamental principles of mechanics, including kinematics, Newtonian dynamics, work and energy, momentum, and rotational motion.

PHY 200L **Motion Dynamics Laboratory** (1 cr.)

Prerequisite(s): None

Concurrent Course(s): PHY 200

This course presents the concepts of PHY 200 in the laboratory. The experiments allow the student to experience the laws of basic physics involving linear motion, force, gravitation, conservation of energy, conservation of momentum, collisions, rotational motion, and springs. Error analysis and data reduction techniques are taught and required in experimental reports.

PHY 250 **Waves, Optics, and Thermodynamics** (4 cr.)

Prerequisite(s): MAT 200 or MAT 230, PHY 200

This calculus-based course presents the fundamentals of fluid dynamics, oscillations, waves, geometric optics, and thermodynamics.

PHY 250L **Waves, Optics, and Thermodynamics Lab** (1 cr.)

Prerequisite(s): None

Concurrent Course(s): PHY 250

This course presents the concepts of PHY 250 in the laboratory. The experiments allow students to experience the physical laws involving oscillations, waves, sound, interference, lift, drag, heat, optics, and entropy. Extended error analysis and statistics are taught and required in experimental reports.

PHY 270 **Electricity and Magnetism** (3 cr.)

Prerequisite(s): PHY 250

This calculus-based course presents the basic concepts of electromagnetism, including electric fields, magnetic fields, electromagnetic forces, DC and AC circuits, and Maxwell's equations.

PHY 270L **Electricity and Magnetism Lab** (1 cr.)

Prerequisite(s): None

Concurrent Course(s): PHY 270

This course presents the concepts of PHY 270 in the laboratory. The experiments allow students to experience the physical laws involving electric fields, electric potential, electric current, electric charge, capacitance, current, resistance, inductance, circuits, and magnetism. Error analysis and statistics are taught and required in experimental reports.

PHY 290 **Modern Physics** (3 cr.)

Prerequisite(s): MAT 200 or MAT 230, PHY 250 or PHY 270, PHY 200

The wake of modern physics has given rise to massive technological advancements that have changed our daily lives. This course covers many of the modern issues within the field, with an emphasis placed on the problem-solving nature of physics. The class is a calculus-based scientific examination of topics from general relativity and quantum mechanics through nuclear physics, high energy physics and astrophysics.

PHY 300 **Advanced Mechanics** (3 cr.)

Prerequisite(s): MAT 200 or MAT 230, CS 250, MAT 250, PHY 250

This course covers the physics behind more complex mechanical interactions as well as the numerical techniques required to approximate the systems for simulations. A thorough analysis of mechanical systems through energy analysis provides the basis for the understanding of linear and rotational systems. The combination of theoretical physics and numerical methods provide students with the background for simulating physical systems with limited computational power. Topics covered include Lagrangian Dynamics, Hamilton's Equations, dynamics of rigid bodies, motion in non-inertial reference frames, the use of the inertia tensor, collision resolution, and numerical techniques including methods of approximation.

PHY 320 Acoustics I (3 cr.)

Prerequisite(s): PHY 250

This course uses fundamental physics to explore topics related to sound and vibration. The simple harmonic oscillator and the generic wave equation will be used to derive acoustic wave equations in three dimensions. Solutions to the acoustic wave equations will be explored.

PHY 321 Acoustics II (3 cr.)

Prerequisite(s): PHY 320

This course uses the tools of physics to explore sound generation, propagation, and detection. Particular attention is given to methods used by humans in each of these areas.

PHY 399 Special Topics in Physics (3 cr.)

Prerequisite(s): None

Prerequisite: Permission of Instructor

The content of this course may change each time it is offered. It is for the purpose of offering a new or specialized course of interest to the faculty and students that is not covered by the courses in the current catalog.

PHY 500 Advanced Physically-Based Modeling (3 cr.)

Prerequisite(s): None

This class covers the topics in dynamics modeling techniques, including methods in the calculus of variations, Hamilton's principle, Lagrangian dynamics, Hamiltonian dynamics, motion in a non-inertial reference frame, dynamics of rigid bodies (moments of inertia, inertia tensor, and stability), collision resolution (impact parameters, scattering, and restitution), and physics of continuous bodies (elasticity, deformation, stress, and strain).

PHY 599 Special Topics in Physics (3 cr.)

Prerequisite(s): None

The content of this course may change each time it is offered. It is for the purpose of offering a new or specialized course of interest to the faculty or students that is not covered by the courses in the current catalog.

Distance Education

DigiPen offers some classes within the current degree programs via distance education in the event that students and faculty cannot be in the same location at the same time. Not all classes are offered via distance education every semester. Please check with the Office of the Registrar regarding the availability of online classes for future semesters. Residential programs at DigiPen require in-person participation. Streaming of residential (in-person) classes is not permitted. Courses designated as hybrid or online may include streaming.

Delivery System

DigiPen utilizes an online Learning Management System for the publication of Course webpages. The course syllabus, course description, objectives, learning outcomes, textbooks and references, an outline of a tentative schedule, and additional material as needed are posted on the course webpage or in the course syllabus. The course outline provides a weekly organization of the topics covered with a matching list of readings from textbooks and other references available from the Learning Resource Center. Assignments, rubrics, details on grading, and the algorithm used by the faculty member in assessing homework, assignments, projects, quizzes, tests, and exams are also posted on the course webpage/syllabus.

Online class sessions are conducted via video teleconferencing software that enables synchronous communication by video, voice, and chat, screen sharing, and shared whiteboards. Academic activities are tracked via the online Learning Management System for each course. The teleconferencing software also enables asynchronous text discussions, sharing of recorded videos and class sessions, and shared notebooks.

Admissions Requirements

DigiPen offers all programs via resident training and distance education, when applicable. Accordingly, the Institute continues its current admissions practices for the current programs.

Applicants must demonstrate that they meet the admission requirements for a degree program, that they are familiar with the technology required for distance education, and that they have the requisite competencies to be successful in a distance learning environment. They demonstrate these qualifications through the satisfactory completion of a Distance Education Readiness Assessment.

Prerequisites for Participation

Students intending to enroll in online classes are required to complete a Distance Education Readiness Assessment to confirm their aptitude for distance education. This assessment

includes questions designed to determine students' familiarity with the required technology, their self-motivation, and their time-management skills.

They are also required to affirm that they have access to the equipment and broadband access necessary to succeed in distance education.

All students enrolled in online classes are offered an online orientation session to familiarize them with DigiPen's Learning Management System and video-conferencing software and to configure and test their hardware so that access during actual classes is smooth.

Technology and Equipment Requirements

1. A headset (headphones and a microphone that reduces background noise)
2. A webcam that supports HD video
3. A computer that meets the following minimum specifications:
4. 9th Generation Intel i7-9750, Windows 10 64 bit Pro or Home, NVIDIA GeForce GTX 1650 4GB GDDR5, 16GB DDR4-2666MHz 2x8GB, 1TB M.2 PCIe NVMe
5. A stable, reliable internet connection that supports 10 Mbps or higher downloads

Expected Learning Outcomes

DigiPen's degree programs offered through resident training and distance education have the same expected learning outcomes.

Student Services

DigiPen offers the same student services to resident students and distance education students. The modes of delivery of these services are to be conducted via video conferencing, phone, or e-mail.

Learning Resource System

DigiPen's Learning Resource Center (LRC) allows students and faculty to gain access to 13 databases. Students taking online classes have the same level of access as residential students. A standardized web page listing all of the online resources can be viewed using the following link: <https://library.digipen.edu/opac/digipen/index.html#menuLinks>

Resources beyond those held by the LRC will also be made available to distance education students. Inter-library loan is available via online request form to grant access to articles and books drawn from hundreds of other libraries around the world. Reference services are available via email and Teams online meetings. Equipment needed for specific classes are required for all students to purchase or are provided for students via an equipment fee.

Graduation

Graduation Requirements

Degrees will be granted at the end of the semester in which students complete:

1. All program course requirements and minimum number of credits required for their program within 1.5 times the attempted credits.
 - a. A program of study must be completed within a reasonable period of time for a student to be eligible for graduation. The Institute defines “reasonable time” as: the credit hours attempted cannot exceed 1.5 times the credit hours to complete the program. Students who do not complete their studies during this maximum time frame will be placed on Academic Warning and will have to complete their program requirements under the conditions of their Academic Warning. For more information, please see the Academic Warning section.
2. GPA and PACE requirements for graduation.
 - a. All undergraduate students must have a cumulative GPA of at least 2.0 to graduate.
 - b. All graduate students must have a cumulative GPA of 3.0 to graduate.
3. Fulfillment of financial aid obligations to the school.

Note: If a student receives an “I” grade in a course required for graduation in their final semester, the student will not graduate until the semester in which the “I” is replaced by a letter grade. During that semester, the student must reapply for graduation.

Applying for Graduation

The Institute sets minimum requirements for all students seeking undergraduate degrees. DigiPen reserves the right to change graduation requirements at any time. Every degree candidate is expected to comply with changes in requirements as they relate to the uncompleted portion of coursework.

Most students will follow the graduation requirements published in the Catalog for the year they enter DigiPen. Graduating students must be actively enrolled during their final semester at DigiPen. Students who interrupt their attendance may be held to the requirements of the current Catalog when they return. Students are responsible for ensuring that all graduation requirements have been completed.

All Incomplete grades and conditions affecting graduation must be removed from the student’s record by the last regular class period of the term. All credit course work affecting graduation

must be completed by the regular class period of the term. A letter of instruction is mailed to degree candidates in March regarding deadlines and procedures for commencement-related activities.

Undergraduate students who feel there is justification for an exception to these graduation requirements may petition the Appeals and Disciplinary Committee. Information on filing a petition is available at the Office of the Registrar.

DIPLOMA DISTRIBUTION

Diplomas are available 8-10 weeks after the end of the quarter in which they are earned.

Graduation Application Process

GRADUATION TERM	GRADUATION APPLICATION DUE DATE
Spring	December 1
Summer	February 1
Fall	August 1

1. The student completes the *Graduation Application via CSS* by the deadlines stated in the table above.
2. The Administrator will review the most recent transcript or degree plan to verify progress and will notify the student whether or not the student has completed all courses satisfactorily to date, and, if upon satisfactory completion of courses for which the student is currently registered, the student will be eligible for graduation.
3. Final approval will not be made until after final grades are submitted and posted to the student's record. Degrees will be mailed as soon as possible after that process, which should be from four to six weeks after completion. The student needs to keep the Office of the Registrar informed of address changes so that degrees will be mailed to the correct address.

Graduating with Academic Honors

DigiPen Institute of Technology recognizes and commends students whose cumulative GPA indicates distinguished academic accomplishment upon the completion of the program.

Graduate students who graduate with a cumulative GPA of 3.7 or above are recognized as Graduating with Distinction.

Undergraduate students who graduate with a cumulative GPA of 3.85-4.0 are recognized as graduating Summa Cum Laude.

Undergraduate students who graduate with a cumulative GPA of 3.7-3.84 are recognized as graduating Magna Cum Laude.

Undergraduate students who graduate with a cumulative GPA of 3.5-3.69 are recognized as graduating Cum Laude.

Standards of Progress

Semester Credit Hour

The semester credit hour is the basic unit of credit awarded at the Institute. The academic value of each course is stated in semester credits. DigiPen defines a semester credit hour as follows:

Over any semester, one semester credit hour of academic credit equals:

- at least 15 hours of classroom contact, or
- at least 40 hours per credit of independent study, or
- at least 22.5 hours of supervised laboratory time, or
- at least 45 hours of internship experience

In addition, each semester credit also assumes:

- a minimum of 30 hours over the semester for external preparation, project work, or homework by the student, except for independent studies or internship experience.

A classroom contact hour is 53 minutes in length.

Whenever “semester hour” is used in this Catalog, it is synonymous with “semester credit hour” (SCH) and does not always represent “hours per week in class.” Students taking courses over the summer should be aware that the total number of hours for a course is compressed into fewer weeks, but is not reduced. The number of courses that a student is recommended to take during the shorter summer semester is therefore fewer than the fall or spring semesters.

Credit Expiration

DigiPen will only accept credits, earned at DigiPen or as transfer if they are earned within the last 10 years. Any credits that are more than 10 years old, will not be counted toward any DIT program/degree.

Grade Level Progression

CREDIT AMOUNT	CLASS STANDING
less than 30 earned credits*	Freshman class standing
30 earned credits or greater	Sophomore class standing
60 earned credits or greater	Junior class standing
90 earned credits or greater	Senior class standing

*An earned credit is defined as a credit that is awarded a passing final grade and counts towards the program in which the student is currently enrolled.

Grading System

The following system applies to both undergraduate and graduate students;

The following grading system is in use and, except where otherwise specified, applies to both examinations and homework assignments. The weight of a final examination grade is a matter individually determined by each instructor. See the following Grade Point Average section for additional information.

GRADE	DESCRIPTION	QUALITY POINTS	EXPLANATION OF MINIMUM GRADE REQUIREMENT
A	Excellent	4.0	
A-	Excellent	3.7	
B+	Good	3.3	
B	Good	3.0	
¹ B-	Good	2.7	minimum grade required for transfer.
C+	Fair	2.3	
² C	Fair	2.0	minimum grade required to earn credit for graduate students.
³ C-	Fair	1.7	minimum grade required to earn credit for undergraduate students.
D	Failure	1	
F	Failure	0	

¹A grade “B-” (for 2.7 quality points) or better is required for transfer credit.

²A grade “C” (for 2.0 quality points) or better is required to earn credit for graduate-level classes.

³A grade “C-” (for 1.7 quality points) or better is required to earn credit for undergraduate-level classes.

Withdrawal Information and Status

The following applies to both undergraduate and graduate students:

STATUS	DESCRIPTION	
AU	Audit	The student attended the course without expectation of receiving credit or a grade.
E	Expulsion	A permanent separation from the Institute, with no possibility of return. Initiated by the Institute as a punitive action.
I	Incomplete	Students who have completed most of the required work for a course and submitted passing work, but circumstances beyond their control prohibit them from taking the final exam or completing coursework by the final due date. The "I" grade is included in the PACE calculation.
IP	In Progress	The grade was not available from the instructor at the time the transcript was printed.
NP	No Pass	For courses where a letter grade is not required. "NP" means that the student has not successfully completed the requirements of the course, but there is no impact on the GPA.
P	Pass	For courses where a letter grade is not required. Some examples of this are internship, seminar, and thesis courses.
S	Suspension	A temporary separation, for a specific period of time (usually one calendar year), from the Institute with the option of a possible future return. Initiated by the Institute as a punitive action. <ul style="list-style-type: none"> In order for student to return at the end of the suspension, the student must reapply. This does not result in an automatic reinstatement.
W	Withdrawal	Removal of a student from a course or the Institute, which may or may not allow for future readmission. <ul style="list-style-type: none"> Withdrawal from a course or courses equates to the grade of "W". <ul style="list-style-type: none"> Does not affect cumulative GPA, however, it affects PACE. Withdrawal from the Institute equates to the status of "W".
WF	Withdrawal Failure	Removal of a student from the Institute, which may or may not allow for future readmission. <ul style="list-style-type: none"> Withdrawal from the Institute (after deadline for "W"), equates to the status/grades of "WF" and affects the cumulative GPA or PACE just as an "F" grade would.
WI	Withdrawal Investigation	A withdrawal initiated by the student in an attempt to avoid investigation for a possible offense. <ul style="list-style-type: none"> This status documents that the student is under investigation but has chosen to withdraw of their own volition, in an attempt to avoid possible consequences. Once investigation is complete, this status and pertinent grades will be changed according to the outcome. <ul style="list-style-type: none"> Does not affect cumulative GPA, however, it affects PACE.
HW	Hardship Withdrawal	Removal of a student from a course or the Institute, due to a situation beyond their control, involving a documented significant illness or life altering event that prohibits the student from carrying on with their studies. <ul style="list-style-type: none"> Student will receive a W grade, which does not affect cumulative GPA, however, it affects PACE.

Withdrawal Policy Deadlines

(Grades assigned for withdrawal from courses during semester)

WITHDRAWAL FROM COURSES DURING THE SEMESTER	GRADE ASSIGNED ON TRANSCRIPT
Within 2 weeks (Add/Drop)	No grades recorded
From 15th day to 8th week	“W” grade
After 8th week	“WF” grade

Hardship Withdrawal, and Military Orders Withdrawal will receive a “W”.

Assessment Process

DigiPen has an assessment process to evaluate the defined student learning outcomes of the education and training and established competencies. This process includes a combination of methods such as grading, portfolio assessment, projects, internships, and criterion-referenced testing based on developed and appropriate rubrics.

Each course syllabus contains clearly defined course objectives and learning outcomes, course requirements, grading policy and allotment, and grading distribution. Students are made aware of the grading policy, performance standards, and grading distribution at the beginning of each course. The faculty measures the student’s achievement of the stated course objectives and learning outcomes based on the grading policy published in the course syllabus.

Grade Point Average

The academic standing of each student is determined on the basis of the grade point average (GPA) earned each semester. The GPA is determined by using the quality points assigned to each course grade a student earns. The quality point value for each grade earned during a semester is multiplied by the number of credit hours assigned to that course as listed elsewhere in this catalog. The sum of these points is the total number of quality points earned during the semester. This sum is divided by the number of credit hours attempted (hours from courses with grades of “A” [or 4.0 quality points] through “F” [or 0 quality points]) to obtain the GPA.

The cumulative GPA consists of all courses completed at DigiPen. If multiple attempts were made for the same course, only the grade earned in the most recently-completed attempt is calculated in the cumulative GPA. Course grades of “AU,” “I,” “W,” “P,” and “NP” are non-punitive grades, so they are not calculated in the overall GPA since they carry no quality points.

The following example demonstrates how GPA is calculated:

COURSE	CREDITS	GRADE	POINTS
CS 100	4	A	16.0 (4 x 4.0)
MAT 140	4	A-	14.8 (4 x 3.7)
CS 105	3	B	9.0 (3 x 3.0)
ENG 110	3	D	3.0 (3 x 1.0)
CS 120	4	B+	13.2 (4 x 3.3)
Totals	18		56

Total grade points divided by total credits equals the cumulative grade point average. Therefore, the grade point average for the above example is 56 divided by 18 for a **3.11 GPA**.

Satisfactory Academic Progress (SAP)

Academic SAP

While enrolled at DigiPen, students are required to maintain satisfactory academic progress (SAP) to remain in good standing in their program. SAP is based on the cumulative grade point average of all courses taken at DigiPen Institute of Technology to meet the qualitative standard, completion rate of credits to meet the quantitative standard, and completion of the program within the maximum timeframe.

UNDERGRADUATE STUDENTS

MINIMUM GPA REQUIREMENT

Undergraduate students must maintain a cumulative GPA of 2.0 or better to maintain SAP. Students who fail to maintain the required minimum cumulative GPA will be placed on Academic Warning the semester following the one where their cumulative GPA falls below the minimum required. Students are removed from Academic Warning as soon as their cumulative GPA is above 2.0. Students who earn a 2.0 during their probationary semester but do not raise their cumulative GPA above the minimum requirement will continue on Academic Warning until their cumulative average reaches 2.0. While on Academic Warning, students will be restricted to a maximum course load of 15 credits. These students must achieve a GPA of 2.0 or higher during their probationary semester. Failure to satisfy these requirements will result in administrative withdrawal, and withdrawn students must wait 12 months before they can apply for readmission.

Quantitative Standard (PACE)

All students must successfully complete two-thirds (67%) of total credits hours attempted (known as PACE: Percent of Attempted Credits Earned). Example, a student who has attempted 45 credit hours must have successfully completed at least 30 credit hours: $30/45 = 0.667$ or 67%. All attempted credits count toward PACE.

Maximum Time Frame

Undergraduate students may attempt no more than 150% of the maximum credits required to complete their academic program. Failure to complete the program within the standard may result in administrative withdrawal from the Institute. Students will have one opportunity to request an extension – this extension may or may not be granted.

Full-Time Status

Full-time enrollment for undergraduate students is 12 or more credits per semester.

GRADUATE STUDENTS

MINIMUM GPA REQUIREMENTS

Graduate students are required to maintain a cumulative GPA of 3.0 or better. If a student's cumulative GPA falls below 3.0, then the student will be placed on Academic Warning. Students placed on Academic Warning must earn a 3.0 GPA in their graduate-level classes in subsequent semesters, until the cumulative GPA is 3.0 or better. Students who fail to attain a 3.0 in graduate-level classes while on Academic Warning will be academically withdrawn. Failure to satisfy these requirements will result in administrative withdrawal, and withdrawn students must wait 12 months before they can apply for readmission.

Quantitative Standard (PACE)

Graduate students must successfully complete one-half (50%) of total credits hours attempted (known as PACE: Percent of Attempted Credits Earned). Example, a student who has attempted 50 credit hours must have successfully completed at least 25 credit hours: $25/50 = 0.50$ or 50%. All attempted credits count toward PACE.

Maximum Time Frame

Graduate students may attempt no more than 200% of the maximum credits required to complete their academic program. Failure to complete the program within this standard may result in administrative withdrawal from the institute. Students will have one opportunity to request an extension - this extension may or may not be granted.

Full-Time Status

Full-time enrollment for graduate students is 9 or more credits per semester

Full-Time to Part-Time Program Transfer

When a matriculated/active full-time graduate student is employed full time, or when they cannot maintain the full-time student status for two consecutive semesters (summer semesters are not included), the student should transfer from the full-time program to the part-time program. All graduate-level credits earned in the full-time program can be transferred to the part-time program. The student must fill out a Program Transfer Request form, obtain approval from the Student Success Advisor, and submit the completed form to the Office of Admissions in order to transfer from the full-time to the part-time program. Once granted, the student will be transferred to the part-time program for the next semester.

Master's Program Thesis/Exam Course

MCM 600

Maintaining continuous matriculation is a requirement for all graduate students. Students who have completed most course requirements but are finishing their thesis or are satisfying incomplete grades must register to maintain continuous matriculation. This is a one credit course. It may not be applied toward degree completion requirements.

Tuition

MCM 600 is the standard charge per credit unit. See the tuition rates in the course catalog.

Financial Aid SAP

The Office of Financial Aid is required by federal and state regulations to determine if students receiving financial aid are making Satisfactory Academic Progress (SAP). In order to maintain eligibility for all forms of aid a student must be meeting specific standards for Satisfactory Academic Progress. This is to ensure that all students are making progress towards degree completion.

FEDERAL AID SAP POLICY

All students receiving federal financial aid must meet the Qualitative Standard, Quantitative Standard and the Maximum Time Frame Standard in order to maintain eligibility for federal financial aid funds (Title IV)

FEDERAL AID SAP STANDARDS.

UNDERGRADUATE STUDENTS

Qualitative Standard (GPA) - Undergraduate students must maintain at least a 2.0 cumulative GPA.

Quantitative Standard (PACE) - All students must successfully complete two-thirds (67%) of total credits hours attempted (known as PACE: Percent of Attempted Credits Earned).

- Example, a student who has attempted 45 credit hours must have successfully completed at least 30 credit hours: $30/45 = 0.667$ or 67%. All attempted credits count toward PACE.

Maximum Time Frame - Undergraduate students may attempt no more than 150% of the maximum credits required to complete an academic program.

GRADUATE STUDENTS

Qualitative Standard (GPA) - Graduate students must maintain at least a 3.0 cumulative GPA.

Quantitative Standard (PACE) - Graduate students must complete at least 50% of attempted credits or cumulative attempted credits.

Maximum Time Frame - Graduate students may attempt no more than 200% of the credits required to complete their program.

ELIGIBILITY REVIEW POLICY

SAP eligibility is reviewed after the completion of each term. All periods of attendance count toward the fulfillment of each requirement (e.g., terms that a student must fund due to failure to make SAP and students who have previously attended the school without Title IV aid and who now apply for aid). Students

not making SAP will be notified by the Office of Financial Aid via email at the end of each term.

REPEATING COURSES

Once a course is passed, students are only able to use federal financial aid to pay for a retake of that class one time. Any additional retakes of the passed class cannot be covered with federal financial aid. If a course is failed, students may continue to receive federal funding for each repeat of the class until a passing grade is earned as long as the student is meeting Satisfactory Academic Progress.

Federal SAP Statuses

After each semester the Office of Financial Aid will evaluate each student's GPA, PACE, and Maximum Time Frame and determine if SAP standards met. Based on this evaluation the student's SAP status for the next term is determined. Below is a list of each SAP status and the corresponding definitions.

GOOD STANDING

Students are considered in "good standing" if at the end of the semester they meet all of the SAP standards defined above. Students in good standing are not notified at the end of each semester.

FINANCIAL AID WARNING

Students who do not meet all of the SAP standards at the end of a semester and who were not already on warning in that semester will be placed on warning for the following semester and notified via email. This is an opportunity for the student to improve their academic performance to meet SAP standards. No appeal is necessary, and students can receive federal financial aid during the warning term. Students on warning are notified of their SAP status via email.

FINANCIAL AID TERMINATED/INELIGIBLE

Students who do not meet the SAP standards at the end of a semester in which they were on warning will have their eligibility for federal student aid terminated. They will not be eligible for federal student aid or WA State aid until they are able to meet SAP standards or successfully appeal their termination. See the following section for more details on the appeal process.

FINANCIAL AID PROBATION

If a student successfully appeals their financial aid termination, they are placed on probation for one or more semesters as determined by the Office of Financial Aid. Students granted an appeal for a single semester must meet SAP standards by the end of that semester. Students granted probation for multiple semesters must meet the terms of their SAP Academic Plan. If students do not meet these requirements, their eligibility for aid will be terminated until another appeal is granted or they are meeting SAP standards. See the following section for more details on the appeal process.

Regaining Eligibility After Termination

Students will have the ability to appeal to the Office of Financial Aid in order to be placed on Financial Aid Probation and receive aid after having their eligibility for aid terminated.

APPEAL & ACADEMIC PLANS

Appeals must be submitted in writing to the Office of Financial Aid outlining any extenuating circumstance(s) that influenced the student's academic performance. Extenuating circumstances are those events that are beyond the student's control (i.e. serious injury, illness or mental health condition, death of an immediate family member, etc.). The appeal should be typed and include:

- A description of the extenuating circumstance(s)
Documentation of circumstance(s); appeals without documentation will not be reviewed. Copy of Completed Academic Plan (if applicable) signed by a Student Success Advisor (SSA). The purpose of an academic plan is to bring the student's academic performance back within the required SAP standards by the end of one or more semesters. The plan is devised and approved by your Student Success Advisor (SSA), including a detailed description how the student plans to address the issue going forward, a signature, and contact information.

The Financial Aid Appeals Committee will generally review the appeal within 5-10 business days of its receipt; the time frame for rendering a decision may vary depending on when in the semester it is submitted, students will be notified by email if there will be a significant delay in review. Each appeal will be considered on a case-by-case basis. Students filing an appeal will be advised in writing of the decision via the contact information provided and their student e-mail account. The committee's decision is final and cannot be appealed to a higher level. If the appeal is approved the student will be placed on probation and receive financial aid for the semester for which the appeal is submitted, their academic performance will be reviewed at the end of that semester to determine if they are meeting SAP standards or the terms of the SAP Academic Plan and are eligible to receive financial aid in the following semester. Students not meeting SAP standards or the terms of their SAP Academic Plan as applicable will have their eligibility for aid terminated until they are meeting SAP standards, or a new appeal is granted.

NEW APPEALS

If the student fails to meet the conditions of their appeal, they will have their eligibility for financial aid terminated. Students may submit a new appeal if their failure to meet the conditions of their previous appeal was due to a new extenuating circumstance. New appeals due to the same circumstance(s) as a prior appeal will not be granted. If the previous appeal required a SAP Academic Plan, a new SAP Academic Plan must be developed by the student and their SSA.

RE-ESTABLISHING ELIGIBILITY WITHOUT AN APPEAL

If a student does not appeal termination, or their appeal is denied, they will regain eligibility for Federal Student Aid and WA State Aid in the first semester after they successfully meet DigiPen's SAP standards, assuming they still meet all other eligibility criteria to receive aid.

Washington State SAP Policy

WASHINGTON STATE SAP STANDARD

State Regulations mandate that Institutions of Higher Education create a Satisfactory Academic Progress (SAP) standard for students receiving financial assistance under the state aid programs. SAP standards measure a student's progress toward the completion of their education program. The Office of Financial Aid is responsible for ensuring that all students receiving state financial aid are meeting these standards by conducting an evaluation at the end of each term for Washington College Grant and College Bound Scholarship. However, the evaluation period is prior to the fall term for the Washington Opportunity Grant.

The SAP standards established in this policy apply to all State Financial Aid programs administered by DigiPen Institute of Technology. For the purposes of SAP, the academic year is considered the beginning of the fall semester through the end of the summer semester with summer being a trailer.

All students are required to maintain a minimum cumulative GPA of 2.0 or higher. The cumulative GPA is evaluated at the end of each term. When a student receives a cumulative GPA that is below a 2.0, the student will be given a warning or will be disqualified from receiving financial aid. Disqualified students will have the option to appeal and if the appeal is approved will be given an academic plan and placed in a "probation" SAP status.

If students are not meeting federal satisfactory academic SAP standards, they cannot initially be awarded state aid for the year. If it is the first semester for which the student is awarded state aid, and that aid has not yet paid before they are evaluated to have dropped below federal SAP standards, then that state aid cannot be paid until they are back in good standing for federal SAP.

MINIMUM CREDITS COMPLETED

To establish and maintain eligibility for financial aid, students must pass a minimum number of credits each semester and a minimum number of credits for the academic year. Generally, students must pass half-time credits for each semester and the equivalent credits related to enrollment/financial aid status by the end of the academic year.

COMPLETION OF CREDITS

	YOU MUST COMPLETE	WARNING STATUS IF YOU COMPLETE	CANCEL STATUS IF YOU COMPLETE LESS THAN
Full-time (24 credits)	12 credits per semester	6-11 credits per semester	6 credits per semester
3/4 time (9-12 credits)	9 credits per semester	5-8 credits per semester	5 credits per semester
1/2 time (6-8 credits)	6 credits per semester	3-5 credits per semester	3 credits per semester
Less than 6 credits	All credits registered	No warning semester available	All credits registered

Grades of I (incomplete), AU (audit), W (withdrawal), WF (withdrawal failure), D (failure), and F (failure) do not count as completed credits.

- a. Semester: Students are expected to complete all credits for which they enroll. Credit completion progress will be reviewed each semester and status will be determined according to the chart above. (Two consecutive warning semesters will result in termination of state aid).
- b. Annual: The annual requirement is based on the student's enrollment and state aid received. Generally, a student who attempts full-time enrollment for two semesters each year must pass at least 24 credits by the end of spring semester.

All credits attempted, including credits attempted before the student applied for or received financial aid, are monitored at the end of each semester and before financial aid is initially awarded for the academic year.

MAXIMUM TIME FRAME

Students can receive up to five years of full time WCG maximum usage (10 semesters) and up to four years of full time WCB maximum usage (8 semesters).

WASHINGTON AID SAP STATUSES

WARNING

Students who do not meet the State Satisfactory Academic Progress requirements outlined above will be put on their first warning status and receive a written warning that they must improve their academic performance in order to maintain state financial aid eligibility. Students on warning status for unsatisfactory academic progress must make satisfactory progress within their next two semesters of enrollment. Students must be enrolled in at least 3 credits to receive state aid and must complete all credits for which they receive financial aid with a cumulative GPA of 2.0 or higher. If a student does not meet this completion and GPA requirement, then they will progress to

an initial warning, second warning, or cancellation-termination status.

CANCELLATION-TERMINATION

Students who have two consecutive warning semesters, or who fail to complete the minimum number of credits for which they have registered (see Completion of Credits table, above), will have their financial aid eligibility terminated. Students who lose eligibility must reinstate their eligibility using one of the two options described below.

Reinstatement of Eligibility

When aid has been canceled due to unsatisfactory academic progress, students may use one of the following options to reinstate eligibility in their next semester of enrollment.

1. Students can re-establish their financial aid eligibility after successfully enrolling in and completing (without receiving state aid) at least 3 credits. Students must complete all credits with a cumulative GPA of 2.0 or higher.
2. Students may appeal the cancellation of their financial aid by indicating in writing to the Office of Financial Aid (a) reasons why they did not achieve academic standards and (b) reasons why their aid eligibility should not be terminated or should be reinstated. Students should include appropriate documentation (letters from physicians or instructors, etc.) to support the statements in an appeal. Each appeal will be considered as precedent. Financial aid cannot be reinstated for a prior semester for SAP reasons.

DigiPen Scholarship SAP Standards

In order to maintain eligibility for any DigiPen scholarship, students must meet federal SAP requirements. However, there are additional criteria for keeping your DigiPen Scholarship that are listed in the Financial Assistance section of this catalog.

Special Considerations for Financial Aid

TRANSFER CREDITS

Transfer credits accepted by DigiPen are included in the maximum timeframe and the PACE of completion policy. Transfer hours accepted towards completion of a student's program count as both credits attempted and credits earned. Transfer credits are not included in the cumulative and major GPA.

MAJOR OR DEGREE CHANGES

A student may change from one degree to another during attendance at DigiPen. Students who change from one major

to another are still expected to maintain Satisfactory Academic Progress and complete the course work within the maximum time frame. All attempted credits from a prior major are included in the total attempted credits. See the *Degree Plan Policy* for more information.

INCOMPLETE GRADES

An incomplete grade indicates that a student has not finished all course-work required for a grade and is not included in the cumulative credits attempted. An incomplete will count toward attempted credit but not as credits earned until a final grade is posted from the Office of the Registrar. Incomplete grades, however, do not impact GPA calculations.

COURSE REPETITIONS

A student who has received a failing grade in a course at DigiPen may attempt the course up to two more times in an effort to receive a passing grade. A student who attempts a course without passing three times will be placed on Academic Warning. Upon completing the fourth attempt of a course the student will be academically withdrawn unless they pass the course.

Students (undergraduate and graduate) may only receive federal financial aid for one additional attempt (repeat) of a previously passed course. All attempted courses (including withdrawals) are included in the total attempted hours for SAP evaluation.

WITHDRAWING FROM COURSES & 'W' GRADES

A 'W' or 'WF' grade is considered an attempted and unearned grade and impacts Maximum Timeframe and PACE when determining if a student is making SAP. The 'W' grade has no impact on GPA. However, 'WF' does affect cumulative GPA just like an 'F' grade would.

RETURNING FROM OFFICIAL WITHDRAWAL (READMITS)

Students returning to DigiPen after an official withdrawal who were considered "SAP ineligible" for the term in which they withdrew will need to submit an appeal to the Office of Financial Aid in order to be considered for federal and state aid.

SECOND BACHELOR'S

If a student is completing a second bachelor's degree at DigiPen, only the courses pertaining to that degree will be considered when manually calculating the Maximum Timeframe and PACE of Completion SAP calculation. Transfer credits including DigiPen credits from a previous bachelor degree will not be included in the cumulative and major GPA. The student should communicate to the Office of Financial Aid of their enrollment in a second bachelor's degree program.

$(\text{Cumulative credits earned} / \text{Cumulative credits attempted}) \times 100 = \text{PACE (\%)}$

See the following chart for a sample PACE calculation.

COURSE	CREDITS	FINAL GRADE	GRADE POINTS
ANI 350	3	A-	11.10 (3 x 3.7)
ART 228	3	F	0.00
CG 305	3	W	0.00
INT 390	5	P	0.00
SOS 115	3	C+	6.90 (3 x 2.3)
	17		18.00
Cumulative semester attempted credits (for GPA)			9.00
Cumulative semester attempted credits (for PACE)			17.00
Cumulative Credits Earned			11.00
Grade Points			18.00
GPA			2.00

Earned credits include: A-, C+, and P

Attempted Credits for PACE included: A-, F, W, P, and C+
 $(11.00 / 17.00) \times 100 = \mathbf{64.7\%}$

The calculation of PACE is based on the total cumulative credits earned divided by cumulative credits attempted. Therefore, the PACE calculation for the above example is 11 earned credits divided by 17 attempted credits, resulting in 64.7% PACE.

Students failing to maintain satisfactory PACE for their program will be placed on Academic Warning. Such students will work with their Student Success Advisor to establish an academic plan to help them get back on PACE to graduate within 150% of the published length of the educational program, as measured in semester credit hours. Failure to meet the terms of this academic plan may result in Administrative Withdrawal and the student would not be eligible to apply for readmission for 12 months. For financial aid recipients, please also refer to the *SAP Policy for Financial Aid* section in the Financial Assistance chapter for more information.

Please contact the Student Success Advisors or the Office of Registrar with any questions regarding how PACE is calculated or to determine if you are making satisfactory PACE for the program in which you enrolled.

Special Considerations

Grade Changes and Appeals

Only the faculty member who administered the grade may make grade changes. In cases where the faculty member is not available to consider a grade change, the department chair, in consultation with the Dean of Faculty, may make such a change. See *Grade Appeals Process* for more information.

Repeating Courses

A student may attempt a course up to three times in an effort to earn a passing grade. If a student fails to pass the course within three attempts, the student will be placed on academic warning. Upon failing the fourth attempt of a course, the student will be academically withdrawn. Withdrawals from courses are considered attempts. All grades and attempted courses remain on a student's transcript. However, only the grade earned in the most recent attempt of a course is calculated in a student's Cumulative GPA.

Once a student passes a course, they may not repeat the course again.

Non-Degree Seeking (NDS) Policy

APPLICATION PROCESS

- To apply for NDS studies at DigiPen, complete an [Application for Admission](#).
 - Applicants who intend to take undergraduate level courses should apply as an Undergraduate NDS student.
 - Applicants who intend to take graduate level courses should apply as a Graduate NDS student.
- NDS Applicants must provide proof of graduation
 - Undergraduate NDS Applicants must provide official transcript indicating evidence of graduation from high school, and if applicable, official transcripts from all post-secondary institutions
 - Graduate NDS Applicants must provide official transcript indicating evidence of graduation from a college/ university.
 - Applicants should have a recommended minimum 2.5 cumulative GPA in their most recent studies.

- Non-native English speakers must provide Proof of English Language proficiency.
- Students may select a degree program track, and additional corresponding materials may be required.

ADMITTED NDS STUDENTS

- Students must pass prerequisite courses before they are able to register for courses with prerequisite requirements or obtain an approved prerequisite override form from the instructor.
- Admittance to a course is determined on a course-by-course basis; not all courses are available for NDS students.
- Undergraduate Students must maintain a minimum 2.0 GPA to remain enrolled as a NDS student.
- Undergraduate Students must receive a minimum passing grade of 'C' (1.7 quality points) in each course.
- Graduate Students must maintain a minimum 3.0 GPA to remain enrolled as a NDS student.
- Graduate Students must receive a minimum passing grade of 'C' (2.0 quality points) in each course.
- Enrollment will continue unless a student does not register for classes for either Fall or Spring.

FINANCIAL AID

Financial Aid is not available to NDS students.

RESTRICTIONS

- DigiPen students on academic suspension/withdrawal or other warning/probation are not eligible for NDS studies until the conclusion of the warning/probationary period.
- NDS students are not guaranteed acceptance into any of the DIT Degree Seeking programs, and must meet all requirements, apply, and be accepted.
 - Transfer credit limit for undergraduates is 50% of the total required degree program credits.
 - Courses must meet all DIT transfer credit requirements to be honored.
- Transfer credit limit for graduates is 15 credits.
 - Courses must meet all DIT transfer credit requirements to be honored.
- Courses taken in NDS studies do not lead to a degree and are not applicable to earning a professional certificate from DigiPen.

Course Overload

During a given semester students may be enrolled in a maximum of 21 credits. Students seeking special permission to take more than the maximum credits in a given semester should use the Course Registration Override Request Form and get approval from their Student Success Advisor.

Institutional Attendance Policy

DigiPen Institute of Technology does not require attendance be taken for courses or course-related activities and does not track attendance for such. Course instructors have purview to decide if their course will or will not require attendance. If they decide to take attendance, they are responsible for all elements of implementing, tracking, and excusing attendance.

Documentation of Academic Activity Policy

DigiPen Institute of Technology is a non-attendance taking institution; however federal regulations require the institute to document that each student has begun attendance in all enrolled courses and further documentation of student academically related activities. If there is no documented academic activity, within Moodle for the first two weeks of the semester, the student will be withdrawn from the course.

As such, DigiPen Institute of Technology requires documentation of academic activity in the following ways:

- Academic activity is considered documented only if entered as an assignment in Moodle, the Learning Management System (LMS),
- All graded course assignments must be documented in the LMS,
- At least one academic activity must be documented in the first week of the semester,
- At least one academic activity must be documented in the second week of the semester.

Withdrawals (Initiated by Student)

FROM INDIVIDUAL COURSES

To withdraw from individual courses, a student must complete the appropriate withdrawal form, either in person or online.

FROM THE INSTITUTE

To formally withdraw from the Institute, a student must submit a completed Institutional Withdrawal Packet to the assigned

Student Success Advisor, Student Affairs staff member, or Office of the Registrar. The student's withdrawal date will be the day the student signs the Institutional Withdrawal Packet.

HARDSHIP WITHDRAWAL

Students may seek a hardship withdrawal when one of four conditions prevents the student from completing one or all courses: death of a close family member; severe/terminal illness in the family; a physical or mental health issue incapacitating the student; significant life altering event. Hardship withdrawals may be sought any time during the semester, but not after all materials for a course have been completed (i.e. after submitting the final exam or final assignment). Students must complete this HW Packet, and meet with their Student Success Advisor.

Unofficial Withdrawals

At the end of the term, students who receive all failing grades will be evaluated to determine if they earned their grade or ceased attendance prior to the end of term without completing the official withdrawal process. If it is determined that a student ceased attendance, their last date of academic activity will be determined by the Registrar's office. This date will be used to withdraw the student from the term. Students will be subject to the Financial Aid Return of Title IV policy.

Administrative Withdrawals (Initiated by the Institute)

Students will be Administratively withdrawn from the institute if they:

1. Fail to maintain satisfactory PACE, while on Academic Warning.
2. Fail to maintain the minimum required GPA while on Academic Warning.
3. Fail to pass a class on the 4th attempt.
4. Fail to complete their program within 1.5 times the credit hours required to complete the program.
5. Violate the Code of Student Conduct and DigiPen's policies.
6. Fail to maintain matriculated/active status by not registering for any courses in either the Fall or Spring semesters
7. Are not able to begin the withdrawal process or otherwise notify DigiPen of the intent to withdraw due to illness, accident, grievous personal loss, or other circumstances beyond the student's control then an administrative withdrawal is processed.

Involuntary Academic Withdrawal Appeal Process

Students may be involuntarily academically withdrawn from DigiPen for several reasons including grade point average (GPA), PACE (Percentage of Attempted Credits Earned), not achieving passing grades in enough courses at the rate of attempt: 67%+ for undergrads and 50% for grads, and other factors. Student Success Advisors review a report at the end of each semester and determine students that meet the relevant criteria. Students may submit appeals materials to Vice President for Student Engagement within two working days of their initial letter.

Students who do not have their initial appeal granted may apply for readmission to DigiPen after one full semester (Fall, Spring, Summer). Withdrawn Students that are interested may make a request to the Academic Appeals Committee following the submission of the necessary readmission materials.

Appeal/Readmission materials should be comprised of a letter or video stating the reason(s) for a request and supporting documentation. Supporting documentation could be transcripts from another institution showing academic progress during the semester the student was not enrolled at DigiPen, documentation of personal or professional accolades, statement of change of behavior or circumstance or something similar. All documentation should be given to the Vice President for Student Engagement.

The Academic Appeals Committee is comprised of members from the Academic Affairs, Student Affairs and Enrollment divisions along with the Chief Operating Officer of the Institution and will evaluate the students' records and appeal materials. Members of Academic Affairs will be chosen based on student program and other factors that require their unique insights. The Committee members will advise the Chief Operating Officer on desired outcome of the appeal however, the Chief Operating Officer will make the final decision. The vote on each candidate will be recorded. The committee is chaired by the Vice President of Student Engagement. The levying of the decision is completed by the Chair.

The Committee will meet following grade submission each semester and review pending appeals for withdrawal and readmission. A vote will be completed, per student, following the review of the materials by the designated committee for each student. Notice of the decision must be provided to the student within three working days following the committee meeting.

The "W" Grade

If a student withdraws from individual classes or the Institute, please note the following:

1. If withdrawing before the end of the second week of instruction, no course entries will appear on the student's transcript for that semester.
2. If withdrawing after the end of the 14th calendar day of the semester and before the end of the 8th week of the semester, the Office of the Registrar will assign a final grade of "W" for each course in which the student was enrolled.
3. After the 8th week of the semester, students who withdraw or are academically withdrawn (other than Hardship and Military Duty) will receive a "WF" grade for every course they have withdrawn from.

Dean's Honor List Requirements

Prepared at the end of each fall and spring semester, the Dean's Honor List officially recognizes and commends students whose semester grades indicate distinguished academic accomplishment. Both the quality and quantity of work done are considered. Students must meet the following qualifications to be a recipient of this honor:

1. Students must be matriculated/active.
2. Students must be registered full-time in credit-bearing courses during the fall or spring semester.
3. Must be a full-time student, and complete 12 or more credits in one semester.
4. Only passing grades (4.0 [or "A"], 3.0 [or "B"], and 2.0 [or "C"] and 1.7 [or "C-]) in credit-bearing courses are counted for eligibility
5. No failing grades: a grade of "D" (or 1.0 quality points), and "F" (or 0 quality points) in any course makes the student ineligible, regardless of other grades.
6. Minimum GPA of 3.5 is required.
7. Any courses that do not count towards the degree are excluded.
8. AP and Internship credits are excluded.
9. Pass/No Pass credits are NOT to be counted when calculating qualifying credits.
10. "Incomplete" grades will be evaluated after they are made up. The student must have qualified for the Dean's Honor List before and after the "Incomplete" grade was made up.

The student's cumulative grade-point average is not considered; only the grade-point average for that particular semester is relevant.

Process for Grievances and Appeals

APPEAL FOR REFUND OF TUITION

Students who would like to file an appeal, after being denied a tuition refund, shall file a written request to the Accounting Department, via email to accounting@digipen.edu. If dissatisfied with the decision of the Accounting Department, students may file a second appeal with the Chief Operating Officer—International. If they are still dissatisfied, students may appeal to the President of the Institute.

OTHER DISPUTES

Students who feel that they have any other type of dispute with the Institute should file a complaint with the relevant Department Chair or supervisor. A copy of this complaint shall be given to those involved with the dispute. If the student is not satisfied with the decision of the Department Chair or supervisor, a second complaint may be submitted to the Chief Operating Officer—International. If the student is still dissatisfied with the decision, they may appeal to the President of the Institute.

FILING A COMPLAINT WITH AN EXTERNAL PARTY

A student may file a complaint with an external party should they feel that the Institute has not adequately addressed a complaint or concern after they have followed the institute's Process for Grievances and Appeals.

WASHINGTON STUDENT ACHIEVEMENT COUNCIL

The Washington Student Achievement Council (WSAC) has authority to investigate student complaints against specific schools. WSAC may not be able to investigate every student complaint. Visit wsac.wa.gov/student-complaints for information regarding the WSAC complaint process.

STUDENT COMPLAINT PROCEDURE

Schools accredited by the Accrediting Commission of Career Schools and Colleges must have a procedure and operational plan for handling student complaints. If a student does not feel that the school has adequately addressed a complaint or concern, the student may consider contacting the Accrediting Commission.

All complaints reviewed by the Commission must be in written form, and should grant permission for the Commission to forward a copy of the complaint to the school for a response. This can be accomplished by filing the ACCSC Complaint Form. The complainant(s) will be kept informed as to the status of the complaint as well as the final resolution by the Commission. Please direct all inquiries to:

Accrediting Commission of Career Schools and Colleges
2101 Wilson Boulevard.
Suite 302
Arlington, VA 22201
Tel: (703) 247-4212
www.accsc.org | complaints@accsc.org

A copy of the ACCSC Complaint Form is available at the Institute and may be obtained by contacting Mandy Wong, Vice President of Compliance and Regulatory Affairs via compliance@digipen.edu, and may be obtained by contacting complaints@accsc.org or www.accsc.org/Student-Corner/Complaints.aspx

If students are unsure of whom to speak to regarding a complaint, they may contact Mandy Wong at the following address:

Mandy Wong
Vice President of Compliance and Regulatory Affairs
DigiPen Institute of Technology
9931 Willows Road NE
Redmond, WA 98052
Tel: (425) 558-0299
Email: compliance@digipen.edu

Grade Appeal Process

1. Students who would like to dispute their final grade should first contact and discuss their concerns with the instructor of that course. If a satisfactory resolution is unattainable, the student may file a grade appeal.
2. Students must submit their grade appeal within two business days from the final grade posting date (typically the Tuesday after finals week). Failure to check grades until a later date is not an acceptable reason to delay the grade appeal process.
3. Appeals must be submitted to academic.affairs@digipen.edu. Appeals will be reviewed by the Dean of Faculty (or designee).
4. To be considered for an appeal the student must explain, in writing, any procedural error or omission that impacted their academic performance during the course such as substantiated bias or material deviation from established procedures.
5. The student's appeal will be reviewed by the Dean of Faculty (or designee) and a decision and response will be sent to the student's DigiPen email account within three business days of the date the appeal was received.
6. If the appeal is granted, the student's course grade will be updated. If the appeal is denied, the student's course grade will remain unchanged. The decision may also be remanded to the course instructor with additional direction.

Transcripts

To request an official transcript, students should complete a Transcript Request form via [Colleague Self Service \(CSS\)](#).

Requests are usually processed within three business days. Unofficial transcripts may be printed via [CSS](#).

Students with any questions may contact the Office of the Registrar at (425) 558-0299.

Exams

All students are required to be in attendance at the times scheduled by the Institute for final exams. Instructors are not required to make arrangements for individuals to take final exams at a different time than the rest of the class. Should a student miss an exam, it is the student's responsibility to notify the instructor in writing within 24 hours of the missed exam. In the event that a student fails to provide such notification to an instructor, or if the Institute does not find the reasons for missing an exam justifiable, the student will be given a failing grade for the exam(s).

If a student misses a final exam and notifies the instructor and the Office of the Registrar within 24 hours of the missed exam, the Office of the Registrar shall review the individual circumstances. Only documented emergencies will be considered acceptable reasons for missing exams. Exam retakes shall be allowed at the sole discretion of the Office of the Registrar and Department Chair. Examples of unacceptable reasons for missing an exam include the demands of a time-consuming job, the desire to leave town for a vacation or family gathering, the desire to do well on tests in other courses, etc.

A retaken exam shall be different than the original one taken by the other students of the class, and the timing of it shall be at the sole discretion of the individual instructor. In all cases, retakes shall be administered no later than one week after the original, missed exam.

General Information

Institutional Mission

DigiPen Institute of Technology provides exemplary education and furthers research and innovation in science, engineering, arts, digital media, and interactive computer technologies. Building on a foundation of academics, applied learning, industry knowledge, and multi-disciplinary team-based collaboration, we inspire our students to pursue lifelong learning as well as scientific and creative exploration, and empower them to become leaders and originators on a global level.

Notice of Non-Discrimination

DigiPen Institute of Technology is committed to maintaining a diverse community in an atmosphere of mutual respect for and appreciation of differences.

DigiPen Institute of Technology does not discriminate in its educational and employment policies on the basis of race, color, creed, religion, national/ethnic origin, sex, gender, gender identity, gender expression, sexual orientation, age, or with regard to the basis outlined in the Veterans' Readjustment Act and the Americans with Disabilities Act, as amended.

Religious Accommodation

DigiPen Institute of Technology provides reasonable accommodations to students who, due to the observance of religious holidays, expect to be absent or endure a significant hardship during certain days of the course or program. These holidays or observances must be part of a religious denomination, church, or religious organization, and the course instructor must be notified in writing during the first two weeks of the course. If a student feels that their religious accommodation has not been met, they should first discuss the issue with the faculty member(s) involved and then file a course report or incident report.

Accreditation History

DigiPen Institute of Technology is accredited by the Accrediting Commission of Career Schools and Colleges ("ACCSC", or "the Commission"), a recognized accrediting agency by the United States Department of Education.

The Bachelor of Science in Computer Engineering program is accredited by the Engineering Accreditation Commission of ABET, www.abet.org. This accreditation action extends retroactively from October 1, 2012.

The Bachelor of Science in Computer Science in Real-Time Interactive Simulation program (offered at the Redmond campus) is accredited by the Computing Accreditation Commission of ABET, www.abet.org. This accreditation action extends retroactively from October 1, 2015.

Important dates in DigiPen's accreditation history are as follows:

- 2002: DigiPen was granted initial accreditation by ACCSC, including the approval for the Bachelor of Science in Real-Time Interactive Simulation degree program.
- 2002: DigiPen received ACCSC approval for the Bachelor of Fine Arts in Production Animation degree program.
- 2003: DigiPen received ACCSC approval for the Bachelor of Science in Computer Engineering degree program.
- 2005: DigiPen was granted a renewal of accreditation by ACCSC.
- 2006: DigiPen was granted approval for its Master of Science in Computer Science degree program by ACCSC.
- 2008: DigiPen was granted approval for its Bachelor of Arts in Game Design and Bachelor of Science in Game Design degree programs by ACCSC.
- 2010: DigiPen was granted approval for its change of location to its current facility by ACCSC.
- 2010: DigiPen received ACCSC approval allowing DigiPen (Singapore) to disclose in its advertising that it is a branch campus of DigiPen Institute of Technology.
- 2010: DigiPen was granted approval to change the program name from the Bachelor of Fine Arts in Production Animation to the Bachelor of Fine Arts in Digital Art and Animation.
- 2011: DigiPen was granted approval to change the program name from the Bachelor of Science in Real-Time Interactive Simulation to the Bachelor of Science in Computer Science in Real-Time Interactive Simulation.
- 2011: DigiPen (Singapore) was granted accreditation by ACCSC as a branch campus of the main school located in Redmond, Washington, USA.
- 2011: DigiPen was granted approval for its Master of Fine Arts in Digital Arts degree program by ACCSC.
- 2012: DigiPen was granted approval for its Bachelor of Arts in Music and Sound Design and Bachelor of Science in Engineering and Sound Design degree programs by ACCSC.
- 2012: DigiPen was granted approval to change the program name from the Bachelor of Science in Game Design to the Bachelor of Science in Computer Science and Game Design.
- 2013: DigiPen (Singapore) was granted ACCSC renewal of accreditation for five years.
- 2014: DigiPen was granted approval for its Bachelor of Science in Computer Science degree program by ACCSC.
- 2014: DigiPen (Singapore) was granted approval for its first joint degree program with Singapore Institute of Technology, Bachelor of Engineering with Honours in Systems Engineering (ElectroMechanical Systems).
- 2015: DigiPen (Singapore) was granted approval for its change of location to its current facility by ACCSC.

- 2015: DigiPen's Bachelor of Science in Computer Engineering program was accredited by the Engineering Accreditation Commission of ABET, www.abet.org.
- 2016: DigiPen was granted approval to change the program name from the Bachelor of Science in Engineering and Sound Design to the Bachelor of Science in Computer Science and Digital Audio.
- 2016: DigiPen was granted approval for its substantive changes to the Master of Fine Arts in Digital Arts program.
- 2017: DigiPen's Bachelor of Science in Computer Science in Real-Time Interactive Simulation program was accredited by the Computing Accreditation Commission of ABET, www.abet.org.
- 2018: DigiPen was granted approval for its Bachelor of Science in Computer Science in Machine Learning degree program by ACCSC.
- 2018: DigiPen (Singapore) was granted ACCSC renewal of accreditation for five years.
- 2019: DigiPen (Singapore) was granted approval to change the program name from Bachelor of Engineering with Honours in Systems Engineering (ElectroMechanical Systems) to Bachelor of Engineering in Systems Engineering (ElectroMechanical Systems).
- 2019: DigiPen (Singapore) was granted approval for two joint degree programs with Singapore Institute of Technology (BS in Computer Science in Real-Time Interactive Simulation) and BS in Computer Science in Interactive Media and Game Development), and the Master of Science in Computer Vision degree program by ACCSC.
- 2020: DigiPen was granted approval to offer a portion of degree programs via distance education.
- 2020: DigiPen (Singapore) was granted approval to change the program name from Bachelor of Engineering in Systems Engineering (ElectroMechanical Systems) to Bachelor of Engineering in Mechatronics Systems.
- 2021: DigiPen was granted ACCSC approval for its Master of Arts in Real-Time Visual Effects degree program to be delivered via distance education.
- 2021: DigiPen was granted ACCSC approval for its Master of Science in Computer Science degree program to be delivered via distance education.
- 2022: DigiPen Europe-Bilbao was granted accreditation by ACCSC as a branch campus of the main school located in Redmond, Washington, USA.

Any person desiring information about the accreditation requirements or the applicability of these requirements to the Institute may contact ACCSC by mail at 2101 Wilson Boulevard, Suite 302, Arlington, VA 22201, or by phone at (703) 247-4212. ACCSC's website address is www.accsc.org.

History of DigiPen Institute of Technology

DigiPen was founded in 1988 as a computer simulation and animation company based in Vancouver, British Columbia,

Canada. As the demand for production work increased, DigiPen faced difficulty finding qualified personnel, and in 1990, it began offering a dedicated training program in 3D computer animation to meet this growing need.

That same year, DigiPen approached Nintendo of America to jointly establish a post-secondary program in video game programming. The result of this collaborative effort was the DigiPen Applied Computer Graphics School. In 1994, it officially accepted its first class of video game programming students to its Vancouver campus for the two-year Diploma in the Art and Science of 2D and 3D Video Game Programming. In 1995, DigiPen implemented a revised two-year 3D computer animation program and graduated student cohorts over each of the following four years.

Around this time, the video game industry underwent a paradigm shift from dealing primarily with 2D graphics and gameplay to full 3D worlds that players could freely explore. As these worlds became more sophisticated, so did the task of programming, designing, and animating them. In anticipation of this change, DigiPen developed a four-year bachelor's degree in video game programming (the Bachelor of Science in Computer Science in Real-Time Interactive Simulation) to prepare students for the challenges of creating complex 3D game and simulation software.

In 1996, the Washington State Higher Education Coordinating Board (HECB) granted DigiPen the authorization to award both Associate and Bachelor of Science degrees in Real-Time Interactive Simulation. Two years later, in 1998, DigiPen Institute of Technology opened its campus in Redmond, Washington, USA. In 1999, DigiPen began offering the Associate of Applied Arts in 3D Computer Animation. At this time, DigiPen phased out its educational activities in Canada, moving all operations to its Redmond campus. On July 22, 2000, DigiPen held its first commencement ceremony, where it awarded Associate of Science and Bachelor of Science degrees.

In 2002, DigiPen received accreditation from the Accrediting Commission of Career Schools and Colleges (ACCSC). In 2004, DigiPen began offering three new degrees: the Bachelor of Science in Computer Engineering, the Master of Science in Computer Science*, and the Bachelor of Fine Arts in Digital Art and Animation (previously Bachelor of Fine Arts in Production Animation). In 2008, DigiPen added two more degree programs: the Bachelor of Science in Computer Science and Game Design (previously Bachelor of Science in Game Design) and the Bachelor of Arts in Game Design.

Also in 2008, DigiPen partnered with Singapore's Economic Development Board to open its first international branch campus, offering the following degrees: the Bachelor of Science in Computer Science in Real-Time Interactive Simulation (previously Bachelor of Science in Real-Time Interactive Simulation), the Bachelor of Science in Computer Science and Game Design, the Bachelor of Fine Arts in Digital Art and Animation, and the Bachelor of Arts in Game Design. In 2010,

DigiPen announced plans to open its first European campus in Bilbao, Spain.

That same year, DigiPen relocated its U.S. campus to its current location at 9931 Willows Road Northeast in Redmond, Washington.

On September 26, 2011, DigiPen launched DigiPen Institute of Technology Europe-Bilbao, offering two bachelor's degree programs: the Bachelor of Science in Computer Science in Real-Time Interactive Simulation and the Bachelor of Fine Arts in Digital Art and Animation.

On October 11, 2011, DigiPen (Singapore) was granted accreditation by ACCSC as a branch campus of the main school located in Redmond, Washington, USA.

In 2012, DigiPen added three new degree programs: the Bachelor of Arts in Music and Sound Design, the Bachelor of Science in Computer Science and Digital Audio (previously Bachelor of Science in Engineering and Sound Design), and the Master of Fine Arts in Digital Arts.

In 2014, DigiPen added a new degree program: the Bachelor of Science in Computer Science. In that same year, DigiPen (Singapore) received approval for the Bachelor of Engineering (with Honours) in Systems Engineering (ElectroMechanical Systems) degree program.

In 2015, DigiPen's Bachelor of Science in Computer Engineering degree program was accredited by the Engineering Accreditation Commission of ABET, www.abet.org.

In 2015, DigiPen (Singapore) was approved to move from Pixel Building, 10 Central Exchange Green, to SIT@SP Building, 510 Dover Road.

In 2017, DigiPen's Bachelor of Science in Computer Science in Real-Time Interactive Simulation degree program was accredited by the Engineering Accreditation Commission of ABET, abet.org.

In 2018, DigiPen added a new program: the BS in Computer Science in Machine Learning degree program. The first cohort started in Fall 2019.

In 2018, DigiPen (Singapore)'s B.Eng. in Systems Engineering (ElectroMechanical Systems) Program sought the provisional accreditation by the Engineering Accreditation Board (EAB) of IES for a term of three years for students entering the program from Academic Year 2014/2015.

In 2019, DigiPen (Singapore) was granted approval for its two joint degree programs with Singapore Institute of Technology, Bachelor of Science in Computer Science in Real-Time Interactive Simulation and Bachelor of Science in Computer Science in Interactive Media and Game Development. In addition, DigiPen (Singapore) was granted approval for its Master of Science in Computer Vision program.

In 2019, DigiPen (Singapore) was granted approval to change the program name from Bachelor of Arts in Game Design to Bachelor of Arts in User Experience and Game Design.

In 2020, DigiPen (Singapore) was granted approval to change the program name from Bachelor of Engineering in Systems Engineering (ElectroMechanical Systems) to Bachelor of Engineering in Mechatronics Systems.

In 2021, Full accreditation is being sought in the Academic Year 2021/2022 for the Bachelor of Engineering in Mechatronics Systems.

In 2022, DigiPen Europe-Bilbao was granted accreditation by ACCSC as a branch campus of the main school located in Redmond, Washington, USA.

**DigiPen began offering the MS in Computer Science program in 2004 before ACCSC expanded its scope of recognition by the United States Department of Education to grant approval for master's degree programs. ACCSC granted approval for this degree in 2006.*

Student Right to Know Act and Campus Crime Act Disclosure Notice

In compliance with the Higher Education Act of 1965, as amended, and the Student Right to Know Act, DigiPen is pleased to provide copies of the retention, graduation, and employment rates as well as campus crime reports to prospective and current students upon request. Please send a request to the Office of Admissions (admissions@digipen.edu) or the Office of the Registrar (registrar.us@digipen.edu) to have copies of either report provided.

Text Communications Policy

DigiPen will occasionally send out important announcements via text message. Texts are normally limited to emergency or time sensitive communications. These messages may address topics such as active emergencies, inclement weather, school closures and delays, drills, registration links, vaccination update links, or the like. All students are automatically enrolled into the system upon matriculating to receive emails and texts; however, texts may only reach students if they've provided a domestic cell phone number in the student information system (also known as Colleague Self Service). Steps for updating contact information or opting-out of text or email are included in the [Student Handbook](#).

Youth and Adult Programs

DigiPen Institute of Technology offers a series of Youth and Adult programs each semester and during the summer session.

Courses are taught at DigiPen's Redmond campus and some are also offered online. Please visit digipen.edu/academics/youth-and-adult-programs for more information about specific courses offered, cost, admissions information, and registration.

Please note that the Youth and Adult programs are not transferable to any of DigiPen's degree programs and do not fall within the scope of ACCSC accreditation.

Voter Registration

For detailed information about voter registration in Washington state and to download a voter registration form, visit sos.wa.gov/elections/register.aspx.

Vaccination Policy

DigiPen does not require specific immunization or vaccinations for its students except for COVID. Vaccinations are required for students living in DigiPen Housing.

The state of Washington requires DigiPen to educate its students about Meningococcal disease and vaccination. Information related to the causes, symptoms, mortality, treatment, and prevention (including vaccination) of Meningococcal disease is available to download from the American College Health Association's website at acha.org. This information is also available in the Office of Student Affairs.

U.S. Military Active Duty Policies for Students and U.S. Military Dependents

WITHDRAWAL AND READMISSION PROCEDURES FOR STUDENTS CALLED TO U.S. MILITARY ACTIVE DUTY

Withdrawal

Students who are called to active duty should bring a copy of their activation orders and submit the Institutional Withdrawals forms to their Student Success Advisors, who will then review and submit them to the Office of the Registrar.

- If students are called to active military duty before the end of the second week of instruction, no course entries will appear on their transcripts for that semester and they will be eligible for a full tuition refund.
- If students are called to active military duty after the end of the second week of instruction and before the end of the eighth week of instruction, they will receive a "W" for each course enrolled, and they will be eligible for a full tuition refund.

- If students are called to active military duty after the end of the eighth week of instruction, they will receive a “W” for each course enrolled, and they will be eligible for a full tuition refund. Students who have completed a substantial amount of their course work may request an “I” grade. An “I” will revert to a “W” if the student’s active duty period is extended beyond the agreed-upon length of the original agreement.

VA Priority Registration

Students with VA benefits will have priority registration each semester (five days prior to the start of normal registration).

Financial Aid

If students are receiving financial aid during the semester in which they are called to active duty, financial aid must be repaid according to federal and state guidelines before a refund will be issued by DigiPen. The rules regarding financial aid are not necessarily within the control of the Institute. Students should consult with the Office of Financial Aid concerning the impact of military call-up on financial aid conditions and eligibility. The U.S. Department of Education has directed the Direct Loan Program and colleges to provide relief from student loan obligations by postponing student loan payments for borrowers during the period of the borrower’s active duty service.

If a veteran receiving Post 9/11 benefits withdraws before the semester is completed, all funding received from the U.S. Department of Veterans Affairs would be returned to the student, and it is the student’s responsibility to pay any balance owed to DigiPen.

Readmission

In compliance with the Higher Education Authorization Act, matriculated/active students who are called to active duty shall be entitled to readmission provided that the student followed the appropriate steps as outlined in the Withdrawal and Readmission Procedures for Students Called to U.S. Military Active Duty section. This is provided that the cumulative length of the absence and of all previous absences from the Institute, by reason of service in the uniformed services, does not exceed five years, and, except as otherwise provided in this section, the student submits a notification of intent to re-enroll in the Institute.

The readmission fee is waived for students returning to DigiPen from United States military active duty.

WITHDRAWAL PROCEDURES FOR STUDENTS WHO ARE MILITARY DEPENDENTS WHOSE FAMILIES MUST MOVE DUE TO REDEPLOYMENT/RELOCATION

Withdrawal

Students who are military dependents and whose families must move due to redeployment or relocation must provide a copy of their family members’ deployment/relocation orders and submit the Institutional Withdrawal forms to their Student Success Advisors, who will then review and submit them to the Office of the Registrar.

- Students who must move before the end of the second week of instruction shall receive no course entry on their transcript and will receive a 100% refund.
- Students who must move after the end of the second week of instruction and before the end of the eighth week of instruction shall receive a “W” for each course enrolled and receive a 100% refund.
- Students who must move after the end of the eighth week of instruction will receive a “W” for each course enrolled and receive a 100% refund.

Financial Aid

Military redeployment/relocation may also affect a student’s financial aid. Military dependents receiving financial aid during the semester in which they are required to move must repay their financial aid according to federal and state guidelines before a refund will be issued by DigiPen. The rules regarding financial aid may not necessarily be within the control of the Institute. Students should consult with the Office of Financial Aid concerning the impact of military redeployment/relocation on financial aid conditions and eligibility.

About DigiPen’s Facilities

DigiPen Institute of Technology’s 150,000 sq. ft. campus features auditoriums, classrooms, and open lab areas with dedicated game production suites, conference rooms, art labs, a music production studio, a ceramics lab, an Academic Support Lab, a Student Affairs Office, a Housing Office, a library, staff and faculty offices, a commercial software engineering research and development lab, a game console software development lab, and a professional kitchen and cafeteria.

In August 2020, DigiPen has expanded into non-contiguous space located within the same business complex named

Willows Commerce Park of our main campus. The expanded facility is located at 9825 Willows Road, Suite 160, and is approximately 15,559 square feet. The facility is located approximately 200 feet away from our main campus. The expansion houses our Library along with additional student computer lab space, six (6) collaboration rooms, multifunction workspaces, lounge areas, and an additional lecture room. As a result of this facility expansion, DigiPen acquires 30 additional parking spaces within the Willows Commerce Park.

Weekly student access to the DigiPen campus is usually from 6 a.m. to midnight, daily. On certain holidays, lab hours are from 12 p.m. to 8 p.m. Core office hours for the administration staff are from 9 a.m. to 5 p.m., Monday through Friday.

The computer workstations provided at DigiPen are selected to meet or exceed the hardware specifications for required educational software. All computers are on an internal network and have access to printers, servers, and archival media. DigiPen upgrades the computer equipment on a regular basis. Many

classrooms are equipped with microphones and either DLP or LCD high-definition projection systems. Presentation materials may be shown on a variety of formats, including Blu-ray and DVD players, VCRs, document cameras, and CD players.

Classrooms vary in size from a large auditorium accommodating up to 263 students to small classrooms for 12 students. Our two multidisciplinary student game production suites, Edison and Tesla, are 11,000 sq. ft. and 6,500 sq. ft. in respective size and seat 850 in total at workstation table and chair arrangements configured as team spaces. Students specializing as game designers, game programmers, game artists, game musicians, and computer engineers apply and integrate the academic theory from their respective disciplines into projects of varying genres.

Description of the Library Facilities and Internet Access

LIBRARY SERVICES

The library serves the information and equipment needs of the Institute's curriculum, students, faculty, and staff. Students have access to a variety of resources such as books, video games, e-books, DVDs, board games, sound effects, and reference books relevant to their program of study. The library also subscribes to a selection of major journals and magazines related to the fields of gaming, simulation, computer engineering, and animation. Furthermore, the DigiPen library allocates an annual budget for updating the contents of the library. The 15,000 square foot library currently holds over 6,500 books, more than 200,000 e-books, over 1,700 videos and video games, a digital collection of more than 100,000 sound effects, and music clips and over 7,000 subscriptions to industry magazines and journals (print and online). The library also loans out computer games, consoles, drawing tablets and other equipment. The librarian provides reference services, information literacy instruction, and materials through inter-library loan. In addition to these curriculum-related resources, the library has a collection of career-oriented materials, including books on resumes, cover letters, and interviews. The library hosts a free book and textbook exchange.

Library hours change from term to term. For current hours, please refer to the library's webpage or contact the library staff by email at library@digipen.edu or by phone at (425) 895-4420.

INTERNET ACCESS

Internet access is a regulated service and is provided for students free of charge. Students may lose this privilege if they do not abide by the *Student Network and Internet Usage Policy* (see the following section).

Student Network and Internet Usage Policy

GENERAL POLICIES

DigiPen's computer and network resources are provided exclusively for educational purposes. To ensure that these resources remain available for legitimate academic usage, DigiPen requires compliance with the following policies:

- Students are required to respect DigiPen property. Students may not abuse, damage, vandalize, steal, or in any way alter DigiPen property in any manner that would prevent another student from using it.
- Students may not install software, drivers, patches, or any other program on DigiPen computers. Additional software may be requested through an instructor; it is the sole responsibility of DigiPen to decide if, how, and when any software is installed.
- Students are responsible for their own data and are encouraged to protect their work by utilizing the resources provided by DigiPen and by using a personal storage device such as a flash drive or laptop computer.
- Students may not attempt to access another student's information or display any material that may offend another student.
- Students may not copy, publish, or make available any DigiPen property without written consent. This includes, but is not limited to, storing materials on any unauthorized network service or personal server.
- Commercial use of DigiPen computer or network resources is expressly and strictly forbidden. Any commercial activity will result in legal action against the offender.

DigiPen reserves the right to monitor, log, and inspect any data stored on any DigiPen computer or transmitted over the DigiPen network without restriction or limitation in order to ensure compliance with the above policies. Students found to be in violation of these policies may be restricted from DigiPen's network and subject to disciplinary action.

INTERNET FILTER POLICY

Internet access through DigiPen's network is filtered to ensure that students are better able to access information and materials related to their education. All internet traffic from within DigiPen's network, including labs, classrooms, and administrative offices, are sent through a system of proxies, filters, and analyzers to protect school resources from outside disruption, prevent network abuse, and prioritize legitimate educational usage. For questions or concerns about this policy, or to report a problem with internet access, contact the IT staff by email at helpdesk@digipen.edu.

COPYRIGHT INFRINGEMENT AND PEER-TO-PEER FILE SHARING

DigiPen prohibits copyright infringement in any form, including the illegal downloading and uploading of copyrighted works through peer-to-peer file sharing as defined by Title 17 of the United States Code.

Copyright infringement may result in civil and criminal penalties, including damages of up to \$150,000 per infringed work, imprisonment of up to five years, and fines of up to \$250,000 per offense. For more information, please see the website of the U.S. Copyright Office at copyright.gov, especially the FAQs at copyright.gov/help/faq.

In addition to the civil and criminal penalties outlined above, students who engage in illegal downloading or unauthorized distribution of copyrighted materials using DigiPen's network will also be referred to DigiPen's Appeals and Disciplinary Committee and be subject to disciplinary sanctions, up to and including expulsion from the Institute, under the *Regulation of Conduct and Disciplinary Procedures*.

Applying to DigiPen

Visiting DigiPen

DigiPen offers many options for prospective students and families to visit us both on campus and online. We encourage you and your family to take a tour of the campus, shadow a current DigiPen student, or attend any number of in-person presentations and preview days. If you can't make it to campus, we also offer a number of virtual experiences, from on-demand, one-on-one chats with current students to regularly scheduled interactive group livestreams. Our admissions officers are committed to making these experiences as easy and accessible as possible. Anyone interested in finding out more about DigiPen Institute of Technology and its programs is welcome to attend. For information on dates and to register to attend these events, please visit our website at digipen.edu/visit-us or email outreach@digipen.edu.

Visitors interested in learning about DigiPen's admission requirements, application process, and degree programs are encouraged to schedule a meeting and tour with an admissions representative. To schedule an appointment, please contact the Office of Outreach at outreach@digipen.edu or check the website to register.

One of the best ways to find out what DigiPen is like as a student is to spend a day on campus, attending classes and meeting students, faculty, and staff. During the fall, spring, and summer semesters, the Office of Outreach can help prospective students arrange to shadow a current student. Most visitors will combine a student shadow with a one-on-one admissions or financial aid meeting. Student shadow requests should be made at least two weeks in advance. To learn more about this program and to schedule a time for your visit, please contact the Office of Outreach at outreach@digipen.edu.

Policy on the Admission of Students with Disabilities

DigiPen makes no pre-admission inquiry about an applicant's disability. Applicants may share information about their disability on their application for admission, if they choose. DigiPen recognizes the decision to self-identify any disability is a personal one and we respect an applicant's decision not to do so.

DigiPen Institute of Technology is committed to providing equal opportunity and access to prospective students with disabilities in completing and submitting an application for admission.

Applicants who experience disability and would like to request accommodations in completing their application for admission should contact: admissions@digipen.edu.

Some examples of reasonable accommodation in the admissions process include:

- Use of print or electronic materials
- Use of auxiliary aids
- Assistance in reviewing the application guidelines and criteria

Contacting the Office of Admissions for disability-related assistance is confidential. Information about an applicant's disability will be kept private in accordance with federal and state law, and not shared with admission review committee members.

Admissions Application Information

All applicants to degree programs at DigiPen must submit the following:

1. Application for admission
2. Application fee
3. Transcripts from all schools attended
4. Essay (undergraduate applicants) or statement of purpose (graduate applicants)

Additional admission requirements can vary depending on your academic background and the degree program you wish to join. Following are the links where you will find the additional information you need to begin your application.

1. [Undergraduate Application Process](#)
2. [Homeschooled Application Process](#)
3. [Graduate Application Process](#)
4. [International Application Process](#)

Admission/Denial to DigiPen's Programs

DigiPen considers every part of an applicant's materials and qualifications when evaluating the applicant for admission. Meeting the minimum standards is not a guarantee for admission. Applicants who exceed the minimum standards are more likely to be admitted.

Please visit the [Application Process](#) page on our website for detailed information.

Reapplication Information

Applicants who are denied admission are encouraged to re-apply for a future year. By improving the areas suggested on the original decision letters (e.g. improving grades by taking community college courses, devoting more time and energy to any required portfolios, etc.) many individuals re-applying for admission are accepted.

Non-Degree Seeking Studies

Non-degree seeking applicants who are interested in taking individual courses may register for them based on the desired semester's course offerings, and availability. Applicants will be handled on a first-come, first-served basis.

Courses taken as non-degree seeking do not lead to a degree and are not applicable to earning a professional certificate from DigiPen.

Please visit the [Non-Degree Seeking Studies](#) page on our website for detailed information.

Degree Plan Policy

READMISSION

Readmission applicants may apply to return to a valid DigiPen degree plan. The degree plan placement is decided by DIT and is not open to student choice.

- A student who wishes to return to DigiPen after a break in enrollment may apply to do so by completing a [readmission application](#) and submitting required materials. Students must meet with their Student Success Advisor (Redmond) for advising and with the Office of the Registrar (all campuses) for a degree audit to verify valid degree plans eligible to the student. Program course waivers must be approved at this time. Students who are suspended due to academic or disciplinary reason may not return to the Institute until the semester following suspension period. Students may apply for readmission to their eligible semester as soon as the admission period for that semester opens and applicable materials are available for submission. DigiPen cannot guarantee readmission into a student's original degree plan due to limited availability of course offerings from previous degree curricula. The decision on degree plan is made by the Institute and is not open to student choice. Visit the [Readmission Process](#) page on our website for more information.

CHANGE OF MAJOR

Change of major students may apply to switch majors into a valid DigiPen degree plan for the new major. The degree plan placement is decided by DIT and is not open to student choice.

A student may apply to switch degree programs through Slate. Students must meet with their Student Success Advisor (Redmond) for advising, and with the Office of the Registrar (all campuses) for a degree audit to verify valid degree plans eligible to the student. Program course waivers must be approved at this time. The decision on degree plan is made by the Institute and is not open to student choice. Visit the [Change of Major](#) page on our website for more information.

DIGIPEN INITIATED DEGREE PLAN CHANGE

Degree Plan changes may sometimes be initiated by the Institute. Current students may be offered the option to change into a valid degree plan based on DIT recommendation. This recommendation must be agreed upon by the respective Program Director, the Registrar, the Director of Student Success, the Dean of Faculty, and the Vice President of Compliance and Regulatory Affairs.

- DigiPen regularly reviews its programs for rigor and continued relevance to the industries. As such, DigiPen may determine that a more updated degree plan will be more beneficial to students in terms of program outcomes and occupational outlook. The degree plans for programs are reviewed by the respective Program Director, the Registrar, the Director of Student Success, the Dean of Faculty, and the VP of Compliance and Regulatory Affairs.

Waiver Credit, Advanced Placement Examinations, CLEP

Students may apply for course waivers if they can demonstrate that their knowledge and skills—whether they were gained by formal education, exam, work experience, or life experience—are equivalent to those gained by courses offered at DigiPen Institute of Technology. Credit may be granted through other means: Advanced Placement (AP) Exam scores, College-Level Examination Program (CLEP) subject exam scores, or transfer credits from other post-secondary institutions. Course transfers are processed at \$25.00 per credit once a student is matriculated/active at DigiPen Institute of Technology.

Course Waiver Examinations

Students may petition to waive designated courses by demonstrating sufficient mastery of the material. If approved, students may waive the requirement to complete a specific course. A course waiver does not result in credit earned and will not reduce the total number of semester hours required for a degree; however, it will increase the available number of elective hours for a degree. Waived courses are entered on a student's transcript, but no grades or quality points are awarded.

To petition for a course waiver, students should take the following steps:

1. Contact their Student Success Advisor to discuss their degree requirements and course waiver eligibility.
2. Submit a copy of their transcript and/or other supporting documentation (with relevant details highlighted) to the academic Department Chair. Supporting documentation may be a combination of prior academic coursework and relevant work experience in the subject area.
3. Successfully pass a course waiver examination at least equal in scope and difficulty to a final examination in the course (if required by the academic department). Waiver examinations may not be repeated.

If a course waiver is approved, the academic Department Chair will submit the approval to the Office of Registrar for processing. For waiver requests completed by July 1, students will receive notification by August 1. Waiver requests submitted after July 1 will be handled on a rolling basis, as faculty schedules allow. Results of waiver requests received after the July 1 deadline are not guaranteed to be available before the start of classes.

The following restrictions apply to all course waiver requests.

1. A student must be currently enrolled before a course waiver can be recorded on the permanent record.

2. A maximum of 15 credits may be waived.
3. Courses that were audited, repeated, or received a grade of “F”, “NP” or “WF” are ineligible for course waivers.

CLEP SUBJECT TEST	MINIMUM SCORE	DIGIPEN COURSE
College Composition	59	ENG 110
Introductory Psychology	55	PSY 101

Students should check with the College Board at collegeboard.org for further details and information concerning test centers and dates.

Advanced Placement Examinations

Course credit may be granted for a score of 4 or 5 on Advanced Placement (AP) Exams of the College Board according to the equivalency chart below. AP Exams must have been taken within the last 10 years and must have been taken prior to the student’s graduation from high school. Course credit is entered on a student’s transcript, but no grades or quality points are awarded. It is the student’s responsibility to have an official AP score report sent to DigiPen.

ACCEPTED AP SCORES AND DIGIPEN COURSE EQUIVALENTS

AP EXAM	MINIMUM SCORE	DIGIPEN COURSE
Art – History of Art	4	ART 199
English – Language and Composition	4	ENG 110
English - Literature and Composition	4	ENG 110
History – World History	4	HIS 100
Japanese	4	JPN 101
Macroeconomics and Microeconomics	4	ECN 100
Statistics	4	MAT 105
Calcab AB Subscore	4	MAT 150
Mathematics – Calculus AB	4	MAT 150
Mathematics – Calculus BC	4	MAT 200
Music Theory	4	MUS 120/L
Physics 1 – Introduction	4	PHY 115
Physics C – Mechanical	4	PHY 200/L
Physics C – Electricity and Magnetism	4	PHY 270/L
Psychology	4	PSY 101

Transfer Credit Policy

Incoming students should submit final college transcripts at least two weeks prior to the start of classes to receive transfer credit. Transcripts received after this date are not guaranteed to be evaluated prior to the start of classes.

No transfer or waived credit may be accepted for a course during any semester in which a student has enrolled and attended the same course.

Transfer credit processed after August 15 will be accrued in the Fall Semester; transfer credit processed after the start of Spring Semester will be accrued in the Spring Semester; and transfer credit processed after the start of Summer Semester will be accrued in the Summer Semester, or the next semester in which the student is actively enrolled. Students must be actively enrolled during the semester of accrual to receive transfer credit.

Graduating students must be actively enrolled during their final semester at DigiPen.

Transfer Credit Process

Students who have documented college-level credit from another institution are automatically considered for transfer credit during the application process. It is the student’s responsibility to send all official transcripts and test scores for consideration.

Transfer credit evaluations are completed on a course-by-course basis. The Office of the Registrar will evaluate college-level credit earned at other accredited institutions with respect to a student’s degree program at DigiPen. For transfer credit to be accepted, it must satisfy a course requirement for the student’s degree program.

To be considered for transfer credit, courses must have been taken within the last 10 years and must appear on an official transcript from an accredited institution with a grade of B- or better. DigiPen reserves the right to accept or reject credits earned at other institutions. Transferred courses are entered on transcripts, but no grades or quality points are awarded. Transfer credit is not calculated into the student’s grade point average at DigiPen.

Transfer credit may be accepted subject to the following conditions and restrictions:

College-Level Examination Program (CLEP)

Credit may be granted for CLEP Subject Examinations with a B-level score or higher only, according to the equivalency chart below. Exams must have been taken within the last 10 years and must have been taken prior to the applicant’s completion of a total of 40 hours of college credit. Course credit is entered on a student’s transcript, but no grades or quality points are awarded. It is the student’s responsibility to have an official score report sent to DigiPen.

1. The course(s) offered for transfer must be taken at an accredited institution, approved by the regulatory authority which oversees the educational system in the country where the institution is located. These courses must appear on official transcripts from the institution. The final decision regarding the transferability of credits rests with DigiPen.
2. The course(s) must be comparable in outcomes, competencies, and academic quality to DigiPen courses; transfer credit will be denied for courses not meeting this standard.
3. Transfer credit will be considered for courses in which the grade of "B-" or better is recorded.
4. Courses will be considered only if taken and passed within the last 10 years.
5. Courses considered for transfer to a student's major are subject to review by academic department offices and may require a validation examination, portfolio review, and/or additional documentation to be approved.
6. Developmental courses, orientation courses, or courses that receive a "pass" or "credit" grade are not eligible for transfer credit.
7. In general, designated project and performance courses may not be satisfied with transfer credit.
8. **Undergraduate Students:** A minimum of 50% of undergraduate degree program requirements must be completed at DigiPen.
9. **Graduate Students:** Graduate programs may accept up to 15 credits in transfer from other colleges and DigiPen programs.

Students transferring to DigiPen under an established articulation agreement may be subject to policies that vary from those stated here.

MILITARY TRANSCRIPTS

If you are a veteran, please submit all military transcripts when applying to DigiPen Institute of Technology. A review of your military transcripts will determine if any credits can be transferred to your degree program.

Intercampus Transfer Policy

Intercampus Transfers are students who have enrolled in a DigiPen degree program and wish to permanently transfer to another DigiPen campus. Students who intend to complete an intercampus transfer should first meet with their current campus Office of the Registrar to request official transcripts and to discuss the transfer requirements. Then the student

should submit a completed Application for Campus Transfer to the Office of Admissions for the campus to which they wish to transfer. This application should include the application form, an essay on why they wish to transfer, and a completed transfer checklist. Students who wish to transfer should start the process as early as possible to allow enough time for materials transfer and preparing appropriate visa paperwork. Applications must be submitted by the following deadlines:

TRANSFER SEMESTER	DEADLINE
Fall	April 1
Spring	July 1

Students will be notified by the Office of Admissions of the transfer campus whether the applications are approved or denied.

Students are eligible to apply for intercampus transfers any time after matriculation and prior to the completion of 75% of the entire program in which they enrolled. A minimum cumulative GPA of 2.0 is required for intercampus transfer. In order to earn an undergraduate degree from the DigiPen campus to which students wish to transfer, the following conditions must be satisfied (in addition to the program and graduation requirements):

1. Students should complete a minimum of twenty-five percent (25%) of the credits required for the undergraduate degree program at the DigiPen campus awarding the degree;
2. At a minimum, students must maintain matriculated/active status for at least one academic year and complete the final semester at the campus awarding the degree.

Students may contact the Office of the Registrar at their current campus for more information on transfer requirements, deadlines, and any other special procedures.

Articulation Agreements

For students who transfer to DigiPen under an established articulation agreement, credits will be accepted and grades earned will be included on DigiPen transcripts. These grades will also be calculated into the student's grade point average at DigiPen. Please contact the Office of the Registrar for a list of colleges with articulation agreements.

Transferability of Credits to Other Institutions

A student wishing to transfer DigiPen credits to another institution may request the Institute to furnish transcripts and other documents necessary to a receiving institution. The

Institute advises all prospective students that the courses and credits reflected on their transcript may or may not be accepted by a receiving institution. Students should inquire with the specific receiving institution about the transferability of DigiPen credits.

Granting Credits for Work Experience

DigiPen does not grant credit for work experience.

Tuition and Fees

All tuition and fees are in U.S. dollars.

Application Fee

A \$60.00 application fee must accompany the application form. The application fee is refundable if the applicant requests a refund within three days after submitting the application fee and cancels the application. This fee can be waived for students who demonstrate financial need through an SAT fee-waiver program or for participation in a similar need-based program.

Enrollment Fee

Upon acceptance into a degree program, a \$150 enrollment fee must be paid to confirm enrollment. If a student cancels enrollment, the student may request a refund of the enrollment fee within three days after signing the enrollment agreement and making an initial payment.

Tuition Fee Payment

Please see the payment schedule in the Student Enrollment Agreement for dates and amounts due. The payment of tuition and all associated fees is the sole responsibility and obligation of the registering student. Tuition increases will be announced six months before taking effect.

Payment of tuition and fees can be made by credit card, personal check, electronic fund transfer (eCheck), wire transfer, or cash.

To pay by wire transfer, visit flywire.com/pay/digipen.

DigiPen accepts credit card payments (VISA, MasterCard, American Express, and Discover) online with a 2.75% convenience fee charge.

Separate payments are required for tuition and housing invoices. To process a credit card payment, the Office of Accounting will need:

- Student's full name
- Student's DigiPen ID number
- Credit card information
- Amount of payment

To process an electronic fund transfer or eCheck with no convenience fee, you will need:

- Bank routing number
- Bank account number

To pay online by eCheck or credit card, visit digipen.edu/departments/accounting/making-tuition-payments.

All payments made by personal check should be sent to:

DigiPen Institute of Technology
Office of Accounting: Accounts Receivable
9931 Willows Road NE
Redmond, WA 98052

Tuition*

The flat-rate fee structure at DigiPen is determined based on the number of credit hours the student takes per term. In order for an undergraduate student to complete the degree program in the typical four years, the student must take an average of 16-22 credits per semester, and two semesters per school year.

The following tuition rates are for the 2023-24 academic year.

2023-24 UNDERGRADUATE TUITION

TOTAL COST BREAKDOWN	U.S. CITIZENS AND RESIDENTS	NON-U.S. RESIDENTS
Cost per Credit Fewer than 16 credits	\$1,200/credit	\$1,350/credit
Cost per Semester 16-22 Credit Flat Rate	\$18,600	\$20,690
Cost per Year 16-22 Credit Flat Rate	\$37,200	\$41,380

2023-24 GRADUATE TUITION

TOTAL COST BREAKDOWN	U.S. CITIZENS AND RESIDENTS	NON-U.S. RESIDENTS
Cost per Credit Fewer than 12 credits	\$1,290/credit	\$1,425/credit
Cost per Semester 12-18 Credit Flat Rate	\$15,500	\$16,990
Cost per Year 12-18 Credit Flat Rate	\$31,000	\$33,980

Graduate Courses for Undergraduate Students

Students registered in an undergraduate degree program at DigiPen may register for graduate-level classes. Tuition for these graduate-level courses is charged at the undergraduate tuition rate.

POLICIES

General Notes About Tuition

- Tuition is subject to change with six months' notice.
- Students re-registering for a course that needs to be retaken must pay the regular course fees and are responsible for re-registering in the course.

- Students auditing a course must pay the regular course fees.

Exception to Non-Citizen Tuition Rates

DigiPen will accept an *affidavit form* to grant resident status to certain non-citizen students, allowing them to pay resident tuition rates. This policy does not make students eligible to receive need-based state or federal financial aid.

Cost of Attendance

The Cost of attendance (COA) is a standardized set of budgets used as a basis for determining maximum financial aid eligibility. Cost of attendance is established each year based on changes in costs. The standard COA includes tuition, fees, housing and food, laptop, books, transportation, and personal expenses. Cost of attendance can vary depending on program of study, living arrangements while in school, and a variety of other factors. Cost of attendance can also be increased by exception to include expenses such as health insurance, child care, and additional fees. For full COA details broken down by type of student, please visit digipen.edu/admissions/financial-aid/cost-of-attendance.

Student Tuition Recovery Fund (STRF) Disclosure

DigiPen Institute of Technology is a registered out-of-state institution confirmed by the Bureau for Private Postsecondary Education (BPPE) located in Sacramento, California.

The State of California established the Student Tuition Recovery Fund (STRF) to relieve or mitigate economic loss suffered by a student in an educational program at a qualifying institution, who is or was a California resident while enrolled, or was enrolled in a residency program, if the student enrolled in the institution, prepaid tuition, and suffered an economic loss. Unless relieved of the obligation to do so, you must pay the state-imposed assessment for the STRF, or it must be paid on your behalf, if you are a student in an educational program, who is a California resident, or are enrolled in a residency program, and prepay all or part of your tuition.

You are not eligible for protection from the STRF and you are not required to pay the STRF assessment, if you are not a California resident, or are not enrolled in a residency program.

It is important that you keep copies of your enrollment agreement, financial aid documents, receipts, or any other information that documents the amount paid to the school. Questions regarding the STRF may be directed to the

Bureau for Private Postsecondary Education,
1747 North Market Blvd., Suite 225,
Sacramento, CA 95833,
(916) 574-8900 or (888) 370-7589.

To be eligible for STRF, you must be a California resident or are enrolled in a residency program, prepaid tuition, paid or deemed to have paid the STRF assessment, and suffered an economic loss as a result of any of the following:

1. The institution, a location of the institution, or an educational program offered by the institution was closed or discontinued, and you did not choose to participate in a teach-out plan approved by the Bureau or did not complete a chosen teach-out plan approved by the Bureau.
2. You were enrolled at an institution or a location of the institution within the 120 day period before the closure of the institution or location of the institution, or were enrolled in an educational program within the 120 day period before the program was discontinued.
3. You were enrolled at an institution or a location of the institution more than 120 days before the closure of the institution or location of the institution, in an educational program offered by the institution as to which the Bureau determined there was a significant decline in the quality or value of the program more than 120 days before closure
4. The institution has been ordered to pay a refund by the Bureau but has failed to do so.
5. The institution has failed to pay or reimburse loan proceeds under a federal student loan program as required by law, or has failed to pay or reimburse proceeds received by the institution in excess of tuition and other costs.
6. You have been awarded restitution, a refund, or other monetary award by an arbitrator or court, based on a violation of this chapter by an institution or representative of an institution, but have been unable to collect the award from the institution.
7. You sought legal counsel that resulted in the cancellation of one or more of your student loans and have an invoice for services rendered and evidence of the cancellation of the student loan or loans.

To qualify for STRF reimbursement, the application must be received within four (4) years from the date of the action or event that made the student eligible for recovery from STRF.

A student whose loan is revived by a loan holder or debt collector after a period of noncollection may, at any time, file a written application for recovery from STRF for the debt that would have otherwise been eligible for recovery. If it has been more than four (4) years since the action or event that made the student eligible, the student must have filed a written application for recovery within the original four (4) year period, unless the period has been extended by another act of law.

However, no claim can be paid to any student without a social security number or a taxpayer identification number.

Washington State Residency Policy

As of July 1, 2003, Washington state law changed the definition of “resident student.” The law makes certain students, including international students, eligible for resident student status—and eligible to pay resident tuition rates—when they attend public colleges and universities in this state. Although DigiPen Institute of Technology is a private college, it will honor this law under the same terms and conditions. Please note that the law does not make students eligible to receive need-based state or federal financial aid. International students who meet the following conditions and complete an [affidavit/declaration/certification form](#) may qualify for U.S. Citizen and Resident tuition rates at DigiPen:

1. Resided in Washington state for three years immediately prior to receiving a high school diploma, and completed the full senior year at a Washington high school; or
2. Completed the equivalent of a high school diploma and resided in Washington state for the three years immediately before receiving the equivalent of the diploma; or
3. Continuously resided in Washington state since earning the high school diploma or its equivalent.

Students must meet the above conditions and complete an [affidavit/declaration/certification form](#). Students must submit the original copy of the completed affidavit to the Office of Admissions. Faxed or emailed forms, or forms without an original signature, are not acceptable.

This policy came into effect September 21, 2009. Tuition Affidavit forms may not be retroactively applied to tuition payable prior to September 21, 2009.

Books and Supplies

Estimated cost for textbooks and supplies is \$1,050 per year. This cost is not included as a part of the cost of tuition.

Administrative and Technology Fees

This fee covers administrative support for students, such as a limited number of transcript requests, add/drop requests, and enrollment verification.

This fee covers the technology available in workspaces and classrooms and the maintenance costs associated with the upkeep of the equipment

This fee is \$100.00 per semester for all students.

Alumni Audit Fees

Tuition, application, and enrollment fees are waived, but alumni are responsible for any course, administrative, and technology fees. Fees are non-refundable for alumni audits. See individual course descriptions for any additional course fees.

Delinquent Account Fee

A monthly service fee of \$50 assessed on delinquent accounts. A student's account is considered delinquent if the student has a balance due on the first day of the month following the start of the semester.

Graduation Fee

There is no graduation fee. Students who choose to participate in the Commencement Ceremony will be notified of the cost of regalia.

Replacement Diploma Fee

Replacement diplomas requested are processed at \$20.00 per diploma.

Course Fees

Some courses may require lab or material fees.

Additional Courses

Students registered in an undergraduate degree program at DigiPen may register for graduate-level classes. Tuition for these credits will be assessed at the undergraduate rate.

Other Fees

READMISSION FEE

A \$25.00 non-refundable application fee must accompany the readmission application form. The readmission fee is waived for students returning to DigiPen from United States military active duty.

Cancellation and Refund Policies

Cancellation Policies

- Applicants who have not visited the school prior to enrollment will have the opportunity to withdraw without penalty within three business days following either the regularly scheduled orientation procedures or following a tour of the school facilities and inspection of equipment where training and services are provided.
- All monies paid by an applicant who cancels must be refunded if requested within three days after signing an enrollment agreement and making an initial payment.
- An applicant requesting cancellation more than three days after signing an enrollment agreement and making an initial payment, but prior to entering the school (i.e., prior to attending classes on or after the start date as noted on the enrollment agreement), is entitled to a refund of all monies paid minus an enrollment fee of \$150.

Tuition Refund Policy and Schedule

GENERAL

To be eligible for a tuition refund for a course drop or institutional withdrawal, the student must be considered to have withdrawn from the course and/or institute. The determination of whether a student is deemed withdrawn and the effective date of withdrawal is determined by the Registrar's Office in accordance with Nonattendance Taking Policy. In these cases, tuition shall be refunded as follows: Before the close of the 11th calendar day from the beginning of the semester: Students receive a 100% tuition refund.

Before the close of the 12th calendar day through the 30th calendar day from the beginning of the semester: Students receive a 50% tuition refund.

After the 30th calendar day from the beginning of the semester: Students are required to pay 100% of the tuition and no refund is available.

Except for the registration fee that is non-refundable, all other assessed fees are refunded on the same schedule as tuition payments.

ACTIVE-DUTY MILITARY DEPLOYMENT

DigiPen recognizes a call to active service in the U.S. Armed services, Reserves, or National Guard including all branches of the U.S. military, i.e., Army, Marine Corps, Navy, Air Force or Coast Guard. Students are responsible for providing appropriate documentation. Refunds of institutional charges related to

the deployment will be subject to approval of DigiPen's Board of Directors along with the COO Redmond and CFO. Tuition refunds are issued in accordance with this policy and the appropriate refund schedule.

CATASTROPHIC EVENTS AND NATURAL DISASTERS

Refunds of institutional charges related to catastrophic events and natural disasters will be subject to approval by DigiPen's Board of Directors along with the COO-Redmond and CFO. Refunds related to catastrophic events and natural disasters will be based on the availability of alternative instruction formats, date of occurrence, and other relevant factors surrounding the event, including guidance and recommendations from federal and state agencies. In the event that alternate modes of instruction or student support are not feasible with available means and resources, DigiPen shall refund student tuition on a pro rata basis for impacted courses that cannot be provided. In the alternative, if the duration and severity of the event or disaster is such that DigiPen can re-establish its programs within three months, DigiPen can provide reduced costs or free retakes of courses and programs cancelled as a result of the event or disaster. Student financial aid awards and disbursements may be subject to adjustments.

OTHER EVENTS IMPACTING COMPLETION OF INSTRUCTION

In cases that are not a result of natural disasters or catastrophic events and where DigiPen cannot fully deliver the instruction for a single class or all classes for which a student has contracted, DigiPen will determine a reasonable alternative for delivering the instruction or reasonable financial compensation for the education that the student did not receive.

SPECIAL CIRCUMSTANCE AND APPEALS

Requests for special circumstance tuition refund appeals are typically accepted for medical and military-related withdrawals. Students may also request special consideration for reasons other than medical or military related. Tuition refund requests are evaluated. Students who would like to file an appeal against a decision regarding their tuition refund shall file a written request to the Accounting Department. If dissatisfied with the decision of the Accounting Department, students may file a second appeal with the Chief Financial Officer.

Tuition Account Reimbursement

REIMBURSEMENT REQUESTS

Except for excess Title IV federal student aid, any credit balance left on a student account is applied to future charges unless the student requests a reimbursement check by signing a Reimbursement Request Form. Excess Title IV federal funds are automatically released to the student and/or parent borrower under federal student aid regulations.

REIMBURSEMENT CHECK

A reimbursement check is made payable to the student, unless otherwise instructed by the student on the Reimbursement Request Form. A reimbursement check may be picked up from the Office of Accounting or mailed to the address specified on the Reimbursement Request Form. A reimbursement check may be issued within two to four weeks from the date the request was received or the credit balance appeared on the student account, whichever is later.

INACTIVE STUDENT ACCOUNTS

Except for excess Title IV funds, any credit balance left on a student account that becomes inactive through graduation, withdrawal, or any other event is automatically reimbursed to the student within 60 days of the account's change of status. A reimbursement check is made to the student and mailed to the student's last-known billing address. If a student wishes to have the Institute return the credit balance to a lender of a federal or alternative student loan, the student must complete the appropriate paperwork with the Office of Financial Aid at the time of graduation or withdrawal from the Institute.

TERMINATION DATE

For refund purposes, the termination date for institutional withdrawal is the last date of actual attendance at the Institute by the student or the date of determination in accordance with the Institute's withdrawal policy. Similarly, the termination date for withdrawal from individual classes is the date of receipt of the appropriate withdrawal form. Notice of cancellation or withdrawal should be given by completing the appropriate withdrawal form, whether it is withdrawal from the Institute or from specific classes for which the student registered.

If the student's account remains delinquent for over 30 days, the Institute reserves the right to cancel the student's registration.

SPECIAL CASES

In the documented event of prolonged illness or accident, death in the family, or other special circumstances that make it impractical to complete the program in which the student is enrolled, the Institute shall make a settlement that is reasonable and fair to both parties. These will be determined on a case-by-case basis. Students may submit a request for consideration via email, to the Accounting Office at accounting@digipen.edu.

APPLICATION OF POLICY

Any monies due to the student shall be refunded within 60 days from the Date of Determination when the Institute determines that a student is considered as withdrawn or within 60 days from the receipt of payment or credit memo, in the event that the date of such receipt is occurred after the Date of Determination.

If a student's financial obligation is not fulfilled, the Institute is authorized to do the following until the owed monies are paid:

- Block the student's class registration for upcoming semester.
- Block the student's ability to re-enroll in DigiPen.

DigiPen's Institutional Refund Policy operates independently from the Return of Title IV Funds Policy required for Title IV federal student aid recipients.

Financial Assistance

The Role of the Office of Financial Aid

The primary objective of the Office of Financial Aid is to assist students and their families in meeting basic educational costs. The Office of Financial Aid's goal is to provide financial assistance to eligible students by utilizing all federal, state, community, and on-campus resources for those who qualify. We strive to provide comprehensive information about all financial aid programs and to deliver student financial assistance in a timely and efficient manner. DigiPen administers all financial aid programs in accordance with established federal, state, and institutional regulations and policies. Please contact the Office of Financial Aid or visit digipen.edu/financial-aid for the most up-to-date information on the policies and programs detailed below.

Federal Student Aid

WHO CAN APPLY

To be eligible to apply for Federal Student aid, students must meet the following requirements:

- Be a citizen of the United States or an eligible non-citizen;
- Have a valid Social Security number;
- Be enrolled in a degree program
- Not owe a repayment on a grant or be in default on a student loan;
- Be making Satisfactory Academic Progress (if a returning DigiPen student).

For more information, please see the *Satisfactory Academic Progress* section.

Other types of financial aid, such as the Washington State College Grant, Veterans Benefits, and Private Loans, have additional eligibility criteria.

How to Apply

To apply for Federal Student Aid, go to fafsa.gov and complete the Free Application for Federal Student Aid (FAFSA). The FAFSA will be available October 1st of each calendar year. Please be sure to include DigiPen Institute of Technology federal school code: 037243. It is important to file the FAFSA as early as possible so that the student's financial aid award can be finalized and the academic year can be planned. Please know that some funds are limited and are awarded on a first-come, first-served basis.

Types of Financial Aid

Financial aid is available to those who qualify. Financial Aid is intended to pay for courses that are required to complete your declared degree and/or major. If you are planning to take courses that do not directly fulfill an academic degree requirement, contact the Office of Financial Aid to determine how your aid will be affected.

Grants

Grants are a form of financial aid that do not need to be repaid and are typically awarded on the basis of financial need.

FEDERAL PELL GRANT PROGRAM

The Federal Pell Grant program provides grants for low-income students as determined by the FAFSA. This need-based grant is only awarded to eligible undergraduate students who are pursuing their first undergraduate degree. Grants can be used for tuition, fees, and living expenses. The grant amount depends on the family's financial need and on the student's enrollment status. Students who have already earned a bachelor's degree, master's degree, or other professional degree do not qualify for Pell Grants.

FEDERAL SUPPLEMENTAL EDUCATIONAL OPPORTUNITY GRANT (FSEOG)

The FSEOG program provides grants for students whose FAFSA results indicate exceptional financial need. This need-based grant is awarded to undergraduate students who qualify and is based upon completion of the FAFSA. Funds are limited for the program, and grants are made to Pell Grant recipients first.

IRAQ AND AFGHANISTAN SERVICE GRANT (IASG)

The Iraq and Afghanistan Service Grant is a non-need-based grant available to any undergraduate student whose parent or guardian died as a result of military service in Iraq or Afghanistan after September 11, 2001. Recipients must either have been less than 24 years of age or enrolled in an institution of higher education at the time of their parent or guardian's death. If a student is not eligible for the Pell Grant, the IASG entitles the student to receive an amount equal to the maximum Pell Grant; if the student is eligible for a partial Pell grant, the IASG may qualify the student for an increase in funds up to the maximum Pell Grant.

Washington State Funding

Students who are residents of Washington state may qualify for additional need-based financial aid. In order to be considered a resident of Washington for this purpose, a student must have begun living in the state one calendar-year prior to their first day of attendance at any WA institution of higher education. Exceptions exist for specific circumstances, contact the Office of Financial Aid for more information.

Eligibility for WA Student Financial Aid requires students to complete the FAFSA. Students who are WA State residents but are not eligible to complete a FAFSA may still qualify and should complete the WASFA Application. For a full list of eligibility requirements and detailed information about the programs below, visit digipen.edu/financial-aid.

WASHINGTON STATE COLLEGE GRANT PROGRAM (WSCG)

The Washington State College Grant helps the state's lowest-income undergraduate students pursue degrees, hone their skills, or retrain for new careers. Like the Pell Grant, this grant is dependent on the student's financial need. All eligible students who complete the FAFSA will be considered for this grant.

COLLEGE BOUND SCHOLARSHIP

Students may use a Washington State College Bound Scholarship at DigiPen, if they applied for it in grades 7 and 8 and high school. The scholarship amount will cover a percentage of tuition predetermined by the state.

OPPORTUNITY GRANT (WASHINGTON STATE)

The Opportunity Grant helps low-income adults reach the educational tipping point and beyond in high-wage, high-demand careers. This grant can be applied to tuition, fees, and allows a reimbursement of up to \$1,000 per year for books and supplies. To qualify for this one-time grant, students must demonstrate financial need based on their FAFSA and submit a separate Opportunity Grant application. Funds are limited and eligible students are awarded on a first-come, first-served basis.

ASSISTANCE FROM OTHER STATES

There may be state grant availability to students who are residents of other states. Please check your state's local authorizing agency.

DigiPen Scholarships

Scholarships are a form of financial aid that do not need to be repaid. DigiPen Scholarships can be awarded based on merit or financial need or a combination of both. DigiPen offers need-based and merit-based scholarships. We are committed to helping students who exhibit financial need, and we recognize the importance of rewarding excellence. Some of DigiPen's scholarships require a separate application; visit our website for specific instructions at digipen.edu/scholarships.

Once you have been offered a DigiPen Scholarship you have to meet select eligibility criteria in order to receive the funds:

- Student must be a full-time matriculated/active student taking a minimum of 12 credits as an undergraduate or nine credits as a graduate student to receive the full amount of the scholarship each semester.
- You must meet the standards of the Federal Financial Aid Satisfactory Academic Progress policy. SAP is checked

after each semester. Students who are on Warning are still eligible to receive their scholarship.

- Your scholarship is only valid during the time period specified on the terms of your scholarship award letter. If you withdraw from any classes at any time, you may only be refunded for the tuition that you paid and not for any of the tuition costs that were covered by this scholarship.
- Should you fail to attend DigiPen Institute of Technology during the semesters indicated on your scholarship award letter, your scholarships will become null and void.

The scholarships DigiPen offers are

MERIT SCHOLARSHIP

For new undergraduate and graduate students who exhibit exceptionally strong academic performance and/or artistic or musical talent.

THE BRIDGE SCHOLARSHIP

For new undergraduate and graduate students who demonstrate considerable financial need.

JIM JOHNSON MEMORIAL SCHOLARSHIP

For new and continuing undergraduate and graduate students in the BFA in Digital Art and Animation program who demonstrate talent, creativity, and a sense of adventure and courage in pursuit of a degree in digital art.

CONTINUING STUDENT ACADEMIC SUCCESS SCHOLARSHIP

For continuing undergraduate and graduate students who demonstrate academic success during their time at DigiPen.

FINANCIAL STIMULUS SCHOLARSHIP

For continuing undergraduate and graduate students who demonstrate financial need.

CAMPUS LEADERSHIP SCHOLARSHIP

For continuing undergraduate and graduate students who have proven to be valued members of the DigiPen community by actively participating in campus organizations and activities.

TECH ACADEMY SCHOLARSHIP (PRESIDENTIAL MERIT SCHOLARSHIP)

For incoming students who have participated in the DigiPen Tech Academy program and have shown outstanding merit before enrolling as a student at DigiPen.

INTERNATIONAL TRANSFER SCHOLARSHIP

For incoming international students who have previously attended another U.S. institution of higher education and are transferring to DigiPen. Cumulative GPA and the amount of credits earned at the previous institution are taken into consideration.

DIVERSITY, EQUITY, AND INCLUSION SCHOLARSHIP

For incoming students, this fund supports DigiPen's commitment to using education as a social equalizer and ensuring that all students have equitable access to DigiPen's education. The following factors may be considered in the selection process:

- Personal background, extracurriculars, awards, or community service
- Part of an underserved group, including but not limited to:
 - Women in STEAM
 - Historically underrepresented minority groups
 - Students who are the first in their family to pursue a degree
 - Youth in foster care
 - LGBTQIA+ students
 - Students with disabilities

SHIELD SCHOLARSHIP

For incoming, matriculated/active, U.S. Citizens, and international students, this fund provides aid a semester at a time for students who may need additional financial assistance within an academic year after completing the Free Application for Federal Student Aid (FAFSA), when applicable, and exhausting all other financial aid options.

PROMOTING BIPOC IN STEAM SCHOLARSHIP

For incoming students, this fund supports DigiPen's recognition that diverse voices and perspectives enrich the educational environment, and acknowledgement that college can remain unaffordable for many. The BIPOC scholarship supports Black and Indigenous students, as well as those who may have suffered from historical and systemic racism and discrimination.

PROBABLYMONSTERS FOUNDATION SCHOLARSHIP

Benefiting students interested in a career in the game industry, ProbablyMonsters Studios is supplying multiple full-tuition scholarships for continuing undergraduate students.

PROBABLYMONSTERS HARDSHIP SCHOLARSHIP

For continuing undergraduate and graduate students who are experiencing a financial hardship.

Veterans Affairs - The GI Bill®

The GI Bill® is a registered trademark of the U.S. Department of Veterans Affairs (VA). More information about education benefits offered by the VA is available at the official U.S. government website at benefits.va.gov/gibill/.

VETERANS BENEFITS

Selected programs of study at DigiPen Institute of Technology are approved by the Washington Student Achievement Council's State Approving Agency (WSAC/SAA) for enrollment of persons eligible to receive Veterans Affairs (VA) educational benefits. The

following VA educational assistance benefits are available at DigiPen:

- Chapter 30 (Title 38, U.S. Code)—Montgomery GI Bill® for Active Duty and Veterans
- Chapter 32 (Title 38, U.S. Code)—Veterans Educational Assistance Program
- Chapter 33 (Title 38, U.S. Code)—Post 9/11 GI Bill®
 - DigiPen participates in the Yellow Ribbon program for those students who may be eligible.
- Chapter 35 (Title 38, U.S. Code)—Dependents of Disabled/ Deceased Veterans
- Chapter 1606 (Title 10, U.S. Code)—Montgomery GI Bill® for National Guard & Selected Reserves

Eligibility for the various VA educational benefits programs is determined, in part, by the student's date of enlistment, and the student must be a degree-seeking student with a declared major at DigiPen. In all cases, the Department of Veterans Affairs makes the final determination of eligibility. Application forms for VA benefits are available at va.gov.

Prospective students who believe they might be eligible for VA educational benefits should contact DigiPen's Office of Financial Aid for more information and to begin the application process. The Office of Financial Aid may assist veterans in seeking other sources of financial aid in addition to their VA educational benefits.

CERTIFICATION

In order to start the initial certification process, students will need to provide the School Certifying Official with a copy of their Certificate of Eligibility (obtained from the VA), copy of DD-214 (if a veteran), and complete DigiPen's VA Benefits Certification Request Form.

The Office of Financial Aid will send out an email with the VA Benefits Certification Request Form attached each semester for completion. Submitting the VA Benefits Certification Request Form indicates a student's interest in being certified for the semester and confirms courses registered for count towards the student's degree program or declared minor.

Students will not be certified for the semester until the VA Benefits Certification Request Form is completed and signed by the student and either their Student Success Advisor or a member of the Registrar's Office.

VA BENEFITS & LATE CERTIFICATION

All chapter 31 or 33 VA students who have submitted a copy of their Certificate of Eligibility to the School Certifying Official by the first day of classes will not receive a late fee, be denied access to classes, libraries, or other institutional facilities, have

their account frozen or be required to cover any VA covered portion of their financial obligation due to delayed disbursement funding from the VA.

VA benefits must be certified within the first 30 days of the semester, paperwork turned in after this deadline will not be processed until the following semester and students will not be able to utilize their VA benefits to pay for the semester.

Loans

Loans are a form of financial aid that is borrowed and that must be repaid. An education loan is money borrowed to pay educational expenses.

FEDERAL DIRECT LOAN PROGRAM

This program is also referred to as the William D. Ford Federal Direct Loan Program. Eligible students and parents borrow directly from the U.S. Department of Education. Direct Loans consist of Subsidized and Unsubsidized Loans, Federal Direct PLUS Loans and Federal Direct Consolidation Loans. DigiPen Institute of Technology awards these loans, but students and parents repay them directly to the federal government.

DIRECT SUBSIDIZED LOANS

This is a fixed-interest loan awarded to undergraduate students based on financial need as determined by the FAFSA. This loan is subsidized by the federal government who pays the interest on these loans while the student is enrolled more than half-time and during qualifying periods of deferment. Eligibility may be reduced if a student begins a program at another institution and transfers to DigiPen.

FEDERAL DIRECT UNSUBSIDIZED LOANS

This is a fixed-interest loan awarded to undergraduate and graduate students who complete a FAFSA, regardless of financial need.

This loan is unsubsidized during enrollment so interest will begin accruing immediately as funds are disbursed. Students can opt to either pay the interest as it accrues, or defer payment, in which case the interest is capitalized

FEDERAL DIRECT PARENT LOAN FOR UNDERGRADUATE STUDENTS (DIRECT PLUS LOANS)

This is a fixed-interest loan parents can obtain for their dependent undergraduate students if they have completed a FAFSA. These loans are unsubsidized, non-need-based loans awarded to parents of dependent undergraduate students. PLUS loans can't exceed the Cost of Attendance budget minus other forms of aid. A separate application is required and the borrower may not qualify if they have adverse credit history.

FEDERAL DIRECT GRADUATE PLUS LOANS

This is a fixed interest loan awarded to graduate students who have completed a FAFSA. This loan can cover a large portion of educational costs, but cannot exceed the Cost of Attendance

Budget. A separate application is required and the borrower may not qualify if they have adverse credit history.

PRIVATE LOANS

Private Education Loans, also known as Alternative Education Loans, are student loans offered by private banks or other financial institutions. These loans are credit-based and may have variable interest rates. DigiPen Institute of Technology does not participate in any preferred lender arrangements, nor does it endorse any lenders.

Enrollment Requirements for Financial Aid Eligibility

Federal regulations set full-time enrollment for undergraduate students at 12 or more credits per semester. Full-time enrollment for graduate students is 9 or more credits per semester or as required for the program. Both undergraduate and graduate students must be enrolled at least half-time in order to be eligible for Federal Student Loans. Undergraduate students' eligibility for Pell Grants, FSEOG, WA Student Financial Aid, and other grant and scholarship programs are determined in part by enrollment level. Changes in a student's enrollment may require an adjustment and/or repayment of financial aid funds that have been awarded.

Federal Return of Title IV Funds (R2T4) Policy

Financial aid funds are awarded to a student under the assumption that the student will attend DigiPen for an entire term. If the student officially or unofficially withdraws from DigiPen during the term, the student and school are required to return the unearned part of the federal funds back to the Department of Education. The calculation used to determine the amount of earned and unearned aid is called the Return to Title IV (R2T4) calculation.

FOR OFFICIAL WITHDRAWALS:

- All federal aid is considered earned if the student remains enrolled and remains in attendance through at least the 60% point of the term in which federal aid is received.
- A prorated portion of the federal aid received must be returned according to the R2T4 formula if the student officially withdraws prior to completing 60% of the term.

FOR UNOFFICIAL WITHDRAWALS:

- A prorated portion of the federal aid received must be returned, according to the R2T4 formula using the 50% point of the term as the last date of academic activity.

For the complete Return of Title IV Funds policy please refer to the [Financial Aid Handbook](#).

Drug Convictions and Financial Aid Eligibility

A federal or state drug conviction can disqualify a student for Federal Student Aid funds. Convictions count against a student for an offense that occurred during a period of enrollment for which the student was receiving Federal Student Aid. Drug or other convictions can also disqualify students for DigiPen institutional scholarships and grants.

Please refer to the Policies and Consumer Information section at: digipen.edu/financial-aid.

Study Abroad for Federal Student Aid Eligibility

DigiPen does not offer study abroad programs that are eligible for Federal Student Aid at this time.

DigiPen's Financial Aid Code of Conduct

In response to the enactment of the Higher Education Opportunity Act in August of 2008, DigiPen's Office of Financial Aid has adopted the following NASFAA (National Association of Student Financial Aid Administrators) Code of Conduct to help ensure ethical behavior and the highest level of professional practices. All DigiPen staff members responsible for the administration of federal, state, and private educational loans are subject to these guidelines.

NASFAA STATEMENT OF ETHICAL PRINCIPLES

The primary goal of the financial aid professional is to help students achieve their educational goals through financial support and resources. NASFAA members are required to exemplify the highest level of ethical behavior and demonstrate the highest level of professionalism. The following guidelines were last updated by NASFAA's Board of Directors in March 2014.

We, financial aid professionals, declare our commitment to the following Statement of Ethical Principles.

Financial aid administrators shall:

Advocate for students

Remain aware of issues affecting students and continually advocate for their interests at the institutional, state and federal levels.

Support federal, state and institutional efforts to encourage students, as early as the elementary grades, to aspire to and plan for education beyond high school.

Manifest the highest level of integrity

Commit to the highest level of ethical behavior and refrain from conflict of interest or the perception thereof.

Deal with others honestly and fairly, abiding by our commitments and always acting in a manner that merits the trust and confidence others have placed in us.

Protect the privacy of individual student financial records.

Promote the free expression of ideas and opinions, and foster respect for diverse viewpoints within the profession.

Support student access and success

Commit to removing financial barriers for those who want to pursue postsecondary learning and support each student admitted to our institution.

Without charge, assist students in applying for financial aid funds. Provide services and apply principles that do not discriminate on the basis of race, gender, ethnicity, sexual orientation, religion, disability, age, or economic status.

Understand the need for financial education and commit to educate students and families on how to responsibly manage expenses and debt.

Comply with federal and state laws

Adhere to all applicable laws and regulations governing federal, state, and institutional financial aid programs.

Actively participate in ongoing professional development and continuing education programs to ensure ample understanding of statutes, regulations, and best practices governing the financial aid programs.

Encourage colleagues to participate in the financial aid professional associations available to them at the state, regional, or national level and offer assistance to other aid professionals as needed.

Strive for transparency and clarity

Provide our students and parents with the information they need to make good decisions about attending and paying for college.

Educate students and families through quality information that is consumer-tested when possible. This includes (but is not limited to) transparency and full disclosure on award notices.

Ensure equity by applying all need-analysis formulas consistently across the institution's full population of student financial aid applicants.

Inform institutions, students, and parents of any changes in financial aid programs that could affect their student aid eligibility.

Protect the privacy of financial aid applicants

Ensure that student and parent private information provided to the financial aid office by financial aid applicants is protected in accordance with all state and federal statutes and regulations, including FERPA and the Higher Education Act, Section 483(a)(3) (E) (20 U.S.C. 1090).

Protect the information on the FAFSA from inappropriate use by ensuring that this information is only used for the application, award, and administration of aid awarded under Title IV of the Higher Education Act, state aid, or aid awarded by eligible institutions.

DigiPen Institute of Technology does not and will not provide any commission, bonus, or other incentive payment based directly or indirectly on success in securing enrollment or financial aid to any persons or entities engaged in any student recruiting or admissions activities or in making decisions regarding the award of student financial assistance.

Student Affairs

The Office of Student Affairs provides services to all degree-seeking students in order to support their academic, professional, and personal development. The *Student Handbook* provides information on the services and procedures that a student will need in their life at DigiPen and beyond, including:

- Academic Advising
- Academic Support Lab
- Campus Life
- Housing
- Career Services
- Counseling Services
- Disability Support Services
- International Student Services
- Student Activities & Organization
- Student Programs
- First-Year Seminar
- Graduation
- New Student Orientation
- The sections below detail some aspects of the services provided by the Office of Student Affairs

Academic Advising

Each degree-seeking student is assigned to a Student Success Advisor upon matriculation into their degree program at DigiPen. Student Success Advisors specialize in supporting students through setting and working towards academic goals. Students should see their Student Success Advisors about issues related to academic and school policies, scheduling and course selection, Course Registration Override Request forms, alternate schedules, degree audits and graduation, classroom success, mentoring, and referrals to other resources.

It is recommended that students meet with their Student Success Advisor at least once a year and when applying for graduation. This ensures that students are enrolling in the correct classes and are making satisfactory academic progress through their degree program. For additional advising information, please contact studentsuccess@digipen.edu.

Academic Support Lab

Peer tutoring is available for most 100- and 200-level courses in the Academic Support Lab. For further information please contact studentsuccess@digipen.edu.

Career Services

DigiPen's Career Services staff provides a variety of resources for matriculated/active degree-seeking students to jumpstart their professional development before they graduate and transition into the industry. These resources include facilitated events for students to meet and interact with industry professionals, online tools and on-campus facilities to connect students with prospective employers, and professional development workshops. Additionally, students have access to one-on-one appointments with a Career Services staff member to review application materials (e.g., resumes, cover letters, websites) and discuss various career development strategies.

The Career Services staff coordinates a variety of on-campus events for students. For example, Career Services arranges for recruiters to meet with all students to offer insight into their companies, review resumes and student work, and interview potential hires at weekly Company Day presentations. Career Services also hosts an annual Career Fair every spring semester for all graduating students to showcase their projects and portfolios to employers and recruiters from across the country. Additionally, Career Services hosts an annual Internship Fair for students interested in internship opportunities. DigiPen's Career Services staff also works closely with faculty to host guest lectures by industry professionals on campus.

DigiPen's Career Services staff establishes relationships with potential employers and maintains an online Job Portal for students and alumni. The Career Services staff also posts available job and internship opportunities for students and alumni. DigiPen attends industry events, such as the Game Developers Conference, to promote the Institute's programs and students. The Career Services staff also posts available job and internship opportunities for students and alumni through exclusive and active social networking groups.

For further information, please email the Career Services staff at careerservices@digipen.edu. Please note that employment upon graduation is not guaranteed, nor is DigiPen obligated to secure employment on behalf of students.

Disability Support Services

DigiPen Institute of Technology ("DigiPen") is committed to providing equal access to all of its programs, courses, activities, events, and services. As required by the Americans with Disabilities Act of 1990 (the "ADA") as amended and Section 504 of the Rehabilitation Act of 1973 (P.L. 93-112) as amended (P.L. 93-16), DigiPen will provide reasonable accommodations to qualified students with disabilities.

DigiPen's Disability Support Services Office ("DSS Office") and its staff are appointed by the President of DigiPen to practice the authority to review student documentation and determine the needs for any reasonable accommodations to be provided by

DigiPen to ensure equal access. Wherever possible, reasonable accommodations will be offered provided they neither fundamentally alter the nature of the programs or the academic requirements that are considered essential to the program of study, nor create an undue hardship for DigiPen.

DSS Office staff will engage in a collaborative effort with students to assure equal access for students with disabilities. The DSS Office will also work with departments, faculty, and staff in the broader DigiPen community to prevent and eradicate discrimination on the basis of disability.

Current and prospective students who would like more information on DSS should contact the DSS Office at dss@digipen.edu.

Counseling Services

DigiPen Counseling Center provides resources to students dealing with a variety of personal issues, from short-term individual counseling to crisis intervention. All services offered by the DigiPen Counseling Center are overseen by Washington state-licensed mental health counselors and are completely free to DigiPen students. Current and prospective students who would like more information on DigiPen's counseling services should contact the center by emailing counseling@digipen.edu or calling (425) 629-5015.

Student Affairs and Faculty Mentors

DigiPen Institute of Technology has a dual advising system for students. Each student is assigned both a Student Success Advisor (SSA) and a Faculty Mentor upon matriculation at DigiPen.

SSAs are full-time Student Affairs staff members who support students through setting and working towards academic goals. Students should see their Student Success Advisors about issues related to academic policies, scheduling and course selection, degree audits and graduation, classroom success, and referrals to other resources.

Faculty Mentors are full-time faculty whose mentoring may take many forms depending on the needs of the students, but may include supporting their professional networking, assisting with interactions with other faculty or staff, dealing with issues such as stress or time management, understanding the nature of their education, and many other possible topics.

For additional advising information, please contact studentsuccess@digipen.edu

Alumni Relations

The Institute maintains a database of all graduates, and DigiPen alumni are encouraged to report back regarding changes to their professional status. DigiPen hosts annual alumni events at the Game Developers Conference and PAX, as well as other networking and community building events for alumni to connect with one another. DigiPen also provides career resources post-graduation and encourages alumni to remain connected with the DigiPen community.

The Alumni Audit allows graduates of DigiPen Institute of Technology to take courses tuition-free within 10 calendar years of graduation. Participating alumni must review and sign an Alumni Audit Enrollment Agreement prior to attending courses.

Housing

DigiPen Housing, offered by DigiPen Housing, LLC,* is more than just a place to sleep — it's a community that supports students as they adapt to DigiPen's challenging academic environment.

DigiPen Housing is a great option for students who are living away from home for the first time. We provide a safe and comfortable living environment for students, offer management services that allow students to focus on their studies, and employ qualified, well-trained staff who enjoy working with students.

DigiPen Housing offers apartment-style housing to a limited number of undergraduate and graduate students, as well as those enrolled in summer courses at DigiPen or Singaporean students participating in the Overseas Immersion Program. Assignments are based on application deadlines and availability of housing is not guaranteed for all applicants.

Application deadlines, costs and a list of amenities are available at digipen.edu/campus-life/housing

Regulation of Conduct and Disciplinary Procedures

DigiPen Institute of Technology is an academic institution that strives to ensure all students have a safe and effective learning environment free of harassment, which supports collaborative and cooperative education. To this end, students will comport themselves in a professional manner when dealing with instructors, faculty, administrators, and/or other students. They are expected to dress and manage personal hygiene in a way that does not cause undue offense to other students, faculty, or staff of the Institute, and to refrain from verbal or physical intimidation of others. The Institute has the right to take appropriate disciplinary action warranted by a student's misconduct. The specific provisions as to offenses, penalties, and disciplinary procedures set out below should not be construed as limiting the general authority of the Institute.

The following information are available in *DigiPen's Student Handbook*.

- Code of Student Conduct
- Academic Dishonesty
- Disciplinary Process
- Warnings
- Penalties
- Appealing a Charge of Academic Dishonesty or Policy Violation
- Appealing a Decision Made by the Appeals and Disciplinary Committee
- Dismissal by the Institute

Student Internships

Overview of Internships for Credit

Student internships are monitored, on-site work or service experiences for which students earn credit. Students who meet the prerequisites and are in good academic standing are eligible for internships.

The internship usually takes place in a professional workplace under the supervision of an experienced professional, whereby a high degree of responsibility is placed on the student. Internships can be part-time or full-time and must be paid. Internships must be approved in advance by the Institute.

General Information Regarding Internship Programs

Through an internship program, students establish and meet intentional learning goals through actual product development experience, while actively reflecting on what they are learning throughout the experience. The goals for the internship may include:

- Academic learning—applying knowledge learned in the classroom to tasks in the workplace.
- Career development—gaining knowledge necessary to meet minimum qualifications for a position in the student's field of interest.
- Skill development—an understanding of the skills and knowledge required in a specific job category within the industry.
- Personal development—gaining decision-making skills, critical thinking skills, and increased confidence and self-esteem.

Since internships have a strong academic component, students are carefully monitored and evaluated for academic credit. Internships may vary in duration but generally last for one semester (3-4 months) and credit is granted based on 45 hours of internship per credit. For example, 4 credits (180 hours) and 3 credits (135 hours). Typically, students may replace two semesters of their respective program's projects courses. Please refer to individual program requirements for more information.

More detailed information about student internships can be found in the Internship Guidelines available in the Office of Career Services.

Family Educational Rights and Privacy Act (FERPA)

Students' Rights to Their Academic Records

The Family Educational Rights and Privacy Act (FERPA) affords eligible students certain rights with respect to their education records. (An "eligible student" under FERPA is a student who is 18 years of age or older or who attends a postsecondary institution at any age.) These rights include:

1. The right to inspect and review the student's education records within 45 days after the day the Institute receives a request for access. A student should submit to the Office of the Registrar, Dean, or head of the academic department a written request that identifies the record(s) the student wishes to inspect. The Institute official will make arrangements for access and notify the student of the time and place where the records may be inspected. If the records are not maintained by the Institute official to whom the request was submitted, that official shall advise the student of the correct official to whom the request should be addressed.
2. The right to request the amendment of the student's education records that the student believes is inaccurate, misleading, or otherwise in violation of the student's privacy rights under FERPA.
 - A student who wishes to ask the school to amend a record should write the school official responsible for the record, clearly identify the part of the record the student wants changed, and specify why it should be changed.
 - If the Institute decides not to amend the record as requested, the Institute will notify the student in writing of the decision and the student's right to a hearing regarding the request for amendment. Additional information regarding the hearing procedures will be provided to the student when notified of the right to a hearing.
3. The right to provide written consent before the Institute discloses personally identifiable information (PII) from the student's education records, except to the extent that FERPA authorizes disclosure without consent.
 - The Institute discloses education records without a student's prior written consent under the FERPA exception for disclosure to school officials with legitimate educational interests. A school official typically includes a person employed by the Institute in an administrative, supervisory, academic, research, or support staff position

(including law enforcement unit personnel and health staff); a person serving on the Board of Trustees; or a student serving on an official committee, such as a disciplinary or grievance committee. A school official also may include a volunteer or contractor outside of the Institute who performs an institutional service or function for which the school would otherwise use its own employees and who is under the direct control of the school with respect to the use and maintenance of PII from education records, such as an attorney, auditor, or collection agent or a student volunteering to assist another school official in performing his or her tasks. A school official typically has a legitimate educational interest if the official needs to review an education record in order to fulfill his or her professional responsibilities for the Institute.

4. The right to file a complaint with the U.S. Department of Education concerning alleged failures by the Institute to comply with the requirements of FERPA. The name and address of the office that administers FERPA is:

- Family Policy Compliance Office
U.S. Department of Education
400 Maryland Avenue, SW
Washington, DC 20202

SEE THE LIST BELOW OF THE DISCLOSURES THAT POSTSECONDARY INSTITUTIONS MAY MAKE WITHOUT CONSENT.

FERPA permits the disclosure of PII from students' education records, without consent of the student, if the disclosure meets certain conditions found in § 99.31 of the FERPA regulations. Except for disclosures to school officials, disclosures related to some judicial orders or lawfully issued subpoenas, disclosures of directory information, and disclosures to the student, § 99.32 of FERPA regulations requires the institution to record the disclosure. Eligible students have a right to inspect and review the record of disclosures. A postsecondary institution may disclose PII from the education records without obtaining prior written consent of the student —

- To other school officials, including teachers, within DigiPen whom the school has determined to have legitimate educational interests. This includes contractors, consultants, volunteers, or other parties to whom the school has outsourced institutional services or functions, provided that the conditions listed in § 99.31(a)(1)(i)(B)(1) - (a)(1)(i)(B)(3) are met. (§ 99.31(a)(1))
- To officials of another school where the student seeks or intends to enroll, or where the student is already enrolled if the disclosure is for purposes related to the student's enrollment or transfer, subject to the requirements of § 99.34. (§ 99.31(a)(2))

- To authorized representatives of the U. S. Comptroller General, the U.S. Attorney General, the U.S. Secretary of Education, or State and local educational authorities, such as a State postsecondary authority that is responsible for supervising the university's State-supported education programs. Disclosures under this provision may be made, subject to the requirements of §99.35, in connection with an audit or evaluation of Federal- or State-supported education programs, or for the enforcement of or compliance with Federal legal requirements that relate to those programs. These entities may make further disclosures of PII to outside entities that are designated by them as their authorized representatives to conduct any audit, evaluation, or enforcement or compliance activity on their behalf. (§§ 99.31(a)(3) and 99.35)
- In connection with financial aid for which the student has applied or which the student has received, if the information is necessary to determine eligibility for the aid, determine the amount of the aid, determine the conditions of the aid, or enforce the terms and conditions of the aid. (§ 99.31(a)(4))
- To organizations conducting studies for, or on behalf of, the school, in order to: (a) develop, validate, or administer predictive tests; (b) administer student aid programs; or (c) improve instruction. (§ 99.31(a)(6))
- To accrediting organizations to carry out their accrediting functions. (§ 99.31(a)(7))
- To parents of an eligible student if the student is a dependent for IRS tax purposes. (§ 99.31(a)(8))
- To comply with a judicial order or lawfully issued subpoena. (§ 99.31(a)(9))
- To appropriate officials in connection with a health or safety emergency, subject to § 99.36. (§ 99.31(a)(10))
- Information the school has designated as "directory information" under § 99.37. (§ 99.31(a)(11))
- To a victim of an alleged perpetrator of a crime of violence or a non-forcible sex offense, subject to the requirements of § 99.39. The disclosure may only include the final results of the disciplinary proceeding with respect to that alleged crime or offense, regardless of the finding. (§ 99.31(a)(13))
- To the general public, the final results of a disciplinary proceeding, subject to the requirements of § 99.39, if the school determines the student is an alleged perpetrator of a crime of violence or non-forcible sex offense and the student has committed a violation of the school's rules or policies with respect to the allegation made against him or her. (§ 99.31(a)(14))
- To parents of a student regarding the student's violation of any Federal, State, or local law, or of any rule or policy of

the school, governing the use or possession of alcohol or a controlled substance if the school determines the student committed a disciplinary violation and the student is under the age of 21. (§99.31(a)(15))

Proxy and FERPA Forms

PROXY

In Colleague Self Service, students may grant 'proxy' to an individual to access certain aspects of their student account. By adding a proxy, students waive all or some of their privacy rights under FERPA to the designated individual. Proxy access is set by the student and can allow universal access or restrict proxy access to certain information (such as billing information, financial aid information, or grades). The designated individual will be able to view, print and download information to which the student has granted them access. Proxy access also grants the designated individual the right to communicate with Financial Aid, Bursar, SSA, Faculty, and Registrar about ONLY the information to which the student has permitted proxy access. A separate, paper FERPA waiver is not required to release information to a proxy as long as the only information released aligns with the access the student has granted their proxy.

FERPA RELEASE FORM FOR EMPLOYMENT REFERENCE

A Proxy in Colleague Self Service is not broad enough to cover any and all FERPA required permissions. To allow a faculty or staff member permission to support a student as a reference for a job or other university application (written or oral), a separate Student Reference Request/FERPA Release form must be completed and submitted. The Proxy module in CSS has a link to the form required for this.

FULL FERPA BLOCK

A Proxy in Colleague Self Service is not broad enough to cover a complete block of all Directory Information. Without a Full FERPA Block, the school may share basic directory information.

This includes

1. Name
2. Primary telephone number
3. Institute email address (*This is a DIT policy, whereas FERPA does not limit to institute emails only.*)
4. Major field of studies
5. Dates of attendance
6. Degrees and awards received
7. Full-time or part-time enrollment status

8. Number of credits for which a student is registered each semester.
9. Educational institutions attended

While we will not share this information without good reason, you should be aware that it is allowed under the FERPA regulations. If you would like to create a Full FERPA Block, you may click on the link, found within the CSS Proxy module. However, you should know that this will remove your name from ALL publications, events, announcements, etc.

Our Faculty

DigiPen faculty teach a vast spectrum of topics in courses spanning 10 academic departments. See each department page for a full list of faculty by department.

- *Academic Departments*
- *Animation and Production*
- *Computer Science*
- *Design*
- *Digital Arts*
- *Electrical and Computer Engineering*
- *Fine Arts*
- *Game Development and Production*
- *Humanities and Social Sciences*
- *Mathematics*
- *Music*
- *Physics*

Contacts

Accounting

accounting@digipen.edu

Admissions

admissions@digipen.edu

Career Services

careerservices@digipen.edu

Counseling Services

counseling@digipen.edu

Disability Support Services

dss@digipen.edu

Financial Aid

faid@digipen.edu

Registrar

registrar.us@digipen.edu

Student Affairs

studentaffairs@digipen.edu

