PROGRAM OVERVIEW

Digital Design is a professionally-oriented program that focuses on interactive, screen-based design, students produce work for mobile devices, web, film, and television. Digital Design is conceptually-based around solving problems for people. Design research, theory, aesthetics, collaboration, and branding are heavily emphasized. Digital Design graduates are trained to be art and creative directors, UX or UI designer and many go on to start their own design firms. Digital Design is the only program in the Rocky Mountain region to teach branding, aesthetics, collaboration, and theory – beyond just production and technique. In addition, Digital Design graduates have a high level of software sophistication and learn to design using industry standard software. Digital Design students are more marketable upon graduation because of their skill set and its broad applications.

ACADEMIC ADVISING

Freshmen with fewer than 30 credits and/or CAM students who are Undeclared are assigned to the Center for Undergraduate Exploration and Advising (CUE&A). All other College of Arts & Media (CAM) students with more than 30 credits who have declared CAM majors are assigned to the CAM Office of Advising and Student Services.

Students can connect with the internal CAM admissions team to learn more about the program, additional admission requirements, spaces, equipment and technology.

Students with a declared CAM major that have more than 30 credits are encouraged to meet with a CAM advisor every semester prior to registration.

Freshmen with fewer than 30 credits and/or CAM students that are Undeclared students are assigned to the Center for Undergraduate Exploration and Advising. These students are required to meet with an advisor every semester prior to registration.

CAM Recruitment and Enrollment
CAMinfo@ucdenver.edu
Visit the CAM website here
Arts Building, Suite 177
303-315-7400 (option 1)

CAM Office of Advising and Student Services
CAMadvising@ucdenver.edu
Visit the CAM website here
Arts Building, Suite 177
303-315-7400 (option 1)

Center for Undergraduate Exploration and Advising (CUEA)
CUEA@ucdenver.edu
Visit the CUEA website here
Student Commons 1113
303-315-1940

GENERAL GRADUATION REQUIREMENTS & POLICIES

All CU Denver CAM students are required to complete the following minimum general graduation requirements:
1. Complete a minimum of 120 semester hours.
2. Achieve a minimum 2.0 CU cumulative grade point average (GPA).
3. Complete a minimum of 45 upper division (3000/4000 level) credits.
4. Complete all college and major requirements.
5. Residency: complete a minimum of 30 CU Denver hours in good standing at CU Denver.

PROGRAM REQUIREMENTS & POLICIES

Digital Design is very rigorous, and students are expected to be highly motivated. The program is structured with only one path through the course work (meaning everyone takes the same classes in the same order). Emphasis courses take a minimum of eight semesters to complete, assuming students start in fall semester and are accepted into the program the first time they apply. To be eligible to apply for admission, students must complete (or be currently enrolled in) a minimum of 3 courses: FINE 1000 Fostering Creativity, FINE 2405 Intro to Digital Design, and FINE 2415 Typography.

Students are responsible for meeting with a CAM advisor to confirm degree progress. Students completing the Fine Arts BFA Degree with an emphasis in Digital Design are required to complete the following minimum program requirements:
1. Complete 34 semester hours of **CU Denver Core Curriculum coursework**.
2. Complete a minimum of 77 semester hours of **major-area coursework** with a grade of C (2.0) or better in each course.
3. Complete a 3-credit College of Arts & Media graduation requirement.
4. After completing the pre-Portfolio course, students must apply to the Digital Design program via portfolio review in order to gain access to the advanced courses. More information on this application process can be obtained by contacting CAMInfo@ucdenver.edu.

Courses	Credits	Notes
Required CU Denver Core Curriculum Coursework	34	CU Denver Core Curriculum
Required College of Arts & Media graduation requirement Non-Major Arts (Theatre, Film, or Music)	3	
General Electives	8	
Major Specific Courses	42	
FINE 2405 Software Application for Digital Design *(Fall only)*	3	
FINE 2415 Typography Studio *(Fall only)*	3	
FINE 3404 Typography II *(Spring only)*	3	*Prerequisites: FINE 1000 + 2405 + 2415 and admission into Digital Design program.*
FINE 3400 Coding for Interaction Design	3	
FINE 3414 Motion Design I *(Spring only)*	3	*Prerequisites: FINE 1000 + 2405 + 2415 and admission into Digital Design program.*
FINE 3415 Design Studio I *(Spring only)*	3	*Prerequisites: FINE 1000 + 2405 + 2415 and admission into Digital Design program.*
FINE 3424 Interaction Design I *(Fall only)*	3	**Prerequisites: FINE 3404 + 3414 + 3415.*
FINE 3454 Motion Design II *(Fall only)*	3	**Prerequisites: FINE 3404 + 3414 + 3415.*
FINE 3444 Interaction Design II *(Spring only)*	3	**Prerequisites: FINE 3424 + 3454.*
FINE 3464 Design Studio II *(Spring only)*	3	**Prerequisites: FINE 3424 + 3454.*
FINE 3434 3D Motion Design OR 4420 Interactive III *(Fall only)*	3	**Prerequisites: FINE 3444 + 3464.*
FINE 4400 Design Studio III *(Spring only)*	3	**Prerequisite: FINE 3434.*
FINE 4480 Design Thesis Research *(Fall only)*	3	**Prerequisite: FINE 4400.*
FINE 4495 Design Thesis Project *(Spring only)*	3	**Prerequisite: FINE 4480.*
Additional Required Visual Arts Coursework	33	
FINE 1100 Drawing I	3	
FINE _____ 3-Dimensional Design- FINE 1500 or Character and Product Prototyping- FINE 3532	3	
FINE 2155 Intro to Digital Photography	3	
FINE 2600 Art History Survey I	3	
FINE 2610 Art History Survey II	3	
FINE 4600 History of Modern Design *(Spring only)*	3	*Prerequisites: FINE 2600 + 2610.*
FINE _____ Art History Elective	3	*Prerequisites: FINE 2600 + 2610.*
FINE _____ Visual Arts Elective	3	
FINE _____ Visual Arts Elective	3	
FINE _____ Visual Arts Elective	3	
FINE _____ Visual Arts Elective	3	
TOTAL PROGRAM HOURS	120	

SAMPLE ACADEMIC PLAN OF STUDY

The following academic plan is a *sample* pathway to completing degree requirements for this major. The plan below is intended for first-time, First-Year students. This guide assumes that the foreign language graduation requirement has been completed with high school courses or proficiency exam. This sample schedule can be adjusted to accommodate AP, IB, and/or CLEP credits, as well as courses taken during the summer sessions. In addition, students should tailor this plan based on transfer credit, course availability, and individual preferences related to course load, schedules, or add-on programs such as minors or double-majors. **Students deviating from this plan must fulfill course prerequisites and should meet with an advisor to confirm course sequencing and degree requirements.**

YEAR ONE

Semester 1	CRS
FINE 2405 Software Applications for Digital Design *(Fall only)*	3
FINE 2415 Typography Studio *(Fall only)*	3
First-Year Seminar *(fulfills CU Denver CORE req't)*	3
CU Denver CORE Math requirement	3
CU Denver CORE requirement	3
TOTAL SEMESTER HOURS	15

Semester 2	CRS
FINE 3404 Typography II *(Spring only)*	3
FINE 3414 Motion Design I *(Spring only)*	3
FINE 3415 Design Studio I *(Spring only)*	3
ENGL 1020 Core Composition I	3
FINE 2600 Art History Survey I	3
TOTAL SEMESTER HOURS	15

YEAR TWO

Semester 3	CRS
FINE 3400 Coding for Interaction Design	3
FINE 2610 Art History II	3
FINE 3424 Interaction Design I *(Fall only)*	3
FINE 3454 Motion Design II *(Fall only)*	3
ENGL 2030 Core Composition II	3
TOTAL SEMESTER HOURS	15

Semester 4	CRS
FINE 2155 Intro to Digital Photography	3
FINE 3444 Interaction Design II *(Spring only)*	3
FINE 3464 Design Studio II *(Spring only)*	3
FINE ____ Visual Arts Elective	3
FINE 4600 History of Modern Design *(Spring)*	3
TOTAL SEMESTER HOURS	15

YEAR THREE

Semester 5	CRS
FINE 1100 Drawing I	3
FINE 3434 3D Motion Design OR 4420 Interactive III *(Fall only)*	3
FINE ____ Art History Elective	3
FINE ____ Visual Arts Elective	3
CU Denver CORE requirement	3
TOTAL SEMESTER HOURS	15

Semester 6	CRS
FINE 4400 Design Studio III *(Spring only)*	3
FINE ____ 3-Dimensional Design- FINE 1500 or Character and	3
FINE ____ Visual Arts Elective	3
CU Denver CORE requirement	3
CU Denver CORE requirement *(suggest Lab Science)*	4
TOTAL SEMESTER HOURS	16

YEAR FOUR

Semester 7	CRS
FINE 4480 Design Thesis Research *(Fall only)*	3
FINE ____ Visual Arts Elective	3
General Elective (student's choice) [1]	3
CU Denver CORE requirement	3
General Elective (student's choice) [1]	3
TOTAL SEMESTER HOURS	15

Semester 8	CRS
FINE 4495 Design Thesis Project *(Spring only)*	3
Non-Major Arts (Film/TV &/or Music)	3
CU Denver CORE requirement	3
CU Denver CORE requirement	3
General Elective (student's choice) [1]	2
TOTAL SEMESTER HOURS	14

[1] -Students should consider that 45 credits of upper division (3000/4000 level) course work is required when selecting "student's choice" electives.