

CAREER CATALOG YEAR 2026-27 | B.F.A. IN DIGITAL MEDIA DESIGN, GAME DESIGN CONCENTRATION
B.F.A. in Digital Media Design with a Concentration in Game Design Degree Requirements

I. Completion of **all** of the following Digital Media & Design B.F.A core curriculum courses (**45** credits):

Course	Title	Credits
DMD 1001	Foundations in Digital Media and Design I	3
DMD 1002	Foundations in Digital Media and Design II	3
DMD 1101	Design Lab I	3
DMD 1102	Design Lab II	3
DMD 2010	History of Digital Culture	3
DMD 3010W	Critical Perspectives on Digital Media	3
DMD 4025	Portfolio and Professional Development: Putting it All Together	3
DMD 4040	Agency	3
DMD 4075	Senior Project (3 credits each, taken twice in consecutive semesters)	6

Nine additional credits in Art/Design/Digital Media/Film History or Theory	9
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ART 1030	Drawing I	3
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Select one Basic Studio course for three credits from the following:	3
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ART 2010	Life Drawing I
ART 2210	Illustration
ART 2310	Basic Studio, Painting
ART 2410	Basic Studio, Photography
ART 2510	Basic Studio, Printmaking
ART 2610	Basic Studio, Sculpture
DMD 3998	Digital Drawing

II. **All** of the following Game Design concentration specific courses (**33** credits):

Course	Title	Credits
DMD 1060	Fundamentals of Programming for Game, Web, and Interactive Media	3
DMD 2500	Introduction to Digital Game Design	3
DMD 2542	Introduction to Game Scripting	3
DMD 2580	2D Game Art	3
DMD 3500	Interactive Storytelling	3
DMD 4500	Advanced Digital Game Design and Development	3
15 credits of 2000 level or higher Game Design electives as approved by advisor. Nine of these credits must be at 3000-level or higher.		15

NOTES:

- Senior Project ("C" or better required for graduation)
- Exhibited work in annual B.F.A. Exhibition.
- Digital Media Design majors must maintain a minimum cumulative grade point average of 2.7 for all graded coursework at the University of Connecticut.
- Digital Media Design majors must maintain a minimum cumulative grade point average of 3.0 based on all courses required within the Digital Media Design majors.

University Common Curriculum Required Courses

Topics of Inquiry

Students must pass at least three credits of coursework in each of six Topics of Inquiry (TOI)

- [TOI-1: Creativity: Design, Expression, Innovation](#)
- [TOI-2: Cultural Dimensions of Human Experiences](#)
- [TOI-3: Diversity, Equity, and Social Justice](#)
- [TOI-4: Environmental Literacy](#)
- [TOI-5: Individual Values and Social Institutions](#)
- [TOI-6: Science and Empirical Inquiry](#)
- [TOI-6L: Science and Empirical Inquiry \(Laboratory Courses\)](#)

TOI Requirements

- At least three credits must be passed in each Topic of Inquiry (most courses fulfill two).
- Students must also satisfy a Focus requirement by successfully completing either three courses in a single Topic of Inquiry or three courses within a Theme.
- Topic of Inquiry courses may be counted toward the major.
- Including the Focus requirement, students must pass **at least 21 credits** of TOI courses.
- The 21 credits of TOI courses must be from at least six different subject areas as designated by subject code (e.g., ANTH). For cross-listed courses, students may count any subject code under which the course is offered toward this requirement regardless of the subject code under which they register for the course.
- Students must complete at least one laboratory course in TOI-6 (see TOI-6 for definition of laboratory class). This does not restrict courses outside TOI-6 from having laboratories, nor does it limit TOI-6 courses to be only laboratory courses.

Competencies

The Common Curriculum requires students to complete competencies in quantitative skills, second language proficiency, and writing.

Quantitative (Q) Competency

All students must pass two Q courses, which may also satisfy Topic of Inquiry requirements. One Q course must be from Mathematics or Statistics. Students should discuss with their advisor how best to satisfy these requirements based on their background, prior course preparation and career aspirations. Students whose high school algebra needs strengthening should be encouraged to complete MATH 1011Q Introductory College Algebra and Mathematical Modeling, as preparation for other Q courses. To receive credit for MATH 1011Q Introductory College Algebra and Mathematical Modeling, it must be taken before successful completion of another Q course. In some cases, advisors may recommend postponing registration in a Q course until after the student has completed a semester of course work at the University.

Second Language Competency

Second Language competency is established by either:

- passing the third-year high school level course in a language other than English, or
- attaining a Seal of Biliteracy, or
- the second semester course in the first year sequence of college level study in a language other than English.

When the years of study have been split between high school and earlier grades, the requirement is met if the student has successfully completed the third year high school level course. With anything less than that, the student must pass the second semester course in the first year sequence of college level study in a single language.

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Writing (W) Competency

All students must take either ENGL 1007 Seminar and Studio in Writing and Multimodal Composition or ENGL 1010 Seminar in Academic Writing or ENGL 1011 Seminar in Writing through Literature. Additionally, all students must take two writing-intensive (W) courses, which may also satisfy Topic of Inquiry requirements. One of these must be at the 2000-level and associated with the student’s major. Approved courses for each major are listed in their sections of this catalog. (Note: ENGL 1007 Seminar and Studio in Writing and Multimodal Composition or ENGL 1010 Seminar in Academic Writing or ENGL 1011 Seminar in Writing through Literature is a prerequisite to all writing-intensive courses).

Note on Additional Competencies

Two additional competencies – Information, Digital, and Media Literacy (IDML) and Dialogue - will be embedded in the curriculum.

YOUR PLAN: TOIs

Check off TOIs per course, minimum 3 credits per course→ Write courses/credits below↓	TOI-1: Creativity: Design, Expression, Innovation	TOI-2: Cultural Dimensions of Human Experiences	TOI-3: Diversity, Equity, and Social Justice	TOI-4: Environmental Literacy	TOI-5: Individual Values and Social Institutions	TOI-6: Science and Empirical Inquiry	Theme or Focus Area 3 courses (9 credits) from one TOI

YOUR PLAN: Competencies

Check off competencies met→ Write courses below (including applicable high school coursework)↓	Quantitative (Q) Competency 2 Q Courses (may overlap with a TOI)	Second Language Competency (see above criteria to determine how to satisfy)	Writing (W) Competency 1 Major W Course + 1 additional W Course

Students are ultimately responsible for ensuring all degree requirements are met.

- Refer to the **Undergraduate Catalog** for course descriptions and details for all requirements (catalog.uconn.edu).
- All students should regularly run their **Standard Advisement Report in StudentAdmin** to monitor progress towards degree requirements (<https://kb.uconn.edu/space/SAS/10769929317/Viewing+Your+Standard+Advisement+Report>).
- School of Fine Arts students must earn at least **120** credits, at least a 2.0 grade point average for all calculable course work, and have met all the requirements for the specific degree in addition to the common curriculum requirements of the University.
- Graduating students are encouraged to submit their final plan of study through StudentAdmin once they have completed registration for their final term or, at the latest, within the first two weeks of their final term to allow time to adjust their schedules if necessary.
- Major-required courses listed in the sample sequence should be taken in the semester listed below to ensure proper sequencing, ability to take courses in the semesters they are offered, and an appropriate timeline towards degree completion. If for some reason you need to divert from the recommended sequence of major-required courses, please consult with your faculty advisor before enrolling.

<u>First Semester</u>	<u>Second Semester</u>	<u>Third Semester</u>	<u>Fourth Semester</u>
-DMD 1001	-DMD 1002	-DMD 1060	-DMD 2542
-DMD 1101	-DMD 1102	-DMD 2500	-DMD 2580
-ART 1030	-DMD Art/Design/Digital Media/ Film History or Theory Course	-DMD 2010 (TOI2)	-DMD Art/Design/Digital Media/ Film History or Theory Course
-ENGL 1007	-TOI 6 Lab Course	-Q Course (MATH or STAT)	-ART/DMD Basic Studio Course
-TOI Course	-TOI Course	-Language I or Elective	-Language II or Elective
<u>Fifth Semester</u>	<u>Sixth Semester</u>	<u>Seventh Semester</u>	<u>Eighth Semester</u>
-DMD 3010W	-DMD 3500	-DMD 4075	-DMD 4075
-DMD Art/Design/Digital Media/ Film History or Theory Course	-DMD Game Design Elective (3000+ Level)	-DMD 4025	-DMD 4500
-DMD Game Design Elective (2000+ Level)	-DMD Game Design Elective (3000+ Level)	-DMD 4040	-DMD Art/Design/Digital Media/ Film History or Theory Course
-DMD Game Design Elective (2000+ Level)	-W Course	-DMD Game Design Elective (3000+ Level)	-TOI Course
-O Course	-TOI Course	-TOI Course	-TOI Course

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