

	Term 1: Fall					
Delivery Mode	Course		Credits	Term offered	Prerequisites	Post-Bachelors Admission Prerequisites
In person (6 hours)	ART1300C	Drawing I	3	Summer & Fall		
In person (6 hours)	ART1201C	Two-Dimensional Design	3	Fall		
Online (3 hours)	DIG1000	Introduction to Digital Media	3	Fall		
In person (3 hours)	DIG3253	Digital Media Audio Production	3	Fall		
In person (3 hours)	GRA3102	Visual Communication	3	Fall		

	Term 2: Spring					
Delivery Mode	Course		Credits	Term offered	Prerequisites	Post-Bachelors Admission Prerequisites
In person (3 hours)	ART1301C	Drawing II	3	Spring		ART1201C and ART1300C
In person (3 hours)	PGY1800	Photographic Techniques	3	Fall & Spring		
In person (3 hours)	DIG3433	Multimedia Video Production	3	Spring		DIG3253
In person (3 hours)	GRA3154	Illustration Concepts and Techniques	3	Spring		ART1300C, DIG1000
In person (3 hours)	GRA3209	Applied Typography	3	Spring		DIG1000

	Term 3: Summer					
Delivery Mode	Course		Credits	Term offered	Prerequisites	Post-Bachelors Admission Prerequisites
Online (3 hours)	ARH2051	Art History II	3	Fall, Sp, Su		
In person (3 hours)	PGY3204	Digital Video Production Lighting	3	Summer		DIG1000 and PGY1800

	Term 4: Fall					
Delivery Mode	Course		Credits	Term offered	Prerequisites	Post-Bachelors Admission Prerequisites
In person (3 hours)	GRA3837	Motion Graphics	3	Fall		DIG3433
		Upper-Level Elective	3	Fall		
		Upper-Level Elective	3	Fall		
In person (3 hours)	GRA3586	Interactive Web Design	3	Fall		GRA3209

	Term 5: Spring					
Delivery Mode	Course		Credits	Term offered	Prerequisites	Post-Bachelors Admission Prerequisites
		Upper-Level Elective	3	Spring		
		Upper-Level Elective	3	Spring		
		Upper-Level Elective	3	Spring		
In person (3 hours)	DIG4950	Senior Capstone Seminar	3	Spring		ARH2051 and GRA3586

Term 1: Fall						
Delivery Mode	Course		Credits	Term offered	Prerequisites	Post-Bachelors Admission Prerequisites
In person or online	GE Social Science		3	Fall, Sp, Su		
In person or online	GE Natural Science		3	Fall, Sp, Su		
In person or online	Gen Ed Elective		3	Fall, Sp, Su		
In person (3 hours)	DIG3253	Digital Media Audio Production	3	Fall		
In person (3 hours)	GRA3102	Visual Communication	3	Fall		

Term 2: Spring						
Delivery Mode	Course		Credits	Term offered	Prerequisites	Post-Bachelors Admission Prerequisites
	ENC1102		3	Fall, Sp, Su	ENC1101	
	GE Math		3	Fall, Sp, Su		
In person (3 hours)	DIG3433	Multimedia Video Production	3	Spring		DIG3253
In person (3 hours)	GRA3154	Illustration Concepts and Techniques	3	Spring		ART1300C, DIG1000
In person (3 hours)	GRA3209	Applied Typography	3	Spring		DIG1000

Term 3: Summer						
Delivery Mode	Course		Credits	Term offered	Prerequisites	Post-Bachelors Admission Prerequisites
	GE Lit		3	Fall, Sp, Su	ENC1102	
In person (3 hours)	PGY3204	Digital Video Production Lighting	3	Summer		DIG1000 and PGY1800

Term 4: Fall						
Delivery Mode	Course		Credits	Term offered	Prerequisites	Post-Bachelors Admission Prerequisites
In person (3 hours)	GRA3837	Motion Graphics	3	Fall		DIG3433
		Upper-Level Elective	3	Fall		
		Upper-Level Elective	3	Fall		
In person (3 hours)	GRA3586	Interactive Web Design	3	Fall		GRA3209

Term 5: Spring						
Delivery Mode	Course		Credits	Term offered	Prerequisites	Post-Bachelors Admission Prerequisites
		Upper-Level Elective	3	Spring		
		Upper-Level Elective	3	Spring		
		Upper-Level Elective	3	Spring		
In person (3 hours)	DIG4950	Senior Capstone Seminar	3	Spring		ARH2051 and GRA3586

	Term 1: Fall					
Delivery Mode	Course		Credits	Term offered	Prerequisites	Post-Bachelors Admission Prerequisites
In person (6 hours)	ART1300C	Drawing I	3	Summer & Fall		
In person (6 hours)	ART1201C	Two-Dimensional Design	3	Fall		
Online (3 hours)	DIG1000	Introduction to Digital Media	3	Fall		
In person (3 hours)	DIG3253	Digital Media Audio Production	3	Fall		
In person (3 hours)	GRA3102	Visual Communication	3	Fall		

	Term 2: Spring					
Delivery Mode	Course		Credits	Term offered	Prerequisites	Post-Bachelors Admission Prerequisites
In person (3 hours)	ART1301C	Drawing II	3	Spring		ART1201C and ART1300C
In person (3 hours)	PGY1800	Photographic Techniques	3	Fall & Spring		
In person (3 hours)	DIG3433	Multimedia Video Production	3	Spring		DIG3253
In person (3 hours)	GRA3154	Illustration Concepts and Techniques	3	Spring		ART1300C, DIG1000
In person (3 hours)	GRA3209	Applied Typography	3	Spring		DIG1000

	Term 3: Summer					
Delivery Mode	Course		Credits	Term offered	Prerequisites	Post-Bachelors Admission Prerequisites
Online (3 hours)	ARH2051	Art History II	3	Fall, Sp, Su		
In person (3 hours)	PGY3204	Digital Video Production Lighting	3	Summer		DIG1000 and PGY1800

	Term 4: Fall					
Delivery Mode	Course		Credits	Term offered	Prerequisites	Post-Bachelors Admission Prerequisites
In person (3 hours)	GRA3837	Motion Graphics	3	Fall		DIG3433
In person (3 hours)	CAP3052	Game Design I	3	Fall		GRA 3001
In person (3 hours)	DIG3354	3D Character Animation	3	Fall		ART1301C and GRA3154
In person (3 hours)	GRA3586	Interactive Web Design	3	Fall		GRA3209

	Term 5: Spring					
Delivery Mode	Course		Credits	Term offered	Prerequisites	Post-Bachelors Admission Prerequisites
In person (3 hours)	DIG4354	Advanced Animation Techniques	3	Spring		DIG3354
In person (3 hours)	DIG4359	Artificial Environments	3	Spring		CAP3052
In person (3 hours)	CAP4056	Game Design II	3	Spring		CAP3052 and DIG3354
In person (3 hours)	DIG4950	Senior Capstone Seminar	3	Spring		ARH2051 and GRA3586

Term 1: Fall						
Delivery Mode	Course		Credits	Term offered	Prerequisites	Post-Bachelors Admission Prerequisites
In person or online	GE Social Science		3	Fall, Sp, Su		
In person or online	GE Natural Science		3	Fall, Sp, Su		
In person or online	Gen Ed Elective		3	Fall, Sp, Su		
In person (3 hours)	DIG3253	Digital Media Audio Production	3	Fall		
In person (3 hours)	GRA3102	Visual Communication	3	Fall		

Term 2: Spring						
Delivery Mode	Course		Credits	Term offered	Prerequisites	Post-Bachelors Admission Prerequisites
	ENC1102		3	Fall, Sp, Su	ENC1101	
	GE Math		3	Fall, Sp, Su		
In person (3 hours)	DIG3433	Multimedia Video Production	3	Spring		DIG3253
In person (3 hours)	GRA3154	Illustration Concepts and Techniques	3	Spring		ART1300C, DIG1000
In person (3 hours)	GRA3209	Applied Typography	3	Spring		DIG1000

Term 3: Summer						
Delivery Mode	Course		Credits	Term offered	Prerequisites	Post-Bachelors Admission Prerequisites
	GE Lit		3	Fall, Sp, Su	ENC1102	
In person (3 hours)	PGY3204	Digital Video Production Lighting	3	Summer		DIG1000 and PGY1800

Term 4: Fall						
Delivery Mode	Course		Credits	Term offered	Prerequisites	Post-Bachelors Admission Prerequisites
In person (3 hours)	GRA3837	Motion Graphics	3	Fall		DIG3433
In person (3 hours)	CAP3052	Game Design I	3	Fall		GRA 3001
In person (3 hours)	DIG3354	3D Character Animation	3	Fall		ART1301C and GRA3154
In person (3 hours)	GRA3586	Interactive Web Design	3	Fall		GRA3209

	Term 5: Spring					
Delivery Mode	Course		Credits	Term offered	Prerequisites	Post-Bachelors Admission Prerequisites
In person (3 hours)	DIG4354	Advanced Animation Techniques	3	Spring		DIG3354
In person (3 hours)	DIG4359	Artificial Environments	3	Spring		CAP3052
In person (3 hours)	CAP4056	Game Design II	3	Spring		CAP3052 and DIG3354
In person (3 hours)	DIG4950	Senior Capstone Seminar	3	Spring		ARH2051 and GRA3586