

M.A. - Color & Materials Design

Master of Arts Degree Requirements

Year One

First Semester = 15-16 Credit Hours

Earned	Course #	Course Title	Credits
	DGR 601*	Graduate Communication	1
	CMD 601	Studio I: CMD Experience	3
	DGR 613	Graduate Seminar	3
	CMD 604	Trend Research Methods	3
	CMD 605	Color Lab: Theory & Science	3
	CMD 609	Digital Visualization for Color & Material Design	3

Second Semester = 15 Credit Hours

Earned	Course #	Course Title	Credits
	CMD 602	Studio II: CMD Brand Narratives	3
	CMD 606	Material Lab: Crafted Science	3
	DGR 620	Graduate Research Methods	3
	DGR 650	Final Project	
Choose One	DGR 775	Graduate Studies Internship	3
	----	Assigned Elective	

*Contingent upon the English Proficiency Exam

Catalog Year 24/25

Total Credits

30-31

Assigned Electives - Studio or Lecture course assigned from a specific list of approved courses. Students are required to meet with their Graduate Department Chair for final confirmation of elective selection, prior to registration.

Students enrolled in Graduate Level Programs must maintain the required 3.0 cumulative GPA.

M.F.A. - Color & Materials Design

Master of Fine Arts Degree Requirements

Year One

First Semester = 15-16 Credit Hours

Earned	Course #	Course Title	Credits
	DGR 601*	Graduate Communication	1
	CMD 601	Studio I: CMD Experience	3
	DGR 613	Graduate Seminar	3
	CMD 604	Trend Research Methods	3
	CMD 605	Color Lab: Theory & Science	3
	CMD 609	Digital Visualization for Color & Material Design	3

Second Semester = 15 Credit Hours

Earned	Course #	Course Title	Credits
	CMD 602	Studio II: CMD Brand Narratives	3
	CMD 606	Material Lab: Crafted Science	3
	DGR 620	Graduate Research Methods	3
	DGR 721	Professional Practice	3
Choose One	DGR 775	Graduate Studies Internship	3
	-----	Assigned Elective	

*Contingent upon the English Proficiency Exam

Year Two

Third Semester = 15 Credit Hours

Earned	Course #	Course Title	Credits
	DGR 711	Thesis Project I	6
	CMD 701	Studio III: CMD Impact	3
	CMD 607	Applied Material and Processes	3
	DGR 631	Written Thesis	3

Fourth Semester = 15 Credit Hours

Earned	Course #	Course Title	Credits
	DGR 712	Thesis Project II	6
	CMD 702	Studio IV: CMF 360	3
Choose One	CMD 790	Color & Materials Independent Study	3
	-----	Assigned Elective	
Choose One	DGR 775	Graduate Studies Internship	3
	-----	Assigned Elective	

Catalog Year 24/25

Total Credits

60-61

Assigned Electives - Studio or Lecture course assigned from a specific list of approved courses. Students are required to meet with their Graduate Department Chair for final confirmation of elective selection, prior to registration.

Students enrolled in Graduate Level Programs must maintain the required 3.0 cumulative GPA.

M.A. - Interdisciplinary Design Studies

Master of Arts Degree Requirements

Year One

First Semester = 15-16 Credit Hours

Earned	Course #	Course Title	Credits
	DGR 601*	Graduate Communication	1
	GID 601	Interdisciplinary Studio I	3
	-----	Graduate Course Option	3
	-----	Graduate Course Option	3
	DGR 613	Graduate Seminar	3
	DGR 635	Design Thinking	3

Second Semester = 15 Credit Hours

Earned	Course #	Course Title	Credits
	GID 602	Interdisciplinary Studio II	3
	-----	Graduate Course Option	3
	-----	Graduate Course Option	3
	-----	Elective	3
	DGR 650	Final Project	3

*Contingent upon the English Proficiency Exam

Catalog Year 24/25

Total Credits

30-31

Graduate Course Option - Interdisciplinary Design Studies (IDS) students will work with their Graduate Department Chair to determine course selections for this requirement and develop a plan of work for their program. Must be approved prior to registration by the Graduate Department Chair.

Elective - Studio or Lecture course from the Graduate (or Undergraduate) level. Must be approved prior to registration by the Graduate Department Chair. Additional permission may be required for confirmed UG credits.

Students enrolled in Graduate Level Programs must maintain the required 3.0 cumulative GPA.

M.F.A. - Interdisciplinary Design Studies

Master of Fine Arts Degree Requirements

Year One

First Semester = 15-16 Credit Hours

Earned	Course #	Course Title	Credits
	DGR 601*	Graduate Communication	1
	GID 601	Interdisciplinary Studio I	3
	DGR 613	Graduate Seminar	3
	DGR 635	Design Thinking	3
	-----	Graduate Course Option	3
	-----	Graduate Course Option	3

Second Semester = 15 Credit Hours

Earned	Course #	Course Title	Credits
	GID 602	Interdisciplinary Studio II	3
	-----	Graduate Course Option	3
	-----	Graduate Course Option	3
	-----	Elective	3
	DGR 620	Graduate Research Methods	3

*Contingent upon the English Proficiency Exam

Year Two

Third Semester = 15 Credit Hours

Earned	Course #	Course Title	Credits
	DGR 711	Thesis Project I	6
	DGR 631	Written Thesis	3
	-----	Graduate Course Option	3
	-----	Graduate Course Option	3

Fourth Semester = 15 Credit Hours

Earned	Course #	Course Title	Credits
	DGR 712	Thesis Project II	6
	-----	Graduate Course Option	3
	-----	Elective	3
	-----	Elective	3

Catalog Year 24/25

Total Credits

60-61

Graduate Course Option -Interdisciplinary Design Studies (IDS) students will work with their Graduate Department Chair to determine course selections for this requirement and develop a plan of work for their program. Must be approved prior to registration by the Graduate Department Chair.

Elective - Studio or Lecture course from the Graduate (or Undergraduate) level. Must be approved prior to registration by the Graduate Department Chair. Additional permission may be required for confirmed UG credits.

Students enrolled in Graduate Level Programs must maintain the required 3.0 cumulative GPA.

M.A. - Transportation Design

Master of Arts Degree Requirements

Year One

First Semester = 15-16 Credit Hours

Earned	Course #	Course Title	Credits
	DGR 601*	Graduate Communication	1
	GRT 601	Studio I: Exterior Messaging	3
	GRT 605	Digital Viscom I	3
	GRT 607	Analytical Drawing & Rendering I	3
	DGR 613	Graduate Seminar	3
7 WK -F1	GRT 609	Transportation Design Seminar	1.5
7 WK - F2	GRT 611	3D Rendering & Animation I	1.5

Second Semester = 15 Credit Hours

Earned	Course #	Course Title	Credits
	GRT 606	Digital Viscom II	3
	GRT 608	Analytical Drawing & Rendering II	3
	DGR 620	Graduate Research Methods	3
	DGR 650	Final Project	3
7 WK - W1	GRT 610	Portfolio Development	1.5
7 WK - W2	GRT 612	3D Rendering & Animation II	1.5

*Contingent upon the English Proficiency Exam

Catalog Year 24/25

Total Credits

30-31

Elective - Studio or Lecture course from the Graduate (or Undergraduate) level. Must be approved prior to registration by the Graduate Department Chair. Additional permission may be required for confirmed UG credits.

Students enrolled in Graduate Level Programs must maintain the required 3.0 cumulative GPA.

M.A. - Transportation Design (2YR)

Master of Arts Two Year Degree Requirements

Year One 12-31 credit hours**

First Semester = 15-16 Credit Hours

Earned	Course #	Course Title	Credits
	DGR 601*	Graduate Communication	1
	GRT 519	Graduate Foundation Studio I	3
	GRT 521	Grad Foundation: Visual Communication I	3
	GRT 531	Grad Foundation: Digital Modeling I	3
	-----	Assigned Elective	3
	-----	Assigned Elective	3

Second Semester = 15 Credit Hours

Earned	Course #	Course Title	Credits
	GRT 520	Graduate Foundation Studio II	3
	GRT 522	Graduate Foundation: Visual Communication II	3
	GRT 532	Graduate Foundation: Digital Modeling II	3
	-----	Assigned Elective	3
	-----	Assigned Elective	3

*Contingent upon the English Proficiency Exam

**Year One is customized based on the Department Chair's recommendation and Plan of Work

Year Two

Third Semester = 15 Credit Hours

Earned	Course #	Course Title	Credits
	GRT 601	Studio I: Exterior Messaging	3
	GRT 605	Digital Viscom I	3
	GRT 607	Analytical Drawing & Rendering I	3
	DGR 613	Graduate Seminar	3
7 WK -F1	GRT 609	Transportation Design Seminar	1.5
7 WK - F2	GRT 611	3D Rendering & Animation I	1.5

Fourth Semester = 15 Credit Hours

Earned	Course #	Course Title	Credits
	GRT 606	Digital Viscom II	3
	GRT 608	Analytical Drawing & Rendering II	3
	DGR 620	Graduate Research Methods	3
	DGR 650	Final Project	3
7 WK - W1	GRT 610	Portfolio Development	1.5
7 WK - W2	GRT 612	3D Rendering & Animation II	1.5

Catalog Year 24/25

Total Credits

42-61

M.F.A. - Transportation Design

Master of Fine Arts Degree Requirements

Year One

First Semester = 15-16 Credit Hours

Earned	Course #	Course Title	Credits
	DGR 601*	Graduate Communication	1
	GRT 601	Studio I: Exterior Messaging	3
	GRT 605	Digital Viscom I	3
	GRT 607	Analytical Drawing & Rendering I	3
	DGR 613	Graduate Seminar	3
7 WK - F1	GRT 609	Transportation Design Seminar	1.5
7 WK - F2	GRT 611	3D Rendering & Animation I	1.5

Second Semester = 15 Credit Hours

Earned	Course #	Course Title	Credits
	GRT 602	Studio II: Interior Experience	3
	GRT 606	Digital Viscom II	3
	GRT 608	Analytical Drawing & Rendering II	3
	DGR 620	Graduate Research Methods	3
7 WK - W1	GRT 610	Portfolio Development	1.5
7 WK - W2	GRT 612	3D Rendering & Animation II	1.5

*Contingent upon the English Proficiency Exam

Year Two

Third Semester = 15 Credit Hours

Earned	Course #	Course Title	Credits
	DGR 711	Thesis Project I	6
	DGR 631	Written Thesis	3
	GRT 701	Studio III: Strategic Branding	3
Choose One	DGR 775	Graduate Studies Internship	3
	-----	Elective	

Fourth Semester = 15 Credit Hours

Earned	Course #	Course Title	Credits
	DGR 712	Thesis Project II	6
	GRT 702	Studio IV: Professional Focus	3
	-----	Elective	3
	-----	Elective	3

Catalog Year 24/25

Total Credits

60-61

Assigned Elective - Studio or Lecture course assigned from a specific list of approved courses. Students are required to meet with their Graduate Department Chair for final confirmation of elective selection, prior to registration.

Elective - Studio or Lecture course from the Graduate (or Undergraduate) level. Must be approved prior to registration by the Graduate Department Chair. Additional permission may be required for confirmed UG credits.

Students enrolled in Graduate Level Programs must maintain the required 3.0 cumulative GPA.

M.F.A. - Transportation Design (3YR)

Master of Fine Arts Three Year Degree Requirements

Year One

12-31 credit hours**

First Semester = 15-16 Credit Hours

Earned	Course #	Course Title	Credits
	DGR 601*	Graduate Communication	1
	GRT 519	Graduate Foundation Studio I	3
	GRT 521	Grad Foundation: Visual Communication I	3
	GRT 531	Grad Foundation: Digital Modeling I	3
	-----	Assigned Elective	3
	-----	Assigned Elective	3

Second Semester = 15 Credit Hours

Earned	Course #	Course Title	Credits
	GRT 520	Graduate Foundation Studio II	3
	GRT 522	Graduate Foundation: Visual Communication II	3
	GRT 532	Graduate Foundation: Digital Modeling II	3
	-----	Assigned Elective	3
	-----	Assigned Elective	3

*Contingent upon the English Proficiency Exam

**Year One is customized based on the Department Chair's recommendation and Plan of Work

Year Two

First Semester = 15 Credit Hours

Earned	Course #	Course Title	Credits
	GRT 601	Studio I: Exterior Messaging	3
	GRT 605	Digital Viscom I	3
	GRT 607	Analytical Drawing & Rendering I	3
	DGR 613	Graduate Seminar	3
7 WK -F1	GRT 609	Transportation Design Seminar	1.5
7 WK -F2	GRT 611	3D Rendering & Animation I	1.5

Second Semester = 15 Credit Hours

Earned	Course #	Course Title	Credits
	GRT 602	Studio II: Interior Experience	3
	GRT 606	Digital Viscom II	3
	GRT 608	Analytical Drawing & Rendering II	3
	DGR 620	Graduate Research Methods	3
7 WK - W1	GRT 610	Portfolio Development	1.5
7 WK - W2	GRT 612	3D Rendering & Animation II	1.5

Year Three

Third Semester = 15 Credit Hours

Earned	Course #	Course Title	Credits
	DGR 711	Thesis Project I	6
	DGR 631	Written Thesis	3
	GRT 701	Studio III: Strategic Branding	3
Choose One	DGR 775	Graduate Studies Internship	3
	-----	Elective	

Fourth Semester = 15 Credit Hours

Earned	Course #	Course Title	Credits
	DGR 712	Thesis Project II	6
	GRT 702	Studio IV: Professional Focus	3
	-----	Elective	3
	-----	Elective	3

Catalog Year 24/25

Total Credits

72-91

Assigned Elective - Studio or Lecture course assigned from a specific list of approved courses. Students are required to meet with their Graduate Department Chair for final confirmation of elective selection, prior to registration.

Elective - Studio or Lecture course from the Graduate (or Undergraduate) level. Must be approved prior to registration by the Graduate Department Chair. Additional permission may be required for confirmed UG credits.

Students enrolled in Graduate Level Programs must maintain the required 3.0 cumulative GPA.

M.A. - User Experience Design

Master of Arts Degree Requirements

Year One

First Semester = 15-16 Credit Hours

Earned	Course #	Course Title	Credits
	DGR 601*	Graduate Communication	1
	IXD 601	UX Design Studio I	3
	IXD 606	UX Research (User Testing)	3
	IXD 621	Human Factors	3
	IXD 625	Sound Design for Interaction	3
	DGR 613	Graduate Seminar	3

Second Semester = 15 Credit Hours

Earned	Course #	Course Title	Credits
	IXD 602	UX Design Studio II	3
	IXD 605	User Interface Design	3
	IXD 636	Artificial Intelligence	3
	-----	Elective	3
	DGR 650	Final Project	3

*Contingent upon the English Proficiency Exam

Catalog Year 24/25

Total Credits

30-31

Elective - Studio or Lecture course from the Graduate (or Undergraduate) level. Must be approved prior to registration by the Graduate Department Chair. Additional permission may be required for confirmed UG credits.

Students enrolled in Graduate Level Programs must maintain the required 3.0 cumulative GPA.

M.F.A. - User Experience Design

Master of Fine Arts Degree Requirements

Year One

First Semester = 15-16 Credit Hours

Earned	Course #	Course Title	Credits
	DGR 601*	Graduate Communication	1
	IXD 601	UX Design Studio I	3
	IXD 606	UX Research (User Testing)	3
	IXD 621	Human Factors	3
	IXD 625	Sound Design for Interaction	3
	DGR 613	Graduate Seminar	3

Second Semester = 15 Credit Hours

Earned	Course #	Course Title	Credits
	IXD 602	UX Design Studio II	3
	IXD 605	User Interface Design	3
	IXD 636	Artificial Intelligence	3
	DGR 620	Graduate Research Methods	3
	-----	Elective	3

*Contingent upon the English Proficiency Exam

Year Two

Third Semester = 15 Credit Hours

Earned	Course #	Course Title	Credits
	DGR 711	Thesis Project I	6
	IXD 701	UX Design Studio III	3
	DGR 631	Written Thesis	3
	IXD 715	Metaverse Design	3

Fourth Semester = 15 Credit Hours

Earned	Course #	Course Title	Credits
	DGR 712	Thesis Project II	6
	IXD 702	UX Design Studio IV	3
	DGR 644	Rapid Prototyping: PLA-Y	3
	-----	Elective	3

Catalog Year 24/25

Total Credits

60-61

Elective - Studio or Lecture course from the Graduate (or Undergraduate) level. Must be approved prior to registration by the Graduate Department Chair. Additional permission may be required for confirmed UG credits.

Students enrolled in Graduate Level Programs must maintain the required 3.0 cumulative GPA.