Digital Animation and Game Design

Official Program Checksheet

Why Choose Digital Animation & Game Design?

The Digital Animation and Game Design program is focused on educating students in the latest tools and technology used to create digital and interactive content to offer a multitude of futures for its graduates, from 3D animation to simulation to game design. The required general education classes are targeted to future employees in digital technology as well as providing general knowledge and skills that will be useful in many aspects of life. The foundation classes provide depth of knowledge applicable to any digital technology field with classes in design, business, 3D animation, and programming. Students can further focus their studies by concentrating in areas of Game Development, 3D animation, or a general concentration that combines the strongest elements of digital media. Before graduating, all students will also complete an internship to give them the real-world experience and the people connections necessary to succeed in their chosen profession.

Career Opportunities

The DAGD program offers students the opportunity to actively compete in many growing industries such as:

- Game Design and Asset Creation
- Film
- Television
- Medical Visualization
- Architectural Flythroughs
- Legal Simulation
- Web Development
- Educational Software
- Product Design
- Independent Content Creation - Create your own!

Admission Requirements

Recent high school graduates need an ACT composite score of 17 or 900 on the SAT and a high school grade point average of 2.50 (on a 4.0 scale). Students transferring from another college should refer to www.ferris.edu and choose -Transfer Student from the "Quick Links" pull-down menu to review Ferris' policy regarding admissions criteria for transfer students. All courses transferred into Ferris must be "C" or higher including courses used in the DAGD required core and recommended electives.
General Education Requirements

All General Education requirements to the university is a 2.5 high school GPA, and a 17 on the ACT or 900 on the SAT.

All University General Education requirements can be found here: http://www.ferris.edu/HTMLS/academics/general-education/requirements/BA-BS.htm

Please consult this link for a complete listing of General Education Electives: http://www.ferris.edu/HTMLS/academics/general-education/courses/index.htm

Consult the official checksheet or program advisor for program specific General Education requirements.

Graduation Requirements

The Digital Animation and Game Design program at Ferris leads to a bachelor of applied science degree. Graduation requires a minimum 2.0 CUMULATIVE GPA in all courses and a 2.50 CUMULATIVE GPA in REQUIRED DAGD classes. A total of 125 credit hours must be completed for graduation.

More Information

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