

Digital Animation and Game Design • Bachelor of Applied Science

Why choose Digital Animation & Game Design?

The Digital Animation and Game Design program at the Grand Rapids campus is focused on education students in the latest tools and technology used to create digital and interactive content to offer a multitude of futures for its graduates, from programming 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. The recommended electives allow students to further expand their knowledge in a particular area such as programming, music technology, and CAD. Before graduating, all students will also complete an internship to give them the real-world experience and people connections necessary to succeed in their chosen profession.

Get a Great Job

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 19 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. Students with an Associate's Degree can transfer a general education course(s) with less than a "C" grade.

Students must submit a portfolio for departmental review to be evaluated for acceptance into the program - additional details available

More Information

Digital Animation and Game Design
Ferris State University-Grand Rapids
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Grand Rapids, MI 49503-3263
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fax: (616) 451-4740
email: fsugr@ferris.edu
www.ferris.edu/grandrapids/dagd

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 124 credit hours must be completed for graduation.

Required Courses

		Credit Hours
APPS 301	Project Management	3
BLAW 321	Contracts and Sales	3
DAGD 100	3D Modeling - Animation 1	3
DAGD 101	2D Visualization - Storyboards	3
DAGD 102	Story Devel for Film - Gaming	3
DAGD 103	3D Visual Drawing - Sculpture	3
DAGD 150	Intr Game Design - Development	3
DAGD 180	Intro Digital Video	3
DAGD 220	Portfolio 1-Sophomore Project	3
DAGD 230	3D Modeling - Animation 2	3
DAGD 255	DAGD Programming 1	3
DAGD 260	Multimedia 1	3
DAGD 300	Game Design and Theory	3
DAGD 310	User Interface Design	3
DAGD 335	3D Modeling - Animation 3	3
DAGD 340	Animation - Junior Project	3
DAGD 355	DAGD Programming 2	3
DAGD 375	Advanced 3D - Character	3
OR		
DAGD 385	Adv Mod-Anim-Vehicle-Structure	3
DAGD 420	Applied Digital Simulation	3
OR		
DAGD 430	Digital FX	3
DAGD 460	Multimedia 2	3
DAGD 491	Applied Internship	3
DAGD 499	Capstone	3
GRDE 216	Digital Imaging	3
GRDE 226	Prin of Interactive Design	3
MKTG 321	Principles of Marketing	3



FERRIS STATE UNIVERSITY

COLLEGE OF PROFESSIONAL AND TECHNOLOGICAL STUDIES