These are some sample courses offered within the Dynamic Media Institute. With approval of an advisor, students may also choose electives from the Professional Arts (ProArts) Consortia and Massachusetts Institute of Technology.

**CDGD 212 CREATIVE ALGORITHMS: PROGRAMMING FOR DESIGNERS**

Written for visual thinkers with little to no prior experience in computer programming, this elective course will focus upon the development of systems for design and the translation of those systems into algorithm. Assignments will include using generative systems to create graphic form, studies in interactivity and motion, and creatively transforming and visualizing abstract data.

*Graduate Prerequisites: Permission of instructor*

*Undergraduate Prerequisites: none*

**CDGD 322 INFORMATION ARCHITECTURE II**

Advanced course in Information Architecture focused on exploring large and complex, user-centered systems of information with emphasis on organization, navigation and management. Subjects of study include printed and interactive media. The course content represents professional problem-solving methods in interface design.

*Graduate Prerequisites: Permission of instructor*

*Undergraduate Prerequisites: CDGD 342 Information Architecture I*

**CDGD 342 INFORMATION ARCHITECTURE I**

This is an introductory course covering basic concepts, methods, and procedures of information architecture with a focus on managing information complexity. This course addresses issues of information structures developed for various contexts and audiences. Subjects of study include print and interactive media, and both static and dynamic approaches to information design.

*Graduate Prerequisites: Permission of instructor*

*Undergraduate Prerequisites: CDGD 210 & CDGD 220*

**CDGD 364 DYNAMIC TYPOGRAPHY**

In Dynamic (pertaining to, or caused by motion) Typography (process of arranging type) students explore visual narratives in reference to time-based media. The course emphasizes conceptual, visual and technical aspects of typography in motion.

*Graduate Prerequisites: Permission of instructor*
Note: As of the Summer 2015 semester, the course numbering convention for Graduate Programs has changed. This is not a curricular change.

Undergraduate Prerequisites: CDGD 210

**DSGN 601-602 DESIGN STUDIO I AND II (REQUIRED) - GRADUATE**

Design Studio is an advanced program of study and research in communication design. Part I focuses on fundamental principles of visual communication in the context of interactive media; Part II focuses on complex information structures for various contexts and audiences, emphasizing interactive media in the context of information design.

**DSGN 701-702 THESIS PROJECT (REQUIRED) - GRADUATE**

The thesis project DSGN 701 / DSGN 702 courses provide a supportive context for the development of the project component of the thesis. The class limited to 5 students, is a forum to articulate and debate the issues associated with individual thesis projects. The work in class is structured by a specific agreement between the student and faculty advisor, who guides the program of study, and provides ongoing feedback and evaluation. The student select a particular course/faculty upon approval of the preliminary thesis proposals. The faculty advisors may further define their own specific criteria, process and schedule of thesis development.

**DSGN 611-612 DESIGN SEMINAR (REQUIRED) - GRADUATE**

Part I examines socioeconomic and technological context of design disciplines, producing a comprehensive paper that analyzes history of design concepts and movements and their impact on current design practice. Part II examines and debates current issues of communication design and design education in lectures, studio projects, readings and discussions, with emphasis on the intellectual context of design.

**DSGN 711-712 THESIS SEMINAR (REQUIRED) - GRADUATE**

The thesis document DSGN-711 / DSGN-712 courses provide a supportive context for the development of the document component of the thesis. The class is a forum for students to articulate, debate and record the results of their research and design process and provide critical discussion of historical and contemporary context of their work. The final thesis document becomes a part of the graduate design archives.
DSGN 631 ELEMENTS OF MEDIA

This course is focused on developing a better understanding of the complexities of the re-synthesis of visual, oral, aural, and temporal information as they exist in time-based and interactive media. Through lecture and in-class demonstration students will learn the technological processes necessary to begin temporal explorations in sound and image.

*Undergraduate Prerequisites: Permission of instructor*

DSGN 633 DESIGN AS EXPERIENCE

This is a multidimensional and multi-sensory research based course, focused on creative processes that integrate form and content generated within and outside of the class experience. Students explore temporal, spatial, visual and verbal aspects of communication process. Work consists of both static and dynamic media presentations and individual and group projects.

SAMPLE ROTATING ELECTIVES

DESIGN FOR MOTION AND SOUND

Design for Motion and Sound is an exploration of motion literacy—the act of understanding how the “language” of moving image and sound can be used to communicate effectively. The course focuses on cinematic vocabulary in the context of time-media by creating linear and non-linear narrative structures.

INTERACTIVE MEDIA PROJECT I AND II

The course explores various dimensions and possibilities of dynamic digital media in the context of user experience and human computer interaction. Students research and develop a project, which involves advanced programming for interactive media and various aspects of sound, sensors and robotics. The goal of Part II is to explore further various conceptual and technological factors that influence current theory and practice of interactive media. Students research and develop alternative models of user interface and interaction within three-dimensional environments.
**THESIS EXPLORATION**

Students research and develop a focused vision of their thesis topic, a better understanding of the contextual landscape of their study, and an awareness of the relevant technologies that apply to their area of investigation.

**DIRECTED STUDY IN DESIGN**

Students pursue a specific studio or seminar project, working with a faculty member on an independent basis. Students must provide a description of the project, and schedule of at least six meetings with faculty during the semester. The project must be approved by the faculty directing the study and the coordinator of the program.

**DESIGN SYMPOSIUM**

This is an extended studio elective focused on exploring unconventional approaches and possible new uses of dynamic media in communication design. Working with multiple resident and visiting faculty, students research and develop experimental models of multi-sensory experience, communication and interaction within three-dimensional environment.

**COMMUNICATION DESIGN HISTORY**

Students learn the history of communication design, from the Industrial Revolution to the present, with selected references to pre-industrial developments. The course investigates diverse languages and technologies of visual communication to help students understand their own role as producers and/or consumers of communication design.