

## Masters of Digital Media - Example Requirements Tracking

### Courses

A graduate course is the study of a particular topic, group of topics or area of specialization within a wider discipline/subject area, normally extending through one term or session, and can be one of the basic building blocks of qualification for a graduate degree. Graduate courses are designed to meet substantive discipline graduate learning outcomes and normally utilize the student/instructor format. Grades are assigned that contribute toward the student's academic average; grades assess the level of mastery of the topic(s) or areas of specialization.

### Required Courses - all students must take these courses

Subject	Course #	Course Learning Outcomes (LOs)	Program LOs Addressed	Alignment with GDLE(s), List GDLE(s) addressed	Assessments (optional)
Foundations of Digital Media	9100	-Critically analyze digital media solutions through different lenses - social, ethical, legal and business -Apply design thinking to develop a new product in collaboration with stakeholders	-Evaluate the production and dissemination of digital media from multiple ethical and legal perspectives -Engage a process of design thinking to develop digital media solutions to identified problems	-Depth and breadth of knowledge -Application of Knowledge -Awareness of Limits of Knowledge	-Essay -Design Project -Presentations - Group
Foundations of Research in Digital Media	9101	-Compare key research methods used in digital media studies to answer a question or address a problem -Describe how digital media research skills are used in both academia and industry	-Demonstrate the ability to use contemporary tools and apply theories of digital media practice. -Critically evaluate how the theoretical approaches pertaining to digital media research are applied to produce research for academia and industry	-Depth and breadth of knowledge -Research and Scholarship -Professional Capacity/autonomy	-Literature Review -Research Proposal -Discussion/Participation
The Visual Story	9102	-Form an intellectual framework for the analysis of narrative in film and interactive devices -Develop and present narrative in interactive media	-Engage a process of design thinking to develop digital media solutions to identified problems -Demonstrate the ability to use contemporary tools and apply theories of digital media practice.	-Depth and breadth of knowledge -Application of Knowledge -Communications Skills	-Analytical Essay -Design Project -Presentation-Individual

**Mandatory Courses - students must take one or more of these course options**

Subject	Course #	Course LOs Addressed	Program LOs Addressed	Alignment with GDLE(s), List GDLE(s) addressed	Assessments (optional)
Introduction to Qualitative Methods in Digital Media Research	9211	-Appraise key qualitative research methods used in digital media studies for addressing a selected research question or area of research focus	-Critically evaluate how the theoretical approaches pertaining to digital media research are applied to produce research for academia and industry -Evaluate the production and dissemination of digital media from multiple ethical and legal perspectives	-Research and Scholarship -Application of Knowledge	-Research Proposal -Discussion/Participation
Introduction to Quantitative Methods in Digital Media Research	9212	-Appraise key quantitative research methods used in digital media studies for addressing a selected research question or area of research focus	-Critically evaluate how the theoretical approaches pertaining to digital media research are applied to produce research for academia and industry -Evaluate the production and dissemination of digital media from multiple ethical and legal perspectives	-Research and Scholarship -Application of Knowledge	-Research Proposal -Discussion/Participation

**Elective Courses - students may take any of these courses**

Subject	Course #	Course LOs Addressed	Program LOs Addressed	Alignment with GDLE(s), List GDLE(s) addressed	Assessments (optional)
Foundations of Game Design	9500	-Deconstruct various types of games to identify their inherent principles of design -Pitch a game design to a marketing panel by translating, through oral presentation, the psychological, anthropological, neuroscientific, and philosophical elements of its design	-Engage a process of design thinking to develop digital media solutions to identified problems -Demonstrate through critical thinking and hands-on projects, the application of digital media and technologies in a global and diverse workplace.	-Depth and breadth of knowledge -Application of Knowledge -Awareness of Limits of Knowledge -Communications Skills	-Short Essays -Group Project -Presentations - Group -Debate
Interdisciplinary Improvisation	9600	-Identify and practice methods for spontaneous problem solving in the digital media industry -Negotiate within a digital design team to practice skills of interdependence, collaborative ability, and adaptability	-Engage a process of design thinking to develop digital media solutions to identified problems -Demonstrate through critical thinking and hands-on projects, the application of digital media and technologies in a global and diverse workplace.	-Application of Knowledge -Awareness of Limits of Knowledge -Communications Skills	-Design Projects -Self-Assessment -Group Project -Presentations - Group
Special Topics in Digital Media I, II, III	9700, 9701, 9702	<i>Course LOs vary depending on the topic of focus, generally emphasizing the ability to:</i> -Appraise the relevance of [the special topic] to current and future implications for the digital media industry -Negotiate within a team to practice skills of interdependence, collaborative ability, and adaptability	-Engage a process of design thinking to develop digital media solutions to identified problems -Demonstrate through critical thinking and hands-on projects, the application of digital media and technologies in a global and diverse workplace.	-Depth and breadth of knowledge -Application of Knowledge -Awareness of Limits of Knowledge -Communications Skills	-Design Projects -Group Project

### Milestones

A milestone is a learning activity that must be successfully completed in order to fulfill the requirements for the graduate degree. If grades are assigned, they do not contribute to the student's academic average. FYI: Academic milestones are designed to meet substantive discipline learning outcomes and will appear on the transcript. All other milestones will not appear on the transcript; for example, ladder safety training.

Milestone Name	Milestone LOs Addressed	Program LOs Addressed	Alignment with GDLE(s), List GDLE(s) addressed	Assessments (optional)
SGPS Academic Integrity Module	-Describe and put to practice the academic principles that prevent scholastic offenses	-Demonstrate professional and ethical conduct consistent of digital media practitioners	-Professional Capacity/autonomy	-Quiz
Internship	-Identify and carry out performance objectives mutually agreed upon with an employer related to a selected internship assignment -Apply design thinking to develop a new product in collaboration with stakeholders	-Engage a process of design thinking to develop digital media solutions to identified problems -Demonstrate through critical thinking and hands-on projects, the application of digital media and technologies in a global and diverse workplace. -Demonstrate professional and ethical conduct consistent of digital media practitioners	-Application of Knowledge -Professional Capacity/autonomy -Awareness of Limits of Knowledge	-Short Essays -Self-Assessment -Term Paper
National/International Conference Attendance	-Report to peers, through formal presentation, the lessons learned from conference attendance	-Critically evaluate how the theoretical approaches pertaining to digital media research are applied to produce research for academia and industry -Demonstrate professional and ethical conduct consistent of digital media practitioners	-Application of Knowledge -Professional Capacity/autonomy	-Presentation-Individual -Presentation-Group
Supervisory mentoring relationship	-Consult with academic supervisors throughout the development and completion of digital media independent research project -Defend decisions made throughout the project process that take into account the ongoing consultation with supervisors	-Critically evaluate how the theoretical approaches pertaining to digital media research are applied to produce research for academia and industry	-Research and Scholarship	-Self-Assessment

### Thesis

	Thesis LOs Addressed	Program LOs Addressed	Alignment with GDLE(s), List GDLE(s) addressed	Assessments (optional)
Independent Research Project	- Interpret and analyze scholarly works using critical and theoretical approaches pertaining to digital media studies to investigate of a selected research question or area of focus	-Critically evaluate how the theoretical approaches pertaining to digital media research are applied to produce research for academia and industry	-Research and Scholarship	-Colloquium -Thesis Paper