# Digital Media (Minor) – 2024/2025 Program Guide

Not all courses are offered every year. Students are required to meet the pre-requisites for entry into all courses.

**Courses required for a Major program may not be applied to a minor.**

*To access course descriptions, log into My OCAD U Records (Self-Service), click on Student Planning and then select Course Catalog from the Student Planning drop-down menu located on the top of the page.*

| COURSE CODE | COURSE TITLE | CREDIT |
|---|---|---|
| DIGF-3001 | Networked Communities & Envir. | **0.5 credit** |
| **Choose ONE course from the list below:** | | **0.5 credit** |
| SOSC-2005 | Culture and Communication | |
| VISM-2002 | History of New Media Art | |
| VISM-2004 | Web Theory | |
| ENGL-4003 | Transmedia Texts | |
| **Choose FIVE courses from the lists below:** | | **2.5 credits** |
| <ul><li>from at least three of the four defined media areas: Networks, Installation and Social Space, Mobility, and Code.</li><li>including at least one Art studio (INTM, EXAN) and at least one Design studio (ENVR, GDES, ILLU, INDS).</li><li>including at least 1.5 credits at the 3000 or 4000 level.</li></ul> | | |
| **A. Networks** | | |
| ILLU-2009 | Media Studio: Digital | |
| ILLU-3007 | Media Studio: Hybrid | |
| **B. Installation and Social Space** | | |
| ENVR-2002 | Colour, Light & Environment | |
| EXAN-2008 | 3D Modeling & Animation 1 | |
| GDES-3007 | Wayfinding Systems | |
| GDES-3036 | Ambient Experience Design *(not offered 2022/2023)* | |
| GDES-3043 | Architectural Glass *(not offered 2022/2023)* | |
| INDS-3010 | Compelling Experience Design | |
| INTM-4001 | Media Installations | |
| **C. Mobility** | | |
| DIGF-2013 | 2D Game Design | |
| DIGF-3006 | 3D Game Design | |
| GDES-3018 | Design With Technology I | |
| **D. Code** | | |
| INTM-2011 | Physical Computing I: Kinetics | |
| INTM-3017 | Bending Reclaimed Technology | |
| **Total Course Credits:** | | **3.5 credits** |