

# Digital Media (Postgraduate Certificate) – 2024/2025 Program Guide

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

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.                           | <b>0.5 credit</b>  |
| <b>Choose ONE course from the list below:</b>   |  | <b>0.5 credit</b>  |
| SOSC-2005   | Culture and Communication                                |                    |
| VISM-2002   | History of New Media Art                                 |                    |
| VISM-2004   | Web Theory   |                    |
| ENGL-4003   | Transmedia Texts   |                    |
| <b>Choose FIVE courses from the lists below:</b>  |  | <b>2.5 credits</b> |
| <ul style="list-style-type: none"> <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> |  |                    |
| <b>A. Networks</b>  |  |                    |
| ILLU-2009   | Media Studio: Digital                                    |                    |
| ILLU-3007   | Media Studio: Hybrid                                     |                    |
| <b>B. Installation and Social Space</b>   |  |                    |
| ENVR-2002   | Colour, Light & Environment                              |                    |
| EXAN-2008   | 3D Modeling & Animation 1                                |                    |
| GDES-3007   | Wayfinding Systems                                       |                    |
| GDES-3036   | Ambient Experience Design <i>(not offered 2022/2023)</i> |                    |
| GDES-3043   | Architectural Glass <i>(not offered 2022/2023)</i>       |                    |
| INDS-3010   | Compelling Experience Design                             |                    |
| INTM-4001   | Media Installations                                      |                    |
| <b>C. Mobility</b>  |  |                    |
| DIGF-2013   | 2D Game Design   |                    |
| DIGF-3006   | 3D Game Design   |                    |
| GDES-3018   | Design With Technology I                                 |                    |
| <b>D. Code</b>  |  |                    |
| INTM-2011   | Physical Computing I: Kinetics                           |                    |
| INTM-3017   | Bending Reclaimed Technology                             |                    |
| <b>Total Course Credits:</b>  |  | <b>3.5 credits</b> |

