

# MASTER OF SCIENCE IN DIGITAL ARTS



# ITU

## Admission Requirements

### Sealed Official Transcripts From All Universities Attended

Minimum cumulative undergraduate GPA of 2.75 or graduate GPA of 3.0, on a 4.0 scale. Transcripts, listing courses taken and grades received, must be mailed directly from the institution or through a verified e-Transcript provider. [International Students please review additional requirements listed below.](#)

### Statement of Purpose (500-750 words)

Please describe why you are interested in the intended program of study, and how you hope to use this education to achieve your future goals.

### Resume Demonstrating Relevant Work or Volunteer Experience

Two pages maximum.

### GRE or GMAT Scores

Recommended. Scores must be sent directly from the testing center.

### Two Letters of Recommendation

Recommended. Required if minimum GPA is not met. Letters should speak to the student's professional and academic experience and potential to succeed in graduate school.

### INTERNATIONAL APPLICANTS:

#### Foreign credential evaluation for any non-US degrees

ITU will accept foreign transcript evaluations from these approved third-party service providers:

- International Education Research Foundation (IERF)
- World Education Services (WES)
- A2Z Evaluations
- Other NACES-recognized members

#### Proof of English Proficiency

ITU looks for scores of 80+ for TOEFL iBT or 6.5+ for IELTS.

For a list of additional acceptable ways to satisfy the requirement, please contact an admission representative.

### ADMISSION CYCLES

**Fall** (Classes start September) May 15 - Aug. 15

**Spring** (Classes start January) Sep. 15 - Dec. 15

**Summer** (Classes start May) Jan. 15 - April 15



## INTERESTED?

Learn more at  
[ITU.EDU](http://ITU.EDU)  
or email  
[admissions@itu.edu](mailto:admissions@itu.edu)

In a world of smartphones, tablets, wearable computers, and Augmented Reality (AR), the role of a digital artist is more important than ever. Not only is there an insatiable appetite for new content, but the skills demanded from a designer, story-teller, and artist to create that content has extended far beyond traditional skill sets. An infinite number of opportunities await those with the proper abilities and imagination. ITU's **Digital Arts** program integrates design fundamentals, professional skills, and entrepreneurial innovation into a unique program tailored to modern artists who dare to innovate and create their own visions of the future.

## Curriculum

ITU's MSDA curriculum is taught by experienced industry professionals who integrate design fundamentals, professional skills, and entrepreneurial innovation in order to produce a generation of artists who can lead, innovate, and create the next industry disruption. Students will learn to produce live action, animation, and interactive and augmented media. The program prepares students to become leaders in the digital art production, advertisement, movie, game, and mobile application industries. Graduates of this program will build portfolios featuring animation, movies, and multimedia, along with thesis papers designed for peer review publication in academic and industrial journals.

## Job Possibilities

Concept Artist, Movie Production Artist, Video Game Designer, GUI App Developer, Art Director, Storyboard Artist, and more.

## Program Requirements

To complete this program each student must complete a total of 36 credit hours:

### 4 CORE COURSES (12 Credit Hours)

DGA 501 New Media Production  
DGA 511 General Production Pipelines  
DGA 621 Producing Digital Media  
DGA 631 Digital Media StartUp

**CAPSTONE PROJECT:** 3 credit hours

**INTERNSHIP:** 1-9 credit hours

### ELECTIVES (12-20 Credit Hours)

**Cross Disciplinary Elective:** up to 3 credit hours

**Transfer Credits:** up to 9 credit hours (counts towards electives)

**MSDA Electives:** up to 20 credit hours

*These requirements apply to students admitted for FALL 2016 and beyond.*



# 数字艺术 硕士



# ITU

## 录取要求

### 入读过的所有大学的密封成绩单

本科累积GPA需2.75以上，研究生3.0以上（总分4.0基础上）。成绩单需列出修过的课程和相应分数，须从大学直接密封寄出，或由经认证的提供电子成绩单的机构寄出。  
国际学生请注意补充要求。

### 个人陈述 (500-750字)

请陈述为什么对某个学科感兴趣，计划怎样通过学习来实现你的未来目标。

### 简历

列举相关工作或志愿者经历（两页以内）。

### GRE或者GMAT 成绩

建议提供，成绩必须由考试中心直接寄出。

### 两封推荐信

建议提供，GPA 没有达到最低要求的学生则必须提供。推荐信需陈述学生的专业和学术经历，以及成功完成研究生学习的潜力。

## 国际学生申请者：

### 成绩单认证

所有非美国学历需经第三方认证机构认证，ITU接受的认证包括：

- 国际教育研究基金会 International Education Research Foundation (IERF)
- 世界教育服务社 World Education Services (WES)
- A2Z鉴定处 A2Z Evaluations
- 其它全美学历认证协会 (NACES) 成员单位

### 英语水平要求

ITU要求托福成绩80分以上，雅思成绩6.5以上。若使用其它方式证明达到英语水平要求，请联系招生部负责人。

## 申请时间

秋季学期：9月开学 申请日期：5月15日—8月15日

春季学期：1月开学 申请日期：9月15日—12月15日

夏季学期：5月开学 申请日期：1月15日—4月15日



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当今世界，智能手机、平板电脑、可穿戴电脑、扩增实境技术蓬勃发展，数字艺术家发挥的作用前所未有。新的科技产品不仅需要大量内容支持，并要求设计师、艺术家、编者掌握新的技能来创造这些内容，社会对这样的人才需求剧增。ITU的**数字艺术**硕士专业把设计基础、专业技能、企业创新相结合，培养新型现代艺术家，这些艺术家将在未来科技发展和创新中发挥独特作用。

## 课程概述

ITU的数字艺术硕士课程由经验丰富的工业界专家讲授，课程由设计基础、专业技能和企业合作三个主要部分组成，旨在培养具有领导才干和创新精神的新一代艺术家。学生将学习制作实景片、动画片、扩增实境和互动媒体，为担任数字艺术生产、广告、电影、游戏和流动应用程序等领域的管理者做准备。学生在学习期间将积累丰富的作品，包括动画片、电影和多媒体作品，并可在学术和工业界期刊上发表专业论文。

## 就业方向

概念艺术家、电影制作艺术家、视频游戏设计师、GUI应用程序开发员、艺术指导、故事板艺术家等。

## 课程要求

学生必须完成36个学分以取得数字艺术硕士学位：

### 4门核心课程（共计12个学分）

- DGA 501 新媒体制作
- DGA 511 基础制作流程
- DGA 621 数字媒体制作
- DGA 631 数字媒体新创

**综合实践：**3个学分

**实习：**1-9个学分

**选修课程：**12-20个学分

**非相关学科课程：**最多3个学分

**转入学分：**最多9个学分（作为ITU选修课程）

**数字艺术硕士学位选修课程：**最多20个学分

上述要求适用于2016秋季及之后入学的学生。

