

# Narrative Design, Graduate Certificate (Boston)

Storytelling has been an important part of global culture throughout history. Its role in digital media continues to grow, especially in the game design industry, in which there is a growing demand for effective storytellers. The Graduate Certificate in Narrative Design offers a set of courses focused on the process of creating interactive, media-rich stories. Students have an opportunity to gain experience in narrative design through a practice-oriented problem-solving approach.

## Program Requirements

Complete all courses and requirements listed below unless otherwise indicated.

## Required Courses

| Code                                          | Title                             | Hours |
|-----------------------------------------------|-----------------------------------|-------|
| DGM 6200                                      | Digital Storytelling Foundations  | 2     |
| DGM 6415                                      | Interactive Media Studies         | 2     |
| DGM 6650                                      | Game Design Fundamentals          | 3     |
| DGM 6675                                      | Interactive Narrative Development | 3     |
| Complete 2–3 semester hours of the following: |                                   | 2-3   |
| DGM 6425                                      | Story Development                 |       |
| DGM 6655                                      | Animation Fundamentals            |       |
| DGM 6680                                      | Designing for Game Frameworks     |       |
| DGM 6685                                      | Advanced Game Development         |       |
| DGM 6690                                      | 3D Character Modeling and Rigging |       |
| DGM 6695                                      | 3D Character Animation for Games  |       |

## Program Credit/GPA Requirements

12 total semester hours required

Minimum 3.000 GPA required