



ITU

MASTER OF SCIENCE IN DIGITAL ARTS

Program Overview

In a world of smartphones, tablets, wearable devices, and virtual, augmented, and mixed reality (VR/AR/MR), the role of a digital artist is more important than ever. Consumers crave new content, and the skills required by designers to create that content has extended far beyond traditional skill sets. Demand is high, and infinite opportunities await those with imagination, commitment, and proper educational training.

Why You Should Apply

ITU's Digital Arts program offers you:

- Hands-on skills to produce live action, animation, and interactive and augmented media.
- Building blocks to create powerful portfolios, featuring graphic design, animation, video content, and multimedia.
- A STEM program designed to teach students the skills required to thrive in Silicon Valley's ever-evolving tech sector and globally.
- Enrollment in a university accredited by the Western Association of Schools and Colleges (WASC)

Curriculum Highlights

Our 36 credit hour curriculum is completed in 16 months. The 36 credit hours are composed of core courses, electives, cross disciplinary electives, capstone or thesis, and an internship.

Sample Courses

Digital Media Startup

3D Modeling and 3D Printing

Dynamic UX

Virtual Reality/Augmented Reality (VR/AR)

Concentrations

Add a concentration that prepares you with specialized skills and knowledge in the following areas:

- **UI/UX:** Learn from courses such as Dynamic UX, Design Fundamentals, User Interfaces and User Experiences, and Web Graphic Design.
- **Digital Marketing:** Learn from courses such as Social Network Marketing and Publishing, International Marketing, Marketing with Social Media, and Competitive Marketing Strategies.
- **Production:** Learn from courses such as Screenwriting, Production, and Editing.
- **Interactive Media and Games:** Learn from courses such as Intro to Game Development, Virtual Reality/Augmented Reality, 3D Modeling and 3D Printing, CG Software Fundamentals, and Unity 2D/3D Game Development Platform.

36 credit hours

16 Months | **32 Months**
for Full Time | for Part Time

Admission Requirements

Bachelor's Degree With a minimum GPA of 2.75 or a Master's degree with a minimum GPA of 3.0.

Proof of English proficiency*:

All applicants whose native language is not English and who did not receive either a bachelor's or graduate degree from an English-speaking institution must take an English proficiency test.

Test of English as a Foreign Language (TOEFL) examination; 78 or better for the internet-based test (ibt).

International English Language Testing System (IELTS) examination; band score of 6.0 or better for the academic module.

Demonstrate commitment to contribute to and complete the program.

U.S. citizens or U.S. Permanent* Residents that have earned an undergraduate or graduate degree from a regionally accredited institution in the U.S. are waived from this requirement.

Deadlines

Applications are reviewed on a rolling basis and considered for admission to the next available trimester start date.

One-On-One Advising

We are here to help. Email us for application assistance at admissions@itu.edu



Studying In Silicon Valley

ITU is in the heart of Silicon Valley. Our centrally located campus allows students to uncover the far-reaching opportunities offered in one of the world's leading business hubs. As an ITU student, you will study among some of the world's biggest companies. Our campus neighbors the headquarters of leading firms such as Facebook, Google, and eBay. The university's location gives each student the chance to learn and network with the best talent in the tech field.

Outside of your studies, you can spend your spare time exploring the distinctive culture of Northern California. Discover the exciting nightlife of the area by visiting local hotspots such as San Francisco's Haight-Ashbury and Pier 39. Take a break from city life with a day trip to some of California's premier beaches and mountain trails. Or spend a weekend further north touring Napa's Wine District, traversing Yosemite, or enjoying the many activities found in bustling Lake Tahoe.



CAREER
DEVELOPMENT



RENOWNED
FACULTY



SILICON VALLEY
RESOURCES



ENTREPRENEURSHIP



DEPARTMENT CHAIR OF DIGITAL ARTS

Professor Jake Wachtel, is an award-winning international journalist and producer, who has received the National Academy of Television Arts and Sciences Citation for his coverage of the 9/11 attacks. At ITU, he leads courses in New Media Production, General Production Pipelines, Producing Digital Media, and Digital Media Startup. His courses are tailored to empower students with the skills and toolsets that can be applied to all digital media.

About ITU

ITU pioneers an industry-focused educational model to deliver education globally. ITU's pedagogy cultivates innovative thinking, ethical leadership, and entrepreneurial spirit through practical, industry-relevant curriculum reflecting Silicon Valley's culture. ITU closes the employment skills gap and empowers students to lead successful, enriching lives as meaningful contributors to the global community.

Career Opportunities

- UI/UX Designer
- Filmmaker
- Video Game Designer
- Animator
- Social Media Manager

9% Projected job-growth rate and **\$100,000** Median annual wage for **Digital Marketers** in 2016.

12% Projected job-growth rate and **\$70,950** Median annual wage for **Producers** in 2016.

10% Projected job-growth rate and **\$65,300** Median annual wage for **Multimedia Artists and Animators** in 2016.

13% Projected job-growth rate and **\$86,071** Median annual wage for **User Experience Designer** in 2016.

U.S. Bureau of Labor Statistics



11/17 V.5