



DREXEL UNIVERSITY

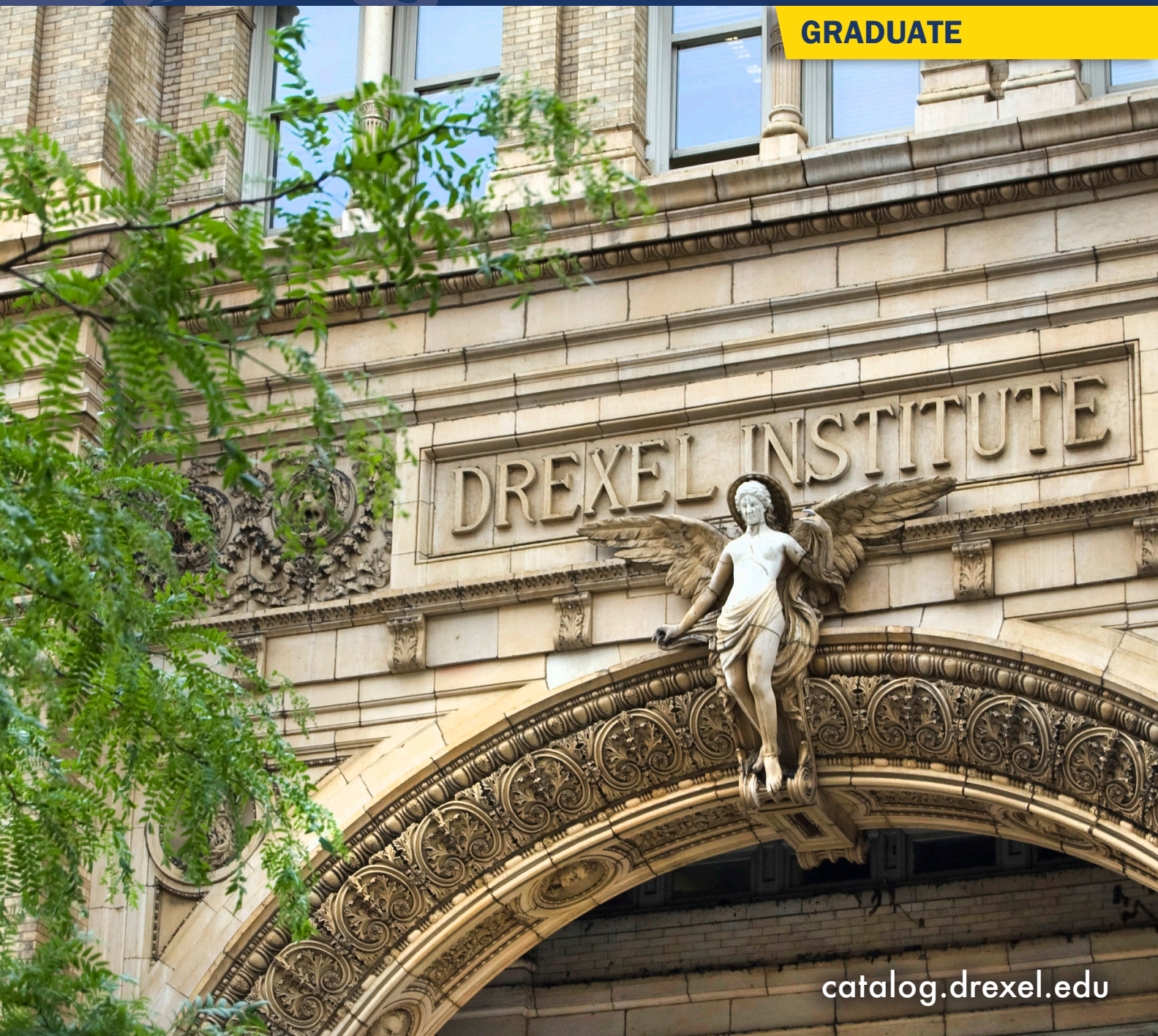
Westphal

College of Media Arts & Design

# CATALOG

## 2024-2025

**GRADUATE**



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# The Antoinette Westphal College of Media Arts & Design

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## About the College

The Antoinette Westphal College of Media Arts & Design (<http://drexel.edu/westphal/>)'s mission is to unlock the creativity of critical thinkers, makers, and creators who connect ideas and solve real-world problems, transforming careers and lives. Westphal's graduate degree programs prepare students to begin or enhance their career in the design, media, and arts and culture sectors.

Westphal College offers graduate degree programs in Arts Administration, Design, Fashion Design, Interior Architecture, Interior Architecture & Design, Digital Media, Television and Media Management and Urban Strategy. Westphal also offers four graduate minor programs and two certificate programs. All programs are distinctive in content and professionally oriented.

Westphal's graduate programs are designed to explore aesthetics, technology and the realities of the creative economy. The academics are rigorous and provide the appropriate balance of a solid foundation with individual creative direction, cultural awareness, strong technical skills and an understanding of management and professional practice. Westphal is committed to continual review of curricula, processes and outcomes to make those improvements and refinements necessary to further enrich students' education and to foster independent thinkers, astute leaders and creative problem solvers.

Many students can complete their degree in as little as 15 months, and classes – whether on campus or online, synchronous or asynchronous – are guided by industry-leading faculty. Westphal's graduate community of scholars, designers, entrepreneurs and leaders share the drive to create innovative solutions to solve the world's challenges. With access to active alumni and professional networks, Westphal MS and PhD graduates are uniquely positioned to lead creative industries into the future.

## Majors

- Arts Administration (MS) (p. 4)
- Design (MS) (p. 8)
- Digital Media (MS) (p. 10)
- Digital Media (PhD) (p. 14)
- Fashion Design (MS) (p. 19)
- Interior Architecture (MS) (p. 24)
- Interior Architecture & Design (MS) (p. 25)
- Retail & Merchandising (MS) (p. 29)
- Television and Media Management (MS) (p. 31)
- Television and Media Management MS / Business Administration (MBA) (p. 34)
- Urban Strategy (MS) (p. 39)

## Minors

- Arts Administration (p. 42)
- Digital Media (p. 42)
- Museum Leadership (p. 43)
- Retail and Merchandising (p. 43)

## Certificates

- Responsible Cultural Leadership Certificate (p. 45)
- Fashion Design Technology Certificate (p. 45)

## Full/Part-Time Options

### Programs that can be pursued full-time:

- Arts Administration
- Design
- Digital Media
- Fashion Design
- Interior Architecture

- Interior Architecture & Design
- Retail & Merchandising
- Television & Media Management
- Urban Strategy

**Programs that can be pursued part-time:**

- Arts Administration
- Design
- Digital Media
- Retail & Merchandising
- Television & Media Management
- Urban Strategy

## Facilities

Designed to be an incubator for tomorrow's creative leaders, The URBN Center is the award-winning home for many of the programs in the Antoinette Westphal College of Media Arts & Design, providing students with rigorous, studio intensive instruction with the latest technological resources. Undergraduate majors that share this space include Animation & Visual Effects, Architecture, Digital Media & Virtual Production, Fashion Industry & Merchandising, Entertainment & Arts Management, Fashion Design, Game Design & Production, Graphic Design, Interior Design, Product Design, and User Experience & Interaction Design. Graduate programs that share this space include Arts Administration & Museum Leadership, Design Research, Digital Media, Fashion Design, Interior Architecture, and Urban Strategy.

The URBN Center also provides a black box theater (<https://drexel.edu/performingarts/about/facilities/urn-center-black-box-theater/>) for our performing arts, a 3,500 square foot Leonard Pearlstein Gallery (<http://www.drexel.edu/pearlsteingallery/>), a Motion Capture studio, a Hybrid Making Lab ([http://drexel.edu/westphal/about/overview/making\\_spaces/HybridMakingLab/](http://drexel.edu/westphal/about/overview/making_spaces/HybridMakingLab/)) featuring laser cutters, and 3-D printing and prototyping capabilities, the Robert and Penny Fox Historic Costume Collection (<https://drexel.edu/foxcollection/>), the Charles Evans Fashion Design Library, a multi-use screening and lecture room, Shima Seki (<https://drexel.edu/westphal/academics/graduate/FASH/research/shima-seiki/>) high-tech knitting machines, a print center (<https://drexel.edu/westphal/westphal-experience/technology/help-documentation/papercut/>), and offices for the College's administrative functions.

In One Drexel Plaza, Studio One, designed by the renowned architectural and acoustic firm Walters-Storyk Design Group, serves as the Music Industry program's premiere studio and classroom. Centered around a Rupert Neve Designs 5088 console and equipped with soffit mounted monitors by ATC, the 1300 sq. foot studio features outboard gear by Universal Audio, Tube-tech, Retro Instruments, API, GML, Empirical Labs and AMS Neve. Software options include the latest offerings by Ableton Live, Pro Tools, and Logic Audio, as well as plug-ins by Waves, McDSP, Sonnox, Sound Toys, iZotope, and Universal Audio.

The Academic Building is home to our Photography major and department of Art & Art History. Within this facility, the Westphal College occupies a 10,000-square-foot photography lab (<https://drexel.edu/westphal/academics/undergraduate/PHTO/Facilities/>), lighting studios, and digital imaging labs, as well as six lecture/ laboratory spaces for our Visual Studies courses.

University Crossings boasts a 25,000-square-foot space for Film & Television, Screenwriting & Playwriting, and Television & Media Management faculty. Also in this building are two state-of-the-art digital editing facilities (<https://drexel.edu/westphal/academics/undergraduate/FMTV/Facilities/>), a shooting studio with special effects capability, two screening rooms, a digital audio postproduction studio, several multimedia classrooms, and a well-stocked equipment room (<https://drexel.edu/westphal/academics/undergraduate/FMTV/Equipment/>) featuring state of the art cameras including Arri Alexas and Arri Amiras, amongst others.

MacAlister Hall serves students in the Westphal College with recording studios for Music Industry; The Mandell Theater (<http://drexel.edu/performingarts/about/facilities/mandell-theater/>), a 420-seat proscenium theater with scene shop and dressing rooms; the Ellen Forman Memorial Dance Studio (<http://www.drexel.edu/performingarts/about/facilities/ellen-forman-dance-studio/>); and a high-definition television studio.

# Arts Administration MS

*Major: Arts Administration*

*Degree Awarded: Master of Science (MS)*

*Calendar Type: Quarter*

*Minimum Required Credits: 45.0*

*Co-op Option: None*

Classification of Instructional Programs (CIP) code: 50.1002

Standard Occupational Classification (SOC) code: 25-4013; 25-4012

## About the Program

The Arts Administration program provides academic preparation for leadership positions with creative enterprises, museums, foundations, corporations, and government agencies involved in the arts and culture sector. Students interested in the management of arts and cultural organizations, including museums of all types, will find a curriculum that provides them with a broad foundation of understanding the history and current trends of the sector, as well as opportunities to explore specific areas of practice in more depth.

Students will choose either an Arts Administration or a Museum Leadership concentration to complete their degree. All AADM students will complete several introductory courses appropriate to their concentration, along with seven shared core AADM courses, followed by a thesis sequence for the Arts Administration concentration, and a practicum sequence for Museum Leadership.

Students may enroll in the program on a full- or part-time basis. The program is designed to accommodate working students, so all classes are offered in the evening or online. Students must matriculate in either the campus or online program, but students in either program may take some courses in the other program.

Students should plan to enter the program at the start of either the fall or spring term. Full-time students may complete the degree in five consecutive terms when beginning in the fall term, and part-time students typically take seven to eight terms to complete the degree.

## Goals and Objectives

Drexel's Arts Administration program will prepare the cultural workforce of the future to fulfill their missions of stewardship and education. These leaders will develop a knowledge and skill base to steer tomorrow's museums, cultural organizations, and cultural enterprises.

Graduates of the program will:

- Demonstrate awareness of the changing environment of the sector and use critical thinking skills to identify issues and broad-based policy solutions.
- Demonstrate knowledge of the administrative theories and practices of arts and cultural organizations, including corporate structures, business models, governance, leadership, management, planning, capitalization, evaluation, marketing, audience and community engagement, legal issues, and fund development.
- Understand the particular requirements of managing artistic and cultural disciplines and distinguish among the needs and requirements embedded in the management and leadership of various disciplines in the profession.
- Demonstrate capacity for leadership in the cultural community, having an awareness of their own leadership strengths, ethical standards, and ability to motivate and engage others.
- Identify strategies to implement the mission and vision of an organization.
- Work effectively in teams, demonstrating competence in interpersonal communication and collaboration that can be applied in a leadership role or from any position within a team or an organization.

## Additional Information

For more information please visit the Westphal College Graduate (<https://drexel.edu/westphal/academics/graduate/>) webpage.

## Admission Requirements

In addition to meeting the general requirements for admission to graduate studies at Westphal College of Media Arts and Design, applicants should provide:

A resume demonstrating a strong affinity for the field through work, volunteer experiences, education, or special training.

A transcript showing a minimum 3.0 GPA\* in their undergraduate work, and for international students whose first language is not English, the minimum TOEFL score is 90/577.

An essay of approximately 500 words explaining your reasons for pursuing a degree from Drexel; your short-term and long-term career plans; and how your background, experience, interest, and/or values, when combined with a Drexel degree, will enable you to pursue these goals successfully.

Two letters of recommendation. To electronically request recommendations, you must list your recommenders and their contact information on your application. We advise that you follow up with your recommenders to ensure they received your recommendation request — they may need to check their junk mail folder. Additionally, it is your responsibility to confirm that your recommenders will submit letters by your application deadline and follow up with recommenders who have not completed their recommendations.

No GRE required.

\* Special consideration of GPA requirement will be given for applicants with relevant work experience.

## Degree Requirements

### Required Core Courses

AAML 525	Legal and Ethical Issues in Arts and Culture	3.0
AAML 550	Management Techniques in Arts and Cultural Organizations	3.0
AAML 560	Marketing & Engagement in Arts and Cultural Orgs.	3.0
AAML 575	Revenue Development in Arts and Cultural Orgs.	3.0
AAML 610	Financial Accounting in Arts and Cultural Orgs.	3.0
AAML 660	Technology Tools for Arts and Cultural Managers	3.0
AAML 680	Leadership, Strategy & Planning in Arts and Cult.	3.0

### Concentration: Select one

15.0

#### Arts Administration Concentration

AADM 505	Overview of the Arts
AADM 520	Creative Enterprise and Innovation
AADM 785	Research Design in the Arts
AADM 798	Thesis Development *

#### Museum Leadership Concentration

MUSL 500	Museum History and Philosophy
MUSL 530	Museum Management
MUSL 650	Governance for Museums and Non-Profit Organizations
MUSL 750	Museum Leadership Practicum **

### Electives (Choose 3)

9.0

AADM 660	International Cultural Policy
AADM 690	Equitable Cultural Practices
AADM T680	Special Topics in Arts Administration
AADM 741	Arts Entrepreneurship
AADM 745	Arts in Education
AADM 752	Performing Arts Management
AADM 753	Visual Arts Organization Management
AADM 755	Community Cultural Planning
AADM 757	Political Activism in the Arts
MUSL 620	Sustainable Cultural Practices
MUSL 630	Exhibitions and Programming
MUSL 690	Culturally Responsive Museums
MUSL 710	Bricks and Mortar

### Total Credits

45.0

\*

AADM 798 is taken two times for a total of 6.0 credits.

\*\*

MUSL 750 is taken two times for a total of 6.0 credits.

## Sample Plan of Study

### Sample Plan of Study - Arts Administration (AADM) Concentration - Campus Full-Time

#### First Year

Fall	Credits Winter	Credits Spring	Credits Summer	Credits
AADM 505	3.0 AAML 550	3.0 AADM 785	3.0 AADM 798 *	3.0
AADM 520	3.0 AAML 560	3.0 Electives	6.0 AAML 610	3.0
AAML 525	3.0 AAML 575	3.0	AAML 660	3.0
	9	9	9	9

**Second Year**

Fall	Credits
AADM 798 <sup>*</sup>	3.0
AAML 680	3.0
Elective	3.0
	<b>9</b>

**Total Credits 45**

\*

AADM 798 is taken two times for a total of 6.0 credits.

**Sample Plan of Study - Arts Administration (AADM) Concentration - Online -Part-time \*\*****First Year (Part-Time)**

Fall	Credits Winter	Credits Spring	Credits Summer	Credits
AADM 505	3.0 AAML 550	3.0 AADM 785	3.0 AAML 525	3.0
AADM 520	3.0 AAML 575	3.0 Elective	3.0 AAML 610	3.0
	<b>6</b>	<b>6</b>	<b>6</b>	<b>6</b>

**Second Year (Part-Time)**

Fall	Credits Winter	Credits Spring	Credits Summer	Credits
AAML 680	3.0 AAML 660	3.0 AADM 798 <sup>*</sup>	3.0 AADM 798 <sup>*</sup>	3.0
Elective	3.0 Elective	3.0 AAML 560	3.0	
	<b>6</b>	<b>6</b>	<b>6</b>	<b>3</b>

**Total Credits 45**

\*

AADM 798 is taken two times for a total of 6 credits.

\*\*

Note: Second Year Summer is less than the 4.5-credit minimum required (considered half-time status) of graduate programs to be considered financial aid eligible. As a result, aid will not be disbursed to students this term.

**Sample Plan of Study - Museum Leadership (MUSL) Concentration - Campus Full-time****First Year**

Fall	Credits Winter	Credits Spring	Credits Summer	Credits
AAML 525	3.0 AAML 550	3.0 MUSL 650	3.0 AAML 610	3.0
MUSL 500	3.0 AAML 560	3.0 Electives	6.0 AAML 660	3.0
MUSL 530	3.0 AAML 575	3.0	MUSL 750 <sup>*</sup>	3.0
	<b>9</b>	<b>9</b>	<b>9</b>	<b>9</b>

**Second Year**

Fall	Credits
AAML 680	3.0
MUSL 750 <sup>*</sup>	3.0
Elective	3.0
	<b>9</b>

**Total Credits 45**

\*

MUSL 750 is taken two times for a total of 6.0 credits.

**Sample Plan of Study - Museum Leadership (MUSL) Concentration - Online Part-time \*\*****First Year (Part-Time)**

Fall	Credits Winter	Credits Spring	Credits Summer	Credits
MUSL 500	3.0 AAML 550	3.0 MUSL 650	3.0 AAML 525	3.0
MUSL 530	3.0 AAML 575	3.0 Elective	3.0 AAML 610	3.0
	<b>6</b>	<b>6</b>	<b>6</b>	<b>6</b>

**Second Year (Part-Time)**

Fall	Credits Winter	Credits Spring	Credits Summer	Credits
AAML 680	3.0 AAML 660	3.0 AAML 560	3.0 MUSL 750 <sup>*</sup>	3.0

Elective	3.0 Elective	3.0 MUSL 750 *	3.0	
	6	6	6	3

**Total Credits 45**

\*

MUSL 750 is taken two times for a total of 6 credits.

\*\*

Note: Second Year Summer is less than the 4.5-credit minimum required (considered half-time status) of graduate programs to be considered financial aid eligible. As a result, aid will not be disbursed to students this term.

## Program Level Outcomes

- Assess and Apply Research. Identify and analyze qualitative and quantitative research. Evaluate research to communicate and support management and leadership decisions in cultural organizations.
- Conduct Primary Research. Conduct qualitative, quantitative, and/or mixed methods original research. Produce research of significant quality that expands the knowledge of the cultural sector.
- Demonstrate competence in interpersonal communication.
- Deliver effective written and oral proposals and presentations addressing a range of audiences and concerns relevant to the culture sector.
- Collaborate in teams applying leadership theories in cultural practice. Demonstrate competence in management techniques.
- Integrate multiple modalities of communications and information sharing for organizational effectiveness and program/service delivery.
- Assess the use of technologies to communicate, collaborate, solve problems, make decisions and conduct research, as well as foster creativity and life-long learning.
- Demonstrate awareness of the changing environment of the sector and use critical thinking skills to identify issues and broad-based policy solutions.
- Compare the particular requirements of managing different types of cultural organizations. Demonstrate knowledge of administrative theories and practices.
- Design and complete a self-directed learning experience, for example practicums and theses.
- Design solutions for the cultural sector and generate new ideas based on theory and practice.
- Develop professional skills through high-quality immersive online and on-site experiences in the culture sector.
- Demonstrate capacity for leadership in the cultural community, utilize leadership strengths, ethical standards, and ability to motivate and engage others to create a more just society through culture.
- Collaborate with colleagues of diverse backgrounds to construct inclusive and antiracist communities in the cultural sector.
- Construct cultural experiences for diverse audiences and stakeholders.
- Drive social change and equity within the cultural sector.

## Arts Administration Faculty

Nicole Allen White, JD (*Drexel University*). Adjunct Professor. Chief Operating Officer, Welcome America Inc. Legal and ethical issues in the arts.

Salina Almanzar, MS (*Drexel University*). Adjunct Professor. Cultural preservation, community engagement

Jason Austin, LeeD AP MLA (*University of Pennsylvania*). Associate Teaching Professor. Landscape architecture, mapping, design build, online education

Jasmine E. Austin (Johnson), MS (*Drexel University*). Adjunct Professor. Founder & CEO of Selah Studios, LLC; Elder at CareView Community Church. Empowering and encouraging others through the arts and other cultural experiences, enabling them to embrace a deeper sense of well-being.

Jean Brody, DFA (*Yale School of Drama*) Program Director, Online MS in Arts Administration. Associate Teaching Professor. Arts administration.

Laura-Edythe Coleman, PhD (*Florida State University*). Associate Professor. Museum studies, cultural heritage informatics, social justice and inclusion, research methods, collections management, and digital curation.

Lindsey Crane, MS (*Drexel University*). Adjunct Professor. Peace and social change through the arts, financial accounting for arts and cultural organizations.

Mary Emery, MBA (*Temple University*). Adjunct Professor. Director of Finance and Controller, Vanguard Charitable.

Sharon Erwin, JD (*Temple University*). Adjunct Professor.

Derek Gillman, MA, LLM (*University of Oxford*). Distinguished Teaching Professor. Cara Keegan Fry University Curator and Executive Director, University Collections and Exhibitions. Art History, visual studies, museum management.



Julie Goodman, MFA (*Temple University*) *Department Head, Arts & Entertainment Enterprise*. Professor. Cultural policy, political activism in the arts, changes in economic and social policy, arts sector changes.

Marcus Harshaw, MA (*John Hopkins University*). Adjunct Professor.

Polly McKenna-Cress, MFA (*University of the Arts*) *Museum Leadership Practicum Director*. Adjunct Professor.

Heather McLaughlin, MS (*Drexel University*). Adjunct Professor.

Heather Moqtaderi, MA (*University of Delaware*). Adjunct Professor.

Carly Rappaport-Stein, MS (*Drexel University*). Adjunct Professor. Executive Director of Intercultural Journeys.

Neville Vakharia, PhD (*Drexel University*) *Associate Dean for Research & Planning*. Associate Professor. Technology in the arts, strategic planning and evaluation, management and leadership, innovation and entrepreneurship.

Brent Woods, MS (*Drexel University*). Professor.

Pamela Yau, MA (*City University, London*) *Program Director, MS Arts Administration*. Assistant Teaching Professor. Marketing and communications for the arts, research design, management, creative entrepreneurship, innovation, diversity, equity, inclusion in the arts, generative AI and arts management.

Andrew Zitcer, PhD (*Rutgers University*) *Program Director, Urban Strategy*. Associate Professor. Urban planning, creative placemaking, cooperative practice

## Design MS

*Major: Design*

*Degree Awarded: Master of Science in Design*

*Calendar Type: Quarter*

*Minimum Required Credits: 48.0*

*Co-op Option: None*

Classification of Instructional Programs (CIP) code: 11.0105

Standard Occupational Classification (SOC) code: 04.0401

## About the Program

The Drexel MS Design is an innovative, interdisciplinary, and distinguished evidence-based design program that will help you become a design leader in the 21st-century workplace.

Students work across multiple sectors in service design, market research, and product development to learn an evidence-based approach with a set of core design competencies taught in this program. We have studio and seminar options available to suit your experience needs. Created to serve students across all design disciplines, creatives, and those looking to make a career change, our program is a self-tailored yet structured and guided design program. This engagement-oriented program includes extensive coursework in social interest design, design-led strategy, and future-oriented technologies, preparing you to be an integral part of a development team in the design industry. Students in the program produce evidence-based thesis projects that are published through Pro-Quest Dissertations upon completion of their degree.

## College and Curriculum:

The MS in Design program is part of the nationally-ranked Antoinette Westphal College of Media Arts & Design, housed in award-winning, technologically enhanced facilities and taught by faculty who have worked at the top of their fields. Situated in the Department of Architecture, Design & Urbanism, the program benefits from its associations with faculty and students in the Interior Architecture & Design and Urban Strategy graduate programs; students are also taught and advised by faculty from product, graphics, and public health. The program provides a forum for students to pursue projects within design, technology, social impact, community, environmental design, and health. This flexible program operates with a core curriculum that is built on and augmented by a customized set of electives and the three-term thesis sequence. The curriculum, though self-directed, is grounded in real-life problems, research, studio class work, problem definition, and iterative making.

This 48-credit STEM-designated program can be taken either full or part-time; we offer a range of coursework to suit all schedules, including those with full-time work commitments. With over forty successful Alumni, our diverse range of current and past self-developed student topics include circular design, assistive technologies, mental health services, shelter systems, artificial intelligence, blockchain for human uses, services for sustainable living, and healthy service, space, and product development. The program includes making, research, fabrication, collaboration, and human-centered design thinking.

## Professional:

Students from this program work as service designers, product developers, research strategists, market researchers, and research coordinators. Our Alumni are in mid-level and higher positions in the financial, fashion, beauty, product, utility, higher education, and built environment sectors, to name a few. Alumni from our program work across multiple industries, in complex settings, with interdisciplinary teams. Students in our MS Design Program are specifically educated and challenged in evidence-based design and strategy across diverse contexts. All are exposed to various research and design practices through multiple real-life collaborations with academic and professional partners.

## Additional Information

For more information, please contact the Design Program Director D. S. Nicholas dsn35@drexel.edu.

## Admission Requirements

Undergraduate baccalaureate degree in or related to design.

## Additional Information

For more information, visit the Graduate Admissions (<http://drexel.edu/grad/>) webpage.

## Degree Requirements

### Core Requirements

DSRE 620	Design Problem Solving	3.0
DSRE 625	Technologies of Making	3.0
DSRE 630	Data Visualization for Design Professionals	3.0
DSRE 635	Translational Design Research	3.0
DSRE 641	Contemporary Design Theory	3.0
DSRE 645	Design Research Thesis Proposal	3.0
DSRE 650	Thesis Research and Practicum	3.0
DSRE 750	Thesis in Design Research I	3.0
DSRE 760	Thesis in Design Research II	3.0
DSRE 770	Thesis in Design Research III	3.0

### Design History or Research Option

Select one of the following:		3.0
ARTH 530	History of Modern Design	
CCM 704	Research Methods in Communication, Culture and Media	
CRTV 620	Research Methods and Assessment of Creative and Innovative Thinking	
PSY 510	Research Methods I	
VSST 501	Contemporary Art Issues	

Electives \*\* 15.0

**Total Credits 48.0**

\*

Or other course with advisor approval

\*\*

Select 15.0 credits from 500-600 level courses, including I599, I699, T580, T680, in AS-I, CRTV, DIGM, DSRE, ENTP, ENVS, EPI, FASH, IDM, INFO, PBHL, RMER

## Sample Plan of Study

### Full-time Sample Plan of Study

First Year				
Fall	Credits Winter	Credits Spring	Credits Summer	Credits
DSRE 620	3.0 DSRE 630	3.0 DSRE 641	3.0 VACATION	
DSRE 625	3.0 DSRE 635	3.0 DSRE 645	3.0	
Design History or Research Option	3.0 Elective	3.0 DSRE 650	3.0	
	9	9	9	0
Second Year				
Fall	Credits Winter	Credits Spring	Credits	
DSRE 750	3.0 DSRE 760	3.0 DSRE 770 *	3.0	

Electives	6.0 Electives	6.0	
	9	9	3
<b>Total Credits 48</b>			

\*

Note: This term is less than the 4.5-credit minimum required (considered half-time status) of graduate programs to be considered financial aid eligible. As a result, aid will not be disbursed to students this term.

## Part-time Sample Plan of Study

### First Year (Part-Time)

Fall	Credits Winter	Credits Spring	Credits Summer	Credits
DSRE 620	3.0 DSRE 630	3.0 DSRE 645	3.0 Electives	6.0
DSRE 625	3.0 DSRE 635	3.0 DSRE 650	3.0	
	6	6	6	6

### Second Year (Part-Time)

Fall	Credits Winter	Credits Spring	Credits Summer	Credits
DSRE 750	3.0 DSRE 760	3.0 DSRE 641	3.0 Elective	3.0
Elective	3.0 Elective	3.0 DSRE 770	3.0 Design History or Research Option	3.0
	6	6	6	6

**Total Credits 48**

## Program Level Outcomes

- Demonstrate an innovative and creative approach to problem solving as it relates to diverse research scenarios in the design research field
- Formulate an expressed and observable research strategy
- Demonstrate a knowledge of variety of design and research experiences, approaches and viewpoints
- Display a sensitivity to social, cultural, ethical and environmental values through knowledge and application of design research
- Critically analyze their own work and academic research literature with respect to the global impacts and experimental design research
- Use divergent and convergent thinking to generate novel and relevant ideas, strategies, approaches and outcomes in research
- Distinguish larger, complex societal forces and systems that affect design directions, trends and public policy

## Design & Merchandising Faculty

Christine Baeza, MLD (*Penn State University*). Assistant Teaching Professor. Ethics, social entrepreneurship sustainability, design thinking, brand and merchandising management, textiles, textile designs and the circular economy.

Nick Cassway, BFA (*Tyler School of Art*). Associate Teaching Professor. Curating; experimental portraiture; computer design.

Maureen DeSimone, MBA (*Colorado State University*). Assistant Teaching Professor. Sales, brand and portfolio strategy, merchandising, new business startups, revenue and profit growth, team building, and leadership.

Joseph H. Hancock, II, PhD (*Ohio State University*) *Retail & Merchandising Program Director*. Professor. Apparel merchandising, retail operations, brand culture, GLBTQIA lifestyles and marketing fashion strategies.

Rachel Higgins, MS (*LIM College*). Instructor. Fashion sustainability, textiles, entrepreneurship, fashion presentation and show production.

Matthew Higgins, MFA (*PA Academy of Fine Arts*). Adjunct Instructor. Design foundations, Adobe Creative Suite, color and painting.

Alison Katz, MS (*New York University*). Adjunct Instructor. Multichannel buying and planning, digital strategy, site merchandising, and category content management.

Alphonso McClendon, MS (*Drexel University*) *Associate Program Director*. Associate Professor. Sourcing strategies for the apparel and textile industry, fashion business practice and entrepreneurship, merchandise operations and management, retail analytics and digital design.

Kimberly McGlenn, PhD (*Louisiana State University*). Instructor. Founder & CEO Grant Blvd ®

Dominic Monte, Grad Cert (*Villanova University*). Adjunct Instructor. Digital design, branding and creative communication.

## Digital Media MS

Major: Digital Media

Degree Awarded: Master of Science (MS)

*Calendar Type: Quarter*

*Minimum Required Credits: 45.0*

*Co-op Option:* Available for full-time, on-campus master's-level students

Classification of Instructional Programs (CIP) code: 11.0801

Standard Occupational Classification (SOC) code: 15-1134

## About the Program

As a natural extension of the Animation and Visual Effects, Game Design and Production, Interactive Digital Media, and Virtual Reality and Immersive Media undergraduate programs, the Master of Science (MS) program challenges students to push beyond what is known and into what is possible.

Students who will excel are those who:

- Have graduated with significant skills in 3-D modeling and animation, game design, or interactive digital media and could immediately find a job in user experience (UX) design, game design, virtual and augmented reality (AR/VR), or animation—but want more. Students will build upon those skills and develop a critical understanding of how the industry evolves, so they can forecast the future and prepare employers for what's coming.
- Are a scholar with significant knowledge in the field of digital media and want both to advance that knowledge and to apply it to research problems across disciplines. Students can expand their universe of possibilities in areas like gaming, animation, virtual and augmented reality, or immersive media in general.

This program is STEM designated.

In this two-year program, students will combine research with applicable skills in 21st century media applications. The curriculum offers a mix of academic coursework and project-related activities in advanced digital design, including 3-D modeling, animation, interactivity, gaming and digital media history, theory, and methods.

## Additional Information

For more information, visit Drexel's Graduate Studies in Digital Media (<http://www.drexel.edu/westphal/academics/graduate/DIGM/>) webpage.

## Admission Requirements (MS)

### Master of Science Program

The MS in Digital Media is an advanced course of study. A successful applicant for admission will have a baccalaureate degree, a minimum 3.2 undergraduate GPA, and assumed production skills in 3-D modeling, animation, and interactivity.

Proof of basic competencies is demonstrated by undergraduate transcript and/or portfolio review. For qualified candidates lacking production skills, we offer a series of pre-graduate classes. Satisfactory completion of the classes qualifies one to apply for graduate admission. Pre-graduate classes may include some or all for the following:

CS 171	Computer Programming I	3.0
CS 172	Computer Programming II	3.0
DIGM 100	Digital Design Tools	3.0
DIGM 505	Design and Interactivity Bootcamp	3.0
DIGM 506	Animation and Game Design Bootcamp	3.0

## Additional Information

For more information on requirements and how to apply, visit Graduate Admissions at Drexel University (<http://www.drexel.edu/grad/programs/westphal/>).

## Degree Requirements (MS)

Students are required to take a Digital Media History, Theory, and Methods course and an advanced seminar for a total of 6.0 credits, as well as a minimum of nine courses in advanced modeling animation and interactivity.

During the first year, students also take three New Media Project courses (9.0 credits). These courses provide opportunities to work on funded and unfunded research and industry projects under the guidance of a graduate faculty member. With faculty approval, students may also work on personally designed projects relevant to problem solving in a student's specific area of interest.

In addition, students are required to take 12.0 credits (a minimum of four courses) of directed studies in support of developing knowledge in an area—outside of media and design—to which digital media skills may be applied. The set of directed studies will be determined by the students and their graduate advisors. Possible areas for this focus include, but are not limited to, computer science, information science, bio-medical technology, social science, humanities, and education.



## Thesis Project

During the second year of study, each student develops and produces a master's thesis project. By the third week of the fall term, students submit a proposal to the Digital Media Graduate Committee. Upon approval of the proposal, the student works toward thesis completion, including:

- An oral presentation to the college
- A written statement to the committee
- A copy of the completed media work for the graduate program archive

The thesis project must demonstrate domain knowledge of the agreed-upon classes. The media component of the project must demonstrate expertise in 3-D modeling/animation and/or interactivity.

## Prerequisite Courses

Students without adequate background in digital media are required to take the following prerequisite courses, which are offered during the fall term of the first year of enrollment. These courses do not count towards the MS in Digital Media degree requirements.

### Bootcamps \*

DIGM 505	Design and Interactivity Bootcamp	3.0
DIGM 506	Animation and Game Design Bootcamp	3.0
<b>Total Credits</b>		<b>6.0</b>

\*

Required for students without digital media background.

## Required Courses

### Digital Media Core

DIGM 501	New Media: History, Theory and Methods	3.0
DIGM 510	Designing for Interactivity	3.0
DIGM 511	Research Methods for Digital Media	3.0

### Digital Media Specialization **18.0**

Select 18.0 credits from the following list:

Game Design and Development		
DIGM 530	Game Design I	
DIGM 531	Game Design II	
GMAP 545	Game Development Foundations	
GMAP 547	Serious Games	
GMAP 548	Experimental Games	
GMAP 560	Game Design from the Player's Perspective	
Digital Media and Virtual Production		
ANIM 588	Spatial Data Capture	
DIGM 525	Animation I	
DIGM 526	Animation II	
DIGM 547	Organic Modeling	
DIGM 560	Advanced Concepts and Applications in Interactive 3D Environments	
DIGM 616	Immersive World Building	
UX Design and Digital Cultural Heritage		
DIGM 508	Digital Cultural Heritage	
DIGM 520	Interactivity I	
DIGM 521	Interactivity II	
General Digital Media		
DIGM 591	Digital Media Skills Intensive	
DIGM I599	Independent Study in Digital Media	
DIGM I699	Independent Study in Digital Media	
DIGM T580	Special Topics in Digital Media	
DIGM T680	Special Topics in Digital Media	

### New Media Project

DIGM 540	New Media Project **	6.0
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### Thesis

DIGM 680	Thesis Development	3.0
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<b>Directed Studies</b>		<b>9.0</b>
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<b>Total Credits</b>		<b>45.0</b>
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Course is taken 2 times.

## Sample Plan of Study (MS)

Students without adequate background in digital media must complete two prerequisite courses which are offered during the fall term of the first year of enrollment: DIGM 505 *Design and Interactivity* and DIGM 506 *Animation and Game Design*.

First Year				
Fall	Credits Winter	Credits Spring	Credits Summer	Credits
DIGM 501	3.0 DIGM 510	3.0 DIGM 511	3.0 Digital Media Specialization	3.0
DIGM 505	3.0 DIGM 540	3.0 DIGM 540	3.0	
DIGM 506	3.0 Digital Media Specialization	3.0 Digital Media Specialization	3.0	
	9	9	9	3
Second Year				
Fall	Credits Winter	Credits Spring	Credits	
DIGM 680	1.0 DIGM 680	1.0 DIGM 680	1.0	
Digital Media Specialization	3.0 Digital Media Specialization	3.0 Digital Media Specialization	3.0	
Directed Elective	3.0 Directed Elective	3.0 Directed Elective	3.0	
	7	7	7	
Total Credits 51				

**Note: First Year Summer term is less than the 4.5-credit minimum required (considered half-time status) of graduate programs to be considered financial aid eligible. As a result, aid will not be disbursed to students this term.**

## Facilities

The Digital Media program operates several labs including a state-of-the-art combined green screen/motion capture studio as well as 2.5 ton, 3-degree-of-freedom motion platform. All labs and classrooms are equipped with powerful Dell and Boxx Technologies Workstations running Windows and Unix operating systems and Mac computers running OS X. Software includes a host of Adobe products and Autodesk 3ds Max and Combustion; Alias Maya; Softimage XSI and Behavior, Pixar RenderMan Pro Server along with RenderMan Artist Tools for Maya and RenderMan for Maya; Pixologic Z-Brush; Apple Shake; MotionBuilder; GarageGames; NextLimit RealFlow, and SideEffect's Houdini.

## Program Level Outcomes

Upon completion of the program, graduates will be prepared to:

- Demonstrate the knowledge and skills to enter the Digital Media industry
- Demonstrate an innovative and creative approach to Digital Media research
- Analyze the cultural impact of digital media
- Explore and embrace emerging technologies in digital media
- Critically analyze their own work and academic research literature
- Communicate design ideas and research results effectively.

## Digital Media Faculty

Alexus Aiken, MS (*Drexel University*). Instructor. 3D Animation and real-time collaborative animation.

Milady S. Bridges, BA (*Rutgers University*) *Program Director, Animation and Visual Effects*. Assistant Teaching Professor. Animation and visual effects technical artist

Paul Diefenbach, PhD (*University of Pennsylvania*). Associate Professor. Game development, real-time rendering

Troy Finamore, MS (*Drexel University*) *Program Director, User Experience & Interaction Design*. Teaching Professor. User interface design, interaction design, user experience design, and user research.

Aroutis N. Foster, PhD (*Michigan State University*) *Associate Dean for Academic Affairs and Graduate Studies*. Professor. Educational psychology and educational technology, especially the following: Motivation; Technological Pedagogical Content Knowledge (TPACK); Immersive Interactive Digital Environments (simulation, games, virtual realities).

Ari Gass, PhD (*University of Chicago*). Assistant Professor. Feminist and queer theory in computational media; interactive, participatory performance art.

Nick Jushchyshyn, MFA (*Academy of Art University*) *Program Director, VR & Immersive Media*. Associate Professor. Visual effects, digital media and animation.

Frank J. Lee, PhD (*Carnegie Mellon University*). Professor. Human-computer interaction; cognitive engineering and science, intelligent software agents for games and education.

Robert Lloyd, MFA (*Temple University*) *Program Director, Game Design & Production*. Associate Teaching Professor. Game development, themed entertainment and motion simulation

David Mauriello, BA (*Lafayette College*). Assistant Professor. 3D modeling and animation.

Glen Muschio, PhD (*Temple University*). Associate Professor. Digital media, society, communication

Santiago Ontañón, PhD (*University of Barcelona*). Associate Professor. Game AI, computer games, artificial intelligence, machine learning, case-based reasoning

Emil Polyak, MDCArtDes (*University of New South Wales*) *Program Director, Master's in Digital Media*. Associate Professor. Cross-disciplinary art and design

Jervis Thompson, BS (*Drexel University*). Teaching Professor. Digital media, interactive multimedia

Michael Wagner, PhD (*Vienna University of Technology*) *Program Director, Digital Media*. Professor. Educational use of digital media and computer games.

## Emeritus Faculty

Theo Artz, BFA (*Tyler School of Art, Temple University*). Associate Professor. Digital media.

## Digital Media PhD

*Major: Digital Media*

*Degree Awarded: Doctor of Philosophy (PhD)*

*Calendar Type: Quarter*

*Minimum Required Credits: 90.0 (post-bachelor's) or 45.0 (post-master's)*

*Co-op Option: None*

Classification of Instructional Programs (CIP) code: 11.0801

Standard Occupational Classification (SOC) code: 15-1134

## About the Program

As a natural extension of the Animation and Visual Effects, Game Design and Production, Interactive Digital Media, and Virtual Reality and Immersive Media undergraduate programs, both the PhD program challenges students to push beyond what is known and into what is possible.

Students who will excel are those who:

- Have graduated with significant skills in 3-D modeling and animation, game design, or interactive digital media and could immediately find a job in user experience (UX) design, game design, virtual and augmented reality (AR/VR), or animation—but want more. Students will build upon those skills and develop a critical understanding of how the industry evolves, so they can forecast the future and prepare employers for what's coming.
- Are a scholar with significant knowledge in the field of digital media and want both to advance that knowledge and to apply it to research problems across disciplines. Students can expand their universe of possibilities in areas like gaming, animation, virtual and augmented reality, or immersive media in general.

This program is STEM designated.

In this interdisciplinary doctoral program, students will focus on translational research with emphasis on an iterative and design-based research philosophy. They will study the application of digital media towards solving research problems in disciplines such as engineering, education, cultural heritage, health, and business.

## Additional Information

For more information, visit Drexel's Graduate Studies in Digital Media (<http://www.drexel.edu/westphal/academics/graduate/DIGM/>) webpage.

## Admission Requirements

For more information on requirements and how to apply, visit Graduate Admissions at Drexel University (<http://www.drexel.edu/grad/programs/westphal/>).

## Degree Requirements

### Program Requirements Overview

Students applying for admission into the Digital Media PhD program are either post-baccalaureate or post-master's students. Those who are post-master's are required to take a minimum of 45.0 credits toward their PhD degree (Research Core). Post-baccalaureate PhD students are required to take a minimum of 90.0 credits (45.0 credits Digital Media Core, and 45.0 credits Research Core).

### Prerequisite Courses

Post-baccalaureate PhD students without adequate background in digital media are required to take the following prerequisite courses, which are offered fall term of the first year of enrollment. These courses do not count towards the Digital Media degree requirements.

### Program Requirements

#### Bootcamps \*

DIGM 505	Design and Interactivity Bootcamp	3.0
DIGM 506	Animation and Game Design Bootcamp	3.0
<b>Total Credits</b>		<b>6.0</b>

\*

Required for students without DIGM background

### Digital Media Core Courses

#### Digital Media MS Core

DIGM 501	New Media: History, Theory and Methods	3.0
DIGM 510	Designing for Interactivity	3.0
DIGM 511	Research Methods for Digital Media	3.0

#### Digital Media Specialization **18.0**

Choose 18.0 credits from the following courses:

Game Design and Development		
DIGM 530	Game Design I	
DIGM 531	Game Design II	
GMAP 545	Game Development Foundations	
GMAP 547	Serious Games	
GMAP 548	Experimental Games	
GMAP 560	Game Design from the Player's Perspective	
Animation and Immersive Media		
ANIM 588	Spatial Data Capture	
DIGM 525	Animation I	
DIGM 526	Animation II	
DIGM 547	Organic Modeling	
DIGM 560	Advanced Concepts and Applications in Interactive 3D Environments	
DIGM 616	Immersive World Building	
UX Design and Digital Cultural Heritage		
DIGM 508	Digital Cultural Heritage	
DIGM 520	Interactivity I	
DIGM 521	Interactivity II	
General Digital Media		
DIGM 591	Digital Media Skills Intensive	
DIGM I599	Independent Study in Digital Media	
DIGM I699	Independent Study in Digital Media	
DIGM T580	Special Topics in Digital Media	
DIGM T680	Special Topics in Digital Media	

#### New Media Project \*\* **6.0**

DIGM 540	New Media Project	
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#### Thesis Development **3.0**

DIGM 680	Thesis Development	
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<b>Directed Study</b>	<b>9.0</b>
<b>Total Credits</b>	<b>45.0</b>

\*\*

Course is taken 2 times.

## Research Core Courses

<b>Digital Media Research Core</b>		
DIGM 701	Advanced New Media Topics	3.0
DIGM 710	Digital Media Research Methods I	3.0
DIGM 711	Digital Media Research Methods II	3.0
DIGM 810	Advanced Topics in Digital Media Research	3.0
DIGM 850	Public Venue Seminar	3.0
DIGM 851	Publication and Presentation	3.0
<b>Dissertation</b>		<b>9.0</b>
DIGM 998	Digital Media Ph.D. Seminar	
<b>Directed Research</b>		<b>18.0</b>
DIGM 999	Digital Media Research	
DIGM I699	Independent Study in Digital Media	
DIGM I799	Independent Study in Digital Media	
DIGM I899	Independent Study in Digital Media	
DIGM I999	Independent Study in Digital Media	
DIGM T680	Special Topics in Digital Media	
DIGM T780	Special Topics in Digital Media	
DIGM T880	Special Topics in Digital Media	
DIGM T980	Special Topics in Digital Media	
<b>Total Credits</b>		<b>45.0</b>

In addition to the course requirements, PhD students must progress through a series of steps leading to the PhD dissertation:

- Doctoral candidacy exam
- Dissertation proposal
- Written dissertation and public dissertation defense

## Dissertation Advisor

Every PhD student has to identify a dissertation advisor no later than the second term in the program. Post-master's students are expected to identify an advisor as soon as possible after joining the program or even before they are formally in the program. The expectation is that post-master's students are academically mature and have already focused on a research area and contacted potential advisors prior to their arrival. Dissertation advisors are not restricted to Digital Media faculty, but have to be approved by the Department of Digital Media under observation of college and university rules and regulations.

## Directed Research Electives

Digital Media PhD students are required to take 18.0 PhD-level credits of directed research electives which have to be approved in advance by the dissertation advisor. It is expected that students take at least 9.0 of these elective credits from other Drexel colleges outside the Antoinette Westphal College of Media Arts & Design in areas closely related to their respective dissertation projects. No more than 12.0 of the elective research credits can be independent study credits.

## Doctoral Candidacy Committee

The Department of Digital Media has to establish a Doctoral Candidacy Committee conforming to established university and college rules for dissertation/candidacy committee membership. The purpose of this committee is to conduct and evaluate doctoral candidacy examinations.

## Doctoral Candidacy Exam

The Doctoral Candidacy Exam consists of a preliminary proposal prepared by the student outlining the dissertation research plan with an oral defense before the Doctoral Candidacy Committee. A student may schedule the preliminary proposal portion whenever they and their advisor decide they are ready but no later than the end of the fall term of the second year of study.

To be considered a doctoral candidate by the university, a student must have both passed the Doctoral Candidacy Exam and completed all 45.0 credits of master-level coursework post-baccalaureate or 15.0 credits coursework post-master's. Once the student has reached doctoral candidate status, the Department of Digital Media will review their progress annually.

## Dissertation Committee

Within six months of successful completion of the Doctoral Candidacy Examination, the Department of Digital Media has to appoint the student's Dissertation Committee based on a proposal submitted by the student and the dissertation advisor. The committee has to conform to established university and college rules for dissertation/candidacy committee membership. The committee must have at least five members, three of whom must be tenure-track faculty at Drexel. At least one member must be from outside the Antoinette Westphal College of Media Arts & Design. In addition, at least three members must be Digital Media core faculty. The chair of the committee must be a Digital Media core faculty member who is not also the dissertation advisor of the student.

Once the Dissertation Committee is established, it will continue on throughout the student's progress toward the PhD degree. The committee's function is to guide the research and to determine the student's general knowledge of the area, as well as the student's breadth and depth of the specific topic. The committee will also consider the scientific feasibility of the proposed research.

## Dissertation Proposal

The Dissertation Proposal consists of a written proposal of the dissertation research, a public presentation, and oral proposal defense before the Dissertation Committee. To ensure that students are progressing towards completion of the PhD in a timely fashion, the proposal defense must take place no later than the end of the second year of study. A formal request for an extension of this deadline must be approved following a review of the student's progress.

The purpose of the Dissertation Proposal is to determine if the PhD student is able to initiate, organize, write, and defend a scientific idea which will lead to a PhD dissertation. The presentation will be based on the formal written proposal submitted to the Dissertation Committee at least three weeks before the presentation.

Students who elect to complete the MS in Digital Media alongside the Digital Media PhD degree can submit a revised version of the Dissertation Proposal as a Master Thesis for the partial fulfillment of the MS in Digital Media degree.

## Dissertation Defense

The written dissertation will be submitted with the dissertation advisor's approval to the Dissertation Committee. A title and abstract of the dissertation must also be provided to the Digital Media office at least three weeks prior to the defense to allow the time and place of the defense to be publicized. The PhD candidate's public defense consists of their presentation of dissertation research followed by an examination by the Dissertation Committee.

## Sample Plan of Study

### Post-Baccalaureate PhD Students

Students without adequate background in digital media must complete two prerequisite courses which are offered during the fall term of the first year of enrollment: DIGM 505 *Design and Interactivity* and DIGM 506 *Animation and Game Design*.

<b>First Year</b>				
<b>Fall</b>	<b>Credits Winter</b>	<b>Credits Spring</b>	<b>Credits Summer</b>	<b>Credits</b>
DIGM 501	3.0 DIGM 510	3.0 DIGM 511	3.0 DIGM 850	3.0
DIGM 505	3.0 DIGM 540	3.0 DIGM 540	3.0 Directed Elective	6.0
DIGM 506	3.0 Digital Media Specialization	3.0 Digital Media Specialization	3.0	
	<b>9</b>	<b>9</b>	<b>9</b>	<b>9</b>
<b>Second Year</b>				
<b>Fall</b>	<b>Credits Winter</b>	<b>Credits Spring</b>	<b>Credits Summer</b>	<b>Credits</b>
DIGM 680	1.0 DIGM 680	1.0 DIGM 680	1.0 DIGM 701	3.0
DIGM 710	3.0 DIGM 711	3.0 Directed Elective	3.0 DIGM 998	1.0
Digital Media Specialization	5.0 Digital Media Specialization	4.0	Digital Media Specialization	3.0
	<b>9</b>	<b>8</b>	<b>4</b>	<b>7</b>
<b>Third Year</b>				
<b>Fall</b>	<b>Credits Winter</b>	<b>Credits Spring</b>	<b>Credits Summer</b>	<b>Credits</b>
DIGM 998	1.0 DIGM 998	1.0 DIGM 851	3.0 DIGM 998	1.0
Directed Research Elective	3.0 Directed Research Elective	3.0 DIGM 998	1.0 Directed Research Elective	3.0
		Directed Research Elective	3.0	
	<b>4</b>	<b>4</b>	<b>7</b>	<b>4</b>
<b>Fourth Year</b>				
<b>Fall</b>	<b>Credits Winter</b>	<b>Credits Spring</b>	<b>Credits Summer</b>	<b>Credits</b>
DIGM 810	3.0 DIGM 998	1.0 DIGM 998	1.0 DIGM 998	1.0

DIGM 998	1.0 Directed Research Elective	3.0 Directed Research Elective	3.0	
	4	4	4	1
<b>Total Credits 96</b>				

## Sample Plan of Study for Post-Master Ph.D. Students

### First Year

Fall	Credits Winter	Credits Spring	Credits Summer	Credits
DIGM 710	3.0 DIGM 711	3.0 DIGM 998	1.0 DIGM 701	3.0
DIGM 998	1.0 DIGM 998	1.0 Directed Research Elective	3.0	
	4	4	4	3

### Second Year

Fall	Credits Winter	Credits Spring	Credits Summer	Credits
DIGM 998	1.0 DIGM 998	1.0 DIGM 851	3.0 DIGM 850	3.0
Directed Research Elective	3.0 Directed Research Elective	3.0 DIGM 998	1.0 Directed Research Elective	3.0
		Directed Research Elective	3.0	
	4	4	7	6

### Third Year

Fall	Credits Winter	Credits Spring	Credits
DIGM 810	3.0 DIGM 998	1.0 DIGM 998	1.0
DIGM 998	1.0 Directed Research Elective	3.0	
	4	4	1

**Total Credits 45**

## Facilities

The Digital Media program operates several labs including a state-of-the-art combined green screen/motion capture studio as well as 2.5 ton, 3-degree-of-freedom motion platform. All labs and classrooms are equipped with powerful Dell and Boxx Technologies Workstations running Windows and Unix operating systems and Mac computers running OS X. Software includes a host of Adobe products and Autodesk 3ds Max and Combustion; Alias Maya; Softimage XSI and Behavior, Pixar RenderMan Pro Server along with RenderMan Artist Tools for Maya and RenderMan for Maya; Pixologic Z-Brush; Apple Shake; MotionBuilder; GarageGames; NextLimit RealFlow, and SideEffect's Houdini.

## Digital Media Faculty

Alexus Aiken, MS (*Drexel University*). Instructor. 3D Animation and real-time collaborative animation.

Milady S. Bridges, BA (*Rutgers University*) *Program Director, Animation and Visual Effects*. Assistant Teaching Professor. Animation and visual effects technical artist

Paul Diefenbach, PhD (*University of Pennsylvania*). Associate Professor. Game development, real-time rendering

Troy Finamore, MS (*Drexel University*) *Program Director, User Experience & Interaction Design*. Teaching Professor. User interface design, interaction design, user experience design, and user research.

Aroutis N. Foster, PhD (*Michigan State University*) *Associate Dean for Academic Affairs and Graduate Studies*. Professor. Educational psychology and educational technology, especially the following: Motivation; Technological Pedagogical Content Knowledge (TPACK); Immersive Interactive Digital Environments (simulation, games, virtual realities).

Ari Gass, PhD (*University of Chicago*). Assistant Professor. Feminist and queer theory in computational media; interactive, participatory performance art.

Nick Jushchyshyn, MFA (*Academy of Art University*) *Program Director, VR & Immersive Media*. Associate Professor. Visual effects, digital media and animation.

Frank J. Lee, PhD (*Carnegie Mellon University*). Professor. Human-computer interaction; cognitive engineering and science, intelligent software agents for games and education.

Robert Lloyd, MFA (*Temple University*) *Program Director, Game Design & Production*. Associate Teaching Professor. Game development, themed entertainment and motion simulation

David Mauriello, BA (*Lafayette College*). Assistant Professor. 3D modeling and animation.

Glen Muschio, PhD (*Temple University*). Associate Professor. Digital media, society, communication

Santiago Ontañón, PhD (*University of Barcelona*). Associate Professor. Game AI, computer games, artificial intelligence, machine learning, case-based reasoning

Emil Polyak, MDCArtDes (*University of New South Wales*) *Program Director, Master's in Digital Media*. Associate Professor. Cross-disciplinary art and design

Jervis Thompson, BS (*Drexel University*). Teaching Professor. Digital media, interactive multimedia

Michael Wagner, PhD (*Vienna University of Technology*) *Program Director, Digital Media*. Professor. Educational use of digital media and computer games.

## Emeritus Faculty

Theo Artz, BFA (*Tyler School of Art, Temple University*). Associate Professor. Digital media.

## Fashion Design MS

*Major: Fashion Design*

*Degree Awarded: Master of Science (MS)*

*Calendar Type: Quarter*

*Minimum Required Credits: 79.0*

*Co-op Option: None*

*Classification of Instructional Programs (CIP) code: 50.0407*

*Standard Occupational Classification (SOC) code: 27-1022*

## About the Program

The MS in Fashion Design is a full-time maker focused program, teaching both traditional and cutting edge technical creative processes. It stresses the development of the aesthetic and philosophical concepts of fashion design and the technical skills to support research and experimentation in these concepts. A typical graduate sequence is comprised of eleven terms of graduate courses and may include one term of prerequisite coursework, beginning with the summer term accelerated design and drawing courses.

The curriculum integrates 2D and 3D design to address the physical, aesthetic, psychological, and social requirements of fashion. It is structured so that studio, laboratory, and classroom work give the graduate student a directed experience in the study of aesthetics, criticism, and contemporary art concepts; contemporary and historic art and design; traditional and current fashion technology; the discipline of drawing; and the making of art. A required industry internship affords the graduate student direct experience in a workplace of their choice. This comprehensive approach provides the basis for a broad range of employment in the fashion and design industries and in education. Other professional opportunities lie in merchandising, costume design, curatorial work, and computer-aided design.

The faculty of the Department of Design includes art historians, CAD and 3D design specialists, apparel designers, knit designers and programmers, fiber artists, merchandising specialists, new materials and processes researchers, painters, and sculptors. The department also draws on practicing professionals as adjunct professors for specialized coursework and for critique of student work.

A limited number of graduate assistantships are available to students after completing the first year.

A thesis and/or capstone collection is required. A professionally juried annual fashion show provides competitive fashion industry and department awards and excellent exposure for the graduate students' design thesis. Drexel students can participate in the activities of the Fashion Group of Philadelphia, the local chapter of an international fashion industry organization. The Fox Historic Costume Collection, a rich resource of inspiration, is located in the URBN Center. Philadelphia has many fine museums and galleries and is an affordable bus ride to New York City. Students are encouraged to attend local and regional fashion events.

The 79.0 graduate quarter credits do not include any of the required prerequisite coursework not waived by program review. See the Admission Requirements for a list of courses students are expected to have completed prior to beginning their graduate study.

## Additional Information

For more information about this program, please contact the program director:

Jackie Kilmartin  
jk942@drexel.edu



## Admission Requirements

Students enter the program from diverse backgrounds, including liberal arts, fine arts, and business. A personal interview is required. The admission criteria for the graduate program consist of the requirements of the University for graduate admission plus satisfaction of undergraduate coursework in basic fashion design skills and concepts. These prerequisites comprise 15.0 credits in design, drawing, and art history in addition to 13.0 credits in specific undergraduate fashion design professional courses, or their equivalent.

### Prerequisite Undergraduate Coursework

ARTH 101	History of Art I †	3.0
FASH 211	Fashion Drawing I	3.0
FASH 212	Fashion Drawing II	3.0
FASH 231	Textile Science for Fashion Design	3.0
FASH 241	Construction Skills	4.0
VSST 104	Accelerated Design I *	2.0
VSST 105	Accelerated Design II *	2.0
VSST 106	Accelerated Design III *	2.0
VSST 110	Introductory Drawing *	3.0
VSST 111	Figure Drawing I *	3.0
<b>Total Credits</b>		<b>28.0</b>

\*

Or VSST 101, VSST 102, VSST 103 VSST 110, VSST 111 (18.0 credits).

†

Or ARTH 102

Beginning in the summer term, students take prerequisites to prepare candidates for the graduate coursework. A portfolio review and departmental evaluation determine what prerequisites have been satisfied. Contact the graduate advisor for specific information about prerequisites or to make an appointment for evaluation.

## Additional Information

For more information on requirements and how to apply, visit Graduate Admissions at Drexel University (<http://www.drexel.edu/grad/programs/westphal/>).

## Degree Requirements

The eleven terms of full-time graduate coursework combine seven terms of faculty-directed studio work in fashion design and four terms of student-directed independent studio work with required courses in design, aesthetics, and the art process. Elective coursework in fashion or specific topics; advanced studies in art, computer-aided design, art history, and fashion design; and independent studies allow individual flexibility in curriculum design.

*Collection I and Collection II* (FASH 685 and FASH 686) emphasize the development of an original statement of design intent, allowing students to synthesize their academic experiences and prepare for the marketplace. Each graduate student develops his or her personal collection which is then produced and presented in a professional fashion show.

*Fashion Portfolio II* (FASH 664) is a capstone course in which students create a professional quality collection of drawings geared to their market preferences.

Students are required to participate in at least three national and international fashion design competitions (FASH 699). These competitions provide awareness of world-wide design sensibilities and the overall level of competition in various facets of the marketplace.

The *Fashion Industry Internship* (FASH 600) promotes spirit of entrepreneurship and provides perspective on success in the fashion industry. A full-time ten week position in industry is required and provides experience in design and production processes.

### Required Courses \*

#### Fashion Design Studios

ARTH 530	History of Modern Design	3.0
FASH 500	Sustainable Practice in Fashion	3.0
FASH 504	Materials Exploration	3.0
FASH 509	Visual Communication in Fashion	3.0
FASH 512	Surface Design for Textiles	3.0
FASH 514	Fashion Portfolio I	3.0
FASH 515	Computer Aided Design for Patternmaking	3.0
FASH 518	Technical Design for Industry	3.0
FASH 519	Fashion Design in 3-D Space	3.0

FASH 528	Patternmaking II	3.0
FASH 541	Patternmaking I	4.0
FASH 543	Tailoring	3.0
FASH 548	Fashion Design I: Fabric to Form	3.0
FASH 553	Fashion Design II: Knitwear	3.0
FASH 554	Fashion Design III: Sustainable Design	3.0
FASH 555	Fashion Design IV: Collection Research & Development	3.0
FASH 600	Fashion Industry Internship	0.0
FASH 633	Couture Techniques	3.0
FASH 664	Fashion Portfolio II	3.0
FASH 666	Business of Fashion	3.0
FASH 685	Collection I	3.0
FASH 686	Collection II	3.0
FASH 699	Comprehensive Examination in Fashion Design	0.0
Select five of the following:		15.0
FASH 524	Advanced Fashion Design in 3-D Space	
FASH 534	Virtual Costume Design	
FASH 650	Machine Knitting	
FASH 651	Accessory Design	
FASH 655	Advanced Machine Knitting	
FASH I599	Independent Study in Fashion Design	
FASH I699	Independent Study in Fashion Design	
FASH I799	Independent Study in Fashion Design	
FASH T580	Special Topics in Fashion Design	
FASH T680	Special Topics in Fashion Design	
FASH T780	Special Topics in Fashion Design	
<b>Total Credits</b>		<b>79.0</b>

\*

The 79.0 graduate quarter credits do not include any of the required prerequisite coursework. See the Admission Requirements (p. 20) for a list of courses students are expected to have completed prior to beginning their graduate study.

## Sample Plan of Study

### Sample Plan of Study without Required Prerequisites

<b>First Year</b>				
<b>Fall</b>	<b>Credits Winter</b>	<b>Credits Spring</b>	<b>Credits Summer</b>	<b>Credits</b>
FASH 500	3.0 FASH 541	4.0 FASH 509	3.0 ARTH 530	3.0
FASH 504	3.0 Graduate Elective	3.0 FASH 528	3.0 FASH 548	3.0
		Graduate Elective	3.0 Graduate Elective	3.0
	<b>6</b>	<b>7</b>	<b>9</b>	<b>9</b>
<b>Second Year</b>				
<b>Fall</b>	<b>Credits Winter</b>	<b>Credits Spring</b>	<b>Credits Summer</b>	<b>Credits</b>
FASH 518	3.0 FASH 512	3.0 FASH 519	3.0 FASH 600	0.0
FASH 553	3.0 FASH 514	3.0 FASH 543	3.0	
Graduate Elective	3.0 FASH 554	3.0 Graduate Elective	3.0	
	<b>9</b>	<b>9</b>	<b>9</b>	<b>0</b>
<b>Third Year</b>				
<b>Fall</b>	<b>Credits Winter</b>	<b>Credits Spring</b>	<b>Credits</b>	
FASH 555	3.0 FASH 515	3.0 FASH 686	3.0	
FASH 664	3.0 FASH 633	3.0 FASH 699	0.0	
FASH 666	3.0 FASH 685	3.0		
	<b>9</b>	<b>9</b>	<b>3</b>	
<b>Total Credits 79</b>				

Note: Third Year Spring is less than the 4.5-credit minimum required (considered half-time status) of graduate programs to be considered financial aid eligible. As a result, aid will not be disbursed to students this term.

## Sample Plan of Study with Required Prerequisites

### First Year

	Summer	Credits
	ARTH 101 or 102	3.0
	VSST 104	2.0
	VSST 105	2.0
	VSST 106	2.0
	VSST 110	3.0
	VSST 111	3.0
		<b>15</b>

### Second Year

Fall	Credits Winter	Credits Spring	Credits Summer	Credits
FASH 211	3.0 FASH 212	3.0 FASH 509	3.0 ARTH 530	3.0
FASH 241	4.0 FASH 231	3.0 FASH 528	3.0 FASH 548	3.0
FASH 500	3.0 FASH 541	4.0 Graduate Elective	3.0 Graduate Elective	3.0
FASH 504	3.0 Graduate Elective	3.0		
	<b>13</b>	<b>13</b>	<b>9</b>	<b>9</b>

### Third Year

Fall	Credits Winter	Credits Spring	Credits Summer	Credits
FASH 518	3.0 FASH 512	3.0 FASH 519	3.0 FASH 600	0.0
FASH 553	3.0 FASH 514	3.0 FASH 543	3.0	
Graduate Elective	3.0 FASH 554	3.0 Graduate Elective	3.0	
	<b>9</b>	<b>9</b>	<b>9</b>	<b>0</b>

### Fourth Year

Fall	Credits Winter	Credits Spring	Credits
FASH 555	3.0 FASH 515	3.0 FASH 686	3.0
FASH 664	3.0 FASH 633	3.0 FASH 699	0.0
FASH 666	3.0 FASH 685	3.0	
	<b>9</b>	<b>9</b>	<b>3</b>

**Total Credits 107**

Note: Third Year Spring is less than the 4.5-credit minimum required (considered half-time status) of graduate programs to be considered financial aid eligible. As a result, aid will not be disbursed to students this term.

**Note: Some terms are less than the 4.5-credit minimum required (considered half-time status) of graduate programs to be considered financial aid eligible. As a result, aid will not be disbursed to students these terms.**

**Only graduate-level courses are aid eligible.**

## Facilities

The open design of the URBN Center studio spaces fosters collaboration across our diverse design, media and art disciplines. It provides spaces where students can see what their classmates are creating; where making labs can be shared by students from many majors; and where creative connections can be made.

All majors in the college integrate use of discipline-specific and general use software in the 35 computer labs at Drexel's Westphal College of Media Arts & Design which house over 550 computers (Apple iMacs, Apple MacPros, BoxxTech, Dell, and HP). Also available within our college are five premier Music Industry recording studios and a motion capture/green screen compositing space. The Hybrid Lab contains traditional metal and woodworking machines as well as a rapid prototyper, a laser cutter, and access to a 3D router for multi-disciplinary design and product making. In The Shima Seiki Haute Technology Laboratory students experiment with production methods that advance the field of wearable technology using sixteen SDS-ONE APEX3 workstations, three state-of-the-art knitting machines. The CAD Fashion lab is equipped with digital fashion design and proprietary print design software.

The Robert and Penny Fox Historic Costume Collection (<http://www.drexel.edu/westphal/resources/FHCC/>) (FHCC), one of the finest teaching collections in the United States, is an educational resource for the students of Drexel University. Our mission as a University-based collection is to educate and inspire, while providing a significant resource for an ever-expanding community of historians, scholars, artists, and designers. Westphal College's new URBN Center facility has greatly improved the accessibility and visibility of the FHCC and allowed us to honor A. J. Drexel's original educational intent in taking a leadership role in research and scholarship, while preserving the collection for future generations. The Charles Evans Library contains books, periodicals, DVDs and other sources of inspiration for the fashion student.

The fourth floor of the Academic Building is occupied by a 10,000- square-foot photography lab, lighting studios, and two digital imaging labs. It offers professional-quality equipment in a comfortable working environment.

Film and video facilities include two fully equipped television studios; digital editing facilities; video-editing suites; film editors; and specially outfitted multimedia rooms for all courses. Loan equipment available to students includes digital video cameras; Bolex, Gizmo and Arriflex film cameras; and field lighting and audio equipment. Additionally, the college operates a cable television station reaching over 400,000 households.

The music industry major's digital audio labs and recording studios in MacAlister Hall and University Crossings offer opportunities for the creation, modification, analysis, and recording of sound and music using analog and digital media.

The Mandell Theater (<http://drexel.edu/performingarts/about/facilities/mandell-theater/>) provides a 420-seat proscenium theater with scene shop, dressing rooms, and costume shop. Costume is taught with primary source material from Drexel's 7,000-piece Historic Costume Collection (<http://www.drexel.edu/westphal/resources/FHCC/>).

The Ellen Forman Memorial Dance Studio, adjacent to the Mandell Theater is the primary studio for the Dance major.

In University Crossings, a 25,000-square-foot space houses offices for film, video, screenwriting, and playwriting faculty as well as two state-of-the-art digital editing facilities, a shooting and motion capture studio with special effects capability, two screening rooms, several multi-media classrooms, a laboratory for game development and research, laboratories for other digital media purposes and for music industry, and a well-stocked equipment room.

## Program Level Outcomes

Upon completion of the program, graduates will be prepared to:

- Develop the knowledge and skills to lead change in an evolving industry
- Grow by collaborating with their peers to thrive in the expanding and converging global community
- Cultivate imagination, innovation, technical acumen, and originality to prepare for commercial industry application or entrepreneurship
- Understand the diverse global enterprise devoted to the making and selling of apparel, footwear, textiles and accessories
- Embrace relevant technology in digital tools as they relate to fashion design
- Explore interdisciplinary design research and collaboration opportunities within our comprehensive university setting
- Incorporate the fusion of art, design, science, technology, and commerce into a personal design sensibility
- Create apparel, textile and fashion products that adopt a flexible, ethical and sustainable interdisciplinary approach
- Develop innovative presentations of contemporary contextual design
- Recognize the role of fashion in our cultural heritage

## Fashion Design Faculty

Lucy Butler, BS (*Drexel University*). Adjunct Instructor. Owner/Designer Lacuna, fashion designer, natural dyer.

Danielle Claassen, MS (*Drexel University*). Fashion Laboratory Technician and Instructor Owner/Designer Neutral States Clothing, Knitwear specialist

Genevieve Dion, MFA (*University of the Arts*) *Director, Center for Functional Fabrics*. Professor. Industrial designer, wearable artist, new materials technology research.

Ann Gerondelis, AIA, IDSA (*Georgia Institute of Technology*) *Design Department Head*. Teaching Professor. Product Design

Liz Goldberg, MFA (*Pratt Institute*). Adjunct Instructor. Artist, painter and animator

Cynthia Golembuski, MS (*Drexel University*) *Associate Program Director, Fashion Design*. Teaching Professor. Fashion designer, illustrator, computer aided design.

Twyla Grider, MBA (*Loma Linda University*). Adjunct Instructor. CEO, Stellar Creative Collective, Creative Director/Owner, Eve by Twilight.

Nicole Haddad, MS (*Drexel University*). Adjunct Instructor. Owner/Designer Lobo Mau, Textile and Surface Design, Patternmaking, Sustainable Fashion, Fashion Business.

Lisa Hayes, BFA (*Syracuse University*). Associate Professor. Fashion designer, product designer, pattern design, sustainability specialist.

Ali Howell Abolo, PhD (*Oregon State University*) *Program Director Fashion Design*. Associate Professor. Researcher, social scientist; fashion, and culture.

Jaeyoon Jeong, MS (*Drexel University*). Assistant Teaching Professor. Owner/Designer Jaeyoon Jeong Collection, 3D garment simulation and patternmaking.

AUTUMNLIN Kietpongler, EdD, CT Candidate (*Teachers College Columbia University*). Adjunct Instructor. Fashion Tech Designer and Immersive Digital Storyteller specializing in Transdisciplinary Textiles for personal and cultural storytelling.



Jackie Kilmartin, MS (*Philadelphia University*) *Program Director, Graduation Fashion Design*. Associate Teaching Professor. Manager, Fashion Knit Lab, Owner/designer Lillian Jackson Textiles, textile design and engineering, Shima Seiki Knitwear Specialist

Hyun-Ah Kim, BS (*Drexel University*). Adjunct Instructor. Owner/Designer HannaleeDesign, Fashion Illustration, CAD, Flat patternmaking and Draping, Couture Techniques

Adrienne Manno, BS (*Drexel University*). Adjunct Instructor. Design Director, Creative Director, Portfolio, Concept, Jewelry Design.

Kathi Martin, MSIS (*Drexel University*) *Associate Director of the Graduate Program in Fashion Design*. Professor. Fashion and textile designer; textile artist; CAD and 3D garment simulation, best practices online databases and graphic interfaces for fashion and historic costume, virtual characters for fashion design.

## Emeritus Faculty

Roberta Gruber, MS (*Drexel University*). Associate Professor Emeritus. Fashion designer and illustrator; wearable artist, merchandiser, special events.

# Interior Architecture MS

*Major: Interior Architecture*

*Degree Awarded: Master of Science (MS)*

*Calendar Type: Quarter*

*Minimum Required Credits: 48.0*

*Co-op Option: None*

*Classification of Instructional Programs (CIP) code: 15.1301*

*Standard Occupational Classification (SOC) code: 27-1025*

## About the Program

The Interior Architecture program offers a post-professional degree for students with a background in interior design or architecture. The curriculum reinforces design fundamentals; advances technical skills and conceptual approaches; allows for specialization in areas such as, but not limited to health/wellness, making/fabrication, or technology/representation; and culminates in a comprehensive thesis research and design project. Comprised of 48.0 graduate credits, the program can be completed in 5-6 quarters. Students select from a range of studio, seminar, and elective courses to create a program tailored to their professional interest.

The program is closely affiliated with the graduate Design Research and Urban Strategy programs within the Department of Architecture, Design and Urbanism, and provides access to graduate programs across the University. These connections allow students to engage and collaborate with experts from a variety of disciplines, preparing them to take leadership roles in the profession.

## Additional Information

For more information, visit Drexel's Graduate Studies in Interior Architecture (<https://drexel.edu/westphal/academics/graduate/INTR/>) web page.

## Admission Requirements

Admission to the program requires a first professional degree from an accredited program in interior design or architecture, and submission of a design portfolio. Applicants with degrees in related fields or unaccredited programs who have professional experience in interior design or architecture will be considered through review of transcript and portfolio. Applicants who do not meet the admission requirements may be recommended for the MS Interior Architecture & Design program.

## Additional Information

Please see the Graduate Admissions (<https://drexel.edu/grad/>) webpage for detailed requirements.

## Degree Requirements

### Required Courses

IA Studios - Select 4		16.0
INTR 622	Graduate Studio A	
INTR 632	Graduate Studio B	
INTR 642	Graduate Studio C	
INTR 652	Graduate Studio D	
INTR 662	Graduate Studio E	
INTR 641	Furniture Design	
INTR 674	Fabrication and Making	
INTR T680	Special Topics in Interior Design (Topic Studio)	

### IA Seminars - Select 4

8.0

INTR 623	Studio A Seminar	
INTR 633	Studio B Seminar	
INTR 643	Studio C Seminar	
INTR 653	Studio D Seminar	
INTR 663	Studio E Seminar	
INTR T680	Special Topics in Interior Design	
<b>IA Electives - Select 5</b>		<b>15.0</b>
INTR 624	Material Investigations	
INTR 625	Advanced Visual Methods	
INTR 634	Interior Systems I	
INTR 645	Advanced Digital Methods	
INTR 654	Interior Systems II	
DSRE 625	Technologies of Making	
DSRE 630	Data Visualization for Design Professionals	
DSRE 635	Translational Design Research	
URBS 610	Civic Engagement & Participatory Methods	
URBS 620	City of Systems	
URBS 650	Urbanism, Health & the Built Environment	
<b>Thesis</b>		
INTR 694	Thesis Programming	3.0
INTR 697	Thesis - Development	3.0
INTR 698	Thesis - Documentation	3.0
<b>Comprehensive Exam</b>		
INTR 699	Comp Exam for Interior Design *	0.0
<b>Total Credits</b>		<b>48.0</b>

\*

INTR 699 consists of several components: a series of sketch problems, design competitions, professional experience and portfolio review. These must be completed during the two + graduate years.

## Sample Plan of Study

### First Year

Fall	Credits Winter	Credits Spring	Credits Summer	Credits
IA Studio	4.0 IA Studio	4.0 IA Studio	4.0 Study Abroad Option	
IA Seminar	2.0 IA Seminar	2.0 IA Seminar	2.0	
IA Elective	3.0 IA Elective	3.0 IA Elective	3.0	
	<b>9</b>	<b>9</b>	<b>9</b>	<b>0</b>

### Second Year

Fall	Credits Winter	Credits Spring	Credits Summer	Credits
INTR 694	3.0 INTR 697	3.0 INTR 698 *	3.0	
IA Studio	4.0 IA Elective	3.0 INTR 699	0.0	
IA Seminar	2.0 IA Elective	3.0		
	<b>9</b>	<b>9</b>	<b>3</b>	<b>0</b>

**Total Credits 48**

\*

Note: This term is less than the 4.5-credit minimum required (considered half-time status) of graduate programs to be considered financial aid eligible. As a result, aid will not be disbursed to students this term.

## Interior Architecture and Design MS

*Major: Interior Architecture and Design*

*Degree Awarded: Master of Science (MS)*

*Calendar Type: Quarter*

*Minimum Required Credits: 92.0*

*Co-op Option: None*

*Classification of Instructional Programs (CIP) code: 15.1301*

*Standard Occupational Classification (SOC) code: 27-1025*

## About the Program

The graduate program in Interior Architecture & Design offers a first professional Master of Science degree that prepares students of diverse undergraduate backgrounds to become leaders in the field of interior design. We are consistently ranked among the top programs in the country, and in the survey by Design Intelligence of "America's Best Design Schools." As one of the few CIDA accredited graduate programs in the country, our students are on the fast-track to licensure and are highly prepared to enter the professional world of interior architecture and design. Our coursework teaches conceptual, technical, and hands-on approaches in designing a range of spaces. Student work includes public, commercial, residential, and institutional projects in which students learn to transform environments to address aesthetic, social, physical and psychological needs. In conjunction with our integrated studio approach, the program emphasizes independent research culminating in a master's thesis.

Comprised of 92.0 graduate credits, most students complete the MS Interior Architecture & Design program in three years, depending upon individual student backgrounds and the completion of all necessary prerequisites.

## Student Background

MS Interior Architecture & Design students come to the program with undergraduate degrees in a wide variety of fields, bringing rich experiences and enthusiasm. The majority of applicants have backgrounds in non-design fields, and approximately 25% are international students. Our students are characterized by their open-mindedness, with a desire and commitment to acquire knowledge through rigorous study and training.

## Professional Opportunities

Alumni hold a range of positions at major design and architectural firms; they may be principals of their own interior design firms, work as facilities managers, design consultants, teaching faculty, or in related industry areas. About one-third of the students obtain entry-level employment *before* graduation from the program; our students have little difficulty finding employment following graduation, and many reach senior positions within five years.

Professional exposure occurs in exchanges with practitioners through professional jurying of all major student projects and in one-on-one thesis advising. As part of the graduate comprehensive exam, students gain professional experience through paid employment, service to the profession, or other professional engagement.

## Additional Information

For more information, visit Drexel's Graduate Studies in Interior Architecture & Design (<https://drexel.edu/westphal/academics/graduate/INTR/>) webpage.

## Admission Requirements

Admission criteria for the graduate program consists of the requirements of the University for graduate admission, plus satisfaction of basic interior design undergraduate coursework. These prerequisites include courses in design, drawing, and art history. For applicants with a background and education in design, many or all of these prerequisites may be waived. For applicants with no background in design, we offer up to 12.0 credits of prerequisite coursework in conjunction with the graduate curriculum.

The prerequisite program typically begins in the summer term with an accelerated sequence of foundational coursework and includes two quarters of undergraduate interior design courses to prepare candidates for the graduate coursework.

A portfolio review or evaluation by the Director of the Interior Architecture & Design program determines what prerequisites have been satisfied. Contact Graduate Studies in Interior Architecture & Design (<http://www.drexel.edu/westphal/academics/graduate/INTR/>) for specific information about prerequisites or to make an appointment for review and evaluation.

## Degree Requirements

The full-time graduate coursework combines ten terms of faculty-directed coursework in interior design, including a student-initiated thesis.

The credits that make up the graduate requirement include a visual studies sequence as well as elective coursework in the following areas: interior design seminars on specific topics; advanced studies in art, art history, and interior design; and independent studies. This allows individual flexibility in curriculum design.

### Required Courses \*\*\*

Studios		
INTR 532	Interior Studio I	4.0
INTR 533	Interior Studio II	4.0
INTR 622	Graduate Studio A	4.0
INTR 623	Studio A Seminar	2.0
INTR 632	Graduate Studio B	4.0
INTR 633	Studio B Seminar	2.0
INTR 642	Graduate Studio C	4.0
INTR 643	Studio C Seminar	2.0

INTR 652	Graduate Studio D	4.0
INTR 653	Studio D Seminar	2.0
INTR 662	Graduate Studio E	4.0
INTR 663	Studio E Seminar	2.0
<b>Art History/Visual Studies</b>		
ARTH 530	History of Modern Design	3.0
INTR 500	Visual Culture: Interiors	3.0
INTR 511	History of Modern Architecture and Interiors	3.0
VSST 501	Contemporary Art Issues	3.0
VSST 502	Space/Time I	3.0
VSST 511	Drawing Fundamentals	3.0
<b>Construction and Technology</b>		
INTR 501	Visualization Fundamentals	3.0
INTR 624	Material Investigations	3.0
INTR 625	Advanced Visual Methods	3.0
INTR 634	Interior Systems I	3.0
INTR 645	Advanced Digital Methods	3.0
INTR 654	Interior Systems II	3.0
<b>Electives (Select 3) *</b>		<b>9.0</b>
<b>Thesis</b>		
INTR 694	Thesis Programming	3.0
INTR 697	Thesis - Development	3.0
INTR 698	Thesis - Documentation	3.0
<b>Comprehensive Exam (Graduate Review) **</b>		
INTR 699	Comp Exam for Interior Design	0.0
<b>Total Credits</b>		<b>92.0</b>

\*

Select 9.0 credits from 500-700 level courses, including I599, I699, I799 and T580, T680, T780 in ARCH, DSRE, INTR, URBS

\*\*

INTR 699 consists of several components: a series of sketch problems, design competitions, professional experience and portfolio review. These must be completed during the two + graduate years.

\*\*\*

The 92.0 graduate quarter credits do not include any of the required prerequisite coursework. See the Admission Requirements (<http://catalog.drexel.edu/graduate/collegeofmediaartsanddesign/interiorarchitectureanddesign/#admissionrequirementstext>) for a list of courses students are expected to have completed prior to beginning their graduate study.

## Sample Plan of Study

**Note: Only graduate-level courses are eligible for financial aid.**

## Sample Plan of Study without Required Prerequisites

### First Year

	Summer	Credits
	INTR 500	3.0
	INTR 501	3.0
	VSST 511	3.0
		<b>9</b>

### Second Year

Fall	Credits Winter	Credits Spring	Credits
INTR 511	3.0 INTR 533	4.0 ARTH 530	3.0
INTR 532	4.0 INTR 624	3.0 INTR 622	4.0
VSST 502	3.0 VSST 501	3.0 INTR 623	2.0
		INTR 625	3.0
<b>10</b>		<b>10</b>	<b>12</b>

### Third Year

Fall	Credits Winter	Credits Spring	Credits
INTR 632	4.0 INTR 642	4.0 INTR 652	4.0
INTR 633	2.0 INTR 643	2.0 INTR 653	2.0
INTR 634	3.0 INTR 645	3.0 INTR 654	3.0
<b>9</b>		<b>9</b>	<b>9</b>

**Fourth Year**

<b>Fall</b>	<b>Credits Winter</b>	<b>Credits Spring</b>	<b>Credits</b>
INTR 662	4.0 INTR 697	3.0 INTR 698	3.0
INTR 663	2.0 INTR Elective (GR)	6.0 INTR 699	0.0
INTR 694	3.0	(GR) INTR Elective	3.0
	<b>9</b>	<b>9</b>	<b>6</b>

**Total Credits 92****Sample Plan of Study with Required Prerequisites****First Year**

	<b>Summer</b>	<b>Credits</b>
	VSST 104	2.0
	VSST 105	2.0
	VSST 106	2.0
	INTR 500	3.0
	INTR 501	3.0
	VSST 511	3.0
		<b>15</b>

**Second Year**

<b>Fall</b>	<b>Credits Winter</b>	<b>Credits Spring</b>	<b>Credits Summer</b>	<b>Credits</b>
INTR 220	3.0 INTR 241	3.0 ARTH 530	3.0 VACATION	
INTR 511	3.0 INTR 533	4.0 INTR 622	4.0	
INTR 532	4.0 INTR 624	3.0 INTR 623	2.0	
VSST 502	3.0 VSST 501	3.0 INTR 625	3.0	
	<b>13</b>	<b>13</b>	<b>12</b>	<b>0</b>

**Third Year**

<b>Fall</b>	<b>Credits Winter</b>	<b>Credits Spring</b>	<b>Credits</b>
INTR 632	4.0 INTR 642	4.0 INTR 652	4.0
INTR 633	2.0 INTR 643	2.0 INTR 653	2.0
INTR 634	3.0 INTR 645	3.0 INTR 654	3.0
	<b>9</b>	<b>9</b>	<b>9</b>

**Fourth Year**

<b>Fall</b>	<b>Credits Winter</b>	<b>Credits Spring</b>	<b>Credits</b>
INTR 662	4.0 INTR 697	3.0 INTR 698	3.0
INTR 663	2.0 INTR Elective	6.0 INTR 699	0.0
INTR 694	3.0	INTR Elective	3.0
	<b>9</b>	<b>9</b>	<b>6</b>

**Total Credits 104****Facilities**

The Interior Architecture program is housed in URBN Center, an original Venturi Scott Brown building enhanced by an award-winning retrofit by MS&R Design, including a skylight covered atrium, exposed beams and open spaces. There is a dedicated 24-hour graduate student studio, with storage space, computers, and a small lounge area. We have a materials library that is continually updated with samples from major manufacturers and local design offices and showrooms; two computer labs and in-house printing for the use of our students; a Hybrid Making Lab ([http://drexel.edu/westphal/about/overview/making\\_spaces/HybridMakingLab/](http://drexel.edu/westphal/about/overview/making_spaces/HybridMakingLab/)) with laser cutters, 3D printers, a CNC router and small-scale power tools for student use; and a larger shop facility which offers larger wood, metal, casting, CNC, and fabrication equipment.

The URBN Annex houses a black box theater, screening room and the Leonard Pearlstein Gallery (<http://www.drexel.edu/pearlsteingallery/>). Additional studio and classroom space in the Academic Building and the Design Arts Annex accommodate photography, basic design, painting, sculpture and a full woodworking shop with industrial-quality equipment.

Philadelphia, one of the nation's major design centers, gives interior design students the vitality of the contemporary arts at local galleries; easy access to many museums, libraries, renowned buildings, as well as design centers located in Philadelphia, New York City and Washington, D.C.

**Program Level Outcomes**

- Demonstrate the knowledge and skills to enter the profession of interior design
- Demonstrate an innovative and creative approach to problem solving and be discerning when making practical, responsible, human centered and aesthetic judgments
- Demonstrate mastery in expression of a variety of design experiences, approaches and viewpoints
- Demonstrate a responsible attitude and awareness toward the safety and well-being of the public and the profession of interior design



- Demonstrate an awareness of community engagement, diversity and social stewardship of the built environment
- Display a sensitivity to social, community, contextual, cultural, ethical and environmental values
- Investigate exploratory approaches to learning through design based on scholarly research, as a means of contributing to the professional body of knowledge
- Demonstrate the ability to analyze and synthesize research to reflect various philosophies, integrate technology and generate insightful design solutions
- Develop a sophisticated and layered design vision, translate that vision into shared goals and effectively work with others as a leader or follower to achieve these goals.

## Interiors Faculty

William Mangold, NCIDQ, M.Phil (*City University of New York*). Assistant Professor.

M. Marie Mastrobattista, NCIDQ, IDEC, IIDA, LEED, GA, MS (*Drexel University*). Assistant Teaching Professor. Senior living, affordable housing, residential, educational and commercial design.

Marjan Miri, MID, MS (*University of Texas at Austin; Science & Research University, Hamedan, Iran*). Associate Professor. Virtual Reality, Augmented Reality and Artificial Intelligence in Design.

Kimberly Montes-Bacon, BFA, MS (*Drexel University*). Instructor. Community Engagement, Civic Engagement, Residential, Early Educational Design, Non-Profit Founder & Space and time Artist.

Daniel B. Newman, Assoc. AIA, LEED GA, MArch (*Parsons, The New School for Design*). Instructor. Interior exhibition design for cultural institutions. Design for interactive spaces and responsive surfaces. Architectural drawing and representation.

Diana S. Nicholas, RA, AIA, NCARB, MFA (*University of the Arts, Philadelphia*) *Director of MS Design Research, Coordinator, Sustainability in the Built Environment Minor*. Associate Professor. Coordinator, Sustainability in the Built Environment Researching Health in residential urban environment and interprofessional collaboration

Debra Ruben, NCIDQ, IDEC, LEED AP, MS (*Drexel University*) *Associate Dean Academic and Faculty Affairs*. Associate Professor. Interior design, research; community and participatory design; playful learning.

Jihyun Song, IDEC, LEED, AP, MS, MFA (*University of Wisconsin-Madison, Ewha Woman's University in Seoul*). Associate Teaching Professor. Wayfinding design principles in architectural interior spaces; healthcare design; evidence-based design.

Frances Temple-West, AIA, NCARB, NCIDQ, LEED GA, MArch (*Virginia Tech*) *Program Director of the Interiors Graduate Programs*. Associate Teaching Professor. Principal, Frances Temple-West Architect; retail, corporate/commercial, and residential design

Ada Tremonte, NCIDQ, IDEC, IIDA, MS (*Drexel University*) *Program Director for the Interior Design Undergraduate Program*. Teaching Professor. Principal, a d a Design Associates, Inc.; educational and corporate/commercial design, workplace strategies.

## Emeritus Faculty

Mark Brack, PhD (*University of California at Berkeley*). Associate Professor Emeritus. British and American architecture from 1700 to the present; Hispanic colonial architecture in the American Southwest; vernacular architecture; historic preservation.

Sylvia Clark, MArch (*University of Pennsylvania*). Professor Emerita.

Rena Cumby, BArch, MS (*Drexel University*). Associate Professor Emerita. Interior designer; foundation studies and design education.

Eugenia Ellis, PhD, AIA (*Virginia Polytechnic Institute and State University*). Professor Emerita. Natural and electrical light sources and effects on biological rhythms and health outcomes; ecological strategies for smart, sustainable buildings of the nexus of health, energy, and technology.

Marjorie Kriebel, BArch (*University of Pennsylvania*). Professor Emerita.

## Retail & Merchandising MS

*Major: Retail & Merchandising*

*Degree Awarded: Master of Science (MS)*

*Calendar Type: Quarter*

*Minimum Required Credits: 45.0*

*Co-op Option: None*

Classification of Instructional Programs (CIP) code: 52.0212

Standard Occupational Classification (SOC) code: 41-1011

## About the Program

The MS in Retail & Merchandising is designed for early to mid-career professionals in retail and merchandising and for those who are looking to make a career change into the industry. Students will develop advanced skills to think critically, consider theoretical perspectives, research and solve problems, and implement innovative solutions in a dynamic global marketplace inclusive of lifestyle areas such as home, beauty and personal care, health and wellness, prepared foods, and pet products.

The two-year program is structured with a year of core curriculum followed by a year of in-depth research, data collection, and completion of a project or thesis. Program content will challenge and engross students in the areas of analytical and critical-thinking, retail data analysis, visual and retail communication, technological movements, social media, and merchandising and retail “future” strategies through academic and applied learning online and in the field. Graduates will pursue leadership roles and career growth in the areas of retail, merchandising, supply-chain, and brand industries.

## Additional Information

For more information please visit the Westphal College Graduate (<https://drexel.edu/westphal/academics/graduate/>) webpage.

## Admission Requirements

- A bachelor's degree from a regionally accredited institution, with a GPA of 3.0 or above, GRE test scores may be required for applicants with less than a 3.0 cumulative undergraduate GPA.
- A completed application
- Official transcripts from all universities or colleges and other post-secondary educational institutions (including trade schools) attended
- Two letters of recommendation (professional references preferred)
- Personal statement (500 words) that addresses:
  - Why do you want to pursue a graduate degree in retail & merchandising at Drexel?
  - What do you consider to be the most important problem facing the retail industry today, and how will it affect the industry you will manage in the future?
  - What are the short-term and long-term plans for your career in the retail industry, and how will a degree in retail & merchandising at Drexel further those objectives?

## Degree Requirements

### Core Requirements

RMER 500	Retail Merchandising	3.0
RMER 510	Research Methods in Retail & Merchandising	4.0
RMER 520	Retail: Social and Cultural Issues	3.0
RMER 530	Retail Lifestyle Product Analytics	3.0
RMER 535	Retail Lifestyle Product Forecasting	3.0
RMER 540	Retail Brand Storytelling	3.0
RMER 550	Retail Store Technology & Visual Display	3.0
RMER 560	Selling Techniques & Strategies	3.0
RMER 570	Retail Supply Chain Analysis	3.0
RMER 580	Retail & Merchandising Seminar in Leadership	3.0
RMER 585	The Inclusive Retail Leader	4.0
RMER 600	Retail Futures	3.0
RMER 697	Research & Data Collection	3.0
RMER 698	Project/Research Thesis	4.0

**Total Credits** **45.0**

## Sample Plan of Study

### First Year

Fall	Credits Winter	Credits Spring	Credits Summer	Credits
RMER 500	3.0 RMER 530	3.0 RMER 540	3.0 RMER 560	3.0
RMER 520	3.0 RMER 535	3.0 RMER 550	3.0 RMER 585	4.0
	<b>6</b>	<b>6</b>	<b>6</b>	<b>7</b>

### Second Year

Fall	Credits Winter	Credits Spring	Credits
RMER 570	3.0 RMER 510	4.0 RMER 697	3.0
RMER 580	3.0 RMER 600	3.0 RMER 698	4.0
	<b>6</b>	<b>7</b>	<b>7</b>

**Total Credits 45**

## Program Level Outcomes

- Demonstrate advanced skills in corporate and market research, written communication and visual presentation as applicable in the retail industry
- Demonstrate the aptitude to analyze and interpret historical and current retail data integrating theoretical principles, data computation, product evaluation, visual acuity, and retail and consumer analysis
- Demonstrate the ability to assess merchandising technologies and the related impact on development, buying, manufacturing, shipping and retailing
- Demonstrate proficiency of global product supply chains that impact design, production, and consumption
- Demonstrate an understanding of the influence of corporate culture, retail management, merchandising strategies, sales and retail analysis, product quality and future goals as they relate to leadership in the organization
- Demonstrate the ability to conduct an advanced research project by applying quantitative and qualitative methodologies and then analyze the results using critical analytical thinking skills

## Retail & Merchandising Faculty

Kimberlyne Bethea, MS (*Iowa State University*). Adjunct Faculty. Sales, home textiles, apparel, buying and merchandising, product and brand development, entrepreneur, operations, retail analytics, revenue, and profit growth.

Anne Cecil, MA (*University of the Arts*). Adjunct Instructor. Web designer, product designer, shoes and accessories expert, visual and retail merchandising entrepreneur and design artist.

Joseph H. Hancock, II, PhD (*Ohio State University*) *Retail & Merchandising Program Director*. Professor. Apparel merchandising, retail operations, brand culture, GLBTQIA lifestyles and marketing fashion strategies.

Tsz Kwok, EdD (*Drexel University*). Adjunct Faculty. Leadership development, creative leadership, comparative and international education, qualitative research methods.

Krista Lowther, MS (*The Ohio State University*). Adjunct Instructor. Planning, Allocations, Merchandising, Trend Analysis, Scouting Services, Leadership

Joel Rodriguez, MA (*Indiana University of Pennsylvania*). Adjunct Instructor. Technology trends across industries such as education, retail and finance

## Television and Media Management MS

*Major: Television and Media Management*

*Degree Awarded: Master of Science (MS)*

*Calendar Type: Quarter*

*Minimum Required Credits: 49.0*

*Calendar Type: Quarter*

*Co-op Option: None*

*Classification of Instructional Programs (CIP) code: 09.0701*

*Standard Occupational Classification (SOC) code: 27-2012*

## About the Program

The Master of Science degree (MS) in Television and Media Management is offered 100% online or on campus, providing flexibility to graduate students, meeting them where they are, both geographically and in their careers. The curriculum prepares students with the leadership skills and enterprise mindset to lead, make data-driven decisions, and influence the future of the ever-evolving television and media landscape. This unique master's program combines practical and academic experience, integrating business course content specific to the entertainment industry with a strong focus on building and expanding professional networks in order to springboard students' careers to the next level.

Course content includes:

- Programming analysis and strategy
- Diversity in the media industry
- Media analytics and audience measurement
- Dynamics of media industries
- Media finance, sales models, and practice
- Media law and ethics
- Global television course with London residency
- Industry internships and topical electives

Students may also pursue a dual-degree option earning an MS (p. 34) and full MBA (Master of Business Administration) simultaneously.

## Additional Information

For more information, please contact:

Michelle Bradsher-McHugh

Program Director, MS Television & Media Management

pmb92@drexel.edu

## Admission Requirements

Applicants must have an undergraduate degree from an accredited college or university and must have obtained a cumulative GPA of 3.0 or better.

Students with less than an 3.0 GPA may be required to take the GRE examination.

## Degree Requirements

### Required Courses

TVMN 606	The Field of Television Management	3.0
TVMN 610	Media Law for Television Management	3.0
TVMN 621	Audience Data and Analytics	3.0
TVMN 640	Media Ethics of Television Management	3.0
TVMN 651	Media Systems and Dynamics	3.0
TVMN 710	Television Programming	3.0
TVMN 731	TV Technology and Innovation	3.0
TVMN 740	Money and the Media	3.0
TVMN 780	Media Research Laboratory	3.0
TVMN 795	Capstone Project Seminar	3.0
TVMN 796	Capstone Project Completion *	1.0
Electives **		9.0

### Required Business Courses

ACCT 510	Essentials of Financial Reporting	2.0
BLAW 510	Analyzing Legal Options in Decision-Making	2.0
FIN 601	Corporate Financial Management	3.0
Business Elective		2.0

**Total Credits** **49.0**

\*

TVMN 796 is repeatable for credit, at .5 credits per quarter, as necessary for Capstone completion. Students must enroll for a minimum of 2 quarters.

\*\*

Select 9.0 credits from 500-700 level courses, including I599, I699, I799 and T580, T680, T780 in AADM, AAML, COM, DSRE, ENTP and TVMN.

## Sample Plan of Study

### Master of Science Degree (Stand-alone program)

#### First Year

Fall	Credits Winter	Credits Spring	Credits Summer	Credits
ACCT 510	2.0 TVMN 621	3.0 TVMN 640	3.0 FIN 601	3.0
BLAW 510	2.0 TVMN 651	3.0 TVMN 780	3.0 TVMN 731	3.0
TVMN 606	3.0 TVMN 740	3.0 Elective	3.0 TVMN 796	0.5
TVMN 610	3.0 TVMN 795	3.0 Business Elective	2.0 Electives	6.0
TVMN 710	3.0			
	<b>13</b>	<b>12</b>	<b>11</b>	<b>12.5</b>

#### Second Year

Fall	Credits
TVMN 796	0.5
	<b>0.5</b>

**Total Credits 49**

### Master of Science Degree (Online program)

#### First Year (Part-Time)

Fall	Credits Winter	Credits Spring	Credits Summer	Credits
TVMN 606	3.0 TVMN 621	3.0 TVMN 780	3.0 TVMN 731	3.0
TVMN 610	3.0 TVMN 795	3.0 Elective	3.0 Elective	3.0
	<b>6</b>	<b>6</b>	<b>6</b>	<b>6</b>

**Second Year (Part-Time)**

<b>Fall</b>	<b>Credits Winter</b>	<b>Credits Spring</b>	<b>Credits Summer</b>	<b>Credits</b>
ACCT 510	2.0 TVMN 651	3.0 TVMN 640	3.0 FIN 601	3.0
BLAW 510	2.0 TVMN 740	3.0 TVMN 796	0.5 TVMN 796	0.5
TVMN 710	3.0	Elective	3.0 Business Elective	2.0
	<b>7</b>	<b>6</b>	<b>6.5</b>	<b>5.5</b>

Total Credits 49

**Note: Some terms are less than the 4.5-credit minimum required (considered half-time status) of graduate programs to be considered financial aid eligible. As a result, aid will not be disbursed to students these terms.**

## Facilities

Facilities and opportunities for the program include:

- Field trips to broadcast stations and networks in Philadelphia, Washington, DC, and New York
- Civic engagement projects in Philadelphia and internationally (<http://www.drexel.edu/westphal/graduate/TVMN/civicingagement/>)
- Professional social media groups
- Business planning courses
- Incubator competitions sponsored by the The Close School of Entrepreneurship
- Civic Engagement Outreach
- Business Plan Competitions
- The Rudman Institute for Entertainment Industry Studies
- The URBN Center labs and maker spaces

## Program Level Outcomes

- Demonstrate a sophisticated understanding of the multi-platform/multi-device ecology of the global television industry
- Understand the history and evolution of the current global television environment and its central role in the American democracy
- Formulate problem statements and research questions and the skill to operationalize them within a research protocol and to apply fundamental research methodologies to the analysis of complex situations
- Comprehend the dynamics of change and the forces driving the diffusion of innovation and the ability to assess present and emerging TV technology sufficiently to manage TV organizations at the highest levels
- Understand revenue and financial models that drive the TV industry and to exhibit competence with the tools of financial analysis
- Evince knowledge of the process by which television content is created and distributed and to understand TV programming strategies, tactics and audience measurement techniques across all media platforms
- Understand the structure of media organizations at all levels and to apply ethical standards in all decision-making arenas
- Demonstrate fluency in the languages of business (managerial and financial accounting, marketing, new venture planning, micro and macro economic analysis), and technology assessment
- Integrate coursework and field experience so as to demonstrate competence in developing and executing a thesis from problem statement to
- Understand prevailing models of management and leadership and to be able to apply them to legacy and evolving television organizations
- Speak to the impact social media have on the TV industry and to describe new ways of measuring TV through social media, and to demonstrate how digital platforms have
- Evince critical thinking skills in the analysis of complex media systems and their related national and global impact
- Comprehend and exercise the leadership skill sets required to lead at every level of the television industry and to understand the challenges of managing and leading creative staff
- Understand the constitutional, regulatory, legal and ethical frameworks that govern labor relations, contractual obligations, intellectual property rights, and negotiation
- Function in the multi-dimensional world of programming that includes knowledge of content production, syndication, programming and counter-programming response mechanisms
- Identify the public interest needs of the community and to create media-centric responses that reflect meaningful levels of civic engagement

## Television and Media Management Faculty

Doug Bailey, MS (*Ohio University, Ithaca College*). Adjunct Professor. Television Programming.

Michelle Bradsher-McHugh, MS (*Quinnipiac University, University of North Carolina – Greensboro*) Program Director. Assistant Teaching Professor. Ethics of Television Management, Broadcast Journalism, Television News Producing, Media research, Thesis advising.

Rachel Casey, MSI (*Drexel University*). Adjunct Professor. Media research.

Karen Curry, BA (*Fordham University*). Adjunct Professor. Global media, news production, television and media management

Nicole Elie, BS (*Drexel University*). Adjunct Instructor. Media sales, data and analytics

Daryl Evans, MA (*Temple University*). Adjunct Professor. Media Ethics, Diversity, Equity, and Inclusion in the Media Industry.

Jackie Gailey Raible, BA (*University of Pittsburgh*). Adjunct Professor. Media Ethics, Broadcast journalism, news production

Andrea Gould Ross, MS (*Drexel University*). Adjunct Professor. Media Data and Analytics.

Karin P. Kelly, MFA (*New York University*) *Department Head, Cinema and Television*. Associate Professor. Filmmaker. Author

Alexandria Latimer, MS (*Drexel University*). Adjunct Professor. Media Data & Analytics.

Joe Marsini, BS, CPA (*University of Delaware*). Assistant Teaching Professor. Media finance, strategic planning, financial reporting, contract negotiations, collective bargaining agreements

Brigitte McCray, PDM (*Simmons University*). Adjunct Professor. Television Programming.

Brittney Nix-Crawford, MS (*Drexel University*). Diversity in Media Management

Chris Palo, MS, MBA (*Drexel University*). Adjunct Professor. Media systems and dynamics, emerging technology, media management.

Andrew Susskind, AB (*Harvard University*). Associate Teaching Professor. Producing, Directing, Writing, Editing.

Henry Vasquez, MBA (*St. Joseph's University*). Adjunct Professor. Television management, media ethics

## Television & Media Management (MS) / Business Administration (MBA)

*Major: Television and Media Management*

*Degree Awarded: Master of Science/Master of Business Administration (MS/MBA)*

*Calendar Type: Quarter*

*Minimum Required Credits: 83.0*

*Calendar Type: Quarter*

*Co-op Option: None*

*Classification of Instructional Programs (CIP) code: 09.0701*

*Standard Occupational Classification (SOC) code: 27-2012*

### About the Program

The MS/MBA in Television & Media Management is offered 100% online or on campus, providing flexibility to graduate students, meeting them where they are, both geographically and in their careers. The dual degree option includes a full MBA, with curriculum preparing students with the leadership skills and enterprise mindset to lead, make data-driven decisions, and influence the future of the ever-evolving television and media landscape. This unique master's program combines practical and academic experience, integrating business course content specific to the entertainment industry with a strong focus on building and expanding professional networks in order to springboard students' careers to the next level.

Course content includes:

- Programming analysis and strategy
- Diversity in the media industry
- Media analytics and audience measurement
- Dynamics of media industries
- Media finance, sales models, and practice
- Media law and business law
- Media ethics
- Global television course with London residency
- Industry internships and topical electives

Students may also pursue a standalone MS in Television & Media Management (p. 31).

### Additional Information

For more information, please contact:

Michelle Bradsher-McHugh



Program Director, MS Television & Media Management  
pmb92@drexel.edu

## Admission Requirements

Applicants must have an undergraduate degree from an accredited college or university and must have obtained a cumulative GPA of 3.0 or better. Students with less than an 3.0 GPA may be required to take the GRE examination.

Students in good standing who have completed 49.0 required course credits for the MS are eligible to apply for the dual MS/MBA and must meet the requirements of the LeBow College of Business for enrollment. Students in the dual MS/MBA program must complete all requirements for both degrees before either degree can be awarded.

## Degree Requirements

### Required Courses

TVMN 606	The Field of Television Management	3.0
TVMN 610	Media Law for Television Management	3.0
TVMN 621	Audience Data and Analytics	3.0
TVMN 640	Media Ethics of Television Management	3.0
TVMN 651	Media Systems and Dynamics	3.0
TVMN 710	Television Programming	3.0
TVMN 731	TV Technology and Innovation	3.0
TVMN 740	Money and the Media	3.0
TVMN 780	Media Research Laboratory	3.0
TVMN 795	Capstone Project Seminar	3.0
TVMN 796	Capstone Project Completion *	1.0

**Electives \*\*** **9.0**

### Required MBA Courses

ACCT 510	Essentials of Financial Reporting ***	2.0
BLAW 510	Analyzing Legal Options in Decision-Making ***	2.0
BSAN 601	Business Analytics for Managers	3.0
ECON 601	Managerial Economics	3.0
FIN 601	Corporate Financial Management ***	3.0
MGMT 520	Strategy Analysis	2.0
MGMT 530	Managing and Leading the Total Enterprise	2.0
MGMT 770	MBA Capstone	2.0
MKTG 510	Marketing Strategy	2.0
ORGB 511	Leading in Dynamic Environments: A Personal, Relational, and Strategic Approach	3.0
POM 510	Operations and Supply Chain Management	2.0

**Business Elective \*\*\*** **2.0**

### MBA Major Requirements

Select one major from the list below: **9.0**

**Free Electives** **3.0**

6.0 credits of MBA electives are satisfied by 6.0 credits of TVMM electives as shared coursework.

**Experiential Elective** **3.0**

Select one of the following:

BUSN 615	Graduate Internship
INTB 790	International Business Seminar and Residency
MGMT 680	Leading for Innovation
MGMT 715	Business Consulting
MIS 652	Business Agility and IT
ORGB 640	Negotiations for Leaders
TAX 715	Tax Experiential Learning

**Total Credits** **83.0**

\*

TVMN 796 is repeatable for credit, at .5 credits per quarter, as necessary for Capstone completion. Students must enroll for a minimum of two quarters.

\*\*

Select 9.0 credits from 500-700 level courses, including I599, I699, I799 and T580, T680, T780 in AADM, AAML, COM, DSRE, ENTP and TVMN.

\*\*\*

This course also serves as a requirement for the Television & Media Management MS.

Students select one Major from the following:

## Accounting Analytics Major

Required Courses

ACCT 655	Data Analytics & Technology in Accounting
ACCT 665	Financial Statement Analysis
Select one of the following:	
ACCT 635	Strategy & the Master Budgeting Process
BSAN 605	Data Visualization for Managers
TAX 660	Tax and Business Strategy

## Economics Major

Required Course

ECON 610	Microeconomics
Select two of the following:	
ECON 540	Intro to Econometrics and Data Analysis
ECON 548	Mathematical Economics
ECON 550	Econometrics
ECON 614	Macroeconomics
ECON 650	Business & Economic Strategy: Game Theory & Applications

## Effective Leadership Major

Select three of the following:

MGMT 660	Leading the Digital Supply Chain
MGMT 670	Business Ethics
MGMT 676	Sustainability and Value Creation
ORGB 620	Leading Virtual Teams
ORGB 640	Negotiations for Leaders

## Corporate Sustainability and Social Impact Major

Select three of the following:

BLAW 620	Legal Aspects of Employment
FIN 610	Corporate Governance
FIN 615	Environmental and Social Issues in Finance
INDS T680	Special Topics in Interdisciplinary Business
MGMT 670	Business Ethics
MGMT 676	Sustainability and Value Creation
MKTG 654	Corporate Brand & Reputation Management
ORGB T680	Special Topics in ORGB
POM 642	Sustainable Supply Chain Management and Logistics
SMT 606	Social Issues in Sport

## Business Analytics Major

Select three of the following:

MIS 612	Aligning Information Systems and Business Strategies
MIS 630	Inter-Active Decision Support Systems
MIS 632	Database Analysis and Design for Business
MKTG 606	Customer Analytics
MKTG 607	Marketing Experiments
OPR 601	Managerial Decision Models and Simulation
POM 645	Supply Chain Analytics
STAT 610	Statistics for Business Analytics
STAT 632	Datamining for Managers

## Finance Major

Select three of the following:

FIN 602	Advanced Financial Management
FIN 605	Business Valuation
FIN 610	Corporate Governance
FIN 615	Environmental and Social Issues in Finance

FIN 622	Financial Institutions & Markets
FIN 624	Risk Management
FIN 626	Investment Management
FIN 635	Entrepreneurial Finance
FIN 639	FinTech
FIN 645	Behavioral Finance
FIN 648	International Financial Management
FIN T680	Special Topics in Finance

## General Business Major

General Business Major requires three business courses with distinct subject codes and course number range 500-799. Allowable options for the subject codes are Accounting (ACCT), Statistics (STAT), Economics (ECON), Finance (FIN), General Business (BUSN), Interdisciplinary Business (INDS), International Business (INTB), Legal Studies (BLAW), Management (MGMT), Management Information Systems (MIS), Marketing (MKTG), Operations Research (OPR), Organizational Behavior (ORGB), Production Operations Management (POM), Sport Management (SMT) or Taxation (TAX).

## Marketing Analytics Major

Select three of the following:

MKTG 606	Customer Analytics
MKTG 607	Marketing Experiments
MKTG 622	Buyer Behavior Theory
MKTG 627	Digital Marketing
MKTG 634	Integrated Marketing Communications Management
MKTG 652	Marketing Information Management and Research

## Marketing Major

Select three of the following, of which two MUST be from MKTG (any course with MKTG subject code and course number between 600-699):

MKTG course (600-699)	
BLAW T680	Special Topics in Legal Studies
ECON 540	Intro to Econometrics and Data Analysis
ECON 610	Microeconomics
INTB 620	International Business Management
MGMT 655	Knowledge Management
MIS 624	Systems Analysis & Design
MIS 632	Database Analysis and Design for Business
OPR 601	Managerial Decision Models and Simulation
POM 610	Supply Chain Management I
STAT 634	Quality & Six-Sigma
STAT 645	Time Series Forecasting

## Strategic Technology & Innovation Management Major

### Required Courses

MGMT 602	Innovation Management
MGMT 603	Technology Strategy

### Electives

Select one of the following:

ECON 650	Business & Economic Strategy: Game Theory & Applications
MGMT 600	Introduction to Change Management: An Integration of Macro and Micro Perspectives
MGMT 604	Strategic Change Management
MGMT 640	Strategic Human Resource Management
MGMT 655	Knowledge Management
MGMT 676	Sustainability and Value Creation
MGMT 680	Leading for Innovation
MGMT 686	Strategy Implementation
MGMT 690	Change Management Experiential Capstone
MIS 641	MIS Policy and Strategy
MIS 652	Business Agility and IT
MKTG 638	New Product Planning, Strategy, and Development
OPR 601	Managerial Decision Models and Simulation
ORGB 602	Leading and Executing Change

ORGB 640	Negotiations for Leaders
STAT 645	Time Series Forecasting

## Project Management Major

### Required Courses

PROJ 501	Introduction to Project Management
PROJ 502	Project Planning & Scheduling

### Select one of the following:

PROJ 510	Project Quality Management
PROJ 515	Project Estimation & Cost Management
PROJ 520	Project Risk Assessment & Management

## Supply Chain Management & Logistics Major

### Select three of the following:

MGMT 600	Introduction to Change Management: An Integration of Macro and Micro Perspectives
MIS 624	Systems Analysis & Design
OPR 601	Managerial Decision Models and Simulation
POM 610	Supply Chain Management I
POM 615	Supply Chain Management II
POM 624	Management of Service Firms
POM 630	Transportation & Logistics Management
POM 642	Sustainable Supply Chain Management and Logistics
POM 644	Revenue Management
POM 645	Supply Chain Analytics
POM T680	Special Topics in POM
STAT 634	Quality & Six-Sigma
STAT 645	Time Series Forecasting

## Customized Major

Students can self customize a concentration with coordination between their program manager and with faculty guidance. Please see your Program Manager/Academic Advisor for further information

MBA Graduate Credits include courses in Accounting (ACCT), Statistics (STAT), Economics (ECON), Finance (FIN), General Business (BUSN), Interdisciplinary Business (INDS), International Business (INTB), Legal Studies (BLAW), Management (MGMT), Management Information Systems (MIS), Marketing (MKTG), Operations Research (OPR), Organizational Behavior (ORGB), Production Operations Management (POM), Sport Management (SMT) or Taxation (TAX), with a course number range between 500-799 or other approved course at the graduate level.

## Sample Plan of Study

### First Year

Fall	Credits Winter	Credits Spring	Credits Summer	Credits
ACCT 510	2.0 TVMN 621	3.0 TVMN 640	3.0 FIN 601	3.0
BLAW 510	2.0 TVMN 651	3.0 TVMN 780	3.0 TVMN 731	3.0
TVMN 606	3.0 TVMN 740	3.0 Business Elective	2.0 TVMN 796	0.5
TVMN 610	3.0 TVMN 795	3.0 Television & Media Management Elective (counts as MBA Elective)	3.0 Television & Media Management Elective	3.0
TVMN 710	3.0		Television & Media Management Elective (counts as MBA Elective)	3.0
	13	12	11	12.5

### Second Year

Fall	Credits Winter	Credits Spring	Credits Summer	Credits
MKTG 510	2.0 BSAN 601	3.0 ECON 601	3.0 MGMT 770	2.0
MGMT 530	2.0 MGMT 520	2.0 ORGB 511	3.0 MBA Major Course	3.0
POM 510	2.0 MBA Major Course	3.0 Business elective	3.0 Experiential Elective	3.0
TVMN 796	0.5			
MBA Major Course	3.0			
	9.5	8	9	8

Total Credits 83

# Urban Strategy MS

*Major: Urban Strategy*

*Degree Awarded: Master of Science (MS)*

*Calendar Type: Quarter*

*Minimum Required Credits: 48.0*

*Co-op Option: None*

*Classification of Instructional Programs (CIP) code: 45.1201*

*Standard Occupational Classification (SOC) code: 19-3051*

## About the Program

Drexel University's Urban Strategy MS program prepares students to meet urban planning and public policy challenges through a 48.0-credit, two-year, interdisciplinary master's degree program that brings together Drexel's expertise in design, engineering, business, policy, and public health. This unique master's program empowers and prepares students for careers focused on improving the well-being of urban citizens.

## Additional Information

For more information about the MS in Urban Strategy, contact: Andrew Zitcer, PhD (awz25@drexel.edu).

## Admission Requirements

**Transcripts:** Provide official transcripts from all colleges and universities attended

**Standardized Test Scores:** GRE/MAT test scores are accepted, but not required. TOEFL scores are required for international applicants or applicants who earned a degree outside the U.S. (minimum scores: 100/577/233). Scores will be reviewed based on section scores and total scores. IELTS scores may be submitted in lieu of TOEFL scores.

**Essay:** Please write approximately 500 words explaining your reasons for pursuing a degree from Drexel; your short-term and long-term career plans; and how your background, experience, interest, and/or values, when combined with a Drexel degree, will enable you to pursue these goals successfully.

**Résumé:** Please submit a resume electronically

**Letters of Recommendation:** Two letters of recommendation are required. To electronically request recommendations, you must list your recommenders and their contact information on your application. We advise that you follow up with your recommenders to ensure they received your recommendation request — they may need to check their junk mail folder. Additionally, it is your responsibility to confirm that your recommenders will submit letters by your application deadline and follow up with recommenders who have not completed their recommendations.

**Academic Experience:** You must have a minimum undergraduate GPA of 3.0 in your major.

## Degree Requirements

ECON 616	Public Finance and Cost Benefit Analysis	3.0
EOH 550	Introduction to Urban Health	3.0
URBS 510	History of Urban Space	3.0
URBS 520	What is a City	3.0
URBS 530	Quantitative Methods & Reasoning for Urban Strategists	3.0
URBS 610	Civic Engagement & Participatory Methods	3.0
URBS 620	City of Systems	3.0
URBS 630	Spatial Reasoning for Urbanists, Architects & Designers	3.0
URBS 670	Thesis I: Research Inquiry & Design	3.0
URBS 675	Thesis Seminar I	1.5
URBS 680	Thesis II: Fieldwork	3.0
URBS 685	Thesis Seminar II	1.5
URBS 690	Thesis III: Documentation	3.0
Electives *		12.0
<b>Total Credits</b>		<b>48.0</b>

\*

Select 12.0 credits from 500-600 level courses, including Special Topics (T580 and T680) in AADM, AAML, BUSN, CHP, COM, DSRE, EDPO, ENTP, ENVP, HMP, INTR, PBHL, PLCY, SCTS, URBS

\* Students can select additional electives with advisor approval

## Sample Plan of Study

### Full-time Plan of Study

<b>First Year</b>				
<b>Fall</b>	<b>Credits Winter</b>	<b>Credits Spring</b>	<b>Credits Summer</b>	<b>Credits</b>
URBS 510	3.0 URBS 610	3.0 ECON 616	3.0 VACATION	
URBS 520	3.0 URBS 620	3.0 Elective	6.0	
URBS 530	3.0 URBS 630	3.0		
	<b>9</b>	<b>9</b>	<b>9</b>	<b>0</b>
<b>Second Year</b>				
<b>Fall</b>	<b>Credits Winter</b>	<b>Credits Spring</b>	<b>Credits</b>	
EOH 550	3.0 URBS 675	1.5 URBS 685	1.5	
URBS 670	3.0 URBS 680	3.0 URBS 690	3.0	
Elective	3.0 Elective	3.0		
	<b>9</b>	<b>7.5</b>	<b>4.5</b>	

**Total Credits 48**

### Part-time Plan of Study

<b>First Year (Part-Time)</b>				
<b>Fall</b>	<b>Credits Winter</b>	<b>Credits Spring</b>		<b>Credits</b>
URBS 510	3.0 URBS 610	3.0 ECON 616		3.0
URBS 520	3.0 URBS 620	3.0 (GR) Elective		3.0
	<b>6</b>	<b>6</b>		<b>6</b>
<b>Second Year (Part-Time)</b>				
<b>Fall</b>	<b>Credits Winter</b>	<b>Credits Spring</b>		<b>Credits</b>
URBS 530	3.0 URBS 630	3.0 (GR) Elective *		3.0
(GR) Elective	3.0 (GR) Elective	3.0		
	<b>6</b>	<b>6</b>		<b>3</b>
<b>Third Year (Part-Time)</b>				
<b>Fall</b>	<b>Credits Winter</b>	<b>Credits Spring</b>		<b>Credits</b>
EOH 550	3.0 URBS 675	1.5 URBS 685		1.5
URBS 670	3.0 URBS 680	3.0 URBS 690		3.0
	<b>6</b>	<b>4.5</b>		<b>4.5</b>

**Total Credits 48**

\* Note: This term is less than the 4.5-credit minimum required (considered half-time status) of graduate programs to be considered financial aid eligible. As a result, aid will not be disbursed to students this term.

## Program Level Outcomes

- Problem solving: students will undertake critical analysis and assessment of dynamic urban environments
- Data competency: students will gather and manipulate different types of data, including spatial, cultural, historical and demographic data
- Leadership skills: students will develop capacity for ethical leadership, understand different leadership styles and methods for motivating others
- Cross cultural perspective: students will gain awareness and competence in cross-cultural perspectives, learning how diverse cultures impact urban life
- Communication fluency: students will hone their oral & written communication skills, learning how to interact with and impact a range of audiences through democratic, participatory engagement
- Collaboration in teams: students will learn to collaborate in multi-disciplinary teams to identify and address urban problems
- Grounding in Context: students will understand the role of history and culture in shaping urban institutions and systems
- Urban Awareness: students will investigate how cities are shaped by multiple systems, including public policy, health, economic development, and built environment

## Urban Strategy Faculty

Dustin Fry, PhD (*Drexel University*). Adjunct Professor. Postdoc, U.S. Forest Service; epidemiology, greenspace, health, neighborhood exposures.

Susanna Gilbertson, MSW, PCC (*San Francisco State University*). Adjunct Professor. Civic engagement, facilitation, coaching.

Alan Greenberger, FAIA (*Rensselaer Polytechnic Institute*) Senior Vice President for Real Estate and Development. Distinguished Teaching Professor. Urban planning, economic development, urban governance



Katrina Johnston-Zimmerman, MS (*Portland State University*). Adjunct Instructor. Placemaking, Urban Anthropology.

Stephen Mullin, MA (*University of Pennsylvania*). Adjunct Professor. Urban economics, public policy

Clara Pinsky, MS (*Drexel University*) *Thesis Advisor*. Adjunct Professor. Communications & Impact Office, Working Solutions CDFI. Equitable development, entrepreneurship, creative placemaking.

Alex Quistberg, PhD, MPH (*University of Washington*). Associate Research Professor. Department of Environmental and Occupational Health. Urban Health Collaborative. Data analysis methods; global health; health and place; health disparities; spatial analysis; geographic information systems (GIS); urban health; intentional/violent injury and trauma; unintentional injury and trauma; artificial intelligence; computer vision.

Harris Steinberg, FAIA, MArch (*University of Pennsylvania*) *Executive Director, Lindy Institute for Urban Innovation*. Distinguished Teaching Professor. Urban design and civic engagement.

Joshua Stratton-Rayner, MS (*Drexel University*) *Thesis Advisor*. Adjunct Professor. Interim Director, Economic Development, Ulster County, NY. Economic and community development and planning.

Andrew Zitcer, PhD (*Rutgers University*) *Program Director, Urban Strategy*. Associate Professor. Urban planning, creative placemaking, cooperative practice

# Graduate Minor in Arts Administration

## About the Graduate Minor

The Graduate Minor in Arts Administration enables interested students pursuing other graduate degrees at Drexel the opportunity to learn about the business structures and policy systems of creative enterprises, and to understand the basic operations of arts and cultural organizations.

## Admission Requirements

Students must be accepted into another graduate program at Drexel University and must complete an application and interview before acceptance into the minor program. Contact the program director for Arts Administration and Museum Leadership for admission to the minor.

For more information about this minor, please visit the Westphal minors (<https://drexel.edu/westphal/academics/minors/>) web page.

### Required Courses for AADM Minor

AADM 505	Overview of the Arts	3.0
AADM 520	Creative Enterprise and Innovation	3.0
AAML 550	Management Techniques in Arts and Cultural Organizations	3.0

### Possible Elective Courses for AADM Minor (Choose 1)

AADM 660	International Cultural Policy	3.0
AADM 690	Equitable Cultural Practices	3.0
AADM 741	Arts Entrepreneurship	3.0
AADM 745	Arts in Education	3.0
AADM 746	Creative Placemaking	3.0
AADM 752	Performing Arts Management	3.0
AADM 753	Visual Arts Organization Management	3.0
AADM 755	Community Cultural Planning	3.0
AADM 757	Political Activism in the Arts	3.0
AADM T680	Special Topics in Arts Administration	3.0
AAML 525	Legal and Ethical Issues in Arts and Culture	3.0
AAML 560	Marketing & Engagement in Arts and Cultural Orgs.	3.0
AAML 575	Revenue Development in Arts and Cultural Orgs.	3.0
AAML 610	Financial Accounting in Arts and Cultural Orgs.	3.0
AAML 660	Technology Tools for Arts and Cultural Managers	3.0
AAML 680	Leadership, Strategy & Planning in Arts and Cult.	3.0

**Total Credits**

**12.0**

# Graduate Minor in Digital Media

## About the Graduate Minor

The graduate minor in Digital Media is open to all students outside the Department of Digital Media. It offers an introduction into digital design including 3-D modeling, animation, interactivity, gaming and digital media history, theory, and methods.

## Admission Requirements

Requires program director approval.

For more information about this minor, please visit the Westphal minors (<https://drexel.edu/westphal/academics/minors/>) web page.

## Program Requirements

### Digital Media Core

DIGM 505	Design and Interactivity Bootcamp	3.0
DIGM 506	Animation and Game Design Bootcamp	3.0

### Digital Media Specialization

ANIM 588	Spatial Data Capture	3.0
DIGM 501	New Media: History, Theory and Methods	3.0
DIGM 508	Digital Cultural Heritage	3.0
DIGM 520	Interactivity I	3.0
DIGM 521	Interactivity II	3.0
DIGM 525	Animation I	3.0
DIGM 526	Animation II	3.0
DIGM 530	Game Design I	3.0

DIGM 531	Game Design II
GMAP 545	Game Development Foundations
GMAP 547	Serious Games
GMAP 548	Experimental Games
GMAP 560	Game Design from the Player's Perspective
DIGM T580	Special Topics in Digital Media

**Total Credits****12.0**

## Graduate Minor in Museum Leadership

### About the Graduate Minor

Museums encompass many disciplines including art, history, science, anthropology and archaeology. The Museum Leadership graduate minor enables students pursuing an MS degree in another discipline to get a basic understanding of how museums function in contemporary society in preparation for entering a museum career.

### Admission Requirements

Students must be in good standing (3.0 grade point average) in their major field.

### Additional Information

For more information about this minor, please visit the Westphal minors (<https://drexel.edu/westphal/academics/minors/>) web page.

### Program Requirements

#### Required

MUSL 500	Museum History and Philosophy	3.0
MUSL 530	Museum Management	3.0
MUSL 650	Governance for Museums and Non-Profit Organizations	3.0

#### Elective (choose 1)

**3.0**

MUSL 620	Sustainable Cultural Practices
MUSL 630	Exhibitions and Programming
MUSL 690	Culturally Responsive Museums
MUSL 710	Bricks and Mortar

**Total Credits****12.0**

## Graduate Minor in Retail and Merchandising

### About the Graduate Minor

The minor in Retail and Merchandising has been developed to provide graduate students at Drexel University, regardless of program/college, with an understanding of the diverse retail industry and nimbleness in retail principles, merchandise management, customer relations, strategic planning, product analysis, and advanced problem-solving to further academic and career goals.

### Admission Requirements

Open to current Drexel graduate students.

### Additional Information

For more information about this minor, please visit the Westphal minors (<https://drexel.edu/westphal/academics/minors/>) web page.

### Program Requirements

#### Requirements

RMER 500	Retail Merchandising	3.0
RMER 520	Retail: Social and Cultural Issues	3.0
Choose any two from the following list:		6.0

RMER 530	Retail Lifestyle Product Analytics
RMER 540	Retail Brand Storytelling
RMER 550	Retail Store Technology & Visual Display

RMER 570	Retail Supply Chain Analysis	
Total Credits		12.0

## Post-Baccalaureate Certificate in Responsible Cultural Leadership

*Certificate Level: Graduate*

*Admission Requirements: Bachelor's degree*

*Certificate Type: Post-Baccalaureate*

*Number of Credits to Completion: 12.0*

*Instructional Delivery: Online*

*Calendar Type: Quarter*

*Expected Time to Completion: 1 year*

*Financial Aid Eligibility: Not aid eligible*

*Classification of Instructional Program (CIP) Code: 30.1202*

*Standard Occupational Classification (SOC) Code: 11-9199*

### About the Program

The Responsible Cultural Leadership certificate is designed to equip culture leaders with the necessary skills to manage and advocate for changes within the culture industry and society. The program consists of four courses: AADM 757, MUSL 630, MUSL 690, AADM 690. With classes created by pioneers of the cultural field, this certificate will empower students to be culture leaders in areas of activism, social justice, sustainability, equity and inclusion.

### Admission Requirements

Applicants must have a bachelor's degree and experience/course work in Arts Administration and Museum Leadership.

### Additional Information

For more information please visit the Arts Administration (<https://drexel.edu/westphal/academics/graduate/AAML/>) webpage.

### Program Requirements

#### Required Courses

AADM 690	Equitable Cultural Practices	3.0
AADM 757	Political Activism in the Arts	3.0
MUSL 620	Sustainable Cultural Practices	3.0
MUSL 690	Culturally Responsive Museums	3.0

**Total Credits** **12.0**

### Sample Plan of Study

#### First Year

Fall	Credits Winter	Credits Spring	Credits Summer	Credits
AADM 757	3.0 MUSL 620	3.0 MUSL 690	3.0 AADM 690	3.0
	3	3	3	3

**Total Credits 12**

## Post-Baccalaureate Certificate in Fashion Design Technology

*Certificate Level: Graduate*

*Admission Requirements: Bachelor's degree*

*Certificate Type: Post-Baccalaureate*

*Number of Credits to Completion: 9.0*

*Instructional Delivery: Campus*

*Calendar Type: Quarter*

*Expected Time to Completion: 1 year*

*Financial Aid Eligibility: Not aid eligible*

*Classification of Instructional Program (CIP) Code: 50.0407*

*Standard Occupational Classification (SOC) Code: 27-1022*

### About the Program

The Fashion Design Technology certificate program provides students with an introduction to current fashion design technologies in Virtual 3D Design and Weft Knit Product Programming, and the design thinking needed to produce successful work in these areas. In the final quarter, students have the option to focus on an advanced, self-directed project to complete their studies. This certificate is suited to industry professionals looking to expand their skill set, as well as current students.

## Admission Requirements

Requires a four-year bachelor's degree in Fashion Design or related field from a regionally accredited institution in the United States or an equivalent international institution. Students currently enrolled in a MS program at Drexel are also eligible for admission. Portfolio review should include evidence of basic Adobe Illustrator skills or comparable vector drawing software.

## Degree Requirements

FASH 519	Fashion Design in 3-D Space	3.0
FASH 524	Advanced Fashion Design in 3-D Space	3.0
or FASH 655	Advanced Machine Knitting	
FASH 650	Machine Knitting	3.0
<b>Total Credits</b>		<b>9.0</b>

## Sample Plan of Study

<b>First Year</b>			
<b>Fall</b>	<b>Credits Winter</b>	<b>Credits Spring</b>	<b>Credits</b>
FASH 519	3.0 FASH 650	3.0 FASH 524 or 655	3.0
	<b>3</b>	<b>3</b>	<b>3</b>
<b>Total Credits 9</b>			

## Additional Information

For more information about this certificate please contact:

Jackie Kilmartin, Program Director Graduate Fashion Design, [jk942@drexel.edu](mailto:jk942@drexel.edu)



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