



DREXEL UNIVERSITY

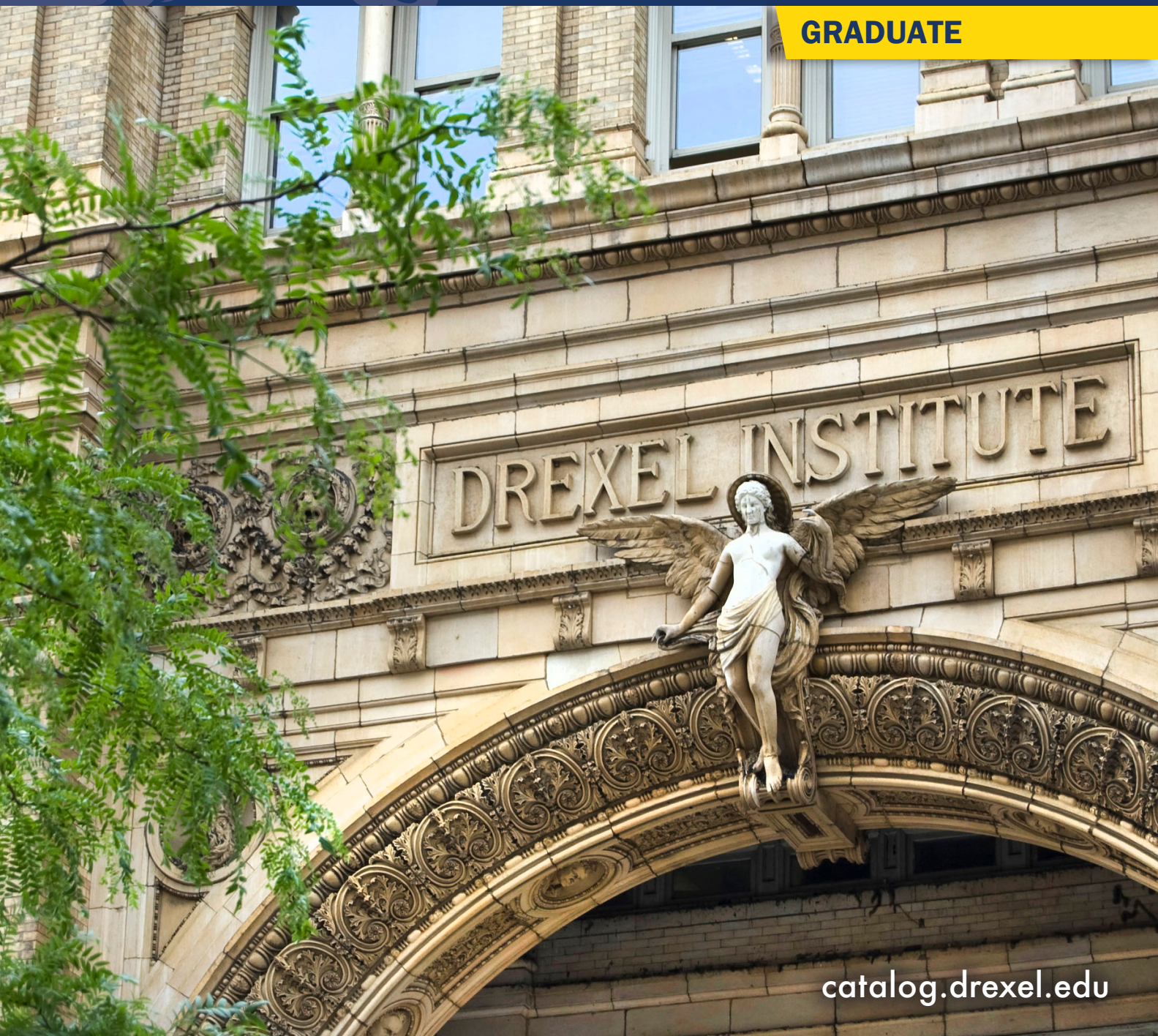
Westphal

College of Media Arts & Design

CATALOG

2025-2026

GRADUATE



catalog.drexel.edu

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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.

Arts Administration students will complete several core courses, followed by a capstone sequence, along with electives that they can choose to take within or outside of the program.

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 the fall 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

Major Requirements:

AADM 500	Foundations of Cultural Practice	3.0
AADM 600	Community Cultural Engagement	3.0
AADM 698	Capstone Development *	6.0
AADM 785	Research Design in the Arts	3.0
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 680	Leadership, Strategy & Planning in Arts and Cult.	3.0

Electives

Select four of the following: 12.0

AADM 660	Advancing Cultural Policy
AADM 690	Equitable Cultural Practices
AADM 741	Arts Entrepreneurship
AADM 752	Performing Arts Management
AADM 757	Political Activism in the Arts
AADM T580	Special Topics in Arts Administration
AADM T680	Special Topics in Arts Administration
MUSL 500	Museum History and Theory

MUSL 530	Museum Practice
MUSL 630	Exhibitions and Programming
MUSL 690	Culturally Responsive Organizations
MUSL 710	Bricks and Mortar

Total Credits 45.0

*

AADM 698 is taken two times for a total of 6.0 credits.

Sample Plan of Study

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

First Year				
Fall	Credits Winter	Credits Spring	Credits Summer	Credits
AADM 500	3.0 AAML 550	3.0 AADM 600	3.0 AAML 610	3.0
AAML 525	3.0 AAML 560	3.0 AADM 785	3.0 AADM 698*	3.0
Elective	3.0 AAML 575	3.0 Elective	3.0 Elective	3.0
	9	9	9	9
Second Year				
Fall	Credits			
AADM 698*	3.0			
AAML 680	3.0			
Elective	3.0			
	9			
Total Credits 45				

*

AADM 698 is taken two times for a total of 6.0 credits.

Sample Plan of Study - Arts Administration (AADM) - Online -Part-time **

First Year (Part-Time)				
Fall	Credits Winter	Credits Spring	Credits Summer	Credits
AADM 500	3.0 AAML 550	3.0 AADM 785	3.0 AAML 610	3.0
AAML 525	3.0 AAML 575	3.0 Elective	3.0 Elective	3.0
	6	6	6	6
Second Year (Part-Time)				
Fall	Credits Winter	Credits Spring	Credits Summer	Credits
AAML 680	3.0 AAML 560	3.0 AADM 600	3.0 AADM 698**	3.0
Elective	3.0 Elective	3.0 AADM 698*	3.0	
	6	6	6	3
Total Credits 45				

*

AADM 698 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

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

Julie Hawkins, MFA (*Temple University*) Program Director, MS in Arts Administration. Assistant Professor. Cultural policy, political activism in the arts, changes in economic and social policy, arts sector changes.

Neville Vakharia, MS (*Drexel University*) Research Director. Assistant Professor. Technology in the arts, strategic planning and evaluation, management and leadership, innovation and entrepreneurship.

Andrew Zitcer, PhD (*Rutgers University*) Thesis Director. Assistant Professor. Arts and community development, community based organizations, governance modes, organizational planning, narrative and social theory.

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, INFO, PBHL, RMER, UXID

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	3.0 Elective	3.0 DSRE 650	3.0	
History or Research Option				
	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	
Total Credits 48				

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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 various design fields.
- Formulate an expressed and observable research strategy
- Demonstrate a knowledge of a variety of design and research experiences, approaches, and viewpoints
- Display a sensitivity to social, cultural, ethical, and environmental values through knowledge and application of evidence-based design processes
- Critically analyze their own work and academic research literature with respect to the global impacts and experimental design
- Use divergent and convergent thinking to generate novel and relevant ideas, strategies, approaches, and outcomes in design
- Distinguish larger, complex societal forces and systems that affect design directions, trends, and public policy

Fashion, Product Design & Merchandising Faculty

Kristen Ainscoe, BS (*Drexel University*). Assistant Teaching Professor. Visual merchandiser; merchandise management.

Catherine Byers, MA (*American University*). Assistant Teaching Professor. Journalism; marketing and communications.

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

Anne C. Cecil, MA (*University of the Arts*). Assistant Teaching Professor. Web designer, product designer, merchandising and artist.

Michael Glaser, MFA (*Ohio State University*) *Program Director for Product Design*. Associate Professor. Westphal College of Media Arts & Design Quantifying the designer's intuition; the interplay between digital and physical forms; human desire to shape our surroundings.

Joseph H. Hancock, II, PhD (*Ohio State University*). Professor. Apparel merchandising, textiles and clothing, culture and marketing strategies.

Beth Phillips, MS (*Georgetown University*). Associate Teaching Professor. Business and international marketing, linguist, analysis of products.

Digital Media MS

Major: Digital Media

Degree Awarded: Master of Science (MS)

Calendar Type: Quarter

Minimum Required Credits: 45.0

Co-op Option: None

Classification of Instructional Programs (CIP) code: 11.0801

Standard Occupational Classification (SOC) code: 15-1134

About the Program

The Master of Science (MS) in Digital Media at Drexel University is a 45-credit, interdisciplinary graduate program that prepares students for advanced work in digital design, animation, games, immersive media, and critical media studies. Grounded in three core domains—Art and Design, Technology, and Critical Thinking—the program offers a balanced education that combines creative practice, technical proficiency, and critical insight.

Students gain hands-on experience with emerging tools for real-time rendering, virtual and augmented reality (VR/AR), AI-enhanced workflows, and interactive storytelling. Whether building animated worlds, designing playable experiences, prototyping interfaces, or analyzing the ethical impact of media technologies, students graduate ready to contribute meaningfully to a rapidly evolving field.

The curriculum is adaptive by design, with advanced coursework that evolves based on emerging technologies and faculty expertise, ensuring students engage with cutting-edge tools and ideas while building a strong foundation across the program's three core domains. In the final year, students choose between a Capstone Project or a Research Thesis, each designed to demonstrate mastery through applied or scholarly work.

This program is ideal for students who:

- Have a background or strong interest in animation, game design, immersive media, or interactive digital arts and want to advance their creative and technical capabilities.
- Seek to apply emerging technologies—such as AI, machine learning, and spatial computing—in their design practice.
- Are interested in examining the ethical, social, and critical dimensions of digital media production.
- Value interdisciplinary collaboration and project-based learning.
- The MS in Digital Media is STEM-designated and offers options for full-time or part-time study.
- For more information, visit Drexel's Graduate Studies in Digital Media webpage.

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

Admission Requirements (MS)

Master of Science Program

The MS in Digital Media is an advanced interdisciplinary program designed for students who are ready to engage with creative technologies, critical frameworks, and emerging media practices. Applicants must hold a bachelor's degree from an accredited institution. While a minimum

undergraduate GPA of 3.2 is recommended, applicants with a lower GPA may still be considered if they demonstrate strong potential through other aspects of their application.

We welcome students from diverse academic and professional backgrounds—including but not limited to animation, game design, visual communication, computer science, media studies, architecture, engineering, and the humanities. However, applicants must show evidence of prior experience in digital media—either creative, technical, or theoretical.

Admission is based on a holistic review of the following:

- Academic transcripts
- A portfolio or documented experience (if available).
- A statement of purpose outlining professional goals and research/creative interests
- A resume or CV
- Letters of recommendation

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)

The MS in Digital Media is a 45-credit interdisciplinary program completed over two academic years (six quarters). The curriculum is structured around three core domains—Art and Design, Technology, and Critical Thinking—and integrates creative practice, technical proficiency, and critical inquiry.

Year 1 (27 credits) establishes foundational competencies through nine required 3-credit courses across the three domains. Coursework includes speculative design, visual storytelling, interactive media, emerging technologies, media theory, and project management. This first year provides students with the conceptual and technical fluency needed to specialize in Year 2.

Year 2 (18 credits) focuses on advanced topics and independent research or creative production. Students take three upper-level courses (9 credits) that reflect emerging areas in digital media and complete either a Capstone Project or a Research Thesis, distributed as 3 credits per quarter over three terms (9 credits total).

There are no elective requirements, but advanced courses rotate based on faculty expertise and current developments in the field, ensuring that students remain engaged with cutting-edge tools and ideas.

Capstone Project or Research Thesis

In the final year, students complete either:

- Capstone Project – A professional digital media artifact (e.g., animation, game, interactive experience, or immersive application) developed in consultation with a faculty advisor and accompanied by reflective documentation.
- Research Thesis – A scholarly investigation that contributes new insights to the field of digital media through critical analysis, theory-building, or methodological innovation.

Both options span three quarters and carry 3 credits per term. Students are required to submit a proposal, participate in a final presentation or

defense, and produce documentation appropriate to the format (project or thesis).

Art and Design Domain		
DIGM 551	Critical and Speculative Design for Digital Media	3.0
DIGM 552	Visual Storytelling in Digital Media	3.0
DIGM 553	Experimental Digital Media Lab	3.0
Technology Domain		
DIGM 561	Digital Media Technologies	3.0
DIGM 562	Interactive Media and User Experience *	3.0
DIGM 563	Emerging Technologies in Digital Media	3.0
DIGM 664	Advanced Topics in Digital Media	3.0
Critical Thinking Domain		
DIGM 571	Digital Media Project Management	3.0
DIGM 572	Digital Media Research Strategies	3.0
DIGM 573	Critical Theories in Digital Media *	3.0
DIGM 674	Ethics and Social Impact of Digital Media	3.0
DIGM 675	Future Trends in Digital Media	3.0
Capstone and Thesis Development		
DIGM 691	Digital Media Research and Project Development I	3.0
DIGM 692	Digital Media Research and Project Development II	3.0
DIGM 693	Digital Media Thesis/Capstone Finalization	3.0
Total Credits		45.0

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Required for Minor in Digital Media.

Sample Plan of Study (MS)

Full-Time

First Year				
Fall	Credits Winter	Credits Spring	Credits Summer	Credits
DIGM 551	3.0 DIGM 552	3.0 DIGM 553	3.0 Vacation	
DIGM 561	3.0 DIGM 562	3.0 DIGM 563	3.0	
DIGM 571	3.0 DIGM 572	3.0 DIGM 573	3.0	
9			9	0
Second Year				
Fall	Credits Winter	Credits Spring	Credits	
DIGM 664	3.0 DIGM 674	3.0 DIGM 675	3.0	
DIGM 691	3.0 DIGM 692	3.0 DIGM 693	3.0	
6			6	
Total Credits 45				

Part-Time

First Year (Part-Time)							
Fall	Credits	Winter	Credits	Spring	Credits	Summer	Credits
DIGM 551	3.0	DIGM 562	3.0	DIGM 563	3.0	Vacation	
DIGM 561	3.0	DIGM 572	3.0	DIGM 573	3.0		
6		6		6		0	
Second Year (Part-Time)							
Fall	Credits	Winter	Credits	Spring	Credits	Summer	Credits
DIGM 571	3.0	DIGM 552	3.0	DIGM 553	3.0	Vacation	
DIGM 664	3.0	DIGM 674	3.0	DIGM 675	3.0		
6		6		6		0	
Third Year (Part-Time)							
Fall	Credits	Winter	Credits	Spring	Credits	Summer	Credits
DIGM 691*	3.0	DIGM 692*	3.0	DIGM 693*	3.0		
3		3		3			
Total Credits 45							

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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.

Facilities

Graduate students in Digital Media at Drexel University benefit from access to cutting-edge facilities housed within the award-winning URBN Center. These include animation and game development studios, immersive media labs, and fabrication spaces. The program features a professional-grade LED volume wall for real-time virtual production, enabling dynamic in-camera visual effects and immersive storytelling. Complementing this are an industry-standard green screen cyclorama and a Vicon motion capture system, supporting a wide range of projects. Additional venues such as the Pearlstein Gallery, URBN screening room, and black box theater provide spaces for exhibitions, critiques, and performances, fostering a collaborative and innovative environment for digital media exploration.

Program Level Outcomes

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

- Understand key concepts of digital media research methods.
- Analyze the cultural and ethical impact of digital media in diverse contexts.
- Apply principles of interaction, play, and user experience design in digital media development.
- Critically evaluate emerging technologies and their applications in digital media.
- Collaborate effectively in both academic research and industry-driven project environments.
- Communicate research results and project outcomes effectively through written, visual, and digital formats.
- Demonstrate adaptability in navigating and utilizing evolving digital tools and technologies.
- Integrate critical thinking and creative problem-solving in the development of innovative digital media projects.

Digital Media Faculty

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

John Berton Assistant Professor. Visual effects, lighting and rendering Computer-Generated Imagery (CGI)

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

Jeremy Fernsler, BA (*Pennsylvania State University*) *Program Director, Game Design & Production*. Assistant Teaching Professor. Digital effects artist; compositor and animator for the feature film visual effects industry.

Troy Finamore, MS (*Drexel University*) *Program Director, Interactive Digital Media*. Assistant Teaching Professor. Advertising, design and interactivity.

Aroutis N. Foster, PhD (*Michigan State University*). Associate Professor. Educational psychology and educational technology, especially the following: Motivation; Technological Pedagogical Content Knowledge

(TPACK); Immersive Interactive Digital Environments (simulation, games, virtual realities).

Nick Jushchyshyn, MFA (*Academy of Art University*) *Program Director, Animation and Visual Effects*. Assistant Teaching Professor. Visual effects, digital media and animation.

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

Robert Lloyd, MFA (*Temple University*). Assistant 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*). Assistant Professor. Game AI, computer games, artificial intelligence, machine learning, case-based reasoning

Stefan Rank, PhD (*Vienna University of Technology*). Assistant Professor. Artificial intelligence, game design and human-computer interaction.

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

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

Jichen Zhu, PhD (*Georgia Institute of Technology*). Assistant Professor. Developing humanistic and interpretive framework of computational technology, particularly artificial intelligence (AI), and constructing AI-based cultural artifacts; interactive storytelling, games and software studies.

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

The Doctor of Philosophy (PhD) in Digital Media at Drexel University is a 45–90 credit, interdisciplinary research degree designed for students who aim to advance the boundaries of digital media through original scholarly and creative work. Grounded in the core domains of Art and Design, Technology, and Critical Thinking, the program prepares doctoral candidates to contribute new knowledge to the field by critically engaging with emerging technologies, theoretical frameworks, and real-world applications.

The PhD program supports both post-master's and post-baccalaureate pathways:

- Post-master's students complete a 45-credit curriculum that includes advanced, cross-listed coursework and research-intensive seminars.
- Post-baccalaureate students complete 90 credits, which include the full MS in Digital Media curriculum followed by advanced doctoral study.

Students are encouraged to explore interdisciplinary research topics that may span immersive media, game studies, AI-enhanced design, critical theory, accessibility, digital preservation, education, health, or cultural heritage—bridging technical practice and scholarly inquiry.

This is a STEM-designated program, and it is structured to align with Drexel's "Road to Doctoral Degree" process, ensuring clear milestones from coursework to candidacy, dissertation proposal, and final defense.

Ideal PhD candidates will:

- Demonstrate prior academic or professional experience in digital media, computing, design, or related fields.
- Be prepared to conduct original research aligned with one of the program's three core domains.
- Show strong potential for interdisciplinary inquiry and contribution to the evolving field of digital media.

Additional Information

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

Admission Requirements

Admission to the PhD in Digital Media is highly selective and intended for students prepared to undertake original, interdisciplinary research in digital design, animation, games, immersive media, and critical media studies. Applicants may enter the program with either a master's or a bachelor's degree from an accredited institution.

A minimum undergraduate GPA of 3.2 is recommended. However, applicants with a lower GPA may still be considered if they demonstrate exceptional potential through other components of their application.

All applicants are reviewed holistically, and successful candidates typically demonstrate:

- A strong academic background in digital media, design, computer science, interactive technology, media theory, or a related field
- Evidence of research, creative practice, or professional experience relevant to digital media
- Clear alignment between the applicant's research interests and one or more of the program's core domains: Art and Design, Technology, Critical Thinking

Required application materials:

- Academic transcripts
- Curriculum vitae or résumé
- Statement of purpose outlining research interests, background, and academic goals
- Two or more letters of recommendation from academic or professional references
- A portfolio or research writing sample is strongly encouraged, depending on the applicant's disciplinary background
- There is no GRE requirement

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

The Doctor of Philosophy (PhD) in Digital Media is a research-intensive program designed to support original scholarly and creative contributions to the field. Students may enter the program with either a bachelor's or a master's degree.

- Post-baccalaureate students complete a 90-credit plan of study, which includes the full MS in Digital Media curriculum (45 credits) followed by 45 credits of doctoral-level coursework and dissertation research.
- Post-master's students complete a 45-credit plan of study focused on advanced doctoral coursework, seminars, and dissertation research.

Program Requirements

Post-Baccalaureate PhD Course Requirements

Course Requirements		
DIGM 551	Critical and Speculative Design for Digital Media	3.0
DIGM 552	Visual Storytelling in Digital Media	3.0
DIGM 553	Experimental Digital Media Lab	3.0
DIGM 561	Digital Media Technologies	3.0
DIGM 562	Interactive Media and User Experience	3.0
DIGM 563	Emerging Technologies in Digital Media	3.0
DIGM 571	Digital Media Project Management	3.0
DIGM 572	Digital Media Research Strategies	3.0
DIGM 573	Critical Theories in Digital Media	3.0
DIGM 664	Advanced Topics in Digital Media	3.0
DIGM 674	Ethics and Social Impact of Digital Media	3.0
DIGM 675	Future Trends in Digital Media	3.0
DIGM 691	Digital Media Research and Project Development I	3.0
DIGM 692	Digital Media Research and Project Development II	3.0
DIGM 693	Digital Media Thesis/Capstone Finalization	3.0
Research Course Requirements		
Individualized PhD Research Course Requirements *		18.0
Electives **		18.0
DIGM 998	Digital Media Ph.D. Seminar ***	9.0
Total Credits		90.0

* Defined by the advisor and specified in the E-Forms Plan of Study

** Chosen by the student in consultation with the advisor

*** Three-credit course to be taken at least 3 times

Post-Master's PhD Course Requirements

Course Requirements		
DIGM 751	Critical and Speculative Design for Digital Media	3.0
DIGM 752	Visual Storytelling in Digital Media	3.0
DIGM 753	Experimental Digital Media Lab	3.0
DIGM 761	Digital Media Technologies	3.0
DIGM 762	Interactive Media and User Experience	3.0
DIGM 763	Emerging Technologies in Digital Media	3.0
DIGM 771	Digital Media Project Management	3.0

Facilities

Graduate students in Digital Media at Drexel University benefit from access to cutting-edge facilities housed within the award-winning URBN Center. These include animation and game development studios, immersive media labs, and fabrication spaces. The program features a professional-grade LED volume wall for real-time virtual production, enabling dynamic in-camera visual effects and immersive storytelling. Complementing this are an industry-standard green screen cyclorama and a Vicon motion capture system, supporting a wide range of projects. Additional venues such as the Pearlstein Gallery, URBN screening room, and black box theater provide spaces for exhibitions, critiques, and performances, fostering a collaborative and innovative environment for digital media exploration.

Digital Media Faculty

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

John Berton Assistant Professor. Visual effects, lighting and rendering Computer-Generated Imagery (CGI)

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

Jeremy Fernsler, BA (*Pennsylvania State University*) Program Director, *Game Design & Production*. Assistant Teaching Professor. Digital effects artist; compositor and animator for the feature film visual effects industry.

Troy Finamore, MS (*Drexel University*) Program Director, *Interactive Digital Media*. Assistant Teaching Professor. Advertising, design and interactivity.

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

Nick Jushchyshyn, MFA (*Academy of Art University*) Program Director, *Animation and Visual Effects*. Assistant Teaching Professor. Visual effects, digital media and animation.

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

Robert Lloyd, MFA (*Temple University*). Assistant 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*). Assistant Professor. Game AI, computer games, artificial intelligence, machine learning, case-based reasoning

Stefan Rank, PhD (*Vienna University of Technology*). Assistant Professor. Artificial intelligence, game design and human-computer interaction.

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

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

Jichen Zhu, PhD (*Georgia Institute of Technology*). Assistant Professor. Developing humanistic and interpretive framework of computational technology, particularly artificial intelligence (AI), and constructing AI-based cultural artifacts; interactive storytelling, games and software studies.

Fashion Design MS

Major: Fashion Design

Degree Awarded: Master of Science (MS)

Calendar Type: Quarter

Minimum Required Credits: 78.0

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, practice-driven program integrating traditional craftsmanship with advanced design technologies and processes. It emphasizes the development of personal aesthetics, conceptual thinking, and the technical skills necessary for research and experimentation. The curriculum typically spans nine or ten graduate terms. Applicants without a portfolio will begin the program with an accelerated summer session in design and drawing. Those who submit a portfolio may be eligible to waive this requirement and begin in the Fall, pending program review.

The curriculum integrates 2D and 3D design to address the physical, aesthetic, psychological, and social requirements of fashion. It is structured so that work in the studio, laboratory, and classroom gives 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. An optional 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, and fine artists. The department also draws on practicing professionals as adjunct professors for specialized coursework and for critique of student work.

A thesis is required during the final year of study. To prepare for thesis, students will learn research methodologies applicable to both practical and academic research in the field of fashion studies, along with comprehensive strategies for formulating and addressing complex research problems or questions, with an emphasis on developing rigorous and innovative inquiry skills. A professionally juried annual fashion show, concluding the final term, provides competitive fashion industry and department awards and excellent exposure for the graduate students' design thesis.

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

The 78.0 graduate quarter credits do not include any of the required prerequisite coursework not waived by program review.

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
Total Credits		28.0

*

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		
FASH 501	Fashion Drawing I	3.0
FASH 502	Fashion Drawing II	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 518	Technical Design for Industry	3.0
FASH 519	Fashion Design in 3-D Space	3.0
FASH 520	Research Methodologies in Fashion Design Practice	3.0
FASH 524	Advanced Fashion Design in 3-D Space	3.0
or FASH 655	Advanced Machine Knitting	
FASH 528	Patternmaking II	3.0
FASH 541	Patternmaking I	4.0
FASH 543	Tailoring	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 650	Machine Knitting	3.0
FASH 664	Fashion Portfolio II	3.0
FASH 685	Collection I	3.0
FASH 686	Collection II	3.0
FASH 698	Fashion Design Thesis	8.0
FASH 699	Comprehensive Examination in Fashion Design	0.0
Select three of the following:		9.0
ARTH 530	History of Modern Design	
FASH 515	Computer Aided Design for Patternmaking	
FASH 524	Advanced Fashion Design in 3-D Space	
FASH 534	Virtual Costume Design	
FASH 535	History of Costume I: Preclassical to 1800	
FASH 536	History of Costume II: 1800-1920	
FASH 537	History of Costume III: 1920 to Present	
FASH 633	Couture Techniques	
FASH 651	Accessory Design	
FASH I599	Independent Study in Fashion Design	
FASH I699	Independent Study in Fashion Design	
FASH T580	Special Topics in Fashion Design	
FASH T680	Special Topics in Fashion Design	

Total Credits

78.0

★

The 78.0 graduate quarter credits do not include any of the required prerequisite coursework. See the Admission Requirements (p. 11) 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

First Year							
Fall	Credits	Winter	Credits	Spring	Credits	Summer	Credits
FASH 501	3.0	FASH 502	3.0	FASH 518	3.0	FASH 600	0.0
FASH 504	3.0	FASH 520	3.0	FASH 528	3.0		
FASH 509	3.0	FASH 541	4.0	FASH 650	3.0		
9		10		9		0	
Second Year							
Fall	Credits	Winter	Credits	Spring	Credits	Summer	Credits
FASH 519	3.0	FASH 512	3.0	FASH 524 or 655	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		
9		9		9		0	
Third Year							
Fall	Credits	Winter	Credits	Spring	Credits	Summer	Credits
FASH 555	3.0	FASH 685	3.0	FASH 686	3.0		
FASH 664	3.0	FASH 698	3.0	FASH 698	2.0		
FASH 698	3.0	Graduate Elective	3.0	FASH 699	0.0		
9		9		5			
Total Credits 78							

Sample Plan of Study with Required Prerequisites

First Year							
			Summer	Credits			
			VSST 104	2.0			
			VSST 105	2.0			
			VSST 106	2.0			
			VSST 111	3.0			
				9			
Second Year							
Fall	Credits	Winter	Credits	Spring	Credits	Summer	Credits
FASH 241	4.0	FASH 231	3.0	FASH 518	3.0	FASH 600	0.0
FASH 501	3.0	FASH 502	3.0	FASH 528	3.0		
FASH 504	3.0	FASH 520	3.0	FASH 650	3.0		
FASH 509	3.0	FASH 541	4.0				
13		13		9		0	
Third Year							
Fall	Credits	Winter	Credits	Spring	Credits	Summer	Credits
FASH 519	3.0	FASH 512	3.0	FASH 543	3.0	FASH 600	0.0
FASH 553	3.0	FASH 514	3.0	FASH 524 or 655	3.0		
Graduate Elective	3.0	FASH 554	3.0	Graduate Elective	3.0		
9		9		9		0	
Fourth Year							
Fall	Credits	Winter	Credits	Spring	Credits	Summer	Credits
FASH 555	3.0	FASH 685	3.0	FASH 686	3.0		

FASH 664	3.0	FASH 698	3.0	FASH 698	2.0
FASH 698	3.0	Graduate Elective	3.0	FASH 699	0.0
	9		9		5
Total Credits 94					

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

Renee Weiss Chase, MS (*Drexel University*). Professor. Fashion designer; computer-aided design systems for the fashion curriculum.

Anita Dennis, AST (*Art Institute of Philadelphia*) *Fashion Laboratory Technician*. Assistant Teaching Professor. Fashion designer and technician; construction skills.

Genevieve Dion, MFA (*University of the Arts*) *Director, Shima Seiki Haute Technology Lab, ExCITe Center*. Associate Professor. Industrial designer, wearable artist, new materials technology research.

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

Roberta Gruber, MS (*Drexel University*) *Head of the Department of Design*. Associate Professor. Fashion designer and illustrator; wearable artist, merchandiser, special events.

Lisa L. Hayes, BFA (*Syracuse University*) *Program Director, Fashion Design*. Associate Professor. Fashion designer, product designer, pattern design.

Jaeyoon Jeong, MS (*Drexel University*). Assistant Teaching Professor. Owner/Designer Jaeyoon Jeong Collection

Jan Marshall, BA (*Long Island University*). Assistant Teaching Professor. Fashion designer, knitwear, product development, fashion analysis.

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

Alphonso McClendon, MS (*Drexel University*) *Program Director, Design & Merchandising*. Associate Professor. Fashion designer, product and business development, computer aided planning and design.

Clare Sauro, MA (*Fashion Institute of Technology*) *Curator, Historic Costume Collection*. Associate Teaching Professor. Costume history.

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 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	
IA Electives - Select 5		15.0
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	
Thesis		
INTR 694	Thesis Programming	3.0
INTR 697	Thesis - Development	3.0
INTR 698	Thesis - Documentation	3.0
Comprehensive Exam		
INTR 699	Comp Exam for Interior Design *	0.0
Total Credits		48.0

*
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 Studo	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	
	9	9	9	0
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		
	9	9	3	0
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

Art History/Visual Studies

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

Construction and Technology

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

Electives (Select 3) *

Thesis		
INTR 694	Thesis Programming	3.0
INTR 697	Thesis - Development	3.0
INTR 698	Thesis - Documentation	3.0

Comprehensive Exam (Graduate Review) **

INTR 699	Comp Exam for Interior Design	0.0
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Total Credits 92.0

*

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/#admissionrequirements>) 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
		9

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
	10	10	12

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
	9	9	9

Fourth Year

Fall	Credits Winter	Credits Spring	Credits
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
	9	9	6

Total Credits 92

Sample Plan of Study with Required Prerequisites

First Year

	Summer	Credits
	VSST 104	2.0
	VSST 105	2.0
	VSST 106	2.0
	INTR 500	3.0
	INTR 501	3.0
	VSST 511	3.0
		15

Second Year

Fall	Credits Winter	Credits Spring	Credits Summer	Credits
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	
	13	13	12	0

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
	9	9	9

Fourth Year

Fall	Credits Winter	Credits Spring	Credits
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
	9	9	6

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/) 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.

Television and Media Management MS

Major: Television and Media Management

Degree Awarded: Master of Science (MS)

Calendar Type: Quarter

Minimum Required Credits: 48.5

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
- AI in the Television & Media Industry
- Media Analytics and Audience Measurement
- Media Finance, Sales Models, and Practice
- Media Law, Working with Unions, and Ethics of Media Leadership
- Drexel in LA
- Industry Internships and Topical Electives

Students may also pursue a dual-degree option earning an MS (p. 18) and full MBA (Master of Business Administration) simultaneously.

Additional Information

For more information, please contact:

Michelle 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 506	The Field of Television Management	3.0
TVMN 510	Media Law for Television Management	3.0
TVMN 521	Audience Data and Analytics	3.0
TVMN 531	TV Technology & Innovation	3.0
TVMN 540	Money and the Media	3.0
TVMN 611	Programming for TV Management	3.0
TVMN 615	Diversity in Media Management	3.0
TVMN 640	Media Ethics of Television Management	3.0
TVMN 651	Media Systems and Dynamics	3.0
TVMN 681	Capstone Project Seminar	3.0
TVMN 691	Media Research Lab	3.0
TVMN 696	Capstone Project Completion	0.5

Electives

Select 6.0 credits from the following 500-700 level courses (including I699, I699, I799, T580, T680 and T780)

Any AADM (Arts Administration)
Any AAML (Arts Administration and Museum Leadership)
Any COM (Communication)
Any DSRE (Design Research)

Any ENTP (Entrepreneurship and Innovation)		
Any TVMN (Television Management)		
Required Business Courses		
ACCT 510	Essentials of Financial Reporting	3.0
BLAW 510	Analyzing Legal Options in Decision-Making	3.0
Business Elective		
Select one course from the following 500-700 level courses including I599, I699, T580 and T680):		3.0
Any ACCT (Accounting)		
Any BLAW (Legal Studies)		
Any BUSN (General Business)		
Any ECON (Economics)		
Any FIN (Finance)		
Any INDS (Interdisciplinary Business)		
Any INTB (International Business)		
Any MGMT (Management)		
Any (MIS) Management Information Systems		
Any MKTG (Marketing)		
Any OPR (Operations Research)		
Any ORGB (Organizational Behavior)		
Any POM (Production Operations Management)		
Any SMT (Sport Management)		
Any STAT Statistics		
Any TAX (Taxation)		
Total Credits		48.5

Sample Plan of Study

Master of Science Degree (Stand-alone program)

First Year							
Fall	Credits	Winter	Credits	Spring	Credits	Summer	Credits
ACCT 510	3.0	BLAW 510	3.0	TVMN 521	3.0	TVMN 531	3.0
TVMN 506	3.0	TVMN 540	3.0	TVMN 640	3.0	TVMN 615	3.0
TVMN 510	3.0	TVMN 651	3.0	TVMN 691	3.0	TVMN 696	0.5
TVMN 611	3.0	TVMN 681	3.0	Business Elective	3.0	Electives	6.0
12		12		12		12.5	
Total Credits 48.5							

Master of Science Degree (Online program)

First Year (Part-Time)							
Fall	Credits	Winter	Credits	Spring	Credits	Summer	Credits
TVMN 506	3.0	BLAW 510	3.0	TVMN 521	3.0	TVMN 531	3.0
TVMN 510	3.0	TVMN 540	3.0	TVMN 640	3.0	TVMN 615	3.0
6		6		6		6	
Second Year (Part-Time)							
Fall	Credits	Winter	Credits	Spring	Credits	Summer	Credits
ACCT 510	3.0	TVMN 651	3.0	TVMN 691	3.0	TVMN 696	0.5
TVMN 611	3.0	TVMN 681	3.0	Business Elective	3.0	Electives	6.0
6		6		6		6.5	
Total Credits 48.5							

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/civicengagement/>)
- 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

TV Production & Media Management Faculty

Andrew Altrichter, MBA (*Drexel University*) Program Manager, *Drexel University's television station (DUTV)*. Videography, editing, production.

Jackie Borock, LLB (*Widener University*). Adjunct Instructor. Media law, intellectual property, first amendment

David Culver, AS (*Graham Junior College*) Manager of the *Paul F. Harron Studios/DUTV*. Associate Teaching Professor. Film, Video, Station Management, Emerging Media Technology

Karen Curry, BA (*Fordham University*) Executive Director, *Kal and Lucille Rudman Institute for Entertainment Industry Studies*. Global media, news production and management.

Yvonne D. Leach, MFA (*Temple University*). Associate Professor. Television studies.

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

Philip W. Salas, BS (*Temple University*). Assistant Teaching Professor. Utilization of advanced set top box data to measure fragmented viewing behavior. Impact of new television distribution technologies on traditional broadcasters and multichannel program providers.

Andrew Susskind, BA (*Harvard University*) Program Director of *TV Production & Media Management*. Associate Teaching Professor. Producing for Television, The Sitcom, Directing Single and Multi-Camera

Albert S. Tedesco, MA (*University of Pennsylvania*) Director of the *Paul F. Harron Graduate Program in Television Management*. Teaching Professor. Media Management, Organizational Structure, Research Methods, Media Ethics, Media Law, The Regulatory Environment, Technology Assessment, Media Theory, Media Analytics

Martin (Marty) Zied, BA (*Penn State*). Adjunct Instructor. Speech Communications, Producer/Director Television and Film

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: 81.5

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 from the LeBow College of Business (<https://catalog.drexel.edu/graduate/collegeofbusiness/>), 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
- AI in the Television & Media Industry
- Media Analytics and Audience Measurement
- Media Finance, Sales Models, and Practice
- Media Law, Working with Unions, and Ethics of Media Leadership
- Drexel in LA
- Industry Internships and Topical Electives

Students may also pursue a standalone MS in Television & Media Management (p. 16).

Additional Information

For more information, please contact:

Michelle 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 a 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 506	The Field of Television Management	3.0
TVMN 510	Media Law for Television Management	3.0
TVMN 521	Audience Data and Analytics	3.0
TVMN 531	TV Technology & Innovation	3.0
TVMN 540	Money and the Media	3.0
TVMN 611	Programming for TV Management	3.0
TVMN 615	Diversity in Media Management	3.0
TVMN 640	Media Ethics of Television Management	3.0
TVMN 651	Media Systems and Dynamics	3.0
TVMN 681	Capstone Project Seminar	3.0
TVMN 691	Media Research Lab	3.0
TVMN 696	Capstone Project Completion *	0.5

Electives

Select 6.0 credits from the following 500-700 level courses (including I699, I699, I799, T580, T680 and T780) 6.0

Any AADM (Arts Administration)

Any AAML (Arts Administration and Museum Leadership)

Any COM (Communication)

Any DSRE (Design Research)

Any ENTP (Entrepreneurship and Innovation)

Any TVMN (Television Management)

Required MBA Courses

ACCT 510	Essentials of Financial Reporting **	3.0
BLAW 510	Analyzing Legal Options in Decision-Making **	3.0
BSAN 601	Business Analytics for Managers	3.0
BUSN 610	Strategic Career Management & Professional Development	3.0
or BUSN 611	Strategic Career Advancement for Professionals	
ECON 601	Managerial Economics	3.0
FIN 601	Corporate Financial Management ***	3.0
MGMT 529	Strategic Management	3.0
MKTG 601	Marketing Strategy & Planning	3.0
ORGB 511	Leading in Dynamic Environments: A Personal, Relational, and Strategic Approach	3.0
POM 601	Operations and Supply Chain Management	3.0

MBA Major Requirements

9.0

Select one major from the list below:

Free Electives

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

Experiential Elective

Select one of the following: 3.0

BUSN 615 Graduate Internship

INDS T680 Special Topics in Interdisciplinary Business

INTB 790 International Business Seminar and Residency

MGMT 690 Change Management Experiential Capstone

MGMT 715 Business Consulting

MGMT 770 MBA Capstone

MIS 652 Business Agility and IT

MIS 653 Design Thinking for Digital Innovations

MKTG 627 Digital Marketing

ORGB 620 Leading Virtual Teams

ORGB 640 Negotiations for Leaders

SMT 621 Leadership in Sport Management

TAX 715 Tax Experiential Learning

Total Credits

81.5

*

TVMN 696 is repeatable for credit, at .5 credits per quarter, as necessary for Capstone completion.

**

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

Select three of the following: 9.0

ACCT 655 Data Analytics & Technology in Accounting

ACCT 665 Financial Statement Analysis

ACCT 635 Strategy & the Master Budgeting Process

TAX 660 Tax and Business Strategy

Total Credits

9.0

Leadership Major

Select three of the following:	9.0
MGMT 610	Artificial Intelligence in Strategic Decision Making
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
Total Credits	9.0

Corporate Sustainability and Social Impact Major

Select three of the following:	9.0
BLAW 620	Legal Aspects of Employment
ENTP 535	Social Entrepreneurship
ENTP 601	Social and Sustainable Innovation
FIN 610	Corporate Governance
INDS 601	Corporate Sustainability for Managers
MGMT 670	Business Ethics
MGMT 676	Sustainability and Value Creation
MKTG 620	Social Impact Marketing
POM 642	Sustainable Supply Chain Management and Logistics
Total Credits	9.0

Business Analytics Major

Select three of the following:	9.0
Any BSAN course numbers 602-699	
Any STAT course numbers 602-699	
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
Total Credits	9.0

Finance Major

Select three of the following:	9.0
Any FIN course numbers 602-699	
Total Credits	9.0

General Business Major

Select 9.0 credits from the same subject code from the following 500-700 level courses:	9.0
Any ACCT (Accounting)	
Any BLAW (Legal Studies)	
Any BUSN (General Business)	
Any ECON (Economics)	
Any FIN (Finance)	
Any INDS (Interdisciplinary Business)	
Any INTB (International Business)	
Any MGMT (Management)	
Any MIS (Management Information Systems)	
Any MKTG (Marketing)	
Any OPR (Operations Research)	
Any ORGB (Organizational Behavior)	
Any POM (Product Operations Management)	
Any SMT (Sport Management)	
Any STAT (Statistics)	

Any TAX (Taxation)	
Total Credits	9.0

Marketing Technology & Analytics Major

Select three of the following:	9.0
MKTG 606	Customer Analytics
MKTG 607	Marketing Experiments
MKTG 621	Marketing Technology and Automation
MKTG 622	Buyer Behavior Theory
MKTG 627	Digital Marketing
MKTG 634	Integrated Marketing Communications Management
MKTG 652	Marketing Information Management and Research
Total Credits	9.0

Marketing Major

Select three of the following:	9.0
Any MKTG course numbered 500-799	
Total Credits	9.0

Technology & Innovation Management Major

Required Course		
MGMT 603	Technology Strategy	3.0
Select two of the following:		6.0
MGMT 600	Introduction to Change Management: An Integration of Macro and Micro Perspectives	
MGMT 602	Innovation Management	
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	
MKTG 638	New Product Planning, Strategy, and Development	
ORGB 602	Leading and Executing Change	
ORGB 640	Negotiations for Leaders	
Total Credits		9.0

Project Management Major

Required Course		
PROJ 501	Introduction to Project Management	3.0
Select two of the following:		6.0
PROJ 502	Project Planning & Scheduling	
PROJ 510	Project Quality Management	
PROJ 515	Project Estimation & Cost Management	
PROJ 520	Project Risk Assessment & Management	
Total Credits		9.0

Applied AI in Business Major

Select three of the following:		9.0
BSAN 620	Data-driven AI for Management Decisions	
INDS 605	Human Plus: Augmenting Decision Intelligence through AI	
INDS T780	Special Topics in STEM Interdisciplinary Subject	
MGMT 610	Artificial Intelligence in Strategic Decision Making	
Total Credits		9.0

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

Select 9.0 credits from any subject code from the following 500-700 level courses:	9.0
Any ACCT (Accounting)	
Any BLAW (Legal Studies)	
Any BUSN (General Business)	
Any ECON (Economics)	
Any FIN (Finance)	
Any INDS (Interdisciplinary Business)	
Any INTB (International Business)	
Any MGMT (Management)	
Any MIS (Management Information System)	
Any MKTG (Marketing)	
Any ORGB (Organizational Behavior)	
Any OPR (Operations Research)	
Any POM (Production Operations Management)	
Any SMT (Sport Management)	
Any STAT (Statistics)	
Any TAX (Taxation)	
Total Credits	9.0

Sample Plan of Study

First Year				
Fall	Credits Winter	Credits Spring	Credits Summer	Credits
ACCT 510	3.0 BLAW 510	3.0 TVMN 521	3.0 TVMN 531	3.0
TVMN 506	3.0 TVMN 540	3.0 TVMN 640	3.0 TVMN 615	3.0
TVMN 510	3.0 TVMN 651	3.0 TVMN 691	3.0 TVMN 696	0.5
TVMN 611	3.0 TVMN 681	3.0 MGMT 529	3.0 Television & Media Managemer Elective	6.0
	12	12	12	12.5
Second Year				
Fall	Credits Winter	Credits Spring	Credits	
BSAN 601	3.0 FIN 601	3.0 ECON 601	3.0	
BUSN 610 or 611	3.0 MKTG 601	3.0 MBA Major Course	3.0	
ORGB 511	3.0 POM 601	3.0 Experiential Elective	3.0	
MBA Major Course	3.0 MBA Major Course	3.0		
	12	12	9	
Total Credits 81.5				

Urban Strategy MS

Major: Urban Strategy

Degree Awarded: Master of Science (MS)

Calendar Type: Quarter

Minimum Required Credits: 45.0

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 45.0-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 680	Thesis II: Fieldwork	3.0
URBS 690	Thesis III: Documentation	3.0

Electives

Select 12.0 credits from the following 500-600 level courses (including T580 and T680):

Any AADM (Arts Administration)
Any AAML (Arts Administration and Museum Leadership)
Any BUSN (General Business)
Any CHP (Community Health and Prevention)
Any COM (Communication)
Any DSRE (Design Research)
Any EDPO (Educational Policy)
Any ENTP (Entrepreneurship and Innovation)
Any ENVP (Environmental Policy)
Any HMP (Health Management and Policy)

Any INTR (Interior Design)
Any PBHL (Public Health)
Any PLCY (Public Policy)
Any SCTS (Science, Technology and Society)
Any URBS (Urban Strategy)
Total Credits
45.0

* Students can select additional electives with advisor approval

Sample Plan of Study

Full-time Plan of Study

First Year				
Fall	Credits Winter	Credits Spring	Credits Summer	Credits
URBS 510	3.0 URBS 610	3.0 ECON 616	3.0 URBS 680	3.0
URBS 520	3.0 URBS 620	3.0 URBS 670	3.0 (GR) Electives	6.0
URBS 530	3.0 URBS 630	3.0 (GR) Elective	3.0	
	9	9	9	9
Second Year				
Fall	Credits			
EOH 550	3.0			
URBS 690	3.0			
(GR) Elective	3.0			
	9			
Total Credits 45				

Part-time Plan of Study

First Year (Part-Time)				
Fall	Credits Winter	Credits Spring	Credits Summer	Credits
URBS 510	3.0 URBS 610	3.0 ECON 616	3.0 (GR) Electives	6.0
URBS 520	3.0 URBS 620	3.0 URBS 670	3.0	
	6	6	6	6
Second Year (Part-Time)				
Fall	Credits Winter	Credits Spring	Credits Summer	Credits
EOH 550	3.0 URBS 630	3.0 URBS 680	3.0 URBS 690*	3.0
URBS 530	3.0 (GR) Elective	3.0 (GR) Elective	3.0	
	6	6	6	3
Total Credits 45				

* 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

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 gain an understanding of the fundamental 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 for admission to the minor.

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

Minor Requirements:

AADM 500	Foundations of Cultural Practice	3.0
AAML 550	Management Techniques in Arts and Cultural Organizations	3.0
Select two of the following:		6.0
AADM 600	Community Cultural Engagement	
AADM 660	Advancing Cultural Policy	
AADM 690	Equitable Cultural Practices	
AADM 741	Arts Entrepreneurship	
AADM 752	Performing Arts Management	
AADM 757	Political Activism in the Arts	
AADM T580	Special Topics in Arts Administration	
AADM T680	Special Topics in Arts Administration	
AAML 525	Legal and Ethical Issues in Arts and Culture	
AAML 560	Marketing & Engagement in Arts and Cultural Orgs.	
AAML 575	Revenue Development in Arts and Cultural Orgs.	
AAML 610	Financial Accounting in Arts and Cultural Orgs.	
AAML 680	Leadership, Strategy & Planning in Arts and Cult.	
MUSL 500	Museum History and Theory	
MUSL 530	Museum Practice	
MUSL 630	Exhibitions and Programming	
MUSL 690	Culturally Responsive Organizations	
MUSL 710	Bricks and Mortar	
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

Required Courses		
Art and Design Domain		
DIGM 551	Critical and Speculative Design for Digital Media	3.0
Technology Domain		
DIGM 562	Interactive Media and User Experience	3.0
Critical Thinking Domain		
DIGM 573	Critical Theories in Digital Media	3.0
Select one of the following		3.0
Art and Design Domain		
DIGM 552	Visual Storytelling in Digital Media	
DIGM 553	Experimental Digital Media Lab	
Technology Domain		
DIGM 561	Digital Media Technologies	
DIGM 563	Emerging Technologies in Digital Media	
Critical Thinking Domain		
DIGM 571	Digital Media Project Management	
DIGM 572	Digital Media Research Strategies	
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 gain a fundamental 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

Minor Requirements:		
MUSL 500	Museum History and Theory	3.0
MUSL 530	Museum Practice	3.0
Select two of the following:		6.0
AADM 500	Foundations of Cultural Practice	
AADM 600	Community Cultural Engagement	
AADM 660	Advancing Cultural Policy	
AADM 690	Equitable Cultural Practices	
AADM 741	Arts Entrepreneurship	
AADM 752	Performing Arts Management	
AADM 757	Political Activism in the Arts	
AADM T580	Special Topics in Arts Administration	
AADM T680	Special Topics in Arts Administration	
AAML 525	Legal and Ethical Issues in Arts and Culture	
AAML 550	Management Techniques in Arts and Cultural Organizations	
AAML 560	Marketing & Engagement in Arts and Cultural Orgs.	
AAML 575	Revenue Development in Arts and Cultural Orgs.	
AAML 610	Financial Accounting in Arts and Cultural Orgs.	
AAML 680	Leadership, Strategy & Planning in Arts and Cult.	

MUSL 630	Exhibitions and Programming	
MUSL 690	Culturally Responsive Organizations	
MUSL 710	Bricks and Mortar	
Total Credits		12.0

Graduate Minor in Retail and Merchandising

About the Graduate Minor

NOTE: this program is currently not accepting students.

The Retail and Merchandising minor equips Drexel University graduate students—regardless of their program or college—with a broad understanding of the retail industry and practical skills in merchandise management, customer relations, strategic planning, product analysis, and problem-solving to support their academic and professional 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

Minor Requirements:

Required Courses:

URBS 510	History of Urban Space	3.0
URBS 520	What is a City	3.0
URBS 610	Civic Engagement & Participatory Methods	3.0

Elective

Select one of the following 500-600 level courses (including T580 and T680)	3.0
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Any AADM (Arts Administration)

Any AAML (Arts Administration and Museum Leadership)

Any BUSN (General Business)

Any CHP (Community Health and Prevention)

Any COM (Communication)

Any DSRE (Design Research)

Any EDPO (Educational Policy)

Any ENTP (Entrepreneurship and Innovation)

Any ENVP (Environmental Policy)

Any HMP (Health Management and Policy)

Any INTR (Interior Design)

Any PBHL (Public Health)

Any PLCY (Public Policy)

Any SCTS (Science, Technology and Society)

Any URBS (Urban Strategy)

Total Credits

12.0

Graduate Minor in Urban Strategy

About the Graduate Minor

Urban Strategy is a graduate minor focusing on urban problem solving and leadership. It offers a four course sequence that prepares graduate students for a career in urbanism. Urban Strategy brings together Drexel's expertise in design, engineering, business, policy, and public health. This unique graduate minor empowers and prepares students for careers focused on improving the well-being of urban citizens.

Admission Requirements

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.

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

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

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. 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 690	Culturally Responsive Organizations	3.0
Select one of the following:		3.0
AADM 500	Foundations of Cultural Practice	
AADM 600	Community Cultural Engagement	
AADM 660	Advancing Cultural Policy	
AADM 741	Arts Entrepreneurship	
AADM 752	Performing Arts Management	
AADM T580	Special Topics in Arts Administration	
AADM T680	Special Topics in Arts Administration	
AAML 525	Legal and Ethical Issues in Arts and Culture	
AAML 680	Leadership, Strategy & Planning in Arts and Cult.	
MUSL 500	Museum History and Theory	
MUSL 530	Museum Practice	
MUSL 630	Exhibitions and Programming	
MUSL 710	Bricks and Mortar	
Total Credits		12.0

Sample Plan of Study

First Year

Fall	Credits Winter	Credits Spring	Credits Summer	Credits
AADM 757	3.0 Elective	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
Total Credits		9.0

Sample Plan of Study

First Year

Fall	Credits Winter	Credits Spring	Credits
FASH 519	3.0 FASH 650	3.0 FASH 524 or 655	3.0
	3	3	3
Total Credits 9			

Additional Information

For more information about this certificate please contact:

Jackie Kilmartin, Program Director Graduate Fashion Design,
jk942@drexel.edu

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