Digital Arts and Media – Admissions Criteria

The Digital Arts and Media BDP provides a framework for students to explore and create digital work that pushes the boundaries of traditional disciplines and media. The foundation courses provide the conceptual scaffolding for exploring new media and developing new skills, while the strand courses allow students to focus on developing skills in areas such as game development, computer-generated sound and music, interactive infographics, user experience and user interface design, and animation.

Successful applicants will:

- Have learning and/or professional goals that align with the Digital Arts and Media BDP curriculum and what it asks of students
- Have at least three semesters remaining to complete the Digital Arts and Media BDP (unless the applicant has already completed a significant amount of BDP coursework)
- Have some past experience using software applications to create digital art (e.g., Adobe Creative Suite, GarageBand, iMovie, etc.) and/or experience with computer programming (e.g. HTML, Java, Python, etc.)
- Have ideas for digital creative projects they would like to pursue in order to build a portfolio of work
- Have declared a major and not be in the midst of a change in majors
- Have a minimum GPA of 2.5
- Ideally, have taken BDP 101: Exploring Digital Arts and Media by the time of application