



Digital Narrative and Interactive Design Major

www.DNID.Pitt.edu

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The Digital Narrative and Interactive Design major (DNID) harnesses the narrative, world-building, and media studies strengths of the English department and the coding, software development, and human computer interface strengths of the School of Computing and Information. It draws upon existing initiatives in game design at SCI and critical game studies, making, and media production within the English department. Students will learn how to build interactive narrative systems such as games, interactive literature, virtual reality environments and other interactive media experiences in a variety of fields. They will learn to creatively combine design with narrative, code with story. This uniquely positions majors in today's workforce: game and interactive media design is booming in nearly every field and sector. What these positions require, and what is currently in short supply, are individuals capable of both understanding the intricacies of narrative and implementing that knowledge in the form of computational media (coded interactive systems).

The DNID major is managed jointly by the Dietrich School of Arts and Sciences and the School of Computing and Information. This program offers training that builds a solid foundation in English (Writing, Composition, Film and Media Studies, and Literature), Computer Science, and Information Science.

Required courses for the Digital Narrative and Interactive Design major

The Digital Narrative and Interactive Design major requires the completion of at least 40 credits distributed as follows.

Gateway course; choose one course

ENGCOMP 0425 or HAA 0425 Digital Humanity
ENGLIT 0512 Narrative and Technology

Composition; choose one course

ENGCOMP 1201 or ENGLIT 1201 or CMPINF 1201 Digital Narrative and Interactive Design

Programming basis; choose one course

CS 0010 Introduction to Computing for Systems Engineers
CS 0011 Introduction to Computing for Scientists
CS 0012 Introduction to Computing for the Humanities
INFSCI 0510 Data Analysis

Intermediate programming; choose one course

CS 0401 Intermediate Programming Using Java

Interaction and narrative; choose one course

ENGLIT 0512 Narrative and Technology*
ENGLIT 0702 Introduction to Game Studies
ENGLIT 1001 Interactive Literature
ENGLIT 1002 Game, Story, Play

* If not used as the Gateway course.

Media literacy; choose one course

ENGFLM 0355 or FMST 0100 Visual Literacy
ENGFLM 0401 Introduction to Visual Culture
ENGFLM 0570 or FMST 0505 Introduction to New Media
ENGFLM 1680 or FMST 1510 Animation Studies

Data literacy; choose one course

CS 0445 Algorithms and Data Structures 1
INFSCI 1500 Database Management Concepts and Applications

Electives

The departments recommend that students pursuing this major choose one of the following tracks. Complete two School of Computing and Information courses and two Dietrich School of Arts and Sciences courses in the chosen track.

Online Media track

The Online Media track skills will range from developing digital format narrative to communicate on behalf of organizations (for-profit or non-profit) and innovating online interactions to creating and critically analyzing content and data across the variety of specific digital formats. Students completing this track will be able to design distribution vectors for digital content, propose solutions to design and implementation challenges, and ultimately design media-rich web and mobile app content and implement their use.

School of Computing and Information courses; choose two courses

CS 0590 Social Implications of Computing Technology
CS 1520 Programming Languages for Web Applications
INFSCI 0410 Human-Centered Systems
INFSCI 1400 Analysis of Information Systems
INFSCI 1420 User-Centered Design
INFSCI 1550 Spatial Information Systems

Dietrich School of Arts and Sciences courses; choose two courses

ENGCOMP 0520 Integrating Writing and Design
ENGCOMP 0610 Composing Digital Media
ENGCOMP 1112 Professional Uses of Social Media
ENGCOMP 1130 Projects in Digital Composition
ENGCOMP 1430 Usability Testing in Professional and Technical Writing Environments
ENGFLM 0570 or FMST 0505 Introduction to New Media *
ENGFLM 0812 or ENGLIT 0812 or FMST 0762 Media/Ecology

ENGLIT 1001 Interactive Literature
ENGLIT 1412 Secret Pittsburgh
ENGWRT 0710 Introduction to Audio
Storytelling
ENGWRT 1377 Media Literacy
ENGWRT 1501 Topics in Creative Writing
(with permission from advisor)
GSWS 1210 Gender and the Digital

*If not used as the Media Literacy course.

ENGWRT 1403 Topics in Electronic Media
ENGWRT 1501 Topics Creative Writing
GSWS 1210 Gender and the Digital

Game Design track

The Game Design track focuses on situating game production, advertising, and playing into current and historical social and cultural contexts. Coursework analyzes and evaluates the relationship between narrative and gameplay and articulates critical facets of game design such as gameplay mechanics, balance, fairness, narrative, pacing, character, and aesthetics. Students will analyze both the narrative and design implementation challenges of game design and propose strategies for meeting those challenges, particularly in the case of social, medical, environmental, and educational problems (serious games).

School of Computing and Information courses; choose two courses

CS 1566 Intro to Computer Graphics
CS 1666 Principles of Game Design and Implementation
CS 1674 Intro to Computer Vision
INFSCI 0410 Human-Centered Systems
INFSCI 1450 Game Design
INFSCI 1470 Immersive Media Technologies

Dietrich School of Arts and Sciences courses; choose two courses

ENGCOMP 1130 Projects in Digital Composition
ENGFLM 0570 or FMST 0505 Introduction to New Media *
ENGFLM 0585 or FMST 0790 Technologies of the Body
ENGFLM 0812 or ENGLIT 0812 or FMST 0762 Media/Ecology
ENGFLM 1760 or FMST 1412 Cinema and Video Games
ENGLIT 0702 Introduction to Game Studies
ENGLIT 1001 Interactive Literature
ENGLIT 1002 Game, Story, Play
ENGLIT 1355 Virtual Reality
ENGWRT 0520 Introduction to Fiction Writing

*If not used as the Media Literacy course.

Critical Making track

The Critical Making track focuses on understanding code as creative and expressive of social relationships. The coursework addresses human interfaces within cultural and social contexts, particularly the historical and contemporary relationship between social interaction and platform design. Students will innovate new forms of human-machine interaction, apply or develop new tools to analyze cultural works (texts, images, moving images, etc.), express code in the creation and functioning of material objects or assemblages (haptic feedback systems, robotics, etc.), and analyze ways that gender, race, and other social categories and assumptions are "hard-coded" into both hardware and software.

School of Computing and Information courses; choose two courses

CS 1520 Programming Languages for Web Applications
CS 1567 Programming Systems Design on a Mobile Robot Platform
CS 1571 Intro to Artificial Intelligence
INFSCI 0410 Human-Centered Systems
INFSCI 1059 Web Programing

Dietrich School of Arts and Sciences courses; choose two courses

ENGCOMP 0520 Integrating Writing and Design
ENGCOMP 0610 Composing Digital Media
ENGCOMP 0712 or ENGFLM 0712 or ENGLIT 0712 or FMST 0760 Critical Making
ENGCOMP 1200 Advanced Topics in Composition
ENGCOMP 1430 Usability Testing in Professional and Technical Writing Environments
ENGFLM 0585 or FMST 0790 Technologies of the Body
ENGFLM 0590 or FMST 0710 Filmmaking: Production and Criticism
ENGFLM 0812 or ENGLIT 0812 or FMST 0762 Media/Ecology
ENGLIT 0521 Scan Culture: Surveillance and the Digital
ENGLIT 1355 Virtual Reality
ENGWRT 0710 Introduction to Audio Storytelling
ENGWRT 1501 Topics in Creative Writing (with permission from advisor)

Capstone sequence

The Capstone sequence allows students to design and implement a signature project to complete the major. Students start with the design project (Project 1) and complete the sequence with the implementation

project (Project 2) in consultation with their advisors. Students seeking Independent Study or Directed Study options for the capstone sequence should work with their advisors to ensure that the work done in these courses will complete the sequence.

Project 1; choose one of the following courses

ENGCOMP 1910 Bridge Seminar
ENGLIT 1900 Project Seminar
ENGLIT 1901 Independent Study (by special arrangement only)

Project 2; choose one of the following courses

CMPINF 1981 Project Studio (course in development)
CS 1902 Directed Study (by special arrangement only)
INFSCI 1730 Independent Study (by special arrangement only)
INFSCI 1740 Team-Based Capstone Project

Writing (W) requirement

Students must complete at least one W-course in the major.

Grade requirements

Students must maintain at least a 2.0 GPA in all courses that apply toward the major.

Satisfactory/No Credit option

There is no limit to the number of English (ENGCOMP, ENGFLM, ENGLIT, ENGWRT, FMST) courses that can be taken on the S/NC basis for this major. No School of Computing and Information courses (CMPINF, CS, INFSCI) courses may be taken on an S/NC basis.

Advising

Digital Narrative and Interactive Design is a joint undergraduate degree between the Department of English in the Dietrich School of Arts and Sciences and the School of Computing and Information. Students enrolled in each school are advised by faculty advisors within that school.

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