

BA/BS WITH DDF MINOR + MA IN DIGITAL DESIGN & FABRICATION

Program Overview

Program Coordinator	Aaron Nelson, (845) 257-7887, nelsona@newpaltz.edu
Program ID	240M
Credits	120 UG + 36 GR
Program Length	MA can be completed in three semesters if studying part-time, program must be completed in 7 years
Modality	In-person
Full-time/Part-time	Full-time or Part-time
Transfer Credits	6
Capstone	Thesis or Project

Program Description

This accelerated plan of study provides a pathway to earning two powerful credentials, a Bachelor of Arts (BA) or Bachelor of Science (BS) degree and a Master of Arts (MA) degree in Digital Design & Fabrication. This Bachelor's/Master's program is designed to enable New Paltz students with a minor in Digital Design & Fabrication to begin taking graduate courses during the senior year, earning up to 12 graduate credits by the time they complete their bachelor's degree. They are then able to complete the graduate degree requirements by enrolling in 18 credits during the subsequent fall and spring terms.

How does it work?

QUALIFY for early admission by minoring in Digital Design & Fabrication as an undergraduate.

CONTACT Professor Aaron Nelson to express interest in and learn more about the program.

APPLY online to the Bachelor's/Master's program in Digital Design & Fabrication during the junior year.

UPLOAD a personal statement explaining interest in the 4+1 program, contact information for two references, an unofficial transcript, and a portfolio including at least 15 images.

GET AHEAD by completing twelve credits of graduate course work during the senior year and enjoy a tuition savings of \$175/credit.

COMPLETE the remaining 18 credits of the MA degree program in just one year.

Admission Requirements

- Admission Essay describing interest in the BA/BS + MA program
- Successful completion bachelor's degree including the DDF minor with a 3.0 GPA
- Contact information for two references

- Portfolio including samples of completed work. When uploading your portfolio, include a minimum of 15 images.

Please note that we require a minimum of 10 individual works or projects; additional detail photographs and installation documentation can be included. You may either upload videos or include external links to videos as part of your portfolio. Each work sample must be labeled with the title of work, medium, size, and date. Images can be labeled and ordered as they are uploaded. For good image quality and fast upload, we recommend jpeg images no larger than 1280 x 1280 pixels @ 72 ppi.

Sample Plan of Study for Students Minorng in Digital Design & Fabrication.

Code	Title	Credits
Senior Year - Fall (6 Credits)		
DDF502	Introduction to Computation for Media	3
DDF705	Advanced 3D Printing	3
Senior Year - Spring (6 Credits)		
DDF560	Introduction to Designing with Microprocessors	3
DDF Elective ¹		3
Graduate - Term One (9 Credits)		
DDF555	3D Computational Design	3
DDF Elective		3
Capstone 1		3
Graduate - Term Two (9 Credits)		
ARH526	Studies in the History of Design	3
DDF701	Advanced Computer Aided Design	3
Capstone 2		3
Graduate - Term Three (6 Credits)		
DDF510	Computer Aided design 1 (or DDF Elective if student took DDF205 as an undergrad)	3
DDF512	Computer Aided Design 2 (or DDF Elective if student took DDF210 as an undergraduate)	3
Possible Elective ²		
Total Credits		36

¹ Students may take either an undergraduate DDF elective, or opt to take a fourth graduate DDF course.

² Only needed if the student did not take a fourth graduate DDF course in their senior year.

Academic Standing Requirements for Bachelor's/Master's Students

A cumulative GPA of less than 3.0 in graduate-level courses taken in the undergraduate portion of a 4+1 program precludes the student's good standing. Students with GPA of 2.75 to 2.99 strongly advised to reconsider continuing into GR program. Students below 2.75 may not continue and will be de-matriculated from GR program.

Undergraduate Program Learning Outcomes

Graduate Program Learning Objectives

MA in Digital Design & Fabrication

- Expand knowledge of diverse histories and contemporary practices in studio art, design, and art education

- Demonstrate—in written, visual, and oral forms—an understanding of a work of art or design, in terms of its social, political, cultural, aesthetic and historical context
- Develop and articulate self-reflective practices as artists, designers, teachers, and citizens
- Create collaboration and engagement with local and global art, design, and learning communities
- Build professional networks to support lifelong learning and sustainable practices