Graduate Certificate: Narrative Design
Quarter to Semester Program Comparison

Degree Requirements	Current Quarter Hours	Semester Hours - Fall 2026
Required Courses	0	10
Electives	0	2 - 3
Total Cert Hours	0	12 - 13

Quarter Format

Campus:
Boston / Virtual

Semester Format

Core Courses: 0 Quarter Hours (QH)

Complete all the required courses:
Not offered in quarter calendar

Required Courses: 10 Semester Hours (SH)

Complete all the required courses:
DGM 6200 Digital Storytelling Foundations (2)
DGM 6415 Interactive Media Studies (2)
DGM 6650 Game Design Fundamentals (3)
DGM 6675 Interactive Narrative Development (3)

Elective Courses: 0 Quarter Hours (QH):
No elective options

Elective Courses: 2-3 Semester Hours (SH)

Complete 2-3 semester hours of the following:
DGM 6425 Story Development (2)
DGM 6655 Animation Fundamentals (3)
DGM 6680 Designing for Game Frameworks (2)
DGM 6685 Advanced Game Development (3)
DGM 6690 3D Character Modeling and Rigging (3)
DGM 6695 3D Character Animation for Games (3)