The Digital Narrative and Interactive Design (DNID) major harnesses the narrative, world-building, and media strengths of the English department and the coding, software development, and human computer interface strengths of the School of Computing and Information.
Choose from three tracks

The **online media** track develops skills in designing digital narrative and online interactions and in critically analyzing content across a variety of digital formats to communicate on behalf of organizations. Students completing this track will ultimately design media-rich web and mobile app content.

The **game design** track focuses on game production plus situating games, advertising, and play within current and historical social and cultural contexts. Students will analyze both the narrative and design implementation challenges of game design and propose strategies for meeting those challenges.

The **critical making** track focuses on understanding code as creative and expressive of social relationships. Students will innovate new forms of human-machine interaction, apply or develop new tools to analyze cultural works, and analyze ways that gender, race, and other social categories and assumptions are "hard-coded" in both hardware and software.

All three tracks are positioned to empower students to lead or collaborate on design teams, with variety in course work allowing students to customize their experience to meet their own career interests and goals.

**Courses**

Students will complete course work in composition, programming, media literacy, data literacy, interaction and narrative, as well as courses in one of three optional tracks: online media, game design, or critical making. Students will also complete a senior capstone sequence of two courses to develop larger portfolio projects.