

## **Animation and Digital Arts Graduate Program (ANDA):**

### **Goals of the program**

#### **These are the 5 main goals for the program:**

1/ This program requires thinking outside of the box. ANDA was created outside of Tisch School of the Arts New York and did not follow the blueprint of an existing department at New York University. We were careful to create all of our courses from scratch.

2/ ANDA is recognized by other schools, museums, art institutions, major animation and game studios, and various partners from the industry. Every semester, Industry Day is a one day review and evaluation of students demo reels and projects by professionals in the industry.

3/ The diversity of the courses taught at ANDA is important for applicants; this drives the workload of the Faculty. A sound business plan finding the balance between number of students and number of Faculty helps to shape the curriculum we can offer.

4/ The foundation classes are based on learning the art of animation. We think that mastering storytelling and the art of animation are excellent foundations for digital arts, production, games and design. As stated by ANDA faculty, '...story is the foundation of everything we design, and vice versa everything we design tells a story'.

5/ Collaborations with other departments prepare students for their future professional life.

6/ The online education component has been an important part of the teaching and attracts new opportunities for collaboration. For example: ANDA thesis students, who have their entire thesis development and proposal available online, have been able to start online collaborations with music composers at the Berklee School of Music (USA). Blogs and forums for students and faculty are available at <http://www.tischasia.nyu.edu.sg/object/andablogs.html>

#### **Links and references:**

[Description of the program on line](#)

[Course Listing](#)

[FAQ about the program](#)

[ANDA Blogs](#)