Digital Cinema, Certificate of Proficiency

Digital Media (DGM) fuses both fundamental theory and practical application in the production of electronically-generated content to be delivered via internet, radio and television, digital cinema, computer games, animation and cinematic visual effects, as well as for emerging technologies such as mobile computing (hand-held computing devices). The curriculum integrates these digital mediums to entertain, educate, and communicate ideas through meaningful human interaction. DGM provides motivated and dedicated students the opportunity to work closely with professionally active faculty members committed to the future of the digital disciplines. Students in Digital Media may earn either a Certificate of Proficiency in Digital Cinema, Associate in Applied Science Degree, or a Bachelor of Science Degree. Areas of emphasis include: Digital Communication Technology, Audio Production, Digital Motion Picture Production, Gaming and Animation, Internet Technologies.

Program Requirements

Code	Title	Credit Hours
Total Credit Hours		**15**
Discipline Core Requirements		**15 Credits**
DGM 1061	Digital Cinema Editing I	3
DGM 1510	Film Production Analysis I	3
DGM 1520	Filmmaking I	3
DGM 2540	Cinematography I	3
DGM 2661	Visualization for Digital Cinema-Pre-Directing	3

Graduation Requirements

1. Completion of a minimum of 15 credits.
2. Overall grade point average of 2.0 (C) or above.
3. Residency hours -- minimum of 4 credit hours through course attendance at UVU.

Graduation Plan

This graduation plan is a sample plan and is intended to be a guide. Your specific plan may differ based on your Math and English placement and/or transfer credits applied. You are encouraged to meet with an advisor and set up an individualized graduation plan in Wolverine Track (http://www.uvu.edu/wolverinetrack/).

First Year		
Semester 1		**Credit Hours**
DGM 1061	Digital Cinema Editing I	3
DGM 1510	Film Production Analysis I	3
DGM 1520	Filmmaking I	3
	Credit Hours	**9**
Semester 2		
DGM 2540	Cinematography I	3
DGM 2661	Visualization for Digital Cinema-Pre-Directing	3
	Credit Hours	**6**
	Total Credit Hours	**15**

Program Learning Outcomes

1. PRODUCTION: Student is able to implement the processes, strategies, and protocols required for the production and creation of filmed media content, from entry level (production assistant) to advanced (producer and production manager), based on standard industry practices.
2. DIRECTION: Student is able to fill the role of the director in creating and executing the aesthetic look and shooting plan of a screenplay in collaboration with department heads, actors, key crew members, and the post production team.
3. STORYTELLING: Student is able to implement their understanding of the psychological foundations of how storytelling functions through various technologies, how to apply the storytelling principles to create effective communication using a variety of media and in a variety of key production roles including producer, director, writer and editor.
4. CINEMATOGRAPHY: Student is able to perform the role of the cinematographer as technician, manager and storyteller and has acquired hands-on skills with grip, electric and camera equipment, and understands how these skills are applied to workflows in pre-production, principle photography and post-production.

5. EDITING: Student can carry out applied learning activities focused on the post production process for digital media productions (documentaries, narrative, short format and corporate industrial).
6. POST-PRODUCTION: Student understands and shows practical skills for the post workflows from asset management through final project delivery including client/director collaboration, technical and aesthetic editing skills, mastery of software tools, color correction and delivery of the product in required industry standard formats.