

Digital Communication Technology, A.A.S.

Visit the Digital Media Department page (<https://www.uvu.edu/digitalmedia/>) for more information on the program and access to advising.

Program Description

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.

Program Requirements

Code	Title	Credit Hours
Total Credit Hours		60
General Education Requirements		15 Credits
English:		
ENGL 1010 or ENGL 1005	Introduction to Academic Writing Literacies and Composition Across Contexts	3
Mathematics:		
MAT 1030	Quantitative Reasoning (3)	3
MAT 1035	Quantitative Reasoning with Integrated Algebra (6)	
Humanities/Fine Arts/Foreign Language		
Social and Behavioral Science:		
Any approved Behavioral Science, Social or Political Science Distribution Course		
Biology or Physical Science:		
Any approved Biology or Physical Science Distribution Course		
Discipline Core Requirements		15 Credits
Complete the following:		
DGM 1110	Digital Media Essentials I	4
DWDD 1600	Web Essentials	3
DCPR 1800 & 1800L	Filmmaking I and Filmmaking I Lab	4
DAPR 2000 & 2000L	Digital Audio Essentials and Digital Audio Essentials Lab	4
Elective Requirements		30 Credits
Complete 29 credits from approved DGM electives (see advisor)		
Complete any 1000-level, or higher, courses		

Graduation Requirements

1. Completion of a minimum of 60 semester credits.
2. Overall grade point average of 2.0 (C) or above. (Departments may require a higher GPA.)
3. Residency hours -- minimum of 20 credit hours through course attendance at UVU.
4. Completion of GE and specified departmental requirements.

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

		Credit Hours
Semester 1		
ENGL 1010 or ENGL 1005	Introduction to Academic Writing or Literacies and Composition Across Contexts	3
MAT 1030 or MAT 1035	Quantitative Reasoning or Quantitative Reasoning with Integrated Algebra	3
Social and Behavioral Science Distribution		3
DGM 1110	Digital Media Essentials I	4
Elective		2
Credit Hours		15
Semester 2		
Biology or Physical Science Distribution		3
DAGV 1200	3D Modeling Essentials	3
DWDD 1600	Web Essentials	3
DAPR 2000 & 2000L	Digital Audio Essentials and Digital Audio Essentials Lab	4
Elective		2
Credit Hours		15
Second Year		
Semester 3		
DCPR 1800 & 1800L	Filmmaking I and Filmmaking I Lab	4
DGM Elective		3
DGM Elective		3
DGM Elective		3
DGM Elective		2
Credit Hours		15
Semester 4		
Humanities, Fine Arts, or Foreign Language		3
DGM Elective		3
DGM Elective		3
DGM Elective		3
DGM Elective		3
Credit Hours		15
Total Credit Hours		60

Program Learning Outcomes

1. Demonstrate a strong familiarity and proficiency with professional software for video editing, audio production and editing, basic animation, and web development.
2. Demonstrate understanding and competency with the production pipeline of at least two of the following: Digital Cinema Production, Digital Audio Production, Web & App Development, and Animation.
3. Demonstrate mastery over media file formats, conversion protocols, and storage frameworks.
4. Use critical thinking skills to solve industry-related problems on real world projects and in collaboration with other students.
5. Carry out applied learning activities focused on the production and post production process for digital media productions.

Managers, all other

- Total Positions 1,282,500
- Field Growth 5.7%
- Median Salary \$133,560
- Average Openings 105.8

Communications teachers, postsecondary

- Total Positions 35,000
- Field Growth 3.3%
- Median Salary \$79,910
- Average Openings 2.8

Media and communication workers, all other

- Total Positions 27,000
- Field Growth 8.0%
- Median Salary \$61,900
- Average Openings 2.6