Digital Communication Technology, A.A.S.

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		**63**
General Education Requirements		**16 Credits**
English:		
ENGL 1010	Introduction to Academic Writing CC	3
or ENGH 1005	Literacies and Composition Across Contexts CC	
Mathematics:		
MAT 1030	Quantitative Reasoning QL	3
Humanities/Fine Arts/Foreign Language:		
Choose one of the following:		3
PHIL 2050	Ethics and Values IH (3)	
Any approved Humanities, Fine Arts, or Foreign Language Distribution Course		
Social and Behavioral Science:		
Any approved Behavioral Science, Social or Political Science Distribution Course		3
Biology or Physical Science:		
Any approved Biology or Physical Science Distribution Course		3
Physical Education/Health/Safety or Environment:		
Choose one of the following:		1
HLTH 1100	Personal Health and Wellness TE (2)	
Any approved PE, Safety or Health Distribution Course		
Discipline Core Requirements		**17 Credits**
Complete the following:		
DGM 1110	Digital Media Essentials I	4
DGM 1520	Filmmaking I	3
DAGV 1200	3D Modeling Essentials	3
DWDD 1600	Web Essentials	3
DAPR 2000 & DAPR 200L	Digital Audio Essentials and Digital Audio Essentials Lab	4
Elective Requirements		**30 Credits**
Complete 30 credits from approved DGM electives (see advisor)		30

Graduation Requirements

1. Completion of a minimum of 63 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		
Semester 1		**Credit Hours**
ENGL 1010 or ENGH 1005	Introduction to Academic Writing CC or Literacies and Composition Across Contexts CC	3
MAT 1030	Quantitative Reasoning QL	3
Social and Behavioral Science Distribution		3
Choose one of the following:		1
HLTH 1100	Personal Health and Wellness TE	
Any approved PE, Safety or Health Distribution Course		
DGM 1110	Digital Media Essentials I	4
	Credit Hours	**14**
Semester 2		
Biology or Physical Science Distribution		3
DGM 1520	Filmmaking I	3
DAGV 1200	3D Modeling Essentials	3
DWDD 1600	Web Essentials	3
DAPR 2000 & DAPR 200L	Digital Audio Essentials and Digital Audio Essentials Lab	4
	Credit Hours	**16**
Second Year		
Semester 3		
DGM Elective		3
DGM Elective		3
DGM Elective		3
DGM Elective		3
DGM Elective		3
DGM Elective		3
	Credit Hours	**18**
Semester 4		
Choose one of the following:		3
PHIL 2050	Ethics and Values IH	
Any approved Humanities, Fine Arts, or Foreign Language Distribution Course		
DGM Elective		3
DGM Elective		3
DGM Elective		3
DGM Elective		3
	Credit Hours	**15**
	Total Credit Hours	**63**

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.