Digital Media, Minor

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		**22**
Discipline Core Requirements		**7 Credits**
DGM 1110	Digital Media Essentials I	4
Complete one course from the following:		3
DWDD 1600	Web Essentials (3)	
DAGV 1200	3D Modeling Essentials (3)	
DGM 1520	Filmmaking I (3)	
DAPR 2000 & DAPR 200L	Digital Audio Essentials and Digital Audio Essentials Lab (4)	
Elective Requirements		**15 Credits**
Complete 15 credits from 1000 and 2000 level DGM courses.		15

Graduation Requirements

1. Overall grade point average of 2.5 GPA in all discipline core and elective courses with no grade lower than a C-.
2. Completion of GE and specified departmental requirements. Students are responsible for completing all prerequisite courses.

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 1110	Digital Media Essentials I	4
DGM Essential course		3
	Credit Hours	**7**
Semester 2		
DGM Elective		3
DGM Elective		3
	Credit Hours	**6**
Second Year		
Semester 3		
DGM Elective		3
DGM Elective		3
DGM Elective		3
	Credit Hours	**9**
	Total Credit Hours	**22**

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.