

# Digital Media, Undergraduate Certificate

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

## Program Description

The Digital Media, Undergraduate Certificate provides students with foundational skills in digital tools, techniques, and production workflows. Students gain hands-on experience creating media projects while developing critical thinking and problem-solving abilities. Coursework introduces industry technologies and career pathways, preparing graduates for entry-level opportunities in design, production, and content creation or for further study in digital media.

## Program Requirements

Code	Title	Credit Hours
<b>Total Credit Hours</b>		<b>16</b>
<b>General Education Requirements</b>		<b>6 Credits</b>
ENGL 1010 or ENGL 1005	Introduction to Academic Writing (Course must be completed with grade 'C' or higher. ) Foundations of Academic Writing	3
Complete one of the following: (Course must be completed with grade 'C' or higher. )		3
MAT 1030	Quantitative Reasoning (3)	
MAT 1035	Quantitative Reasoning with Integrated Algebra (6)	
STAT 1040	Introduction to Statistics (3)	
STAT 1045	Introduction to Statistics with Algebra (5)	
MATH 1050	College Algebra (4)	
MATH 1055	College Algebra with Preliminaries (5)	
MATH 1090	College Algebra for Business (3)	
<b>Discipline Core Requirements</b>		<b>10 Credits</b>
DGM 1110	Digital Media Essentials I	4
Choose 6 credits from one of the following categories:		6
--Animation and Games		
DAGV 1200	3D Modeling Essentials (3)	
DAGV 1300 & 1300L	2D Animation Essentials and Animation Essentials Lab (3)	
DAGV 1700	Game Development Essentials (3)	
--Digital Cinema Production		
DCPR 1610 & 1610L	Digital Cinema Editing I and Digital Cinema Editing I Lab (3)	
DCPR 1800 & 1800L	Filmmaking I and Filmmaking I Lab (3)	
--Digital Audio		
DAPR 2000	Digital Audio Essentials (3)	
DAPR 2080	Podcast and Radio Production (3)	
--Web Development		
DWDD 1600	Web Essentials (3)	
DWDD 1400	Digital Design Essentials (3)	

## Graduation Requirements

1. Completion of a minimum of 16 semester credits.
2. Overall grade point average of 2.5 or above.
3. All DGM courses must be completed with grade 'C' or higher.
4. Residency hours-- minimum of 5 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		Credit Hours
<b>Semester 1</b>		
Math Requirement		3
ENGL 1010 or ENGL 1005	Introduction to Academic Writing or Foundations of Academic Writing	3
DGM 1110	Digital Media Essentials I	4
<b>Credit Hours</b>		<b>10</b>
<b>Semester 2</b>		
2 courses from one of the tracks		6
<b>Credit Hours</b>		<b>6</b>
<b>Total Credit Hours</b>		<b>16</b>

## Program Learning Outcomes

1. Apply critical thinking skills to solve industry-related problems.
2. Identify career opportunities within the digital media industry.
3. Create media assets for use in introductory-level projects.
4. Produce introductory-level projects using current industry tools and techniques.

### Web developers

- Total Positions 94,100
- Field Growth 9.0%
- Median Salary \$84,960
- Average Openings 6.6

### Web and digital interface designers

- Total Positions 128,600
- Field Growth 7.9%
- Median Salary \$98,540
- Average Openings 9.9

### Career/technical education teachers, postsecondary

- Total Positions 121,800
- Field Growth 0.1%
- Median Salary \$62,060
- Average Openings 9.0

### Special effects artists and animators

- Total Positions 73,300
- Field Growth 4.3%
- Median Salary \$99,060
- Average Openings 6.7

### Graphic designers

- Total Positions 267,200
- Field Growth 2.5%
- Median Salary \$58,910
- Average Openings 21.1