

The minor in Media Technology provides students with opportunities to learn about the processes involved in the development and publishing of web, cross media, gaming, animation, simulation and other multimedia.

CORE COURSES: 6 HRS

- AET 1363 Introduction to Graphics Technology
- AET 4333 Trends in Digital Media Technology

ELECTIVES: MINIMUM OF 12 HRS

- AET 2123 Introduction to Digital Photography
- AET 3343 Cross Media Technologies
- AET 4123 Advanced Digital Photography
- AET 4353 Multimedia Production Management
- AET 4814 Digital Media Strategy
- AET 4863 Packaging Design Technologies
- AET 4865 e-Books and e-Publishing Technologies
- AET 4953 Color Management Technologies
- CIT 3303 Introduction to Gaming, Animation, and Simulation
- CIT 3313 3D Modeling for Gaming, Animation, and Simulation
- CIT 4753 Emerging Video Technologies
- CIT 4813 Front End and Mobile Website Development

TOTAL MINOR HOURS: 18 HRS

SCHOOL OF TECHNOLOGY

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