The Bachelor of Science in Digital Media emphasizes the study of processes and management of web development, digital media, gaming, animation, simulation, image capture, and multimedia production. The program is designed to prepare technical or technical management-oriented professionals for employment in creative, advertising, educational, and other commercial environments.

**REQUIRED COURSEWORK: 43 HRS**

- DGT 1363 Introduction to Graphics Technology
- DGT 2123 Digital Photography
- DGT 3303 Introduction to Gaming, Animation and Simulation
- DGT 4813 Web Development
- EGT 1323 Computers for Engineering Technology; OR BUS 1950 Computer Concepts and Applications for Business
- MAT 2250G Elementary Statistic; OR BUS 2810 Business Statistics I
- BUS 3100 Survey of Marketing Principles
- BUS 3005 Technical Communication
- CMN 2520 Introduction to Mass Communication
- OPD 4835 Supervision in Organizations
- OPD 4845 Improvement in Organizations
- DGT 4763 Planning for Media Projects
- DGT 4333 Trends in Digital Media
- DGT 4749 Digital Media Capstone

**ELECTIVE COURSEWORK: 30 HOURS**

**WEB DEVELOPMENT ELECTIVES**

- DGT 4923 Emerging Web Technologies
- DGT 4833 Web Search Engine Optimization
- DGT 4823 Web Content Management Systems
- ART 3912 Interactive/Motion Graphics I
- ART 4912 Interactive/Motion Graphics III
- JOU 3703 Online Journalism

**PHOTO, VIDEO & MUSIC TECHNOLOGY ELECTIVES**

- DGT 4123 Advanced Digital Photography
- DGT 4753 Digital Video
- ART 3922 Interactive/Motion Graphics II
- ART 4922 Interactive/Motion Graphics IV
- MUS 1070 Introduction to Music Technology
- MUS 2070 Electronic Music Studio Techniques
- MUS 2071 Music Technology II: Audio and Recording Techniques
- JOU 3001 Photojournalism

**DIGITAL MEDIA ELECTIVES**

- DGT 3343 Transmedia
- DGT 4353 Digital Media Production Management
- DGT 4814 Digital Media Strategy
- DGT 4865 e-Publishing
- TEC 4275 Digital Media Internship
- ART 3922 Interactive/Motion Graphics II
- ART 4922 Interactive/Motion Graphics IV
- JOU 3002 Introduction to Multimedia Journalism
- JOU 4761 Advanced New Media Design

**GAMING, ANIMATION & SIMULATION ELECTIVES**

- DGT 3313 3D Modeling for Gaming, Animation and Simulation
- DGT 4773 Graphics for Gaming, Animation and Simulation
- DGT 4783 Mobile Gaming, Animation and Simulation
- DGT 4793 Programming for Gaming, Animation and Simulation
- DGT 4933 Motion Capture for Gaming, Animation and Simulation
- DGT 4913 Emerging Gaming, Animation and Simulation Technologies

**TOTAL MAJOR HOURS: 72 HRS**