

MINOR IN DIGITAL MEDIA TECHNOLOGY



The minor in Digital Media Technology provides students with opportunities to learn about the processes involved in the development and publishing of web, visual effects, gaming, animation, simulation and other multimedia. Students majoring in Digital Media Technology are excluded from the Digital Media Technology Minor.

TOTAL MINOR COURSEWORK: 18 HOURS

CHOOSE ANY COURSES FROM THE FOLLOWING

DGT 1001 Introduction to the Digital Media Profession

DGT 1363 Introduction to Graphics Technology

DGT 2123 Introduction to Digital Photography

DGT 3003 Game Development

DGT 3013 2D Computer Animation

DGT 3313 3D Modeling for Digital Media

DGT 3343 UI/UX

DGT 3813 Web Development

DGT 4123 Advanced Digital Photography

DGT 4333 Trends in Digital Media

DGT 4353 Digital Media Production Management

DGT 4753 Visual Effects

DGT 4773 Lighting, Texturing and Rendering

DGT 4814 Digital Media Strategy

DGT 4823 Web Content Management Systems

DGT 4833 Web Search Engine Optimization

DGT 4923 Emerging Web Technologies

DGT 4913 Emerging Gaming Technology

DGT 4933 3D Animation and Motion Capture

DGT 4763 Costing and Planning for Media Projects

DGT 4783 Mobile Gaming

DGT 4793 Game Programming



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