

BACHELOR OF SCIENCE IN DIGITAL MEDIA TECHNOLOGY



HANDS-ON. TECHNICAL. PRODUCTIVE.

The degree in Digital Media Technology emphasizes the study of processes and management of web development, visual effects, gaming, animation, simulation, video, and multimedia production. This program is designed to prepare technical or technical management-oriented professionals for employment in creative, advertising, educational, and other commercial environments.

This well-rounded degree can prepare you for jobs such as:

- Web Developer
- Web Content Manager
- Animator
- Technical Artist
- Digital Media Manager
- Game Developer
- Visual Effects Technician
- 3D Modeler
- Video Editor
- Sound Technician
- Multimedia Specialist
- Digital Media Strategist
- Photographer
- And many more...

+ WELL-ROUNDED CURRICULUM

+ DEDICATED AND HIGH QUALITY FACULTY

+ EXTENSIVE ENGAGEMENT OPPORTUNITIES

HIGH DEMAND SKILLS

Students have the option to take coursework in a variety of high demand areas such as web development, photography, gaming, 3D animation and modeling, audio, video, design and visual effects. Courses are offered in the Lumpkin College of Business and Technology and the College of Liberal Arts and Sciences.

HANDS ON COURSEWORK FOR YOU

Flexible coursework is available in multiple capacities. Courses are offered face-to-face, hybrid and online. In class you will find yourself using industry standard software to plan, design, develop, and publish a variety of projects. Students learn to integrate specialized hardware into projects such as motion capture equipment, VR headsets, video and audio capture equipment so they can experience and create content. Hands-on and application are at the heart of every project that you will do.

GABE GRANT, PhD

DIGITAL MEDIA PROGRAM COORDINATOR

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IT'S ALL ABOUT YOU. APPLY TODAY AT MY.EIU.EDU.

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BACHELOR OF SCIENCE IN DIGITAL MEDIA TECHNOLOGY

TOTAL MAJOR COURSEWORK: 43-45 HRS

CORE COURSEWORK: 36 HRS

EGT 1323 Computers for Engineering Tech
CMN 2500 Production I
ENG 3005 Technical Communication
DGT 1363 Intro to Graphics Technology

DGT 2123 Intro to Digital Photography
DGT 3303 Intro to 2D Gaming & Animation
DGT 3813 Web Development
DGT 4333 Trends in Digital Media

DGT 4353 Digital Media Production Mgmt
DGT 4763 Cost & Plan for Media Projects
DGT 4814 Digital Media Strategy
DGT 4933 3D Animation & Motion Capture

FOCUS COURSEWORK: 7-9 HRS

Students must complete 3 courses from ONE focus area.

WEB DEVELOPMENT FOCUS

DGT 3343 Transmedia
DGT 4823 Web Content Mgmt Systems
DGT 4833 Web Search Engine Optimization
DGT 4923 Emerging Web Technologies
CIT 4843 Human Computer Interaction

GAME DEVELOPMENT FOCUS

CIT 1813 Introduction to C++
DGT 4783 Mobile Gaming
DGT 4793 Game Programming
DGT 4913 Emerging Gaming Technology

VISUAL EFFECTS FOCUS

DGT 3313 3D Modeling for Digital Media
DGT 4123 Advanced Digital Photography
DGT 4753 Digital Video
DGT 4773 Lighting, Texturing and Rendering

DIGITAL ART AND DESIGN FOCUS

ART 2910 Introduction to Graphic Design
ART 2920 Digital Imaging for Design
ART 3912 Interactive/Motion Graphics I
ART 3922 Interactive/Motion Graphics II

MEDIA COMMUNICATION FOCUS

CMN 2550 Audio Production & Voice Work I
CMN 3030 Promotional Communication
CMN 3050 Production II
JOU 3001 Photojournalism
JOU 3002 Intro to Multimedia Journalism
JOU 3300 Publication Design
JOU 3703 Online Journalism

AUDIO TECHNOLOGY FOCUS

MUS 1070 Introduction to Music Technology
MUS 2071 Audio & Recording Techniques I
MUS 3071 Audio & Recording Techniques II
MUS 3072 Live Sound Reinforcement

SUGGESTED 4-YEAR AND 2-YEAR SEQUENCES

- Consult catalog for specific course prerequisites and math departmental guidelines.
- Consult program checklist for scientific awareness and focus area of study course offerings.

FALL	YEAR 1	SPRING
Humanities Language Math EGT 1323 DGT 1363	3 3 3 3 3	Fine Arts Language Social & Behavioral CMN 2500 DGT 2123 3 3 3
Total	15	Total 15

FALL	YEAR 2	SPRING
Humanities / Fine Arts Language Social & Behavioral General Ed/ Physical Science DGT 3303	3 3 3 4 3	Social & Behavioral ENG 3005 DGT 3813 General Ed/ Biology Focus Area Course 3 3
Total	16	Total 15

FALL	YEAR 3	SPRING
DGT 4333 Focus Area Course Elective or Minor Course if Needed Elective or Minor Course if Needed Elective or Minor Course if Needed	3 3 3 3 3 3	DGT 4353 DGT 4763 DGT 4933 Focus Area Course Elective or Minor Course if Needed 3
Total	15	Total 15

FALL	YEAR 4	SPRING
DGT 4814 Focus Area Course or Elective Elective or Minor Course if Needed Elective or Minor Course if Needed Elective or Minor Course if Needed	3 3 3 3 3 3	Senior Seminar Elective or Minor Course if Needed Elective or Minor Course if Needed Elective or Minor Course if Needed Elective or Minor Course if Needed
Total	15	Total 15

FALL	YEAR 1	SPRING
EGT 1323 DGT 1363 DGT 2123 DGT 3303	3 3 3 3	DGT 3813 DGT 4353 CMN 2500 Focus Area Course 3 3 3
Total	12	Total 12

FALL	YEAR 2	SPRING
DGT 4333 DGT 4814 Focus Area Course Elective Course	3 3 3 3	Senior Seminar ENG 3005 DGT 4763 DGT 4933 Focus Area Course 3 3 3 3
Total	12	Total 15

FALL	YEAR 1	SPRING
	EGT 1323 DGT 1363 DGT 2123 DGT 3813	3 3 3 3
	Total	12

FALL	YEAR 2	SPRING
CMN 2500 DGT 3303 DGT 4333 Focus Area Course	3 3 3 3	DGT 4353 DGT 4763 DGT 4933 ENG 3005 Focus Area Course 3 3 3 3
Total	12	Total 15

FALL	YEAR 3	SPRING
Senior Seminar DGT 4814 Focus Area Course Elective Course	3 3 3 3	
Total	12	



MINORS TO COMPLEMENT THE DIGITAL MEDIA TECHNOLOGY MAJOR

Students pursuing a major in Digital Media Technology are strongly encouraged to select one of the following minors to strengthen their skillsets and support their academic and career pursuits.

- Advertising
- Computer Science
- Graphic Design
- Journalism
- Marketing
- Meeting and Event Management
- Music Technology
- Photojournalism
- Radio & Audio Recording
- Social Media Engagement
- Talent Development
- Video Production

Please refer to the EIU Undergraduate Catalog to see the requirements for each minor.