

# 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.

## MINOR CORE COURSES: 6 HRS

**DGT 1363** Introduction to Graphics Technology

**DGT 4333** Trends in Digital Media

## MINOR ELECTIVE COURSES: MINIMUM OF 12 HRS

Students may take any course with the DGT prefix to fulfill the 12 hours of electives.

**DGT 2123** Introduction to Digital Photography

**DGT 3303** Introduction to 2D Gaming and Animation

**DGT 3313** 3D Modeling for Digital Media

**DGT 3343** Transmedia

**DGT 3813** Web Development

**DGT 4123** Advanced Digital Photography

**DGT 4353** Digital Media Production Management

**DGT 4753** Digital Video

**DGT 4773** Lighting, Texturing and Rendering

**DGT 4763** Costing and Planning for Media Projects

**DGT 4783** Mobile Gaming

**DGT 4793** Game Programming

**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



## SCHOOL OF TECHNOLOGY

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