

**Purpose:**

The Associate in Science (AS) in Digital Arts and Multimedia Production Program provides a pathway to the skills and training for professional work in the expanding digital content creation industry. The sequence of courses prepares students to communicate, produce and utilize industry standard training in the creation of digital and multimedia content. Students will create, edit, and produce digital content to prepare them for further education and careers in the fields of Games and Interactivity Production, Music Production and Sound Engineering, Digital Photography, Film making, Animation, and Graphic Design. As the creative digital industry is in a state of constant flux, students will be introduced to avenues for adapting to an engaging with ongoing changes in the marketplace. Students will gain experience in many areas of digital art and multimedia production and will be prepared to enter industry or create their own career pathways. This program is designed for full-time and part-time students.

**Learning Outcomes:****Graduates of the program will be able to:**

1. Demonstrate a technical and creative understanding of industry hardware and software related to digital art and multimedia production.
2. Create and adjust digital art and multimedia presentations in a variety of areas.
3. Design and create still imagery through digital photography and graphic creation techniques.
4. Produce creative video and animated content.
5. Utilize audio technology to aid in the creation of digital art and multimedia.
6. Utilize all aspects of computer applications from coding to software manipulation in order to create new projects.
7. Demonstrate the skills to communicate and effectively work in a team.
8. Develop mathematical skills that will inform the proper use of hardware and software in digital art and multimedia production.
9. Build a professional portfolio and demonstrate the skills needed to become employed in the industry.

**Program Structure:**

This program is a planned sequence of instruction consisting of 60 credit hours in the following areas: 18 credit hours of General Education Requirements and 42 credit hours of Digital Art and Multimedia Production Core Requirements (which includes 12 credit hours of primary courses and 30 credit hours of advanced courses).

**Course Prerequisites:**

Many courses require prerequisites. Check the description of each course in the list below to check for prerequisites, minimum grade requirements, and other restrictions related to the course. Students must complete all prerequisites for a course prior to registering for it.

## General Education Requirements (18 credits total)

- [ENC 1101 - Composition I](#) 3 credits
- [FIL 1000 - Film Appreciation - \(I\)](#) 3 credits
- [IDS 2141 - Exploring Emerging Technologies](#) 3 credits
- Any Mathematics General Education Course 3 credits
- Any 1000 or 2000 Social Science General Education Course 3 credits
- Any 1000 or 2000 level Course 3 credits ([SLS 1515 Cornerstone Experience](#) recommended)

Commented [SS1]: Jeff, hyperlink SLS 1515 to Catalog – Christy sent email with correct link)

## Digital Art and Multimedia Production Course Requirements (42 credits total)

### Primary Courses

- [ART 2600C - Introduction to Electronic Art](#) 3 credits -Prerequisite for Advanced ART & DIG courses
- [PGY 1800C - Introduction to Digital Photography](#) 3 credits
- ~~MUS 2360 - Introduction to Technology in Music 3 credits -Prerequisite for Advanced MUM courses~~ [ART 1200C - Drawing I](#) 3 credits
- [TPA 1252C - Introduction to Audiovisual Technology](#) 3 credits

### Advanced Courses

- [ART 2601C - Intermediate Computer Art](#) 3 credits
- [ART 2616C - Digital Art and Animation](#) 3 credits -Prerequisite for Advanced ART and DIG & ART Courses
- [DIG 2100C - Web Design I](#) 3 credits
- ~~DIG 2118C - Digital Graphic Design 3 credits~~ [GRA 2103C - Digital Graphic Design](#)
- [DIG 2318C - Animation Studio](#) 3 credits
- [DIG 2626C - Artificial Intelligence](#) 3 credits
- [DIG 2711C - Game Design and Gameplay](#) 3 credits
- [DIG 2972C - Digital Arts and Multimedia Production Capstone](#) 3 credits
- [FIL 2432C - Filmmaking I](#) 3 credits
- ~~MUM 2600C - Basic Audio Recording Technique 3 credits~~ [DIG 2280C - Digital Video and Sound](#) 3 credits

### Course Sequence

#### 1st Term:

- [ENC 1101 - Composition I](#) 3 credits
- ~~Any 1000 or 2000 Level Course 3 credits (SLS 1515 or ART 1300C recommended)~~

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- [ART 1300C - Drawing I](#) **3 credits**
- [ART 2600C - Introduction to Electronic Art](#) **3 credits**
- [PGY 1800C - Introduction to Digital Photography](#) **3 credits**
- Total: 15 Credits

## 2nd Term:

- [TPA 1252C - Introduction to Audiovisual Technology](#) **3 credits**
- General Education Mathematics **3 credits**
- ~~[MUS 2360 - Introduction to Technology in Music](#) **3 credits**~~ [Any 1000 or 2000 Social Science General Education Course](#) **3 credits**
- [FIL 1000 - Film Appreciation - \(I\)](#) **3 credits**
- [FIL 2432C - Filmmaking I](#) **3 credits**
- Total: 15 Credits

## 3rd Term

- [ART 2601C - Intermediate Computer Art](#) **3 credits**
- [ART 2616C - Digital Art and Animation](#) **3 credits**
- ~~[DIG 2118C - Digital Graphic Design](#) **3 credits**~~ [GRA 2103C - Digital Graphic Design](#)
- [DIG 2711C - Game Design and Gameplay](#) **3 credits**
- [IDS 2141 - Exploring Emerging Technologies](#) **3 credits**
- Total: 15 Credits

## 4th Term:

- [DIG 2100C - Web Design I](#) **3 credits**
- [DIG 2318C - Animation Studio](#) **3 credits**
- [DIG 2626C - Artificial Intelligence](#) **3 credits**
- [DIG 2972C - Digital Arts and Multimedia Production Capstone](#) **3 credits**
- ~~[MUM 2600C - Basic Audio Recording Technique](#) **3 credits**~~ [DIG 2280C - Digital Video and Sound](#)
- Total: 15 Credits