

Digital Media

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PROGRAM DESCRIPTION

Digital Media (DGM) fuses both fundamental theory and practical application in the production of electronically generated content to be delivered via Internet, radio and television, digital cinema, computer games, animation and cinematic visual effects, as well as for emerging technologies such as mobile computing (hand-held computing devices). The curriculum integrates these digital mediums to entertain, educate, and communicate ideas through meaningful human interaction. DGM provides motivated and dedicated students the opportunity to work closely with professionally active faculty members committed to the future of the digital disciplines. The Department of Digital Media also houses the Administrative Information Management programs and the Business

Education Certification program

Students in Digital Media may earn either an Associate degree or a Bachelor of Science degree. Areas of emphasis include:

- Administrative Information Management
- Audio Production
- Cinema/TV Production
- Gaming and Animation
- Project and Information Management
- Internet Technologies

CAREER OPPORTUNITIES

Because of extensive use of digital media in nearly every area of our lives, graduates will find themselves in demand by diverse organizations which use digital technology to communicate ideas. For example, graduates may work with medical teams to develop training materials to describe new surgical techniques to physicians, or work with a team to create an educational game. They may work as video or audio specialists on a documentary, create an interactive web site to support a company's retail efforts or as administrative information management professionals.

Note: Some DGM courses require students to use their own laptop computer in the classroom.

PROGRAMS

Students may receive an Associate in Applied Science in Administrative Information Support or Digital Communication Technology, an Associate in Science in Administrative Information Management, a Bachelor of Science in Digital Media, or a Bachelor of Science in Business/Marketing Education.

For a program listing for Administrative Information Management see the Administrative Information Management section of the catalog.

For a program listing for Business/Marketing Education see the Business/Marketing Education section of the catalog.

AAS in Digital Communication Technology

General Education Requirements:	17 Credits
ENGLISH	
• ENGL 1010 Introduction to Writing	3.0
MATHEMATICS	
• MAT 1010 Intermediate Algebra	4.0
HUMANITIES/FINE ARTS/FOREIGN LANGUAGE	
• PHIL 2050 Ethics and Values (highly recommended) (3.0)	3.0
or Any approved Humanities, Fine Arts, or Foreign Language Distribution Course	
SOCIAL AND BEHAVIORAL SCIENCE	
• Any approved Behavioral Science, Social or Political Science Distribution Course	3.0
BIOLOGY OR PHYSICAL SCIENCE	
• Any approved Biology or Physical Science Distribution Course	3.0

PHYSICAL EDUCATION/HEALTH/SAFETY OR ENVIRONMENT 1.0

- HLTH 1100 Personal Health and Wellness (2.0)
- or Any approved PE, Safety or Health Distribution Course

Discipline Core Requirements: 23 Credits

Complete the following:

• DGM 1110 Digital Media Essentials I	4.0
• DGM 2110 Digital Motion Picture Essentials	3.0
• DGM 2120 Web Essentials	3.0
• DGM 2130 Digital Audio Essentials	3.0
• DGM 2210 3D Modeling and Animation Essentials	4.0
• DGM 2240 Interaction Design	3.0
• DGM 2250 Principles of Digital Design (3.0)	
or ART 1120 2D Design	3.0

Elective Requirements: 24 Credits

- Complete 24 credits from approved DGM electives 24.0 (see advisor)

Graduation Requirements:

- 1 Completion of a minimum of 64 semester credits.
- 2 Overall grade point average of 2.0 (C) or above. (Departments may require a higher GPA.)
- 3 Residency hours -- minimum of 20 credit hours through course attendance at UVU.
- 4 Completion of GE and specified departmental requirements.

BS in Digital Media 121 CREDITS

General Education Requirements: 35 Credits

• ENGL 1010 Introduction to Writing	3.0
• ENGL 2010 Intermediate Writing--Humanities/Social Sciences	3.0
or ENGL 2020 Intermediate Writing--Science and Technology (3.0)	
Complete one of the following: 3.0	
• MATH 1030 Quantitative Reasoning (recommended for Humanities or Arts majors) (3.0)	
• MATH 1040 Introduction to Statistics (recommended for Social Science majors) (3.0)	
• MATH 1050 College Algebra (recommended for Business, Education, Science, and Health Professions majors) (4.0)	
Complete one of the following: 3.0	
• HIST 2700 US History to 1877 (3.0)	
and HIST 2710 US History since 1877 (3.0)	
• HIST 1700 American Civilization (3.0)	
• HIST 1740 US Economic History (3.0)	
• POLS 1000 American Heritage (3.0)	
• POLS 1100 American National Government (3.0)	
Complete the following:	
• PHIL 2050 Ethics and Values	3.0
• HLTH 1100 Personal Health and Wellness	2.0
or PES 1097 Fitness for Life (2.0)	

Distribution Courses

• Biology	3.0
• Physical Science--ASTR 1040 Elementary Astronomy recommended for Cinema Production	3.0
• Additional Biology or Physical Science	3.0
• Humanities Distribution--ENGL 2200 Introduction to Literature or ENGL 2130 Science Fiction recommended for Cinema Production	3.0
• Fine Arts Distribution--THEA 1023 Introduction to Film recommended for Cinema Production, MUSC 1010 Introduction to Music recommended for Audio Production	3.0
• Social/Behavioral Science--MGMT 1010 Introduction to Business recommended for Cinema Production	3.0

Discipline Core Requirements: 25 Credits

• DGM 1110 Digital Media Essentials I	4.0
• DGM 2120 Web Essentials	3.0
• DGM 3220 Digital Media Project Management	3.0
• DGM 312G Digital Media for Intercultural Communication	3.0
• DGM 4000 Writing for Digital Media	3.0
or DGM 3570 Digital Story Telling Workshop (3.0)	
or DGM 374R New Script Workshop (3.0)	
or ENGL 4310 Advanced Technical Communication (3.0)	
• DGM 4310 Senior Projects I	3.0
• DGM 4330 Corporate Issues in Digital Media	3.0

• DGM 4410 Senior Projects II	3.0
Emphasis:	
Complete one of the following:	
• Audio Production	60.0
• Cinema Production	60.0
• Gaming and Animation	60.0
• Internet Technologies	60.0
• Project and Information Management	60.0

Graduation Requirements:

- 1 Completion of a minimum of 120 semester credits.
- 2 Overall grade point average of 2.0 (C) or above, with no grade lower than a "C" in DGM 1110, DGM 2110, DGM 2120, DGM 2130 and DGM 2210.
- 3 Residency hours -- minimum of 30 credit hours through course attendance at UVU, with at least 10 hours earned in the last 45 hours.
- 4 Completion of GE and specified departmental requirements.
- 5 Students completing a bachelor degree following the 2008 or later catalog must complete one course that meets the Global/Intercultural Requirement, indicated by a course number ending in G. For a complete listing, see page 25..

Emphasis in Audio Production 60 Credits

Emphasis Requirements: 46 Credits	
• DGM 2110 Digital Motion Picture Essentials	3.0
• DGM 2120 Digital Audio Essentials	3.0
• DGM 2140 Electronics for Media	3.0
• DGM 2210 3D Modeling and Animation Essentials	4.0
• DGM 2240 Interaction Design	3.0
• DGM 2250 Principles of Digital Design	3.0
or ART 1120 2D Design (3.0)	
• DGM 2420 Studio Recording I	3.0
• DGM 2440 Sound for Film and Television	3.0
• DGM 2460 Radio Production	3.0
• DGM 2480 MIDI Fundamentals	2.0
or MUSC 1400 Introduction to Music Technology (2.0)	
• DGM 3130 Digital Storyboarding	3.0
• DGM 310R Advanced Topics in Digital Media	1.0
• DGM 3420 Studio Recording II	3.0
• DGM 3460 Live Sound Reinforcement	3.0
• DGM 3480 Digital Audio Restoration	3.0
• PHYS 1700 Descriptive Acoustics	3.0

Emphasis Elective Requirements: 14 Credits

- Complete 14 credits (with a minimum of 9 upper division credits) from department approved electives

Emphasis in Cinema Production 60 Credits

Emphasis Requirements: 55 Credits	
• DGM 2110 Digital Motion Picture Essentials	3.0
• DGM 2130 Digital Audio Essentials	3.0
• DGM 2210 3D Modeling and Animation Essentials	4.0
• DGM 2250 Principles of Digital Design	3.0
or ART 1120 2D Design (3.0)	
• DGM 2320 Digital Photography and Compositing I	3.0
• DGM 2440 Sound for Film and Television	3.0
• DGM 2520 Film Production Analysis	3.0
• DGM 2540 Cinematography I	3.0
• DGM 3130 Digital Storyboarding	3.0
• DGM 3320 Digital Photography and Compositing II	3.0
• DGM 3480 Digital Audio Restoration	3.0
• DGM 3510 Digital Broadcasting	3.0
• DGM 3520 Digital Motion Picture Production	3.0
• DGM 3540 Cinematography II	3.0
• DGM 3560 Post Production	3.0
• DGM 3580 Digital Cinema Production Workshop	3.0
• THEA 3113 Acting for Film	3.0
• THEA 3613 Directing Actors I	3.0

Emphasis Elective Requirements: 5 Credits

- Select 5 credits from the following:
- DGM 350R Advanced Topics in Digital Motion Picture Production (1.0)
 - DGM 3640 SFX and Compositing I (4.0)
 - THEA 1033 Fundamentals of Acting I (3.0)
 - THEA 2313 Film History I (3.0)
 - THEA 2323 Film History II (3.0)
 - THEA 2713 Introduction to Writing for the Stage and Screen (3.0)

• THEA 3563 Art Direction for Film (3.0)
• THEA 3623 Directing Actors II (3.0)
• THEA 3753 Script Writing II (3.0)

Emphasis in Gaming and Animation 60 Credits

Emphasis Requirements: 46 Credits	
• DGM 1620 Survey of Animation	3.0
• DGM 2110 Digital Motion Picture Essentials	3.0
• DGM 2130 Digital Audio Essentials	3.0
• DGM 2210 3D Modeling and Animation Essentials	4.0
• DGM 2620 Principles of Animation I	4.0
• DGM 3130 Digital Storyboarding	3.0
• DGM 3620 Principles of Animation II	4.0
• DGM 3640 SFX and Compositing I	4.0
• DGM 3650 Advanced Lighting and Rendering	3.0
• DGM 3660 Advanced Rigging and Animation	3.0
• DGM 3680 Animation Project	3.0
• DGM 4640 SFX and Compositing II	3.0
• ART 1110 Drawing I	3.0
• ART 3230 3-D Computer Modeling	3.0

Emphasis Elective Requirements: 14 Credits

- Complete 14 credits from department approved electives

Emphasis in Internet Technologies 60 Credits

Emphasis Requirements: 38 Credits	
• DGM 2110 Digital Motion Picture Essentials	3.0
• DGM 2130 Digital Audio Essentials	3.0
• DGM 2210 3D Modeling and Animation Essentials	4.0
• DGM 2240 Interaction Design	3.0
• DGM 2250 Principles of Digital Design	3.0
• DGM 2740 Web Design	3.0
• DGM 2760 Web Languages I	3.0
• DGM 2780 Authoring for the Internet I	3.0
• DGM 310R Advanced Topics in Digital Media	1.0
• DGM 3280 Authoring for Digital Devices	3.0
• DGM 3740 Web Content Management	3.0
• DGM 3760 Web Languages II	3.0
• DGM 3780 Authoring for the Internet II	3.0

Emphasis Elective Requirements: 22 Credits

- Complete 22 credits (with a minimum of 9 upper division credits) from department approved electives

Emphasis in Project and Information Management 60 Credits

Emphasis Requirements: 53 Credits	
• DGM 1010 Basic Computer Applications	2.0
or DGM 2350 Word Processing (3.0)	
• DGM 2240 Interaction Design	3.0
• DGM 2300 Records and Information Management	3.0
• DGM 2360 Spreadsheet Applications	3.0
• DGM 2370 Database Applications	3.0
• DGM 2740 Web Design	3.0
• DGM 310R Advanced Topics in Digital Media	1.0
• DGM 3265 Instructional Design for Digital Media	3.0
• DGM 3290 Developing Digital Media for Instruction and Training	3.0
• DGM 3820 Presentation Applications	3.0
• DGM 3850 Desktop Publishing Skills	3.0
• DGM 3870 Graphic Applications	3.0
• ACC 2010 Financial Accounting	3.0
• ACC 2020 Managerial Accounting	3.0
• FIN 1060 Personal Finance	3.0
• MGMT 2200 Business Communications	3.0
• MGMT 3000 Organizational Behavior	3.0
or MGMT 3010 Principles of Management (3.0)	
• MGMT 3430 Human Resource Management	3.0
• MGMT 3890 Career Preparation	2.0

Emphasis Elective Requirements: 7 Credits

- Complete 7 credits from department approved electives

BA/BS in Integrated Studies 123 CREDITS

The following Integrated Studies Emphasis is available (see the Integrated Studies section of this catalog for complete degree requirement listings.)

Emphasis in Digital Media 18 Credits

Emphasis Requirements: 18 Credits

Prerequisite courses:

- DGM 1110 Digital Media Essentials I (4.0)
- DGM 2130 Digital Audio Essentials (3.0)
- DGM 2110 Digital Motion Picture Essentials (3.0)
- DGM 2210 3D Modeling and Animation Essentials (4.0)
- DGM 2120 Web Essentials (3.0)

Complete the following:

- DGM 312G Digital Media for Intercultural Communication (3.0)
- DGM 3220 Digital Media Project Management 3.0
- DGM 4000 Writing for Digital Media 3.0
- or ENGL 4310 Advanced Technical Communication (3.0)
- DGM 4310 Senior Projects I 3.0
- DGM 4330 Corporate Issues in Digital Media 3.0
- DGM 4410 Senior Projects II (3.0) 3.0

Minor in Digital Media 22 CREDITS

Matriculation Requirements:

- 1 Admitted to a bachelor degree program at UVU.

Discipline Core Requirements: 7 Credits

- DGM 1110 Digital Media Essentials I 4.0

Complete one of the following: 3.0

- DGM 2110 Digital Motion Picture Essentials (3.0)
- DGM 2120 Web Essentials (3.0)
- DGM 2130 Digital Audio Essentials (3.0)
- DGM 2210 3D Modeling and Animation Essentials (4.0)

Elective Requirements: 15 Credits

- Select 15 credits from approved DGM electives. 15.0
- See advisor for details.

Graduation Requirements:

- 1 Overall grade point average of 2.5 GPA in all discipline core and elective courses with no grade lower than a C-.
- 2 Completion of GE and specified departmental requirements. Students are responsible for completing all prerequisite courses.

BS in Technology Management 125 CREDITS

The following Technical Area is available (see the Technology Management section of this catalog for complete degree requirement listings.)

Specialization in Digital Media 45 Credits

Emphasis Requirements: 17 Credits

Complete the following:

- DGM 1110 Digital Media Essentials I 4.0
- DGM 2110 Digital Motion Picture Essentials 3.0
- DGM 2120 Web Essentials 3.0
- DGM 2130 Digital Audio Essentials 3.0
- DGM 2210 3D Modeling and Animation Essentials 4.0

Elective Requirements: 28 Credits

- Complete 28 credits from approved DGM electives 28.0 (see advisor)

See Course Descriptions section of the catalog for detailed course information. This department manages the following course prefixes:

- BMED, Business/Marketing Education
- DGM, Digital Media