



Semester 1 (12 credits)

**DIG 1940 – PROFESSIONAL DEVELOPMENT FOR DIGITAL MEDIA**  
*Credit: 1 / Hours per week: 1*  
The student will perform self-reflective exercises to determine working and learning styles, research industry positions, learn basic job hunting skills, attend meetings of professional organizations, and learn how to develop and present their work.

**DIG 2000C – INTRODUCTION TO DIGITAL MEDIA AND DESIGN**  
*Credit: 5 / Hours per week: 7*  
An introduction to computers and application programs currently used in the industry for visual communication projects. Students will apply principles of design and typography to plan, produce, and present individual and group projects typical of those used in the graphics and digital media industry.

**ART 1300C – DRAWING 1**  
*Credit: 3 / Hours per week: 6*  
Introduction to basic skills, concepts, methods, and tools. Emphasis on increasing powers of visual observation and drawing from life.

**ENC 1101 – Freshman Composition 1**  
*Credit: 3 / Hours per week: 3*

Semester 2 (11 credits)

**GRA 1206C – FUNDAMENTALS OF TYPOGRAPHY**  
*Credit: 3 / Hours per week: 4*  
Prerequisites: Minimum grade of C in both [GRA 1142C](#) and [GRA 1413](#); or minimum grade of C in both [DIG 2000C](#) and [DIG 1940](#); or department approval. Includes the history and classification of type. Contemporary type usage will be explored. Projects in type design and production include the use of a personal computer and industry-standard software.

**DIG 2109C – DIGITAL IMAGING FUNDAMENTALS**  
*Credit: 3 / Hours per week: 4*  
Prerequisites: Minimum grade of C in [DIG 2000C](#); and minimum grade of C in either [DIG 1940](#) or [ART 1300C](#); or departmental approval. Introduction to the concepts and principles of digital imaging and the tools and techniques of image capture, creation, manipulation, and integration of still images. Understand composition, layout, color theory, image capture, and output using industry-standard software.

**DIG 2100C – WEB ESSENTIALS**  
*Credit: 2 / Hours per week: 3*  
Students become familiar with essential concepts used to employ critical thinking and basic programming skills to create standards compliant web sites. Students also learn the importance of usability, accessibility, and web standards when creating projects.

**College-level Humanities**  
*Credit: 3 / Hours per week: 3*

Semester 3 (12 credits)

**DIG 2430C – DIGITAL STORYTELLING**  
*Credit: 3 / Hours per week: 3*  
Prerequisite: Minimum grade of C in either [ART 1300C](#) or [DIG 1940](#) or department approval. The course focuses on the use of narrative forms in interactive media and other new technologies. Students will explore and create non-linear and interactive story structures.

**GRA 2156 – VECTOR ILLUSTRATION**  
*Credit: 3 / Hours per week: 4*  
Prerequisites: Minimum grade of C in [ART 1300C](#) and [DIG 2000C](#); or [GRA 1142C](#); or departmental approval. A course covering the concepts of electronic publishing and the ability to create and manipulate full color graphic illustrations. Students will receive training on Adobe Illustrator or the most current vector illustration program standard in the industry. Class lecture will be supported with handouts and demonstrations.

**DIG 2341C – INTRODUCTION TO MOTION GRAPHICS**  
*Credit: 3 / Hours per week: 4*  
Prerequisite: Minimum grades of C in [ART 1300C](#) and [DIG 2000C](#); or department approval. Prerequisite or Corequisite: [DIG 1940](#) Students will learn basic concepts of motion graphics creation for various distribution formats.

**College-level Science or Mathematics**  
*Credit: 3 / Hours per week: 3*

Semester 4 (12 credits)

**DIG 2030C – DIGITAL VIDEO AND SOUND**  
*Credit: 3 / Hours per week: 4*  
Prerequisite: Minimum grade of C in [DIG 2000C](#) or [GRA 1142C](#); or department approval. Introduction to concepts, principles, tools, and techniques of producing, assembling, and mixing digital video and audio. Understand story, creativity, planning, and organizational skills as a part of the production process.

**MUM 2630C – SOUND FOR MEDIA**  
*Credit: 3 / Hours per week: 4*  
An introduction to the principles of sound recording with an emphasis on media applications. Students will work on practical projects that will familiarize them with the basic hardware and software used in professional settings.

**ELECTIVE (3 CREDITS)**

**PSY 2012 – General Psychology**  
*Credit: 3 / Hours per week: 3*

Semester 5 (12 credits)

**DIG 2284C – ADVANCED DIGITAL VIDEO AND SOUND**  
*Credit: 3 / Hours per week: 4*  
Prerequisites: Minimum grades of C in [DIG 2030C](#) and [DIG 2430C](#); or department approval. Develops creative and organizational skills needed for advanced digital video production. Requires participation in a group video production.

**DIG 2500C – FUNDAMENTALS OF INTERACTIVE DESIGN**  
*Credit: 3 / Hours per week: 4*  
Prerequisites: Minimum grade of C in either [DIG 2000C](#) or [GRA 1142C](#); or department approval. Implement the foundations of interactive media including user-interface design concepts, optimization/ performance issues, resources and tools. Students combine audio, video, imaging, animation, and other media formats to construct an interactive product using industry-standard software.

**ELECTIVE (3 CREDITS)**

**POS 2041 – US Government**  
*Credit: 3 / Hours per week: 3*

Semester 6 (5 credits)

**DIG 2950C – DIGITAL MEDIA PROJECT**  
*Credit: 3 / Hours per week: 4*  
Prerequisites: Minimum grade of C in [DIG 2284C](#) or [DIG 2342C](#) or [DIG 2561C](#); or department approval. Students will participate in selected projects for clients internal and external to the college, creating video and motion graphic content.

**DIG 2580C – DIGITAL MEDIA PORTFOLIO REVIEW**  
*Credit: 1 / Hours per week: 2*  
Prerequisite: Minimum grade of C in [DIG 2284C](#) or [DIG 2342C](#) or [DIG 2561C](#); or department approval. Creation by the student of a final digital portfolio summarizing the student's body of work. The student will design and complete a resume, self-promotional piece, and undergo a formal interview with industry professionals. Students will be expected to earn a C or higher on a comprehensive exam using industry-standard software and procedures.

**DIG 2943 – INTERNSHIP IN DIGITAL MEDIA**  
*Credit: 1 to 4 / 80 hours per credit*  
Prerequisites: Satisfactory completion of all mandated courses in reading, math, English, & EAP; a min. 2.0 institutional or overall GPA; and 12 credits, incl. a min. grade of C in [DIG 2284C](#) or [DIG 2342C](#) or [DIG 2561C](#). The Program Director/Program Chair/Program Coordinator or Internship Workforce Office has the discretion to provide override approval as it relates to the waiver of required program/discipline-related courses; This course is a planned work-based experience that provides students with an opportunity to fine-tune skill sets learned in coursework and enhance workplace skills through supervised practical experience related to their career objectives. Each earned credit hour of internship requires a minimum of 80 clock hours of work. Multiple credit course. May be repeated for credit, but grade forgiveness cannot be applied.

Electives

**DIG 2342C – ADVANCED MOTION GRAPHICS**  
*Credit: 3 / Hours per week: 4*  
Prerequisites: Minimum grades of C in [GRA 1206C](#) and either [DIG 2341C](#) or [GRA 2160C](#); or department approval

**DIG 2302C – INTRODUCTION TO 3D MOTION GRAPHICS**  
*Credit: 3 / Hours per week: 4*  
Prerequisites: Minimum grades of C in [GRA 2156C](#) and either [DIG 2341C](#) or [GRA 2160C](#); or department approval

**DIG 2930C – SELECTED TOPICS IN DIGITAL MEDIA**  
*Credit: 1 to 3 / Hours per week: 1 to 3*  
For students who are interested in advanced topics in digital media technology.

**DIG 2292C – DIGITAL POST-PRODUCTION**  
*Credit: 3 / Hours per week: 4*  
Prerequisite: Minimum grade of C in [DIG 2030C](#) or departmental approval. A detailed exploration into editing theory and post-production tasks.

**DIG 2291C – ADVANCED AUDIO VISUAL TECHNOLOGY**  
*Credit: 3 / Hours per week: 4*  
Prerequisites: Minimum grade of C in [TPA 2257C](#) or [TPP 1260](#); AND a minimum grade of C in [DIG 2284C](#) or [TPA 2290C](#); or department approval.

**DIG 2431C – ADVANCED DIGITAL STORYTELLING**  
*Credit: 3 / Hours per week: 3*  
Prerequisites: Minimum grade of C in [DIG 2430C](#); or department approval

Tech Certificates

**DIGITAL VIDEO FUNDAMENTALS  
12 CREDITS**

DIG 1940 - Professional Development for Digital Media  
DIG 2000C - Introduction to Digital Media & Design  
DIG 2030C - Digital Video and Sound  
MUM 2630C - Sound for Media

**DIGITAL MEDIA WEB PRODUCTION  
15 CREDITS**

DIG 1940 - Professional Development for Digital Media  
DIG 2000C - Introduction to Digital Media & Design  
DIG 2100C - Web Essentials  
DIG 2500C - Fundamentals of Interactive Design  
GRA 1206C - Fundamentals of Typography

**DIGITAL VIDEO EDITING & POST-PRODUCTION  
24 CREDITS**

ART 1300C - Drawing 1  
DIG 1940 - Professional Development for Digital Media  
DIG 2000C - Introduction to Digital Media & Design  
DIG 2030C - Digital Video and Sound  
DIG 2109C - Digital Imaging Fundamentals  
MUM 2630C - Sound for Media  
DIG 2284C - Advanced Digital Video and Sound  
DIG 2430C - Digital Storytelling