

Digital media is a key component in film, television, video and website production, and encompasses a variety of projects, from filming and editing to digital animation and computer games. The constant implementation of new technology makes this a fast-moving field, a good fit for the student who seeks a career in a visual medium with leading-edge technology. Instruction includes production and editing software and the opportunity to achieve practical experience working on a variety of studio projects. Employment opportunities for digital media professionals include work as creative services editors, video editors and graphics editors for production studios, film companies, web design companies, advertising and multimedia companies. The program also provides extended learning opportunities for persons previously or currently employed in the industry.

For program costs and fees refer to the catalog TUITION AND FEES PAGE.

Program Learning Outcomes

1	Use industry standard digital media/multimedia hardware and software
2	Create projects and presentations utilizing a variety of digital media/multimedia technologies
3	Design and generate still imagery/graphics
4	Design and generate video and/or animations in a multimedia project
5	Solve industry-related problems
6	Design and execute audio technology for a digital media/multimedia projects
7	Use computer applications for digital media/multimedia projects
8	Produce digital media/multimedia projects
9	Demonstrate appropriate communication skills

Degree	Quarter		Course ID	Title	Prerequisites	Credits
DIGITAL MEDIA AAS (106)	1	Required Courses	DIGIT102	Image Editing		5
			DIGIT103	Graphic Generation		5
			DIGIT105	Digital Imaging		5
	2	Required Courses	DIGIT121	Pre Production Process		5
			DIGIT126	Production Process		5
			DIGIT127	Post Production Process		5
	3	Required Courses	DIGIT130	Production Editing I		3
			DIGIT131	Production Editing II		3
			DIGIT132	Digital Media - Video		5
			DIGIT145	Digital Media - Audio		5
	4	Required Courses	DIGIT141	Compositing I		5
			DIGIT142	Compositing II		5
			DIGIT143	Digital Media - Animation		5
	5	Required Courses	DIGIT210	Pre-Production Project I		5
			DIGIT211	Production Process Project I		5
DIGIT212			Post-Production Project I		5	
6	Required Courses	DIGIT220	Pre-Production Project II		5	
		DIGIT221	Production Process Project II		5	
		DIGIT222	Post-Production Project II		5	

General Education Requirements

Note: See a Career Advisor prior to choosing courses that meet general education requirements.

Degree Options	Gen Ed Area	Credits	Course					
AAS	Communications (5 credits required)		ENGL175	PROFESSIONAL WRITING	5			
			ENGL&101	ENGLISH COMPOSITION I	5			
	HUM/SS/NS/O (5 credits required)		BIOL&160	GENERAL BIOLOGY	5			
			BIOL&175	HUMAN BIOLOGY WITH LAB	5			
			BIOL&241	ANATOMY & PHYSIOLOGY I	5			
			BIOL&242	HUMAN A&P II	5			
			BIOL&260	MICROBIOLOGY	5			
			CHEM&121	INTRODUCTION CHEMISTRY	5			
			CHEM&131	INTRODUCTION TO ORGANIC/BIOCHEMISTRY	5			
			CMST&102	INTRO TO MASS MEDIA	5			
			CMST&152	INTERCULTURAL COMM	5			
			CMST&210	INTERPERSONAL COMMUNICTN	5			
			CMST&220	PUBLIC SPEAKING	5			
			CMST&230	SML GROUP COMMUNICATIONS	5			
			ECON&201	MICROECONOMICS	5			
			ECON&202	MACROECONOMICS	5			
			HIST101	HISTORY-SCIENCE/TECH	5			
			HREL111	COLLEGE/JOB SRCH SUCCESS	5			
			NUTR&101	INTRO TO NUTRITION	5			
			PHYS&221	ENGINEERING PHYS I W/LAB	5			
			PHYS&222	ENGINEER PHYS II W/LAB	5			
			PHYS&223	ENGINEER PHYS III W/LAB	5			
			POLS&101	INTRO TO POL SCIENCE	5			
			PSYC&100	GENERAL PSYCHOLOGY	5			
			PSYC&200	LIFESPAN PSYCHOLOGY	5			
			SOC&101	INTRO TO SOCIOLOGY	5			
				Quantitative (5 credits required)		MATH171	TECHNICAL MATH	5
						MATH172	APPLIED BUSINESS MATH	5
						MATH174	MATH FOR ALLIED HEALTH	5
						MATH&107	MATH IN SOCIETY	5
MATH&141	PRECALCULUS I	5						
MATH&142	PRECALCULUS II	5						
MATH&146	INTRODUCTION TO STATS	5						

MATH&151	CALUCLUS I	5
MATH&153	CALCULUS III	5
