Digital Media

Digital Media

The Digital Media department is in the Scott M. Smith College of Engineering. To find the most up-to-date information, including Program Learning Outcomes for degree programs offered by the Digital Media department, visit their website.

Digital Media department

DEPARTMENT CHAIR
BROWN, Kim *Associate Professor*

FACULTY
ANDERSEN, Duane *Associate Professor*
ANDERSON, Thor *Associate Professor*
BROWN, Kim *Associate Professor*
CARD, Arlen *Associate Professor*
CHENEY, Paul *Associate Professor*
CLAYTON, Marty J. *Associate Professor*
ESMAY, Rodayne *Professor*
HARPER, Michael F. *Associate Professor*
HATCH, Daniel *Associate Professor*
HEDRICK, Emily *Assistant Professor*
LANTZ, Clayton *Associate Professor*
MACKENZIE, Jenny *Assistant Professor*
NIBLEY, Alex *Professional In Residence*
PETERSON, Owen *Associate Professor*
ROMRELL, Anthony *Associate Professor*
WISLAND, Michael G. *Associate Professor*

Degrees & Programs

Digital Audio, A.A.S.

UVU strives to ensure the accessibility of our catalogs. However, if individuals with disabilities need this document in a different format than provided, you may contact the Assistive Technology Center at ACCESSIBLETECH@uvu.edu or 801-863-6788.

Requirements

The UVU AAS in Digital Audio is a powerful gateway into the fascinating world of album recording and mixing, location and post-production sound for film and video, audio restoration and forensics, live sound, radio production, gaming, and audio hardware and software design. Students will use industry-leading equipment including SSL, Audient, AVID ProTools, Universal Audio, Neumann, Waves, Tube Tech, AKG, and many others. By graduation, each student will have produced and engineered numerous music, ADR, Foley, and sound effects sessions, including professional-level mixes; will have their choice of many other areas of audio expertise; and will be professional employment-ready.

Total Program Credits: 64

General Education Requirements:			36 Credits
	ENGL 1010	Introduction to Academic Writing CC	3
or	ENGH 1005	Literacies and Composition Across Contexts CC (5)	
	ENGL 2010	Intermediate Academic Writing CC	3
Complete one of the following:			
	MATH 1050	College Algebra QL (4)	4
or	MATH 1055	College Algebra with Preliminaries QL (5)	
Complete one of the following:			3
	POLS 1000	American Heritage SS (3)	
	HIST 2700	US History to 1877 AS (3)	
and	HIST 2710	US History since 1877 AS (3)	
	HIST 1700	American Civilization AS (3)	
	HIST 1740	US Economic History AS (3)	
	POLS 1100	American National Government AS (3)	
Complete the following:			
	PHIL 2050	Ethics and Values IH	3
	HLTH 1100	Personal Health and Wellness TE	2
or	EXSC 1097	Fitness for Life TE (2)	
Distribution Courses			
		Biology	3
		Physical Science	3
		Additional Biology or Physical Science	3
		Humanities	3
		Fine Arts	3
		Social/Behavioral Science	3
Discipline Core Requirements:			28 Credits
	DGM 1110	Digital Media Essentials I	4
	MUSC 1100	Fundamentals of Music FF	3
	PHYS 1700	Descriptive Acoustics PP	3
	DGM 2130	Digital Audio Essentials	3
	DGM 2410	Core Recording	3
	DGM 2430	Core Mixing	3
	DGM 2440	Production Sound for Cinema	3
	DGM 2460	Podcast and Radio Production	3
	DGM 2481	Digital Audio Restoration	3

Graduation Requirements:

1. Completion of a minimum of 64 semester credits.
2. Residency hours--minimum of 20 credit hours through course attendance at UVU..
3. Students must have a minimum AGGREGATE GPA of 2.0 (C letter grade) or higher (including core, electives, and GE)
4. Students must have an individual GPA in EACH CORE COURSE in the Audio AAS program of 2.5 (B minus) or higher.

Digital Audio, A.A.S.
Careers

1. Calculate answers to practical audio math problems using formulas and principles of physics.
2. Choose and place microphones correctly for a broad range of recording applications.
3. Route electronic connections for proper signal flow to maximize clean audio and eliminate noise.
4. Connect audio components correctly, accounting for level, impedance, and format.
5. Route signal paths in the digital domain to properly insert digital signal processors.
6. Set parameters on compression and EQ processing competently.

7. Implement level and pan settings for effective audio mixing and outputs.

Related Careers

- Audio and Video Equipment Technicians
- Sound Engineering Technicians

Digital Cinema Production, A.A.S.

UVU strives to ensure the accessibility of our catalogs. However, if individuals with disabilities need this document in a different format than provided, you may contact the Assistive Technology Center at ACCESSIBLETECH@uvu.edu or 801-863-6788.

Requirements

Digital cinema is the design, development, and delivery of digital cinema content through the process of pre-production, production, and post-production. The curriculum integrates digital cinema mediums to entertain, educate, and communicate ideas and information. This program provides motivated and dedicated students the opportunity to work with professionally active faculty members committed to the future of digital disciplines. The Associate of Applied Science in Digital Cinema will provide students with employable skills and a pathway to further education.

Total Program Credits: 63

General Education Requirements:			24 Credits
ENGLISH - Complete the following:			6
	ENGL 1010	Introduction to Academic Writing CC (3)	
or	ENGH 1005	Literacies and Composition Across Contexts CC (5)	
	ENGL 2010	Intermediate Academic Writing CC (3)	
MATHEMATICS - Complete one of the following:			3
	MAT 1030	Quantitative Reasoning QL (3)	
	MAT 1035	Quantitative Reasoning with Integrated Algebra QL (6)	
	STAT 1040	Introduction to Statistics QL (3)	
	STAT 1045	Introduction to Statistics with Algebra QL (5)	
	MATH 1050	College Algebra QL (4)	
	MATH 1055	College Algebra with Preliminaries QL (5)	
	MATH 1090	College Algebra for Business QL (3)	
Complete the following:			
	PHIL 2050	Ethics and Values IH (3)	
or	PHIL 205G	Ethics and Values IH GI	
HUMANITIES/FINE ARTS			3
		Any approved Humanities/Fine Arts Distribution [1]	
SOCIAL/BEHAVIORAL SCIENCE			3
		Any approved Social/Behavioral Science Distribution [2]	
BIOLOGY/PHYSICAL SCIENCE			3
		Any approved Biology/Physical Science Distribution	
Discipline Core Requirements:			37 Credits
	DGM 1061	Digital Cinema Editing I	3

	DGM 1500	Intro to Digital Cinema	1
	DGM 1510	Film Production Analysis	3
	DGM 1520	Digital Cinema Production I	3
	DGM 2110	Digital Cinema Production II	3
	DGM 2130	Digital Audio Essentials	3
	CINE 2312	Film History II	3
	DGM 2320	Digital Photography and Compositing I	3
	DGM 2440	Production Sound for Cinema	3
	DGM 2540	Cinematography I	3
	DGM 2570	Storytelling for Digital Media I WE	3
or	THEA 2742	Scriptwriting for the Screen WE (3)	
	DGM 2661	Visualization for Digital Cinema-Pre-Directing	3
Complete one of the following			3
	DGM 2340	Output and Color for Digital Cinema I (3)	
	DGM 2490	Digital Audio Workstation Training I (3)	
	DGM 2510	Visual Effects for Digital Cinema I (3)	
	DCPR 2995	Virtual Reality for Digital Cinema Storytelling (3)	
	THEA 1033	Acting I FF (3)	
Elective Requirements:			5 Credits
		Complete 5 credits of department or advisor approved lower division coursework	5

Graduation Requirements:

1. Completion of a minimum of 63 semester credits.
2. Residency hours--minimum of 20 credit hours through course attendance at UVU.
3. Completion of GE and specified departmental requirements.

Footnote:
1- THEA 2311 (Film History I) recommemded
2 - MGMT 1010 (Introduction to Business) recommended

Digital Cinema Production, A.A.S.
Careers

1. Write a Project Needs Analysis for a documentary or corporate production.
2. Participate in a production team to produce a short documentary or training film.
3. Tag a short narrative script.
4. Edit, polish and color grade a short documentary/NLE film using NLE keystrokes.
5. Identify the classic sequential structure of a feature film script.6)
6. Identify what produces tension in a scene.
7. Identify a set up and payoff in a script.
8. Prepare camera assets with a one lite color grade for AVID & Premiere editorial.
9. Photograph still shots using high contrast lighting and golden section composition that tell a story.
10. Shoot a sequence of outdoor motion shots using magic hour lighting and golden section composition that tell a story.
11. Shoot a sequence of studio motion shots using hard light and golden section composition that tell a story.
12. Set up a circuit from power source using distribution boxes to lamp head and make the lamp head work. 13) Set up C-Stand

and folding stand safely with predetermined load. 14) Identify range of lighting and grip stands. 15) Identify the seven qualities of light. 16) Calculate the load on a circuit with given light fixture or fixtures.

Related Careers

- Art, Drama, and Music Teachers, Postsecondary
- Producers and Directors
- Camera Operators, Television, Video, and Motion Picture
- Film and Video Editors

Digital Communication Technology, A.A.S.

UVU strives to ensure the accessibility of our catalogs. However, if individuals with disabilities need this document in a different format than provided, you may contact the Assistive Technology Center at ACCESSIBLETECH@uvu.edu or 801-863-6788.

Requirements

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. Students in Digital Media may earn either a Certificate of Proficiency in Digital Cinema, Associate in Applied Science Degree, or a Bachelor of Science Degree. Areas of emphasis include: Digital Communication Technology, Audio Production, Digital Motion Picture Production, Gaming and Animation, Internet Technologies.

Total Program Credits: 63

General Education Requirements:			17 Credits
English			
	ENGL 1010	Introduction to Academic Writing CC	3
or	ENGH 1005	Literacies and Composition Across Contexts CC (5)	
Mathematics:			
	MAT 1010	Intermediate Algebra	4
Humanities/Fine Arts/Foreign Language:			
Choose one of the following:			3
	PHIL 2050	Ethics and Values IH (3)	
		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
Biology or Physical Science:			
		Any approved Biology or Physical Science Distribution Course	3
Physical Education/Health/Saftey or Environment:			
Choose one of the following:			1
	HLTH 1100	Personal Health and Wellness TE (2)	
		Any approved PE, Safety or Health Distribution Course	
Discipline Core Requirements:			16 Credits

Complete the following:		
DGM 1110	Digital Media Essentials I	4
DGM 1520	Digital Cinema Production I	3
DAGV 1200	3D Modeling Essentials	3
DWDD 1600	Web Essentials	3
DGM 2130	Digital Audio Essentials	3
Elective Requirements:		30 Credits
	Complete 30 credits from approved DGM electives (see advisor)	30

Graduation Requirements:

1. Completion of a minimum of 63 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.

Digital Communication Technology, A.A.S. *Careers*

1. Demonstrate a strong familiarity and proficiency with professional software for video editing, audio production and editing, basic animation, and web development.
2. Demonstrate understanding and competency with the production pipeline of at least two of the following: Digital Cinema Production, Digital Audio Production, Web & App Development, and Animation.
3. Demonstrate mastery over media file formats, conversion protocols, and storage frameworks.
4. Use critical thinking skills to solve industry-related problems on real world projects and in collaboration with other students.
5. Carry out applied learning activities focused on the production and post production process for digital media productions.

Related Careers

- Web Developers
- Multimedia Artists and Animators
- Graphic Designers

Web Design and Development, A.A.S.

UVU strives to ensure the accessibility of our catalogs. However, if individuals with disabilities need this document in a different format than provided, you may contact the Assistive Technology Center at ACCESSIBLETECH@uvu.edu or 801-863-6788.

Requirements

Web design and development fuses together the design, development, and delivery of rich media content through the medium of the internet to hand held mobile devices as well as desktop computers. The curriculum integrates these digital mediums to entertain, educate, and communicate ideas and information through meaningful human interaction. This program provides motivated and dedicated students the opportunity to work with professionally active faculty members committed to the future of digital disciplines. The Associate of Applied Science in Web Design and Development will provide students with employable skills and a pathway to further education.

Total Program Credits: 63

General Education Requirements			17 Credits
	ENGL 1010	Introduction to Academic Writing CC	3

or	ENGH 1005	Literacies and Composition Across Contexts CC (5)	
Complete one of the following:			3
	MAT 1030	Quantitative Reasoning QL (3)	
	MAT 1035	Quantitative Reasoning with Integrated Algebra QL (6)	
	STAT 1040	Introduction to Statistics QL (3)	
	STAT 1045	Introduction to Statistics with Algebra QL (5)	
	MATH 1050	College Algebra QL (4)	
	MATH 1055	College Algebra with Preliminaries QL (5)	
Complete one of the following:			
	HLTH 1100	Personal Health and Wellness TE	2
or	EXSC-1097	Fitness for Life TE (2)	
Humanities or Fine Arts			3
Social/Behavioral Science			3
Biology or Physical Science			3
Discipline Core Requirements			46 Credits
	DGM 1110	Digital Media Essentials I	4
	DWDD 1400	Digital Design Essentials	3
	DWDD 1410	Interaction Design Essentials	3
	DWDD 1420	Communicating Digital Design WE	3
	DWDD 1430	Principles of Digital Design	3
	DWDD 1600	Web Essentials	3
	DWDD 1720	Scripting for Internet Technologies	3
	DWDD 2410	Interaction Design	3
	DWDD 2610	Principles of Web Languages	3
	Complete 9 credits of DWDD Electives		9
	Complete 9 additional advisor-approved electives		9

Graduation Requirements:

1. Completion of a minimum of 63 semester credits.
2. Residency hours--minimum of 20 credit hours through course attendance at UVU.
3. Overall grade point average of 2.0 (C) or above.
4. Completion of GE and specified departmental requirements.

Web Design and Development, A.A.S.
Careers

1. Markup a website using semantically appropriate HTML5 tags.
2. Use media queries and mobile first design to create responsive page templates.
3. Build single page web and mobile applications using JavaScript.
4. Implement user experience design strategies to build applications and web sites that lead to a call to action.
5. Design simple and understandable user interfaces and interactions for desktop, mobile, and web.
6. Design and build digital video, audio, photographic, and textual assets.
7. Demonstrate the ability to be a contributing member of a team.

Related Careers

- Web Developers

Digital Cinema, Certificate of Proficiency

UVU strives to ensure the accessibility of our catalogs. However, if individuals with disabilities need this document in a different format than provided, you may contact the Assistive Technology Center at ACCESSIBLETECH@uvu.edu or 801-863-6788.

Requirements

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. Students in Digital Media may earn either a Certificate of Proficiency in Digital Cinema, Associate in Applied Science Degree, or a Bachelor of Science Degree. Areas of emphasis include: Digital Communication Technology, Audio Production, Digital Motion Picture Production, Gaming and Animation, Internet Technologies.

Total Program Credits: 15

Discipline Core Requirements:			15 Credits
	DGM 1061	Digital Cinema Editing I	3
	DGM 1510	Film Production Analysis	3
	DGM 1520	Digital Cinema Production I	3
	DGM 2540	Cinematography I	3
	DGM 2661	Visualization for Digital Cinema-Pre-Directing	3

Graduation Requirements:

1. Completion of a minimum of 15 credits.
2. Overall grade point average of 2.0 (C) or above.
3. Residency hours -- minimum of 4 credit hours through course attendance at UVU.

Digital Cinema, Certificate of Proficiency
Careers

1. PRODUCTION: Student is able to implement the processes, strategies, and protocols required for the production and creation of filmed media content, from entry level (production assistant) to advanced (producer and production manager), based on standard industry practices.
2. DIRECTION: Student is able to fill the role of the director in creating and executing the aesthetic look and shooting plan of a screenplay in collaboration with department heads, actors, key crew members, and the post production team.
3. STORYTELLING: Student is able to implement their understanding of the psychological foundations of how storytelling functions through various technologies, how to apply the storytelling principles to create effective communication using a variety of media and in a variety of key production roles including producer, director, writer and editor.
4. CINEMATOGRAPHY: Student is able to perform the role of the cinematographer as technician, manager and storyteller and has acquired hands-on skills with grip, electric and camera equipment, and understands how these skills are applied in workflows in pre-production, principle photography and post-production.

5. EDITING: Student can carry out applied learning activities focused on the post production process for digital media productions (documentaries, narrative, short format and corporate industrial).
6. POST-PRODUCTION: Student understands and shows practical skills for the post workflows from asset management through final project delivery including client/director collaboration, technical and aesthetic editing skills, mastery of software tools, color correction and delivery of the product in required industry standard formats.

Related Careers

- Web Developers
- Multimedia Artists and Animators
- Graphic Designers

Digital Media, Certificate of Proficiency

UVU strives to ensure the accessibility of our catalogs. However, if individuals with disabilities need this document in a different format than provided, you may contact the Assistive Technology Center at ACCESSIBLETECH@uvu.edu or 801-863-6788.

Requirements

This certificate is designed to provide high school students an opportunity to obtain a certificate of proficiency while still enrolled in high school, which not only gives initial employability skills, but also stacks into associate degrees at UVU.

Total Program Credits: 16

General Education Requirements			6 Credits
	ENGL 1010	Introduction to Academic Writing CC (Course must be completed with grade 'C' or higher.)	3
or	ENGH 1005	Literacies and Composition Across Contexts CC (5.0)	
Complete one of the following: (Course must be completed with grade 'C' or higher.)			3
	MAT 1030	Quantitative Reasoning QL (3)	
	MAT 1035	Quantitative Reasoning with Integrated Algebra QL (6.0)	
	STAT 1040	Introduction to Statistics QL (3)	
	STAT 1045	Introduction to Statistics with Algebra QL (5.0)	
	MATH 1050	College Algebra QL (4.0)	
	MATH 1055	College Algebra with Preliminaries QL (5.0)	
	MATH 1090	College Algebra for Business QL (3.0)	
Discipline Core Requirements:			10 Credits
	DGM 1110	Digital Media Essentials I	4
Choose 6 credits from one of the following categories:			6
Animation and Games			
	DAGV 1400	Scripting Essentials (3)	
	DAGV 1300	Animation Essentials (2)	
	DAGV 130L	Animation Essentials Lab (1)	
Digital Cinema			
	DGM 1061	Digital Cinema Editing I (3.0)	
	DGM 1520	Digital Cinema Production I (3)	

Digital Audio			
	DGM 2130	Digital Audio Essentials (3.0)	
	DGM 2460	Podcast and Radio Production (3.0)	
Web Development			
	DWDD 1600	Web Essentials (3)	
	DWDD 1400	Digital Design Essentials (3)	

Graduation Requirements:

1. Completion of a minimum of 16 semester credits.
2. Overall grade point average of 2.5 or above.
3. All DGM courses must be completed with grade 'C' or higher.
4. Residency hours-- minimum of 5 credit hours through course attendance at UVU.

Digital Media, Certificate of Proficiency
Careers

1.	Develop critical thinking skills to solve industry-related problems.
2.	Describe the industry opportunities for Digital Media.
3.	Create media for use in an introductory level project.
4.	Produce a introductory level project using current industry tools.

Related Careers

- Web Developers
- Multimedia Artists and Animators
- Graphic Designers

Digital Media, Minor

UVU strives to ensure the accessibility of our catalogs. However, if individuals with disabilities need this document in a different format than provided, you may contact the Assistive Technology Center at ACCESSIBLETECH@uvu.edu or 801-863-6788.

Requirements

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. Students in Digital Media may earn either a Certificate of Proficiency in Digital Cinema, Associate in Applied Science Degree, or a Bachelor of Science Degree. Areas of emphasis include: Digital Communication Technology, Audio Production, Digital Motion Picture Production, Gaming and Animation, Internet Technologies.

Total Program Credits: 22

Discipline Core Requirements:			7 Credits
	DGM 1110	Digital Media Essentials I	4
Complete one course from the following:			3
	DGM 1520	Digital Cinema Production I (3)	
	DWDD 1600	Web Essentials (3)	
	DGM 2130	Digital Audio Essentials (3)	
	DAGV 1200	3D Modeling Essentials (3)	
Elective Requirements:			15 Credits

	Complete 15 credits from 1000 and 2000 level DGM courses.	15

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.

Digital Media, Minor
Careers

1. Demonstrate a strong familiarity and proficiency with professional software for video editing, audio production and editing, basic animation, and web development.
2. Demonstrate understanding and competency with the production pipeline of at least two of the following: Digital Cinema Production, Digital Audio Production, Web & App Development, and Animation.
3. Demonstrate mastery over media file formats, conversion protocols, and storage frameworks.
4. Use critical thinking skills to solve industry-related problems on real world projects and in collaboration with other students.
5. Carry out applied learning activities focused on the production and post production process for digital media productions.

Related Careers

- Web Developers
- Multimedia Artists and Animators
- Graphic Designers

Writing for Entertainment Media, Minor

UVU strives to ensure the accessibility of our catalogs. However, if individuals with disabilities need this document in a different format than provided, you may contact the Assistive Technology Center at ACCESSIBLETECH@uvu.edu or 801-863-6788.

Requirements

Students take the full advanced writing curriculum currently offered in the Digital Cinema Program, allowing non-majors to gain a credential in writing storytelling scripts for a variety of media without having to take the full Digital Cinema curriculum.

Total Program Credits: 24

Matriculation Requirements:	
1. Admitted to a bachelor degree program at UVU. 2. Cinema Portfolio Review acceptance OR Writing for Entertainment Minor acceptance and University Adavanced Standing.	
Discipline Core Requirements:	24 Credits
DGM 1510	Film Production Analysis	3
DGM 450R	Story Editing for Digital Media (Must be taken a minimum of twice.)	6
DGM 457R	Storytelling for Digital Media III (Must be taken three times)	9
Complete six hours from the following electives:	6
DGM 1520	Digital Cinema Production I (3) (Elective)	
DGM 2110	Digital Cinema Production II (3) (Elective)	
DGM 3580	Digital Cinema Directing Workshop I (3) (Elective)	

	DGM 3590	Documentary I (3) (Elective)	
	DGM 4511	Film Production Analysis II (3) (Elective)	
	THEA 1033	Acting I FF (3) (Elective)	
	THEA 314G	Global Cinema History GI (3) (Elective)	
or	COMM 314G	Global Cinema History GI	
or	ENGL 314G	Global Cinema History GI	

Graduation Requirements:

Writing for Entertainment Media, Minor
Careers

1. Students learn the technical aspects of creating scripts for professional media productions, including script formatting, writing for camera, audio and other technical elements in order to create scripts that are easily producible in a professional production.
2. Students learn Film Production Analysis to enable them to understand storytelling principles of structure, character development, audience involvement and how different types of stories vary.
3. Students learn story editing, allowing them to be able to analyze scripts written by other writers, identify storytelling strengths and challenges, and work with other writers on improving their scripts, as well as being able to apply the same analytical tools to their own work.
4. Students graduate having completed a full long-form media script (i.e. a storytelling media experience requiring a minimum of 45 minutes), which can serve as a strong entree into the world of professional media writing.
5. Students gain knowledge of the business and economic aspects of professional media writing.

Related Careers

- Web Developers
- Multimedia Artists and Animators
- Graphic Designers

Animation and Game Development, B.S.

UVU strives to ensure the accessibility of our catalogs. However, if individuals with disabilities need this document in a different format than provided, you may contact the Assistive Technology Center at ACCESSIBLETECH@uvu.edu or 801-863-6788.

Requirements

The BS in Animation and Game Development focuses on contemporary, industry-standard, and technology oriented processes and procedures.

Total Program Credits: 120

Matriculation Requirements:	

1. Portfolio review acceptance:
    a. After completing first-year courses students may submit a portfolio to one of three Animation and Game Development Tracks. Students are accepted for matriculation into their chosen track based on the quality of work found in their portfolio. A student may only apply twice for program matriculation.
    b. Acceptance criteria varies for the three academic tracks available. Please meet with an academic advisor to learn more.	

General Education Requirements:			35 Credits
	ENGL 1010	Introduction to Academic Writing CC	3
or	ENGH 1005	Literacies and Composition Across Context CC (5)	
	ENGL 2010	Intermediate Academic Writing CC	3
Complete one of the following:			3
	MAT 1030	Quantitative Reasoning QL (3) (recommended for Humanities or Arts majors)	
	MAT 1035	Quantitative Reasoning with Integrated Algebra QL (6)	
	STAT 1040	Introduction to Statistics QL (3) (recommended for Social Science majors)	
	STAT 1045	Introduction to Statistics with Algebra QL (5)	
	MATH 1050	College Algebra QL (4) (recommended for Business, Education, Science, and Health Professions majors)	
	MATH 1055	College Algebra with Preliminaries QL (5)	
	MATH 1090	College Algebra for Business QL (3) (recommended for Business majors)	
Complete one of the following:			3
	HIST 2700	US History to 1877 AS (3)	
and	HIST 2710	US History since 1877 AS (3)	
	HIST 1700	American Civilization AS (3)	
	HIST 1740	US Economic History AS (3)	
	POLS 1000	American Heritage SS (3)	
	POLS 1100	American National Government AS (3)	
Complete the following:			
	PHIL 2050	Ethics and Values IH	3
or	PHIL 205G	Ethics and Values IH GI	
	HLTH 1100	Personal Health and Wellness TE	2
or	EXSC 1097	Fitness for Life TE (2)	
Distribution Courses			
		Biology	3
		Physical Science	3
		Additional Biology or Physical Science	3
		Humanities Distribution[1]	3
		Fine Arts Distribution[2]	3
		Social/Behavioral Science	3
Discipline Core Requirements:			40 Credits
	DAGV 1200	3D Modeling Essentials	3
	DAGV 2210	3D Modeling and Animation	3
	DAGV 2230	Animation I	2
	DAGV 223L	Animation Lab	1
	DAGV 2240	Character Development	3
	DAGV 2330	Introduction to Rigging	2

	DAGV 233L	Introduction to Rigging Lab	1
	DAGV 3350	Animation and Game Production I	2
	DAGV 335L	Animation and Game Lab I	1
	DAGV 3360	Advanced Character Rigging	3
	DAGV 3450	Animation and Game Production II	2
	DAGV 345L	Animation and Game Lab II	1
	DAGV 3470	Animation Story Development WE	3
	DAGV 490R	Senior Capstone	6
	DGM 3110	Corporate Issues in Digital Media WE	3
	DGM 312G	Digital Media for Intercultural Communication GI	3
	DWDD 301R	Digital Lecture Series	1
or	DAGV 301R	Digital Lecture Series	
Animation and Game Development Tracks:			45 Credits
Students must complete one of the following tracks			45
2D Track Requirements:			
Take the following courses:			
	DGM 1110	Digital Media Essentials I	4
	DAGV 1300	Animation Essentials	2
	DAGV 130L	Animation Essentials Lab	1
	DAGV 1500	Concept Essentials	3
	DAGV 1600	Studio Technology Essentials	3
	DAGV 2340	Digital Storyboarding	3
	DAGV 2480	Introduction to Compositing	3
	DAGV 3310	Technical Design and Direction	3
	DAGV 4350	Advanced Technical Direction I	3
	DAGV 4450	Advanced Technical Direction II	3
	DAGV 4550	Performance Animation	3
		Complete 14 additional approved crdits (3 credits must be upper-division).	14
3D Track Requirements			
Take the following courses:			
	DAGV 1400	Scripting Essentials	3
	CS 1400	Fundamentals of Programming	3
	DAGV 2440	Scripting for Animation and Games I	3
	DAGV 2460	Game Development I	3
	DAGV 2470	Game Development II	3
	DAGV 2480	Introduction to Compositing	3
	DAGV 3310	Technical Design and Direction	3
	DAGV 3440	Scripting for Animation and Games II	3
	DAGV 3460	Game Development III	3
	DAGV 4350	Advanced Technical Direction I	3
	DAGV 4450	Advanced Technical Direction II	3
	DAGV 4550	Performance Animation	3
		Complete 9 additonal approved credits.	9
Extended Reality and Simulations Track Requirements:			

Digital Media

Take the following courses:		
DWDD 1400	Digital Design Essentials	3
DWDD 1420	Communicating Digital Design WE	3
DWDD 2420	Media Formats and Outputs	3
DGM 1645	Mixed Reality Essentials	2
DAGV 2460	Game Development I	3
DAGV 2470	Game Development II	3
DGM 2245	Mixed Reality Experiences I	3
DGM 260R	Special Topics in Animation and Game Development (Visual Scripting)	3
DGM 270R	Special Topics in Web Design and Development (Materials, Textures. and Lighting)	3
DGM 3261	Mixed Reality Experiences II	3
DGM 4261	Mixed Reality Studio	3
	Complete 13 additional approved credits (9 credits must be upper-division)	13

Graduation Requirements:

1. Completion of a minimum of 120 semester credits, with a minimum of 40 credit hours of upper division coursework.
2. A minimum of 2.5 GPA in all discipline core courses with no grade lower than a C- required for graduation. To qualify for the portfolio review, DGM courses must be completed with a grade of B- or higher.
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, which includes a portfolio review and acceptance into the degree.
5. Successful completion of at least one Global/Intercultural course.
6. Successful completion of at least two Writing Enriched (WE) courses.

Footnotes:
1-ENGL 220G Introduction to Literature HH GI or ENGL 2130 Science Fiction HH recommended
2-THEA 1023 Introduction to Film FF recommended

Animation and Game Development, B.S.
Careers

1. Demonstrate competent application of the Principles of Animation.
2. Rig bipedal and quadrupedal characters for animation and/or interactive titles.
3. Create hybrid (2D and 3D) assets (layouts, backgrounds, characters, props, lights, cameras, scripting, and effects) for film, games, and/or simulations.
4. Composite and render constructed assets into unified scenes.
5. Contribute in a team setting, i.e. plan, schedule, follow through, and communicate, to produce and submit a capstone title demonstrating competent understanding of the animation discipline.

Related Careers

- Web Developers
- Multimedia Artists and Animators
- Graphic Designers

Digital Audio, B.S.

UVU strives to ensure the accessibility of our catalogs. However, if individuals with disabilities need this document in a different format than provided, you may contact the Assistive Technology Center at ACCESSIBLETECH@uvu.edu or 801-863-6788.

Requirements

The BS in Digital Audio allows students to study, without distraction, the physics and mathematics of audio engineering, basic audio-related electronics, recording tools and techniques, mixing tools and techniques, mastering tools and techniques, radio production, room acoustics and design, production sound for film and television, post-production sound, audio restoration (archival, historical, and forensic), and the business and marketing practices of the audio industry.

Total Program Credits: 120

General Education Requirements:			36 Credits
	ENGL 1010	Introduction to Academic Writing CC	3
or	ENGH 1005	Literacies and Composition Across Contexts CC (5.0)	
	ENGL 2010	Intermediate Academic Writing CC	3
	MATH 1050	College Algebra QL	4
or	MATH 1055	College Algebra with Preliminaries QL (5.0)	
Complete one of the following:			3
	HIST 2700	US History to 1877 AS (3.0)	
and	HIST 2710	US History since 1877 AS (3.0)	
	HIST 1700	American Civilization AS (3.0)	
	HIST 1740	US Economic History AS (3.0)	
	POLS 1000	American Heritage SS (3.0)	
	POLS 1100	American National Government AS (3.0)	
Complete the following:			
	PHIL 2050	Ethics and Values IH	3
	HLTH 1100	Personal Health and Wellness TE	2
or	EXSC 1097	Fitness for Life TE (2)	
Distribution Courses			
	Biology		3
	Physical Science		3
	Additional Biology or Physical Science		3
	Humanities		3
	Fine Arts [1]		3
	Social/Behavioral Science [2]		3
Discipline Core Requirements:			71 Credits
	DGM 1110	Digital Media Essentials I	4
	MUSC 1100	Fundamentals of Music FF	3
	PHYS 1700	Descriptive Acoustics PP	3
	DGM 2130	Digital Audio Essentials	3
	DGM 2140	Audio Hardware I	3
	DGM 2440	Production Sound for Cinema	3
	DGM 2460	Podcast and Radio Production	3
	DGM 2481	Digital Audio Restoration	3

DGM 2410	Core Recording	3
DGM 2430	Core Mixing	3
DGM 2490	Digital Audio Workstation Training I	3
DGM 2491	Digital Audio Workstation Training II	3
DGM 3110	Corporate Issues in Digital Media WE	3
DGM 312G	Digital Media for Intercultural Communication GI	3
DWDD 301R	Digital Lecture Series	1
DGM 3220	Digital Media Project Management	3
DGM 3410	Advanced Recording	3
DGM 3460	Live Sound Reinforcement	3
DGM 3420	Advanced Mixing	3
DGM 3440	Sound for Games I	3
DGM 4000	Writing for Digital Audio WE	3
DGM 4310	Senior Capstone I	3
DGM 4410	Senior Capstone II	3
DGM 4430	Audio Mastering	3
Elective Requirements:		13 Credits
Take 13 credits from the following including 6 upper division credits.		13
MUSC 1010	Introduction to Music FF (3.0)	
MUSC 1110	Music Theory I (3.0)	
MUSC 1120	Music Theory II (3.0)	
DWDD 1600	Web Essentials (3.0)	
DGM 240R	Special Topics in Digital Audio (1-4)	
DAGV 1200	3D Modeling Essentials (3)	
DWDD 2410	Interaction Design (3.0)	
DGM 281R	Internship (1-8)	
DGM 340R	Advanced Topics in Digital Audio (1-4)	
DGM 3430	Recording Studio Design Principles and Practices (3.0)	
DGM 3481	Advanced Audio Restoration and Forensics (3.0)	
DGM 3490	Digital Audio Workstation Training III (3)	
DGM 3491	Digital Audio Workstation Training IV (3)	
DGM 350R	Advanced Topics in Digital Motion Picture Production (1-4)	
DGM 481R	Internship (1-8)	
	Or other advisor approved electives	

Graduation Requirements:

1. Completion of a minimum of 120 semester credits.
2. A minimum of 2.5 GPA in all discipline core courses with no grade lower than a C- required for graduation. To qualify for the portfolio review, DGM courses must be completed with a grade of B- or higher.
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, which includes a portfolio review and acceptance into the degree.
5. Successful completion of at least one Global/Intercultural course.
6. Successful completion of at least two Writing Enriched (WE) courses.

Footnote
1 MUSC 1010 Introduction to Music FF recommended.
2 MGMT 1010 Introduction to Business recommended

Digital Audio, B.S.
Careers

1. Demonstrate in practicum a thorough knowledge of foundational principles of acoustics, math, signal processing, and all their practical counterparts.
2. Show proficiency in choosing and using appropriate microphones, preamplifiers, and other equipment to record sound in the most accurate and effective way for the application at hand.
3. Produce both technically competent and emotionally powerful mixes of recorded media using the signal processing algorithms and devices listed in item four, below.
4. Demonstrate both technical and artistic command of all signal processors, including, without limitation, equalization, compression, expansion, gate, synthetic and IR reverberation, delay lines, chorus, phase shifting, flange, distortion and harmonic generation, and restoration and forensic processors such as noise recognition and cleaning, de-clicking, hiss removal, and utility processors such as file compression algorithms and format conversion tools.
5. Build a portfolio of recordings and mixes involving a broad range of non-musical subjects as well as a broad range of musical styles.
6. Demonstrate full competency in multimedia collaboration, including film and television production and post-production audio.
7. Show a competent understanding of room and space acoustics, including formal and informal ways of treating a recording or mixing environment to increase sonic accuracy and eliminate standing waves and frequency nulls.
8. Demonstrate an ongoing understanding of the current professional equipment of the audio industry, including both outboard and foundational gear, and also "in the box" solutions for the all-digital environment.
9. Have advanced proficiency in either audio mastering or audio restoration and forensics.

Related Careers

- Web Developers
- Multimedia Artists and Animators
- Graphic Designers

Digital Cinema Production, B.S.

UVU strives to ensure the accessibility of our catalogs. However, if individuals with disabilities need this document in a different format than provided, you may contact the Assistive Technology Center at ACCESSIBLETECH@uvu.edu or 801-863-6788.

Requirements

The BS degrees in Digital Cinema Production trains students in the development, production, and post-production process of filmed media content for a variety of platforms. Using a hands-on, practical approach, students learn the tools, equipment, technologies, software, and protocols that are used on sets and post-production facilities, large and small, throughout the world. The curriculum focuses on creating character driven stories and how to use emerging digital technologies to enhance storytelling. Advanced students can choose to focus their

Digital Media

study on different skill-sets within the digital cinema production process including, but not limited to, directing for digital cinema, writing for digital cinema, cinematography, production, post-production, documentary, and sports broadcasting.

Total Program Credits: 120

General Education Requirements:			35 Credits
	ENGL 1010	Introduction to Academic Writing CC	3
or	ENGH 1005	Literacies and Composition Across Contexts CC (5)	
	ENGL 2010	Intermediate Academic Writing CC	3
Complete one of the following:			3
	MAT 1030	Quantitative Reasoning QL (3)	
	MAT 1035	Quantitative Reasoning with Integrated Algebra QL (6)	
	STAT 1040	Introduction to Statistics QL (3)	
	STAT 1045	Introduction to Statistics with Algebra QL (5)	
	MATH 1050	College Algebra QL (4)	
	MATH 1055	College Algebra with Preliminaries QL (5)	
	MATH 1090	College Algebra for Business QL (3)	
Complete one of the following:			3
	HIST 2700	US History to 1877 AS (3)	
and	HIST 2710	US History since 1877 AS (3)	
	HIST 1700	American Civilization AS (3)	
	HIST 1740	US Economic History AS (3)	
	POLS 1000	American Heritage SS (3)	
	POLS 1100	American National Government AS (3)	
Complete the following:			
	PHIL 2050	Ethics and Values IH	3
	HLTH 1100	Personal Health and Wellness TE	2
or	EXSC 1097	Fitness for Life TE (2)	
Distribution Courses			
	Biology		3
	Physical Science		3
	Additional Biology or Physical Science		3
	Humanities Distribution		3
	Fine Arts Distribution [1]		3
	Social/Behavioral Science [2]		3
Discipline Core Requirements:			62 Credits
	DGM 1061	Digital Cinema Editing I	3
	DGM 1500	Intro to Digital Cinema	1
	DGM 1510	Film Production Analysis	3
	DGM 1520	Digital Cinema Production I	3
	CINE 217G	Race Class and Gender in U S Cinema GI HH	3
or	DGM 312G	Digital Media for Intercultural Communication GI (3)	
or	RUS 367G	History of Russian Film GI (3)	

or	RUS 416G	Contemporary Russian Cinema GI (3)	
	DGM 2110	Digital Cinema Production II	3
	DGM 2130	Digital Audio Essentials	3
	CINE 2312	Film History II	3
	DGM 2320	Digital Photography and Compositing I	3
	DGM 2440	Production Sound for Cinema	3
	DGM 2540	Cinematography I	3
	DGM 2570	Storytelling for Digital Media I WE	3
or	THEA 2742	Scriptwriting for the Screen WE (3)	
	DGM 2661	Visualization for Digital Cinema-Pre-Directing	3
	DGM 302R	Digital Cinema Production Lecture Series-CineSkype	1
	DGM 3530	Digital Cinema Production Management	3
	DGM 3540	Cinematography II	3
	DGM 3550	Producing I	3
	DGM 3560	Digital Cinema Editing II	3
	DGM 3570	Storytelling for Digital Media II WE	3
	DGM 3580	Digital Cinema Directing Workshop I	3
	DGM 4310	Senior Capstone I	3
	DGM 4410	Senior Capstone II	3
Recommended Tracks:			18 Credits
Complete at least 18 upper-division credits from the following Recommended Tracks.			18
POST-PRODUCTION			
	Following this track students must complete three additional upper-division elective credits.		
	DGM 2340	Output and Color for Digital Cinema I (3)	
	DGM 2510	Visual Effects for Digital Cinema I (3)	
or	DCPR 2995	Virtual Reality for Digital Cinema Storytelling (3)	
or	DGM 2490	Digital Audio Workstation Training I (3)	
	DGM 3061	Professional NLE Certification (3)	
	DGM 4510	Visual Effects for Digital Cinema II (3)	
or	DGM 3545	Advanced Editing for Mixed Reality Content (3)	
or	DGM 2491	Digital Audio Workstation Training II (3)	
	DGM 456R	Digital Cinema Editing III (3)	
	DGM 4560	Output and Color for Digital Cinema II (3)	
PRODUCTION			
	ACC 3000	Financial Managerial and Cost Accounting Concepts (3)	
	DGM 3520	Digital Cinema Production III (3)	
	DGM 450R	Story Editing for Digital Media (3)	
	DGM 4550	Producing II (3)	
	DGM 4511	Film Production Analysis II (3)	

or	THEA 3625	Development and Fundraising for the Arts (3)	
	FIN 3100	Principles of Finance (3)	
PRODUCTION (Pre-MBA Track)			
In order to qaulify for the 4+1 BS/MBA students must complete all of the following:			
	ACC 3000	Financial Managerial and Cost Accounting Concepts (3)	
	DGM 3520	Digital Cinema Production III (3)	
	DGM 450R	Story Editing for Digital Media (3)	
	DGM 4550	Producing II (3)	
	FIN 3100	Principles of Finance (3)	
	IM 2010	Business Computer Proficiency (3)	
or	IM 2600	Spreadsheet Applications (3)	
	MGMT 2340	Business Statistics I (3)	
CINEMATOGRAPHY			
Following this track students must complete three additional upper-division elective credits.			
	DGM 2340	Output and Color for Digital Cinema I (3)	
	DCPR 2995	Virtual Reality for Digital Cinema Storytelling (3)	
	DGM 3320	Digital Photography and Compositing II (3)	
	DGM 4530	Special Topics-Cinematography Masterworks (3)	
	DGM 454R	Cinematography III (3)	
	DGM 4560	Output and Color for Digital Cinema II (3)	
DIRECTING FOR DIGITAL CINEMA			
	DGM 3520	Digital Cinema Production III (3)	
	DGM 450R	Story Editing for Digital Media (3)	
	DGM 4511	Film Production Analysis II (3)	
	DGM 458R	Digital Cinema Directing Workshop II (3)	
	THEA 3113	Acting for Film (3)	
	THEA 3614	Directing Actors for the Screen (3)	
WRITING FOR DIGITAL CINEMA			
	DGM 3520	Digital Cinema Production III (3)	
	DGM 450R	Story Editing for Digital Media (3)	
	DGM 4511	Film Production Analysis II (3)	
	DGM 457R	Storytelling for Digital Media III (3)	
	THEA 3741	Script Writing II (3)	
	THEA 4741	Scriptwriting III (3)	
or	THEA 3241	Storytelling (3)	
SPORTS BROADCASTING PRODUCTION			
	DGM 2340	Output and Color for Digital Cinema I (3)	
	DGM 351R	Digital Broadcasting (3) (Take for up to three semesters, equalling nine credits)	

	DGM 4560	Output and Color for Digital Cinema II (3)	
	DGM 454R	Cinematography III (3)	
or	DGM 3590	Documentary I (3)	
DOCUMENTARY			
	DCPR 2995	Virtual Reality for Digital Cinema Storytelling (3)	
	DGM 3590	Documentary I (3)	
	CINE 418R	Sundance Documentary Film (3)	
or	THEA 3110	Non Fiction Cinema History (3)	
	DGM 450R	Story Editing for Digital Media (3)	
	DGM 456R	Digital Cinema Editing III (3)	
or	DGM 454R	Cinematography III (3)	
	DGM 459R	Documentary II (3)	
Elective Requirements:			5
Complete an additional 5 credits from the above Recommended Tracks or from the list below.			
	ART 1050	Photography I FF (3)	
	ART 1790	Dark Room Techniques (3)	
	ART 1820	Interior Space Design (3)	
	ART 1830	Residential Interior Design (3)	
	ART 2700	Photography II (3)	
	ART 2720	Color Photography (3)	
	ART 3740	Fine Art Photography WE (3)	
	ARTH 2710	Prehistoric Through Gothic Art History FF (3)	
or	ARTH 271H	Prehistoric Through Gothic Art History FF	
	ARTH 2720	Renaissance Through Contemporary Art History FF (3)	
or	ARTH 272H	Renaissance Through Contemporary Art History FF	
	ARTH 3200	The History of Photography (3)	
	CINE 2150	Critical Introduction to Cinema Studies HH (3)	
	CINE 312R	National Cinema History (3)	
	DGM 1110	Digital Media Essentials I (4)	
	DGM 281R	Internship (1-8)	
	DGM 3110	Corporate Issues in Digital Media WE (3)	
	DGM 3261	Mixed Reality Experiences II (3)	
	DGM 340R	Advanced Topics in Digital Audio (1-4)	
	DGM 3490	Digital Audio Workstation Training III (3)	
	DGM 3491	Digital Audio Workstation Training IV (3)	
	DGM 4261	Mixed Reality Studio (3)	
	DGM 481R	Internship (1-8)	
	DWDD 3530	Immersive Experiences II (3)	
	THEA 1033	Acting I FF (3)	

	THEA 1223	Makeup I (3)	
	THEA 2513	Introduction to Design for Stage and Screen (3)	
	THEA 1513	Stagecraft I (2)	
	THEA 1514	Stagecraft I Lab (1)	
	THEA 2203	Costume Construction I (3)	
	THEA 2204	Costume Construction I Lab (1)	
	THEA 2513	Introduction to Design for Stage and Screen (3)	
	THEA 2514	Introduction to Design for Stage and Screen Lab (1)	
	THEA 2517	Visual Concepts in Theatre (3)	
	THEA 2541	Costume History GI (3)	
	THEA 2574	Drafting for Theatre Design (3)	
	THEA 314G	Global Cinema History GI (3)	
	THEA 3223	Makeup II (3)	
	THEA 3241	Storytelling (3)	
	THEA 3516	Art Direction for Film (3)	
	THEA 3541	Costume Design I (3)	
	THEA 3571	Scenic Design I (3)	
	THEA 3573	Scenic Painting (3)	
	THEA 3612	Directing Actors for the Stage (3)	
	THEA 3625	Development and Fundraising for the Arts (3)	
	THEA 374R	New Script Workshop (3)	
	THEA 416R	Special Topics in Film Studies (3)	
	THEA 4547	Costume Design II (3)	
	THEA 4577	Scenic Design II (3)	

Graduation Requirements:

1. Completion of a minimum of 120 semester credits.
2. A minimum of 2.5 GPA in all discipline core courses with no grade lower than a C- required for graduation. To qualify for the portfolio review, DGM courses must be completed with a grade of B- or higher.
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, which includes a portfolio review and acceptance into the degree.
5. Successful completion of at least one Global/Intercultural course.
6. Successful completion of at least two Writing Enriched (WE) courses.

Footnote:
1-THEA 2311 Film History I FF recommemded
2 - MGMT 1010 Introduction to Business SS recommended

Digital Cinema Production, B.S.
Careers

1. Technical – students will understand the use of camera, camera menus, electrical lighting, natural lighting, editing, color correction, audio recording, data management, and scheduling and budgeting software in order to be successfully handle the

requirements of entry-level positions within the industry that require this technical knowledge.
2. Communicative – students will understand the structure, technique, format and style ofcontemporary storytelling for filmed media content, as well as the software used to create it.They will be able to write and express complex ideas using industry standard formatting thatpresent story, visualization, camera angles, lighting designs, character development, and production design
3. Leadership – students will understand film set protocol and film set culture and will be able toload and train others in proper performance on filmed media industry sites. They will understand expectations and requirements of union regulated production standards and be able to adhere to them and train others in these standards
4. Aesthetic – students will understand the aesthetic side of filmed media design, composition andcolor theory and how these elements are created using cameras, software, and source design.

Related Careers

- Art, Drama, and Music Teachers, Postsecondary
- Producers and Directors
- Camera Operators, Television, Video, and Motion Picture
- Film and Video Editors

Web Design and Development - Interaction Design and Development Emphasis, B.S.

UVU strives to ensure the accessibility of our catalogs. However, if individuals with disabilities need this document in a different format than provided, you may contact the Assistive Technology Center at ACCESSIBLETECH@uvu.edu or 801-863-6788.

Requirements

The BS in Web Design and Development allows students to study app development for mobile devices, web design, and development for mobile friendly websites, digital magazine publishing, and user experience design. In order to be successful in these areas, students need skills in design and content creation.

Total Program Credits: 120

General Education Requirements:			35 Credits
	ENGL 1010	Introduction to Academic Writing CC	3
or	ENGH 1005	Literacies and Composition Across Contexts CC (5.0)	
	ENGL 2010	Intermediate Academic Writing CC	3
Complete one of the following:			3
	MAT 1030	Quantitative Reasoning QL (3.0)	
	MAT 1035	Quantitative Reasoning with Integrated Algebra QL (6.0)	
	STAT 1040	Introduction to Statistics QL (3.0)	
	STAT 1045	Introduction to Statistics with Algebra QL (5.0)	
	MATH 1050	College Algebra QL (4.0) (recommended for Business, Education, Science, and Health Professions majors)	
	MATH 1055	College Algebra with Preliminaries QL (5.0)	
	MATH 1090	College Algebra for Business QL (3.0)	
Complete one of the following:			3

	HIST 2700	US History to 1877 AS (3.0)	
and	HIST 2710	US History since 1877 AS (3.0)	
	HIST 1700	American Civilization AS (3.0)	
	HIST 1740	US Economic History AS (3.0)	
	POLS 1000	American Heritage SS (3.0)	
	POLS 1100	American National Government AS (3.0)	
Complete the following:			
	PHIL 2050	Ethics and Values IH	3
	HLTH 1100	Personal Health and Wellness TE	2
or	EXSC 1097	Fitness for Life TE (2.0)	
Distribution Courses			
		Biology	3
		Physical Science	3
		Additional Biology or Physical Science	3
		Humanities Distribution	3
		Fine Arts Distribution	3
		Social/Behavioral Science	3
Discipline Core Requirements:			44 Credits
	DWDD 1400	Digital Design Essentials	3
	DWDD 1410	Interaction Design Essentials	3
	DWDD 1420	Communicating Digital Design WE	3
	DWDD 1430	Principles of Digital Design	3
	DWDD 1600	Web Essentials	3
	DWDD 1720	Scripting for Internet Technologies	3
	DWDD 2410	Interaction Design	3
	DWDD 241R	Interaction Design Practicum	1
	DWDD 2610	Principles of Web Languages	3
	DWDD 301R	Digital Lecture Series	1
	DGM 3110	Corporate Issues in Digital Media WE	3
	MKTG 3690	Digital Marketing Analytics	3
	DGM 312G	Digital Media for Intercultural Communication GI	3
	DGM 3220	Digital Media Project Management	3
	DGM 481R	Internship	1
	DWDD 490R	Senior Capstone	6
Interaction and Design Requirements			40
	DWDD 2420	Media Formats and Outputs	3
	DWDD 2510	Interactive Media Production	3
	DWDD 2520	Digital Product Experiences I	3
	DWDD 3410	Interaction Design Colloquium	3
	DWDD 3520	Digital Product Experiences II	3
	DWDD 3430	Adaptive Media Experience	3
	DWDD 4430	Adaptive Media II	3
	DWDD 4520	Digital Product Design Studio	3

	DWDD 4240	Experience Design Process	3
Complete 13 credits of electives (at least 2 credits must be upper-division)			13
	ART 1410	Typography I (3)	
	DWDD 2530	Immersive Experiences I (3)	
	DGM 281R	Internship (1-8)	
	DGM 1645	Mixed Reality Essentials (2)	
	DGM 2245	Mixed Reality Experiences I (3)	
	DCPR 2995	Virtual Reality for Digital Cinema Storytelling (3)	
	DGM 3261	Mixed Reality Experiences II (3)	
	DWDD 4560	Designing Voice Experiences (3)	
		Or other advisor-approved electives	

Graduation Requirements:

1. Completion of a minimum of 120 semester credits.
2. A minimum of 2.5 GPA in all discipline core courses with no grade lower than a C- required for graduation. To qualify for the portfolio review, DGM courses must be completed with a grade of B- or higher.
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, which includes a portfolio review and acceptance into the degree.
5. Successful completion of at least one Global/Intercultural course.
6. Successful completion of at least two Writing Enriched (WE) courses.

Web Design and Development - Interaction Design and Development Emphasis, B.S.
Careers

1. Develop critical thinking skills to solve industry-related problems,
2. Professional level creative design and production, problem solving, and robust verbal and written communication skills
3. Demonstrate junior level of proficiency in using industry standard digital hardware and software within their specific emphasis on student and real world projects
4. Work on community partnered and service learning projects that benefit the local community.

Related Careers

- Web Developers
- Multimedia Artists and Animators
- Graphic Designers

Web Design and Development - Web and App Development Emphasis, B.S.

UVU strives to ensure the accessibility of our catalogs. However, if individuals with disabilities need this document in a different format than provided, you may contact the Assistive Technology Center at ACCESSIBLETECH@uvu.edu or 801-863-6788.

Requirements

The BS in Web Design and Development allows students to study app development for mobile devices, web design, and development for mobile friendly websites, digital magazine publishing, and user experience design. In order to be successful in these areas, students need skills in design and content creation.

Total Program Credits: 120

Digital Media

General Education Requirements:			35 Credits
	ENGL 1010	Introduction to Academic Writing CC	3
or	ENGH 1005	Literacies and Composition Across Contexts CC (5)	
	ENGL 2010	Intermediate Academic Writing CC	3
Complete one of the following:			3
	MAT 1030	Quantitative Reasoning QL (3)	
	MAT 1035	Quantitative Reasoning with Integrated Algebra QL (6)	
	STAT 1040	Introduction to Statistics QL (3)	
	STAT 1045	Introduction to Statistics with Algebra QL (5)	
	MATH 1050	College Algebra QL (4.0) (recommended for Business, Education, Science, and Health Professions majors)	
	MATH 1055	College Algebra with Preliminaries QL (5)	
	MATH 1090	College Algebra for Business QL (3)	
Complete one of the following:			3
	HIST 2700	US History to 1877 AS (3)	
and	HIST 2710	US History since 1877 AS (3)	
	HIST 1700	American Civilization AS (3)	
	HIST 1740	US Economic History AS (3)	
	POLS 1000	American Heritage SS (3)	
	POLS 1100	American National Government AS (3)	
Complete the following:			
	PHIL 2050	Ethics and Values IH	3
	HLTH 1100	Personal Health and Wellness TE	2
or	EXSC 1097	Fitness for Life TE (2)	
Distribution Courses			
		Biology	3
		Physical Science	3
		Additional Biology or Physical Science	3
		Humanities Distribution	3
		Fine Arts Distribution	3
		Social/Behavioral Science	3
Discipline Core Requirements:			45 Credits
	DWDD 1400	Digital Design Essentials	3
	DWDD 1410	Interaction Design Essentials	3
	DWDD 1420	Communicating Digital Design WE	3
	DWDD 1430	Principles of Digital Design	3
	DWDD 1600	Web Essentials	3
	DWDD 1720	Scripting for Internet Technologies	3
	DWDD 2410	Interaction Design	3
	DWDD 241R	Interaction Design Practicum	1
	DWDD 2610	Principles of Web Languages	3
	DWDD 301R	Digital Lecture Series	1

	DGM 3110	Corporate Issues in Digital Media WE	3
	MKTG 3690	Digital Marketing Analytics	3
	DGM 312G	Digital Media for Intercultural Communication GI	3
	DGM 3220	Digital Media Project Management	3
	DGM 481R	Internship	1
	DWDD 490R	Senior Capstone	6
Emphasis Requirements:			40 Credits
	DWDD 2620	Web Tools and Frameworks I	3
	DWDD 2720	Web Languages I	3
	DWDD 3620	Web Tools and Frameworks II	3
	DWDD 3720	Web Languages II	3
	DWDD 3770	Rich Internet Application Development I	3
	DWDD 3780	Rich Internet Application Development II	3
	DWDD 4630	Web Content Management	3
Emphasis Elective Requirements:			
Complete 19 credits of electives (at least 5 upper-division):			19
	CS 1400	Fundamentals of Programming (3)	
or	INFO 1200	Computer Programming I for IS IT (3)	
	CS 1410	Object-Oriented Programming (3)	
or	INFO 2200	Computer Programming II for IS IT (3)	
	CS 2420	Introduction to Algorithms and Data Structures (3)	
	DGM 1645	Mixed Reality Essentials (2)	
	DWDD 2420	Media Formats and Outputs (3)	
	DWDD 2510	Interactive Media Production (3)	
	DWDD 2520	Digital Product Experiences I (3)	
	DGM 281R	Internship (1-8)	
	DWDD 3410	Interaction Design Colloquium (3)	
	DWDD 3430	Adaptive Media Experiences (3)	
	DWDD 3520	Digital Product Experiences II (3)	
	DWDD 4430	Adaptive Media II (3)	
		Or other advisor-approved electives	

Graduation Requirements:

1. Completion of a minimum of 120 semester credits.
2. A minimum of 2.5 GPA in all discipline core courses with no grade lower than a C- required for graduation. To qualify for the portfolio review, DGM courses must be completed with a grade of B- or higher.
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, which includes a portfolio review and acceptance into the degree.
5. Successful completion of at least one Global/Intercultural course.
6. Successful completion of at least two Writing Enriched (WE) courses.

Web Design and Development - Web and App Development Emphasis, B.S.

Careers

1. Students will be able to leverage accepted design principles to build visually appealing mockups and wire frames to maximize the user experience.
2. Students will be able to develop functional interfaces using current frameworks and technologies that work on multiple devices.
3. Students will be able to effectively communicate with peers in a work team and clients in both verbal and written forms.

Related Careers

- Web Developers
- Multimedia Artists and Animators
- Graphic Designers