

## Digital Communication Technology, A.A.S.

### 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	3
or	ENGL 1005	Literacies and Composition Across Contexts (5)	
MATHEMATICS			
	MAT 1010	Intermediate Algebra	4
HUMANITIES/FINE ARTS/FOREIGN LANGUAGE			
Choose one of the following:		3	
	PHIL 2050	Ethics and Values (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/SAFETY OR ENVIRONMENT			
Choose one of the following:		1	
	HLTH 1100	Personal Health and Wellness (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
	DGM 1660	Introduction to 3D Modeling and Surfacing	3
	DGM 2120	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.

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## Digital Communication Technology, A.A.S. Graduation Plan

This graduation plan is a sample plan and is intended to be a guide. Your specific plan may differ based on your Math and English placement and/or transfer credits applied. You are encouraged to meet with an advisor and set up an individualized graduation plan in [Wolverine Track](#).

Milestone courses (pre-requisites for a course in one of the subsequent semesters) are marked in red and italicized.

Humanities or Fine Arts or Foreign Language	See Wolverine Track for Options	3
	Semester total:	18
	Degree total:	63

Semester 1	Course Title	Credit Hours
<i>DGM 1110</i>	Digital Media Essentials	4
Physical Education/Health/Safety or environment	HLTH 1100 or any approved PE, Safety or Health Distribution Course	1
<i>MAT 1010</i>	Intermediate Algebra	4
Social or Behavioral Science Distribution	See Wolverine Track for Options	3
ENGL 1010 or ENGH 1005	Introduction to Academic Writing or Literacies and Composition Across Context	3
	Semester total:	15
Semester 2	Course Title	Credit Hours
DGM 1520	Digital Cinema Production I	3
DGM 2130	Digital Audio Essentials	3
Biology or Physical Science	See Wolverine Track for Options	3
Digital Media Elective	See Advisor to plan electives	3
Digital Media Elective	See Advisor to plan electives	3
	Semester total:	15
Notes: Please meet with a Digital Media Advisor for DGM Elective Recommendations		
Semester 3	Course Title	Credit Hours
DGM 2120	Web Essentials	3
DGM 2240	Interaction Design	3
Digital Media Elective	See Advisor to plan electives	3
Digital Media Elective	See Advisor to plan electives	3
Digital Media Elective	See Advisor to plan electives	3
	Semester total:	15
Semester 4	Course Title	Credit Hours
DGM 1660	Intro to 3D Modeling and Animation	3
Digital Media Elective	See Advisor to plan electives	3
Digital Media Elective	See Advisor to plan electives	3
Digital Media Elective	See Advisor to plan electives	3
Digital Media Elective	See Advisor to plan electives	3