

Digital Communication Technology, A.A.S.

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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	ENGL 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	
Biology or Physical Science:		
	Any approved Biology or Physical Science Distribution Course	
Physical Education/Health/Safety 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
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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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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](#).

Semester 1	Course Title	Credit Hours
ENGL 1010 or ENGH 1005	Introduction to Academic Writing CC or Literacies and Composition Across Context CC	3
MAT 1010	Intermediate Algebra	4
Social or Behavioral Science Distribution		3
Choose one of the following:		1
HLTH 1100	Personal Health and Wellness TE	
or Any approved PE, Safety or Health Distribution Course		
DGM 1110	Digital Media Essentials I	4
Semester total:		15
Semester 2	Course Title	Credit Hours
Biology or Physical Science Distribution		3
DGM 1520	Digital Cinema Production I	3
DAGV 1200	3D Modeling Essentials	3
DWDD 1600	Web Essentials	3
DGM 2130	Digital Audio Essentials	3
Semester total:		15
Semester 3	Course Title	Credit Hours
DGM Elective		3
DGM Elective		3
DGM Elective		3
DGM Elective		3
DGM Elective		3
DGM Elective		3
Semester total:		18
Semester 4	Course Title	Credit Hours
Choose one of the following:		3
PHIL 2050	Ethics and Values IH	
or Any approved Humanities, Fine Arts or Foreign Language Distribution Course		
DGM Elective		3
DGM Elective		3
DGM Elective		3
DGM Elective		3
Semester total:		15
Degree total:		63