

Digital Media

Digital Media

The Digital Media department is in the [College of Engineering & Technology](#). To find the most up-to-date information from the Digital Media department, visit their website.

[Digital Media department](#)

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DEPARTMENT CO-CHAIR

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PETERSON, Owen *Assistant 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 assistance with this information, they 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
or	ENGL 1005	Literacies and Composition Across Contexts (5)

	ENGL 2010	Intermediate Writing Academic Writing and Research	3
	MATH 1050	College Algebra (4)	4
or	MATH 1055	College Algebra with Preliminaries (5)	
Complete one of the following:			3
	HIST 2700	US History to 1877 (3)	
and	HIST 2710	US History since 1877 (3)	
	HIST 1700	American Civilization (3)	
	HIST 1740	US Economic History (3)	
	POLS 1000	American Heritage (3)	
	POLS 1100	American National Government (3)	
Complete the following:			
	PHIL 2050	Ethics and Values	3
	HLTH 1100	Personal Health and Wellness	2
or	PES 1097	Fitness for Life (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	3
	PHYS 1700	Descriptive Acoustics	3
	DGM 2130	Digital Audio Essentials	3
	DGM 2410	Core Recording Principles	3
	DGM 2430	Core Mixing Principles	3
	DGM 2440	Sound for Film and Television	3
	DGM 2460	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 Cinema Production, A.A.S.

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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

Digital Media

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		6
	ENGL 2010 Intermediate Writing Academic Writing and Research (3)	
	ENGL 1010 Introduction to Academic Writing (3)	
or	ENGL 1005 Literacies and Composition Across Contexts (5)	
Complete one of the following:		3
	MAT 1030 Quantitative Reasoning (3)	
	MAT 1035 Quantitative Reasoning with Integrated Algebra (6)	
	STAT 1040 Introduction to Statistics (3)	
	STAT 1045 Introduction to Statistics with Algebra (5)	
	MATH 1050 College Algebra (4)	
	MATH 1055 College Algebra with Preliminaries (5)	
	MATH 1090 College Algebra for Business (3)	
Complete one of the following:		3
	HIST 2700 US History to 1877 (3)	
and	HIST 2710 US History since 1877 (3)	
	HIST 1700 American Civilization (3)	
	HIST 1740 US Economic History (3)	
	POLS 1000 American Heritage (3)	
	POLS 1100 American National Government (3)	
	PHIL 2050 Ethics and Values (3)	
Distribution Courses		
HUMANITIES/FINE ARTS		
	Any approved Humanities/Fine Arts Distribution ¹	3
SOCIAL/BEHAVIORAL SCIENCE		
	Any approved Social/Behavioral Science Distribution ²	3
BIOLOGY/PHYSICAL SCIENCE		
	Any approved Biology/Physical Science Distribution	3
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 Sound for Film and Television	3

	DGM 2540 Cinematography I	3
	DGM 2570 Storytelling for Digital Media I	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)	
	DGM 2545 Virtual Reality for Digital Cinema Storytelling (3)	
	THEA 1033 Acting I (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 recommended
- 2 - MGMT 1010 recommended

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	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.

Web Design and Development, A.A.S.

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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	3
or	ENGL 1005	Literacies and Composition Across Contexts (5)	
Complete one of the following:			3
	MAT 1030	Quantitative Reasoning (3)	
	MAT 1035	Quantitative Reasoning with Integrated Algebra (6)	
	STAT 1040	Introduction to Statistics (3)	
	STAT 1045	Introduction to Statistics with Algebra (5)	
	MATH 1050	College Algebra (4)	
	MATH 1055	College Algebra with Preliminaries (5)	
Complete one of the following:			
	HLTH 1100	Personal Health and Wellness	2
or	PES 1097	Fitness for Life (2)	
Biology or Physical Science (See Wolverine Track for options)			3
Humanities or Fine Arts (See Wolverine Track for Options)			3
Social/Behavioral Science (See Wolverine Track for options)			3
Discipline Core Requirements			46 Credits
	DGM 1220	Digital Design Essentials	3
	DGM 1230	Interaction Design Essentials	3
	DGM 1240	Communicating Digital Design WE	3
	DGM 1600	Scripting for Internet Technologies	3
	DGM 2120	Web Essentials	3
	DGM 2240	Interaction Design	3
	DGM 2250	Principles of Digital Design	3
	DGM 2341	Media Formats and Outputs	3
	DGM 221R	Interaction Design Practicum	1
Complete 21 credits of DGM Electives			21

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.

Digital Cinema, Certificate of Proficiency

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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).

Digital Media

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 Media, Certificate of Proficiency

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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 (Course must be completed with grade 'C' or higher.)	3
or ENGH 1005	Literacies and Composition Across Contexts (5.0)	
Complete one of the following: (Course must be completed with grade 'C' or higher.)		3
MAT 1030	Quantitative Reasoning (3)	
MAT 1035	Quantitative Reasoning with Integrated Algebra (6.0)	
STAT 1040	Introduction to Statistics (3)	
STAT 1045	Introduction to Statistics with Algebra (5.0)	
MATH 1050	College Algebra (4.0)	
MATH 1055	College Algebra with Preliminaries (5.0)	
MATH 1090	College Algebra for Business (3.0)	
Discipline Core Requirements:		10 Credits

DGM 1110	Digital Media Essentials I	4
Choose one set of two courses from the following:		6
Animation and Games		
DGM 1610	Scripting for Animation and Games I (3)	
DGM 1620	Survey of Animation (3.0)	
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	Radio Production (3.0)	
Web Development		
DGM 1600	Scripting for Internet Technologies (3.0)	
DGM 2120	Web Essentials (3.0)	

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, Minor

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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: 22

Matriculation Requirements:		
1. Admitted to a bachelor degree program at UVU.		
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)	
DGM 2120	Web Essentials (3.0)	
DGM 2130	Digital Audio Essentials (3.0)	

	DGM 2210	3D Modeling and Animation Essentials (4)	
Elective Requirements:			15 Credits
Complete 15 credits from 1000 and 2000 level DGM courses.			15

Graduation Requirements:

- Overall grade point average of 2.5 GPA in all discipline core and elective courses with no grade lower than a C-.
- Completion of GE and specified departmental requirements. Students are responsible for completing all prerequisite courses.

Animation and Game Development, B.S.

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Requirements

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

Total Program Credits: 120

General Education Requirements:			35 Credits
	ENGL 1010	Introduction to Academic Writing	3
or	ENGL 1005	Literacies and Composition Across Context (5)	
	ENGL 2010	Intermediate Writing Academic Writing and Research	3
Complete one of the following:			3
	MAT 1030	Quantitative Reasoning (3) (recommended for Humanities or Arts majors)	
	MAT 1035	Quantitative Reasoning with Integrated Algebra (6)	
	STAT 1040	Introduction to Statistics (3) (recommended for Social Science majors)	
	STAT 1045	Introduction to Statistics with Algebra (5)	
	MATH 1050	College Algebra (4) (recommended for Business, Education, Science, and Health Professions majors)	
	MATH 1055	College Algebra with Preliminaries (5)	
	MATH 1090	College Algebra for Business (3) (recommended for Business majors)	
Complete one of the following:			3
	HIST 2700	US History to 1877 (3)	
and	HIST 2710	US History since 1877 (3)	
	HIST 1700	American Civilization (3)	
	HIST 1740	US Economic History (3)	
	POLS 1000	American Heritage (3)	
	POLS 1100	American National Government (3)	
Complete the following:			
	PHIL 2050	Ethics and Values	3

	HLTH 1100	Personal Health and Wellness	2
or	PES 1097	Fitness for Life (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:			78 Credits
	DGM 1110	Digital Media Essentials I	4
	DGM 1610	Scripting for Animation and Games I	3
	DGM 1620	Survey of Animation	3
	DGM 1660	Introduction to 3D Modeling and Surfacing	3
	DGM 2210	3D Modeling and Animation Essentials	4
	DGM 2211	Rigging and Animation Essentials	3
	DGM 2221	Game Essentials	3
	DGM 2610	Game Design I	3
	DGM 2620	Principles of Animation I	3
	DGM 2640	Character Development	3
	DGM 2660	Digital Storyboarding for Animation	3
	DGM 2670	Scripting for Animation and Games II	3
	DGM 301R	Digital Lecture Series	1
	DGM 3110	Corporate Issues in Digital Media WE	3
	DGM 312G	Digital Media for Intercultural Communication	3
	DGM 3220	Digital Media Project Management	3
	DGM 3571	Animation Story Development Workshop	3
	DGM 3620	Technical Direction and Design for Animated Applications	3
	DGM 3650	Animation and Game Project I	3
	DGM 3660	Advanced Rigging and Character Effects	3
	DGM 3670	Scripting for Animation and Games III	3
	DGM 3680	Animation and Game Project II	3
	DGM 4310	Senior Capstone I	3
	DGM 4410	Senior Capstone II	3
	DGM 4630	Technical Direction for Animation and Game Development I	3
	DGM 4640	Technical Direction for Animation and Game Development II	3
Elective Requirements:			7 Credits
Take 7 credits from the following:			7
	ART 1210	Spatial Drawing (3)	
	ART 2250	Gestural Drawing (3)	
	CS 1410	Object-Oriented Programming (3)	

Digital Media

	DGM 2600	The Animated Image (3)	
	DGM 281R	Internship (1)	
	DGM 3610	Game Design II (3)	
	DGM 3641	Game Level Design (3)	
	DGM 4621	Performance Animation (3)	
	DGM 481R	Internship (1)	
	THEA 1033	Acting I (3)	
	Or 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.

Footnotes:

1-ENGL 220G Introduction to Literature or ENGL 2130 Science Fiction recommended

2-THEA 1023 Introduction to Film recommended

Digital Audio, B.S.

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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	3
or	ENGL 1005	Literacies and Composition Across Contexts (5.0)	
	ENGL 2010	Intermediate Writing Academic Writing and Research	3
	MATH 1050	College Algebra	4
or	MATH 1055	College Algebra with Preliminaries (5.0)	
Complete one of the following:		3	
	HIST 2700	US History to 1877 (3.0)	
and	HIST 2710	US History since 1877 (3.0)	
	HIST 1700	American Civilization (3.0)	
	HIST 1740	US Economic History (3.0)	

	POLS 1000	American Heritage (3.0)	
	POLS 1100	American National Government (3.0)	
Complete the following:			
	PHIL 2050	Ethics and Values	3
	HLTH 1100	Personal Health and Wellness	2
or	PES 1097	Fitness for Life (2.0)	
Distribution Courses			
	Biology		3
	Physical Science		3
	Additional Biology or Physical Science		3
	Humanities Distribution		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	3
	PHYS 1700	Descriptive Acoustics	3
	DGM 2130	Digital Audio Essentials	3
	DGM 2140	Electronics for Media	3
	DGM 2440	Sound for Film and Television	3
	DGM 2460	Radio Production	3
	DGM 2481	Digital Audio Restoration	3
	DGM 2410	Core Recording Principles	3
	DGM 2430	Core Mixing Principles	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	3
	COMP 301R	Digital Lecture Series	1
	DGM 3220	Digital Media Project Management	3
	DGM 3410	Audio Engineering for the Studio I	3
	DGM 3460	Live Sound Reinforcement	3
	DGM 3420	Studio Recording II	3
	DGM 3440	Sound for Games	3
	DGM 4000	Writing for Digital Media	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 (3.0)	
	MUSC 1110	Music Theory I (3.0)	
	MUSC 1120	Music Theory II (3.0)	
	DGM 2120	Web Essentials (3.0)	

	DGM 2210	3D Modeling and Animation Essentials (4.0)	
	DGM 2240	Interaction Design (3.0)	
	DGM 240R	Special Topics in Digital Audio (1.0)	
	DGM 281R	Internship (1)	
	DGM 340R	Advanced Topics in Digital Audio (1.0)	
	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 (1.0)	
	DGM 481R	Internship (1)	
	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.

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

Digital Cinema Production, B.S.

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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 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	3

or	ENGH 1005	Literacies and Composition Across Contexts (5)	
	ENGL 2010	Intermediate Writing Academic Writing and Research	3
Complete one of the following:			3
	MAT 1030	Quantitative Reasoning (3)	
	MAT 1035	Quantitative Reasoning with Integrated Algebra (6)	
	STAT 1040	Introduction to Statistics (3)	
	STAT 1045	Introduction to Statistics with Algebra (5)	
	MATH 1050	College Algebra (4)	
	MATH 1055	College Algebra with Preliminaries (5)	
	MATH 1090	College Algebra for Business (3)	
Complete one of the following:			3
	HIST 2700	US History to 1877 (3)	
and	HIST 2710	US History since 1877 (3)	
	HIST 1700	American Civilization (3)	
	HIST 1740	US Economic History (3)	
	POLS 1000	American Heritage (3)	
	POLS 1100	American National Government (3)	
Complete the following:			
	PHIL 2050	Ethics and Values	3
	HLTH 1100	Personal Health and Wellness	2
or	PES 1097	Fitness for Life (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:			80 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	3
or	DGM 312G	Digital Media for Intercultural Communication (3)	
or	RUS 367G	History of Russian Film (3)	
or	RUS 416G	Post Soviet Russian Media and Film (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

Digital Media

	DGM 2440	Sound for Film and Television	3
	DGM 2540	Cinematography I	3
	DGM 2570	Storytelling for Digital Media I	3
or	THEA 2742	Scriptwriting for the Screen (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	3
	DGM 3580	Digital Cinema Directing Workshop I	3
	DGM 4310	Senior Capstone I	3
	DGM 4410	Senior Capstone II	3
Complete at least 18 upper-division credits from the following Recommended Tracks.			18
Recommended Tracks			
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	DGM 2545	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)	
or	THEA 3625	Development and Fundraising for the Arts (3)	
	FIN 3100	Principles of Finance (3)	
PRODUCTION (Pre-MBA Track)			
Complete an additional 5 credits from the above Recommended Tracks or from the list below.			

	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)	
	DGM 2545	Virtual Reality for Digital Cinema Storytelling (3)	
or	ART 1790	Dark Room Techniques (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			

	DGM 2545	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.			
	ACC 2010	Managerial Accounting (3)	
	ACC 2020	Managerial Accounting (3)	
	ART 1050	Photography I (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	History of Art to the Renaissance (3)	
or	ARTH 271H	History of Art to the Renaissance (3)	
	ARTH 2720	History of Art from the Renaissance (3)	
or	ARTH 272H	History of Art from the Renaissance (3)	
	ARTH 3200	The History of Photography (3)	
	CINE 2150	Critical Introduction to Cinema Studies (3)	
	CINE 312R	National Cinema History (3)	
	DGM 1110	Digital Media Essentials I (4)	
	DGM 281R	Internship (1)	
	DGM 3110	Corporate Issues in Digital Media WE (3)	
	DGM 3260	Immersive Experiences II (3)	
	DGM 3261	Mixed Reality Experiences II (3)	
	DGM 340R	Advanced Topics in Digital Audio (1)	
	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)	
	THEA 1033	Acting I (3)	
	THEA 1223	Makeup I (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 (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 3543	Costume Design II (3)	
	THEA 3571	Scenic Design I (3)	
	THEA 3572	Scenic Design II (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)	

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3. Residency hours -- minimum of 30 credit hours through course attendance at UVU, with at least 10 hours earned in the last 45 hours.
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5. Successful completion of at least one Global/Intercultural course.

Footnote:	
1-	THEA 2311 recommended
2 -	MGMT 1010 recommended

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

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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	3

Digital Media

or	ENGL 1005	Literacies and Composition Across Contexts (5.0)	
	ENGL 2010	Intermediate Writing Academic Writing and Research	3
Complete one of the following:			3
	MAT 1030	Quantitative Reasoning (3.0)	
	MAT 1035	Quantitative Reasoning with Integrated Algebra (6.0)	
	STAT 1040	Introduction to Statistics (3.0)	
	STAT 1045	Introduction to Statistics with Algebra (5.0)	
	MATH 1050	College Algebra (4.0) (recommended for Business, Education, Science, and Health Professions majors)	
	MATH 1055	College Algebra with Preliminaries (5.0)	
	MATH 1090	College Algebra for Business (3.0)	
Complete one of the following:			3
	HIST 2700	US History to 1877 (3.0)	
and	HIST 2710	US History since 1877 (3.0)	
	HIST 1700	American Civilization (3.0)	
	HIST 1740	US Economic History (3.0)	
	POLS 1000	American Heritage (3.0)	
	POLS 1100	American National Government (3.0)	
Complete the following:			
	PHIL 2050	Ethics and Values	3
	HLTH 1100	Personal Health and Wellness	2
or	PES 1097	Fitness for Life (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
	DGM 1220	Digital Design Essentials	3
	DGM 1230	Interaction Design Essentials	3
	DGM 1240	Communicating Digital Design WE	3
	DGM 1600	Scripting for Internet Technologies	3
	DGM 2120	Web Essentials	3
	DGM 221R	Interaction Design Practicum	1
	DGM 2240	Interaction Design	3
	DGM 2250	Principles of Digital Design	3
	DGM 2341	Media Formats and Outputs	3
	DGM 301R	Digital Lecture Series	1
	DGM 312G	Digital Media for Intercultural Communication	3
	DGM 3110	Corporate Issues in Digital Media WE	3

	DGM 3220	Digital Media Project Management	3
	DGM 3750	Media Analytics	3
	DGM 490R	Senior Capstone	3
Emphasis Requirements:			6 Credits
Interaction and Design Requirements			
	DGM 3240	Interaction Design Colloquium	3
	DGM 3260	Immersive Experiences II	3
	DGM 3271	Digital Product Design Studio	3
	DGM 481R	Internship	1
Emphasis Elective Requirements:			31 Credits
Complete 31 credits from one of the following two tracks			31
Interaction and Design Requirements			
	ART 1410	Typography I (3)	
	DGM 221R	Interaction Design Practicum (1)	
	DGM 2260	Immersive Experiences I (3)	
	DGM 2270	Digital Product Experiences I (3)	
	DGM 2280	Interactive Media Production (3)	
	DGM 2320	Digital Photography and Compositing I (3)	
	DGM 281R	Internship (1)	
	DGM 320R	Advanced Topics in Digital Media Design (1)	
	DGM 321R	Advanced Interaction Design Practicum (1)	
	DGM 3270	Digital Product Experiences II (3)	
	DGM 3280	Adaptive Media Experiences (3)	
	DGM 3320	Digital Photography and Compositing II (3)	
	DGM 4280	Interactive Media Strategies (3)	
	DGM 4290	Designing Voice Experiences (3)	
	DGM 4620	Producing Technology-based Training (3)	
Mixed Reality Track Recommended Electives			
	DGM 1110	Digital Media Essentials I (4)	
	DGM 1645	Mixed Reality Essentials (3)	
	DGM 2245	Mixed Reality Experiences I (3)	
	DGM 2545	Virtual Reality for Digital Cinema Storytelling (3)	
	DGM 2760	Web Languages I (3)	
	DGM 3261	Mixed Reality Experiences II (3)	
	DGM 4261	Mixed Reality Studio (3)	
	DGM 3545	Advanced Editing for Mixed Reality Content (3)	
	DGM 3320	Digital Photography and Compositing II (3) (This has a prerequisite of DGM 2320)	
	DGM 3270	Digital Product Experiences II (3)	
	DGM 3280	Adaptive Media Experiences (3)	
	DGM 320R	Advanced Topics in Digital Media Design (1)	

DGM 321R	Advanced Interaction Design Practicum (1)	
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	DGM 2341	Media Formats and Outputs	3
	DGM 301R	Digital Lecture Series	1
	DGM 312G	Digital Media for Intercultural Communication	3
	DGM 3110	Corporate Issues in Digital Media WE	3
	DGM 3220	Digital Media Project Management	3
	DGM 3750	Media Analytics	3
	DGM 490R	Senior Capstone	6
Emphasis Requirements:			41 Credits
	DGM 2740	Principles of Web Languages	3
	DGM 2760	Web Languages I	3
	DGM 2780	Web Tools and Frameworks I	3
	DGM 3740	Web Content Management	3
	DGM 3760	Web Languages II	3
	DGM 3780	Web Tools and Frameworks II	3
	DGM 3790	Rich Internet Application Development I	3
	DGM 4790	Rich Internet Application Development II	3
	DGM 481R	Internship (1.0)	1
Emphasis Elective Requirements:			16 Credits
Complete 16 credits from the following:			16
	DGM 2260	Immersive Experiences I (3)	
	DGM 2270	Digital Product Experiences I (3)	
	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)	

Digital Media

	CS 2420	Introduction to Algorithms and Data Structures (3)	
	DGM 281R	Internship (1.0)	
	DGM 3261	Mixed Reality Experiences II (3)	
	DGM 3280	Adaptive Media Experiences (3)	
	DGM 4280	Interactive Media Strategies(3)	
	DGM 4290	Designing Voice Experiences (3)	
	DGM 481R	Internship (1.0)	
	Or other advisor approved electives		

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