

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
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)	

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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)	

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.

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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](#). (Note: This graduation plan has not been updated, please contact the department for the most updated plan.)

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

Semester 1	Course Title or Text	Credit Hours
<i>DGM 1220</i>	Digital Design Essentials	3
<i>DGM 2120</i>	Web Essentials	3
<i>DGM 1600</i>	Scripting for Internet Technology	3
<i>ENGL 1005 or ENGL 1010</i>	Literacies and Composition Across Contexts or Introduction to Academic Writing	3
Fine Arts	See Wolverine Track for options	3
	Semester total:	15
Semester 2	Course Title or Text	Credit Hours
<i>DGM 1230</i>	Interaction Design Essentials	3
<i>DGM 1240</i>	Communicating Digital Design	3
<i>DGM 2250</i>	Principles of Digital Design	3
<i>MAT 1030 or</i>	Quantitative Reasoning or	3
<i>MATH 1040 or</i>	Introduction to Statistics or	
<i>MATH 1050</i>	College Algebra	
Humanities	See Wolverine Track for options	3
		15
Semester 3	Course Title or Text	Credit Hours
<i>DGM 2240</i>	Interaction Design	3
<i>DGM 2341</i>	Media Formats and Outputs	3
<i>ENGL 2010</i>	Intermediate Writing	3
Biology	See Wolverine Track for options	3
IAD Elective	See Advisor to plan classes	3
	Semester total:	15
Semester 4*	Course Title or Text	Credit Hours
<i>DGM 221R</i>	Interaction Design Colloquium	1
<i>HLTH 1100 or</i>	Personal Health and Wellness or	2

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PES 1097	Fitness for Life	
American Institutions	See Wolverine Track for options	3
IAD Elective	See Advisor to plan classes	3
IAD Elective	See Advisor to plan classes	3
IAD Elective	See Advisor to plan classes	3
	Semester total:	15
*Student applies to program by submitting portfolio toward the end of this semester.		
Semester 5*	Course Title or Text	Credit Hours
DGM 3220	Project Management	3
DGM 3240	Interaction Design Colloquium	3
DGM 3271	Digital Product Design Studio	3
Social or Behavioral Science	See Wolverine Track for options	3
IAD Elective (Upper Division)	See Advisor to plan classes	3
	Semester total:	15
Semester 6	Course Title or Text	Credit Hours
DGM 3110	Corporate Issues in Digital Media WE	3
DGM 3260	Immersive Experiences II	3
DGM 301R	Digital Lecture Series	1
IAD Elective (Upper Division)	See Advisor to plan classes	3
IAD Elective (Upper Division)	See Advisor to plan classes	3
IAD Elective	See Advisor to plan classes	1
	Semester total:	14
Semester 7	Course Title or Text	Credit Hours
DGM 490R	Senior Capstone (see advisor for this class)	3
DGM 3750	Media Analytics (See Advisor)	3
DGM 481R	Internship	1
Third Science	See Wolverine Track for options	3
IAD Elective (Upper Division)	See Advisor to plan classes	3
IAD Elective	See Advisor to plan classes	3
	Semester total:	16
Semester 8	Course Title or Text	Credit Hours
DGM 490R	Senior Capstone (see advisor for this class)	3

DGM 312G	Digital Media for Intercultural Communication	3
Physical Science	See Wolverine Track for options	3
PHIL 2050	Ethics and Values	3
IAD Elective (Upper Division)	See Advisor to plan classes	3
	Semester total:	15
	Degree total:	120