

BACHELOR OF  
ARTS



## DIGITAL MEDIA & DESIGN

Digital Media and Design will prepare graduates to work with interactive web and app development business creating educational, entertainment-based and commercial mobile apps, websites, modelers, concept artists and technical directors in animation studios, interactive gaming companies and virtual reality labs. Graduates will also be able to design websites. Graduates can also work in the television and film industry as directors of photography, videographers, special effects artists, and editors. The printing, graphic design and photography industries also employ digital media and design majors to manage the creation and production of digital promotion materials.

According to the Bureau of Labor Statistics, multimedia artists and animators' 2017 median pay was \$70,530 per year, with an entry level education of a bachelor's degree. In 2016, the number of jobs in the field was 73,700. The job outlook in 2016-2026 has an 8% increase, adding 6,200 jobs.



We will provide you with a solid background for a successful career in digital media and design. Our coursework will further differentiate you from other candidates:

### HUMANITIES CORE: 18 hours

- COM310 Human, Interpersonal and Small Group Communication
- COM324 Communicating Across Cultures
- DMD134 Introduction to Digital Media
- DMD230 Digital Video I
- ENG152 Introduction to Technical Writing
- SAS470 Internship

### MAJOR: DIGITAL MEDIA & DESIGN: 39 hours

- ART120 Two-Dimensional Foundations
- ART130 Three-Dimensional Foundations
- ART324 Digital Mixed Media
- ART325 Graphic Design
- ART420 Interactive Digital Design
- CST255 Internet and Website Development
- CST201 Programming
- DMD234 Digital Photography
- DMD320 Web Design
- DMD334 Digital Video II
- DMD434 Digital Photography II
- DMD454 eLearning/eTraining Content Development
- SAS499 Senior Seminar



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