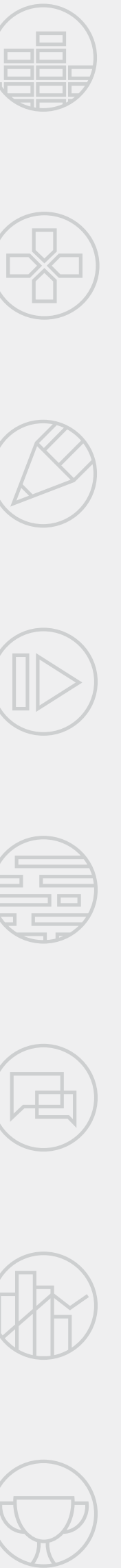




Degree PROGRAMS



Digital Arts & Design

Undergraduate Degree Program - Campus

OVERVIEW

The Digital Arts & Design curriculum is specifically designed to pair art and technology to inspire and help you create groundbreaking designs for motion graphics. Throughout the curriculum, you will explore the entire design process—from concept to creation and from presentation to implementation. In these courses, you will learn the ins and outs of the current hardware and software used by professionals in the design world. As you master these concepts, you will be challenged to think about design in a new way—first understanding the intended audience for a project, then using that knowledge to direct the design of your message. You will apply this process across a wide spectrum of design projects, including 2-D and 3-D art, typography, video, and motion graphics. Learning the essential design and technology elements of this field is just one part of the Digital Arts & Design degree program. You will also have courses focusing on communication, physical science, and popular culture that will prepare you for your career in the motion-graphics industry.

The Digital Arts & Design bachelor of science degree program provides a comprehensive look at the entire design process – from concept to creation and from presentation to implementation. Throughout the curriculum, you’ll explore the foundational elements of 2D and 3D art theory, utilize hardware and software used by current design professionals, and hone your own eye for visual messaging.

ASSOCIATE'S OBJECTIVE

Our goal is to provide you with the focused knowledge and understanding of digital production needed to qualify for entry-level industry positions as production artists, graphic artists, photo editors, and various other positions in motion-graphic production. Additional skills that you will acquire in digital video production and sound design will broaden your opportunities for a variety of positions in the industry.

In addition to technical proficiency and creative development, your education will help you develop critical-thinking, problem-solving, and analytical skills that contribute to life learning, providing you with the tools needed to help sustain a long and productive professional career in the entertainment and media industries.

BACHELOR'S OBJECTIVE

Our goal is to provide you with the focused knowledge and understanding of digital production needed to qualify for entry-level industry positions as graphic designers, motion-graphic designers, animators, digital-media authors, video editors, and various other positions in motion-graphic production. Additional skills that you will acquire in digital video production and sound design will broaden your opportunities for a variety of positions in the industry.

In addition to technical proficiency and creative development, your education will help you develop critical-thinking, problem-solving, and analytical skills that contribute to lifelong learning, providing you with the tools needed to help sustain a long and productive professional career in the entertainment and media industries.

Digital Arts & Design

Undergraduate Degree Program - Campus

Campus

Chronological Course Schedule by Months

	MONTH	CODE	COURSES	CREDIT HOURS
Bachelor's Program	Associate's Program	1	GEN1011 Creative Presentation	3.0
			DEP1013 Psychology of Play	3.0
	2	TEM1001 Technology in the Entertainment and Media Industries	4.0	
		ENC1101 English Composition I*	4.0	
	3	ART1201 Design and Art Theory	4.0	
	4	DGT101 Graphic Principles I	4.0	
	5	DGT201 Graphic Principles II	4.0	
	6	GRD324 Color Theory	4.0	
		VSD119 Project and Portfolio I: Visual Design	3.0	
	7	GRD162 Concepts in Photography	4.0	
		MGF1213 College Mathematics	4.0	
	8	ART2006 Art History	4.0	
		VSD229 Project and Portfolio II: Visual Design	3.0	
		DADC111 Professional Development Seminar I: Digital Arts and Design*	1.0	
	9	DGT332 Typography and Page Layout	4.0	
	10	DGT346 Digital Audio and Video	3.0	
		DAD239 Project and Portfolio III: Digital Arts and Design	3.0	
		DADC222 Professional Development Seminar II: Digital Arts and Design*	1.0	
	11	DGT341 Motion Graphics	4.0	
	12	DGT441 Advanced Motion Graphics	4.0	
13	VIC3003 History of Visual Communications	4.0		
	DGT363 Editing Digital Video	3.0		
14	DGT312 3-D Arts	4.0		
	DAD349 Project and Portfolio IV: Digital Arts and Design	3.0		
15	PHY1020 Fundamentals of Physical Science*	4.0		
	DGT333 3-D for Motion Design	3.0		
16	DGT432 Broadcast Design	3.0		
	DAD359 Project and Portfolio V: Digital Arts and Design	3.0		
17	DGT461 Motion Graphics Production	4.0		
	HUM1505 Popular Culture in Media	4.0		
18	DAD464 Live Event Design	4.0		
	DAD469 Project and Portfolio VI: Digital Arts and Design	3.0		
19	DGT466 Digital Studio	3.0		
20	DAD479 Project and Portfolio VII: Digital Arts and Design	3.0		
	DADC444 Career Readiness: Digital Arts and Design*	4.0		

BACHELOR'S TOTAL CREDIT HOURS: 120

BACHELOR'S TOTAL WEEKS: 80

ASSOCIATE'S TOTAL CREDIT HOURS: 60

ASSOCIATE'S TOTAL WEEKS: 40

* This specific course is offered online. Please see course description for details.