

# DIG: DIGITAL MEDIA TECH

## Courses

	Credit(s)	Contact	Lab
DIG 1452C. ANNOUNCING AND PERFORMANCE FOR MULTIMEDIA.	3	2	2
ANNOUNCING AND PERFORMANCE FOR MULTIMEDIA An introduction to the techniques, practices and procedures in recorded and live event performance. Students will analyze scripts, practice vocal exercises, review current trends in media presentation, and learn techniques associated with different media production environments. (Special Fee \$63.00).			
DIG 1940. PROFESSIONAL DEVELOPMENT FOR DIGITAL MEDIA.	1	1	0
PROFESSIONAL DEVELOPMENT FOR DIGITAL MEDIA The student will perform self-reflective exercises to determine working and learning styles, research industry positions, learn basic job hunting skills, attend meetings of professional organizations, and learn how to develop and present their work. (Special Fee: \$19.00).			
DIG 2000C. INTRO TO DIGITAL MEDIA & DESIGN.	3	2	2
INTRO TO DIGITAL MEDIA & DESIGN Introduction to history, principles, and processes associated with digital media and designing for digital media with emphasis on production and communication. (Special Fee \$121.00).			
DIG 2030C. DIGITAL VIDEO AND SOUND.	3	2	2
DIGITAL VIDEO AND SOUND Prerequisite: Minimum grade of C in DIG 2000C or GRA 1142C; or department approval Introduces concepts and principles of producing and assembling digital video and the tools and techniques of video and sound capture. (Special Fee: \$117.00).			
DIG 2100C. WEB ESSENTIALS.	2	2	1
WEB ESSENTIALS Students become familiar with essential concepts used to employ critical thinking and basic web coding language to create standards compliant web sites. Students also learn the importance of web standards, validation and debugging when creating projects. (Special Fee: \$5.00).			
DIG 2109C. DIGITAL IMAGING FUNDAMENTALS.	3	2	2
DIGITAL IMAGING FUNDAMENTALS Prerequisites: Minimum grade of C in DIG 2000C; and minimum grade of C in either TPA 1380 or SLS 1122; or departmental approval. Introduces concepts and principles of image creation, and the tools and techniques of image capture, creation, manipulation, and integration for design concepts. (Special Fee: \$68.00).			
DIG 2132C. DIGITAL DRAWING AND DESIGN.	3	2	2
DIGITAL DRAWING AND DESIGN This course provides an introduction to the concepts, principles and techniques of digital art and design. It explores the use of the computer as a tool to create drawings and illustrations using industry standard software. (Special Fee: \$68.00).			
DIG 2282C. VISUAL MEDIA ESSENTIALS.	3	3	1
VISUAL MEDIA ESSENTIALS Students will learn basic concepts of video production, video editing, graphics creation, project authoring, and distribution of media. (Special Fee: \$68.00).			
DIG 2284C. ADVANCED DIGITAL VIDEO AND SOUND.	3	2	2
ADVANCED DIGITAL VIDEO AND SOUND Prerequisites: Minimum grades of C in DIG 2030C and DIG 2430C; or department approval Develops creative and organizational skills needed for advanced digital video production. Requires participation in a group video production. (Special Fee: \$187.00).			

DIG 2291C. ADVANCED AUDIO VISUAL TECHNOLOGY. 3 3 1

ADVANCED AUDIO VISUAL TECHNOLOGY Prerequisites: Minimum grade of C in TPA 2257C for Entertainment Design Technology students, or minimum grade of C in DIG 2030C for Digital Media Technology students; or department approval. An in-depth exploration of the audiovisual technology and practices of the entertainment industry, the course will focus on the development of proficiency in the operation of a variety of audiovisual equipment with emphasis on systems integration. (Special Fee: \$121.00).

DIG 2292C. DIGITAL POST-PRODUCTION. 3 3 1

DIGITAL POST-PRODUCTION Prerequisite: Minimum grade of C in DIG 2030C or departmental approval A detailed exploration into editing theory and post-production tasks. Includes instruction in color correction and authoring interactive designs for motion picture distribution. (Special Fee: \$59.00).

DIG 2302C. INTRODUCTION TO 3D MOTION GRAPHICS. 3 3 1

INTRODUCTION TO 3D MOTION GRAPHICS Prerequisites: Minimum grades of C in GRA 2156C and either DIG 2341C or GRA 2160; or department approval Students will learn fundamental concepts for the creation of three- dimensional motion graphics. (Special Fee: \$162.00).

DIG 2317C. ADVANCED ACTIONSSCRIPT. 3 3 1

ADVANCED ACTIONSSCRIPT Prerequisite: Minimum grades of C in DIG 1108C and DIG 2312C; or department approval Using industry-standard authoring software and scripting languages, students author an advanced interactive presentation through various stages of development with emphasis on optimizing and debugging. Special attention is given to creating interactive projects and interfaces. (Special Fee: \$59.00).

DIG 2341C. INTRODUCTION TO MOTION GRAPHICS. 3 3 1

INTRODUCTION TO MOTION GRAPHICS Prerequisite: Minimum grade of C in either DIG 2109C or GRA 2201C; and minimum grade of C in either DIG 2132C or ART 1300C; or department approval. Students will learn basic concepts of motion graphics creation for various distribution formats. (Special Fee: \$43.00).

DIG 2342C. ADVANCED MOTION GRAPHICS. 3 3 1

ADVANCED MOTION GRAPHICS Prerequisites: Minimum grades of C in GRA 1206C and either DIG 2341C or GRA 2160C; or department approval Advanced motion graphics concepts and techniques will be taught, enabling students to produce sophisticated motion graphic projects. Students will explore programming and input devices used to create more complex motion graphics. (Special Fee: \$31.00).

DIG 2430C. DIGITAL STORYTELLING. 3 2 1

DIGITAL STORYTELLING Prerequisite: Minimum grade of C in either DIG 2132C or ART 1300C or TPA 1380 or SLS 1122 or JOU 2100C or department approval. The course focuses on the use of narrative forms in interactive media and other new technologies. Students will explore and create non-linear and interactive story structures. (Special Fee: \$68.00).

DIG 2431C. ADVANCED DIGITAL STORYTELLING. 3 2 1

ADVANCED DIGITAL STORYTELLING Prerequisites: Minimum grade of C in DIG 2430C; or department approval Students create purpose-driven narratives utilizing industry-standard software. (Special Fee: \$31.00).

DIG 2500C. FUNDAMENTALS OF INTERACTIVE DESIGN. 3 2 2

FUNDAMENTALS OF INTERACTIVE DESIGN Prerequisites: Minimum grade of C in either DIG 2000C or GRA 1142C; or department approval. Foundations of interactive media including user-interface design. Students combine audio, video, imaging, and animation using industry standard software. (Special Fee: \$59.00).

DIG 2580C. DIGITAL MEDIA PORTFOLIO REVIEW. 2 1 1

DIGITAL MEDIA PORTFOLIO REVIEW Prerequisite: Minimum grade of C in DIG 2284C for Video Production Specialization, or DIG 2822C for Mobile Journalism Specialization, or DIG 2342C or 2950C for Motion Graphics Specialization; or department approval. Creation by the student of a final digital portfolio summarizing the student's body of work. The student will design and complete a resume, self-promotional piece, and undergo a formal interview with industry professionals. Students will be expected to earn a C or higher on a comprehensive exam using industry-standard software and procedures. (Special Fee: \$79.00).

DIG 2822C. VIDEO JOURNALISM. 3 2 1

VIDEO JOURNALISM Prerequisites: Minimum grades of C in DIG 1940 and DIG 2030C; or department approval Students will learn the fundamentals of electronic news gathering. Topics to be covered include shooting and editing a news package, as well as writing and producing techniques. (Special Fee: \$227.00).

DIG 2930. SELECTED TOPICS IN DIGITAL MEDIA TECHNOLOGY. 1-3 variable

SELECTED TOPICS IN DIGITAL MEDIA TECHNOLOGY For students who are interested in advanced topics in digital media technology. May include lab and/or field work as part of the class, depending on topic. Multiple credit course. May be repeated for credit, but grade forgiveness cannot be applied.

DIG 2941. INTERNSHIP EXPLORATION IN DIGITAL MEDIA. 1-4 variable

INTERNSHIP EXPLORATION IN DIGITAL MEDIA Prerequisites: Satisfactory completion of all mandated courses in reading, math, English, & EAP; 2.0 institutional or overall GPA; 12 credits, including a minimum grade of C in DIG 2000C; or Program Chair approval This course is a planned work-based experience that provides students with supervised career exploration activities and/or practical experiences to assist in confirming their educational plans. Each earned credit of Internship requires a minimum of 80 clock hours of work. Multiple credit course. May be repeated for credit, but grade forgiveness cannot be applied. (Special Fee: \$10.00).

DIG 2943. INTERNSHIP IN DIGITAL MEDIA. 1-4 variable

INTERNSHIP IN DIGITAL MEDIA Prerequisites: Satisfactory completion of all mandated courses in reading, math, English, & EAP; a minimum 2.0 institutional or overall GPA; and 12 credits, including a minimum grade of C in DIG 2291C or DIG 2432C or DIG 2950C or DIG 2106C. The Program Dir./Prog. Chair/Prog. Coord. or IPO has the discretion to provide override approval as it relates to the waiver of required prog./discipline-related courses. This course is a planned work-based experience that provides students with an opportunity to fine-tune skill sets learned in coursework and enhance workplace skills through supervised practical experience related to their career objectives. Each earned credit hour of internship requires a minimum of 80 clock hours of work. Multiple credit course. May be repeated for credit, but grade forgiveness cannot be applied. (Internship Fee: \$10.00).

DIG 2950C. DIGITAL MEDIA PROJECT. 3 2 2

DIGITAL MEDIA PROJECT Prerequisites: Minimum grade of C in DIG 2030C or DIG 2341C or DIG 2106C; or department approval Students will participate in selected media and/or web programming projects for clients internal/external to the college. (Special Fee: \$63.00).