## Digital Media (B.A.)

### College of Arts and Humanities

**School of Visual Arts and Design,**

**Visual Arts Building, Room: 117**

http://svad.cah.ucf.edu/

Email: svadadvising@ucf.edu

Phone: 407-823-2676

The B.A. in Digital Media allows students to integrate the multiple domains of art, storytelling, and technology. It is designed to provide a solid foundation in techniques and theory in one focused area of competence, provide a broad understanding of related disciplines including arts, humanities, and technology, and provide extended experience in working in multidisciplinary teams on realistic problems. The program is administered through the School of Visual Arts and Design with the College of Arts and Humanities. It recognizes that there are many combinations of courses which meet the needs of individual students. Two specializations -Game Design and Web Design - lead to a Bachelor of Arts degree.

### Admission Requirements

- None

### Degree Requirements

- Students who change degree programs and select this major must adopt the most current catalog.
- Departmental Residency Requirement consists of at least 24 hours of regularly scheduled 3000-4000 level courses taken from the UCF School of Visual Arts and Design.
- Students must earn at least a “C” (2.0) in each required course, except DIG 2000 and DIG 4713 as noted.
- Co-op or internship credits are not permitted in this major without prior written permission.
- Students should consult with a School advisor at least once annually.

### 1. UCF General Education Program (GEP) (37 hrs)

<table>
<thead>
<tr>
<th>A: Communication Foundations</th>
<th>(9 hrs)</th>
</tr>
</thead>
<tbody>
<tr>
<td>Required ARH 2050 History of Western Art I and 3 hrs</td>
<td></td>
</tr>
<tr>
<td>Required ARH 2051 History of Western Art II and 3 hrs</td>
<td></td>
</tr>
</tbody>
</table>

Select one additional course from approved list 3 hrs

<table>
<thead>
<tr>
<th>B: Cultural &amp; Historical Foundations</th>
<th>(9 hrs)</th>
</tr>
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<tbody>
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<td>Required ARH 2050 History of Western Art I and 3 hrs</td>
<td></td>
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<tr>
<td>Required ARH 2051 History of Western Art II and 3 hrs</td>
<td></td>
</tr>
</tbody>
</table>

Select one additional course from approved list 3 hrs

### 2. Common Program Prerequisites (CPP) (6 hrs)

<table>
<thead>
<tr>
<th>ARH 2050 History of Western Art</th>
<th>3 hrs</th>
</tr>
</thead>
<tbody>
<tr>
<td>ARH 2051 History of Western Art II</td>
<td>3 hrs</td>
</tr>
</tbody>
</table>

Statewide Required Electives 3 hrs

### 3. Core Requirements: Basic Level (12 hrs)

- Admission to all courses after DIG 2000 is dependent on the student achieving at least a ‘B’ (3.0) in DIG 2000.

#### Digital Media Core: Basic

<table>
<thead>
<tr>
<th>Course</th>
<th>Title</th>
<th>Hours</th>
</tr>
</thead>
<tbody>
<tr>
<td>DIG 2000</td>
<td>Introduction to Digital Media</td>
<td>3 hrs</td>
</tr>
<tr>
<td>DIG 2030</td>
<td>Digital Video Fundamentals</td>
<td>3 hrs</td>
</tr>
<tr>
<td>DIG 2109</td>
<td>Digital Imaging Fundamentals</td>
<td>3 hrs</td>
</tr>
<tr>
<td>DIG 2500</td>
<td>Fundamentals of Interactive Design</td>
<td>3 hrs</td>
</tr>
</tbody>
</table>

### 4. Core Requirements: Advanced Level (12 hrs)

#### Digital Media Core: Advanced

<table>
<thead>
<tr>
<th>Course</th>
<th>Title</th>
<th>Hours</th>
</tr>
</thead>
<tbody>
<tr>
<td>DIG 3024</td>
<td>Digital Cultures &amp; Narrative</td>
<td>3 hrs</td>
</tr>
<tr>
<td>DIG 3480</td>
<td>Computer as a Medium</td>
<td>3 hrs</td>
</tr>
<tr>
<td>DIG 3525</td>
<td>Digital Media Production I</td>
<td>3 hrs</td>
</tr>
<tr>
<td>DIG 4780C</td>
<td>Modeling for Realtime Systems</td>
<td>3 hrs</td>
</tr>
</tbody>
</table>

### Game Design

- Admission to all courses after DIG 4713 is dependent on the student achieving at least a “B” (3.0) in DIG 4713.

#### Game Design: Basic Concentration (24 hrs)

| COP 323C | Introduction to Programming with C and Object Oriented Programming | 3 hrs |
| COP 3330 | Object Oriented Programming and Design | 3 hrs |
| DIG 4630C | Media Business Practices and Management | 3 hrs |
| DIG 4713 | Game Design and Production | 3 hrs |
| DIG 4715C | Game Production and Programming | 3 hrs |
| DIG 4720C | Casual Game Production and Programming | 3 hrs |
| FIL 3720C | Introduction to Animation and Motion Graphics | 3 hrs |
| GRA 2151C | Illustration | 3 hrs |

#### Game Design: Restricted Electives (18 hrs)

- Complete 18 hours of credits from the following areas:
  - NOTE: DIG 4725C Must be taken at least two times. It is repeatable for credit.
  - 12 Additional hrs of 3000 or 4000 level courses from ART, ARH, FIL, GRA, DIG or any 3000 or 4000 level courses approved by the school. and DIG 4725C Game Design Workshop 6 hrs

### Web Design

- Admission to all courses after DIG 4713 is dependent on the student achieving at least a “B” (3.0) in DIG 4713.

#### Web Design: Basic Concentration (24 hrs)

| DIG 3134 | Media Software Design and Production | 3 hrs |
| DIG 3563 | Information Management and Design | 3 hrs |
| DIG 3716C | Internet Interaction and User-Centered Design | 3 hrs |
| DIG 3811 | User-Centered Design and Development | 3 hrs |
| DIG 4503 | Rapid Application Development and Design | 3 hrs |
| DIG 4530C | Media for e-Commerce and Web Design | 3 hrs |
| DIG 4630C | Media Business Practices and Management | 3 hrs |
| GRA 3803C | Intermediate Computer Graphic Design | 3 hrs |

#### Web Design: Restricted Electives (18 hrs)

- Complete 18 hours of credits from the following areas:
  - Note: DIG 4104C Must be taken at least two times. It is repeatable for credit.
  - 12 Additional hrs of 3000 or 4000 level courses from ART, ARH, FIL, GRA, DIG or any 3000 or 4000 level digital media courses approved by the school. and DIG 4104C Web Design Workshop 6 hrs

### 5. Restricted Electives

- None

### 6. Capstone Requirements

- None

### 7. Foreign Language Requirements

#### Admissions

- Met by graduation requirement.

#### Graduation

- Proficiency equivalent to one year of college instruction in a foreign language taught by the Department of Modern Languages. Standardized examinations for foreign languages may be used to meet the requirement.

### 8. Electives

- Electives may be taken in allied programs such as Art, Music, Philosophy, English, Film, the Nicholson School of Communication, Computer Science, etc. as approved by the school.

### 9. Additional Requirements

- None

### 10. Required Minors

- None

### 11. Departmental Exit Requirements

- None

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**UNIVERSITY OF CENTRAL FLORIDA**

Undergraduate Catalog 2016-2017
12. University Minimum Exit Requirements
- A 2.0 UCF GPA
- 60 semester hours earned after CLEP awarded
- 48 semester hours of upper division credit completed
- 30 of the last 39 hours of course work must be completed in residency at UCF.
- A maximum of 45 hours of extension, correspondence, CLEP, Credit by Exam, and Armed Forces credits permitted.
- Complete the General Education Program, the Gordon Rule, and nine hours of Summer credit.

Total Semester Hours Required
- 120

Honors In Major
- None

Related Programs
- Art
- Computer Science
- English - Creative Writing
- English - Literature
- English - Technical Communication
- Film - Cinema Studies
- Music

Certificates
- None

Related Minors
- Art - Studio
- Information Technology
- Computer Science
- English - Technical Communication
- Film - Cinema Studies
- Music

Advising Notes
- http://svad.cah.ucf.edu/students
- svadadvising@ucf.edu

Transfer Notes
- Grades less than 'C' (2.0) are not accepted.
- Lower division courses do not substitute for upper division courses.
- Courses transferred from private and out-of-state schools must be evaluated for equivalency credit. The student must provide all supporting information.

Acceptable Substitutes for Transfer Courses
- None

Plan of Study
- None

Game Design

Freshman Year - Fall
- ARH 2050 History of Western Art I
- ENC 1101 Composition I
- MAC 1105C College Algebra
- GEP Cultural & Historical Foundation
- GEP Social Foundation

Freshman Year - Spring
- ARH 2051 History of Western Art I
- ENC 1101 Composition I
- MAC 1105C College Algebra
- GEP Cultural & Historical Foundation
- GEP Social Foundation

Freshman Year - Summer
- ARH 2052 History of Western Art II
- ENC 1102 Composition II
- GEP Social Foundation

Sophomore Year - Fall
- ART 2201C Design Fundamentals-Two Dimensional
- DIG 2030 Digital Video Fundamentals
- DIG 2109 Digital Imaging Fundamentals
- DIG 2500 Fundamentals of Interactive Design
- GEP Communication Foundation

Sophomore Year - Spring
- ART 2300C Drawing Fundamentals I
- DIG 3024 Digital Cultures & Narrative
- DIG 3480 Computer as a Medium
- DIG 3525 Digital Media Production I
- DIG 4780C Modeling for Realtime Systems

Sophomore Year - Fall
- ART 2201C Design Fundamentals-Two Dimensional
- DIG 2030 Digital Video Fundamentals
- DIG 2109 Digital Imaging Fundamentals
- DIG 2500 Fundamentals of Interactive Design
- GEP Communication Foundation

Sophomore Year - Spring
- ART 2300C Drawing Fundamentals I
- DIG 3024 Digital Cultures & Narrative
- DIG 3480 Computer as a Medium
- DIG 3525 Digital Media Production I
- DIG 4780C Modeling for Realtime Systems

Junior Year - Fall
- COP 3232C Introduction to Programming with C
- DIG 4630C Media Business Practices
- DIG 4713 Game Design
- GRA 2151C Illustration

Junior Year - Spring
- COP 3330 Object Oriented Programming
- DIG 4715C Game Production
- DIG 4720C Casual Game Production
- FIL 3720C Introduction to Animation

Senior Year - Fall
- DIG 4725C Game Design Workshop
- Foreign Language Elementary Level I
- Elective
- Restricted Elective
- Restricted Elective

Senior Year - Spring
- DIG 4725C Game Design Workshop
- Foreign Language Elementary Level II
- Elective
- Restricted Elective
- Restricted Elective

Web Design

Freshman Year - Fall
- ARH 2050 History of Western Art I
- ENC 1101 Composition I
- MAC 1105C College Algebra
- GEP Cultural & Historical Foundation
- GEP Social Foundation

Freshman Year - Spring
- ARH 2051 History of Western Art II
- COP 2500C Concepts in Computer Science
- DIG 2000 Introduction to Digital Media
- ENC 1102 Composition II
- GEP Social Foundation

Freshman Year - Summer
- GEP Science Foundation

Sophomore Year - Fall
- ART 2201C Design Fundamentals-Two Dimensional
- DIG 2030 Digital Video Fundamentals
- DIG 2109 Digital Imaging Fundamentals
- DIG 2500 Fundamentals of Interactive Design
- GEP Communication Foundation

Sophomore Year - Spring
- ART 2300C Drawing Fundamentals I
- DIG 3024 Digital Cultures & Narrative
- DIG 3480 Computer as a Medium
- DIG 3525 Digital Media Production I
- DIG 4780C Modeling for Realtime Systems

Junior Year - Fall
- DIG 3563 Information Management and Entrepreneurship
- DIG 4630C Media Business Practices
- Foreign Language Elementary Level I
- Elective

Junior Year - Spring
- DIG 3134 Media Software Design
- DIG 3716C Internet Interaction
- DIG 3811 User-Centered Design
- Foreign Language Elementary Level II

Senior Year - Fall
- DIG 4104C Web Design Workshop
- DIG 4530C Media for e-Commerce
- GRA 3803C Intermediate Computer Graphic Design
- Elective
- Restricted Elective

Senior Year - Spring
- DIG 4104C Web Design Workshop
- DIG 4503 Rapid Application Web Development
- Elective
- Restricted Elective
- Restricted Elective
Program Academic Learning Compacts
- Program Academic Learning Compacts (student learning outcomes) for undergraduate programs are located at:
  http://www.oeas.ucf.edu/alc/academic_learning_compacts.htm

Equipment Fees
- Part-Time Student: $16.50 per term
- Full-Time Student: $33 per term