UCF Degree Programs

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.

Note: Although the School of Visual Arts and Design maintains a computer lab for student use, majors must have continual access to a computer. Contact the UCF Computer Store or see the website (http://www.cstore.ucf.edu) for the minimum hardware and software specifications.

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)
   A: Communication Foundations
   (9 hrs)
   B: Cultural & Historical Foundations
   (9 hrs)

   Take all of the following:
   9 hrs
   - Required ARH 2050 History of Western Art I
   - 3 hrs
   - Required ARH 2051 History of Western Art II
   - 3 hrs
   - Select one additional course from approved list
   - 3 hrs

   C: Mathematical Foundations
   (7 hrs)
   - Required COP 2500C Concepts in Computer Science
   - 4 hrs
   1 Required MAC 1105C College Algebra
   - 3 hrs

   1 (May substitute more advanced version)

   D: Social Foundations
   (6 hrs)
   E: Science Foundations
   (6 hrs)

   2. Common Program Prerequisites (CPP)
   (6 hrs)
   ARH 2050 History of Western Art I
   ARH 2051 History of Western Art II
   ART 2201C Design Fundamentals-Two Dimensional
   ART 2300C Concepts in Computer Science
   COP 2500C Concepts in Computer Science
   MAC 1105C College Algebra

   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
   - DIG 2000 Introduction to Digital Media
   - 3 hrs
   - DIG 2030 Digital Video Fundamentals
   - 3 hrs
   - DIG 2109 Digital Imaging Fundamentals
   - 3 hrs
   - DIG 2500 Fundamentals of Interactive Design
   - 3 hrs

   4. Core Requirements: Advanced Level
   (12 hrs)
   Digital Media Core: Advanced
   - DIG 3024 Digital Cultures & Narrative
   - 3 hrs
   - DIG 3480 Computer as a Medium
   - 3 hrs
   - DIG 3525 Digital Media Production I
   - 3 hrs
   - DIG 4780C Modeling for Realtime Systems
   - 3 hrs

   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 3223C Introduction to Programming with C and
   - 3 hrs
   - COP 3330 Object Oriented Programming and
   - 3 hrs
   - DIG 4630C Media Business Practices and
   - 3 hrs
   - DIG 4713 Game Design and
   - 3 hrs
   - DIG 4715C Game Production and
   - 3 hrs
   - DIG 4720C Casual Game Production and
   - 3 hrs
   - FIL 3720C Introduction to Animation and
   - 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.
   - DIG 4725C Game Design Workshop
   - 6 hrs

   Web Design
   (42 hrs)
   Web Design: Basic Concentration
   (24 hrs)
   - DIG 3134 Media Software Design and
   - 3 hrs
   - DIG 3563 Information Management and
   - 3 hrs
   - DIG 3716C Internet Interaction and
   - 3 hrs
   - DIG 3811 User-Centered Design and
   - 3 hrs
   - DIG 4503 Rapid Application Web Development and
   - 3 hrs
   - DIG 4530C Media for e-Commerce and
   - 3 hrs
   - DIG 4630C Media Business Practices and
   - 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.
   - 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

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
UCF Degree Programs

- 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
- Students interested in completing Honors in the Major should contact their program advisor. More information about Honors in the Major can be found at http://research.honors.ucf.edu/honors-in-the-major.

Related Programs
- Art
- Computer Science
- English - Creative Writing
- English - Literature
- English - Technical Communication
- Film - Cinema Studies Track
- 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  3 hrs
- ENC 1101 Composition I  3 hrs
- MAC 1105C College Algebra  3 hrs
- GEP Cultural & Historical Foundation  3 hrs
- GEP Social Foundation  3 hrs

Freshman Year - Spring
- ARH 2051 History of Western Art II  3 hrs
- COP 2500C Concepts in Computer Science  4 hrs
- DIG 2000 Introduction to Digital Media  3 hrs
- ENC 1102 Composition II  3 hrs
- GEP Social Foundation  3 hrs

Freshman Year - Summer
- GEP Science Foundation  3 hrs
- GEP Science Foundation  3 hrs

Sophomore Year - Fall
- ART 2201C Design Fundamentals-Two Dimensional  3 hrs
- DIG 2030 Digital Video Fundamentals  3 hrs
- DIG 2109 Digital Imaging Fundamentals  3 hrs
- DIG 2500 Fundamentals of Interactive Design  3 hrs
- GEP Communication Foundation  3 hrs

Sophomore Year - Spring
- ART 2300C Drawing Fundamentals I  3 hrs
- DIG 3024 Digital Cultures & Narrative  3 hrs
- DIG 3480 Computer as a Medium  3 hrs
- DIG 3525 Digital Media Production I  3 hrs
- DIG 4780C Modeling for Realtime Systems  3 hrs

Junior Year - Fall
- COP 3232C Introduction to Programming with C  3 hrs
- DIG 4630C Media Business Practices  3 hrs
- DIG 4713 Game Design  3 hrs
- GRA 2151C Illustration  3 hrs

Junior Year - Spring
- COP 3330 Object Oriented Programming  3 hrs
- DIG 4715C Game Production  3 hrs
- DIG 4720C Casual Game Production  3 hrs
- FIL 3720C Introduction to Animation  3 hrs

Senior Year - Fall
- DIG 4725C Game Design Workshop  3 hrs
- Foreign Language Elementary Level I  4 hrs
- Elective  3 hrs
- Restricted Elective  3 hrs
- Restricted Elective  3 hrs

Senior Year - Spring
- DIG 4725C Game Design Workshop  3 hrs
- Foreign Language Elementary Level II  4 hrs
- Restricted Elective  3 hrs
- Restricted Elective  3 hrs

Web Design

Freshman Year - Fall
- ARH 2050 History of Western Art I  3 hrs
- ENC 1101 Composition I  3 hrs
- GEP Cultural & Historical Foundation  3 hrs
- GEP Social Foundation  3 hrs

Freshman Year - Spring
- ARH 2051 History of Western Art II  3 hrs
- COP 2500C Concepts in Computer Science  4 hrs
- DIG 2000 Introduction to Digital Media  3 hrs
- ENC 1102 Composition II  3 hrs
- GEP Social Foundation  3 hrs

Freshman Year - Summer
- GEP Science Foundation  3 hrs
- GEP Science Foundation  3 hrs

Sophomore Year - Fall
- ART 2201C Design Fundamentals-Two Dimensional  3 hrs
- DIG 2030 Digital Video Fundamentals  3 hrs
- DIG 2109 Digital Imaging Fundamentals  3 hrs
- DIG 2500 Fundamentals of Interactive Design  3 hrs
- GEP Communication Foundation  3 hrs

Sophomore Year - Spring
- ART 2300C Drawing Fundamentals I  3 hrs
- DIG 3024 Digital Cultures & Narrative  3 hrs
- DIG 3480 Computer as a Medium  3 hrs
- DIG 3525 Digital Media Production I  3 hrs
- DIG 4780C Modeling for Realtime Systems  3 hrs

Junior Year - Fall
- DIG 3563 Information Management and Entrepreneurship  3 hrs
- DIG 4630C Media Business Practices  3 hrs
- Foreign Language Elementary Level I  4 hrs
- Restricted Elective  3 hrs

Junior Year - Spring
- DIG 3134 Media Software Design  3 hrs
- DIG 3716C Internet Interaction  3 hrs
- DIG 3811 User-Centered Design  3 hrs
- Foreign Language Elementary Level II  4 hrs

Senior Year - Fall
- DIG 4104C Web Design Workshop  3 hrs
- DIG 4530C Media for e-Commerce  3 hrs
- GRA 3803C Intermediate Computer Graphic Design  3 hrs
- Elective  3 hrs
- Restricted Elective  3 hrs

Senior Year - Spring
- DIG 4104C Web Design Workshop  3 hrs
- DIG 4503 Rapid Application Web Development  3 hrs
- Elective  3 hrs
- Restricted Elective  3 hrs
- Restricted Elective  3 hrs
Program Academic Learning Compacts
- Program Academic Learning Compacts (student learning outcomes) for undergraduate programs are located at:
  http://www.oelas.ucf.edu/alc/academic_learning_compacts.htm

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