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/
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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://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 and 3 hrs
Required ARH 2051 History of Western Art II and 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 GEP
ARH 2051 History of Western Art II GEP
ART 2201C Design Fundamentals-Two Dimensional 3 hrs
ART 2300C Drawing Fundamentals I 3 hrs
COP 2500C Concepts in Computer Science GEP
MAC 1105C College Algebra GEP

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 2030C Digital Video Fundamentals 3 hrs
DIG 2109C Digital Imaging Fundamentals 3 hrs
DIG 2200C Fundamentals of Interactive Design 3 hrs

Digital Media Core: Advanced

DIG 3024 Digital Cultures & Narrative 3 hrs
DIG 3480C Computer as a Medium 3 hrs
DIG 3525 Digital Media Production I 3 hrs
DIG 4780C Modeling for Realtime Systems 3 hrs

Game Design 42 hrs

- 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:

- Not: 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.

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:

- Not: 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.

Game Design 42 hrs

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:

- Not: 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 digital media courses approved by the school.

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:

- Not: 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.

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
### Plan of Study

**Sophomore Year - Spring**
- Game Design

**Sophomore Year - Fall**
- COP 3223C Introduction to Programming with C
- DIG 4630C Media Business Practices
- DIG 4713 Game Design
- GRA 2151C Illustration

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

**Junior Year - Spring**
- COP 4725C Game Design Workshop
- Foreign Language Elementary Level I
- Elective
- Restricted Elective
- Restricted Elective

**Senior Year - Fall**
- COP 4725C Game Design Workshop
- Foreign Language Elementary Level II
- Elective
- Restricted Elective
- Restricted Elective

**Senior Year - Spring**
- COP 4725C Game Design Workshop
- French
- Elective
- Restricted Elective
- Restricted Elective

**Web Design**

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

**Freshman Year - Spring**
- ART 2050 History of Western Art II
- COP 2500C Concepts in Computer Science
- DIG 2030 Introduction to Digital Media
- ENC 1102 Composition II
- GEP Social Foundation

**Sophomore Year - Fall**
- ART 2201C Design Fundamentals-Two Dimensional
- DIG 2030C Digital Video Fundamentals
- DIG 2109C Digital Imaging Fundamentals
- DIG 2600C Fundamentals of Interactive Design
- GEP Communication Foundation

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

**Junior Year - Fall**
- ART 3563 Information Management and Information Security
- 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
- French

**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

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**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

**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

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**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 2050 History of Western Art II
- COP 2500C Concepts in Computer Science
- DIG 2030 Introduction to Digital Media
- ENC 1102 Composition II
- GEP Social Foundation

**Freshman Year - Summer**
- GEP Science Foundation
- GEP Science Foundation

**Sophomore Year - Fall**
- ART 2201C Design Fundamentals-Two Dimensional
- DIG 2030C Digital Video Fundamentals
- DIG 2109C Digital Imaging Fundamentals
- DIG 2600C Fundamentals of Interactive Design
- GEP Communication Foundation

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

**Junior Year - Fall**
- ART 3563 Information Management and Information Security
- DIG 4630C Media Business Practices
- French
- Elective

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**Undergraduate Catalog 2015-2016**

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**UCF Degree Programs**
Program Academic Learning Compacts

- Program Academic Learning Compacts (student learning outcomes) for undergraduate programs are located at:
  http://www.o eas.ucf.edu/academiclearningcompacts.html

Equipment Fees

- Part-Time Student: $45 per term
- Full-Time Student: $90 per term