MINOR IN
DIGITAL MEDIA TECHNOLOGY

The minor in Digital Media Technology provides students with opportunities to learn about the processes involved in the development and publishing of web, visual effects, gaming, animation, simulation and other multimedia. Students majoring in Digital Media Technology are excluded from the Digital Media Technology Minor.

TOTAL MINOR COURSEWORK: 19 HOURS

MINOR REQUIRED COURSES: 4 HOURS

DGT 1001 Introduction to the Digital Media Profession
DGT 4333 Trends in Digital Media

MINOR ELECTIVE COURSES: MINIMUM OF 15 HOURS

DGT 1363 Introduction to Graphics Technology
DGT 2123 Introduction to Digital Photography
DGT 3003 Game Development
DGT 3013 2D Computer Animation
DGT 3313 3D Modeling for Digital Media
DGT 3343 UI/UX
DGT 3813 Web Development
DGT 4123 Advanced Digital Photography
DGT 4353 Digital Media Production Management
DGT 4753 Visual Effects
DGT 4773 Lighting, Texturing and Rendering
DGT 4763 Costing and Planning for Media Projects
DGT 4783 Mobile Gaming
DGT 4793 Game Programming

DGT 4814 Digital Media Strategy
DGT 4823 Web Content Management Systems
DGT 4833 Web Search Engine Optimization
DGT 4923 Emerging Web Technologies
DGT 4913 Emerging Gaming Technology
DGT 4933 3D Animation and Motion Capture

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