

## Degree Description

This program prepares students for the diverse and exciting world of digital media manipulation and production. Curriculum exposes students to various types of digital media including digital imaging and graphics, audio and video production, 2D and 3D animation, Web technologies, and desktop publishing.

### Marketable Skills

1. Understand and apply computing terminology and concepts used in the workplace- Critical Thinking/Communication.
2. Apply fundamentals of computer programming in structured design concepts- Critical Thinking/Communication.
3. Configure, use, and troubleshoot computer operating systems and/or application software Critical Thinking.
4. Use the Internet to locate, transfer, research and publish information at a level appropriate for the academic and work environment. Critical Thinking/Communication.
5. Install and evaluate desktop and network security protocols and principles- Critical Thinking.

Semester I	Hours
<a href="#">COSC 1301 Introduction to Computing</a>	3 hours
<a href="#">IMED 1316 Web Design I</a>	3 hours
<a href="#">ARTC 1302 Digital Imaging I</a> <sup>1</sup>	3 hours
<a href="#">ARTV 2301 Animation 2D</a> <sup>4</sup>	3 hours
<a href="#">COSC 1336 Programming Fundamentals I</a>	3 hours
	<b>15 hours</b>

Semester II	Hours
<a href="#">IMED 2315 Web Page Design II</a> <sup>2,5</sup>	3 hours
<a href="#">ARTV 1351 Digital Video</a> <sup>1,5</sup> <i>or</i> <a href="#">ARTC 2305 Digital Imaging II</a> <sup>5</sup>	3 hours
<a href="#">ITSW 1307 Introduction to Database</a>	3 hours
<a href="#">ITSE 1311 Beginning Web Programming</a> <sup>5</sup>	3 hours
<a href="#">ITSC 1305 Introduction to PC Operating Systems</a> <i>or</i> <a href="#">GRPH 1359 Vector Graphics for Production</a> <sup>3,5</sup>	3 hours
	<b>15 hours</b>

**Total hours: 30 hours**

- <sup>1</sup> May be eligible for articulation through the statewide ATC program. Please check with your high school counselor for more details.
- <sup>2</sup> This course is designed as a capstone course and will integrate knowledge and skills from previous courses. This capstone course should be taken in the student's last Fall or Spring semester before graduation.
- <sup>3</sup> PC Operations is Tech Track. Vector Graphics is Media Track on the Media Communication AAS Degree.
- <sup>4</sup> Offered only in fall semester
- <sup>5</sup> Offered only in spring semester

## Course Descriptions

### **COSC 1301 Introduction to Computing**

Provides an overview of computer systems-hardware, operating systems, the Internet, and application software including word processing, spreadsheets, presentation graphics, and databases. Current topics such as the effect of computers on society, and the history and use of computers in business, educational, and other interdisciplinary settings are also studied. This course is not intended to count toward a student's major field of study in business or computer science. Semester Hours 3 (2 lec/2 lab)

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### **IMED 1316 Web Design I**

Introduces instruction in web design and related graphic design including mark-up languages, and browser issues. Semester Hours 3 (2 lec/2 lab)

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### **ARTC 1302 Digital Imaging I**

Introduces raster image editing and/or image creation software: scanning, resolution, file formats, output devices, color systems, and image-acquisitions. Semester Hours 3 (2 lec/2 lab)

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### **ARTV 2301 Animation 2D**

Teaches skill development in the use of software to develop storyboards and two dimensional animation including creating, importing, and sequencing media elements to create multimedia presentations. Emphasis on conceptualization, creativity, and visual aesthetics. Semester Hours 3 (2 lec/2 lab)

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### **COSC 1336 Programming Fundamentals I**

Introduces the fundamental concepts of structured programming and provides a comprehensive introduction to programming for computer science and technology majors. Topics include software development methodology, data types, control structures, functions, arrays, and the mechanics of running, testing and debugging. This course assumes computer literacy. Semester Hours 3 (3 lec)

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### **IMED 2315 Web Page Design II**

Studies mark-up language and advanced layout techniques for creating web pages. Emphasis on identifying the target audience and producing web sites, according to accessibility standards, cultural appearance, and legal issues. Prerequisites: Successful completion of IMED 1316 or equivalent introductory Web design course with instructor consent; knowledge of CSS and division tags important. Semester Hours 3 (2 lec/2 lab)

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### **ARTV 1351 Digital Video**

Develops skills in producing and editing video and sound for multimedia or Web productions. Emphasis is placed on the capture, editing, and outputting of video using a desktop digital video workstation. Semester Hours 3 (2 lec/2 lab)

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### **ARTC 2305 Digital Imaging II**

Covers principles of digital image processing and digital painting. Emphasis on raster-based imaging and the creative aspects of electronic illustration for commercial or fine art applications. Prerequisite: ARTC 1302. Semester Hours 3 (2 lec/2 lab)

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### **ITSW 1307 Introduction to Database**

Introduces database theory and the practical applications of a database. Semester Hours 3 (2 lec/2 lab)

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### **ITSE 1311 Beginning Web Programming**

Skill development in Web page programming, including mark-up and scripting languages. Prerequisite: COSC 1336. Semester Hours 3 (2 lec/2 lab)

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### **ITSC 1305 Introduction to PC Operating Systems**

Introduction to personal computer operating systems, including installation, configuration, file management, memory and storage management, control of peripheral devices and use of utilities. Semester Hours 3 (2 lec/2 lab)

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### **GRPH 1359 Vector Graphics for Production**

A study and use of vector graphics for production. Semester Hours 3 (2 lec/2 lab)

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