

DIGITAL MEDIA

Program Overview

In this rapidly changing digital age, there is a growing need for skilled people to create digital content for many different types of venues and applications. Entertainment, information, and education are increasingly being offered through digital formats; advertising and marketing are doing well on the Web; casual games are downloaded for play on cell phones and over the Internet.

Careers in digital media include positions such as: Graphic Designer, Animator, Game Developer, Game Designer, Web Content Developer, Instructional Designer, and Simulation Designer. MCC now offers an Associate in Applied Science degree in Digital Media, as well as three specialty certificates to prepare you with skills needed in this growing industry.

An Associate's degree in digital media will help you prepare to create interactive content for the Web, animations, and simple video games. And while pursuing your degree at MCC, you will have the opportunity to apply your courses to our shorter-term specialty certificates.

The primary purpose of an Associate in Applied Science degree is to prepare students for employment. The AAS degree is not designed specifically for transfer; however, there are opportunities to apply some coursework or the whole degree to a Bachelor degree program. For more information, see an academic advisor and the department chair of Applied Technologies.

Requirements for the Associate in Applied Science (AAS) in Digital Media

Curriculum: OCC 1290	Credit Hours		
General Education Core			
Communications 2 courses required	6	(3) ENG 151 Composition I (3) ENG 152 Composition II	(3) SPE 151 Intro to Speech
Humanities 1 course required	3	(3) ENG 250 Creative Writing (3) JRN 180 Intro to Film (3) PHI 251 Intro to Ethics	(3) SPE 155 Interpersonal Communication (3) THE 151 Intro to Theatre
Mathematics, Physical, or Life Sciences 1 course	3	Mathematics <i>Select from the following prefixes or course numbers:</i> MAT (minimum 100-level or above)	Sciences <i>Select from the following prefixes or course numbers:</i> BIO CHM EAS (3) GEG 101 Physical Geography (3) GEG 220 The Global Environment GEL (4) HRT 103 Intro to Plant Science (4) HRT 105 Intro to Soil Science PHY
Social and Behavioral Sciences 1 course	3	<i>Select from the following prefixes or course numbers:</i> ANT ECO (3) GEG 202 Geography of the Developed World	(3) GEG 203 Geography of the Developing World (3) GEG 204 Economic Geography HIS PLT PSY SOC
Program Core	20	(2) CIS 110 Computer Literacy (3) CIS 117 Intro to Programming (3) DGM 100 2D Animation (3) DGM 110 Game Design 1	(3) DGM 123 Digital 2D Design (3) DGM 125 Digital Drawing 1 (3) DGM 259 Digital Project Management or (3) CIS 275 Systems Design

Program Electives	25	(2) CIS 145 Intro to the Internet (3) CIS 148 Intro to JAVA Programming (3) CIS 155 Network Essentials (3) CIS 211 Intermediate Programming (3) DGM 150 Digital Storytelling (3) DGM 160 3D Game Development 1 (3) DGM 230 Internet Game Programming (1-3) DGM 250 Digital Media Internship (3) DGM 260 3D Game Development 2	(3) DGM/ART 167 Computer Graphics I (3) DGM/ART 168 Computer Art I (3) DGM 200 3D Modeling and Animation 1 (3) DGM 205 3D Modeling and Animation 2 (3) DGM 210 Game Design 2 (1-3) DGM 290 – Topics in Digital Media (up to 3 topics courses) (3) MKT155 Electronic Commerce (E-Commerce)
Total Degree Credits	60		

Other AAS Graduation Requirements:

- 2.0 minimum cumulative G.P.A. at MCC upon completion of program
- 15 semester hours of program specific coursework taken at MCC
- Completion of the Application for Graduation process (and fee)
- Completion of end-of-program assessment as designated by this department

Requirements for the Internet Game Programming Certificate

Curriculum: OCC 1292	Credit Hours		
Program Core	13	(2) CIS 110 Computer Literacy (3) CIS 117 Intro to Programming (2) CIS 145 Intro to the Internet	(3) DGM 100 2D Animation (3) DGM 230 Internet Game Programming
Total Certificate Credits	13		

Requirements for the Animation Certificate

Curriculum: OCC 1293	Credit Hours		
Program Core	23	(2) CIS 110 Computer Literacy (3) DGM 100 2D Animation (3) DGM 123 Digital 2D Design (3) DGM 125 Digital Drawing 1	(3) DGM/ART 167 Computer Graphics I <i>(previously ART 220)</i> (3) DGM/ART 168 Computer Art I <i>(previously ART 243)</i> (3) DGM 200 3D Modeling and Animation 1 (3) DGM 205 3D Modeling and Animation 2
Total Certificate Credits	23		

Requirements for the Game Development Certificate

Curriculum: OCC 1294	Credit Hours		
Program Core	26	(2) CIS 110 Computer Literacy (3) CIS 117 Intro to Programming (3) CIS 211 Intermediate Programming (3) DGM 100 2D Animation (3) DGM 110 Game Design 1	(3) DGM 160 3D Game Development 1 (3) DGM 210 Game Design 2 (3) DGM 230 Internet Game Programming (3) DGM 260 3D Game Development 2
Total Certificate Credits	26		

Other Certificate Graduation Requirements:

- 2.0 minimum cumulative G.P.A. at MCC upon completion of program
- For certificates of less than 12 credit hours, **all** required credits must be completed through MCC coursework. For all other certificates, one-half of the

minimum credit hours required must be completed through MCC coursework

- Completion of the Application for Graduation process (and fee)

For more information, contact:

Department Chair of Applied Technologies, (815) 479-7521