

## COMPUTERS AND DIGITAL MEDIA

### Program Overview – Digital Media

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 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's Digital Media Program offers an associate's degree as well as three specialty certificates to prepare students with skills needed in this growing industry.

An associate's degree with a focus in digital media will help students prepare to create interactive content for the web, animations, and simple video games. And while pursuing a degree at MCC, students have the opportunity to apply courses to shorter-term specialty certificates.

For more information, visit: [www.mchenry.edu/digitalmedia](http://www.mchenry.edu/digitalmedia)

**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's degree program. For more information, see an academic advisor and the department chair.**

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

Curriculum: OCC 129	Credit Hours		
<b>General Education Core</b>			
<b>Communications</b> 2 courses	6	(3) ENG 105 Technical Communications (3) ENG 151 Composition I	(3) ENG 152 Composition II (3) SPE 151 Intro to Speech
<b>Humanities &amp; Fine Arts, Social &amp; Behavioral Sciences</b> Select 1 course from Humanities & Fine Arts <b>and</b> 1 course from Social & Behavioral Sciences	6	<b>Humanities &amp; Fine Arts</b> <i>Select 1 course from the following prefixes or course numbers:</i> (3) DGM 168 Computer Art I (3) GRA 167 Graphic Design I  <b>Social &amp; Behavioral Sciences</b> <i>Select 1 course from the following prefixes or course numbers:</i> ANT ECO	<b>Social &amp; Behavioral Sciences cont'd.</b> (3) GEG 202 Geog. of the Developed World (3) GEG 203 Geog. of the Developing World (3) GEG 204 Economic Geography HIS PLT PSY SOC
<b>Mathematics, Physical or Life Sciences, Technology</b> Select 1 course from Mathematics, Physical or Life Sciences, <b>or</b> Technology	3	<b>Mathematics</b> MAT (100 level or above)  <b>Physical or Life Sciences</b> <i>Select from the following prefixes or course numbers:</i> BIO CHM EAS (4) GEG 107 Physical Geography (3) GEG 123 Energy Resources (3) GEG 220 The Global Environment	<b>Physical or Life Sciences cont'd.</b> GEL (3) HFE 250 Nutrition for Wellness (4) HRT 103 Intro to Plant Science (4) HRT 105 Intro to Soil Science PHY  <b>Technology</b> (3) AET 151 Computer Aided Design Graphics I (3) GRA 100 Adobe Design Suite (3) PRG 105 Programming Logic (3) WEB 105 Web Fundamentals
<b>Program Core</b>	30	(3) CDM 110 Computer Literacy for Windows (3) DGM 107 Intro to Digital Legalities (3) DGM 123 Digital 2D Design (3) DGM 125 Digital Drawing 1 (3) DGM 265 Project Management	(3) DGM 275 Portfolio Design (3) GRA 100 Adobe Design Suite (3) PRG 105 Programming Logic (3) WEB 105 Web Fundamentals (3) WEB 175 Website Development 1
<b>Program Electives</b>	15	Select from the following prefixes and course numbers ANI, ART 250, ART 252, DBM, DGM, GRA, MAD, MKT, PRG, WEB.	
<b>Total Degree Credits</b>	60		

**Other AAS Graduation Requirements:**

- 2.0 minimum cumulative GPA at MCC upon completion of program
- 15 semester hours of program-specific coursework taken at MCC
- Completion of graduation application
- Completion of end-of-program assessment as directed by this department

**Requirements for the Animation Certificate**

<b>Curriculum: OCC 1293</b>	<b>Credit Hours</b>		
<b>Program Core</b>	24	(3) ANI 100 2D Animation (3) ANI 103 Animation Techniques I (3) ANI 105 3D Modeling & Animation 1 (3) ANI 203 Animation Techniques II	(3) ANI 205 3D Modeling & Animation II (3) CDM 110 Computer Literacy for Windows (3) DGM 123 Digital 2D Design (3) DGM 125 Digital Drawing I
<b>Total Certificate Credits</b>	24		

For more information, visit: [www.mchenry.edu/animation](http://www.mchenry.edu/animation)

**Requirements for the Game Development Certificate**

<b>Curriculum: OCC 1294</b>	<b>Credit Hours</b>		
<b>Program Core</b>	15	(3) DGM 110 Game Design I (3) DGM 160 3D Game Development I (3) DGM 210 Game Design II	(3) DGM 260 3D Game Development II (3) PRG 105 Programming Logic
<b>Program Electives</b>	9	Note: Select from the following prefixes and course numbers ANI, DBM, GRA, MAD, and PRG.	
<b>Total Certificate Credits</b>	24		

For more information, visit: [www.mchenry.edu/game](http://www.mchenry.edu/game)

**Other Certificate Graduation Requirements:**

- 2.0 minimum cumulative GPA 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 graduation application

**For more information, contact the department chair:  
(815) 479-7521.**