

# Digital Arts and Design Bachelor of Science

## Degree Type

Bachelor of Science

## Environment

campus

## Program Length

80 weeks

## Overview

The Digital Arts & Design curriculum is specifically designed to pair art and technology to inspire and help you create groundbreaking designs for motion graphics. Throughout the curriculum, you will explore the entire design process—from concept to creation and from presentation to implementation. In these courses, you will learn the ins and outs of the current hardware and software used by professionals in the design world. As you master these concepts, you will be challenged to think about design in a new way—first understanding the intended audience for a project, then using that knowledge to direct the design of your message. You will apply this process across a wide spectrum of design projects, including 2-D and 3-D art, typography, video, and motion graphics. Learning the essential design and technology elements of this field is just one part of the Digital Arts & Design degree program. You will also have courses focusing on communication, physical science, and popular culture that will prepare you for your career in the motion-graphics industry.

## Objective

**Bachelor's Objective** Our goal is to provide you with the focused knowledge and understanding of digital production needed to qualify for entry-level industry positions as graphic designers, motion-graphic designers, animators, digital-media authors, video editors, and various other positions in motion-graphic production. Additional skills that you will acquire in digital video production and sound design will broaden your opportunities for a variety of positions in the industry. In addition to technical proficiency and creative development, your education will help you develop critical-thinking, problem-solving, and analytical skills that contribute to lifelong learning, providing you with the tools needed to help sustain a long and productive professional career in the entertainment and media industries.

## Month 1

Month 1

Code	Title	Credit Hours
GEN1011	Creative Presentation	3.0
DEP1013	Psychology of Play	3.0

## Month 2

Month 2

Code	Title	Credit Hours
TEM1001	Technology in the Entertainment and Media Industries	4.0
ENC1101	English Composition I	4.0

## Month 3

Month 3

<b>Code</b>	<b>Title</b>	<b>Credit Hours</b>
ART1201	Design and Art Theory	4.0

## Month 4

Month 4

<b>Code</b>	<b>Title</b>	<b>Credit Hours</b>
DGT101	Graphic Principles I	4.0

## Month 5

Month 5

<b>Code</b>	<b>Title</b>	<b>Credit Hours</b>
DGT201	Graphic Principles II	4.0

## Month 6

Month 6

<b>Code</b>	<b>Title</b>	<b>Credit Hours</b>
GRD324	Color Theory	4.0
VSD119	Project and Portfolio I: Visual Design	3.0

## Month 7

Month 7

<b>Code</b>	<b>Title</b>	<b>Credit Hours</b>
GRD162	Concepts in Photography	4.0
MGF1213	College Mathematics	4.0

## Month 8

Month 8

<b>Code</b>	<b>Title</b>	<b>Credit Hours</b>
ART2006	Art History	4.0
VSD229	Project and Portfolio II: Visual Design	3.0
DADC111	Professional Development Seminar I: Digital Arts and Design	1.0

## Month 9

Month 9

<b>Code</b>	<b>Title</b>	<b>Credit Hours</b>
DGT332	Typography and Page Layout	4.0

## Month 10

Month 10

<b>Code</b>	<b>Title</b>	<b>Credit Hours</b>
DGT346	Digital Audio and Video	3.0
DAD239	Project and Portfolio III: Digital Arts and Design	3.0
DADC222	Professional Development Seminar II: Digital Arts and Design	1.0

## Month 11

Month 11

<b>Code</b>	<b>Title</b>	<b>Credit Hours</b>
DGT341	Motion Graphics	4.0

## Month 12

Month 12

<b>Code</b>	<b>Title</b>	<b>Credit Hours</b>
DGT441	Advanced Motion Graphics	4.0

## Month 13

Month 13

<b>Code</b>	<b>Title</b>	<b>Credit Hours</b>
VIC3003	History of Visual Communications	4.0
DGT363	Editing Digital Video	3.0

## Month 14

Month 14

<b>Code</b>	<b>Title</b>	<b>Credit Hours</b>
DGT312	3-D Arts	4.0
DAD349	Project and Portfolio IV: Digital Arts and Design	3.0

## Month 15

Month 15

<b>Code</b>	<b>Title</b>	<b>Credit Hours</b>
PHY1020	Fundamentals of Physical Science	4.0
DGT333	3-D for Motion Design	3.0

## Month 16

Month 16

<b>Code</b>	<b>Title</b>	<b>Credit Hours</b>
DGT432	Broadcast Design	3.0
DAD359	Project and Portfolio V: Digital Arts and Design	3.0

## Month 17

Month 17

<b>Code</b>	<b>Title</b>	<b>Credit Hours</b>
DGT461	Motion Graphics Production	4.0
HUM1505	Popular Culture in Media	4.0

## Month 18

Month 18

<b>Code</b>	<b>Title</b>	<b>Credit Hours</b>
DAD464	Live Event Design	4.0
DAD469	Project and Portfolio VI: Digital Arts and Design	3.0

## Month 19

Month 19

<b>Code</b>	<b>Title</b>	<b>Credit Hours</b>
DGT466	Digital Studio	3.0

## Month 20

Month 20

<b>Code</b>	<b>Title</b>	<b>Credit Hours</b>
DAD479	Project and Portfolio VII: Digital Arts and Design	3.0
CRR4000	Career Readiness	4.0
<b>Total Credit Hours</b>		<b>120</b>

Please Note

- Some specific courses may be offered online. Please see course descriptions for details.