

UCF Degree Programs

Digital Media (B.A.)

College of Arts and Humanities
School of Visual Arts and Design,
Visual Arts Building, Room: 117
<http://svad.cah.ucf.edu/>

Email: svadadvising@ucf.edu
 Phone: 407-823-2676

The B.A. in Digital Media allows students to integrate the multiple domains of art, storytelling, and technology. It is designed to provide a solid foundation in techniques and theory in one focused area of competence, provide a broad understanding of related disciplines including arts, humanities, and technology, and provide extended experience in working in multidisciplinary teams on realistic problems. The program is administered through the School of Visual Arts and Design with the College of Arts and Humanities. It recognizes that there are many combinations of courses which meet the needs of individual students. Two specializations -Game Design and Web Design - lead to a Bachelor of Arts degree. Note: Although the School of Visual Arts and Design maintains a computer lab for student use, majors must have continual access to a computer. Contact the UCF Computer Store or see the website (<http://www.cstore.ucf.edu>) for the minimum hardware and software specifications.

Admission Requirements

- None

Degree Requirements

- Students who change degree programs and select this major must adopt the most current catalog.
- Departmental Residency Requirement consists of at least 24 hours of regularly scheduled 3000-4000 level courses taken from the UCF School of Visual Arts and Design.
- Students must earn at least a "C" (2.0) in each required course, except DIG 2000 and DIG 4713 as noted.
- Co-op or internship credits are not permitted in this major without prior written permission.
- Students should consult with a School advisor at least once annually.

1. UCF General Education Program (GEP) (37 hrs)

A: Communication Foundations (9 hrs)

B: Cultural & Historical Foundations (9 hrs)

Take all of the following: 9 hrs

Required	ARH 2050 History of Western Art I and	3 hrs
Required	ARH 2051 History of Western Art II and	3 hrs
	Select one additional course from approved list	3 hrs

C: Mathematical Foundations (7 hrs)

Required	COP 2500C Concepts in Computer Science	4 hrs
¹ Required	MAC 1105C College Algebra	3 hrs

¹ (May substitute more advanced version)

D: Social Foundations (6 hrs)

E: Science Foundations (6 hrs)

2. Common Program Prerequisites (CPP) (6 hrs)

ARH 2050	History of Western Art I	GEP
ARH 2051	History of Western Art II	GEP
ART 2201C	Design Fundamentals-Two Dimensional	3 hrs
ART 2300C	Drawing Fundamentals I	3 hrs
COP 2500C	Concepts in Computer Science	GEP
MAC 1105C	College Algebra	GEP

3. Core Requirements: Basic Level (12 hrs)

- Admission to all courses after DIG 2000 is dependent on the student achieving at least a 'B' (3.0) in DIG 2000.

Digital Media Core: Basic

DIG 2000	Introduction to Digital Media	3 hrs
DIG 2030	Digital Video Fundamentals	3 hrs
DIG 2109	Digital Imaging Fundamentals	3 hrs
DIG 2500	Fundamentals of Interactive Design	3 hrs

4. Core Requirements: Advanced Level (12 hrs)

Digital Media Core: Advanced

DIG 3024	Digital Cultures & Narrative	3 hrs
DIG 3480	Computer as a Medium	3 hrs
DIG 3525	Digital Media Production I	3 hrs
DIG 4780C	Modeling for Realtime Systems	3 hrs

Game Design 42 hrs

- Admission to all courses after DIG 4713 is dependent on the student achieving at least a "B" (3.0) in DIG 4713.

Game Design: Basic Concentration 24 hrs

COP 3223C	Introduction to Programming with C and	3 hrs
COP 3330	Object Oriented Programming and	3 hrs
DIG 4630C	Media Business Practices and	3 hrs
DIG 4713	Game Design and	3 hrs
DIG 4715C	Game Production and	3 hrs
DIG 4720C	Casual Game Production and	3 hrs
FIL 3720C	Introduction to Animation and	3 hrs
GRA 2151C	Illustration	3 hrs

Game Design: Restricted Electives 18 hrs

- Complete 18 hours of credits from the following areas:
 - NOTE: DIG 4725C Must be taken at least two times. It is repeatable for credit.
- | | | |
|--|----------------------|--------|
| 12 Additional hrs of 3000 or 4000 level courses from ART, ARH, FIL, GRA, DIG or any 3000 or 4000 level courses approved by the school. and | | 12 hrs |
| DIG 4725C | Game Design Workshop | 6 hrs |

Web Design 42 hrs

Web Design: Basic Concentration 24 hrs

DIG 3134	Media Software Design and	3 hrs
DIG 3563	Information Management and	3 hrs
	Entrepreneurship and	
DIG 3716C	Internet Interaction and	3 hrs
DIG 3811	User-Centered Design and	3 hrs
DIG 4503	Rapid Application Web Development and	3 hrs
DIG 4530C	Media for e-Commerce and	3 hrs
DIG 4630C	Media Business Practices and	3 hrs
GRA 3803C	Intermediate Computer Graphic Design	3 hrs

Web Design: Restricted Electives 18 hrs

- Complete 18 hours of credits from the following areas:
 - Note: DIG 4104C must be taken at least two times. It is repeatable for credit.
- | | | |
|--|---------------------|--------|
| 12 additional hrs of 3000 or 4000 level courses from ART, ARH, FIL, GRA, DIG or any 3000 or 4000 level digital media courses approved by the school. and | | 12 hrs |
| DIG 4104C | Web Design Workshop | 6 hrs |

5. Restricted Electives

- None

6. Capstone Requirements

- None

7. Foreign Language Requirements

Admissions

- Met by graduation requirement.

Graduation

- Proficiency equivalent to one year of college instruction in a foreign language taught by the Department of Modern Languages. Standardized examinations for foreign languages may be used to meet the requirement.

8. Electives

- Electives may be taken in allied programs such as Art, Music, Philosophy, English, Film, the Nicholson School of Communication, Computer Science, etc. as approved by the School.

9. Additional Requirements

- None

10. Required Minors

- None

11. Departmental Exit Requirements

- None

12. University Minimum Exit Requirements

- A 2.0 UCF GPA
- 60 semester hours earned after CLEP awarded
- 48 semester hours of upper division credit completed

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- 30 of the last 39 hours of course work must be completed in residency at UCF.
- A maximum of 45 hours of extension, correspondence, CLEP, Credit by Exam, and Armed Forces credits permitted.
- Complete the General Education Program, the Gordon Rule, and nine hours of Summer credit.

Total Semester Hours Required

- 120

Honors In Major

- Students interested in completing Honors in the Major should contact their program advisor. More information about Honors in the Major can be found at

<http://research.honors.ucf.edu/honors-in-the-major>.

Related Programs

- Art
- Computer Science
- English - Creative Writing
- English - Literature
- English - Technical Communication
- Film - Cinema Studies Track
- Music

Certificates

- None

Related Minors

- Art - Studio
- Information Technology
- Computer Science
- English - Technical Communication
- Film - Cinema Studies
- Music

Advising Notes

- <http://svad.cah.ucf.edu/students>
- svadadvising@ucf.edu

Transfer Notes

- Grades less than 'C' (2.0) are not accepted.
- Lower division courses do not substitute for upper division courses.
- Courses transferred from private and out-of-state schools must be evaluated for equivalency credit. The student must provide all supporting information.

Acceptable Substitutes for Transfer Courses

- None

Plan of Study

- None

Game Design

Freshman Year - Fall		15 hrs
ARH 2050	History of Western Art I	3 hrs
ENC 1101	Composition I	3 hrs
MAC 1105C	College Algebra	3 hrs
GEP Cultural & Historical Foundation		3 hrs
GEP Social Foundation		3 hrs

Freshman Year - Spring		16 hrs
ARH 2051	History of Western Art II	3 hrs
COP 2500C	Concepts in Computer Science	4 hrs
DIG 2000	Introduction to Digital Media	3 hrs
ENC 1102	Composition II	3 hrs
GEP Social Foundation		3 hrs

Freshman Year - Summer		6 hrs
GEP Science Foundation		3 hrs
GEP Science Foundation		3 hrs

Sophomore Year - Fall		15 hrs
ART 2201C	Design Fundamentals-Two Dimensional	3 hrs
DIG 2030	Digital Video Fundamentals	3 hrs
DIG 2109	Digital Imaging Fundamentals	3 hrs
DIG 2500	Fundamentals of Interactive Design	3 hrs
GEP Communication Foundation		3 hrs

Sophomore Year - Spring		15 hrs
ART 2300C	Drawing Fundamentals I	3 hrs
DIG 3024	Digital Cultures & Narrative	3 hrs
DIG 3480	Computer as a Medium	3 hrs
DIG 3525	Digital Media Production I	3 hrs
DIG 4780C	Modeling for Realtime Systems	3 hrs

Junior Year - Fall		12 hrs
COP 3223C	Introduction to Programming with C	3 hrs
DIG 4630C	Media Business Practices	3 hrs
DIG 4713	Game Design	3 hrs
GRA 2151C	Illustration	3 hrs

Junior Year - Spring		12 hrs
COP 3330	Object Oriented Programming	3 hrs
DIG 4715C	Game Production	3 hrs
DIG 4720C	Casual Game Production	3 hrs
FIL 3720C	Introduction to Animation	3 hrs

Senior Year - Fall		16 hrs
DIG 4725C	Game Design Workshop	3 hrs
Foreign Language Elementary Level I		4 hrs
Elective		3 hrs
Restricted Elective		3 hrs
Restricted Elective		3 hrs

Senior Year - Spring		13 hrs
DIG 4725C	Game Design Workshop	3 hrs
Foreign Language Elementary Level II		4 hrs
Restricted Elective		3 hrs
Restricted Elective		3 hrs

Web Design

Freshman Year - Fall		15 hrs
ARH 2050	History of Western Art I	3 hrs
ENC 1101	Composition I	3 hrs
MAC 1105C	College Algebra	3 hrs
GEP Cultural & Historical Foundation		3 hrs
GEP Social Foundation		3 hrs

Freshman Year - Spring		16 hrs
ARH 2051	History of Western Art II	3 hrs
COP 2500C	Concepts in Computer Science	4 hrs
DIG 2000	Introduction to Digital Media	3 hrs
ENC 1102	Composition II	3 hrs
GEP Social Foundation		3 hrs

Freshman Year - Summer		6 hrs
GEP Science Foundation		3 hrs
GEP Science Foundation		3 hrs

Sophomore Year - Fall		15 hrs
ART 2201C	Design Fundamentals-Two Dimensional	3 hrs
DIG 2030	Digital Video Fundamentals	3 hrs
DIG 2109	Digital Imaging Fundamentals	3 hrs
DIG 2500	Fundamentals of Interactive Design	3 hrs
GEP Communication Foundation		3 hrs

Sophomore Year - Spring		15 hrs
ART 2300C	Drawing Fundamentals I	3 hrs
DIG 3024	Digital Cultures & Narrative	3 hrs
DIG 3480	Computer as a Medium	3 hrs
DIG 3525	Digital Media Production I	3 hrs
DIG 4780C	Modeling for Realtime Systems	3 hrs

Junior Year - Fall		13 hrs
DIG 3563	Information Management and Entrepreneurship	3 hrs
DIG 4630C	Media Business Practices	3 hrs
Foreign Language Elementary Level I		4 hrs
Restricted Elective		3 hrs

Junior Year - Spring		13 hrs
DIG 3134	Media Software Design	3 hrs
DIG 3716C	Internet Interaction	3 hrs
DIG 3811	User-Centered Design	3 hrs
Foreign Language Elementary Level II		4 hrs

Senior Year - Fall		15 hrs
DIG 4104C	Web Design Workshop	3 hrs
DIG 4530C	Media for e-Commerce	3 hrs
GRA 3803C	Intermediate Computer Graphic Design	3 hrs
Elective		3 hrs
Restricted Elective		3 hrs

Senior Year - Spring		15 hrs
DIG 4104C	Web Design Workshop	3 hrs
DIG 4503	Rapid Application Web Development	3 hrs
Elective		3 hrs
Restricted Elective		3 hrs
Restricted Elective		3 hrs

UCF Degree Programs

Program Academic Learning Compacts

■ Program Academic Learning Compacts (student learning outcomes) for undergraduate programs are located at:
http://www.oead.ucf.edu/alc/academic_learning_compacts.htm

Equipment Fees

- Part-Time Student: \$16.50 per term
- Full-Time Student: \$33 per term