DIGITAL MEDIA PRODUCTION SPECIALIZATION

Digital Media - Production Specialization, BAS

Communication ENC 1101 ENC 1102	ons Area English Composition I English Composition II	6 Credit Hours 3 3
Humanities Area Visual and Performing Arts (See General Education Requirements) Philosophy/Religion (See General Education Requirements) Literature (See General Education Requirements)		9 Credit Hours 3 3 3
Mathematics Area Approved College-level Math (MAC/STA/MGF)		6 Credit Hours
Natural Sciences Area Physical Science (See General Education Requirements) Biological Science (See General Education Requirements)		6 Credit Hours 3 3
Social Sciences Area Behavioral Sciences (See General Education Requirements) History (See General Education Requirements) Government (See General Education Requirements)		9 Credit Hours 3 3 3
AA/AS Techni CGS 1103 CGS 2069 DIG 2100 DIG 2251 DIG 2200 DIG 2151 DIG 2430 GRA 2156 Electives	cal Requirements Project Mgt Cncpts and Process Social Media Marketing Web Design I Sound for Digital Media Digital Video Fundamentals Writing for Media Digital Story Development Cmptr Grphc Digital Design I	42 Credit Hours 3 3 3 3 3 3 3 3 3 18
GEB 3213 CGS 3092 ISM 4318 DIG 3543 DIG 4433 DIG 4153 DIG 4564 DIG 3811 DIG 3588	Business Communication for PE Legal and Ethical Issues in IT Agile Project Management Media Planning Visual Development Writing for Digital Media Content Management Systems User Centered Design Digital Capstone etion Specialization Digital Production Studio I Digital Production Studio II Interactive Media Design Broadcast Graphics I Visual Storytelling	27 Credit Hours 3 3 3 3 3 3 3 3 3 3 3 3 4 5 Credit Hours 3 3 3 3 3 3 3 3 3 3 3 3 3 3 3 3 3 3 3

[•] General Education Core. Students must complete at least one identified core course in each area of study—Communications, Humanities, Mathematics, Natural Sciences, and Social Sciences—as part of the general education course requirements.

⁺ Prerequisites and/or corequisites required. See course descriptions.

* Minimum grade of "C" required.