COURSE DESCRIPTIONS BY COURSE DISCIPLINE PREFIX

DME DIGITAL MEDIA TECHNOLOGY

DME-110 **Intro to Digital Media** **3 (2-2)** **Fall**
Prerequisites: None
Corequisites: None
This course introduces students to key concepts, technologies, and issues related to digital media. Topics include emerging standards, key technologies and related design issues, terminology, media formats, career paths, and ethical issues. Upon completion, students should be able to demonstrate the various media formats that are used in digital media technology.(2004 FA)

DME-115 **Graphic Design Tools** **3 (2-2)** **Summer**
Prerequisites: None
Corequisites: None
This course provides students with an introduction to creative expression and art/design techniques in a digital environment. Emphasis is placed on designing, creating, editing and integrating visual components consisting of bit-mapped and vector-based images, drawings, banners, text, simple animations, and multiple layers. Upon completion, students should be able to design and produce a range of visual products using digital processing techniques.(2023SP)

DME-120 **Intro to Multimedia Appl** **3 (2-2)** **Summer**
Prerequisites: None
Corequisites: None
This course introduces storyboarding and multimedia application design. Topics include vector and bit-mapped graphics, interactive multimedia interfaces, layering techniques, image and animation libraries, and scripting. Upon completion, students should be able to produce basic high-quality interactive multimedia applications.(2019 FA)

DME-130 **Digital Animation I** **3 (2-2)** **Fall**
Prerequisites: DME-110[S]
Corequisites: None
This course introduces concepts for planning and developing animation sequences. Emphasis will be placed on review of digital animation concepts and exploration of various animation software packages. Upon completion, students should be able to produce simple animations.(2004 FA)

DME-140 **Intro to Audio/Video Media** **3 (2-3)** **AND**
Prerequisites: None
Corequisites: None
This course is designed to teach students how to manipulate digital and audio content for multimedia applications. Topics include format conversion and a review of current technologies and digital formats. Upon completion, students should be able to modify existing audio and video content to meet a range of production requirements associated with digital media applications.(2023 SP)

DME-215 **Adv Graphic Design Tools** **3 (2-3)** **AND**
Prerequisites: DME-115[S]
Corequisites: None
This course provides students with advanced design techniques in a digital environment. Emphasis is placed on understanding principles of design and typography, and applying them effectively in projects. Upon completion, students should be able to design and produce a range of visual products using advanced digital design techniques and principles.(2023 SP)

DME-285 **Systems Project** **3 (2-2)** **Spring**
Prerequisites: DME-120[S], DME-130[S]
Corequisites: None
This course provides an opportunity to complete a significant digital media project from the design phase through implementation with minimal instructor support. Emphasis is placed on project definition, testing, presentation, and implementation. Upon completion, students should be able to complete, maintain and implement a digital media project.(2004 FA)