*Liberal Arts and Behavioral/Social Sciences Division*

**DIGITAL ARTS TECHNOLOGY**

***Multimedia/Web Authoring Option***

The Multimedia/Web Authoring Option will focus on the detailed study of the development of interactive multimedia systems, multimedia authoring, programming/scripting languages, and project development and management. Students will be qualified to seek positions in the fields of advertising, electronic publishing, interactive design, multimedia software authoring, and Web design and development.

*General Education Core course listings and definitions appear on pages 53-54. Additional courses may be required. The suggested sequence for full-time students is shown below.*

|  |  |  |
| --- | --- | --- |
| **Competency or Program Requirement** | **Course Number and Title** | **Required Credits** |
| **FIRST SEMESTER** |  |  |
| Continuing Learning and Information Literacy/Ethics | DAT\*H101 Introduction to Digital Arts | 3 |
| Critical Analysis and Logical Thinking/Written Communication | ENG\*H101 Composition | 3 |
| Oral Communication  | Choose any Oral Communication listed (Prefer COM\*H100) | 3 |
| Quantitative Reasoning ◊ | MAT\*H135 or higher than MAT\*H137 (Prefer MAT\*H146 or higher) | 3 |
| Program Requirement | ART\*H121 Two Dimensional Design orDAT\*H102 Intro to Photography orGRA\*H150 Introduction to Graphic Design | 3 |
| **SECOND SEMESTER** |  |  |
| Scientific Reasoning ◊◊ | Choose any Scientific Reasoning listed (Prefer DAN\*H175) | 3-4 |
| Written Communication | Choose any Written Communication listed (Prefer ENG\*H102) | 3 |
| Program Requirement | DAT\*H104 Multimedia Authoring I | 3 |
| Program Requirement | DAT\*H108 Digital Imaging I | 3 |
| Program Requirement | DAT\*H110 Digital Video I | 3 |
| **THIRD SEMESTER** |  |  |
| Aesthetic Dimensions/Written Communication  | Choose any Aesthetic Dimensions/Written Communication listed (Prefer ART\*H101 or 102) | 3 |
| Scientific Knowledge ◊◊ | Choose any Scientific Knowledge listed (Prefer BIO\*H105) | 3-4 |
| Program Requirement | DAT\*H116 Interactive Media Design | 3 |
| Program Requirement | DAT\*H205 Multimedia Authoring II | 3 |
| Program Requirement | CSC\*H205 Visual Basic I | 3 |
| **FOURTH SEMESTER** |  |  |
| Historical Knowledge | Choose any Historical Knowledge listed (Prefer HIS\*H101 or 102) | 3 |
| Social Phenomena  | Choose any Social Phenomena listed (Prefer COM\*H101) | 3 |
| Program Requirement | DAT\*H215 Multimedia Web Authoring | 3 |
| Program Requirement | DAT\*H240 Multimedia Authoring III | 3 |
| Program Requirement | DAT\*H290 Digital Arts Project *(Will require waiver) (To take concurrently with DAT\*H240)* | 3 |

**Total Credits: 61-62**

*Any given course may only be used to satisfy one of the competency areas even if it is listed under more than one.*

◊ MAT\*H137 and courses numbered lower than MAT\*H137 will not transfer to Connecticut State Universities as Quantitative Reasoning courses.

◊◊ At least one Scientific Knowledge and Understanding OR Scientific Reasoning course must have a lab component.

|  |
| --- |
| ***Program Outcomes*** |

*Upon successful completion of all program requirements, graduates will be able to:*

1. Utilize current design and delivery techniques to design advanced multimedia systems.
2. Utilize the phases of the project development life-cycle to assist in the design and completion of software development projects.
3. Storyboard, design, and implement multimedia systems.
4. Design and implement accessibility-compliant user interfaces.
5. Design World Wide Web Interactive technologies.
6. Complete significant projects terminating in deliverable software/media products with technical documentation.

***Associate***

***Degree***

***Programs***