

The Associate in Science (A.S.) Degree in Digital Media/Multimedia Technology provides students with a diverse foundation of skills and abilities on which to build a successful career through advancement in the workplace or furthering their education.

Students will learn to integrate graphics, sound, video, animation, text and still images to create a variety of entertainment, graphic and creative productions. Areas such as web design, graphic design, and audio or video production will be introduced.

<input checked="" type="checkbox"/> Task
<input type="checkbox"/> View career information at http://www.fscj.edu/careercoach
<input type="checkbox"/> Meet with your advisor each term.
<input type="checkbox"/> Fulfill the Civic Literacy requirement.
<input type="checkbox"/> Satisfy the associate in science degree graduation requirements.

Career Options

The Digital Media/Multimedia Technology program prepares graduates for numerous career opportunities, including such positions as graphic designers, multimedia artists/designers, photographers, and web designers. Job descriptions within the field may share many industry standard skill requirements for software and hardware; however, the digital media field emphasizes the importance of design and portfolio review.

Advising

(904) 646-2392 or digitalmedia@fscj.edu.

Recommended Roadmap

This roadmap provides general guidance about recommended courses. For specific guidance about your individual academic degree plan, please see an advisor. Also refer to the College Catalog for additional information. **Full-time students will refer to the term-by-term recommendations, and part-time students will take courses in the order listed.** A minimum grade of C or higher must be achieved in all professional courses, as well as courses used to satisfy the general education and civic literacy requirements.

View the class schedules to determine course availability and available modalities. A list of Professional Elective Coursework Options is available on page 2.

Term 1

<input checked="" type="checkbox"/>	Course: Course Title	Credit Hours
<input type="checkbox"/>	ENC 1101: English Composition I or ENC 1101C: English Composition I Enhanced	3 or 4
<input type="checkbox"/>	MAC 1105: College Algebra or higher-level MAC prefix course or MAP 2302: Differential Equations or MGF 1106: Topics in College Mathematics or MGF 1107: Explorations in Mathematics or STA 2023: Elementary Statistics	3-5
<input type="checkbox"/>	DIG 2109C: Raster Imaging	3
<input type="checkbox"/>	GRA 1156C: Vector Illustration	3
<input type="checkbox"/>	Professional Elective	3

Term 2

<input checked="" type="checkbox"/>	Course: Course Title	Credit Hours
<input type="checkbox"/>	ENC 1102: Writing About Texts	3
<input type="checkbox"/>	DIG 2142C: Digital Capturing and Output or PGY 2801C: Digital Photography I	3
<input type="checkbox"/>	GRA 1110C: Graphic Design Methods	3
<input type="checkbox"/>	Professional Elective	3
<input type="checkbox"/>	Professional Elective	3

Term 3

<input checked="" type="checkbox"/>	Course: Course Title	Credit Hours
<input type="checkbox"/>	SPC 2017: Introduction to Speech Communications or SPC 2065: Speech Communication for Business and the Professions or SPC 2608: Fundamentals of Public Speaking	3
<input type="checkbox"/>	ARH 2000: Art in the Humanities or PHI 2010: Philosophy in the Humanities or MUL 2010: Music in the Humanities or LIT 2000: Literature in the Humanities or HUM 2020: Topics in the Humanities or THE 2000: Theatre in the Humanities	3

Term 4

<input checked="" type="checkbox"/>	Course: Course Title	Credit Hours
<input type="checkbox"/>	AMH 2020: United States History From 1877 to the Present or POS 2041: American Federal Government	3
<input type="checkbox"/>	DIG 2100C: Web Essentials	3
<input type="checkbox"/>	DIG 2282C: Time Based Media	3
<input type="checkbox"/>	Professional Elective	3

Important for You to Know

This academic roadmap does not include developmental education courses in reading, writing, and/or mathematics that you may be required to take. Students who place into developmental education courses are required to complete designated developmental education courses with a grade of C or higher regardless of program of study. In addition, it does not include MAT 1033: Intermediate Algebra, which, for many students, is a prerequisite course for MAC 1105.

Related Roadmaps

Embedded Technical Certificate(s)

Technical certificates are available within this degree program. Students may pursue the A.S. degree and earn technical certificates while completing the requirements for the degree or pursue one or more certificates to develop or upgrade their skills in a particular field. Contact an advisor to determine the career education path that is best for you. Embedded technical certificates include:

- Digital Media/Multimedia Production
- Graphic Design Production

Program Learning Outcomes

Upon successful completion of the program, graduates will be able to demonstrate competency in the following domains:

- Demonstrate industry-appropriate verbal and written communication skills.
- Demonstrate industry-appropriate soft skills.
- Understand output modalities at the entry-level including print, screen, and time-based media.
- Demonstrate proficiency using industry-standard hardware and/or software.
- Identify basic aesthetic elements in the digital arts.
- Conceptualize, design and execute a project at entry-level competence.

Term 5

<input checked="" type="checkbox"/>	Course: Course Title	Credit Hours
<input type="checkbox"/>	GRA 1952C: Professional Development	3
<input type="checkbox"/>	DIG 2251C: Multimedia Audio	3
<input type="checkbox"/>	Professional Elective	3
<input type="checkbox"/>	BSC 1005: Life in Its Biological Environment or BSC 2010C: Principles of Biology I or BSC 2085C: Human Anatomy and Physiology I or AST 1002: Introduction to Astronomy or CHM 1020: Chemistry for Liberal Arts or CHM 2045C: General Chemistry and Qualitative Analysis I or ESC 1000: Earth and Space Science or EVR 1001: Introduction to Environmental Science or PHY 1020C: Physics for Liberal Arts with Laboratory or PHY 2048C: Physics I With Calculus or PHY 2053C: General Physics I	3-4

Total Program Credit Hours

The Digital Media/Multimedia Technology A.S. degree program requires a **minimum of 60 credit hours**. Total program hours may vary based on the student's individual degree plan. Please see an advisor for individual guidance.

Professional Elective Coursework Options

Minimum Credit Hours: 15

Below are suggested associate degree course options that can be used to complement career goals and are recommended for students who plan to pursue a Bachelor of Applied Science in Digital Media. However, students may select any ART or PGY prefix coursework to satisfy the Professional Elective coursework. ART and PGY prefix courses also satisfy the A.A. elective.

<input checked="" type="checkbox"/>	Course: Course Title	Credit Hours	Terms Offered	Available Modalities
<input type="checkbox"/>	ART 1201C: Two Dimensional Design	3	All	On-Campus
<input type="checkbox"/>	ART 1300C: Drawing I	3	All	On-Campus
<input type="checkbox"/>	ART 1301C: Drawing II	3	All	On-Campus
<input type="checkbox"/>	ART 2203C: Three Dimensional Design	3	Fall, Spring	On-Campus
<input type="checkbox"/>	DIG 2105C: Web 2.0 and Social Media	3	Varies	Varies
<input type="checkbox"/>	PGY 2151C: Creative Photography	3	Fall, Spring	On-Campus
<input type="checkbox"/>	PGY 2401C: Photography I	3	Fall, Spring	On-Campus
<input type="checkbox"/>	PGY 2801C: Digital Photography I	3	Fall, Spring	On-Campus
<input type="checkbox"/>	Any ART or PGY prefix coursework	3	Varies	On-Campus