BACHELOR OF SCIENCE IN
DIGITAL MEDIA TECHNOLOGY

HANDS ON. TECHNICAL. PRODUCTIVE

The degree in Digital Media Technology emphasizes the study of processes and management of web development, visual effects, gaming, animation, simulation, video, and multimedia production. This program is designed to prepare technical or technical management-oriented professionals for employment in creative, advertising, educational, and other commercial environments.

This well-rounded degree can prepare you for jobs such as:

- Web Developer
- Web Content Manager
- Animator
- Technical Artist
- Digital Media Manager
- Game Developer
- Visual Effects Technician
- 3D Modeler
- Video Editor
- Sound Technician
- Multimedia Specialist
- Digital Media Strategist
- Photographer
- And many more…

HIGH DEMAND SKILLS
Students have the option to take coursework in a variety of high demand areas such as web development, photography, gaming, 3D animation and modeling, audio, video, design and visual effects. Courses are offered in the Lumpkin College of Business and Technology and the College of Liberal Arts and Sciences.

HANDS ON COURSEWORK FOR YOU
Flexible coursework is available in multiple capacities. Courses are offered face-to-face, hybrid and online. In class you will find yourself using industry standard software to plan, design, develop, and publish a variety of projects. Students learn to integrate specialized hardware into projects such as motion capture equipment, VR headsets, video and audio capture equipment so they can experience and create content. Hands-on and application are at the heart of every project that you will do.

JAY GRABIEC, MBA
DIGITAL MEDIA PROGRAM COORDINATOR
1021 KLEHM HALL
CHARLESTON, IL 61920

JJGRABIEC@EIU.EDU
217-581-3226

+ **WELL-ROUNDED CURRICULUM**

+ **DEDICATED AND HIGH QUALITY FACULTY**

+ **EXTENSIVE ENGAGEMENT OPPORTUNITIES**

EASTERN ILLINOIS UNIVERSITY

IT'S ALL ABOUT YOU. APPLY TODAY AT MY.EIU.EDU. | **eiu.edu/digital-media**

BACHELOR OF SCIENCE IN
DIGITAL MEDIA TECHNOLOGY

TOTAL MAJOR COURSEWORK: 53-55 HRS

CORE COURSEWORK: 46 HRS

TEC 1323 Computers for Engineering Tech
CMN 2500 Production I
ENG 3005 Technical Communication
DGT 1001 Intro to the Digital Media Pro
DGT 1363 Intro to Graphics Technology
DGT 2123 Intro to Digital Photography
DGT 3003 Intro to Game Development
DGT 3013 Intro to Digital Photography
DGT 3303 2D Computer Animation

DGT 3813 Web Development
DGT 4333 Trends in Digital Media
DGT 4353 Digital Media Production Mgmt
DGT 4751 UI/UX
DGT 4763 Cost & Plan for Media Projects
DGT 4814 Digital Media Strategy
Major Math Requirement*
DGT 4749 Digital Media Capstone
OR TEC 4275 Internship

*In addition to a course for the general education mathematics requirement, students must take a math course for the major. Suggested courses - MAT 1160G, 1170G, MAT 1271, or MAT 2250G

FOCUS COURSEWORK: 7-9 HRS
Students must complete 3 courses from ONE focus area.

WEB DEVELOPMENT FOCUS
DGT 4823 Web Content Mgmt Systems
DGT 4833 Web Search Engine Optimization
DGT 4923 Emerging Web Technologies
CIT 4843 Human Computer Interaction
MIS 3000 Intro to Databases for Business
MIS 3530 Business Web Site Design

ANIMATION & VISUAL EFFECTS FOCUS
DGT 3313 3D Modeling for Digital Media
DGT 4123 Advanced Digital Photography
DGT 4753 Visual Effects
DGT 4773 Lighting, Texturing and Rendering
DGT 4933 3D Animation & Motion Capture
EGT 2043 Computer-Aided Eng. Drawing
EGT 3063 3D Modeling

GAME DEVELOPMENT FOCUS
DGT 4783 Mobile Game Development
DGT 4793 Game Programming
DGT 4913 Emerging Gaming Technology
CIT 1813 Introduction to C++
CIT 2183 Software Development I
CIT 2283 Software Development II
CSM 2170 Computer Science I
CSM 2670 Object Oriented Programming

MULTIMEDIA SPECIALIST FOCUS
ART 2910 Introduction to Graphic Design
ART 2920 Digital Imaging for Design
ART 3200 Digital Art I
ART 3201 Digital Art II
ART 3912 Interactive/Motion Graphics I
ART 3922 Interactive/Motion Graphics II
CMN 2550 Audio Production & Voice Work I
CMN 3030 Promotional Communication
CMN 3050 Production II
CMN 4775 Documentary Film making
JOU 3001 Photojournalism
JOU 3002 Intro to Multimedia Journalism
JOU 3703 Online Journalism
MUS 1070 Introduction to Music Technology
MUS 2070 Electronic Music Studio Techn.
MUS 2071 Audio & Recording Techniques I
MUS 3070 Electronic Music Studio Techn. II
MUS 3071 Audio & Recording Techniques II
MUS 3072 Live Sound Reinforcement

SUGGESTED 4-YEAR SEQUENCE

FALL	YEAR 1		SPRING	
DGT 1001	1	DGT 2123		3
TEC 1323	3	CMN 2500		3
DGT 1363	3	ENG 1002		3
ENG 1001	3	Social/Behavioral		3
Humanities	3	Biological Science		3
CMN 1310	3			
Total	16		Total	15

FALL	YEAR 2		SPRING	
DGT 3003	3	DGT 3013		3
Fine Arts	3	DGT 3813		3
Phsyical Science w/Lab	4	Major Math		3
General Ed Math	3	Social/Behavioral		3
Elective	3	Elective		3
Total	16		Total	15

FALL	YEAR 3		SPRING	
DGT 4751	3	Social/Behavioral		3
Focus Area Electie	3	ENG 3005		3
Humanities/Fine Arts	3	Focus Area Elective		3
DGT 4333	3	Elective		3
Elective	3	Elective		3
Total	15		Total	15

FALL	YEAR 4		SPRING	
DGT 4353	3	DGT 4763, DGT 4749 or		3
DGT 4814	3	TEC 4275		
Focus Area Elective	3	Elective		3
Elective	3	Elective		3
Elective	3	Elective		3
Total	18		Total	15

• *Consult catalog for specific course prerequisites and math departmental guidelines.*
• *Consult program checklist for scientific awareness and focus area of study course offerings.*

MINORS TO COMPLEMENT THE DIGITAL MEDIA TECHNOLOGY MAJOR

Students pursuing a major in Digital Media Technology are strongly encouraged to select one of the following minors to strengthen their skillsets and support their academic and career pursuits.

Please refer to the EIU Undergraduate Catalog to see the requirements for each minor.

- Advertising
- Computer Science
- Graphic Design
- Journalism
- Marketing
- Meeting and Event Management
- Music Technology
- Photojournalism
- Radio & Audio Recording
- Social Media Engagement
- Talent Development
- Video Production