

NEW MEDIA TECHNOLOGY - AAS (2071)

Division: Humanities and Bilingual Studies Division

Code	Title	Credits
General Education Requirements (22 Credits)		
<i>Written & Oral Communication (6)</i>		
ENG 101	College Composition I	3
ENG 102	College Composition II	3
or ENG 105	Technical Writing	
<i>Quantitative/Scientific Knowledge, Skills & Reasoning (4)</i>		
Select one Science course or MTH course:		4
Science courses: BIO 101, BIO 102, CHM 101, CHM 102, GEO 101, GEO 102, PHY 113, PHY 114		
Math courses: MTH 101, MTH 103		
<i>Society & Human Behavior (3)</i>		
Select one of the following:		3
ANT 101, ANT 105, ECO 101, ECO 102, POL 104, PSY 101, PSY 102, PSY 219, SOC 101, SOC 108, SOC 219		
<i>Humanistic Perspective (6)</i>		
Select any English Literature course		3
Select one of the following courses:		3
ART 100, ART 101, ART 102, ART 200, CIN 101, CIN 103, DRA 100, FRN 101, FRN 102, MUS 100, MUS 109, MUS 110, MUS 117, PHI 101, REL 105, SPN 101, SPN 102		
<i>Historical Perspective (3)</i>		
Select any History (HST) course		3
Major Requirements (38 Credits)		
ART 107	Drawing I	3
ART 111	Painting I	3
or ART 205	Two Dimensional Design	
ART 140	Photography I	3
ART 171	Animation Design	3
ART 206	Three Dimensional Design	3
CMS 110	Fundamentals of TV Production	3
CMS 113	Screenwriting	3
CMS 121	Fundamentals of Filmmaking	3
CMS 136	Audio Production	3
NMT 101	Interactive Multimedia Design	4
NMT 201	Advanced Interactive Design	4
NMT 202	Game Design and Applications	3
Total Credits		60

Notes:

1. For an explanation of why General Education courses are included in this Program, please refer to the Section on General Education for an explanation of its Purpose and Requirements.
2. This plan assumes the student is eligible to enroll in College Level Courses (designated as 100 +, e.g., ENG 101 College Composition I, HST 101 World Civilization I, MTH 100 Intro. to College Mathematics).

Placement results will determine College Level Readiness in English and Mathematics.

Upon completion of this program, graduates will be able to:

- Apply fundamental principles of design to new media projects;
- Utilize industry-standard software applications and hardware equipment to produce new media projects;
- Demonstrate knowledge of storyboarding, character development, interactivity and introductory scripting using various computer software platforms and applications.