

Digital Media/Multimedia Technology (2152) (A.S.)

RECOMMENDED ROADMAP

This Roadmap is a recommended way to complete this program of study. Course availability is subject to change. In some cases a specific course is shown, but there are other options available. To review and consider other courses, see the note at the bottom of this page. Part-time students should refer to the Recommended Course Sequence list. Consult a Student Success Advisor or the Program Manager before creating your actual Academic Degree Plan and refer to the [FSCJ Catalog](#) for more information.

1st Term

Course ID	Course Title	Credit Hours	Grade Earned
1* ENC1101	English Composition I	3	
2* Choose 1 General Education Mathematics		3	
3* DIG2109C	Digital Imaging Fundamentals	3	
3* GRA1110	Introduction to Graphic Design	3	
DIG2201C	Digital Video Fundamentals	3	

Term Total = 15

2nd Term

Course ID	Course Title	Credit Hours	Grade Earned
Choose 1 General Education Humanities: ARH2050, ARH2051, ENG2100 or ARH2000		3	
GRA1105	Typography	3	
GRA1156	Computer Application: Vector Graphics	3	
DIG2132C	Fundamentals of Interactive Design	3	
GRA1121	Computer Application: Print Publishing	3	

Term Total = 15

3rd Term

Course ID	Course Title	Credit Hours	Grade Earned
Choose 1 General Education Communications: SPC2065, SPC2017 or SPC2608		3	
5* Choose 1 Professional Elective		3	

Term Total = 6

4th Term

Course ID	Course Title	Credit Hours	Grade Earned
2* Choose 1 General Education Social and Behavioral Science		3	
GRA2144	Computer Application: Web Publishing	3	
DIG2302	Computer Animation I	3	
5* Choose 1 Professional Elective		3	
5* Choose 1 Professional Elective		3	

Term Total = 15

5th Term

Course ID	Course Title	Credit Hours	Grade Earned
6* GRA1951	Portfolio Development	1	
6* GRA2946	Internship	3	
DIG2341	Introduction to Motion Graphics	3	
5* Choose 1 Professional Elective		3	
5* Choose 1 Professional Elective		3	

Term Total = 13

Total Credit Hours = 64

Program Notes:

1* ENC1101C can be taken in place of ENC1101. Please speak with your advisor for more information.

2* See the A.S. [General Education Requirements](#) at fscj.edu/asge.

3* All students must start the program with these courses. These courses are offered every semester.

4* It's recommended that you be in college level math before or while taking this course (DIG2000).

5* See the professional electives on the next page or in the catalog at www.fscj.edu/2152.

6* These courses should be the last two courses completed. Internships can be completed with the Program Manager's permission, pending internship opportunity.

Contacts: Any Student Success Advisor at info@fscj.edu • (904) 646-2300 or Program Manager: Dr. Troy Johnson (South Campus) at t.johnson@fscj.edu • (904) 646-2239

RECOMMENDED COURSE SEQUENCE

This list shows a recommended sequence for completing the courses in this program of study. Course availability is subject to change. Part-time students should use this list to determine which courses to take next that fit their schedule. In some cases a specific course is shown, but there are other options available. To review and consider other courses, see the note on page 1. Consult a Student Success Advisor or the Program Manager before creating your actual Academic Degree Plan and refer to the [FSCJ Catalog](#) for more information.

- **ENC 1101** - English Composition I (Credit Hours: 3) - **Prerequisites:** Satisfactory score on the placement test (for non-exempt students only). See program note 1*.
- **Choose 1 Mathematics.** See program note 2*.
- **DIG 2109C** - Digital Imaging Fundamentals (Credit Hours: 3) - **Prerequisites:** None. See program note 3*.
- **GRA 1110** - Introduction to Graphic Design (Credit Hours: 3) - **Prerequisites:** None. See program note 3*.
- **DIG 2201C** – Digital Video Fundamentals (Credit Hours: 3) - **Prerequisites:** None
- **Choose 1 Humanities:** ARH 2050, ARH 2051, ENG 2100 or ARH 2000.
- **GRA 1105** - Typography (Credit Hours: 3) **Prerequisites:** None
- **GRA 1156** - Computer Application: Vector Graphics (Credit Hours: 3) - **Prerequisites:** DIG 2109C or GRA 1110.
- **DIG 2132C** - Fundamentals of Interactive Design (Credit Hours: 3) - **Prerequisites:** DIG 2109C.
- **GRA 1121** – Computer Application: Print Publishing (Credit Hours: 3) - **Prerequisites:** GRA 1110 and DIG 2109C.
- **Choose 1 Communications:** SPC2065, SPC2017 or SPC2608.
- **Choose 1 Professional Elective** (see list below) (Credit Hours: 3) See program note 5*.
- **Choose 1 Social and Behavioral Science.** See program note *2.
- **GRA 2144** - Computer Application: Web Publishing (Credit Hours: 3) - **Prerequisites:** DIG 2109C
- **DIG 2302** - Computer Animation I (Credit Hours: 3) - **Prerequisites:** None
- **Choose 1 Professional Elective** (see list below) (Credit Hours: 3) See program note 5*.
- **Choose 1 Professional Elective** (see list below) (Credit Hours: 3) See program note 5*.
- **GRA 1951** - Portfolio Development (Credit Hours: 1) - **Prerequisites:** None
- **GRA 2946** - Internship (Credit Hours: 3) - **Prerequisites:** None
- **DIG 2341** - Introduction to Motion Graphics (Credit Hours: 3) - **Prerequisites:** None
- **Choose 1 Professional Elective** (see list below) (Credit Hours: 3) See program note 5*.
- **Choose 1 Professional Elective** (see list below) (Credit Hours: 3) See program note 5*.

Professional Elective Options (15 credit hours required):

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|--|---|
| <ul style="list-style-type: none"> • DIG 2142 – Digital Capturing and Streaming (Credit Hours: 3) • DIG 2000 – Introduction to Digital Media (Credit Hours: 3)
See Program Note 4* • DIG 2113 – Fundamentals of Digital Media (Credit Hours: 3) • RTV 2512 – Advanced Video Production (Credit Hours: 3) • RTV 2540 – An Introduction to Studio Television Production (Credit Hours: 3) | <ul style="list-style-type: none"> • MUM 1600 - Recording Techniques I (Credit Hours: 3) • MUM 1601 - Recording Techniques II (Credit Hours: 3) • GRA 2732 – Multimedia Project Management (Credit Hours: 3) • Up to 6 credits hours of ART or PGY courses are eligible for Professional Electives. |
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Total Credit Hours = 64

To view a list of the General Education Requirements, please visit our online catalog: fscj.edu/asge

CAREER OPTIONS

By providing applied instruction with industry standard technology, FSCJ prepares you for employment in a global economy for digital production jobs and entrepreneurial opportunities while maintaining a continuous connection with industry and keeping the concentration on design values, aesthetics and portfolio development. Unlike other industries there are no standard job titles or job descriptions in digital media. Job titles can include graphic designer, Web designer, multimedia specialist, video editor, producer, director, and 3-D animator. The job descriptions may share many industry standard skill requirements for software and hardware, however, all will stress an importance of design and portfolio review. According to the Bureau of Labor Statistics, employment of multimedia specialists and graphic designers is projected to increase by 13 percent from 2010 to 2020.

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