

New Media Technology Program

Division of Humanities — Curriculum Code: 2071

Will Earn Upon Program Completion: Associate in Applied Science (A.A.S.) Degree

Why major in New Media Technology?

New Media Technology is a career-oriented, associate degree program fusing instruction in the new media, i.e. interactive artistic design of interfaces, DVD and CD creation including audio and video editing, animation for the web and handheld devices, as well as basic game design. Multimedia artists and animators are playing an increasingly important role in education and corporate training, in government agencies, web design firms, the motion picture industry as well as in radio and television. The diversity of employment opportunities in multimedia is amazing; it is perhaps one of the fastest paced industries in the U.S. in the 21st century and beyond.

If I major in New Media Technology, can I transfer to an upper-division college or university?

This major is job-oriented and not designed for transfer to a baccalaureate program. However, colleges and universities including Thomas Edison State College, will apply most or all the courses you have taken toward a bachelor's degree.

Are there any requirements I must satisfy before I start taking courses in my major?

New students are required to take the basic skills competency test. Based on the results of the test, you may be required to take developmental courses in reading, English, and/or mathematics.

How long will it take for me to complete this certificate?

If you do not need developmental course work and you register for an average of 17 credits each semester, you can complete the degree in two years. You may shorten the amount of time by taking courses in the summer.

Where should I direct specific questions about this program?

Contact the Division at (973) 877-3319.

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

- ◆ Demonstrate an in-depth understanding of the fundamental principles of design as applied to multimedia projects;
- ◆ Demonstrate knowledge of the theories, practices, and principles of video and audio presentations;
- ◆ Use diverse software programs in combination with advanced hardware to produce multimedia projects;
- ◆ Develop interpersonal communication skills and demonstrate them in the creation of DVDs, CDs, and websites, and accompanying storyboards;
- ◆ Create original animations to be used on websites, as television introductions or in games;
- ◆ Demonstrate the ability to create an original computer game; and
- ◆ Work as a team and also independently.

New Media Technology — A.A.S. Degree Program - 2071

<p>GENERAL EDUCATION REQUIREMENTS: (22 Credits)</p> <p>Communications (6 credits) ENG 101 College Composition I 3 ENG 102 College Composition II 3</p> <p>Social Science (6 credits) 6 Any two courses: ANT 101, 105, ECO 101, 102, POL 101, 104, PSY 101, 102, 219, SOC 101, 108, 219</p> <p>Math/Lab Science (4 credits) MTH 100 or higher or a Lab Science course 4</p> <p>Humanities (6 credits) 6 Any two of the following History courses: HST 101-102, 111-112, 121-122, 131-132, 134-135, 136-137, or 161-162</p> <p>MAJOR COURSE REQUIREMENTS: (23 credits)</p> <p>ART 167 Intro to Computer Art 3 ART 169 Advanced Computer Graphics 3 ART 171 Cyberspace Graphics & Beginning Animation 3 NMT 101 Interactive Multimedia Design 4 NMT 201 Flash & Actionscripting 4 NMT 202 Game Design and Applications or ART 170 Basic Web Design 3 CMS 121 Fundamentals of Filmmaking 3</p> <p>ADDITIONAL COURSE REQUIREMENTS: (21 credits)</p> <p>ART 140 Intro to Photography 3 ART 107 Drawing I 3 JRN 141, ENG 169, or CMS 113 3 CMS 110 Fundamentals of TV Production 3 ART 103 Fundamentals of Art 3 ART 205 Two Dimensional Design 3 Cooperative Education Requirement 3</p> <p>Total Credits Required for Degree: 66</p>	<p>RECOMMENDED SEQUENCE OF COURSES*</p> <p>First Semester</p> <p>ENG 101 College Composition I 3 Social Science requirement 3 Math/Lab Science requirement 4 ART 167 Intro. to Computer Art 3 ART 107 Drawing I 3 History requirement 3</p> <p>Second Semester</p> <p>ENG 102 College Composition II 3 Social Science requirement 3 ART 171 Cyberspace Graphics & Beginning Animation 3 NMT 101 Interactive Multimedia Design 4 History requirement 3</p> <p>Third Semester</p> <p>ART 169 Advanced Computer Graphics 3 JRN 141, ENG 169, or CMS 113 3 NMT 201 Flash & Actionscripting 4 ART 140 Intro. to Photography 3 ART 103 Fundamentals of Art 3</p> <p>Fourth Semester</p> <p>CMS 121 Fundamentals of Filmmaking 3 CMS 110 Fundamentals of Television Production 3 NMT 202 or ART 170 3 ART 205 Two Dimensional Design 3 Cooperative Education Requirement 3</p>
---	--

***NOTE:** This plan assumes the completion of all required developmental courses in reading, writing, and mathematics as well as other pre- and co-requisites for some of the courses, as listed in the Course Descriptions section.