

# New Media Technology (A.A.S.)

Division of Humanities & Bilingual Studies — Curriculum Code: 2071

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

New Media Technology is a career-oriented applied science associate's degree program fusing instruction in the new media; i.e., interactive artistic design of interfaces, audio and video editing, animation for the web and mobile devices, as well as basic game design. Multimedia artists and animators are playing an increasingly important role in education and corporate training, government agencies, web design firms, the motion picture industry, as well as in radio and television.

## Program Requirements

### GENERAL EDUCATION REQUIREMENTS

Written & Oral Communication (6 credits)

[ENG 101](#) (3 credits)

[ENG 102](#) (3 credits)

Quantitative Knowledge & Skills and Scientific Knowledge & Reasoning (4 credits)

Choose one mathematics course or one lab science course from the following:

Mathematics: [MTH 100](#)[MTH 101](#)[MTH 103](#)[MTH 113](#)[MTH 119](#)[MTH 120](#)[MTH 121](#)[MTH 122](#)[MTH 127](#)[MTH 221](#) or [MTH 222](#) (one 4-credit course)

or

Lab Science: [BIO 101](#)[BIO 102](#)[BIO 103](#)[BIO 104](#)[BIO 121](#)[BIO 122](#)[CHM 101](#)[CHM 102](#)[CHM 103](#)[CHM 104](#)[GEO 101](#) – [GEO 102](#)[PHY 101](#)[PHY 102](#)[PHY 103](#)[PHY 104](#)[PHY 113](#) or [PHY 114](#) (one 4-credit course)

Society & Human Behavior (6 credits)

Choose two of the following courses: [ANT 101](#)[ANT 105](#)[ECO 101](#)[ECO 102](#)[POL 101](#)[POL 104](#)[PSY 101](#)[PSY 102](#)[PSY 219](#)[SOC 101](#)[SOC 108](#) or [SOC 219](#) (two 3-credit courses)

Historical Perspective (6 credits)

Choose two of the following history courses: [HST 101](#)[HST 102](#)[HST 111](#)[HST 112](#)[HST 121](#)[HST 122](#)[HST 131](#)[HST 132](#)[HST 134](#)[HST 135](#)[HST 136](#)[HST 137](#)[HST 161](#) or [HST 162](#) (two 3-credit courses)

### **MAJOR COURSE REQUIREMENTS**

[ART 167](#) Introduction to Computer Art (3 credits)  
[ART 169](#) Advanced Computer Graphics (3 credits)  
[ART 171](#) Cyberspace Graphics and Beginning Animation (3 credits)  
[CMS 121](#) Fundamentals of Filmmaking (3 credits)  
[NMT 101](#) Interactive Multimedia Design (4 credits)  
[NMT 201](#) Flash and Action-scripting (4 credits)  
[NMT 202](#) Game Design and Applications or [ART 170](#) Basic Web Design (one 3-credit course)

### **ADDITIONAL COURSE REQUIREMENTS**

[ART 103](#) Fundamentals of Art (3 credits)  
[ART 107](#) Drawing I (3 credits)  
[ART 140](#) Introduction to Photography (3 credits)  
[ART 205](#) Two-Dimensional Design (3 credits)  
[CMS 110](#) Fundamentals of TV Production (3 credits)  
[CMS 113](#) Writing for Film and Television (3 credits)  
Cooperative Education requirement (one 3-credit course)

### **RECOMMENDED SEQUENCE OF COURSES**

Total Credits Required for Degree: 66

First Semester

[ENG 101](#) College Composition I (3 credits)  
[ART 107](#) Drawing I (3 credits)  
[ART 167](#) Introduction to Computer Art (3 credits)  
Quantitative Knowledge & Skills or Scientific Knowledge & Reasoning mathematics or lab science requirement (4 credits)  
Society & Human Behavior requirement (3 credits)  
Historical Perspective requirement (3 credits)

Second Semester

[ENG 102](#) College Composition II (3 credits)  
[ART 171](#) Cyberspace Graphics and Beginning Animation (3 credits)  
[NMT 101](#) Interactive Multimedia Design (4 credits)  
Society & Human Behavior requirement (3 credits)  
Historical Perspective requirement (3 credits)

Third Semester

[ART 103](#) Fundamentals of Art (3 credits)  
[ART 140](#) Introduction to Photography (3 credits)  
[ART 169](#) Advanced Computer Graphics (3 credits)  
[NMT 201](#) Flash and Action-scripting (4 credits)  
[CMS 113](#) Writing for Film and Television (3 credits)

Fourth Semester

[ART 205](#) Two-Dimensional Design (3 credits)

[CMS 110](#) Fundamentals of TV Production (3 credits)

[CMS 121](#) Fundamentals of Filmmaking (3 credits)

[NMT 202](#) Game Design and Applications or [ART 170](#) Basic Web Design (one 3-credit course)

Cooperative Education requirement (one 3-credit course)

NOTES:

(1) The two General Education Integrated Course Goals, Ethical Reasoning & Action and Information Literacy, are both addressed by the required curriculum described above, regardless of specific choices made by the individual student.

(2) This plan assumes the completion of all required developmental courses in Reading, English, and Mathematics as well as other [pre-requisites](#) and [co-requisites](#) for some of the courses, as listed in the Course Descriptions section.