

WEB DESIGN & INTERACTIVE MEDIA

Associate of Science Degree Bachelor of Science Degree

An essential part of virtually every industry, delivery via the Internet is an important way of communicating and conducting business. Individuals interested in this field are comfortable with and challenged by technology, and develop graphic, media, software, and programming skills; balancing artistic nature and the technological requirements necessary to succeed in this field.

PROGRAM OBJECTIVES

- Utilize the visual language of design
- Utilize and select various media and styles to achieve desired results
- Create graphics using image manipulation software
- Apply interface design principles
- Perform fundamental Internet functions
- Use authoring software
- Create and critique moving and static images that convey thematic meanings
- Describe needs analysis as it pertains to usability
- Use basic scripting commands
- Write HTML code
- Demonstrate a variety of scripting techniques
- Utilize typefaces appropriate for screen-based media
- Develop and present a professional portfolio

Additional Objectives - Bachelor of Science Degree

- Create databases for delivering dynamic content
- Use server-side scripting to deliver database content to a Web page
- Work in a team to execute a Web-based concept
- Qualify methods and explain how usability impacts a company's bottom-line and business objectives
- Employ the role of design in branding/corporate identity
- Design and produce identity design for multiple formats including print and Web

ENTRY-LEVEL EMPLOYMENT OPPORTUNITIES

By graduation, students of the Web Design & Interactive Media programs are prepared to seek entry-level positions as web designers, web developers and web artists.



REQUIREMENTS FOR ASSOCIATE OF SCIENCE DEGREE

120 Quarter Credits
Eight 11-Week Quarters or 88 Weeks

GENERAL EDUCATION

GE10110	English Composition I
GE10210	English Composition II
GE10220	College Math
GE10230	Art History: Baroque to Contemporary
GE10320	Effective Speaking
GE10440	History of Motion Media and Mass Communication
GE10450	Introduction to Geometry
GE20510	Ethics
GE20520	Physics
GE20710	Aesthetics
LS10110	Computer Science
LS20620	Business Law

General Education Elective List A (Select 1):

GE10120	Art History: Prehistoric to Mannerist
GE10130	History of Photography
GE10310	World Literature
GE10330	American Government
GE10430	Environmental Science
GE10410	Introduction to Psychology

General Education Elective List B (Select 1):

GE20530	Sociology
GE20540	United States History: Early Period
GE20550	United States History: 20th Century
GE20560	Western Civilization: Ancient to Renaissance
GE20570	Western Civilization: Reformation to WWII
GE20590SA	Study Abroad
GE20610	Theatre Appreciation
GE20810	History of Film

CORE COURSES

DF10110	Introduction to Video Production
OR	
PH10130	Fundamentals of Photography
OR	
PH10350	Principles of Digital Photography for Non-Majors
DF10240	Introduction to Digital Editing
OR	
AD10350	Principles of 3-D Modeling
GR10110	Fundamentals of Drawing
GR10120	Fundamentals of Design
GR10130	Color Theory
IM0015PF	Portfolio Foundations Web Design & Interactive Media
IM10210	Image Manipulation
IM10220	Digital Typography
IM10231	Programming Logic
IM10310	Introduction to Scripting Languages
IM10330	Introduction to Audio
IM10340	Advanced Image Manipulation
IM10410	Intermediate Scripting Languages
IM10421	Web Design Workshop
IM10430	Audio Production for Interactive Design
IM20511	E-Learning Design
IM20521	Dynamic Web Scripting
IM20530	Concepts in Motion Design
IM20540	Digital Illustration
IM20611	E-Learning Production
IM20620	Interactive Motion Graphics
IM20710	Digital Portfolio I
IM20720	Project Management
IM20810	Digital Portfolio II
IM20820	Advanced Web Scripting
IN20770IM	Internship

Web Design & Interactive Media Elective List (Select 1):

AD10460	Principles of 3-D Animation
AD20721	Character Modeling
AD20841	Material & Lighting
DF10311	Non-Linear Editing
DF20511	Video Graphics
GR10450	Digital Layout
GR10460	Digital Illustration
GR10471	Digital Imaging and Manipulation
IM20730	Designing for Multimedia
IM20840	Web Imaging Techniques
VE20850	Audio Post Production



WEB DESIGN & INTERACTIVE MEDIA

REQUIREMENTS FOR BACHELOR OF SCIENCE DEGREE

180 Quarter Credits
Twelve 11-Week Quarters or 132 Weeks

GENERAL EDUCATION

GE10110 English Composition I
 GE10210 English Composition II
 GE10220 College Math
 GE10230 Art History: Baroque to Contemporary
 GE10320 Effective Speaking
 GE10440 History of Motion Media and Mass Communication
 GE10450 Introduction to Geometry
 GE20510 Ethics
 GE20520 Physics
 GE20540 United States History: Early Period
 OR
 GE20550 United States History: 20th Century
 GE20560 Western Civilization: Ancient to Renaissance
 OR
 GE20570 Western Civilization: Reformation to WWII
 GE20710 Aesthetics
 GE30910 Theories of Communication
 GE30920 Logic
 LS10110 Computer Science
 LS20620 Business Law

General Education Elective List A (Select 1):

GE10120 Art History: Prehistoric to Mannerist
 GE10130 History of Photography
 GE10310 World Literature
 GE10330 American Government
 GE10410 Introduction to Psychology
 GE10430 Environmental Science

General Education Elective List B (Select 1):

GE20530 Sociology
 GE20540 United States History: Early Period
 GE20550 United States History: 20th Century
 GE20560 Western Civilization: Ancient to Renaissance
 GE20570 Western Civilization: Reformation to WWII

GE20590SA Study Abroad
 GE20610 Theatre Appreciation
 GE20810 History of Film

General Education Electives List C (Select 3):

GE30930 Issues in American Society
 GE30940 Literature and Culture
 GE30950 Music Appreciation
 GE30960 Introduction to Museum Studies
 GE30970 History of 20th Century Art
 GE30980 Creative Writing
 GE31010 Study Abroad
 GE31030 Comparative Religions
 GE31040 Media & Pop Culture

CORE COURSES

DF10110 Introduction to Video Production
 OR
 PH10130 Fundamentals of Photography
 OR
 PH10350 Principles of Digital Photography for Non-Majors
 DF10240 Introduction to Digital Editing
 OR
 AD10350 Principles of 3-D Modeling
 GR10110 Fundamentals of Drawing
 GR10120 Fundamentals of Design
 GR10130 Color Theory
 IM0015PF Portfolio Foundations Web Design & Interactive Media
 IM10210 Image Manipulation
 IM10220 Digital Typography
 IM10231 Programming Logic
 IM10310 Introduction to Scripting Languages
 IM10330 Introduction to Audio
 IM10340 Advanced Image Manipulation
 IM10410 Intermediate Scripting Languages
 IM10421 Web Design Workshop
 IM10430 Audio Production for Interactive Design
 IM20511 E-Learning Design

IM20521 Dynamic Web Scripting
 IM20530 Concepts in Motion Design
 IM20540 Digital Illustration
 IM20611 E-Learning Production
 IM20620 Interactive Motion Graphics
 IM20710 Digital Portfolio I
 IM20720 Project Management
 IM20730 Designing for Interactive Media
 IM20810 Digital Portfolio II
 IM20820 Advanced Web Scripting
 IM20830 Introduction to User Centered Design
 IM30911 Advanced Topics in Web Programming
 IM30920 Interactive Motion Scripting
 IM30930 Usability Testing
 IM30940 Net Broadcasting
 IM31010 Senior Project Research
 IM31020 Integrated Information Design
 IM31031 Emerging Technologies
 IM31040 Designing for Server Side Technology
 IM31110 Senior Project Application and Defense
 IM31120 Professional Practice
 IN31210IM BS Internship

Web Design & Interactive Media Elective List (Select 2):

AD10460 Principles of 3-D Animation
 AD20721 Character Modeling
 AD20841 Material & Lighting
 DF10311 Non-Linear Editing
 DF20511 Video Graphics
 GR10450 Digital Layout
 GR10460 Digital Illustration
 GR10471 Digital Imaging and Manipulation
 IM20840 Web Imaging Techniques
 VE20850 Audio Post Production

