

DESIGN, MEDIA & TECHNOLOGY STUDIES

School of Media and Design

Program	0verview	The Design, Media, & Technology Studies (DM&TS) program is designed to provide students with a broad collection of theoretical and practical skills in the areas of design, media, technology and communications. These skills prepare a student for work within the television, film, video game, or technology sectors for the roles of technician, account executive, producer, coordinator, and others. The department uses state of the art facilities and leverages classes within the School of Media & Design to make sure that the appropriate theoretical, hardware, and software training is taking place. The strength of this degree is its broad reach of classes that creates a portfolio of skills not found in any other major.
Career Opp	oortunities	 Producer, Production Coordinator, Technician Television Film Video Games Technology
Courses or Curriculum		The DMTS utilizes four clusters of coursework that diversify and augment skills students gained in their first semesters at the university. All DMTS students must complete all four clusters (15 credits in each cluster).
		Basic Core Courses DMTS 1100 Orientation to DM&TS
		Four Clusters (15 credits in each cluster) • Art & Design • Technology • Literacy & Writing • Production (Note: Refer to the UIW Course Catalog for specific, eligible courses)
		Advanced Core Courses: • DMTS 4301 Capstone Project • DMTS 4305 Senior Portfolio
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	Website	www.uiw.edu/smd/
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Bachelor of Art in Design, Media, and Technology Studies SCHOOL OF MEDIA AND DESIGN 2015-2017

Freshman Year: Fall	Hrs.	F
DMTS 1100 Orientation to DM&TS	1	Α
ANGD 1301 Intro to Animation & Game Design	3	A
GDSN 1390 Foundations of Design	3	A
ARTS 1301 Drawing I	3	A
ENGL 1311 Composition I	3	E
MATH 1304 College Algebra	3	
A&T:6 T:3 L&W:0 P:1		
Total hours	16	Т
Sophomore Year: Fall		S
INTD 2364 Color Theory	3	A
COMM 1301 Introduction to Mass Communication	3	C
MUST 1301 Intro to Music Technology	3	S
ENGL 2310 World Literature Studies	3	Ρ
DWHP 1200 Dimensions of Wellness	2	P
A&T:0 T:3 L&W:0 P:6		
Total hours	14	Т
Junior Year: Fall		J
COMM 3317 Diversity in the Media	3	C
COMM 2321 Audio I	3	А
ACCT 2301 Accounting for Non-Business Majors	3	П
ARTS 2361 Sculpture I	3	В
HIST 1311 World History I	3	R
Total hours	15	Т
A&T:3 T:3 L&W:3 P:3		
Senior Year: Fall		S
MUST 3320 Web Design for Music Applications	3	C
ENGL 3357 Visual Rhetoric*	3	S
ARTS 3358 Digital Photography	3	C
RELS 3330 Religion, Values & Film	3	C
CHIN 1311 Chinese I	3	C
	+	P
A&T:3 T:3 L&W:6 P:0	+ 1	-
Total hours	15	Т
Core Curriculum T	otal He	ure
UD Tot	al Hou	irs

Freshman Year: Spring	Hrs.			
ANGD 1390 Typography I	3			
ANGD 1380 Anatomy for the Animator	3			
ARTS 2320 Painting I				
ARTS 1311 2D Design				
ENGL 1312 Composition II	3			
A&T:9 T:0 L&W:3 P:0				
Total hours	15			
Sophomore Year: Spring				
ANGD 2330 History of Animation	3			
COMM 2360 Video I	3			
SPCH 1311 Public Speaking	3			
PHIL 1381 Introduction to Philosophy				
PSYC 1301 Introduction to Psychology	3			
A&T:0 T:0 L&W:3 P:6				
Total hours	15			
Junior Year: Spring				
COMM 4349 Digital & Electronic Writing	3			
ARTS 3361 Sculpture II	3			
INTD 3363 History of Architecture II	3			
BIOL/PHYS 1401				
RELS 1305 Introduction to Theology and Ethics				
Total hours	16			
A&T:3 T:0 L&W:6 P:0				
Senior Year: Spring				
COMM 3340 Social Media	3			
SPCH 3371 Persuasion				
DMTS 4301 Capstone				
DMTS 4305 Senior Portfolio	3			
CHIN 1312 Chinese II				
РЕНР	1			
A&T:0 T:3 L&W:0 P:3				
Total hours	16			

Art & Design: 24 | Technology: 15 | Literacy & Writing: 21 | Production: 19