Program Overview
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 Opportunities
• 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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# Bachelor of Art in Design, Media, and Technology Studies

**SCHOOL OF MEDIA AND DESIGN**  
**2015-2017**

**Freshman Year:**  
**Fall**  
- DMTS 1100 Orientation to DM&TS  
- ANGD 1390 Typography I  
- ANGD 1301 Intro to Animation & Game Design  
- GDSN 1390 Foundations of Design  
- ARTS 1301 Drawing I  
- ENGL 1311 Composition I  
- MATH 1304 College Algebra  
- Total hours: 16

**Spring**  
- ANGD 1390 Typography I  
- ANGD 1380 Anatomy for the Animator  
- ARTS 2320 Painting I  
- ARTS 1311 2D Design  
- ENGL 1312 Composition II  
- Total hours: 15

**Sophomore Year:**  
**Fall**  
- INTD 2364 Color Theory  
- COMM 1301 Introduction to Mass Communication  
- MUST 1301 Intro to Music Technology  
- ENGL 2310 World Literature Studies  
- DWHP 1200 Dimensions of Wellness  
- Total hours: 14

**Spring**  
- COMM 2321 Audio I  
- COMM 4349 Digital & Electronic Writing  
- ARTS 3361 Sculpture I  
- HIST 1311 World History I  
- Total hours: 15

**Junior Year:**  
**Fall**  
- COMM 3317 Diversity in the Media  
- ACCT 2301 Accounting for Non-Business Majors  
- ARTS 2361 Sculpture I  
- HIST 1311 World History I  
- Total hours: 15

**Spring**  
- COMM 3349 Digital & Electronic Writing  
- ARTS 3361 Sculpture II  
- INTD 3363 History of Architecture II  
- BIOL/PHYS 1401  
- RELS 1305 Introduction to Theology and Ethics  
- Total hours: 16

**Senior Year:**  
**Fall**  
- MUST 3320 Web Design for Music Applications  
- ENGL 3357 Visual Rhetoric*  
- ARTS 3358 Digital Photography  
- RELS 3330 Religion, Values & Film  
- CHIN 1311 Chinese I  
- Total hours: 15

**Spring**  
- COMM 3340 Social Media  
- SPCH 3371 Persuasion  
- DMTS 4301 Capstone  
- DMTS 4305 Senior Portfolio  
- CHIN 1312 Chinese II  
- Total hours: 16

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**Core Curriculum -- Total Hours 43**  
**UD -- Total Hours 39**  
**Degree -- Total Hours 122**

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