



DESIGN, MEDIA & TECHNOLOGY STUDIES

School of Media and Design

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

Contact

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