

# DIGITAL MULTIMEDIA DESIGN, ASSOCIATE IN APPLIED SCIENCE



College(s): HW

Program Code: 0350

The AAS in Digital Multimedia Design is designed to prepare students for entry-level positions in the field of interactive and multimedia design, and for possible transfer to a four-year institution. Requirements for Digital Multimedia Design will equip students with the skills to create digital multimedia presentations; output can be delivered on CD, DVD, video, or in the form of webpages over the Internet.

## Program Requirements

Code	Title	Hours
<b>General Education Coursework</b>		
ENGLISH 101	Composition	3
ENGLISH 102	Composition	3
MATH 118	General Education Math (or higher)	4
FIN ART 107	History of Architecture, Painting & Sculpture I	3
	or FIN ART 108 Hist Of Arch Paint Sculp II	
HUM 105	The New World Of Mass Media	3
	or PHIL 225 Philosophy Of Art	
Physical Sciences or Life Sciences course		3
Social and Behavioral Sciences course		3
<b>Required Program Core</b>		
ART 131	General Drawing	3
	or ART 142 Figure Draw & Composition	
ART 144	Two Dimensional Design	3
ART 176	Graphics Design I	3
DMD 105	2D Animation	3
DMD 121	3D Modeling	3
DMD 130	Principles of Design and Development for Digital Media	3

DMD 131	Beg Multimedia Design & Dev	3
DMD 168	Computer Art I	3
DMD 179	Digital Video I	3
DMD 231	Intermediate Multimedia Design & Development	3
DMD 233	Advanced Multimedia Design & Development	3
DMD 268	Advanced Computer Art	3
DMD 279	Digital Video II	3
DMD 299	Portfolio & Professional Practice Seminar	3
<b>Program Electives</b>		
Select one of the following:		3
DMD 115	Digital Audio	
DMD 205	Advanced Animation	
DMD 221	3D Animation	

Total Hours 67

One course must fulfill the Human Diversity (HD) requirement.

## Pathway

This is an **example course sequence** for students interested in pursuing Digital Multimedia Design. It does not represent a contract, nor does it guarantee course availability. If this pathway is followed as outlined, you will earn a Basic Certificate (BC), an Advanced Certificate (AC) and an Associate in Applied Science (AAS) in Digital Multimedia Design.

## Semester-by Semester Program Plan for Full-Time Students

All plans can be modified to fit the needs of part-time students by adding more semesters.

Semester 1		Hours
ENGLISH 101	Composition <sup>1</sup>	3
FIN ART 107 or FIN ART 108	History of Architecture, Painting & Sculpture I <sup>1</sup> or Hist Of Arch Paint Sculp II	3
ART 144	Two Dimensional Design	3
DMD 130	Principles of Design and Development for Digital Media	3
DMD 168	Computer Art I	3
DMD 105	2D Animation	3
Hours		18
Semester 2		
DMD 131	Beg Multimedia Design & Dev	3
ART 176	Graphics Design I	3
ART 131 or ART 142	General Drawing or Figure Draw & Composition	3
MATH 118	General Education Math (or higher Mathematics) <sup>1</sup>	4
PHIL 225 or HUM 105	Philosophy Of Art <sup>1</sup> or The New World Of Mass Media	3
Hours		16
Semester 3		
DMD 231	Intermediate Multimedia Design & Development	3
DMD 121	3D Modeling	3
Social and Behavioral Sciences course (HD) <sup>1</sup>		3
Physical Sciences or Life Sciences course <sup>1</sup>		3
DMD 268	Advanced Computer Art	3
DMD 179	Digital Video I	3
Hours		18
Semester 4		
DMD 233	Advanced Multimedia Design & Development	3
ENGLISH 102	Composition <sup>1</sup>	3
DMD 299	Portfolio & Professional Practice Seminar	3
DMD 279	Digital Video II	3
Select one of the following:		3
DMD 115	Digital Audio <sup>2</sup>	
DMD 205	Advanced Animation <sup>2</sup>	
DMD 221	3D Animation <sup>2</sup>	
Hours		15
Total Hours		67

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General Education Requirement

2

Program Elective

Choose your courses with your College Advisor.

## Careers

This program can prepare students for the jobs listed below. Click on each one to learn more, including average earnings, annual job openings, and how much education people in that field have. For additional guidance and resources on career options, current City Colleges students and alumni can contact the Career Services Office (<https://www.ccc.edu/departments/Pages/Career-Services.aspx>).

## Special Effects Artists and Animators

### Job Description

Create special effects or animations using film, video, computers, or other electronic tools and media for use in products, such as computer games, movies, music videos, and commercials.

## Salary Based on Experience Level

Take a look at the average hourly/annual earnings for this career in Cook County

Lightcast earnings figures are based on OES data from the BLS and include base rate, cost of living allowances, guaranteed pay, hazardous-duty pay, incentive pay (including commissions and bonuses), on-call pay, and tips.

### Annual Wages

Entry-Level 10 <sup>th</sup> Percentile	\$30,058
Median 50 <sup>th</sup> Percentile	\$55,763
Senior-Level 90 <sup>th</sup> Percentile	\$124,090

### Hourly Wages

Entry-Level 10 <sup>th</sup> Percentile	\$14
Median 50 <sup>th</sup> Percentile	\$27
Senior-Level 90 <sup>th</sup> Percentile	\$60

## Annual Job Openings

62 annual openings in Cook County

## National Education Attainment

Here, you can see the level of education that people in this career complete.

Degree Program	% of Jobs
A high school diploma or less	5.53%
A certificate	0.00%
Some college	39.68%
An Associate degree	1.70%
A Bachelor's degree	52.75%
A Master's or Professional degree	0.34%
A Doctoral degree or more	0.00%

53.09% continue their education beyond an associate degree