Digital Media Technology (DMT)

DMT 105 Symbolism & Logo Design

3 Hours

Prerequisites: None

4 hours weekly (2-2)

This course explores the art of visual symbolism and its role in effective logo design. Students will study how shape, color, and typography communicate meaning, and apply this knowledge to create original logos that reflect brand identity. Through research, sketching, and digital refinement, students will develop a series of professional logo designs. Emphasis is placed on concept development, clarity, versatility, and presentation.

DMT 115 Layout Design

3 Hours

Prerequisites: None

4 hours weekly (2-2)

This course introduces students to the foundational principles of organizing visual information in print and digital formats. Emphasis is placed on composition, alignment, hierarchy, typography, and the use of grid systems to create clear and effective designs. Students will use Adobe InDesign to produce projects such as posters, brochures, and magazine spreads. By the end of the course, students will understand how to structure content visually and develop strong, cohesive layouts.

DMT 160 Typography

3 Hours

Prerequisites: None

4 hours weekly (2-2)

This course provides a comprehensive introduction to typography as a fundamental element of visual communication. Students will explore type anatomy, classification, hierarchy, spacing, and layout while working with both traditional and digital type. Emphasis is placed on legibility, expression, and the role of typography in design. Through a series of hands-on projects, students will develop the skills to use type creatively and effectively across various media.

DMT 170 Video Game Industry & Design

3 Hours

Prerequisites: None

3 hours weekly (3-0)

Introduction to electronic video game development, processes, and game development careers. This course includes an examination of the history of video games, genres and modes, the game development processes with an emphasis on design elements, assets for games, game industry teams and careers, and managerial roles in the game development and publishing industry.

DMT 185 Production Design Technologies

3 Hours

Prerequisites: None

4 hours weekly (2-2)

This course covers the technical and creative processes involved in preparing digital files for professional print production. Students will learn about color modes, resolution, file formats, imposition, prepress techniques, and various printing methods including offset, digital, and screen printing. Emphasis is placed on industry standards, troubleshooting common print issues, and working with printers. By the end of the course, students will be able to confidently prepare and deliver

press-ready files for a variety of print applications.

DMT 205 Digital Imaging Technologies

3 Hours

Prerequisites: None

4 hours weekly (2-2)

This course is an introduction to the essential tools and techniques of Adobe Photoshop for digital image creation and editing. Students will learn the fundamentals of photo correction, compositing, layer management, masking, and typography. Emphasis is placed on creativity, technical proficiency, and non-destructive workflows. By the end of the course, students will complete a series of projects that demonstrate their ability to manipulate and enhance digital images for both print and screen.

DMT 220 Animation I

3 Hours

Prerequisites: None

4 hours weekly (2-2)

This course explores the principles of animation and the creative process of motion graphics for digital media. Students will learn to design and animate using Adobe After Effects, focusing on timing, movement, and visual storytelling. Projects include title sequences, kinetic typography, animated logos, and visual effects. By the end of the course, students will develop a portfolio of motion-based work that demonstrates both technical skill and creative expression.

DMT 230 Video Production I

3 Hours

Prerequisites: None

4 hours weekly (2-2)

This course introduces students to the fundamentals of video production, including camera operation, lighting, sound recording, and editing techniques. Students will learn how to plan, shoot, and edit video projects using industry-standard equipment and software. Emphasis is placed on storytelling, visual composition, and production workflows. By the end of the course, students will create original video pieces and gain hands-on experience in both solo and collaborative productions.

DMT 240 Packaging Design

3 Hours

Prerequisites: DMT 185

4 hours weekly (2-2)

This introduction to packaging design will allow students to see the importance of packaging in the marketplace. Students will study brand development, typography, packaging materials, production, and sustainable design. Final pieces will be executed and either photographed or digitally rendered so that each piece is portfolio ready.

DMT 250 Intro to Web Design

3 Hours

Prerequisites: None

4 hours weekly (2-2)

This course teaches the basics of designing and building functional, user-friendly websites. Students will learn HTML and CSS to create responsive layouts, with a focus on visual design principles and usability. Projects include designing web pages from wireframe to finished site, using both code and design tools. By the end of the course, students should feel comfortable designing web content from scratch or editing existing web content regardless of their chosen career path.

DMT 260 Interactive Design

3 Hours

Prerequisites: None

4 hours weekly (2-2)

Students will study all aspects of interactive digital media and how it is becoming a necessary skill in today's ever evolving market. The current demand for basic abilities to create and manage online digital media is becoming widely expected. Students will explore subject matter such as social media, website creation, and app development.

DMT 265 Branding & Multimedia Design

3 Hours

Prerequisites: DMT 105

4 hours weekly (2-2)

This course provides an examination of the role of graphic design in brand identity, logo design, and brand marketing. Topics include current design strategies for developing integrated digital branding solutions and practical application by hands-on experience in designing, application, and presentation of a company identity, logo, and brand program.

DMT 280 Advanced Layout Design

3 Hours

Prerequisites: DMT 115

4 hours weekly (2-2)

In this advanced layout design course, students tackle advanced level projects that push their design skills to the limit. This class capitalizes on the skills learned in DMT 115 and introduces them to new techniques and methods of publication layout and design. Students will continue to learn about newspaper and brochure design, but will also learn new skills including infographics, book layouts, and magazine design.