

DIGITAL MEDIA AND DESIGN (DMD)

DMD 1000. Digital Foundation. (3 Credits)

Introductory studio experience in designing for the digital arts; concepts, media and strategies for making creative digital work.

Enrollment Requirements: Interview and/or portfolio review required.

View Classes (<https://catalog.uconn.edu/course-search/?details&code=DMD%201000>)

DMD 1001. Foundations in Digital Media and Design I. (3 Credits)

Creative problem solving; empathy, ideation, prototyping, and testing as means to innovate discovery in diverse fields.

Enrollment Requirements: Open to Digital Media and Design majors only, others by instructor consent. Not open for credit to students who have passed DMD 1000.

View Classes (<https://catalog.uconn.edu/course-search/?details&code=DMD%201001>)

DMD 1002. Foundations in Digital Media and Design II. (3 Credits)

Introduction to the fundamentals of storytelling through the use of a variety of practical digital media applications.

Enrollment Requirements: DMD 1001, open to Digital Media and Design majors, others by instructor consent.

View Classes (<https://catalog.uconn.edu/course-search/?details&code=DMD%201002>)

DMD 1060. Fundamentals of Programming for Game, Web, and Interactive Media Design. (3 Credits)

Introduction to programming for artists and designers through a combination of lecture and hands-on studio exercises. Students learn the basic principles of computer programming which set the foundation for future courses in game, web, and interactive media design.

Enrollment Requirements: DMD 1001; open only to Digital Media and Design majors, others by instructor consent.

View Classes (<https://catalog.uconn.edu/course-search/?details&code=DMD%201060>)

DMD 1070. Web Design I. (3 Credits)

Introduction to concepts, technologies and strategies for building contemporary websites.

Enrollment Requirements: DMD 1002 and 1102; open to Digital Media and Design majors only, others with instructor consent.

View Classes (<https://catalog.uconn.edu/course-search/?details&code=DMD%201070>)

DMD 1101. Design Lab I. (3 Credits)

Exploration of the creation, manipulation, and reception of digital images through project-based work using image-editing software. Through lecture, discussion, projects and critique, students will develop, refine, and evaluate digital images and understand their artistic, social, and ethical ramifications.

Enrollment Requirements: Open only to Digital Media and Design majors, others by instructor consent.

View Classes (<https://catalog.uconn.edu/course-search/?details&code=DMD%201101>)

DMD 1102. Design Lab II. (3 Credits)

Theory, principles, and practices of digital screenbased visual communication. Through a multidisciplinary perspective involving art, design, art history, and media studies, students will address how culture visualizes screenbased communication through both image and type.

Enrollment Requirements: DMD 1000 or DMD 1001, DMD 1101. Open to Digital Media and Design majors only, others by instructor consent. Not open to students who have completed DMD 3020.

View Classes (<https://catalog.uconn.edu/course-search/?details&code=DMD%201102>)

DMD 2010. History of Digital Culture. (3 Credits)

Key episodes in the history of digital technology and digital media; values and norms that adhere to digital culture. CA 1. CA 3.

Content Areas: CA1: Arts & Humanities, CA3: Science & Technology

View Classes (<https://catalog.uconn.edu/course-search/?details&code=DMD%202010>)

DMD 2020. Design Thinking. (3 Credits)

Core values that shape creative production. Mindset that promotes diversity, inquiry, and a human-centered approach to designing and implementing real-world technological solutions. CA 1.

Content Areas: CA1: Arts & Humanities

Topics of Inquiry: TO11: Creativity: Des,Expr,Inn

View Classes (<https://catalog.uconn.edu/course-search/?details&code=DMD%202020>)

DMD 2095. Special Topics in Digital Media. (1-6 Credits)

Seminar focusing on a special, limited topic in the digital media space.

Enrollment Requirements: Open to Digital Media Design majors only, others by instructor consent.

May be repeated for a total of 18 credits

View Classes (<https://catalog.uconn.edu/course-search/?details&code=DMD%202095>)

DMD 2200. Motion Design and Animation I. (3 Credits)

Introduction to concepts and strategies for creating motion designs, animations, and visual effects.

Enrollment Requirements: DMD 1002 and 1102; open to Digital Media and Design majors; others with instructor consent.

View Classes (<https://catalog.uconn.edu/course-search/?details&code=DMD%202200>)

DMD 2210. Film and Video Editing I. (3 Credits)

Introduction to digital editing, project management, working with sound and time-based storytelling.

Enrollment Requirements: DMD 1002 and 1102; open only to Digital Media and Design majors; others by instructor consent.

View Classes (<https://catalog.uconn.edu/course-search/?details&code=DMD%202210>)

DMD 2230. 3D Motion I. (3 Credits)

Introduction to techniques of 3D motion such as modeling, lighting and texturing 3D forms; keyframes and keyframe interpolations; and motion graphics effectors and simulations.

Enrollment Requirements: DMD 2200, open to Digital Media and Design majors only, others by instructor consent.

View Classes (<https://catalog.uconn.edu/course-search/?details&code=DMD%202230>)

DMD 2300. 3D Animation I. (3 Credits)

Introduction to 3D Animation techniques including key framing, curve editing, timing, squash and stretch, walk cycles, and the 12 principles of animation.

Enrollment Requirements: DMD 1001 and 1101; open only to Digital Media and Design majors; others by instructor consent. Corequisite: DMD 1002 and 1102.

View Classes (<https://catalog.uconn.edu/course-search/?details&code=DMD%202300>)

DMD 2310. 3D Modeling I. (3 Credits)

Introduction to creating polygonal 3D models using industry standard modeling tools, focusing geometry construction based on reference images, edge flow, clean topology, and polygon density.

Enrollment Requirements: DMD 1002 and 1102; open only to Digital Media and Design majors, others with instructor consent.

View Classes (<https://catalog.uconn.edu/course-search/?details&code=DMD%202310>)

DMD 2320. 3D Lighting and Rendering I. (3 Credits)

Introduction to dramatic lighting, 3-point lighting, shadows, materials, procedural textures, bump maps, displacement maps, ambient occlusion, ray tracing, and global illumination.

Enrollment Requirements: DMD 1002 and 1102; open only to Digital Media and Design majors, others with instructor consent.

View Classes (<https://catalog.uconn.edu/course-search/?details&code=DMD%202320>)

DMD 2470. User Interface Design. (3 Credits)

Interface design fundamentals of websites, mobile applications, and interactive media installations. Students learn aesthetically engaging and usable human-computer interfaces through hands-on course projects, critiques, and discussions.

Enrollment Requirements: DMD 1070; open to Digital Media and Design majors only, others with instructor consent.

View Classes (<https://catalog.uconn.edu/course-search/?details&code=DMD%202470>)

DMD 2500. Introduction to Digital Game Design. (3 Credits)

Introduction to the principles of game design and development. History of the industry, story and game mechanics.

Enrollment Requirements: DMD 1002 and 1102; open to Digital Media and Design majors, others by instructor consent.

View Classes (<https://catalog.uconn.edu/course-search/?details&code=DMD%202500>)

DMD 2542. Introduction to Game Scripting. (3 Credits)

Fundamentals of gameplay scripting utilizing an off-the-shelf video game engine. Scripting concepts and constructs like vector math, classes, raycasting, deltaTime, and other available engine commands.

Enrollment Requirements: DMD 1060; open only to Digital Media and Design majors; others by instructor consent.

View Classes (<https://catalog.uconn.edu/course-search/?details&code=DMD%202542>)

DMD 2550. Game Production. (3 Credits)

Practical investigation into the successful management of video game projects. Budgets, asset management plans, and risk evaluation of game development options. Relationship and team management, business aspects of the video game industry, and development of a video game project.

Enrollment Requirements: DMD 2500; Open to Digital Media and Design majors and Digital Arts and Digital Media minors, others with instructor consent.

View Classes (<https://catalog.uconn.edu/course-search/?details&code=DMD%202550>)

DMD 2580. 2D Game Art. (3 Credits)

Introduction to figure and perspective drawing, character and environmental concept art, pixel art, sprite animation, vector art, game UI design, texture painting, and 2D art for 3D games.

Enrollment Requirements: DMD 1002 and 1102; open to Digital Media and Design majors only, others with instructor consent.

View Classes (<https://catalog.uconn.edu/course-search/?details&code=DMD%202580>)

DMD 2610. Introduction to Digital Humanities. (3 Credits)

(Also offered as ENGL 2610.) The application of digital technology and media to such subjects as art history, classics, cultural and area studies, history, languages, literature, music, and philosophy. This course will provide a broad survey of the landscape of international and interdisciplinary digital humanities through the lens of ongoing work of faculty and staff researchers at the University of Connecticut.

View Classes (<https://catalog.uconn.edu/course-search/?details&code=DMD%202610>)

DMD 2620. Human Development, Digital Media, and Technology. (3 Credits)

(Also offered as HDFS 2620.) Social, economic, and cultural influences on youths' interactions with, and use of, technology for formal and informal learning. Examples include media literacy, digital divide, technology in education, cyberbullying, and other issues that have emerged since the rise of the World Wide Web and growth of social media. CA 2. CA 4.

Enrollment Requirements: ENGL 1007 or 1010 or 1011 or 2011.

Recommended preparation: HDFS 1070 or DMD 2010.

Content Areas: CA2: Social Science, CA4: Diversity & Multicultural

Topics of Inquiry: TO15: Indiv Values Soc Inst

View Classes (<https://catalog.uconn.edu/course-search/?details&code=DMD%202620>)

DMD 2700. Digital Media Strategies for Business. (3 Credits)

Introduction to digital media concepts and platforms used in companies' marketing strategies and plans.

Enrollment Requirements: DMD 1002 and 1102; open only to Digital Media and Design majors and minors, others by instructor consent.

View Classes (<https://catalog.uconn.edu/course-search/?details&code=DMD%202700>)

DMD 2710. Social Media Business Applications. (3 Credits)

Introduction to social media marketing and advertising, focusing on the platforms and strategies being deployed by brands.

Enrollment Requirements: DMD 2700, which may be taken concurrently; open only to Digital Media and Design majors, others by instructor consent. Recommended preparation: DMD 1002 and 1102.

View Classes (<https://catalog.uconn.edu/course-search/?details&code=DMD%202710>)

DMD 2810. Digital Cinematography I. (3 Credits)

Introduction to the fundamentals of cinematography in the digital realm, including both technical knowledge and aesthetics. Emphasis on camera angles, movements, composition, and lighting to enhance storytelling.

Enrollment Requirements: DMD 2210; open to BFA Digital Media and Design majors only, others by instructor consent.

View Classes (<https://catalog.uconn.edu/course-search/?details&code=DMD%202810>)

DMD 3010W. Critical Perspectives on Digital Media. (3 Credits)

Critical thinking and writing about digital media objects, contexts, and "texts," and how these participate in the social construction of human identities and belonging.

Enrollment Requirements: ENGL 1007 or 1010 or 1011 or 2011. Open to DMD majors. Others by instructor consent.

Skill Codes: COMP. Writing Competency

View Classes (<https://catalog.uconn.edu/course-search/?details&code=DMD%203010W>)

DMD 3020. Design Lab. (3 Credits)

The theory, principles and practices of digital screen-based visual communication. Through a multi-disciplinary perspective involving art, design, art history, and media studies, students will address how culture visualizes screen-based communication through both image and type.

Enrollment Requirements: DMD 1000; DMD 1030; open only to Digital Media and Design majors.

View Classes (<https://catalog.uconn.edu/course-search/?details&code=DMD%203020>)

DMD 3030. Narrative Workshop. (3 Credits)

An open forum where students will "workshop" their own narratives and works-in-progress, using each other as collaborators, editors, and ideators to investigate emerging forms of storytelling.

Enrollment Requirements: DMD 2200 and 2210; open to Digital Media and Design majors, others with instructor consent.

View Classes (<https://catalog.uconn.edu/course-search/?details&code=DMD%203030>)

DMD 3035. Interaction Design. (3 Credits)

Provides a critical overview of interaction design (including usability, evaluation, and cultural aspects) and a practical program of website and computer software interface creation.

Enrollment Requirements: DMD 1002 and 1102; open to Digital Media and Design majors only, others by instructor consent.

View Classes (<https://catalog.uconn.edu/course-search/?details&code=DMD%203035>)

DMD 3095. Special Topics in Digital Media. (1-6 Credits)

Seminar focusing in digital media. Content will vary each semester based upon instructor expertise.

Enrollment Requirements: Open only to Digital Media and Design majors; others by instructor consent.

May be repeated for a total of 18 credits

View Classes (<https://catalog.uconn.edu/course-search/?details&code=DMD%203095>)

DMD 3099. Independent Study. (1-6 Credits)

Independent study in a Digital Media area of concentration.

Enrollment Requirements: Open only to Digital Media and Design majors, others with instructor consent.

May be repeated for a total of 15 credits

View Classes (<https://catalog.uconn.edu/course-search/?details&code=DMD%203099>)

DMD 3102. Brand Lab. (3 Credits)

An interdisciplinary lab that explores and deploys the principles of strategic branding and identity design across traditional and digital environments.

Enrollment Requirements: DMD 1002 and 1102. Open to juniors or higher. Open to Digital Media and Design majors only, others with instructor consent. Recommended preparation: DMD 2700 or 3730.

View Classes (<https://catalog.uconn.edu/course-search/?details&code=DMD%203102>)

DMD 3200. Motion Design and Animation II. (3 Credits)

An intermediate to advanced exploration of motion design, animation, and visual effects.

Enrollment Requirements: DMD 2200 and 2210; open only to Digital Media and Design majors; others by instructor consent.

View Classes (<https://catalog.uconn.edu/course-search/?details&code=DMD%203200>)

DMD 3205. History of Animation. (3 Credits)

A history of animation from the late 19th-century through contemporary and emerging digital technologies.

Enrollment Requirements: DMD 1002 and 1102; open only to Digital Media and Design majors, others with instructor consent. Recommended preparation: DMD 3010W.

View Classes (<https://catalog.uconn.edu/course-search/?details&code=DMD%203205>)

DMD 3210. Experimental and Alternative Techniques. (3 Credits)

An exploration of non-traditional techniques and mediums for creating motion graphics and animation.

Enrollment Requirements: DMD 2200 and 2210; open only to Digital Media and Design majors; others by instructor consent.

View Classes (<https://catalog.uconn.edu/course-search/?details&code=DMD%203210>)

DMD 3215. Character Animation. (3 Credits)

An in-depth exploration of character animation using a combination of digital and traditional techniques and principles.

Enrollment Requirements: DMD 2200. Open to Digital Media and Design majors only, others by instructor consent.

View Classes (<https://catalog.uconn.edu/course-search/?details&code=DMD%203215>)

DMD 3220. Broadcast Graphics and Title Sequence. (3 Credits)

A survey of broadcast design and title sequences made for film, games and television.

Enrollment Requirements: DMD 2200 and 2210; open only to Digital Media and Design majors; others by instructor consent. Recommended preparation: DMD 2230.

View Classes (<https://catalog.uconn.edu/course-search/?details&code=DMD%203220>)

DMD 3230. Cinematic Storytelling. (3 Credits)

A survey of film and media, in particular, the close analysis of graphic storytelling techniques in television, animation, shorts, and movies.

Enrollment Requirements: DMD 1002 and 1102; open to Digital Media and Design majors, others with instructor consent.

View Classes (<https://catalog.uconn.edu/course-search/?details&code=DMD%203230>)

DMD 3235. Scientific Visualization. (3 Credits)

(Also offered as ART 3235.) Exploration of techniques for the development of still and animated graphics for use in science education and scientific publications and presentations. Project-based coursework with involvement from scientific experts and close collaboration between student illustrators and animators.

Enrollment Requirements: DMD 2200; open only to Digital Media and Design students, others with instructor consent. Recommended preparation: DMD 3200.

View Classes (<https://catalog.uconn.edu/course-search/?details&code=DMD%203235>)

DMD 3240. Animating Science. (3 Credits)

A project-based exploration of animated scientific visualizations and digital artworks inspired by science.

Enrollment Requirements: DMD 2200 and 2210; open to Digital Media and Design majors, others with instructor consent.

View Classes (<https://catalog.uconn.edu/course-search/?details&code=DMD%203240>)

DMD 3250. Visual Effects. (3 Credits)

Exploration of compositing and visual effects through production, manipulation, and combination of live action footage with 2D and 3D animated effects.

Enrollment Requirements: DMD 2200 and 2210; open to Digital Media and Design majors, others with instructor consent. Recommended preparation: DMD 2230.

View Classes (<https://catalog.uconn.edu/course-search/?details&code=DMD%203250>)

DMD 3300. 3D Animation II. (3 Credits)

Continuation of the core animation principles to explore advanced animation techniques including character animation, deformations, and non-linear animation.

Enrollment Requirements: DMD 2300, 2310 and 2320; open to B.F.A Digital Media and Design 3D Animation concentration students, others with instructor consent.

View Classes (<https://catalog.uconn.edu/course-search/?details&code=DMD%203300>)

DMD 3305. History of Computer Graphics. (3 Credits)

The history of computer-generated imagery (CG) from its beginnings to the present.

Enrollment Requirements: Open to Digital Media and Design majors; others with instructor consent.

View Classes (<https://catalog.uconn.edu/course-search/?details&code=DMD%203305>)

DMD 3310. 3D Modeling, Lighting and Rendering II. (3 Credits)

Instruction and guidance in the techniques and critical understanding of modeling, including texturing the model, lighting, and rendering in animation specific to a 3D environment.

Enrollment Requirements: DMD 2310 and 2320; open to B.F.A Digital Media and Design 3D Animation concentration students, others by instructor consent.

View Classes (<https://catalog.uconn.edu/course-search/?details&code=DMD%203310>)

DMD 3320. Storyboarding and Visual Development. (3 Credits)

Previsualization processes and techniques for time-based projects.

Enrollment Requirements: DMD 2210, 2200, 2300, 2500, 2700, or 1070; open to Digital Media and Design majors, others by instructor consent.

View Classes (<https://catalog.uconn.edu/course-search/?details&code=DMD%203320>)

DMD 3350. 3D Simulations. (3 Credits)

Offers students an intermediate understanding of the art and science of creating physical simulations, using particle systems and collision detection. Creation of complicated rendering and compositing setups that make animations both easier to render and more flexible within the bounds of any animation or VFX sequence.

Enrollment Requirements: DMD 3310; open to B.F.A Digital Media and Design 3D Animation concentration students only; others by instructor consent. Recommended preparation: DMD 3300.

View Classes (<https://catalog.uconn.edu/course-search/?details&code=DMD%203350>)

DMD 3420. Wearable Electronics and Interactive Objects. (3 Credits)

(Also offered as DRAM 3420.) Provides a basic understanding of electronics, key components, function, construction, and project design for wearable electronics and interactive objects. Concepts learned will form the core for students to continue to proactively explore and experiment with wearable electronics and interactive objects beyond the classroom.

Enrollment Requirements: DMD 1060; others with instructor consent.

View Classes (<https://catalog.uconn.edu/course-search/?details&code=DMD%203420>)

DMD 3440. Introduction to Mobile Application Development. (3 Credits)

Through lecture and hands on exercises, students will be introduced to the processes, technologies, and environment of mobile applications.

Enrollment Requirements: DMD 1060 and 1070; open only to Digital Media and Design majors, others with instructor consent.

View Classes (<https://catalog.uconn.edu/course-search/?details&code=DMD%203440>)

DMD 3470. Advanced Web Design and Development. (3 Credits)

Explores intermediate and advanced web design and development techniques, covering Cascading Style Sheets, XML, dynamic HTML with Javascript, common frameworks, and the principles of site management. The course will also cover more advanced design concepts in website creation, such as efficient navigation design, designing for portability and accessibility, separating content from presentation for easy site updating and maintenance, planning interactivity, and search engine optimization.

Enrollment Requirements: DMD 1070; open only to Digital Media and Design majors, others by instructor consent.

View Classes (<https://catalog.uconn.edu/course-search/?details&code=DMD%203470>)

DMD 3475. Coding for Web and Interactive Media Design. (3 Credits)

Explores intermediate programming techniques for web and interactive media projects.

Enrollment Requirements: DMD 1060 and 1070; open to Digital Media and Design majors; others with instructor consent. Recommended corequisite: DMD 3470.

View Classes (<https://catalog.uconn.edu/course-search/?details&code=DMD%203475>)

DMD 3500. Interactive Storytelling. (3 Credits)

A project-based exploration of the relationship of story, character, and player in games. Students will develop narrative digital projects, examine a selection of popular storytelling games, and explore ways that games have historically visualized and communicated their stories. Formerly offered as DMD 3522.

Enrollment Requirements: DMD 2500 and 3010W; open to Digital Media and Design majors, others by instructor consent.

View Classes (<https://catalog.uconn.edu/course-search/?details&code=DMD%203500>)

DMD 3520. 3D Virtual World and Simulations. (3 Credits)

Investigation of different virtual environments, simulations, and serious games and examine how game engines can be used to generate a three-dimensional computer-based environment. Students will create a 3D environment based on their own imagination and research.

Enrollment Requirements: DMD 2310, 2320, 2500, and 2542; open only to Digital Media and Design majors, others with instructor consent.

View Classes (<https://catalog.uconn.edu/course-search/?details&code=DMD%203520>)

DMD 3530. Game Systems Design. (3 Credits)

Students in this course learn and apply advanced game design techniques and game theory. Students focus on the concepts of balance, design, and player psychology, synthesizing these elements into cohesive and interesting gameplay.

Enrollment Requirements: DMD 2500; open to Digital Media and Design majors, others with instructor consent.

View Classes (<https://catalog.uconn.edu/course-search/?details&code=DMD%203530>)

DMD 3540. Multiplayer Game Development. (3 Credits)

Students create a multiplayer game experience based in a relevant game engine that adheres to or modifies the core mechanics to create a new multiplayer game experience.

Enrollment Requirements: DMD 2500; open to Digital Media and Design majors; others with instructor consent.

View Classes (<https://catalog.uconn.edu/course-search/?details&code=DMD%203540>)

DMD 3570. History and Theory of Digital Art. (3 Credits)

(Also offered as ARTH 3570.) Investigates forms of digital and Internet art and the mostly forgotten histories of the technologies behind them. Forms and themes to be explored include games/gaming, surveillance art, cyberfeminism, data visualization, and crowdsourced art. CA 1. CA 4.

Enrollment Requirements: ENGL 1007 or 1010 or 1011 or 2011; open to sophomores or higher.

Content Areas: CA1: Arts & Humanities, CA4: Diversity & Multicultural

Topics of Inquiry: TO11: Creativity: Des,Expr,Inn, TO13: Div, Equity, Soc Just

View Classes (<https://catalog.uconn.edu/course-search/?details&code=DMD%203570>)

DMD 3581. 3D Game Art I - Modeling and Texturing. (3 Credits)

Basic introduction to all parts of the 3D asset creation pipeline for games including subdivision, surface, and spline modeling for game assets, UV unwrapping, PBR material painting, asset creation for game props, characters, and environments.

Enrollment Requirements: DMD 2500; Open to Digital Media Design majors only, others with instructor consent.

View Classes (<https://catalog.uconn.edu/course-search/?details&code=DMD%203581>)

DMD 3582. 3D Game Art II - Motion and Technical Art. (3 Credits)

Introduction to elements of motion and detailing with an emphasis on in-engine techniques including digital sculpting and retopology, rigging and animation for games, physics simulations, particle effects, custom shader design, camera animation and post-processing effects.

Enrollment Requirements: DMD 3581; Open to Digital Media Design majors only, others with instructor consent.

View Classes (<https://catalog.uconn.edu/course-search/?details&code=DMD%203582>)

DMD 3589. Historical Fiction in Games and Film. (3 Credits)

(Also offered as HIST 3107.) Critique of historically themed films and video games; comparison to surviving primary documents and artifacts; assessment of historical accuracy and cultural impact.

Enrollment Requirements: Open to Digital Media and Design and History majors only, others with instructor consent; open to sophomores or higher.

View Classes (<https://catalog.uconn.edu/course-search/?details&code=DMD%203589>)

DMD 3610. Collaborating with Cultural Organizations I: Methods. (3 Credits)

(Also offered as HIST 3103.) Introduction to mission-driven cultural organizations and methods for meaningful, effective collaboration with them and their communities in the digital age.

Enrollment Requirements: Open to sophomores or higher. Recommended preparation: DMD 2010 and/or DMD 2610.

View Classes (<https://catalog.uconn.edu/course-search/?details&code=DMD%203610>)

DMD 3620. Collaborating with Cultural Organizations II: Practice. (3 Credits)

(Also offered as HIST 3104.) Project-based application of digital public history tools and methods undertaken in partnership with a cultural organization. Provides immersion in issues of contemporary practice while building collaborative competency. Includes an integrated service learning component.

Enrollment Requirements: Open to sophomores or higher. Recommended preparation: DMD 3610/HIST 3103.

View Classes (<https://catalog.uconn.edu/course-search/?details&code=DMD%203620>)

DMD 3640. Human Rights Archives I: Documenting and Curating Community Memory. (3 Credits)

(Also offered as HRTS 3640.) The use of human rights archival materials in documentary storytelling. Students will learn methods and best practices of collecting and managing digital visual and audio-visual archival assets. This is the first part of a two-semester unit addressing a common theme. Part I is not a prerequisite for Part II.

Enrollment Requirements: Open to Digital Media Design majors and Human Rights majors or minors only; open to juniors or higher; instructor consent required. Recommended preparation: DMD 2200, 2210, or HRTS 3149W.

View Classes (<https://catalog.uconn.edu/course-search/?details&code=DMD%203640>)

DMD 3641. Human Rights Archives II: Visual Storytelling Practices. (3 Credits)

(Also offered as HRTS 3641.) The use of human rights archival materials in documentary storytelling. Students will be trained in different documentary techniques and storytelling approaches working with oral history narratives and archival materials. This is the second part of a two-semester unit addressing a common theme. Part I is not a prerequisite for Part II.

Enrollment Requirements: Open to Digital Media Design majors and Human Rights majors or minors only; open to juniors or higher; instructor consent required. Recommended preparation: DMD 2200, 2210, 3640, or HRTS 3149W.

View Classes (<https://catalog.uconn.edu/course-search/?details&code=DMD%203641>)

DMD 3710. Creative Content Strategy. (3 Credits)

Explores key concepts and methods of content marketing, including digital content planning, creation, and distribution, by integrating multiple forms of media into a content strategy to maximize the impacts.

Enrollment Requirements: DMD 2700 and 2710; open to Digital Media and Design majors only, others by instructor consent.

View Classes (<https://catalog.uconn.edu/course-search/?details&code=DMD%203710>)

DMD 3720. Digital Media Analytics. (3 Credits)

Provides a working knowledge of the array of metrics and analytics needed to understand the digital consumer and measure the effectiveness of digital media marketing.

Enrollment Requirements: DMD 2700; open to Digital Media and Design majors only, others with instructor consent. Recommended preparation: DMD 2710, 3730 and 1000-level STAT course.

View Classes (<https://catalog.uconn.edu/course-search/?details&code=DMD%203720>)

DMD 3730. Digital Consumer Behavior. (3 Credits)

Explores and analyzes the changes in consumer decision-making and behavior in today's digital world.

Enrollment Requirements: DMD 2700, which may be taken concurrently; open to Digital Media and Design majors only, others by instructor consent. Recommended preparation: DMD 1002 and 1102, STAT 1000Q or higher.

View Classes (<https://catalog.uconn.edu/course-search/?details&code=DMD%203730>)

DMD 3740. Digital Sports and Entertainment Studio. (3 Credits)

The digital marketing landscape in sports and entertainment, including changes in the production, marketing, distribution, and consumption of sports and entertainment media properties.

Enrollment Requirements: DMD 2700 and 3730; open to Digital Media and Design majors only, others with instructor consent. Recommended preparation: DMD 2710.

View Classes (<https://catalog.uconn.edu/course-search/?details&code=DMD%203740>)

DMD 3750. Digital Media and Technology Ethics. (3 Credits)

Explores the intersection of ethics, technology, and humanity in order to equip students with the critical thinking skills necessary to navigate the digital landscape.

Enrollment Requirements: DMD 2700; open to Digital Media and Design majors, others with instructor consent.

View Classes (<https://catalog.uconn.edu/course-search/?details&code=DMD%203750>)

DMD 3820. Documentary Film Production. (3 Credits)

This course introduces students to camera and sound recording for small-crew documentary filmmaking. Students learn interviewing, ethics in documentary, and basic story structure. Through analysis of short and feature length documentary films, as well as hands-on directing, filming, and editing, students will learn the art and technique of documentary filmmaking.

Enrollment Requirements: DMD 2210 and 2810. Open to BFA Digital Media and Design majors in the Digital Film/Video Production concentration only, others by instructor consent.

View Classes (<https://catalog.uconn.edu/course-search/?details&code=DMD%203820>)

DMD 3828. Social Documentary in Theory and Practice. (3 Credits)

(Also offered as HRTS 3828.) The study of the evolution of the documentary genre and its potential use as a vehicle for social discourse and change. Through sustained engagement with the documentary genre, students will gain direct experience in shooting and editing short form documentary films.

Enrollment Requirements: Open to Digital Media Design majors and Human Rights majors or minors only; open to sophomores or higher. Recommended preparation: DMD 2210, 2810, 3820, or HRTS 3149W.

View Classes (<https://catalog.uconn.edu/course-search/?details&code=DMD%203828>)

DMD 3830. Film Writing. (3 Credits)

(Also offered as DRAM 3145.) Theoretical and practical work in the content and form of the fiction scenario.

Enrollment Requirements: Open to juniors or higher, others with instructor consent.

View Classes (<https://catalog.uconn.edu/course-search/?details&code=DMD%203830>)

DMD 3840. Creative Producing for Independent Film. (3 Credits)

Examination of each phase of the filmmaking process, from conception to marketing and distribution, through the role of a creative producer. Students develop pitching materials and entrepreneurial business plans for their original narrative, documentary or new media film projects.

Enrollment Requirements: DMD 2700 or 3230; open to Digital Media and Design majors only, others with instructor consent.

View Classes (<https://catalog.uconn.edu/course-search/?details&code=DMD%203840>)

DMD 3850. Digital Sound Design. (3 Credits)

A practical introduction to sound recording, editing, and mixing, designed to give students both the technical and artistic skills necessary to provide sound design for a variety of different media, including stand-alone audio, live-action film, animation, games, and more.

Enrollment Requirements: DMD 2210; open only to BFA Digital Media and Design Film/Video Production concentration students, others by instructor consent.

View Classes (<https://catalog.uconn.edu/course-search/?details&code=DMD%203850>)

DMD 3993. Foreign Study. (1-12 Credits)

Special topics taken in a foreign study program (Fall, Spring, or Summer). Departmental consent required, normally before the student's departure to study abroad.

May be repeated for a total of 12 credits

View Classes (<https://catalog.uconn.edu/course-search/?details&code=DMD%203993>)

DMD 3998. Variable Topics. (1-6 Credits)

Prerequisites and recommended preparation vary.

May be repeated for credit

View Classes (<https://catalog.uconn.edu/course-search/?details&code=DMD%203998>)

DMD 4015. Degree Exhibition. (1 Credit)

Preparation of a project or portfolio for presentation in the Digital Media and Design Department's Degree Exhibition. May be taken in conjunction with the B.F.A. internship or senior project or B.A. senior thesis. Students taking this course will be assigned a final grade of S (satisfactory) or U (unsatisfactory).

Enrollment Requirements: Open to DMD majors with the consent of the instructor.

May be repeated for a total of 2 credits

View Classes (<https://catalog.uconn.edu/course-search/?details&code=DMD%204015>)

DMD 4025. Portfolio and Professional Development: Putting it All Together. (3 Credits)

Prepares Digital Media and Design BFA students for transition to careers through the development of a professional portfolio, resume, website, social media presence, other collateral, and associated skills, as well as BFA Degree Exhibition participation.

Enrollment Requirements: Open to senior Bachelor of Fine Arts Digital Media and Design majors only, others by instructor consent.

View Classes (<https://catalog.uconn.edu/course-search/?details&code=DMD%204025>)

DMD 4040. Agency. (3 Credits)

An immersive study of the role, structure, procedures, techniques and processes employed by a Brand Agency within the digital and social media spaces.

Enrollment Requirements: Open to Digital Media Design majors only, others by instructor consent.

May be repeated for a total of 6 credits

View Classes (<https://catalog.uconn.edu/course-search/?details&code=DMD%204040>)

DMD 4045. Digital Content Design, Creation and Distribution Studio. (3 Credits)

Develop marketing communications strategies, design, produce and distribute digital content for the Digital Media and Design Department and outside projects with corporate partners.

Enrollment Requirements: DMD 1102 and 4040; open only to senior and graduate Digital Media and Design majors, instructor consent required. Recommended preparation: DMD 2710, 3035, 3200 and 3300.

May be repeated for a total of 6 credits

View Classes (<https://catalog.uconn.edu/course-search/?details&code=DMD%204045>)

DMD 4075. Senior Project. (3 Credits)

Development of a project in the student's area of concentration that demonstrates vigorous and consistent thematic engagement and articulates both technical and conceptual sophistication. To be taken twice in two consecutive semesters in the student's senior year. To fulfill the graduation requirement for B.F.A., students must pass with a grade of C or better.

Enrollment Requirements: Open to senior B.F.A Digital Media and Design majors only.

May be repeated for a total of 6 credits

View Classes (<https://catalog.uconn.edu/course-search/?details&code=DMD%204075>)

DMD 4081. Digital Media Internship/Co-op. (1-12 Credits)

Supervised professional experience in the student's field of study. A minimum GPA of 2.7 is required. Students taking this course will be assigned a final grade of S (satisfactory) or U (unsatisfactory).

Enrollment Requirements: Open to Digital Media Design majors only, others by instructor consent.

May be repeated for a total of 15 credits

View Classes (<https://catalog.uconn.edu/course-search/?details&code=DMD%204081>)

DMD 4086. Senior Thesis. (3 Credits)

Preparation and presentation of a thesis that demonstrates vigorous and consistent intellectual engagement and articulates technical, conceptual, and scholarly sophistication. To be taken twice in two consecutive semesters in the student's senior year.

Enrollment Requirements: Open to Digital Media and Design majors only, others with instructor consent.

May be repeated for a total of 6 credits

View Classes (<https://catalog.uconn.edu/course-search/?details&code=DMD%204086>)

DMD 4200. Advanced Motion Media. (3 Credits)

Advanced exploration of motion media topics, including large-scale, collaborative, and interdisciplinary projects, and investigations in emerging motion media technologies.

Enrollment Requirements: DMD 3200; open only to Digital Media and Design majors, others with instructor consent.

May be repeated for a total of 6 credits

View Classes (<https://catalog.uconn.edu/course-search/?details&code=DMD%204200>)

DMD 4310. 3D Rigging. (3 Credits)

Concepts of rigging, with emphasis on animated props and characters. Techniques for using and creating bones, constraints, skeletons, skinning and weight painting.

Enrollment Requirements: DMD 3350; open to B.F.A Digital Media and Design 3D Animation concentration students, others with instructor consent. Recommended preparation: DMD 3300.

View Classes (<https://catalog.uconn.edu/course-search/?details&code=DMD%204310>)

DMD 4340. Advanced Compositing for Visual Effects. (3 Credits)

Takes the students further into the art of visual effects, combining computer generated animation together and with live action footage.

Enrollment Requirements: DMD 3350; open to B.F.A Digital Media and Design 3D Animation concentration students only, others by instructor consent. Recommended preparation: DMD 3300 and 4310.

View Classes (<https://catalog.uconn.edu/course-search/?details&code=DMD%204340>)

DMD 4350. Advanced 3D Research and Production. (3 Credits)

Explores, develops and evaluates the research and skills in 3D animation production, focusing on each student's own path of study.

Enrollment Requirements: DMD 3310; open to B.F.A Digital Media and Design 3D Animation concentration students only, others by instructor consent. Recommended preparation: DMD 3300, 3350, 4310 and 4340.

May be repeated for a total of 9 credits

View Classes (<https://catalog.uconn.edu/course-search/?details&code=DMD%204350>)

DMD 4470. Web 3: Expert Topics in Web Development. (3 Credits)

Expert topics in web design and development, including intensive instruction and hands-on development with databases and server-side programming to build web applications.

Enrollment Requirements: DMD 3470 and 3475; open to Digital Media and Design majors only, others with instructor consent.

View Classes (<https://catalog.uconn.edu/course-search/?details&code=DMD%204470>)

DMD 4475. Web and Interactive Media Design Practicum. (3 Credits)

Digital technology is ever-changing and so too are techniques and workflows required in the production of web and interactive media projects. Through the completion of real-world projects, this course examines emerging technologies and techniques in the world of web and interactive media design.

Enrollment Requirements: DMD 3470 and 3475; open to Digital Media and Design majors only, others with instructor consent. Recommended preparation: DMD 4470.

May be repeated for a total of 6 credits

View Classes (<https://catalog.uconn.edu/course-search/?details&code=DMD%204475>)

DMD 4500. Advanced Digital Game Design and Development. (3 Credits)

Advanced study and application of digital game design and development, programming, 3D game environments, game testing, human computer interaction, quality assurance, and publishing.

Enrollment Requirements: DMD 2542 and 3522; open only to Digital Media and Design seniors and graduate students, others with instructor consent.

View Classes (<https://catalog.uconn.edu/course-search/?details&code=DMD%204500>)

DMD 4536. Disruptive Technologies. (3 Credits)

Exploration of emerging interactive technologies through the creation of rapid-fire prototypes utilizing experimental hardware and software. These skills enable students to develop interactive installations and unique gameplay scenarios.

Enrollment Requirements: DMD 3522 and 2542; must be taken senior year; open only to Digital Media and Design majors, others with instructor consent.

View Classes (<https://catalog.uconn.edu/course-search/?details&code=DMD%204536>)

DMD 4545. Advanced Game Scripting. (3 Credits)

Master gameplay scripting within a commercial game engine. Emphasis is on foundational knowledge required for developing artificial intelligence models, rendering, and networking for games.

Enrollment Requirements: DMD 2542; open to Digital Media and Design majors only, others with instructor consent.

View Classes (<https://catalog.uconn.edu/course-search/?details&code=DMD%204545>)

DMD 4640. Digital Public History Project. (3 Credits)

(Also offered as HIST 4640.) Students work collaboratively, with instructor guidance and feedback, to design and complete a digital public history project or prototype.

Enrollment Requirements: HIST 3102; DMD 3610/HIST 3103; DMD 3620/HIST 3104; three credits of HIST 3890 or 3991; open to DMD majors or Digital Public History minors only, others with instructor consent.

View Classes (<https://catalog.uconn.edu/course-search/?details&code=DMD%204640>)

DMD 4725. Advanced Digital Analytics. (3 Credits)

A project-based study of advanced digital analytics and social media listening tools and techniques. Students will utilize social listening and media intelligence platforms to conduct market research, analyze campaigns and digital initiatives, develop marketing strategy, and execute ongoing brand listening, crisis management, competitive intelligence, content analysis and reputation management initiatives.

Enrollment Requirements: DMD 3720; open to juniors or higher; open only to Digital Media and Design majors; others by instructor consent. Recommended preparation: 1000 level statistics course.

May be repeated for a total of 6 credits

View Classes (<https://catalog.uconn.edu/course-search/?details&code=DMD%204725>)

DMD 4810. Advanced Digital Cinematography. (3 Credits)

Advanced course focused on the technical craft and aesthetics of cinematography / videography in the digital realm. Emphasis on advanced camera techniques (angles, movements, composition and blacking) and complex lighting and shot designs to enhance storytelling. Students will be required to buy/own a DSLR or mirrorless camera, a lens, data storage tools and basic cinematographer grip kit needed for class.

Enrollment Requirements: DMD 2810. Open to Digital Media and Design majors only, others by instructor consent.

View Classes (<https://catalog.uconn.edu/course-search/?details&code=DMD%204810>)

DMD 4835. Narrative Short Film Production. (3 Credits)

Production of narrative short films, delineating the role of the director, from script breakdown through post-production, with emphasis on directing actors and other methodologies necessary to realize the dramatic possibilities of a cinematic story. Students create several shorts and analyze the works of master directors.

Enrollment Requirements: DMD 2810 and 3830; open only to Digital Media and Design majors, others with instructor consent.

View Classes (<https://catalog.uconn.edu/course-search/?details&code=DMD%204835>)

DMD 4860. Color Grading for Film and Video. (3 Credits)

An advanced post-production course on the technical craft and aesthetics of color grading for digital film and video.

Enrollment Requirements: DMD 2810; open to B.F.A Digital Media and Design majors in the Digital Film/Video Production concentration only, others by instructor consent.

View Classes (<https://catalog.uconn.edu/course-search/?details&code=DMD%204860>)