**FAYETTEVILLE TECHNICAL COMMUNITY COLLEGE**

**INFORMATION TECHNOLOGY/**

**MULTIMEDIA AND INTERACTIVE ENTERTAINMENT TECHNOLOGIST (A25590E)**

Effective: Fall 2024

Revised: 02/07/24

The Information Technology/Multimedia and Interactive Entertainment Technologist curriculum prepares graduates for employment in the digital design, multimedia, and/or game industries. Course work includes a variety of multimedia and gaming technologies such as 2E and 3D animation, game design, game programming, audio/video editing, streaming, etc.

Graduates should qualify for employment as animators, game artists, game programmers, web designers, graphic artists/designers, multimedia specialists, digital technicians, and many new jobs yet to be defined in these new and expanding fields.

Length: 5 Semesters

Prerequisite: High School Diploma, Placement Test Equivalent

Award: Associate in Applied Science

**SEMESTER 1**

|  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- |
| **Prefix No.** | Title | **Class** | **Lab** | **Clinical** | **Credit** |
| ACA120 | Career Assessment | 1 | 0 | 0 | 1 |
| or |  |  |  |  |  |
| ACA122 | College Transfer Success | 0 | 2 | 0 | 1 |
| CTI110 | Web, Pgm, I DB Foundation | 2 | 2 | 0 | 3 |
| DME110 | Intro to Digital Media | 2 | 2 | 0 | 3 |
| ENG-110 | Freshman Composition | 3 | 0 | 0 | 3 |
| or |  |  |  |  |  |
| ENG111 | Writing and Inquiry | 3 | 0 | 0 | 3 |
| WEB110 | Web Development Fundamentals | 2 | 3 | 0 | 3 |
|  | Major Elective | 2 | 3 | 0 | 3 |
|  |  | ----- | ----- | ----- | ----- |
|  | **Totals** | **11** | **10** | **0** | **16** |

**SEMESTER 2**

|  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- |
| **Prefix No.** | Title | **Class** | **Lab** | **Clinical** | **Credit** |
| DME120 | Intro to Multimedia Appl | 2 | 2 | 0 | 3 |
| or |  |  |  |  |  |
| SGD112 | SGD Design I | 2 | 3 | 0 | 3 |
| DME130 | Digital Animation I | 2 | 2 | 0 | 3 |
|  | Major Elective | 4 | 6 | 0 | 6 |
|  | Math Elective | 2 | 2 | 0 | 3 |
|  |  | ----- | ----- | ----- | ----- |
|  | **Totals** | **10** | **12** | **0** | **15** |

**SEMESTER 3**

|  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- |
| **Prefix No.** | Title | **Class** | **Lab** | **Clinical** | **Credit** |
| CTI120 | Network & Sec Foundation | 2 | 2 | 0 | 3 |
|  | Communications Elective | 3 | 0 | 0 | 3 |
|  |  | ----- | ----- | ----- | ----- |
|  | **Totals** | **5** | **2** | **0** | **6** |

**SEMESTER 4**

|  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- |
| **Prefix No.** | Title | **Class** | **Lab** | **Clinical** | **Credit** |
| DME270 | Prof Pract Digital Media | 2 | 2 | 0 | 3 |
| or |  |  |  |  |  |
| SGD212 | SGD Design II | 2 | 3 | 0 | 3 |
|  | Humanities Fine Arts Elective | 3 | 0 | 0 | 3 |
|  | Major Elective | 5 | 8 | 0 | 8 |
|  |  | ----- | ----- | ----- | ----- |
|  | **Totals** | **10** | **10** | **0** | **14** |

**SEMESTER 5**

|  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- |
| **Prefix No.** | Title | **Class** | **Lab** | **Clinical** | **Credit** |
| CTS115 | Info Sys Business Concepts | 3 | 0 | 0 | 3 |
| DME285 | Systems Project | 2 | 2 | 0 | 3 |
| or |  |  |  |  |  |
| SGD289 | SGD Project | 2 | 3 | 0 | 3 |
|  | Major Elective | 4 | 6 | 0 | 6 |
|  | Social/Behavioral Science Elective | 3 | 0 | 0 | 3 |
|  |  | ----- | ----- | ----- | ----- |
|  | **Totals** | **12** | **8** | **0** | **15** |

**TOTAL REQUIRED CREDITS... 66**

**Work-Based Learning Option**: Qualified students may elect to take up to three (3) credit hours of Work-Based Learning in lieu of

a Major elective provided they acquire approval from the Work-Based Learning Coordinator and the Department Chairperson.

**\*Note:** Students **may not** take an introductory foreign language to fulfill the Humanities/Fine Arts requirement.