COUNTY COLLEGE OF MORRIS

DIGITAL MEDIA TECHNOLOGY
Associate of Applied Science

CAREERS

- 3-D Artist
- Broadcast Journalist
- Digital Media Specialist
- Digital Photographer
- Game Designer
- Graphic Designer
- Mobile App Producer
- Mulit-media Assistant
- Pre-press Technician
- Video Editor
- Web Designer

WHAT YOU WILL LEARN

Students in the Digital Media Technology Program at CCM have found careers in animation, multimedia authoring and design, video and audio production, web design, web development, graphical user interface design, multimedia instructional design, game design, game development and streaming media.

The Digital Media Technology Program will prepare you for diverse, rapidly changing multimedia careers available today. Interactive computer-based portfolio projects and applications which integrate the multimedia elements of text, graphics, sound, video and animation are incorporated in this Associate of Applied Science (AAS) degree program. As a Digital Media Technology student, you may select from areas of technical emphasis such as broadcasting, web development, graphic design, journalism, electronic music, photography, mobile app design and game design.

WHY STUDY DIGITAL MEDIA TECHNOLOGY AT CCM?

Students in the CCM Digital Media Technology program have interned with MTV Networks, Arista Records, MSNBC, Blue Sky Creative Services, Gateway Design Associates, Net Access Corporation, Oxygen Media, KLM Communications, Picatinny Arsenal, Design Creative Services, Skylight Media Inc., The New York Times, Tri- View Entertainment, Lucent Technologies, World-Internet Marketing, Mega-WSKQ/Amor-WPAT and Jordandené.

Areas of faculty expertise include animation; corporate video and commercial

CONTACT INFORMATION

Information Technologies Department
973-328-5780
Emeriti Hall, Room 225

For more information, scan the QR code.
214 Center Grove Road, Randolph, NJ 07869
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production; multimedia design and development; user interface and content design; computer programming and implementation; and software applications design, implementation and usage. Faculty members practice student-centered instruction and provide support to non-traditional students.

WHERE YOU CAN GO!

- Champlain College
- Fairleigh Dickinson University
- Marist College
- New Jersey Institute of Technology
- Parsons School of Design
- School of Visual Arts
- Seton Hall University
- Stevens Institute of Technology
- University of the Arts

CURRICULUM - 3530

GENERAL EDUCATION FOUNDATION (23 CR)

COMMUNICATION (6 CR)

English Composition I	ENG 111	3
English Composition II	ENG 112	3

MATH/SCIENCE/TECHNOLOGY (4 CR)

Mathematic Elective		4

SOCIAL SCIENCE OR HUMANITIES (3 CR)

Humanities/Social Science Elective		3

GENERAL EDUCATION ELECTIVES (10 CR)

Humanities/Social Science Elective		6
Science Elective		4

DIGITAL MEDIA TECHNOLOGY CORE (37 CR)

The Internet and Web Page Design	CMP 239	3
Web Development Workflow	CMP 263	4
Web Design II	CMP 244	3
Multimedia I	MED 110	3
Multimedia II	MED 113	3
Media Aesthetics	COM 114	3
Digital Media Production	MED 119	3
Digital Video Editing	MED 210	3
Multimedia Authoring & Design OR	MED 213	3
Game Production	CMP 250	
Animation	MED 220	3
Technical Track Electives		6

TOTAL 60

Note: You must see a faculty advisor to plan your sequence of courses. For the most up-to-date listing of courses, see the Curriculum Checklist.