## General Requirements for Students Matriculating in Academic Year: 2017-2018

**Degree:** COORDINATE MAJOR  
**Major:** DIGITAL MEDIA PRODUCTION  
**Minimum Cumulative Grade Point Average:** 2.0  
**Minimum Major Grade Point Average:** 2.0  
**Total Credits:** 120

### Core Curriculum Requirements

<table>
<thead>
<tr>
<th>Area</th>
<th>Credits</th>
<th>To Be Selected From</th>
</tr>
</thead>
<tbody>
<tr>
<td>First Year Writing</td>
<td>4</td>
<td>ENGL 1010 or Equivalent</td>
</tr>
<tr>
<td>TIDES – 1 course in fall semester</td>
<td>1-1.5</td>
<td></td>
</tr>
<tr>
<td>Foreign Language – Competence at 2030-Level (1-4 courses depending on placement and language)</td>
<td>3-12</td>
<td>Arabic, Chinese, French, German, Greek, Hebrew, Italian, Japanese, Latin, Portuguese, Russian, or Spanish</td>
</tr>
<tr>
<td>Cultural Knowledge – Humanities/ Fine Arts</td>
<td>9</td>
<td>Courses from departments designated Humanities and Fine Arts</td>
</tr>
<tr>
<td>1 Humanities</td>
<td></td>
<td></td>
</tr>
<tr>
<td>1 Fine Arts</td>
<td></td>
<td></td>
</tr>
<tr>
<td>1 Humanities or Fine Arts</td>
<td></td>
<td></td>
</tr>
<tr>
<td>Cultural Knowledge – Social Science</td>
<td>9</td>
<td>Courses from departments designated Social Science</td>
</tr>
<tr>
<td>3 courses from 2 different disciplines</td>
<td></td>
<td></td>
</tr>
<tr>
<td>Quantitative Reasoning</td>
<td>3-4</td>
<td>Math or PHIL 1210</td>
</tr>
<tr>
<td>Scientific Inquiry – 1 Lab Science</td>
<td>10-12</td>
<td>Courses from departments designated Science and Math</td>
</tr>
<tr>
<td>1 Science or Math</td>
<td></td>
<td></td>
</tr>
<tr>
<td>1 Science or Math</td>
<td></td>
<td></td>
</tr>
<tr>
<td>Writing Intensive</td>
<td>4</td>
<td>Consult Major</td>
</tr>
<tr>
<td>Public Service – 1st Tier</td>
<td>1000-3000-Level or Above</td>
<td></td>
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<tr>
<td>2nd Tier</td>
<td>3000-Level or Above</td>
<td></td>
</tr>
<tr>
<td>Western Traditions</td>
<td>3</td>
<td>Refer to Undergraduate Core Curriculum Guide</td>
</tr>
<tr>
<td>Outside Western Traditions Or Comparative Cultures Intl. Perspectives</td>
<td>3</td>
<td>Refer to Undergraduate Core Curriculum Guide</td>
</tr>
</tbody>
</table>

**A minor is not available for Digital Media Production.**

### MAJOR REQUIREMENTS

<table>
<thead>
<tr>
<th>Major Requirements</th>
<th>30 Credits</th>
</tr>
</thead>
<tbody>
<tr>
<td>Required Courses</td>
<td></td>
</tr>
<tr>
<td>COMM 3150 – (Film Analysis) or COMM 4750 (New Media Theory)</td>
<td></td>
</tr>
<tr>
<td>DMPR 2001 – (Digital Filmmaking Fundamentals I)</td>
<td></td>
</tr>
<tr>
<td>DMPR 2002 – (Digital Filmmaking Fundamentals II)</td>
<td></td>
</tr>
<tr>
<td>DMPR 5550 – (Advanced Digital Filmmaking I)</td>
<td></td>
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<tr>
<td>DMPR 5560 (Advanced Digital Filmmaking 2)</td>
<td></td>
</tr>
<tr>
<td>Electives – 15 credits chosen from the following:</td>
<td></td>
</tr>
<tr>
<td>ARST 1550</td>
<td>ARST 2550</td>
</tr>
<tr>
<td>COMM 1150</td>
<td>COMM 3200</td>
</tr>
<tr>
<td>COMM 3600</td>
<td>COMM 3650</td>
</tr>
<tr>
<td>COMM 2400</td>
<td>COMM 2500</td>
</tr>
<tr>
<td>COMM 2700</td>
<td>COMM 4560</td>
</tr>
<tr>
<td>COMM 4750</td>
<td>COMM 4850</td>
</tr>
<tr>
<td>DPFR 3220</td>
<td>DPFR 3920</td>
</tr>
<tr>
<td>DPFR 3910/3920</td>
<td>DPFR 4070</td>
</tr>
<tr>
<td>DPFR 1110</td>
<td>DPFR 4910/4920</td>
</tr>
</tbody>
</table>

**NDA**

### Notes

- The Degree Plan and other information provided in this booklet serve only as advising tools. Newcomb-Tulane College advisors will help advise you on the core-curriculum, decide on a major, and consult on any academic success issues.
- Your major advisors will advise you on major requirements.
- Students with multiple majors will have more than one advisor and will need to consult with the appropriate advisor.
- Minors are not assigned an advisor, but a faculty member in the department is designated to advise minors.
- Become familiar with your major! By declaring early, you have access to a major advisor, are able to enroll in “majors only” classes, and are included in listservs that allow you to receive information about events, internships, and other opportunities.
- Pre-med and Pre-law students should also consult with one of the Pre-Professional advisors.
What Can I Do with a Major in...
Digital Media Production

GENERAL INFORMATION
• Gain relevant work experience through internships, part-time jobs, or volunteer positions.
• To maximize your employability, develop practical skills such as computer expertise, written and verbal communication, project management, etc.
• Acquire strong skills in research, fundraising, public speaking and writing.
• Join art related student and professional organizations.
• Be prepared to begin your career in entry-level positions with the opportunity to earn advancement with experience and, possibly, additional education or training.
• Do freelance design work for student groups, local organizations, magazines or newspapers.
• Design flyers and marketing pieces for student groups and activities.

SKILLS
• Aptitude for spatial relationships
• Ability to meet deadlines
• Skilled in recognizing differences in shapes, shading & color
• Ability to make critical observations and appropriate decisions
• Possess good finger and manual dexterity
• Communicates ideas and emotions creatively
• Possess proficiency for accurate detail
• Ability to solve problems in area of visual communication and digital mechanisms
• Able to create layout concepts
• Skilled in creating print illustrations, charts, graphs, and other artwork using a computer
• Can produce still and animated graphics for on-air and taped portions of TV broadcasts, using electronic video equipment
• Able to combine art, technology, and marketing skills to communicate client’s message
• Capable of creating designs for use on the world wide web

CAREER AREAS

NONPROFIT
• Art Design
• Writing/Editing
• Promotions
• Public Relations
• Research

GOVERNMENT
• Writing/Editing
• Public Relations
• Research
• Web Design

BUSINESS/INDUSTRY
• Advertising/Sales/Marketing
• Book Design
• Arts Administration
• Art Therapy
• Design
• Writing/Editing
• Media Buying
• Merchandise Display Design
• Photography

EMPLOYERS
• Various nonprofit organizations
• National galleries/museums
• Endowments for the arts
• Government agencies
• Advertising agencies
• Fashion design companies
• Publishers: magazine, newspaper, book
• Media organizations
• Production companies
• Public relations firms
• Digital media design firms
• Video game companies
• Television stations
• Film production companies
• Market research firms
• Graphic design firms
• Recording studios
• Internet development companies

If you think you might be interested in this major, but you are not absolutely sure, an exploratory advisor can help you explore major and career options, please go to: Explore.Tulane.edu

If you are interested in information about Law Professions, please go to: LawProfessions.Tulane.edu

If you are interested in information about Health Professions, please go to: HealthProfessions.Tulane.edu
# What Can I Do with a Major in…
## Digital Media Production

### EDUCATION
- Teaching
- Administration
- Art Instruction

- Universities/colleges/community colleges
- University research institutes or laboratories
- Campus museums

### PROFESSIONAL ORGANIZATIONS

- The Association of Magazine Media  
  [www.magazine.org](http://www.magazine.org)
- American Society of Media Photographers  
  [www.asmp.org](http://www.asmp.org)
- The American Institute of Graphic Arts  
  [www.aiga.org](http://www.aiga.org)
- The Society of Publication Designers  
  [www.spd.org](http://www.spd.org)
- The Society of Illustrators  
  [www.societyillustrators.org](http://www.societyillustrators.org)
- The Association of Medical Illustrators  
  [www.ami.org](http://www.ami.org)
- Digital MediaWire  
  [www.digitalmediawire.com](http://www.digitalmediawire.com)
- Online News Association  
  [http://journalists.org](http://journalists.org)
- Online Publishers Association  
  [www.online-publishers.org](http://www.online-publishers.org)
- World Wide Web Artists’ Consortium  
  [www.wwwac.org](http://www.wwwac.org)

### RELATED WEBSITES & ASSOCIATIONS

- ArtCareer  
  [www.artcareer.net](http://www.artcareer.net)
- ArtJob  
  [www.artjob.org](http://www.artjob.org)
- Hire Skills  
  [www.hireskills.com](http://www.hireskills.com)
- Media Bistro  
  [www.mediabistro.com](http://www.mediabistro.com)

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For Jobs, internships, resume assistance, interviews, and self-assessments, please go to:  
[www.hiretulane.com](http://www.hiretulane.com)