

# Digital Media Minor



The Digital Media minor provides students with the opportunity to explore skills related to creative designers, artists, and storytellers in animation, game design, motion design, visual effects and concept art for film, television, video games and advertising industries.

## **Eligibility**

Open to all BFA majors, except Animation and Game and Entertainment Design. Students must be on track in their major and in good academic standing, with fewer than 6 credits behind and a cumulative GPA of 2.0.

## **Requirements**

### **15 credits of Digital Media courses**

#### **(5 studio courses or 4 studio courses + 1 LAS course)**

Students select courses based on guidance from the Director of Interdisciplinary Studies, Minor Area Heads and Academic Advisors and must follow prerequisites when applicable. For the full list of courses that will count for this minor, along with recommended courses to take first, see the Minors Course Lists on the Registration page of the Dashboard ([my.otis.edu](http://my.otis.edu)). Students are advised to take minor classes in place of studio electives (or in place of one LAS elective), or for majors without electives by taking one extra class in each of 5 semesters spread out between sophomore and senior year.

*See Digital Media and Liberal Arts and Sciences Department for Course Descriptions.*

**Each enrolled student will receive an individual Academic Plan that outlines how this minor fits into their major.**

**For more information about the Digital Media minor contact:**

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## **Program Learning Outcomes**

**Digital Media Minor student work will demonstrate:**

### **Grow**

#### **Disciplinary Knowledge and Skills**

Understanding of design principles, storytelling techniques, cinematic language and production pipelines used in digital content creation, animation, concept art, and game design.

#### **Proficiency in Industry-Standard Skills, Technologies, and Processes**

Proficiencies in utilizing industry-standard tools such as Adobe Suite, Maya, Toon Boom, Unreal Engine, Houdini, and/or Substance Painter to create high-quality assets, animations, environments, and/or gameplay experiences.

#### **Cross-Disciplinary Awareness and Practice**

Developed practice grounded in two or more disciplines.

### **Dare**

#### **Innovation • Experimentation and Play • Challenge to the Status Quo • Bravery in their Work and their Interactions with Others**

Capacity to combine aspects of digital media with work in one's major and/or push the boundaries between each field.

### **Reflect**

#### **Capacity to Communicate (Orally, Written, and/or Visually) about their Practice**

Ability to clearly articulate the relationship between their work in digital media and their major and how these studies will help them achieve personal and professional goals.

#### **Analysis of Both Ethical and Aesthetic Impacts of Art and Design**

Analysis of the ethical and aesthetic impacts their work has on their fields of study as well as society, culture, and the environment.

### **Connect**

#### **Awareness of Positionality – in the World, their Field, their Communities. • Integration of Skills and Concepts:**

Successful integration of skills, information and concepts between their majors and Digital Media minor, while understanding and articulating their positionality in their chosen fields.

### **Shine**

#### **Ability to define aspirations, future goals and their role within the creative economy.**

Defined aspirations, future goals and their role as an interdisciplinary creative within the creative economy.

#### **Compelling presentation and exhibition skills, through Annual Exhibition, Capstone, and portfolios.**

Successful completion and presentation (portfolio and/or reel) of original work in digital media that resonates with intended audiences.