

Commercial Multimedia: Computer Multimedia Graphics Option

Bachelor of Science (BS)

Computer Multimedia Graphics Option

Technology management is a field of study designed to prepare technical and/or management oriented professionals for employment in business, industry, education, and government.



Technology management is primarily involved with the management, operation, and maintenance of complex technological systems while engineering and engineering technology are primarily involved with the design and installation of these systems.

Technology management: computer multimedia graphics students will...

- Use electronic equipment and software for the preparation of copy, including design, editing, and typography.
- Acquire and edit digital images. The digital still camera and its operations are stressed along with computer image editing software.
- Be introduced to multimedia software, hardware, the integration of text, technical graphics, sound, animation, webpage design, and digital publishing.
- Be introduced to the digital video camera and video editing suite and produce personal and corporate videos in individual and group settings.
- Be exposed to Autodesk Maya, Mudbox, the Adobe Creative Suite, and Adobe Lightroom.

Career Planning

Career preparation is part of the mission of Southeast. 100% of programs offer our students an internship, study-abroad program, clinical opportunity, student teaching or research internship.

The Office of Career Services in Academic Hall 057 can provide students with professional career counseling and coaching, resume critiques, practice interviews, job search strategies, career events, networking opportunities, and more.

Demonstrated Career Proficiency is a Requirement of all Southeast Students		
CL001	First Semester	Students connect academic career planning by completing an online career assessment
CL002	Second Semester	Students learn more about resources available to enhance academic and career planning
CL003	Junior Year	Students learn about continued career planning, job search strategies, and networking
CL004	Senior Year	Students learn about resume development, professional communication, interviewing, and transitioning to the first job from college

Career Opportunities

- 3-D Animator
- Video Game Designer
- Web Designer
- Interactive Developer
- Graphic Designer
- Design Supervisor
- Video Production/Editor
- Digital Publisher

Professional and Student Organizations

The Student Photography Association provides members with opportunities to make photographic work in digital or film. Film processes include developing and printing of original photographic work, toning prints, using halo chrome and liquid light, and other darkroom techniques. Members organize photographic field trips and outings for additional experience.

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This is a guide based on the 2017-2018 Undergraduate Bulletin and is subject to change. The time it takes to earn a degree will vary based on several factors such as dual enrollment, remediation, and summer enrollment. Students will meet with an academic advisor each semester and use DegreeWorks to monitor their individual progress.

CURRICULUM CHECKLIST**Commercial Multimedia: Computer Multimedia****Graphics Option – 81 Hours**

- CH180 Chemistry in Our World (3)
- GM180 Introduction to Technical Graphics (3)
- GM200 Vector & Bitmapped Graphics for Industry (3)
- GM282 Vector Graphics (3)
- GM320 Graphic User Interface Design (3)
- GM326 Interactive Multimedia (3)
- GM380 3D Modeling & Animation Prod (3)
- GM385 HD Video for Multimedia (3)
- GM386 Interactive Multimedia & Animation (3)
- GM480 3D Animation Pipeline (3)
- GM490 Advanced Graphics Projects (3)
- IM300 Technical Communication (3)
- IM301 Industrial Safety (3)
- IM311 Statistical Process Control (3)
- IM419 Industrial Supervision (3)
- IM506 Projects in IET (3)
- MA134 College Algebra (3)
- MN220 Engineering Econ Analysis (3)
- MN260 Technical Computer Programming Applications (3)
- PG284 Photography Fundamentals (3)
- PG285 Commercial Photographic Lighting (3)
- PG286 Commercial Studio Photography (3)
- PG384 Commercial Photography I (3)
- PH106/006 Physical Concepts (3)
- SW207 Understanding Cultural & Social Diversity (3)
- UI410 Manufacturing Research in a Global Society (3)

Choose three hours:

- MA133 Plane Trigonometry (3)
- MA223 Elementary Probability & Statistics (3)

University Studies Requirements (not already listed above):

UI100 First Year Seminar, EN100 English Composition, Written Expression, Oral Expression, Literary Expression, Behavioral Systems, Living Systems, Development of a Major Civilization, Political Systems

SAMPLE FOUR-YEAR PLAN

	Fall Semester		Spring Semester	
	Course #	Hrs	Course #	Hrs
FIRST YEAR	UI100	3	GM200	3
	EN100	3	IM300	3
	GM180	3	IM301	3
	MA134	3	MA133/MA223	3
	Behavioral Systems	3	Written Expression	3
	Total	15	Total	15
SECOND YEAR	GM282	3	CH180	3
	GM380	3	GM386	3
	PG284	3	MN260	3
	TN255	3	PG285	3
	Oral Expression.	3	PH106/006	3
	Total	15	Total	15
THIRD YEAR	GM385	3	GM320	3
	IM311	3	MN220	3
	PG286	3	PG384	3
	Develop of a Major Civ	3	SW207	3
	Elective	3	Elective	3
	Total	15	Total	15
FOURTH YEAR	GM326	3	GM490	3
	GM480	3	IM419	3
	Literary Expression	3	IM506	3
	Living Systems	3	UI410	3
	Elective	3	Political Systems	3
	Total	15	Total	15

Degree requirements for all students: a minimum of 120 credit hours, completion of University Studies program, completion of 39 senior division hours (300-599), career proficiencies (CL001-004), Writing Proficiency Exam (WP003), and completion of the Measure of Academic Proficiency and Progress (MAPP) at the senior level. Refer to the Undergraduate Bulletin or Degree Works for additional graduation requirements for your program.

If you have dual credit or transfer credit, please visit our transfer course equivalencies guide at semo.edu/transferecredit.

Revised
3/31/2017