

The Associate of Arts in Film & Digital Arts degree program offers general education and specialized art and technology courses to students working primarily in various electronic art media. The program's main objective is to expand the creative, conceptual, and technical aspects of a student's visual thinking through multiple processes of creativity, refining a student's ability to observe, create, and analyze through design and project-based work and enhance creative problem-solving.

Fall		Course	Credits
		FDMA 1520: Introduction to Film & Digital Media	3
		ARTS 1220: Art Practices I	3
		ENGL 1110: Composition I	3
Spring		Gen Ed Humanities: Choose one course	3
		Course	Credits
		ENGL 1120: Composition II	3
		Gen Ed Mathematics and Statistics: Choose a course	3
Summer		Gen Ed Physical and Natural Sciences: Choose a course plus Lab	4
		Choose one from the following:	3
		- ARTS 1410: Introduction to Photography - ARTS 2410: Black & White Photography	
		Course	Credits
Fall		Gen Ed Arts & Design: Choose one course	3
		Choose one from the following:	3
		- PSYC 1110: Introduction to Psychology - SOCI 1110: Introduction to Sociology	
		Course	Credits
Spring		ALBS 2110: The Business of Being an Artist	3
		ARTS 1510: Introduction to Electronic Art	3
		Choose one from the following:	3
		- COMM 1130 Public Speaking - ENGL 2210: Technical Writing	
Summer		Choose one from the following:	3
		- ARTH 2245: History of Photography - FDMA 2110: Introduction to Film Studies	
		Course	Credits
		ARTS 2523: Video Art	3
Fall		FDMA 2280: Creating a Portfolio	3
		ARTS 2522: Digital Imaging Techniques	3
		Program Elective: Choose one of the following: ARTS 1610, ARTS 1840, ARTS 1310, ARTS 1630, ARTS 2996, ARTS 1710	3
		Course	Credits
Spring		Gen Ed Second Language: Course	3
		Gen Ed Student Choice: Choose one Gen Ed course	3

Total Program Credit Hours = 3 prerequisite credits + 61 credit hours



Meet with your
Academic
Success Coach



Apply for
FAFSA by
October 1st



Meet with
Financial Aid
Apply for
scholarships



Meet with
your Faculty
Mentor



Apply for
graduation and/
or transfer

Career and Educational Advancement Opportunities

The program provides students with a well-rounded, design applications knowledge base. Students also develop creative problem-solving skills that employers desire in various careers in digital media including digital photography, graphic and web design, animation, video and film, and game art. Many courses are preparatory classes for certifications in industry recognized software programs. The successful student works on building an online portfolio and having their work displayed or used. Film competitions and showcases are a great venue for showing student work. The Film & Digital Arts degree, while also occupational in nature, is transferrable to the UNM Albuquerque Campus and can be applied towards a Bachelor of Fine Art in Film & Digital Arts, a Bachelor of Arts in Film & Digital Arts, a Bachelor of Fine Arts in Art Studio, a Bachelor of Arts in Art Studio, a Bachelor of Arts in Interdisciplinary Arts, and a Bachelor of Arts in Liberal Arts, as well as a variety of minors.



New Mexico data taken from [O*Net Online](#) United States Department of Labor database. Wages reflect annual income and are rounded to the nearest thousand dollars.



= slow growth



= average



growth

= fast growth

