



# Bachelor of Science in Digital Technology & Design

Problems Or Questions Regarding Registration? Please Email Us At [OnlineAdvising@astate.edu](mailto:OnlineAdvising@astate.edu)

**Must Have 35 Hours of General Education Courses for a Bachelor's Degree at Arkansas State University**

*X = Offered Every Year*

*XE = Offered "Even" Years (e.g. 2022, 2024 etc.)*

*XO = Offered "Odd" Years (e.g. 2023, 2025 etc.)*

			Fall Term 1	Fall Term 2	Spring Term 1	Spring Term 2	Summer Term 1	Summer Term 2
<b>CORE COURSES</b>								
ENG	3023	Creative Writing				X	X	
DIGI	2783	Human Centered Design		X		X		X
DIGI	4773	Design Build		X			X	
DIGI	4793	Digital Tech Design Portfolio	X			X		
GRFX	1413	Design Tech	X		X		X	
GRFX	4603	Graphic Design Internship			X			X
ISBA	1503	Microcomputer Applications					X	
ISBA	2033	Programming Fundamentals	X					
PSY	3613	Cultural Psychology		X		X		



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<b>EMPHASIS COURSES</b>								
<b>Artificial Intelligence</b>								
DIGI	3023	Intro to Machine Learning			X			
DIGI	3063	Analysis & Design of AI				X		
DIGI	4023	Design & Development of AI	X (2025)					
DIGI	4033	AI Deployment Solutions		X (2025)				
ISBA	3033	Intermediate Programming			X			
MATH	2013	Math for Computational Intelligence			X			
<b>Cloud Computing &amp; Cybersecurity Design</b>								
DIGI	3123	Software Design Solutions	X					
DIGI	3133	Cybersecurity Risk Management		X				
DIGI	4123	Network & Data Security			X			
DIGI	4133	Internet Security Solutions				X		
ISBA	3033	Intermediate Programming			X			
MATH	2013	Math for Computational Intelligence			X			
<b>Digital Animation</b>								
ART	3433	Digital Illustration	X					
ART	3523	2D Animation & Graphics		X				
ART	4213	3D Animation			X			
DIGI	3203	Digital Sculpting		X				
GRFX	3713	3D Digital & Game Design			X			
DIGI	3753	Motion Graphics				X		



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<b>Game Design</b>								
ART	2523	Introduction to Game Design	X					
ART	4213	3D Animation			X			
ART	4523	Advanced Game Design & Development				X		
DIGI	3203	Digital Sculpting	X					
GRFX	3713	3D Digital & Game Design			X			
<b>Graphic Coms</b>								
GCOM	1813	Digital Publishing I	X					
GCOM	2673	Digital Publishing II		X				
GCOM	3673	Desktop Publishing & Design	X			X		
MDIA	2023	Media Aesthetics	X					
<b>Mobile App Design</b>								
DIGI	2003	Intro to Coding with Swift	X					
DIGI	2013	Intro to Coding with Kotlin for Android	X					
DIGI	3003	Intermediate Coding with Swift		X				
DIGI	4003	Advanced Studio in Swift Coding			X			
<b>Social Media Management</b>								
STCM	3133	Interactive Advertising			X			X
STCM	4213	Social Media in Strategic Comms	X			X		
STCM	4333	Social Media Measurement		X			X	
STCM	4753	Strategic Comms Case Studies	X		X			



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Software Design & Development - PROGRAM IS TEMPORARILY UNAVAILABLE								
DIGI	3223	Architect Enterprise Systems	TEMPORARILY UNAVAILABLE					
DIGI	3233	Architect Software with OOP	TEMPORARILY UNAVAILABLE					
DIGI	3243	Software Development Trends	TEMPORARILY UNAVAILABLE					
DIGI	4223	Public Cloud Development	TEMPORARILY UNAVAILABLE					
ISBA	3033	Intermediate Programming			X			
MATH	2013	Math for Computational Intelligence			X			
Virtual Reality - PROGRAM IS TEMPORARILY UNAVAILABLE								
DIGI	2723	Virtual Reality Concepts	TEMPORARILY UNAVAILABLE					
DIGI	3723	Virtual Reality Filmmaking	TEMPORARILY UNAVAILABLE					
DIGI	4723	Virtual Reality Design & Development	TEMPORARILY UNAVAILABLE					
GRFX	2233	Digital Game Production Design	TEMPORARILY UNAVAILABLE					
Web Design								
DIGI	2003	Intro to Coding with Swift	X					
DIGI	2013	Intro to Coding with Kotlin for Android	X					
DIGI	2703	Interaction Design		X				
DIGI	3703	Front End Web Development			X			
DIGI	4703	Advanced Digital Studio				X		



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## Web Development - PROGRAM IS TEMPORARILY UNAVAILABLE

DIGI	3243	Software Development Trends	TEMPORARILY UNAVAILABLE			
DIGI	3323	Front-End Frameworks	TEMPORARILY UNAVAILABLE			
DIGI	3333	Back-End Web Development	TEMPORARILY UNAVAILABLE			
DIGI	4243	Problem Solving with Python	TEMPORARILY UNAVAILABLE			
ISBA	3033	Intermediate Programming			X	
MATH	2013	Math for Computational Intelligence			X	

## PROGRAM REQUIRED GENERAL EDUCATION

ART	2503	Fine Arts Visual		X		X	
MATH	1023	College Algebra	X		X		X
MDIA	1003	Mass Comm in Modern Society	X		X		X
MUS	2503	Fine Arts Music	X				X
POSC	2103	Intro to U.S Government	X		X		X
PSY	2013	Intro to Psychology	X		X		X
THEA	2503	Fine Arts Theatre	X		X		



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## BACHELOR SCIENCE DIGITAL TECHNOLOGY & DESIGN PREREQUISITES

### COURSES

ART	3433	Digital Illustration	Junior Standing or Instructor Permission
ART	3525	2D Animation and Graphics	Junior Standing or Instructor Permission
ART	4523	Advanced Game Design and Development	ART 3523, ART 3543, GRFX 3713, or Instructor Permission
DIGI	2703	Interaction Design	C or better in DIGI 2783
DIGI	2723	Virtual Reality Concepts	GRFX 2223
DIGI	2783	Human Centered Design	DIGI 1113
DIGI	3003	Intermediate Coding with Swift	DIGI 2003
DIGI	3703	Front End Web Development	C or better in DIGI 2703
DIGI	3723	Virtual Reality Filmmaking	DIGI 1113
DIGI	4003	Advanced Studio in Swift Coding	DIGI 3003
DIGI	4703	Advanced Digital Studio	DIGI 3703
DIGI	4723	Virtual Reality Design & Development	DIGI 2723
DIGI	4773	Design Build	Instructor Permission
DIGI	4793	Digital Tech Design Portfolio	DIGI 4773
ISBA	2033	Programming Fundamentals	ISBA 1503
GCOM	2673	Digital Publishing II	GCOM 1813
GRFX	3713	3D Digital and Game Design	C or better in ART 2453, CR in GRFX 3400, Instructor Permission
PSY	3613	Cultural Psychology	PSY 2013
STCM	4753	Strategic Comms Case Studies	COMS 3363 or STCM 4003, & STCM 3143, Instructor Permission