



# Digital Media

2022-2023 Freshman Orientation Packet

**Nicholson School of  
Communication and Media**

# Welcome to the Nicholson School of Communication and Media!



You're a communicator. A creator of worlds. Whether it's developing a game, filming a scene, or writing a newscast, you've got a point of view.

The Nicholson School of Communication and Media has a dozen degrees and almost 100 faculty in areas like advertising, journalism, communication and conflict, interactive media, and film. Award-winning faculty who have shot Super Bowl commercials and studied the language of astronauts. Practical and profitable degrees.

So go ahead and create. Collaborate. Change the world even. At NSCM we've got you covered.

NSCM has three academic areas including Communication, Film and Mass Media, and Games and Interactive Media.

## Communication

- Advertising/Public Relations BA
- Communication and Conflict BA
- Human Communication BA
- Communication MA
- Strategic Communication PhD

## Film and Mass Media

- Film BA/BFA
- Journalism BA
- Media Production & Management BA
- Film MFA

## Games and Interactive Media

- Digital Media BA
- Digital Media MA
- Interactive Entertainment MS, Florida Interactive Entertainment Academy

# Nicholson Academic Student Services Center—Your Major Advisor

*The Nicholson Academic Student Services Center (NASSC) provides major specific advising for all Nicholson School of Communication and Media students.*

**Major specific advising services include:**

- *Major specific questions*
- *Limited access admissions processing*
- *Class scheduling assistance*
- *Course equivalency review for major specific courses*
- *Course override review and processing for major specific courses*
- *Major specific course substitutions and exceptions*
- *Course content questions*
- *Internship and career information*
- *Major specific clubs and organizations*
- *Study abroad opportunities and major specific course equivalency reviews*
- *Undergraduate research and Honors Undergraduate Thesis guidance*

**NASSC is located on the UCF Downtown Campus in the UnionWest Creative Village building on the 2nd floor, suite 200 and on the UCF Main Campus in the Nicholson School building on the 1st floor, suite 130.**

- **E-mail:** [nassc@ucf.edu](mailto:nassc@ucf.edu)
- **Phone:** (407) 823-2681
- **Website:** <https://communication.ucf.edu/>
- **Advising hours:**
  - Monday, Tuesday, Wednesday, Thursday: 9:00-12:00 & 2:00-4:00 and Friday 9:00-12:00 (call to schedule appointment)
  - Advising is offered in person, via phone, and via Zoom

Academic advising is not mandatory at UCF, but it is strongly encouraged. Students should seek advising at least once a semester. Requesting an advising appointment is simple. Just call (407) 823-2681 to schedule an appointment.

You should seek advising before you enroll in courses to ensure that you are taking the correct courses for your major.

- You enroll in **Spring courses in late October**, so you should schedule an advising appointment in **September**.
- You enroll in **Fall and Summer courses in late March**, so you should schedule an advising appointment in **February**.
- Even if you don't plan to enroll in Summer courses, you still must advise and enroll in Fall courses in March. If you miss your enrollment appointment, courses could fill up and you may delay progress in your major.

Students are assigned a registration appointment date and time. You cannot enroll in courses until your appointment time is open. You can, however, seek out advising and plan for enrollment so when your appointment time opens, you can simply move the courses from your shopping cart to fully enrolled courses. Enrollment appointments are available on myUCF in fall and spring. It's a good idea to review the academic calendar each semester and write down important academic dates and deadlines like when enrollment appointments are viewable on myUCF. The academic calendar can be found in your myUCF portal or at the link below.

## UCF Academic Calendar

<https://calendar.ucf.edu/2022/summer>

<https://calendar.ucf.edu/2022/fall>

Here's how you can find your enrollment appointment in your myUCF student center.

Click into your "Enrollment Appointment" box to view the semesters that you can enroll in and the days and times you can begin enrollment.

▼ **Enrollment Dates**

**Shopping Cart Appointment**  
Your Shopping Cart for the Spring 2022 Regular Academic Session session is available for use beginning March 8, 2021.

**Enrollment Appointment**  
Click 'details' for your enrollment appointments

[Details ▶](#)

Fall 2022 | Undergraduate | University of Central Florida

[Change Term](#)

Shopping Cart Appointments		
Session	Appointment Begins	Appointment Ends
Regular Academic Session	March 7, 2022 8:00AM	October 28, 2022 11:59PM

Enrollment Appointments	
Appointment Number	Appointment Begins
0005	March 24, 2022 11:00AM

Term Enrollment Limits	
Max Total Units	
	17.00

It's important to note that adding courses to your shopping cart does not enroll you in the courses. You must completely enroll the courses from your shopping cart to the enrollment page. Until you see the green check mark that shows that you have successfully enrolled, you are not enrolled in a course.

You can continue to adjust your schedule online until the **end of the first week of classes** for each term. **Please note that the last day to add/drop/swap a course is the Friday of the first week of the semester.** Don't forget to consult your major advisor when making changes to your schedule. Additionally, you should periodically check your class schedule to ensure that you are still registered for the classes you originally enrolled in.

# Digital Media BA

*This describes the skills, attributes, and aptitude of students looking to launch a career in the widely diverse field of digital media.*

*The Nicholson School of Communication and Media offers two areas of specialty--Game Design and Web and Social Platforms.*

*After reviewing the information below you'll know what's expected of students in the classroom and the skill set required to enter the profession. Careers in the field are expansive and are best researched doing a simple web search.*

## Top 6 Skills needed to be a Successful Video Game Developer

Article from Murdoch University

- **Strong IT skills (programming, video graphics and hardware)**

To succeed in the world of video game design, you need to anchor your knowledge in software design and programming.

Beyond coding, you need to have a flair for design. As graphics and animation play a huge role in video games, game designers need to be familiar with character design, scenery design, and user interface design. Possessing the artistic and technical chops in these areas will help you to create a game that is vivid and life-like with realistic animation, helping it to stand out in the competitive marketplace.

- **Problem-solving aptitude**

Overcoming challenges and resolving technical glitches are part and parcel of a games developer's everyday life. You need to have grit and patience when it comes to approaching problems or debugging code. An ability to see things from different perspectives and fresh angles can also help in this regard.

- **Time management skills**

Video games these days are complex products with multiple moving parts. Often, they require multiple teams of artistic and technical professionals responsible for pulling different pieces together. To thrive in such an environment, you will need to be able to work well under pressure, learn to collaborate with others, and keep to project deadlines.

- **Creativity and culture**

To come up with original game ideas and dream up incredible virtual worlds, you need the spark of creativity. As this article describes, "Your creativity is what will make your games unique; it is your 'competitive advantage' in a market saturated with sameness."

At the same time, you need to have an intimate understanding of cultural tastes and preferences. Although played with computers or other folks behind screens, a game is at its core, a human activity and a cultural product. Brian Waniewski from the The Atlantic says, "Game designers, who must

capture and retain players' attention and interest quickly, need to understand human psychology and culture.”

- **Communication skills**

Communication belongs to the domain of soft skills, an area often overlooked by programmers and technical folks. To succeed as a games designer, however, you will need to communicate your vision and ideas to other project team members like visual artists, producers, music and sound effects specialists, and marketers.

- **Stay abreast of industry developments**

As a game designer, you need to genuinely love games, and play them often. Beyond being a gamer, you need to also keep yourself updated on what is happening with competitors and the gaming world in general.

The best ideas often come from existing elements of other games. The more you absorb and play and tear apart, the more you will know what makes a game click with its audience. This helps you to refine and improve your own game ideas and designs.

## **Top 5 Skills Required for a Mobile Application Developer**

Kevin Toth, Senior Software Engineer

The industry for mobile application development continues to grow as mobile devices become the center of communication and work. At an impressive rate, business and technological development has emerged, causing an increased demand for experienced mobile application developers.

Mobile application development involves a set of procedures involving programming and building software or applications designed for fast operating handheld devices such as smart phones and tablets. In many ways it is similar to Web application development, but the difference being that mobile applications are often developed to be specifically tailored to the special functions of the device being used. For example, in the case of a game application developed for an Android platform phone, it may be advantageous to utilize the phone's accelerometer to offer a unique user experience.

Not just anyone that's computer savvy can develop mobile applications. Rather, a specific skill set is required for these developers.

### **1. Mobile User Interface Design**

Probably the most important aspect of mobile app development is building a high-quality user interface (UI). The UI of an application is responsible for interaction between the user and the software. When it comes to developing mobile applications, it's not enough for them to simply have adequate backend functionality. With a plethora of apps available to download, the most attractive are the apps that are easy to use, have a superior design and run smoothly.

Primary elements of UI designing:

- Components are where the user is likely to expect them
- Good use of a unified color scheme
- Fast loading and operation of the application

- General help, basic tips
- Activity Indicators

## **2. Cross-Platform App Development**

For a developer, it is vital to have a knowledge of multiple operation platforms in the current industry. As far as market penetration, there are three major mobile platforms: Android, iPhone and Windows Phones. A skilled application developer is not only experienced and able to code in one platform, but is versatile enough to create apps across any platform for any device. This leads the way to a wider range of possibilities and a shining developer profile.

## **3. Backend Computing**

This may involve:

- Security
- Database management
- Hardware interaction
- Implementation of memory allocation

## **4. Modern Language Programming Skills**

Another important skill required to develop mobile applications is the knowledge of programming using modern programming languages.

All together, programming may include several things:

- Experience with commonly used programming languages like C# and Java
- Trained in web development languages like HTML 5 and CSS
- Familiarized with mobile platform Application Programming Interfaces (API) such as Apple iOS, Android and Windows Mobile
- Able to implement the use of cross-platform mobile suites like Antenna and AMP (Accounting-Management-Promotion).

## **5. Business Capability**

Business capability and expertise is essential to win over the competition. Many people may overlook this detail, but business skills tend to play a critical role in this field. As I have mentioned, it is necessary for an app to be able to stand out amongst the competition. This is not only achieved by the app's highly praised user experience, but it needs to get seen first. Developers must know how to optimize an application's visibility in the list of the available applications of the same category. Just like all other components, the business and marketing side of app development should be taken seriously.

## Digital Media is a Restricted Access Major

The Digital Media BA program is a restricted access major. This means that you are declared a **Digital Media Pending major** until you meet minimum program eligibility requirements.

*Students must meet minimum program eligibility requirements before moving into the Digital Media BA program.*

Minimum requirements include completion of the following courses with a “B” average or higher. DIG 2000 requires a “B” grade or higher. No grade below a “C” is acceptable in the Digital Media major.

- MAC 1105 – College Algebra or higher-level math (example: MAC 1140, MAC 1114, MAC 2311, MAC 2312, MAC 2313)
- DIG 2000 - Introduction to Digital Media
- DIG 2030 – Digital Video Fundamentals
- DIG 2109 – Digital Imaging Fundamental
- DIG 2500 – Fundamentals of Interactive Design

UCF follows Florida state-wide course numbering. Courses completed a state college or university with common course numbering are acceptable.

**NOTE:** *You may have completed these courses at your previous institution. If you did and the course numbers are different, please submit the courses for review through the COS Course Evaluation system. <https://sciences.ucf.edu/cosas/new-returning-students/cos-course-evaluation/>*



## What do you do if you don't get into the Digital Media major?

*Being in a restricted access major can be very stressful. The good news is that you are in complete control of your destiny. By working hard and earning good grades in major specific courses, you should be able to move forward in the Digital Media BA degree.*

*Here are a few tips...*

- Complete College Algebra or higher in your very first semester at UCF. Remember, you must strive for As and Bs.
- Complete the 2000-level DIG courses early in your first couple of semesters. Again, be sure to strive for As and Bs.
- Meet with a Nicholson School of Communication & Media advisor in your second semester at UCF to ensure that you understand the expectations of the program and have a clear plan through graduation.

### Lack of Progress

Digital Media Pending students are expected to make consistent good progress toward their degree to remain enrolled in and eligible for the major. Therefore, any Digital Media Pending student who repeats MAC 1105, DIG 2000, DIG 2030, DIG 2109, and DIG 2500 and does not earn a grade of "C" (2.0) or better on the second attempt will be placed on Lack of Progress Probation and remain on Lack of Progress Probation as long as the student is enrolled in a Digital Media Pending major. Lack of progress will prevent the student from being able to enroll in restricted access courses. If a student on Lack of Progress Probation does not receive a grade of "C" (2.0) or better by the third attempt in the same UCF course, the student will be excluded from the Digital Media BA.

*Lack of progress students will eventually run out of courses to take, and wind up putting their education on hold. This will delay your graduation. Instead, consult with a NASSC advisor and consider the following.*

- *What do you want to do after you graduate?*
- *What other majors in the Nicholson School of Communication and Media or UCF will help you meet your career goals?*
- *What specific skills do you need to develop for you to meet your career goals?*
- *What types of internships should you consider to help meet your career goals?*

# Digital Media Tracks

*The Digital Media BA program offers 2 distinct tracks that allow students to specialize. Students must choose 1 track below and declare the track in myUCF.*

## Game Design Track

- Focus on history, design, cultural impact and implementation of video games and video game technology
- Students go on to:
  - Found startup game studios and work at local game studios
  - Work in the modeling simulations industry
  - Build gamified/game-related experiences in other industries
- Foundation software: Adobe Photoshop, Illustrator and Premiere
- Advanced software: Maya, 3DS Max, Substance, Visual Studio
- Development languages: C#, C++, BluePrint
- Game platforms: physical games (like card/board games), mobile games, casual games, 2D and 3D commercial games, and cutting-edge platforms with augmented and virtual reality
- Team-based experience using professional development practices, including Agile and other workflow models

## Web & Social Platforms Track

- Combines artistic skills of graphic designers and technical skills of programmers to create compelling and innovative solutions.
- Students go on to:
  - work as social media/web developers for businesses and other organizations
  - work in user centered design/interaction design/interface design related fields
  - build mobile apps for companies or utilities
  - work on web services and web-related marketing
- Foundation software: Adobe Photoshop, Illustrator, and Premiere
- Develop platforms for social media (Twitter, Facebook, WordPress, etc.)
- Web development languages and practice: HTML5, CSS, JavaScript, MySQL, NodeJS
- Mobile development using Web technologies (for both Android and iOS)
- Professional development workflow and tools (such as Github)

*You will not be allowed to declare your track until you are fully admitted as a Digital Media BA major.*

# Digital Media Game Design Degree Requirements

*The Digital Media BA program offers 2 distinct tracks that allow students to specialize. Students must choose 1 track and declare the track in myUCF after admission is approved.*

## Lower Level Required Core Courses (required for both tracks):

- MAC 1105 - College Algebra - must complete with a "C" grade or higher (must complete first before enrolling in DIG courses below)
- CGS 2100 - Computer Fundamentals for Business
- ARH 2050 - History of Western Art I
- DIG 2000 - Introduction to Digital Media - must complete with a "B" grade or higher
- DIG 2030 - Digital Video Fundamentals
- DIG 2109 - Digital Imagining Fundamentals
- DIG 2500 - Fundamentals of Interactive Design

**NOTE:** *You may have completed these courses at your previous institution. If you did and the course numbers are different, please submit the courses for review through the COS Course Evaluation system. <https://sciences.ucf.edu/cosas/new-returning-students/cos-course-evaluation/>*

**NOTE:** *If you completed these courses at your previous institution, but they are not showing on your degree audit, DO NOT register for these courses. Instead, contact the UCF Registrar's Office ([registrar.ucf.edu](mailto:registrar.ucf.edu)) to ensure that they've received your final official transcript.*

## Basic Design Core Courses (required for both tracks), choose 2 courses below:

- DIG 2783 - Fundamentals of Game Art
- ART 2201C - Design Fundamentals-Two Dimensional
- ART 2203C - Design Fundamentals-Three Dimensional
- ART 2300C - Drawing Fundamentals I
- ART 2301C - Drawing Fundamentals II

## Game Design Required Core Courses (**Restricted Access Courses**):

- DIG 3024 - Digital Cultures & Narrative
- DIG 3043 - Evolution of Video Games
- DIG 3480 - Computer as a Medium
- DIG 4630 - Creative Industries
- DIG 3728 - Game Testing
- DIG 4713 - Game Design - must complete with a "B" grade or higher
- DIG 4715C - Game Production
- DIG 4720C - Casual Game Production
- DIG 4780C - Modeling for Realtime Systems
- Choose 1 course: DIG 4595 (Portfolio Development) or DIG 4941 (Internship)

Game Design Specialized Restricted Electives, choose 3 courses below with the assistance of a major advisor (**Restricted Access Courses**):

- DIG 4295C - Game Optimization & Performance
- DIG 3727C - Game Level Design
- DIG 3602C - Physical Computing
- DIG 4324C - Modeling for Realtime Systems II
- DIG 4778C - Game Design Tools & Plugins
- DIG 4138 - Digital Sculpting
- DIG 4633C - Multi-Modal Design
- DIG 4294C - Post-Production Game FX
- DIG 4813 - Contemporary Topics in Digital Media

**Game Design General Restricted Electives, choose 2 upper level (3000-4000) courses from the disciplines below with the assistance of a major advisor:**

- ART - Art
- ARH - Art History
- FIL - Film
- GRA - Graphic Art
- DIG - Digital Media
- PGY - Photography
- Any 3000-4000 courses approved by the school not already used in the major

**Game Design Capstone Requirement, 32-week team-based production completed in the last year of the program (**Restricted Access Courses**):**

- DIG 4725C - Game Design Workshop I (Fall Semester, last year)
- DIG 4726C - Game Design Workshop II (Spring Semester, last year)

# Digital Media Web & Social Platforms Track Degree Requirements

*The Digital Media BA program offers 2 distinct tracks that allow students to specialize. Students must choose 1 track and declare the track in myUCF after admission is approved.*

## Lower Level Required Core Courses (required for both tracks):

- MAC 1105 - College Algebra - must complete with a "C" grade or higher (must complete first before enrolling in DIG courses below)
- CGS 2100 - Computer Fundamentals for Business
- ARH 2050 - History of Western Art I
- DIG 2000 - Introduction to Digital Media - must complete with a "B" grade or higher
- DIG 2030 - Digital Video Fundamentals
- DIG 2109 - Digital Imagining Fundamentals
- DIG 2500 - Fundamentals of Interactive Design

**NOTE:** *You may have completed these courses at your previous institution. If you did and the course numbers are different, please submit the courses for review through the COS Course Evaluation system. <https://sciences.ucf.edu/cosas/new-returning-students/cos-course-evaluation/>*

**NOTE:** *If you completed these courses at your previous institution, but they are not showing on your degree audit, DO NOT register for these courses. Instead, contact the UCF Registrar's Office ([registrar.ucf.edu](mailto:registrar.ucf.edu)) to ensure that they've received your final official transcript.*

## Basic Design Core Courses (required for both tracks), choose 2 courses below:

- DIG 2783 - Fundamentals of Game Art
- ART 2201C - Design Fundamentals-Two Dimensional
- ART 2203C - Design Fundamentals-Three Dimensional
- ART 2300C - Drawing Fundamentals I
- ART 2301C - Drawing Fundamentals II

## Web & Social Platforms Required Core Courses (**Restricted Access Courses**):

- DIG 3024 - Digital Cultures & Narrative
- DIG 3134C - Server-Side Scripting
- DIG 3146 - Social Platforms
- DIG 3174C - Front-End Web Design
- DIG 3175 - Design for Accessibility & Engagement
- DIG 3525 - Digital Media Production I
- DIG 3716C - Client-side Scripting
- DIG 3811 - User-Centered Design
- DIG 4503C - Rapid Application Web Development
- DIG 4630 - Creative Industries
- DIG 4639C - Mobile Development

**Web & Social Platforms Restricted Electives, choose 4 upper level (3000-4000) courses from the disciplines below with the assistance of a major advisor:**

- ART - Art
- ARH - Art History
- FIL - Film
- GRA - Graphic Art
- DIG - Digital Media
- PGY - Photography
- Any 3000-4000 courses approved by the school not already used in the major

**Web & Social Platforms Capstone Requirement, 32-week sequence completed in the last year of the program (**Restricted Access Courses**):**

- DIG 4104C - Web Design Workshop I (Fall semester, last year)
- DIG 4172C - Web Design Workshop II (Spring semester, last year)

## Foreign Language Proficiency Requirement

As a Bachelor of Arts degree student, the University of Central Florida requires that you complete college-level foreign language to graduate.

You may have completed foreign language in high school. Your high school foreign language qualifies you for admission to UCF, but completion of college-level foreign language qualifies you to graduate from UCF with a Bachelor of Arts degree.

*There are several ways to complete the Foreign Language Proficiency requirement:*

- Pass up to Elementary II of a foreign language taught within the Department of Modern Languages or the Department of Judaic Studies.
  - **Example: Complete BOTH SPN 1120C (Elementary Spanish I) AND SPN 1121C (Elementary Spanish II).**
- Pass the second semester of a foreign language. If you have some proficiency in a foreign language, but not quite one year worth, you may need to take fewer than two semesters of foreign language to satisfy the foreign language requirement. If you did 2-3 years of foreign language in high school, you may want to skip Elementary I and enroll in Elementary II.
  - **Example: The normal Spanish sequence is SPN 1120C --> SPN 1121C. SPN 1121C is what completes the language requirement.**
- Pass either the CLEP or FLATS test <https://academicsuccess.ucf.edu/utc/>. If you speak a language other than English, this may be a good option for you to complete the requirement.
- Pass up to two semesters (ASL 2140C and ASL 2150C) of college instruction in American Sign Language (ASL). ASL proficiency is met by successful completion of ASL 2150C.

*Foreign Language and American Sign Language courses are considered external electives.*

# Planning a Balanced First Year

## Digital Media Schedule

*As a first year Digital Media Pending major, you should focus on completing General Education Program (GEP) course work. The most important GEP course to complete in your first year are MAC 1105 or higher. You should also plan to complete CGS 2100 and ARH 2050.*

**Remember, students must meet minimum program eligibility requirements before moving into the Digital Media BA program. Focus on completing the 2000-level DIG courses in your first two years.**

**Minimum requirements include completion of the following courses with a “B” average or higher. DIG 2000 requires a “B” grade or higher. No grade below a “C” is acceptable in the Digital Media major.**

- MAC 1105 – College Algebra or higher-level math (example: MAC 1140, MAC 1114, MAC 2311, MAC 2312, MAC 2313)
- DIG 2000 - Introduction to Digital Media
- DIG 2030 – Digital Video Fundamentals
- DIG 2109 – Digital Imaging Fundamental
- DIG 2500 – Fundamentals of Interactive Design

***Below is a sample first year schedule for a freshman Digital Media major.***

***NOTE: You may have completed these courses as either a dual enrollment student at a community or state college or through test credit like AP or IB. Please consult with a college and major advisor if you need assistance selecting alternative courses.***

### Game Design Track Sample First Year Plan of Study

#### Year 1, Semester 1

- GEP: MAC 1105 (College Algebra) or DIG 2000 (Introduction to Digital Media)
  - Must complete MAC 1105 with a "C" grade or better
  - Must complete DIG 2000 with a "B" grade or better
- GEP: ENC 1101 (English Composition I)
- GEP: ARH 2050 (History of Western Art I)
- GEP: Science (choose a State Core option)

#### Year 1, Semester 2

- DIG 2000 (Introduction to Digital Media) if not already taken, if previously taken then choose GEP class instead
  - Must complete DIG 2000 with a "B" grade or better



- DIG 2109 (Digital Imaging Fundamentals) or DIG 2030 (Digital Video Fundamentals)
- Design Core: choice of ART 2201C or ART 2203C or ART 2300C or DIG 2783
  - Recommended: ART 2201C (Design Fundamentals-Two Dimensional)
- GEP: ENC 1102 (English Composition II)

### Year 1, Summer Semester

- GEP Social Foundation (choose Civic Literacy option)
- GEP Communication Foundation

## **Web & Social Platforms Track Sample First Year Plan of Study**

### Year 1, Semester 1

- GEP: MAC 1105 (College Algebra) or DIG 2000 (Introduction to Digital Media)
  - Must complete MAC 1105 with a "C" grade or better
  - Must complete DIG 2000 with a "B" grade or better
- GEP: ENC 1101 (English Composition I)
- GEP: ARH 2050 (History of Western Art I)
- GEP: Science (choose a State Core option)

### Year 1, Semester 2

- DIG 2000 (Introduction to Digital Media) if not already taken, if previously taken then choose GEP class instead
  - Must complete DIG 2000 with a "B" grade or better
- DIG 2500 (Fundamentals of Interactive Design)
- Design Core: choice of ART 2201C or ART 2203C or ART 2300C or DIG 2783
  - Recommended: ART 2201C (Design Fundamentals-Two Dimensional)
- GEP: ENC 1102 (English Composition II)

### Year 1, Summer Semester

- GEP Social Foundation (choose Civic Literacy option)
- GEP Communication Foundation

## Digital Media Internships



**InternPursuit**

YOU'LL WANT  
TO BE THERE.



**Digital Media students are strongly encouraged to complete at least one 3 credit hour internship course. The internship course can be used as a restricted elective.**

Internships are designed to provide students with opportunities to gain relevant work experience in a particular career field of their interest. These experiences can be used to help you explore a career field more and determine if it is a good fit for you. Time spent completing an internship is also a great way for students to create or expand their professional network and further develop their knowledge and skills, while getting hands-on learning experience. Internships come in many forms, can be paid or unpaid, and many times lead to permanent employment opportunities post-graduation.

**In order to earn credit in the Digital Media major for an internship, you must enroll in an internship course through the Nicholson School of Communication and Media. This requires completing a form with your employer and faculty internship coordinator. Please contact your major advisor at [nassc@ucf.edu](mailto:nassc@ucf.edu) or (407) 823-2681 to learn how to enroll your internship.**

Students can find internships in a variety of ways. They can consult with faculty, register with UCF Career Services Handshake app, and attend internship fairs. The Nicholson School of Communication and Media hosts **Intern Pursuit**, the largest biannual internship fair at UCF, in the Fall and Spring semesters. The event brings more than 150 companies to campus, giving students the opportunity to have one-on-one conversations with potential employers.

# Undergraduate Research

Participating in undergraduate research prepares you for life after graduation by expanding your academic experience and giving you the opportunity to work with a Digital Media faculty member while exploring an academic topic more fully.

There are many benefits to becoming a researcher, including:

1. **Graduate and Professional School:** Undergraduate researchers are more likely to move into graduate programs.
2. **Academic Achievement:** Undergraduate researchers demonstrate higher achievement and are more likely to stay in school.
3. **Career Goals:** Undergraduate research can help you clarify your choice of degree program, career interests, and post-graduation plans.
4. **Transferable Skills:** Undergraduate research strengthens written and oral communication, critical thinking, technical skills, and information literacy.
5. **Community:** Undergraduate research provides opportunities to build a learning community with faculty.
6. **Confidence:** Undergraduate research builds confidence in your abilities within the discipline and improves your overall perception of the discipline.

2 ways that you can get involved with research within the Nicholson School of Communication and Media is through an Independent Research Course and through the Honors Undergraduate Thesis Program through the UCF Burnett Honors College.

## Independent Research

Independent Research courses are designed to provide an opportunity for students to complete academic research independently, under the general guidance and direction of a Digital Media faculty member. These courses present a way for highly motivated students to research a topic of interest that isn't fully explored or does not necessarily fit into the traditional academic curriculum of the declared degree program.

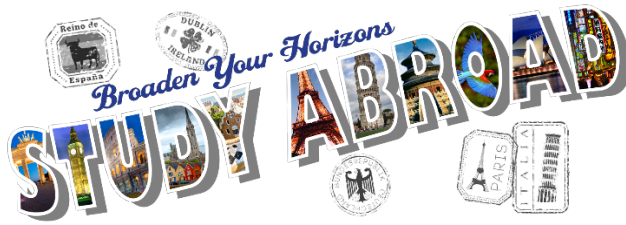
*Interested? Contact your major advising office, NASSC, at [nassc@ucf.edu](mailto:nassc@ucf.edu) or (407) 823-2681.*

## Honors Undergraduate Thesis Program

The Honors Undergraduate Thesis program is the oldest and most prestigious undergraduate research program at UCF. Through this program students research, write, defend and publish an original undergraduate Honors thesis. The thesis is published through the university library and becomes available to researchers worldwide through electronic databases.

*Interested? Contact the Burnett Honors College at <https://honors.ucf.edu/hut/about/>*

**You can earn credit in your major for completing undergraduate research. Undergraduate research courses count as restricted electives. To receive credit for research, you must enroll the experience as a course. For more information, contact your major advisor at [nassc@ucf.edu](mailto:nassc@ucf.edu) or (407) 823-2681.**



*Do you want to travel the world and earn credit your major? Then consider studying abroad.*

You can earn up to 12 credit hours of study abroad credit that can be applied to internal, external, and general elective credit in your major.

## REASONS TO STUDY ABROAD

- Explore different countries
- Increase intercultural competency
- Earn credit in your major or minor
- Learn or enrich language skills
- It looks great on your resume
- Make life-long friendships
- Become more independent and self-reliant
- Embark on an adventure of a lifetime
- Try new food
- Gain a new appreciation for home and family

## 5 SIMPLE STEPS TO STUDYING ABROAD

1. **Conduct a self-evaluation**
  - Meet with your academic advisor to determine course needs and graduation term
  - Evaluate what funding sources are available to you
2. **Select and apply for a program**
  - Determine what type of program you're looking for
  - Consider location, duration, academics, program type, budget
  - Complete your online application <https://studyabroad.ucf.edu/>
3. **Arrange your finances**
  - Create a budget for your study abroad program and experience
  - Schedule an appointment with the Office of Student Financial Assistance
4. **Get course approvals**
  - Meet with your academic advisor and get your course approval forms completed
  - Submit your completed course approval forms to the Study Abroad Office
5. **Complete pre-departure preparations**
  - Apply for housing
  - Arrange travel logistics (airfare and airport pick-up)
  - Apply for visa (if required)
  - Complete **UCF** Abroad pre-departure orientation

## TYPES OF STUDY ABROAD PROGRAMS

### Short-Term

These programs offer group travel and are led by **UCF** faculty. Typically ranging in duration from one to eight weeks, these programs are a great option for students who cannot dedicate an entire semester to studying abroad. Because they are shorter in length, they are more cost effective and offer 3 to 6 hours of **UCF** enrolled course credit.

### Exchange

Lasting in duration from one to two semesters, exchange programs give students the opportunity to have a longer, more culturally immersive experience while paying **UCF** tuition and using existing financial aid and funding sources. Exchange programs are sponsored by academic departments and colleges, and because of this, courses are **UCF** enrolled and pre-evaluated for use within the major.

*The Nicholson School of Communication and Media has exchange partnerships with the following international schools.*

- **University of Canberra - Australia**
- **Salzburg College - Austria**
- **Hong Kong Baptist University - China**
- **Saxion University - Netherlands**
- **IE University - Spain**
- **San Jorge University - Spain**
- **Jonkoping University - Sweden**
- **Bournemouth University - UK (England)**

### Partner Programs

These programs are offered through organizations outside of **UCF** to broaden the spectrum of opportunities for students. Programs are available in every major and discipline and in many countries around the world. Since costs and opportunities vary greatly, partner programs allow students to customize their experience to get the “best fit” for them.

### Internships

Gain valuable experience and become more culturally aware by completing an international internship. There are many internship programs that specialize in placing students in a company or organization that best matches their major, career interests and experience. Many internships may be completed for credit in the major.

## HOW TO FINANCE STUDY ABROAD

Studying abroad requires *careful financial planning*. You are advised to select a program that best meets your anticipated available funding. Factors such as program duration, location and the number of courses taken can increase or decrease the cost of your experience. Remember that financial aid may be applicable to your study abroad experience. Additionally, scholarships that are study abroad specific and general use are available and can be used toward the cost of participation. The Nicholson School of Communication and Media awards up to six study abroad scholarships each year.

## Digital Media Clubs & Organizations

*No matter what your interests are, there are numerous organizations and activities to participate in on campus. Whether you're looking to explore a new interest, grow your passion or find a group that will help you advance your career, getting involved at UCF has plenty of benefits. Here are a few student clubs and organizations that are specifically for Digital Media majors.*

### Design and Code

Through collaborative learning and hands-on education provided by officers and web professionals, the organization's members can achieve greater knowledge of existing and future web technologies to better prepare themselves for our modern-day industry.



### Game Dev Knights

An open group for all artists, programmers, and designers to collaborate on various projects with other UCF students interested in making video games.



### Gaming Knights

The Gaming Knights is a student run organization whose primary goal is to bring students together through gaming environments. We host multiple events year round on campus with LAN parties reaching more than 80 people. Not limiting genres or platforms, we are open to every gamer out there! The club is the result of the Console Knights and LANKnights at UCF merging in efforts to bring out a greater effort among the student body.

# Course Modalities and Attributes at UCF

There are several types of courses offered at UCF, referred to as course “instructional modes” or “course modality.” The course description includes a modality field which will identify the type of course. In addition, “course attributes” indicate whether or not students will be expected to participate in regularly scheduled online meetings.

## Course Modalities include:

- **P** – Face-to-Face
- **W** – Web-based
- **V** – Video
- **M** – Mixed Mode, FLEX and LIVE
  - **Mixed Mode FLEX** - on-campus meeting with online instruction delivered through flexible, asynchronous elements in Webcourses
  - **Mixed Mode LIVE** - on-campus meeting with online instruction that is delivered through live, regularly scheduled video class meetings. With this attribute you will still meet on campus as a regular mixed mode course however on the days you do not to meet on campus you will meet online through synchronous online instruction (Zoom in Webcourses).
- **RS** – Limited Attendance

## Course Attributes:

Course attributes add additional information to help students make the most informed decision when selecting classes. They describe how the course is delivered and how students will be expected to participate. Attributes are included in the course details returned by the search tool in my.ucf.edu.

Search for Classes  
Class Detail

ENC 3330 - 0M01 Rhetorical Traditions  
University of Central Florida | Spring 2021 | Lecture

**Class Details**

<b>Status</b>	Open	<b>Course ID</b>	045030
<b>Class Number</b>	11470	<b>Career</b>	Undergraduate
<b>Session</b>	Regular Academic Session	<b>Dates</b>	1/11/2021 - 5/4/2021
<b>Units</b>	3 units	<b>Grading</b>	ABCD
<b>Instruction Mode</b>	Mixed Mode/ReducedSeatTime (M)	<b>Location</b>	Main Campus (Orlando)
<b>Class Components</b>	Lecture Required	<b>Campus</b>	Main Campus

**Meeting Information**

Days & Times	Room	Instructor	Meeting Dates
MoWe 1:30PM - 2:20PM	NSC O 110		01/11/2021 - 05/04/2021

**Enrollment Information**

**Enrollment Requirements** PR for ENC3330 is a grade of 'C' or better in ENC1102.

**Class Attributes** Gordon Rule Writing  
Live, online class meetings

**Class Availability**

<b>Class Capacity</b>	25	<b>Wait List Capacity</b>	500
<b>Enrollment Total</b>	18	<b>Wait List Total</b>	0
<b>Available Seats</b>	7		

**Notes**

**Class Notes** Substitutes WWW for some class time; requires Internet access, browser, and E-mail skills.

**Description**

\*ENC 3330 CAH-WRITE 3(3,0)  
Rhetorical Traditions: PR: Grade of "C" (2.0) or better required in ENC 1102. Examines the roots of rhetoric and the evolution of its theoretical, pedagogical and civic tradition. Even Spring.\*

[View Search Results](#)

To learn more about course modalities and attributes, visit <https://cdl.ucf.edu/support/student/modalities/>.

# How to Remove Holds Before Your Orientation Day

Holds may be placed on your record for various reasons including failure to turn in the appropriate Undergraduate Admissions paperwork, Orientation verification required, Health Immunizations required, parking fines, advising required, Financial Aid documents required, International Student documents required, as well as failure to pay a university debt.

*If you have a Hold on your record, it will prevent you from registering for UCF courses.*

To check if you have Holds and to resolve them follow these instructions in myUCF.

1. Visit the **myUCF Portal** ([my.ucf.edu](http://my.ucf.edu)) and select **Student Self Service**.
2. Select **Holds** from the right column to visit your list of current holds.
3. Select **Holds** from the right column to visit your list of current holds.
4. Select the hold you wish to view. **Click on the highlighted name** of the hold to display the hold details.
5. Follow the instructions to resolve your hold.

The screenshot displays the myUCF Student Self Service portal. On the left is a navigation sidebar with categories like Academic Resources, Staff Applications, Student Self Service, and Employee Self Service. The main content area is divided into three sections: Academic Information, Finances, and Enrollment Dates. The Academic Information section shows a message: "You are not enrolled in classes." The Finances section shows a message: "You have no outstanding charges at this time." The Enrollment Dates section shows a "Details" link. On the right side, there are three summary boxes: "Search for Classes", "Holds" (showing "No Holds.."), and "To Do List" (showing "No To Do's"). Below these are "Enrollment Dates" and "Advisor" sections, with the Advisor section showing "Program Advisor: None Assigned".



**Your Holds**

Hold Item	Amount	Institution	Start Term	End Term	Start Date	End Date	Department
<a href="#">HOLD-Graduate Studies</a>		USD University of Central Florida	Begin Term - Svc Indicatr Use		01/27/2009		GRADUATE STUDIES

go to ...

**HOLD-Graduate Studies**

**Reason and Contact**

**Description:** University of Central Florida  
**Start Term:** Begin Term - Svc Indicatr Use  
**Start Date:** 01/27/2009  
**Reason:** HOLD for 9 Hour (Non-Degree)  
**Department:** GRADUATE STUDIES  
**Contact:**

**Instructions**

HOLD on Non-degree students: only nine graduate hours may be transferred into a graduate degree program. Students should contact the College of Graduate Studies at 407/823-2766 for more information.

Here is a list of common Holds and what department you need to contact to address the issue.

- **Orientation** - UCF First Year Experience <https://orientation.ucf.edu/>
- **Health Immunizations** - UCF Student Health Services <https://studenthealth.ucf.edu/immunizations>
- **Admissions** - UCF Undergraduate Admissions <https://www.ucf.edu/admissions/undergraduate/>
- **International Students** - UCF Global <https://global.ucf.edu/international-students-scholars-and-professionals/prospective/>
- **Conduct** - Office of Student Conduct <https://scai.sdes.ucf.edu/>

# Final Tips from your Nicholson School of Communication and Media Advisor

Your time at UCF is finite, so make the most of it. You are in control of your destiny, so make good decisions. Be proactive. Remember, you are your best advocate. UCF is a big place, but your major is highly selective, professionally focused, and thrives on the network that you cultivate. Manage your brand carefully.

## Here's a few tips...

- Be your best advocate.
- Get to know and contact your academic advisors early and often.
- Check your Knights email daily.
- Log in to myUCF weekly.
- Log in to Webcourses daily.
- Review your degree audit each semester.
- Make note of important deadlines in the UCF academic calendar.
- Be aware of your campus resources and use them.
- Learn how to use advising technologies like my.ucf.edu, myKnight audit, UCF academic calendar, UCF catalog, and mySchedule Builder.
- Create a clear plan to graduation and review the plan regularly with your advisor.
- Register for courses on time
  - **October – enroll in Spring courses**
  - **March – enroll in Summer and Fall courses**
- Plan to do more than one internship.
- Join professional clubs and associations.
- Apply for Nicholson scholarships via A2O in Fall and Spring.
- If you need help, don't bury your head in the sand. Contact your advisor immediately to discuss a plan to get back on track.