Creative Studies

Digital Media Flexible Learning Modules

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DMFLM addresses the challenge of introducing students to the breadth of concepts and practices inherent with the creative use of digital media. Together, the modules are designed to be chosen by students to integrate into their learning objectives.

Each Module is encapsulates several sub-modules of the following format:

- **Digital Media Flexible Learning Modules (DMFLM)**
- **Media Theory**
  - Digital Media Affordances, Non-linear Storytelling, Copyright
- **Electronics**
- **Sound Design**
  - Listening, The Soundscape, Audio Recording, Waveform Editing, Composition, Computer Sound
- **Maths for Digital Media**
  - Linear Algebra, Transformations, Interpolation - tweening easing, Curves, Particle Systems, Physics Simulation
- **3D Modelling**
  - Polygon modelling, Modelling from reference images, UV Mapping, Rigging and Animation, Lighting and Rendering, Game Engines
- **Creative Coding**
  - Programming, Art and Design Fundamentals, Data Visualization

Notes
Readings
Explanatory Videos
Quiz
Assignment

The University of British Columbia