

IN THIS MAJOR YOU'LL LEARN TO:

- Become a creative problem-solver through a blended approach to the natural sciences and the humanities.
- Collaborate as a team to develop original concepts and produce innovative digital media.
- Demonstrate advanced critical thinking skills in analysis of text and visual media objects.
- Create a community-minded digital object from concept to production
- Create from a strong foundation that draws upon media's history, theory, and practice.
- Draw on a combination of theory, analysis and hands-on digital work in development of original ideas in digital media.

And so much more! Faculty and advisors are here to help you get the most out of your program and how it may apply to different career paths

TOP SKILLS EMPLOYERS WANT:

Teamwork
Critical thinking
Analyze + interpret data
Adaptability + resiliency
Written + verbal communication
Ethical judgement + reasoning
Problem-solving
Intercultural fluency
Creativity
Leadership

A lot of people said so: World Economic Forum, McKinsey Consulting future of work report, National Association of Colleges + Employers, UR College Competencies

WHERE DMS MAJORS END UP

Internet & Software
Higher Education
Product Design

Graphic Design &
Communications
User Research/UX/UI

Advertising, PR &
Marketing
Video Game Design

Based on real UR student + alumni data!

WAYS TO TELL YOUR STORY:

Resources to help you tell your UR story!

- Your Greene Center advisor
- Resume + Handshake profile
- LinkedIn + Mel Collective profiles
- Practice interviews
- A flexible and evolving plan
- Talk to people! Friends, family, advisors, faculty, alumni... it will help you refine your story!

HOW TO BUILD THESE SKILLS:

- Get an on-campus job
- Take a skill development course
- Pursue an internship
- Conduct research with a faculty member
- Volunteer in the community
- Get involved in student organizations
- Do a virtual project
- Design your portfolio
- Be curious and try new things

*Not sure where to start?
The Greene Center can help!*

