



# Technology Specifications for BCIT Digital Arts and New Media programs

<b>Program</b>	<b>Contact</b>	<b>Mode of Delivery</b>	<b>Minimum Requirement</b>
<a href="#"><u>3D Modeling, Art &amp; Animation</u></a>	<a href="#"><u>Bob Kreut</u></a>	Online	Advanced
<a href="#"><u>Digital Design and Development</u></a>	<a href="#"><u>Ramin Shadmehr</u></a>	Online	Mid-level – Advanced
<a href="#"><u>Communication Design Essentials</u></a>	<a href="#"><u>Terri Carde</u></a>	Online	Mid-level – Advanced
<a href="#"><u>Graphic Design</u></a>	<a href="#"><u>Paul Saywer</u></a>	Online	Mid-level – Advanced
<a href="#"><u>Technical Arts</u></a>	<a href="#"><u>Ramin Shadmehr</u></a>	Online	Advanced
<a href="#"><u>Media Techniques for Business</u></a>	<a href="#"><u>Terri Carde\Paul Saywer</u></a>	Online	Mid-level
<a href="#"><u>Mobile App Tools</u></a>	<a href="#"><u>Terri Carde\Paul Saywer</u></a>	Online	Mid-level
<a href="#"><u>User Interface (UI) and User Experience (UX) Design</u></a>	<a href="#"><u>Terri Carde\Paul Saywer</u></a>	Online	Mid-level – Advanced
<a href="#"><u>Web Technologies</u></a>	<a href="#"><u>Terri Carde\Paul Saywer</u></a>	Online	Mid-level
<a href="#"><u>New Media Design &amp; Web Development</u></a>	<a href="#"><u>Edward Fajardo</u></a>	Blended	Mid-level – Advanced
<a href="#"><u>Graphic Communications Technology Management</u></a>	<a href="#"><u>Wayne Collins\Masih Ferdosian</u></a>	Blended	Mid-level