

DIGITAL AND INTERACTIVE MEDIA ARTS

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DIGITAL AND INTERACTIVE MEDIA ARTS PROFILE

According to the Occupational Outlook Handbook, employment of digital and interactive media artists is projected to grow 8 percent from 2016 to 2026, about as fast as the average for all occupations. Projected growth will be due to increased demand for animation and visual effects in video games, movies, and television. Job growth may be slowed, however, by companies hiring animators and artists who work overseas.

Consumers will continue to demand more realistic video games, movie and television special effects, and three-dimensional movies. This will create demand for newer computer hardware, which will enhance the complexity of animation and visual effects. Additional multimedia artists will be required to meet this increased demand. Further, an increased demand for computer graphics for mobile devices, such as smart phones, will lead to more job opportunities. Multimedia artists will be needed to create animation for games and applications for mobile devices.

At WCSU, The Communication & Media Arts Department has three degrees in which to choose: **Communication**, **Media Arts Production**, and **Digital & Interactive Media Arts**: an interdisciplinary degree between Media Production (Macriscostas), Art (VPAC), and Computer Science (Macriscostas).

The Communication degree and Communication Studies Major focuses on students who major in communication and helps them prepare for graduate studies or careers directly related to: managing interaction in settings such as social service agencies, small businesses, and corporations; media use, analysis and criticism; and related fields that require public speaking, persuasion, and application or analysis of interpersonal and public speaking skills.

The Media Arts degree and Media Production Major helps students prepare for graduate studies or careers directly related to: media creation (digital film, television, video, web), media performance, media use, analysis, and criticism. It is an applied, experientially-based degree.

[WCSU Digital and Interactive Media Arts](#)

[Occupational Outlook Handbook](#)

RELATED CAREER PATHS

The career paths listed below are only a sample of the opportunities one may consider. They have been taken from the Bureau of [Labor’s Occupational Outlook Handbook](#) and the [O*Net Online](#). Some career paths may require additional education and training. To gain more understanding of the different career paths, take a look at [Candid Career](#), where you can watch testimonials of people doing exactly what you might want to pursue.



Fabricator/Digital Molder	Website Developer
Design Teacher	Webcaster
Podcaster	Visual Effects Editor
Videographer	Production Technician
Social Media Manager	Software Developer
Social Photographer	Motion Graphic Designer
Video Game Designer	Storyboard Artist
Art Director	Computer Programmer
Graphic Designer	Character Rigging

RÉSUMÉ SAMPLES & HELP

For a guide, and list of sample résumés, please visit our virtual résumé tool at <https://www.wcsu.edu/careersuccess/resumes/>. This is where you will find sample résumés, download our fillable résumés template, and find the cover letter & résumé checklist to ensure you are on the right track. Whether you are applying directly to a person, or an applicant tracking system (ATS), there are things you will need to know for your résumé to be recognized by the company’s database. Use the checklist we provide and always proofread for perfection. Remember, your résumés and cover letters are the first writing samples any employer will ever see from you. You need to make sure it is perfect. Don’t risk it, and come visit one of our Career Peer Leaders, who can help you. We are available Monday through Friday, either virtually or in person, anytime between 9 am to 5 pm. If you would like information, or to set an appointment, please contact the Career Success Center at careersuccess@wcsu.edu.

JOB SEARCH ENGINES

[Smashing Jobs](#)

[The Creative Group](#)

[Coroloft](#)

[Authentic Jobs](#)

[MediaBistro](#)

[Creative Hotlist](#)

[TalentZoo](#)

[Behance](#)

[Krop](#)

[If You Could](#)

RESEARCH RESOURCES

[ArtsTie](#)

[Journal of Digital Media Arts and Practice](#)

[The Princeton Review](#)

[Learn.org](#)

[All About Careers](#)

[Zippia](#)

SALARY INFORMATION

[Career Trends](#)

[Glassdoor](#)

[Pay Scale](#)

WHAT YOU CAN DO NOW

Join a professional society or association related to Digital and Interactive Media Arts – See list below

Consider studying abroad. [Click here](#) to learn more.

Volunteer for WCSU's Vita Program

Volunteer for [Junior Achievement](#) in your community

ASSOCIATIONS

Professional associations are a great way for college students, recent graduates, and career changers to enhance personal and professional development while being provided endless networking opportunities. Being a member of an association also offers chances to attend conferences, learn about latest industry trends, scholarships, internship opportunities, along with attitudes and competencies expected in the industries of interest. Many associations encourage students to participate and even offer drastically reduced membership rates. Being a member of an association could be the best thing you do for your career.

[ACM SIGGRAPH](#)

[AIC \(International Colour Association\)](#)

[American Institute of Graphic Arts \(AIGA\)](#)

[Association Typographique Internationale \(ATypI\)](#)

[College Media Association](#)

[Design Communication Association](#)

[Digital Media Association](#)

[Entertainment Software Association](#)

[Graphic Artists Guild](#)

[ICOGRADA](#)

[IGDA \(International Game Developers Association\)](#)

[Inter-Society Color Council](#)

[Interactive Digital and Media Arts Associations \(IDMAA\)](#)

[International Society of Typographic Designers \(ISTD\)](#)

[National Communication Association](#)

[SEGD \(Society for Environmental Graphic Design\)](#)

[SIAD \(Society of Illustrators, Artists, and Designers\)](#)

[SIGCHI](#)

[Society for Technical Communication](#)