Bachelor of Science in Arts and Entertainment Technologies

Core Curriculum

All students must complete the University's Core Curriculum. In the process of fulfilling the core curriculum and other degree requirements, all students are expected to complete the Skills and Experience flags:

a. Writing: two flagged courses beyond Rhetoric and Writing 306 or its equivalent
b. Quantitative Reasoning: one flagged course
c. Global Cultures: one flagged course
d. Cultural Diversity in the United States: one flagged course
e. Ethics: one flagged course
f. Independent Inquiry: one flagged course

Courses that may be used to fulfill core curriculum and flag requirements are identified in the Course Schedule. They may be used simultaneously to fulfill other requirements, unless otherwise specified. *Please note, students may not earn the cultural diversity and global cultures flags from the same course*. Students are encouraged to discuss options with a departmental academic advisor.

Major Requirements

a. Foundations: 18 semester hours, consisting of the following courses: Arts and Entertainment Technologies 304 and 310; and 12 semester hours of lower-division coursework in Arts and Entertainment Technologies.
b. Advanced coursework: 30 upper-division semester hours chosen from Arts and Entertainment Technologies with approval of advisor.
c. Solo Studio: AET 357
d. Capstone or Collaborative Studio: 3 semester hours chosen from AET 358 (any topic), 376, or 377
e. Portfolio: AET 375

Arts and Entertainment Technologies 304 is also approved to fulfill the visual and performing arts requirement of the core curriculum.

Electives

Twenty-four semester hours, of which at least nine must be upper-division. Additional elective coursework may be needed to provide the total number of semester hours required for the degree.

Total Minimum Requirements

For the Bachelor of Science in Arts and Entertainment Technologies: 120 semester hours as outlined above.