

# Bachelor of Science in Arts and Entertainment Technologies

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## 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.