

Arts and Entertainment Technologies (BSAET)

This program is focused on professional practice in immersive media, experience design, and interactive systems. Faculty noted for their professional excellence and experience teach a diverse set of courses in design and technology. Students work with faculty and each other to produce state-of-the-art content in an interdisciplinary academic setting aligned with the missions of both Fine Arts and the university.

Coursework is centered around design methods, coding, game development, real-time graphics, sound design, simulation, collaboration, emerging technology, storytelling, and interconnected modes of production and distribution. Through this curriculum, students are prepared for careers in the fields of real-time technology, mixed reality, and immersive media which are powering new forms of design, education, and business.

Total Hours Required: 120

Plan of Study

The Plan of Study is a suggested four-year course sequence to support academic planning and serves as a helpful guide. Currently enrolled students should meet with their academic advisor to tailor their course selections and timelines to their individual goals and circumstances.

Course	Title	Hours
Year 1		
Semester 1		
AET 304	Foundations of Arts and Entertainment Technologies	3
RHE 306	Rhetoric and Writing	3
First-Year Signature Course (090)		3
Social and Behavioral Sciences (080)		3
Mathematics (020)		3
Hours		15
Semester 2		
AET 310	Foundations of Creative Coding	3
Humanities (040)		3
Hours chosen from: Lower-division AET		3
Hours chosen from: Lower-division AET		3
Free Elective		3
Hours		15
Year 2		
Semester 1		
American and Texas Government (070)		3
Hours chosen from: Lower-division AET		3
Hours chosen from: Lower-division AET		3
Hours chosen from: Upper-division AET		3
Free Elective		3
Hours		15
Semester 2		
Natural Science and Technology, Part I (030)		3
American and Texas Government (070)		3
Hours chosen from: Upper-division AET		3
Hours chosen from: Upper-division AET		3
Hours chosen from: Upper-division AET		3
Hours		15
Year 3		
Semester 1		
AET 357	Solo Studio	3
Natural Science and Technology, Part I (030)		3
U.S. History (060)		3

Hours chosen from: Upper-division AET		3
Hours chosen from: Upper-division AET		3
Hours chosen from: Upper-division AET		3
Hours		18
Semester 2		
Hours chosen from: Upper-division AET		3
Hours chosen from: Upper-division AET		3
Hours chosen from:		3
AET 358	Topics in Collaborative Studio	
AET 376	Game Capstone: 2-D	
AET 377	Game Capstone: 3-D	
Natural Science and Technology, Part II (093)		3
U.S. History (060)		3
Hours		15
Year 4		
Semester 1		
Hours chosen from: Upper-division AET		3
Free Elective		3
Free Elective		3
Free Elective		3
Hours		12
Semester 2		
AET 375	Portfolio	3
Hours chosen from: Upper-division elective		12
Hours		15
Total Hours		120

Requirements

All requirements are listed below, starting with the most specialized moving to the most general. Additional requirements may follow the table, so be sure to read the entire page. Some required courses listed below may also satisfy [General Education](#) requirements, including [Core Curriculum](#).

Code	Title	Hours
Degree		
Foundations		
AET 304	Foundations of Arts and Entertainment Technologies (may also be counted toward Core Curriculum)	3
AET 310	Foundations of Creative Coding	3
Hours chosen from: Lower-division AET		12
Advanced Coursework		
Hours chosen from: Approved Upper-division AET		30
Solo Studio		
AET 357	Solo Studio	3
Capstone		
Hours chosen from:		3
AET 358	Topics in Collaborative Studio (any topic)	
AET 376	Game Capstone: 2-D	
AET 377	Game Capstone: 3-D	
Portfolio		
AET 375	Portfolio	3
Electives		
Upper-division Free electives: Additional coursework to reach total hours required.		9
Free electives: Additional coursework to reach total hours required.		15
Subtotal		87
General Education		
Remaining Core Curriculum (42 hours total)		39

Foreign Language - Fine Arts (Note: this requirement may already be fulfilled by high school coursework)

<i>Subtotal</i>	39
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College Requirements - Fine Arts

General University Requirements

Total Hours	120
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