

Drexel University

Catalog 2005 / 2006

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The Antoinette Westphal College of Media Arts and Design

[The Antoinette Westphal College of Media Arts and Design](#) nurtures creativity in media, design and the performing arts, and develops in its graduates the knowledge, skills and techniques necessary to assume leadership roles in creative enterprises, and to master the changing technologies on which media, design and the performing arts depend.

The Westphal College as successfully defined "doing the arts the Drexel way" which involves an emphasis on technology, innovation in curriculum, defining a market for programs and fostering "experiential learning," not just through co-op but also through the whole college model of student-centered studio instruction using "real world" problem solving among small groups of students to maximize individualized learning and professional growth. This approach balances creativity and practicality in the applied arts through hands-on learning under the tutelage of faculty who are practitioners in their fields, and perpetuates one of Drexel's primary strengths, its applied focus.

The undergraduate College is comprised of the following departments:

- [Department of Architecture](#)
- [Department of Design](#)
- [Department of Media Arts](#)
- [Department of Performing Arts](#)
- [Department of Visual Studies](#)

The College offers graduate curricula in architecture, arts administration, fashion design, digital media, television management and interior design. For more information contact the [College](#).



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The Drexel in London Program

The Drexel in London Program offers flexible schedules for study abroad, ranging from six-week summer sessions to two-term study and co-operative education programs in which students can earn up to 18 credits and a quarter of full-time co-operative education. The program's emphasis is on experiencing and understanding British culture and the visual media with a focus on the global implications of the merchandising and design industries. Students may select among the offered courses to create their own concentrations. Housing is provided in South Kensington, one of central London's most desirable residential sections. Drexel in London applications are administered by the Study Abroad office, 215-895-1704.

Accelerated Dual Degree Programs

Dual degree programs enable academically qualified students to earn both a bachelor's and an advanced degree in five years. High school seniors may apply to the following B.S./MBA programs:

- [B.S. Music Industry \(Business Law concentration\)/MBA](#): This program offers the highly motivated and musically focused student a program that combines music theory and technology with the MBA degree. The program is available to Music Industry majors (4-year with co-op) only
- [B.S. in Design and Merchandising/MBA](#): This program combines study in the areas of fashion retail merchandising or product development with the MBA degree. The program is available to Design and Merchandising majors (4-year with co-op) only.

Accelerated Summer Courses

With departmental permission, students may enroll in Visual Studies accelerated courses over the summer. These typically include courses in accelerated Design I, II, III; Introductory Drawing; Figure Drawing I and II; Multimedia Space; Performance; Materials; Sculpture, Painting, and Silkscreen.

Primarily these courses are offered so that new undergraduate transfer students and pre-graduate students can complete their future programs in an economical time frame. Students with some experience in studio coursework may be eligible to take accelerated courses. A portfolio review is required to determine eligibility.



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Architecture

The practice of architecture calls for creative thinking and aesthetic sensitivity, technical and management skills, inventive and scientific knowledge, cultural understanding and social responsibility, and the ability to communicate with those in related disciplines. Therefore, the curriculum of the Department of Architecture is broad, including courses in the physical and social sciences and the humanities as well as professional courses in the field of architecture. This broad education allows for various career objectives, both in architecture and in related fields.

Advisement and Departmental Regulations

Please refer to the department's General Counseling Guidelines to the Curriculum for a complete description of all departmental regulations and procedures, and for advice in selecting, sequencing, and scheduling coursework. These guidelines are available at the Office of the Department of Architecture at 3201 Arch Street.

Accreditation

The Bachelor of Architecture degree program at Drexel is accredited by the [National Architectural Accrediting Board](#) (NAAB). Please note that the *Two+Four Option* and the Part-Time Evening Program are both integral parts of the accredited Bachelor of Architecture degree program.

In the United States, most state registration boards require a degree from an accredited professional degree program as a prerequisite for licensure. The National Architectural Accrediting Board (NAAB), which is the sole agency authorized to accredit U.S. professional degree programs in architecture, recognizes three types of degrees: the Bachelor of Architecture, the Master of Architecture, and the Doctor of Architecture. A program may be granted a six-year, three-year, or two-year term of accreditation, depending on its degree of conformance with established educational standards.

Master's degree programs may consist of a preprofessional undergraduate degree and a professional graduate degree, which, when earned sequentially, comprise an accredited professional education. However, the preprofessional degree is not, by itself, recognized as an accredited degree.

Architecture vs Architectural Engineering

Because Drexel university offers two programs with "architecture" in their titles, it is useful to point out the significant differences between them:

Architects design buildings to meet people's spatial, organizational, and aesthetic needs; they also coordinate the building design process. After earning a Bachelor of Architecture Degree, graduates become registered architects by completing the required work experience and state licensing examinations.

Architectural Engineers specialize in the design of engineering systems within

buildings. Architectural Engineers earn Bachelor of Science Degrees and become professional engineers with the required experience and state examinations. Students whose interests are focused on the technological and engineering aspects of buildings should review Drexel's major in [Architectural Engineering](#) offered by the College of Engineering.



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Architecture

The Two+Four Program

The Two+Four Option is an accelerated route into the part-time evening degree program in architecture leading to a Bachelor of Architecture degree. The two years of full-time study address the basic principles of architectural design and cover fundamental University core requirements in the arts and sciences as well as those job-related skills that are needed for entry-level professional positions. A comprehensive review of performance will take place after the first year to ensure that students are making sufficient progress in all areas.

After successfully completing the minimum requirements of the full-time phase, students will start full-time employment and continue their studies on a part-time basis in the evening program for four additional years. In the Two+Four sequence, 101 of the 209 credits required for graduation are completed in the first two years.



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Architecture: 2 + 4 Program

Bachelor of Architecture Degree: 209.0 credits.

Degree Requirements

Required courses

General education requirements		Credits
ENGL 101	Expository Writing and Reading	3.0
ENGL 102	Persuasive Writing and Reading	3.0
ENGL 103	Analytical Writing and Reading	3.0
MATH 101	Introduction to Analysis I	4.0
MATH 102	Introduction to Analysis II	4.0
PHYS 103	General Physics I	4.0
PHYS 104	General Physics II	4.0
UNIV 101	The Drexel Experience	2.0
Humanities and social science electives		9.0
Free electives		12.0

Required studio design sequence (2+4 option)

Required studio design sequence (2+4 option)		Credits
ARCH 101	Studio 1-A	4.5
ARCH 102	Studio 1-B	4.5
ARCH 103	Studio 2-A	4.5
ARCH 104	Studio 2-B*	4.5
ARCH 105	Studio 3-A	4.5
ARCH 106	Studio 3-B	4.5
ARCH 241	Studio 4-1*	4.0
ARCH 242	Studio 4-2	4.0
ARCH 243	Studio 4-3	4.0
ARCH 351	Studio 5-1	4.0
ARCH 352	Studio 5-2	4.0
ARCH 353	Studio 5-3	4.0
ARCH 361	Studio 6-1*	4.0
ARCH 362	Studio 6-2	4.0
ARCH 363	Studio 6-3	4.0
ARCH 496	Thesis I	8.0
ARCH 497	Thesis II	8.0
ARCH 498	Thesis III	8.0

*Prior to taking this course student must meet the Department of Architecture's minimum studio advancement requirements. See the Department's [Advising Guidelines](#) web page for more details.

Required professional courses (2+4 option)		Credits
ARCH 141	Architecture and Society I	3.0
ARCH 142 WI	Architecture and Society II	3.0
ARCH 143 WI	Architecture and Society III	3.0
ARCH 150	Introduction to CADD I	4.0
ARCH 151	Architectural Drawing I	3.0
ARCH 152	Architectural Drawing II	3.0
ARCH 153	Introduction to CADD II	4.0
ARCH 161	Architectural Construction	3.0
ARCH 261	Environmental Systems I	3.0
ARCH 262	Environmental Systems II	3.0
ARCH 263	Environmental Systems III	3.0
ARCH 321 WI	General Lecture Series I	3.0
ARCH 322 WI	General Lecture Series II	3.0
ARCH 323 WI	General Lecture Series III	3.0
CIVE 261	Materials and Structural Behavior I	3.0
CIVE 262	Materials and Structural Behavior II	3.0
CIVE 263	Materials and Structural Behavior III	3.0

History and theory electives		12.0 Credits
Three or four of the following courses		
ARCH 341	Theories of Architecture I	3.0
ARCH 342	Theories of Architecture II	3.0
ARCH 343	Theories of Architecture III	3.0
ARCH 344	History of the Modern Movement I	3.0
ARCH 345	History of the Modern Movement II	3.0
ARCH 346	History of Philadelphia Architecture	3.0
ARCH 347	Summer Study Abroad (6 credits)	6.0
ARCH 348	Studies in Vernacular Architecture	3.0
ARCH 441	Urban Design Seminar I	3.0
ARCH 442	Urban Design Seminar II	3.0
ARCH 499	Special Topics in Architecture	3.0

Professional electives		9.0 Credits
Any three of the following courses*		
ARCH 157	Graphic Communication II	3.0
ARCH 421 WI	Environmental Psychology and Design Theory	3.0
ARCH 431	Architectural Programming	3.0
ARCH 432	The Development Process	3.0
ARCH 435	Management Seminar I	3.0
ARCH 436	Management Seminar II	3.0

ARCH 451	Advanced Drawing	3.0
ARCH 455	Computer Applications in Architecture I	3.0
ARCH 456	Computer Applications in Architecture II	3.0
ARCH 461	Technology Seminar I	3.0
ARCH 462	Technology Seminar II	3.0
ARCH 465	Energy and Architecture	3.0
ARCH 499	Special Topics in Architecture	3.0
CIVE 400	Structural Design I	3.0
CIVE 401	Structural Design II	3.0
CIVE 402	Structural Design III	3.0
CIVE 464	Acoustics and Noise Control in Buildings I	3.0
CMGT 462	Construction Management I	3.0
CMGT 463	Value Engineering II	3.0
CMGT 363	Estimating I	3.0
PHTO 110	Photography	3.0
VSST 111	Figure Drawing I	3.0
VSST 202	Multimedia: Space	4.0
VSST 301	Painting I	4.0
VSST 311	Sculpture	4.0
Other approved engineering courses		3.0

* History and theory electives can also be used to satisfy professional elective requirements.

Writing-Intensive Course Requirements

In order to graduate, all students beginning with the entering class of 2002/01 (fall, 2002) must pass three writing-intensive courses after their freshman year. Two writing-intensive courses must be in a student's major. The third can be in any discipline. Students are advised to take one writing-intensive class each year, beginning with the sophomore year, and to avoid "clustering" these courses near the end of their matriculation. Transfer students need to meet with an academic advisor to review the number of writing-intensive courses required to graduate.

A "WI" next to a course in this catalog indicates that this course can fulfill a writing-intensive requirement. Departments will designate specific sections of such courses as writing-intensive. Sections of writing-intensive courses are not indicated in this catalog. Students should check the section comments in Banner when registering. Students scheduling their courses in Banner can also conduct a search for courses with the attribute "WI" to bring up a list of all writing-intensive courses available that term. For more information on writing-intensive courses, see the Drexel University Writing Program's [Writing-Intensive Course](#) page.



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Architecture

Bachelor of Architecture Degree: 209.0 credits.

2 + 4 Program

Recommended Plan of Study:

Freshman year

Term 1		Credits
ARCH 101	Studio 1-A	4.5
ARCH 151	Architectural Drawing I	3.0
ENGL 101	Expository Writing and Reading	3.0
MATH 101	Mathematical Analysis I	4.0
UNIV 101	The Drexel Experience I	1.0
Total credits		15.5

Term 2		Credits
ARCH 102	Studio 1-B	4.5
ARCH 150	Introduction to CADD I	4.0
ENGL 102	Persuasive Writing and Reading	3.0
MATH 102	Mathematical Analysis II	4.0
UNIV 101	The Drexel Experience II	1.0
Total credits		16.5

Term 3		Credits
ARCH 103	Studio 2-A	4.5
ARCH 152	Architectural Drawing II	3.0
ENGL 103	Techniques of Analysis Evaluation	3.0
	Humanities or social science elective	3.0
	Free elective	3.0
Total credits		16.5

Sophomore year

Term 4		Credits
ARCH 104	Studio 2-B*	4.5
ARCH 141 WI	Architecture and Society I	3.0
ARCH 153	Introduction to CAD II	4.0

PHYS 103	General Physics I	4.0
	Humanities or Social Science elective	3.0
	Total credits	18.5

*Prior to taking this course student must meet the Department of Architecture's minimum studio advancement requirements. See the Department's [Advising Guidelines](#) web page for more details.

Term 5		Credits
ARCH 105	Studio 3-A	4.5
ARCH 142 WI	Architecture and Society II	3.0
PHYS 104	General Physics II	4.0
	Humanities or Social Science elective	3.0
	Free elective	3.0
	Total credits	17.5

Term 6		Credits
ARCH 106	Studio 3-B	4.5
ARCH 143 WI	Architecture and Society III	3.0
ARCH 161	Architecture Construction	3.0
	Free electives	6.0
	Total credits	16.5

Third year (Part-time)

(Fall)		Credits
ARCH 241	Studio 4-1*	4.0
CIVE 261	Materials and Structural Behavior I	3.0
(Winter)		
ARCH 242	Studio 4-2	4.0
CIVE 262	Materials and Structural Behavior II	3.0
(Spring)		
ARCH 243	Studio 4-3	4.0
CIVE 263	Materials and Structural Behavior III	3.0
(Summer)		
	History/Theory elective	3.0
	Professional elective	3.0
	Total credits	27.0

*Prior to taking this course student must meet the Department of Architecture's minimum studio advancement requirements. See the Department's [Advising Guidelines](#) web page for more details.

Fourth year (Part-time)

(Fall)		Credits
ARCH 351	Studio 5-1	4.0
ARCH 261	Environmental Systems I	3.0
(Winter)		
ARCH 352	Studio 5-2	4.0

ARCH 262	Environmental Systems II	3.0
(Spring)		
ARCH 353	Studio 5-3	4.0
ARCH 263	Environmental Systems III	3.0
(Summer)		
	Two History/Theory electives	6.0
	Total credits	27.0

Fifth year (Part-time)

		Credits
(Fall)		
ARCH 361	Studio 6-1*	4.0
ARCH 321 WI	General Lecture Series I	3.0
(Winter)		
ARCH 362	Studio 6-2	4.0
ARCH 322 WI	General Lecture Series II	3.0
(Spring)		
ARCH 363	Studio 6-3	4.0
ARCH 323 WI	General Lecture Series III	3.0
(Summer)		
	Professional elective	3.0
	Total credits	24.0

*Prior to taking this course student must meet the Department of Architecture's minimum studio advancement requirements. See the Department's [Advising Guidelines](#) web page for more details.

Sixth year (Part-time)

		Credits
(Fall)		
ARCH 496	Thesis I	8.0
	History/Theory elective	3.0
(Winter)		
ARCH 497	Thesis II	8.0
	Professional elective	3.0
(Spring)		
ARCH 498	Thesis III	8.0
	Total credits	30.0



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Architecture: Part-Time Evening Program

Bachelor of Architecture Degree: 209.0 credits.

Degree Requirements

Required courses

General education requirements		Credits
ENGL 101	Expository Writing and Reading	3.0
ENGL 102	Persuasive Writing and Reading	3.0
ENGL 103	Analytical Writing and Reading	3.0
MATH 181	Mathematical Analysis I	3.0
MATH 182	Mathematical Analysis II	3.0
MATH 183	Mathematical Analysis III	3.0
PHYS 182	Applied Physics I	3.0
PHYS 183	Applied Physics II	3.0
PHYS 184	Applied Physics III	3.0
Humanities and social science electives		9.0
Free electives		12.0

Departmental requirements

		Credits
ARCH 111	Studio 1-1	3.0
ARCH 112	Studio 1-2	3.0
ARCH 113	Studio 1-3	3.0
ARCH 121	Studio 2-1	3.0
ARCH 122	Studio 2-2	3.0
ARCH 123	Studio 2-3	3.0
ARCH 231	Studio 3-1*	3.0
ARCH 232	Studio 3-2	3.0
ARCH 233	Studio 3-3	3.0
ARCH 241	Studio 4-1	4.0
ARCH 242	Studio 4-2	4.0
ARCH 243	Studio 4-3	4.0
ARCH 351	Studio 5-1	4.0
ARCH 352	Studio 5-2	4.0
ARCH 353	Studio 5-3	4.0
ARCH 361	Studio 6-1*	4.0
ARCH 362	Studio 6-2	4.0

ARCH 363	Studio 6-3	4.0
ARCH 496	Thesis I	8.0
ARCH 497	Thesis II	8.0
ARCH 498	Thesis III	8.0

*Prior to taking this course student must meet the Department of Architecture's minimum studio advancement requirements. See the Department's [Advising Guidelines](#) web page for more details.

Required professional courses		Credits
ARCH 141	Architecture and Society I	3.0
ARCH 142 WI	Architecture and Society II	3.0
ARCH 143 WI	Architecture and Society III	3.0
ARCH 150	Introduction to CADD I	4.0
ARCH 153	Introduction to CADD II	4.0
ARCH 155	Basic Architectural Drawing	3.0
ARCH 156	Graphic Communication I	3.0
ARCH 161	Architectural Construction	3.0
ARCH 261	Environmental Systems I	3.0
ARCH 262	Environmental Systems II	3.0
ARCH 263	Environmental Systems III	3.0
ARCH 321 WI	General Lecture Series I	3.0
ARCH 322 WI	General Lecture Series II	3.0
ARCH 323 WI	General Lecture Series III	3.0
CIVE 261	Materials and Structural Behavior I	3.0
CIVE 262	Materials and Structural Behavior II	3.0
CIVE 263	Materials and Structural Behavior III	3.0

History and theory electives		12.0 Credits
Three or four of the following courses		
ARCH 341	Theories of Architecture I	3.0
ARCH 342	Theories of Architecture II	3.0
ARCH 343	Theories of Architecture III	3.0
ARCH 344	History of the Modern Movement I	3.0
ARCH 345	History of the Modern Movement II	3.0
ARCH 346	History of Philadelphia Architecture	3.0
ARCH 347	Summer Study Abroad (6 credits)	6.0
ARCH 348	Studies in Vernacular Architecture	3.0
ARCH 441	Urban Design Seminar I	3.0
ARCH 442	Urban Design Seminar II	3.0
ARCH 499	Special Topics in Architecture	3.0

Professional electives		Credits
Any three of the following courses*		
ARCH 157	Graphic Communication II	3.0

ARCH 421 WI	Environmental Psychology and Design Theory	3.0
ARCH 431	Architectural Programming	3.0
ARCH 432	The Development Process	3.0
ARCH 435	Management Seminar I	3.0
ARCH 436	Management Seminar II	3.0
ARCH 451	Advanced Drawing	3.0
ARCH 455	Computer Applications in Architecture I	3.0
ARCH 456	Computer Applications in Architecture II	3.0
ARCH 461	Technology Seminar I	3.0
ARCH 462	Technology Seminar II	3.0
ARCH 465	Energy and Architecture	3.0
ARCH 499	Special Topics in Architecture	3.0
CIVE 400	Structural Design I	3.0
CIVE 401	Structural Design II	3.0
CIVE 402	Structural Design III	3.0
CIVE 464	Acoustics and Noise Control in Buildings I	3.0
CMGT 462	Construction Management I	3.0
CMGT 463	Value Engineering II	3.0
CMGT 363	Estimating I	3.0
PHTO 110	Photography	3.0
VSST 111	Figure Drawing I	3.0
VSST 202	Multimedia: Space	4.0
VSST 301	Painting I	4.0
VSST 311	Sculpture	4.0
	Other approved engineering courses	3.0

* History and theory electives can also be used to satisfy professional elective requirements.

Writing-Intensive Course Requirements

In order to graduate, all students beginning with the entering class of 2002/01 (fall, 2002) must pass three writing-intensive courses after their freshman year. Two writing-intensive courses must be in a student's major. The third can be in any discipline. Students are advised to take one writing-intensive class each year, beginning with the sophomore year, and to avoid "clustering" these courses near the end of their matriculation. Transfer students need to meet with an academic advisor to review the number of writing-intensive courses required to graduate.

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Architecture

Bachelor of Architecture Degree: 209.0 credits

Part-time Evening Program

Recommended Plan of Study:

First year

(Fall)		Credits
ARCH 111	Studio 1-1	3.0
ARCH 155	Basic Architectural Drawing	3.0
ENGL 101	Expository Writing and Reading	3.0
(Winter)		
ARCH 112	Studio 1-2	3.0
ARCH 156	Graphic Communication I	3.0
ENGL 102	Persuasive Writing and Reading	3.0
(Spring)		
ARCH 113	Studio 1-3	3.0
ARCH 161	Architecture Construction	3.0
ENGL 103	Techniques of Analysis Evaluation	3.0
(Summer)		
ARCH 150	Introduction to CADD I	4.0
	Total credits	31.0

Second year

(Fall)		Credits
ARCH 121	Studio 2-1	3.0
ARCH 141 WI	Architecture and Society I	3.0
MATH 181	Mathematical Analysis I	3.0
(Winter)		
ARCH 122	Studio 2-2	3.0
ARCH 142 WI	Architecture and Society II	3.0
MATH 183	Mathematical Analysis II	3.0
(Spring)		
ARCH 123	Studio 2-3	3.0
ARCH 143 WI	Architecture and Society III	3.0
MATH 182	Mathematical Analysis III	3.0
(Summer)		

ARCH 153	Introduction to CADD II	4.0
Total credits		31.0

Third year

		Credits
(Fall)		
ARCH 231	Studio 3-1*	3.0
PHYS 182	Applied Physics I	3.0
Humanities or social sciences elective		3.0
(Winter)		
ARCH 232	Studio 3-2	3.0
PHYS 183	Applied Physics II	3.0
Humanities or social sciences elective		3.0
(Spring)		
ARCH 233	Studio 3-3	3.0
PHYS 184	Applied Physics III	3.0
Humanities or social sciences elective		3.0
Total credits		27.0

*Prior to taking this course student must meet the Department of Architecture's minimum studio advancement requirements. See the Department's [Advising Guidelines](#) web page for more details.

Fourth year

		Credits
(Fall)		
ARCH 241	Studio 4-1	4.0
ARCH 261	Environmental Systems I	3.0
CIVE 261	Materials and Structural Behavior I	3.0
(Winter)		
ARCH 242	Studio 4-2	4.0
ARCH 262	Environmental Systems II	3.0
CIVE 262	Materials and Structural Behavior II	3.0
(Spring)		
ARCH 243	Studio 4-3	4.0
ARCH 263	Environmental Systems III	3.0
CIVE 263	Materials and Structural Behavior III	3.0
Total credits		30.0

Fifth year

		Credits
(Fall)		
ARCH 351	Studio 5-1	4.0
ARCH 321 WI	General Lecture Series I	3.0
History/Theory elective		3.0
(Winter)		
ARCH 352	Studio 5-2	4.0
ARCH 322 WI	General Lecture Series II	3.0
History/Theory elective		3.0
(Spring)		

ARCH 353	Studio 5-3	4.0
ARCH 323 WI	General Lecture Series III	3.0
	History/Theory elective	3.0
	Total credits	30.0

Sixth year

		Credits
(Fall)		
ARCH 361	Studio 6-1*	4.0
	History/Theory elective	3.0
	Free elective	3.0
(Winter)		
ARCH 362	Studio 6-2	4.0
	Professional elective	3.0
	Free elective	3.0
(Spring)		
ARCH 363	Studio 6-3	4.0
	Professional elective	3.0
	Free elective	3.0
	Total credits	30.0

*Prior to taking this course student must meet the Department of Architecture's minimum studio advancement requirements. See the Department's [Advising Guidelines](#) web page for more details.

Seventh year (Thesis)

		Credits
(Fall)		
ARCH 496	Thesis I	8.0
	Professional elective	3.0
(Winter)		
ARCH 497	Thesis II	8.0
	Free elective	3.0
(Spring)		
ARCH 498	Thesis III	8.0
	Total credits	33.0



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Design and Merchandising

The Design and Merchandising program and the Antoinette Westphal College of Media Arts & Design prepares students for the challenges of the business and design world. Students learn to create, merchandise, market, promote and distribute fashion design and related products. The Design and Merchandising program, through study in the U.S. and options to study abroad, provides students with the skills to become leaders and to adapt to an ever changing world.

The Design and Merchandising major prepares students to make merchandising and marketing decisions based on a knowledge of visual/aesthetic and business considerations. Design and Merchandising students develop an appreciation for style, product quality, and design; learn to communicate verbally and visually about design; and gain the business skills and knowledge required to promote and defend an aesthetically grounded point of view in the marketplace.

Design and Merchandising majors typically focus study in the areas of fashion and fashion-related retail merchandising or product development. Elective credits may be used for a concentration in retail merchandising and management, product development and merchandise management, lifestyle product development and management, special events planning and promotion, computer imaging for design and merchandising, or marketing. Elective credits may also providing students with an option to minor in business administration, another discipline, or to pursue their specific educational goals.

For more information on this major, visit Drexel's [Design and Merchandising](#) program online



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Apply Online

Design and Merchandising

Bachelor of Science Degree: 180.0 credits

Degree Requirements

Required courses

General education requirements		Credits
ENGL 101	Expository Writing and Reading	3.0
ENGL 102	Persuasive Writing and Reading	3.0
ENGL 103	Analytical Writing and Reading	3.0
MATH 119	Mathematical Foundations for Design	4.0
PHYS 121	Physical Science for Design I	4.0
PHYS 122	Physical Science for Design II	4.0
UNIV 101	The Drexel Experience	2.0
Arts and humanities electives		9.0
Social science electives		9.0
Free electives		29.0

Visual studies requirements

		Credits
ARTH 101	History of Art I: Ancient to Medieval	3.0
ARTH 102	History of Art II: Renaissance to Modern	3.0
ARTH 103	History of Art III: Early Modern to Postmodernism	3.0
PHTO 110	Photography	3.0
or		
PHTO 115	Photographic Principles	
VSST 101	Design I	4.0
VSST 102	Design II	4.0
VSST 103	Design III	4.0
VSST 110	Introductory Drawing	3.0
VSST 111	Figure Drawing I	3.0
VSST 201	Multimedia: Performance	4.0
VSST 202	Multimedia: Space	4.0
VSST 203	Multimedia: Materials	4.0
VSST 211	Textiles	3.0

Design and merchandising requirements		Credits
ACCT 115	Financial Accounting I	5.0
ARTH 300 WI	History of Modern Design	3.0
DSMR 201	Analysis of Product	3.0
DSMR 210	Presentation Techniques in Design and Merchandising	3.0
DSMR 211	Computer Design for Design and Merchandising	3.0
DSMR 231	Introduction to Retail Management	3.0
DSMR 232	Retail Buying and Merchandising Management	4.0
DSMR 310	Computer Integrated Merchandise Management	3.0
DSMR 311	Visual Merchandising I	4.0
DSMR 433	Fashion Product Knowledge and Development	3.0
DSMR 477 WI	Design and Merchandising Seminar	3.0
DSMR 496 WI	Senior Problem in Design and Merchandising	3.0
ECON 201	Economics I	4.0
ECON 202	Economics II	4.0
FASH 201	Survey of the Fashion Industry	3.0
MKTG 301 WI	Introduction to Marketing Management	5.0
VSCM 100	Computer Imaging I	3.0
	Art history electives	6.0

Writing-Intensive Course Requirements

In order to graduate, all students beginning with the entering class of 2002/01 (fall, 2002) must pass three writing-intensive courses after their freshman year. Two writing-intensive courses must be in a student's major. The third can be in any discipline. Students are advised to take one writing-intensive class each year, beginning with the sophomore year, and to avoid "clustering" these courses near the end of their matriculation. Transfer students need to meet with an academic advisor to review the number of writing-intensive courses required to graduate.

A "WI" next to a course in this catalog indicates that this course can fulfill a writing-intensive requirement. Departments will designate specific sections of such courses as writing-intensive. Sections of writing-intensive courses are not indicated in this catalog. Students should check the section comments in Banner when registering. Students scheduling their courses in Banner can also conduct a search for courses with the attribute "WI" to bring up a list of all writing-intensive courses available that term. For more information on writing-intensive courses, see the Drexel University Writing Program's [Writing-Intensive Course](#) page.



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Recommended Plan of Study

BS Design and Merchandising

Bachelor of Science Degree

[4-yr co-op](#)

Term 1		Credits
ENGL 101	Expository Writing and Reading	3.0
FASH 201	Survey of the Fashion Industry	3.0
PHYS 121	Physical Science for Design I	4.0
VSST 101	Design I	4.0
UNIV 101	The Drexel Experience	1.0
<i>Term credits</i>		15.0
Term 2		Credits
ENGL 102	Persuasive Writing and Reading	3.0
PHYS 122	Physical Science for Design II	4.0
VSST 102	Design II	4.0
UNIV 101	The Drexel Experience	1.0
VSST 110	Introductory Drawing	3.0
<i>Term credits</i>		15.0
Term 3		Credits
ENGL 103	Analytical Writing and Reading	3.0
VSCM 100	Computer Imaging I	3.0
VSST 103	Design III	4.0
MATH 119	Mathematical Foundations for Design	4.0
VSST 111	Figure Drawing I	3.0
<i>Term credits</i>		17.0
Term 4		Credits
ACCT 115	Financial Accounting Foundations	5.0
ARTH 101	History of Art I: Ancient to Medieval	3.0
DSMR 210	Presentation Techniques in Design and Merchandising	3.0
ECON 201	Economics I	4.0
<i>Term credits</i>		15.0
Term 5		Credits
ARTH 102	History of Art II: Renaissance to Modern	3.0
DSMR 211	Computer Design for Design and Merchandising	3.0
ECON 202	Economics II	4.0
DSMR 231	Introduction to Retail Management	3.0
<i>Term credits</i>		13.0
Term 6		Credits
DSMR 201	Analysis of Product	3.0
VSST 201	Multimedia: Performance	4.0
VSST 211	Textiles	3.0
DSMR 232	Retail Buying and Merchandising Management	4.0
<i>Term credits</i>		14.0
Term 7		Credits
ARTH 300	History of Modern Design	3.0
PHTO 115	Principles of Photography	3.0
VSST 203	Multimedia: Materials	4.0
	Elective	3.0
	Arts and Humanities elective	3.0
PHTO 110	Photography	3.0

or			
PHTO 115	Principles of Photography		3.0
	<i>Term credits</i>		19.0
Term 8			Credits
ARTH 103	History of Art III: Early Modern to Postmodernism		3.0
DSMR 433 WI	Fashion Product Knowledge and Development		3.0
MKTG 301 WI	Introduction to Marketing Management		5.0
	Elective		3.0
	Social Science elective		3.0
	<i>Term credits</i>		17.0
Term 9			Credits
DSMR 310	Computer Integrated Merchandising Management		3.0
DSMR 311	Visual Merchandising I		4.0
DSMR 477 WI	Design and Merchandising Seminar		3.0
	Art History elective		3.0
	Elective		3.0
	<i>Term credits</i>		16.0
Term 10			Credits
DSMR 496 WI	Senior Problem in Design and Merchandising		3.0
	Art History elective		3.0
	Elective		3.0
	Arts and Humanities elective		3.0
	Social Science elective		3.0
	<i>Term credits</i>		15.0
Term 11			Credits
DSMR 321 WI	Fashion Show Production I		2.0
VSST 202	Multimedia: Space		4.0
	Two electives		6.0
	Social Science elective		3.0
	<i>Term credits</i>		15.0
Term 12			Credits
DSMR 322	Fashion Show Production II		2.0
	Two electives		7.0
	Arts and Humanities elective		3.0
	<i>Term credits</i>		12.0
Total credits (minimum)			183.0



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Digital Media

The digital media program is broad and robust, a course of study covering traditional design techniques and cutting-edge new technologies. Students take a range of courses including timeline design, 3D animation, gaming, multimedia authoring, and advanced interactivity for the Internet.

Students also take courses in the humanities, social sciences, mathematics, computer sciences, information science and technology, and natural sciences. Graduates are prepared for innovative careers in a variety of environments, including boutique media companies, corporate production houses, visual effects studios and gaming companies.

For more information on this major, visit Drexel's [Digital Media](#) program online.



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Digital Media

Bachelor of Science Degree: 185.0 credits

Degree Requirements

General education requirements

71.0 Credits

ENGL 101	Expository Writing and Reading	3.0
ENGL 102	Persuasive Writing and Reading	3.0
ENGL 103	Analytical Writing and Reading	3.0
MATH 101	Analysis I	4.0
PHYS 121	Physical Science for Design I	4.0
PHYS 122	Physical Science for Design II	4.0
COM 230	Techniques of Speaking	3.0
UNIV 101	The Drexel Experience	2.0
	Arts and humanities elective	3.0
	History elective	3.0
	Literature elective	3.0
	Philosophy elective	3.0
	Social science electives	9.0
	Unrestricted electives	24.0

Visual studies requirements

23.0-24.0

ARTH 102	History of Art II: Renaissance to Modern	3.0
ARTH 103	History of Art III: Early Modern to Postmodernism	3.0
ARTH 300 WI	History of Modern Design	3.0
VSST 101	Design I	4.0

VSST 102	Design II	4.0
VSST 110	Introductory Drawing	3.0
One of the following courses		
VSST 103	Design III	4.0
VSST 111	Figure Drawing I	3.0
VSST 201	Multimedia: Performance	4.0
VSST 202	Multimedia: Space	4.0
VSST 301	Painting I	4.0

Media foundation requirements 25.0

CS 171	Computer Programming I	3.0
or		
CS 131	Computer Programming A	
CS 172	Computer Programming II	3.0
or		
CS 132	Computer Programming B	
FMVD 110	Shooting and Lighting	3.0
FMVD 150	American Classic Cinema	3.0
or		
SCRP 270	Scriptwriting I	
INFO 110	Human-Computer Interaction	3.0
MUSC 138	Digital Audio Production	3.0
VSCM 230	Visual Communication I	4.0
VSCM 240	Typography I	3.0

Digital media requirements 66.0

DIGM 100	Digital Design Tools	3.0
DIGM 105	Overview of Digital Media	3.0
DIGM 110	Spatial Visualization	3.0
DIGM 120	Multimedia Timeline Design	3.0
DIGM 210	3-D Modeling/ Design	3.0
DIGM 211	Computer Animation I	3.0
DIGM 212	Computer Animation II	3.0
DIGM 220	Digital Still Imaging I	3.0
DIGM 221	Digital Still Imaging II	3.0

DIGM 240	Introduction to Interactivity	3.0
DIGM 241	Multimedia Authoring	3.0
DIGM 242	Advanced Interactivity for the Internet	3.0
DIGM 250	Professional Practices	3.0
DIGM 260	Overview of Computer Gaming	3.0
DIGM 265	Scripting for Game Development	3.0
DIGM 302	Art and Techniques of Digital Compositing	3.0
DIGM 360	Computer Game Development	3.0
DIGM 475	Seminar: The Future of Digital Media	3.0
DIGM 492	Senior Project in Digital Media I	3.0
DIGM 493	Senior Project in Digital Media II	3.0

Two of the following courses

DIGM 314	Character Animation I	3.0
DIGM 315	Character Animation II	3.0
DIGM 350 WI	Digital Storytelling and Cultural Production	3.0
DIGM 411	Advanced Animation and Visual Effects	3.0
DIGM 445	Advanced Hybrid Interactivity	3.0
DIGM 451 WI	Explorations in New Media	3.0
DIGM 461	Gaming Workshop I	3.0
DIGM 462	Gaming Workshop II	3.0
DIGM 465	Special Topics in Digital Media	3.0

Writing-Intensive Course Requirements

In order to graduate, all students beginning with the entering class of 2002/01 (fall, 2002) must pass three writing-intensive courses after their freshman year. Two writing-intensive courses must be in a student's major. The third can be in any discipline. Students are advised to take one writing-intensive class each year, beginning with the sophomore year, and to avoid "clustering" these courses near the end of their matriculation. Transfer students need to meet with an academic advisor to review the number of writing-intensive courses required to graduate.

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Recommended Plan of Study

BS Digital Media

Bachelor of Science Degree

[4-yr co-op](#)

Term 1	Credits
ENGL 101 Expository Writing and Reading	3.0
PHYS 121 Physical Science for Design I	4.0
DIGM 100 Digital Design Tools	3.0
DIGM 105 Overview of Digital Media	3.0
UNIV 101 The Drexel Experience	1.0
VSST 110 Introductory Drawing	3.0
<i>Term credits</i>	17.0
Term 2	Credits
ENGL 102 Persuasive Writing and Reading	3.0
PHYS 122 Physical Science for Design II	4.0
VSST 101 Design I	4.0
FMVD 110 Shooting and Lighting	3.0
INFO 110 Human-Computer Interaction	3.0
UNIV 101 The Drexel Experience	1.0
<i>Term credits</i>	18.0
Term 3	Credits
ENGL 103 Analytical Writing and Reading	3.0
VSST 102 Design II	4.0
DIGM 110 Digital Spatial Visualization	3.0
DIGM 120 Multimedia Timeline Design	3.0
MATH 101 Introduction to Math Analysis I	4.0
<i>Term credits</i>	17.0
Term 4	Credits
DIGM 220 Digital Still Imaging I	3.0
DIGM 240 Introduction to Interactivity	3.0
VSCM 240 Typography I	3.0
CS 171 Computer Programming I ¹	3.0
DIGM 210 3-D Modeling/Design	3.0
<i>Term credits</i>	15.0
1	With departmental permission/evaluation, students may substitute CS 131 Computer Programming A, CS 132 Computer Programming B, and CS 133 Computer Programming C for the CS 171 and CS 172 sequence. This alternate sequence requires three Computer Science courses instead of two.
Term 5	Credits
ARTH 102 History of Art II: Renaissance to Modern	3.0
CS 172 Computer Programming II ¹	3.0
DIGM 211 Computer Animation I	3.0
DIGM 221 Digital Still Imaging II	3.0
DIGM 241 Multimedia Authoring	3.0
<i>Term credits</i>	15.0
1	With departmental permission/evaluation, students may substitute CS 131 Computer Programming A, CS 132 Computer Programming B, and CS 133 Computer Programming C for the CS 171 and CS 172 sequence. This alternate sequence requires three Computer Science courses instead of two.
Term 6	Credits
ARTH 103 History of Art III: Early Modern to Postmodernism	3.0

DIGM 212	Computer Animation II	3.0
DIGM 242	Advanced Interactivity for the Internet	3.0
VSCM 230	Visual Communication I	4.0
DIGM 260	Overview of Computer Gaming	3.0
<i>Term credits</i>		16.0
Term 7		Credits
ARTH 300	History of Modern Design	3.0
COM 230	Techniques of Speaking	3.0
DIGM 250	Professional Practices	3.0
DIGM 265	Scripting for Game Development	3.0
FMVD 150	American Classic Cinema	3.0
or		
Elective ¹		3.0
<i>Term credits</i>		15.0
1	Students must take either FMVD 150 or SCRP 270 in order to graduate with a B.S. in Digital Media.	
Term 8		Credits
DIGM 302	Art and Techniques of Digital Compositing	3.0
DIGM required course (from list) or elective ¹		3.0
Elective		3.0
Social Science elective		3.0
SCRP 270	Screenwriting I ²	3.0
or		
Elective		3.0
<i>Term credits</i>		15.0
1	See the Degree requirements page for a list of course options for completing the Digital Media Requirements. Students must complete two courses from the list of options in order to graduate with the B.S. in Digital Media.	
2	Students must take either FMVD 150 or SCRP 270 in order to graduate with a B.S. in Digital Media.	
Term 9		Credits
DIGM 360	Computer Game Development	3.0
MUSC 138	Digital Audio Production	3.0
DIGM required course (from list) or elective ¹		3.0
Arts and Humanities elective		3.0
Social Science elective		3.0
<i>Term credits</i>		15.0
1	See the Degree requirements page for a list of course options for completing the Digital Media Requirements. Students must complete two courses from the list of options in order to graduate with the B.S. in Digital Media.	
Term 10		Credits
DIGM required course (from list) or elective ¹		3.0
Two electives		6.0
Arts and Humanities elective		3.0
Social Science elective		3.0
<i>Term credits</i>		15.0
1	See the Degree requirements page for a list of course options for completing the Digital Media Requirements. Students must complete two courses from the list of options in order to graduate with the B.S. in Digital Media.	
Term 11		Credits
DIGM 492	Senior Project in Digital Media I	3.0
DIGM required course (from list) or elective ¹		3.0
Two electives		6.0
Arts and Humanities elective		3.0
<i>Term credits</i>		15.0
1	See the Degree requirements page for a list of course options for completing the Digital Media Requirements. Students must complete two courses from the list of options in order to graduate with the B.S. in Digital Media.	
Term 12		Credits
DIGM 475	Seminar: The Future of Digital Media	3.0
DIGM 493	Senior Project in Digital Media II	3.0
Elective		3.0
Arts and Humanities elective		3.0

Term credits

12.0

Total credits (minimum)

185.0



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Fashion Design

Fashion design encompasses the planning, design, production, and marketing of clothing. The fashion designer's final products answer aesthetic, functional, social and psychological needs and employ traditional and advanced technological tools.

The fashion design major prepares students for professional employment in the apparel industry including careers as fashion designers, stylists, or technical designers. Graduates are also prepared to work in positions that demand creative design ability in display, computer-aided design, advertising, merchandising and costume design. Students exhibit their collections competitively in the annual fashion show.

For more information, visit Drexel's [Program in Fashion Design](#) web page.



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Prospective Students

Apply Online

Fashion Design

Bachelor of Science Degree: 182.0 credits

Degree Requirements

Required courses

General education requirements		Credits
ENGL 101	Expository Writing and Reading	3.0
ENGL 102	Persuasive Writing and Reading	3.0
ENGL 103	Analytical Writing and Reading	3.0
MATH 119	Mathematical Foundations for Design	4.0
PHYS 121	Physical Science for Design I	4.0
PHYS 122	Physical Science for Design II	4.0
UNIV 101	The Drexel Experience	2.0
Arts and humanities electives		9.0
Social science electives		9.0
Free electives		24.0

Visual studies requirements		Credits
ARTH 101	History of Art I: Ancient to Medieval	3.0
ARTH 102	History of Art II: Renaissance to Modern	3.0
ARTH 103	History of Art III: Early Modern to Postmodernism	3.0
PHTO 110	Photography	3.0
or		
PHTO 115	Photographic Principles	
VSST 101	Design I	4.0
VSST 102	Design II	4.0
VSST 103	Design III	4.0
VSST 110	Introductory Drawing	3.0
VSST 111	Figure Drawing I	3.0
VSST 204	Materials Exploration	4.0
VSST 211	Textiles	3.0
VSST 301	Painting I	4.0

One of the following courses		Credits
VSST 201	Multimedia: Performance	4.0

VSST 202	Multimedia: Space	4.0
VSST 203	Multimedia: Materials	4.0

Fashion design requirements		Credits
ARTH 335	History of Costume I: Preclassical to Directoire	3.0
ARTH 336	History of Costume II: Directoire to World War I	3.0
FASH 201	Survey of the Fashion Industry	3.0
FASH 210	Presentation Techniques in Fashion Design	3.0
FASH 211	Fashion Drawing I	3.0
FASH 212	Fashion Drawing II	3.0
FASH 220	Textile Design	3.0
FASH 241	Construction Skills	4.0
FASH 251	Fashion Design I	4.0
FASH 252	Fashion Design II	4.0
FASH 313	Fashion Drawing for Industry	3.0
FASH 314	Fashion Presentation Drawing	3.0
FASH 315	CAD Patternmaking	3.0
or		
FASH 316	CAD for Fashion Design	3.0
FASH 341	Flat Pattern Design	4.0
FASH 342	Draping Design	4.0
FASH 343	Tailoring and Design	4.0
FASH 351	Fashion Design III	4.0
FASH 352	Fashion Design IV	4.0
FASH 491	Senior Problem in Fashion Design: Phase I	4.0
FASH 492	Senior Problem in Fashion Design: Phase II	3.0
VSST 112	Figure Drawing II	3.0

Writing-Intensive Course Requirements

In order to graduate, all students beginning with the entering class of 2002/01 (fall, 2002) must pass three writing-intensive courses after their freshman year. Two writing-intensive courses must be in a student's major. The third can be in any discipline. Students are advised to take one writing-intensive class each year, beginning with the sophomore year, and to avoid "clustering" these courses near the end of their matriculation. Transfer students need to meet with an academic advisor to review the number of writing-intensive courses required to graduate.

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Recommended Plan of Study

BS Fashion Design

Bachelor of Science Degree

[4-yr co-op](#)

Term 1	Credits
FASH 201 Survey of the Fashion Industry	3.0
PHYS 121 Physical Science for Design I	4.0
VSST 101 Design I	4.0
UNIV 101 The Drexel Experience	1.0
VSST 110 Introductory Drawing	3.0
<i>Term credits</i>	<i>15.0</i>
Term 2	Credits
FASH 241 Construction Skills	4.0
PHYS 122 Physical Science for Design II	4.0
VSST 102 Design II	4.0
UNIV 101 The Drexel Experience	1.0
VSST 111 Figure Drawing I	3.0
<i>Term credits</i>	<i>16.0</i>
Term 3	Credits
FASH 341 Flat Pattern Design	4.0
VSST 103 Design III	4.0
VSST 112 Figure Drawing II	3.0
MATH 119 Mathematical Foundations for Design	4.0
<i>Term credits</i>	<i>15.0</i>
Term 4	Credits
ENGL 101 Expository Writing and Reading	3.0
FASH 211 Fashion Drawing I	3.0
FASH 220 Textile Design ¹	3.0
FASH 342 Draping Design	4.0
VSST 204 Materials Exploration	4.0
<i>Term credits</i>	<i>17.0</i>
1	As an alternative sequence, students may elect to take FASH 210 instead of FASH 220 in this term.
Term 5	Credits
ARTH 101 History of Art I: Ancient to Medieval	3.0
FASH 210 Presentation Techniques in Fashion Design ¹	3.0
FASH 212 Fashion Drawing II	3.0
FASH 251 Fashion Design I	4.0
VSST 211 Textiles	3.0
<i>Term credits</i>	<i>16.0</i>
1	As an alternative sequence, students may elect to take FASH 220 instead of FASH 210 in this term.
Term 6	Credits
ARTH 102 History of Art II: Renaissance to Modern	3.0
ENGL 102 Persuasive Writing and Reading	3.0
FASH 252 Fashion Design II	4.0
FASH 313 Fashion Drawing for Industry	3.0
PHTO 110 Photography	3.0
or	
PHTO 115 Principles of Photography	3.0
<i>Term credits</i>	<i>16.0</i>

Term 7		Credits
ENGL 103	Analytical Writing and Reading	3.0
VSST 301	Painting I	4.0
	Social Science elective	3.0
	Multimedia elective	4.0
	<i>Term credits</i>	14.0
Term 8		Credits
ARTH 103	History of Art III: Early Modern to Postmodernism	3.0
ARTH 335	History of Costume I: Preclassical to Directoire	3.0
FASH 343	Tailoring and Design	4.0
	Arts and Humanities elective	3.0
FASH 315	CAD Patternmaker	3.0
or		
	Elective ¹	3.0
	<i>Term credits</i>	16.0
1	Students are required to take either FASH 315 CAD Patternmaking in term 8 or FASH 316 CAD for Fashion Design in term 11.	
Term 9		Credits
ARTH 336	History of Costume II: Directoire to World War I	3.0
FASH 351	Fashion Design III	4.0
	Elective	3.0
	Arts and Humanities elective	3.0
	<i>Term credits</i>	13.0
Term 10		Credits
FASH 314	Fashion Presentation Drawing	3.0
FASH 352	Fashion Design IV	4.0
	Elective	3.0
	Arts and Humanities elective	3.0
	Social Science elective	3.0
	<i>Term credits</i>	16.0
Term 11		Credits
FASH 491	Senior Problem in Fashion Design: Phase I	4.0
	Elective	3.0
	Social Science elective	3.0
FASH 316	CAD for Fashion Design ¹	3.0
or		
	Elective	3.0-4.0
	<i>Term credits</i>	13.0
1	Students are required to take either FASH 315 CAD Patternmaking in term 8 or FASH 316 CAD for Fashion Design in term 11.	
Term 12		Credits
FASH 492	Senior Problem in Fashion Design: Phase II	3.0
	Four electives	12.0
	<i>Term credits</i>	15.0
Total credits (minimum)		182.0



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Film and Video

The film and video major offers a balance of technical craft and artistic vision that prepares students to pursue professional careers in the film industry. The program is hands-on with ample production opportunities from the first year of study supported by a strong emphasis in the liberal arts and foundations of design. Substantial coursework in screenwriting and cinema studies are part of the program.

For more information on this major, visit the [Film and Video](#) program online.



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Film and Video

Bachelor of Science Degree: 182.0 credits

Degree Requirements

General education requirements 78.0 Credits

ENGL 101	Expository Writing and Reading	3.0
ENGL 102	Persuasive Writing and Reading	3.0
ENGL 103	Analytical Writing and Reading	3.0
MATH 119	Mathematical Foundations for Design	4.0
PHYS 121	Physical Science for Design I	4.0
PHYS 122	Physical Science for Design II	4.0
UNIV 101	The Drexel Experience	2.0
	History elective	3.0
	Literature elective	3.0
	Philosophy elective	3.0
	Arte and Humanities electives	9.0
	Social science electives	9.0
	Electives	28.0
	Co-operative education (two terms)	0.0

College of Media, Arts, and Design requirements 23.0 Credits

ARTH 102	History of Art II: Renaissance to Modern	3.0
ARTH 103	History of Art III: Early Modern to Post-Modernism	3.0
DIGM 220	Digital Still Imaging I	3.0
VSST 101	Design I	4.0
MUSC 130	Introduction to Music	3.0
VSST 201	Multimedia: Performance	4.0
or		
VSST 202	Multimedia: Space	4.0
or		
VSST 203	Multimedia: Materials	4.0

Film and video requirements 81.0 Credits

FMVD 110	Shooting & Lighting	3.0
FMVD 115	Editing	3.0
FMVD 120	Sound for Film and Video	3.0
FMVD 125	Basic Television Studio	3.0
FMVD 150	American Classic Cinema	3.0

FMVD 160	European Cinema	3.0
FMVD 200	Acting for the Screen	3.0
FMVD 202	Directing for the Screen	3.0
FMVD 210	Documentary Video Production	3.0
FMVD 215	Narrative Video Production	3.0
FMVD 230	Basic Filmmaking	3.0
FMVD 235	Lighting for Film and Video	3.0
FMVD 245	Non-Western Cinema	3.0
FMVD 250	The Documentary Tradition	3.0
SCRP 270	Scriptwriting I	3.0
FMVD 280	Writing the Short Film	3.0
FMVD 322	Production Workshop I	3.0
FMVD 323	Production Workshop II	3.0
FMVD 405	Professions in Film and Video	3.0
FMVD 495	Senior Project in Film and Video	6.0
One of the following two-course sequences		6.0
FMVD 332	Advanced Filmmaking I	3.0
FMVD 333	Advanced Filmmaking II	3.0
or		
FMVD 225	Advanced Television Studio	
FMVD 220	Experimental Video Production	3.0
Advanced Production: Two of the following courses:		6.0
FMVD 305	Make-up and Special Effects	3.0
FMVD 315	Sound Post Production	3.0
FMVD 365	Special Topics in Production	3.0
FMVD 400	Advanced Directing Actors for Screen I	3.0
FMVD 401	Advanced Directing Actors for Screen II	3.0
FMVD 415	Advanced Editing	3.0
FMVD 430	Advanced Cinematography	3.0
Cinema Studies: 2 of the following courses:		6.0
FMVD 255	Hitchcock	3.0
FMVD 260	The Western	3.0
FMVD 262	Film Comedy	3.0
FMVD 265	Special Topics in Cinema Studies	3.0
FMVD 340	French New Wave	3.0
FMVD 345	Italian Neo-Realism	3.0
FMVD 352	The Horror Film	3.0
FMVD 355	Contemporary Cinema	3.0
FMVD 360	Television Aesthetics	3.0

Writing-Intensive Course Requirements

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Recommended Plan of Study

BS Film and Video

Bachelor of Science Degree

[4-yr co-op](#)

Term 1	Credits
ENGL 101 Expository Writing and Reading	3.0
FMVD 150 American Classic Cinema	3.0
PHYS 121 Physical Science for Design I	4.0
FMVD 110 Shooting and Lighting	3.0
SCRIP 270 Screenwriting I	3.0
UNIV 101 The Drexel Experience	1.0
<i>Term credits</i>	<i>17.0</i>
Term 2	Credits
ENGL 102 Persuasive Writing and Reading	3.0
PHYS 122 Physical Science for Design II	4.0
VSST 101 Design I	4.0
FMVD 115 Editing	3.0
FMVD 160 European Cinema	3.0
UNIV 101 The Drexel Experience	1.0
<i>Term credits</i>	<i>18.0</i>
Term 3	Credits
DIGM 220 Digital Still Imaging I	3.0
ENGL 103 Analytical Writing and Reading	3.0
FMVD 125 Basic Television Studio	3.0
FMVD 120 Sound for Film and Video	3.0
MATH 119 Mathematical Foundations for Design	4.0
<i>Term credits</i>	<i>16.0</i>
Term 4	Credits
FMVD 230 Basic Filmmaking	3.0
FMVD 250 The Documentary Tradition	3.0
FMVD 200 Acting for the Screen	3.0
VSST 110 Introductory Drawing	3.0
Arts and Humanities elective	3.0
<i>Term credits</i>	<i>15.0</i>
Term 5	Credits
ARTH 102 History of Art II: Renaissance to Modern	3.0
FMVD 202 Directing for the Screen	3.0
FMVD 215 Narrative Video Production	3.0
FMVD 280 Writing the Short Film	3.0
Arts and Humanities elective	3.0
<i>Term credits</i>	<i>15.0</i>
Term 6	Credits
ARTH 103 History of Art III: Early Modern to Postmodernism	3.0
FMVD 210 Documentary Video Production	3.0
MUSC 130 Introduction to Music	3.0
FMVD 245 Non-Western Cinema	3.0
FMVD 322 Production Workshop I	3.0
<i>Term credits</i>	<i>15.0</i>
Term 7	Credits
FMVD 235 Lighting for Film and Video	3.0

FMVD 323	Production Workshop II	3.0
	Elective	3.0
	Arts and Humanities elective	3.0
	Social Science elective	3.0
	<i>Term credits</i>	15.0
Term 8		Credits
	Cinema Studies elective ¹	3.0
	Arts and Humanities elective	3.0
	Social Science elective	3.0
FMVD 220	Experimental Video Production	3.0
or		
FMVD 332	Advanced Filmmaking I	3.0
VSST 201	Multimedia: Performance	4.0
or		
VSST 202	Multimedia: Space	4.0
or		
VSST 203	Multimedia: Materials	4.0
	<i>Term credits</i>	16.0
1	Select from the following: FMVD 255 Hitchcock; FMVD 260 The Western; FMVD 262 Film Comedy; FMVD 265 Special Topics in Cinema Studies; FMVD 340 French New Wave; FMVD 345 Italian Neo-Realism; FMVD 352 The Horror Film; FMVD 355 Contemporary Cinema; or FMVD 360 Television Aesthetics.	
Term 9		Credits
	Cinema Studies elective	3.0
	Social Science elective	3.0
	Two Arts and Humanities electives	6.0
FMVD 225	Advanced Television Studio	3.0
or		
FMVD 333	Advanced Filmmaking II	3.0
	<i>Term credits</i>	15.0
Term 10		Credits
FMVD 205	Professions in Film and Video	3.0
FMVD 495	Senior Project in Film and Video	2.0
	Two electives	6.0
	Advanced Production elective ¹	3.0
	<i>Term credits</i>	14.0
1	Select from the following: FMVD 305 Make-Up and Special Effects; FMVD 315 Sound Post Production; FMVD 365 Special Topics in Production; FMVD 400 Advanced Directing Actors for Screen I; FMVD 401 Advanced Directing Actors for Screen II; FMVD 415 Advanced Editing; or FMVD 430 Advanced Cinematography.	
Term 11		Credits
FMVD 495	Senior Project in Film and Video	2.0
	Three electives	9.0
	Advanced Production elective	3.0
	<i>Term credits</i>	14.0
Term 12		Credits
FMVD 495	Senior Project in Film and Video	2.0
	Three electives	10.0
	<i>Term credits</i>	12.0
Total credits (minimum)		182.0



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Graphic Design

The Bachelor of Science curriculum in Graphic Design provides a balance of traditional and technical artistic studies enhanced by general education coursework in humanities and social sciences. Students develop a sophisticated approach to creative problem solving and develop skills in typography, image generation, corporate identity, information graphics, three dimensional design, and motion graphics. Students experience a broad range of two and three dimensional projects and remain current on electronic applications and emerging technologies. Graduates are employed by advertising agencies, design studios, corporate design departments and publishers.

For more information on this major, visit the [Graphic Design](#) program online.



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Graphic Design

Bachelor of Science Degree: 180.0 credits

Degree Requirements

General education requirements		70.0 Credits
ENGL 101	Expository Writing and Reading	3.0
ENGL 102	Persuasive Writing and Reading	3.0
ENGL 103	Analytical Writing and Reading	3.0
MATH 119	Mathematical Foundations for Design	4.0
PHYS 121	Physical Science for Design I	4.0
PHYS 122	Physical Science for Design II	4.0
UNIV 101	The Drexel Experience	2.0
Arts and humanities electives		9.0
Social science electives		9.0
Unrestricted electives		29.0
Co-operative education (two terms)		0.0

Visual studies requirements		46.0
ARTH 101	History of Art I: Ancient to Medieval	3.0
ARTH 102	History of Art II: Renaissance to Modern	3.0
ARTH 103	History of Art III: Early Modern to Postmodernism	3.0
PHTO 110	Photography	3.0
VSST 101	Design I	4.0
VSST 102	Design II	4.0
VSST 103	Design III	4.0
VSST 110	Introductory Drawing	3.0
VSST 111	Figure Drawing I	3.0
VSST 301	Painting I	4.0
VSST 302	Painting II	4.0

Two of the following courses		8.0
VSST 201	Multimedia: Performance	4.0
VSST 202	Multimedia: Space	4.0
VSST 203	Multimedia: Materials	4.0
VSST 311	Sculpture I	4.0

Graphic design requirements		64.0
ARTH 300 WI	History of Modern Design	3.0
PHTO 210	Intermediate Photography	3.0
VSCM 100	Computer Imaging I	3.0
VSCM 200	Computer Imaging II	3.0
VSCM 230	Visual Communication I	4.0
VSCM 231	Visual Communication II	4.0
VSCM 232	Visual Communication III	4.0
VSCM 240	Typography I	3.0
VSCM 241	Production	3.0
VSCM 242	Typography II	3.0
VSCM 330	Visual Communication IV	4.0
VSCM 331	Visual Communication V	4.0
VSCM 340	Typography III	3.0
VSCM 350	Graphic Design: 20th Century and Beyond	3.0
VSCM 430	Visual Communication VI	4.0
VSCM 440	Book Design	3.0
VSCM 460	Professional Practice	
or		
VSCM 477	Graphic Design Seminar	3.0
VSCM 496	Senior Thesis in Graphic Design	3.0
VSCM 321	Silkscreen	4.0

Writing-Intensive Course Requirements

In order to graduate, all students beginning with the entering class of 2002/01 (fall, 2002) must pass three writing-intensive courses after their freshman year. Two writing-intensive courses must be in a student's major. The third can be in any discipline. Students are advised to take one writing-intensive class each year, beginning with the sophomore year, and to avoid "clustering" these courses near the end of their matriculation. Transfer students need to meet with an academic advisor to review the number of writing-intensive courses required to graduate.

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Recommended Plan of Study

BS Graphic Design

Bachelor of Science Degree

[4-yr co-op](#)

Term 1		Credits
ENGL 101	Expository Writing and Reading	3.0
PHYS 121	Physical Science for Design I	4.0
VSST 101	Design I	4.0
UNIV 101	The Drexel Experience	1.0
VSST 110	Introductory Drawing	3.0
<i>Term credits</i>		15.0
Term 2		Credits
ARTH 101	History of Art I: Ancient to Medieval	3.0
ENGL 102	Persuasive Writing and Reading	3.0
PHYS 122	Physical Science for Design II	4.0
VSST 102	Design II	4.0
UNIV 101	The Drexel Experience	1.0
<i>Term credits</i>		15.0
Term 3		Credits
ARTH 102	History of Art II: Renaissance to Modern	3.0
ENGL 103	Analytical Writing and Reading	3.0
VSCM 100	Computer Imaging I	3.0
VSST 103	Design III	4.0
MATH 119	Mathematical Foundations for Design	4.0
<i>Term credits</i>		17.0
Term 4		Credits
ARTH 103	History of Art III: Early Modern to Postmodernism	3.0
PHTO 110	Photography	3.0
VSCM 200	Computer Imaging II	3.0
VSCM 230	Visual Communication I	4.0
VSCM 240	Typography I	3.0
<i>Term credits</i>		16.0
Term 5		Credits
PHTO 210	Intermediate Photography	3.0
VSCM 242	Typography II	4.0
VSCM 231	Visual Communication II	4.0
	Multimedia elective	4.0
<i>Term credits</i>		15.0
Term 6		Credits
VSCM 232	Visual Communication III	4.0
VSCM 241	Production	3.0
VSST 111	Figure Drawing I	3.0
	Multimedia elective	4.0
<i>Term credits</i>		14.0
Term 7		Credits
ARTH 300	History of Modern Design	3.0
VSCM 321	Silkscreen	4.0
	Two electives	6.0
	Graphic Design elective	3.0
<i>Term credits</i>		16.0
Term 8		Credits

VSCM 330	Visual Communication IV	4.0
VSCM 340	Typography III	3.0
	Two electives	6.0
VSST 311	Sculpture I	4.0
or		
VSST 301	Painting I	4.0
or		
	Multimedia elective	4.0
<i>Term credits</i>		17.0
Term 9		Credits
VSCM 331	Visual Communication V	4.0
VSCM 350 WI	Graphic Design: 20th Century and Beyond	3.0
	Two electives	6.0
VSST 311	Sculpture I	4.0
or		
VSST 301	Painting I	4.0
or		
	Multimedia elective	4.0
<i>Term credits</i>		17.0
Term 10		Credits
VSCM 430	Visual Communications VI	4.0
VSCM 440	Book Design	3.0
	Elective	3.0
VSST 311	Sculpture I	4.0
or		
VSST 301	Painting I	4.0
or		
	Multimedia elective	4.0
<i>Term credits</i>		14.0
Term 11		Credits
VSST 302	Painting II	4.0
	Elective	4.0
VSCM 496	Senior Thesis in Graphic Design	3.0
or		
	Elective	3.0
VSCM 477	Graphic Design Seminar	3.0
or		
	Elective	3.0
<i>Term credits</i>		14.0
Term 12		Credits
	Two electives	6.0
VSCM 496	Senior Thesis in Graphic Design	3.0
or		
	Elective	3.0
VSCM 460	Professional Practice	3.0
or		
	Elective	3.0
<i>Term credits</i>		12.0
Total credits (minimum)		182.0



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Interior Design

Faculty share a commitment to a philosophy of an integrated curriculum that demand that the student be simultaneously and sequentially involved with diverse disciplines and concepts, faculty and other students. The interior design curriculum is structured to enable the program both to teach the fundamentals of interior design and to reflect changes in the profession.

The goals of the Drexel Interior Design Program are to:

- Expose the student to a variety of design experiences, attitudes and viewpoints.
- Develop innovative, creative problem solvers who can make aesthetic judgments and be critical of those judgments.
- Enable the student to learn the personal and professional responsibilities inherent in working together.
- Develop students who are responsible for the safety, shelter, support, and the enrichment of all occupants of the interior environment.
- Instill in the student awareness and sensitivity to environmental, social, cultural and ethical responsibilities.

For more information, visit Drexel's [Program in Interior Design](#) web page.



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Interior Design

Bachelor of Science Degree: 181.0 credits

Degree Requirements

Required courses

General education requirements		Credits
ENGL 101	Expository Writing and Reading	3.0
ENGL 102	Persuasive Writing and Reading	3.0
ENGL 103	Analytical Writing and Reading	3.0
MATH 119	Mathematical Foundations for Design	4.0
PHYS 121	Physical Science for Design I	4.0
PHYS 122	Physical Science for Design II	4.0
UNIV 101	The Drexel Experience	2.0
Arts and humanities electives		9.0
Social science electives		9.0
Free electives		21.0

Visual studies requirements

		Credits
ARTH 101	History of Art I: Ancient to Medieval	3.0
ARTH 102	History of Art II: Renaissance to Modern	3.0
ARTH 103	History of Art III: Early Modern to Postmodernism	3.0
VSCM 100	Computer Imaging I	3.0
VSST 101	Design I	4.0
VSST 102	Design II	4.0
VSST 103	Design III	4.0
VSST 110	Introductory Drawing	3.0
VSST 201	Multimedia: Performance	4.0
or		
VSST 202	Multimedia: Space	
VSST 203	Multimedia: Materials	4.0
VSST 211	Textiles	3.0
VSST 301	Painting I	4.0
VSST 311	Sculpture I	4.0
CoMad studio electives		6.0

Interior design requirements		Credits
INTR 150	Issues of the Interior Environment	3.0
INTR 200	History of Modern Architecture	3.0
INTR 220	Orthographic Drawing	3.0
INTR 231	Structure	4.0
INTR 232	Interior Studio I	4.0
INTR 233	Interior Studio II	4.0
INTR 240	Perspective Drawing I	3.0
INTR 241	Perspective II	3.0
INTR 245	CAD for Interior Design	3.0
INTR 250	Interior Materials	3.0
INTR 251	Interior Systems	3.0
INTR 305 WI	History of Furniture	3.0
INTR 331	Residential Design Studio	4.0
INTR 332	Hospitality Design Studio	4.0
INTR 340	Interior Detailing	3.0
INTR 351	Interior Lighting	3.0
INTR 430	Commercial Design Studio	4.0
INTR 435	Topical Issues Studio	4.0
INTR 445	Contract Documentation for Interior Design	3.0
INTR 450 WI	Codes and Professional Practice for Interior Design	3.0

Writing-Intensive Course Requirements

In order to graduate, all students beginning with the entering class of 2002/01 (fall, 2002) must pass three writing-intensive courses after their freshman year. Two writing-intensive courses must be in a student's major. The third can be in any discipline. Students are advised to take one writing-intensive class each year, beginning with the sophomore year, and to avoid "clustering" these courses near the end of their matriculation. Transfer students need to meet with an academic advisor to review the number of writing-intensive courses required to graduate.

A "WI" next to a course in this catalog indicates that this course can fulfill a writing-intensive requirement. Departments will designate specific sections of such courses as writing-intensive. Sections of writing-intensive courses are not indicated in this catalog. Students should check the section comments in Banner when registering. Students scheduling their courses in Banner can also conduct a search for courses with the attribute "WI" to bring up a list of all writing-intensive courses available that term. For more information on writing-intensive courses, see the Drexel University Writing Program's [Writing-Intensive Course](#) page.



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Recommended Plan of Study

BS Interior Design

Bachelor of Science Degree

[4-yr co-op](#)

Term 1		Credits
ARTH 101	History of Art I: Ancient to Medieval	3.0
ENGL 101	Expository Writing and Reading	3.0
PHYS 121	Physical Science for Design I	4.0
VSST 101	Design I	4.0
UNIV 101	The Drexel Experience	1.0
<i>Term credits</i>		15.0
Term 2		Credits
ARTH 102	History of Art II: Renaissance to Modern	3.0
PHYS 122	Physical Science for Design II	4.0
VSST 102	Design II	4.0
UNIV 101	The Drexel Experience	1.0
VSST 110	Introductory Drawing	3.0
<i>Term credits</i>		15.0
Term 3		Credits
INTR 200	History of Modern Architecture	3.0
INTR 220	Orthographic Drawing	3.0
VSST 103	Design III	4.0
MATH 119	Mathematical Foundations for Design	4.0
<i>Term credits</i>		14.0
Term 4		Credits
ARTH 103	History of Art III: Early Modern to Postmodernism	3.0
INTR 231	Structure	4.0
INTR 240	Perspective Drawing I	3.0
VSCM 100	Computer Imaging I	3.0
VSST 211	Textiles	3.0
<i>Term credits</i>		16.0
Term 5		Credits
ENGL 102	Persuasive Writing and Reading	3.0
INTR 150	Issues of Interior Environment ¹	3.0
INTR 232	Interior Studio I	4.0
INTR 241	Perspective II	3.0
INTR 250	Interior Materials	3.0
<i>Term credits</i>		16.0
1	As an alternative sequence, students could elect to take this course in Term 7 and replace it in this term with an elective.	
Term 6		Credits
ENGL 103	Analytical Writing and Reading	3.0
INTR 233	Interior Studio II	4.0
INTR 245	CAD for Interior Design	3.0
INTR 305 WI	History of Furniture	3.0
	Elective	3.0
<i>Term credits</i>		16.0
Term 7		Credits
	Four electives	12.0
	Multimedia elective	4.0
<i>Term credits</i>		16.0

Term 8		Credits
INTR 331	Residential Design Studio	4.0
INTR 340	Interior Detailing	3.0
	College of Media Arts and Design Studio Elective	3.0
	Multimedia elective	4.0
	<i>Term credits</i>	14.0
Term 9		Credits
INTR 332	Hospitality Design Studio	4.0
INTR 351	Interior Lighting	3.0
	Elective	3.0
VSST 311	Sculpture I	4.0
or		
VSST 301	Painting I	4.0
	<i>Term credits</i>	14.0
Term 10		Credits
INTR 251	Interior Systems	3.0
INTR 430	Commercial Design Studio	4.0
INTR 450 WI	Codes and Professional Practice for Interior Design	3.0
VSST 311	Sculpture I	4.0
or		
VSST 301	Painting I	4.0
	<i>Term credits</i>	14.0
Term 11		Credits
INTR 435	Topical Issues Studio ¹	4.0
INTR 445	Contract Documentation for Interior Design ²	3.0
	Three electives	9.0
	<i>Term credits</i>	16.0
1	As an alternative sequence, students can elect to take this course in Term 12 and replace it here with an elective.	
2	As an alternative sequence, students could elect to take this course in Term 12 and replace it in this term with an elective.	
Term 12		Credits
	Four electives	12.0
	College of Media Arts and Design Studio Elective	3.0
	<i>Term credits</i>	15.0
Total credits (minimum)		181.0



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Music Industry

The music industry curriculum is divided into three areas which are combined with co-operative experience: general education, music core, and music industry.

In an industry where the process of career building often begins with a few key contacts, the co-operative education program provides Drexel students the chance to begin meeting people and networking. The program prepares students for employment in the music industry in such diverse positions as recording engineer, sound engineer, sound designer, music lawyer, business manager, personal manager, and music publisher. By working in various aspects of the industry, the co-op experience involves two three-month periods of full-time career-related employment, where students gain valuable insight into how the entertainment industry works.

The music industry program of study combines mastery of the art form with practical preparation for employment. The major offers a distinctive range of specializations and areas of concentration including business and law, and technology and production. Each student chooses from among these options to build an individual program of study that can be focused toward a specific career goal.

Coursework

The curriculum combines four distinct features: (1) the continued study of music; (2) liberal studies courses that include mathematics, science, the arts, humanities, and social sciences; (3) completion of a specialization; and (4) a concentration which adds a specific, career-oriented focus to the program.

Special Admissions Considerations

Students wishing to be admitted to the music program must meet or exceed the general requirements for admission to the University and the College of Design Arts. Students must also submit a **Music Portfolio** including:

1. a 2-3 page essay discussing why the applicant wishes to come to Drexel, career goals, how the applicant intends to accomplish these goals, and contact information;
2. a one page resume listing experience related to music;
3. a cd demo and/or business propaganda (the cd demo should be no more than three tracks with a separate sheet describing the applicant's involvement in each tracks' production; any clippings, photographs, articles, etc.)



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Music Industry

Bachelor of Science Degree: 184.0 credits

Degree Requirements

During the spring of the sophomore year, students choose a concentration in Music Technology and Production or Music Business and Law.

- The **Music Technology and Production** concentration focuses on the techniques and technologies of music and audio production found in record, television, and advertising industries.
- The **Music Business and Law** concentration focuses on the business and related legal aspects of the current state of the music industry.

General education requirements		Credits
ENGL 101	Expository Writing and Reading	3.0
ENGL 102	Persuasive Writing and Reading	3.0
ENGL 103	Analytical Writing and Reading	3.0
MATH 101	Introduction to Analysis I	4.0
MATH 102	Introduction to Analysis II	4.0
PHYS 121	Physical Science for Design I	4.0
PHYS 106	The Physics of High Fidelity	3.0
COM 230	Techniques of Speaking	3.0
UNIV 101	The Drexel Experience	2.0
Arts and humanities electives		9.0
Social science electives		9.0
Free electives		15.0 - 17.0

Music core requirements

MUSC 121	Music Theory I	3.0
MUSC 122	Music Theory II	3.0
MUSC 123	Music Theory III	3.0
MUSC 125	Ear Training I	1.0
MUSC 126	Ear Training II	1.0
MUSC 127	Ear Training III	1.0
MUSC 229	Arranging and Orchestration	3.0
MUSC 231	Music History I	3.0
MUSC 232 WI	Music History II	3.0

MUSC 323	Songwriting	3.0
MUSC 331	World Musics	3.0
MUSC 338 WI	American Popular Music	3.0
MUSC 190	Class Piano I	2.0
MUSC 290	Advanced Class Piano	2.0

Applied music performance

MUSC 241	Applied Music	12.0
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Music Class

	(Class Guitar, Class Percussion, etc.)	6.0
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Music ensembles

At least three credits must be in MUSC 101, MUSC 105, MUSC 107, MUSC 109 or MUSC 111.

	Music ensembles	6.0
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Music industry core requirements

ACCT 111	Financial Accounting*	3.0
BLAW 211	Legal Options*	3.0
ECON 211	Principles of Economics I*	3.0
STAT 201	Statistics I	4.0
MUSC 131	History of the Music Industry	3.0
MUSC 133	Computer and Digital Applications in Music I	3.0
MUSC 258	Computer and Digital Applications in Music II	3.0
MUSC 261	Copyrights for the Music Industry	3.0
MUSC 361	Recording Industry	3.0
MUSC 461	Publishing Industry	3.0
MUSC 227	Listening Techniques for Music Production	1.0
MUSC 279	Music Recording I	3.0
MUSC 379	Music Recording II	3.0
MUSC 491	Senior Project in Music Industry	3.0

Music Technology and Production concentration

MUSC 239	Survey of Modern Production	2.0
MUSC 137	Sound Reinforcement and Enhancement	3.0
MUSC 344	Computer and Digital Applications in Music III	3.0
MUSC 451	Scoring to Picture	3.0
MUSC 455	Audio for Video	3.0
MUSC 469	Production for Songwriting	3.0
MUSC 471	Recording II	3.0
MUSC 473	Synthesis and Sampling	3.0
MUSC 477	Music Production	3.0
MUSC 479	Recording Session	4.0

Music Business/Law concentration

ECON 212	Principles of Economics II* (Macroeconomics)	3.0
FIN 311	Financial Management*	3.0
MKTG 311	Introduction to Marketing Management*	3.0
MUSC 375	Marketing and Promotion for the Music Industry	3.0
MUSC 462	Recording Industry Ops I	3.0
MUSC 463	Recording Industry Ops II	3.0
MUSC 468	E-Commerce in the Music Industry	3.0
MUSC 374	Entrepreneurship	3.0
POM 301	Operations Management	4.0

* In some cases, these courses may count toward an MBA. See the [BS/MBA dual degree](#) for additional information.

Writing-Intensive Course Requirements

In order to graduate, all students beginning with the entering class of 2002/01 (fall, 2002) must pass three writing-intensive courses after their freshman year. Two writing-intensive courses must be in a student's major. The third can be in any discipline. Students are advised to take one writing-intensive class each year, beginning with the sophomore year, and to avoid "clustering" these courses near the end of their matriculation. Transfer students need to meet with an academic advisor to review the number of writing-intensive courses required to graduate.

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Recommended Plan of Study

BS Music Industry

Technology Concentration

Bachelor of Science Degree

[4-yr non-co-op](#)

Term 1		Credits
ENGL 101	Expository Writing and Reading	3.0
MUSC 121	Music Theory I	3.0
MUSC 131	History of the Music Industry	3.0
MUSC 133	Computer and Digital Applications in Music I	3.0
MUSC 190	Classical Piano 1	2.0
UNIV 101	The Drexel Experience	1.0
	Music class	2.0
<i>Term credits</i>		17.0
Term 2		Credits
ENGL 102	Persuasive Writing and Reading	3.0
MUSC 122	Music Theory II	3.0
MUSC 227	Listening Techniques for Music Production	1.0
MUSC 279	Music Recording I	3.0
MUSC 290	Advanced Class Piano I	2.0
MUSC 261	Copyrights for the Music Industry	3.0
UNIV 101	The Drexel Experience	1.0
	Music class	2.0
<i>Term credits</i>		18.0
Term 3		Credits
ECON 211	Principles of Economics I (Micro)	3.0
ENGL 103	Analytical Writing and Reading	3.0
MUSC 123	Music Theory III	3.0
MUSC 125	Ear Training I	1.0
ACCT 111	Financial Accounting	3.0
MUSC 258	Computer and Digital Applications in Music II	3.0
	Music class	2.0
<i>Term credits</i>		18.0
Term 4		Credits
MUSC 126	Ear Training II	1.0
MUSC 379	Music Recording II	3.0
PHYS 121	Physical Science for Design I	4.0
MATH 101	Introduction to Math Analysis I	4.0
MUSC 241	Applied Music ¹	2.0
MUSC 361	The Recording Industry	3.0
	Required ensemble	1.0
<i>Term credits</i>		18.0
1	Additional \$500 fee.	
Term 5		Credits
MUSC 127	Ear Training III	1.0
BLAW 211	Legal Options in Decision Making	3.0
MATH 102	Introduction to Math Analysis II	4.0
MUSC 229	Modern Arrangement Techniques	3.0
MUSC 241	Applied Music ¹	2.0
PHYS 106	The Physics of High Fidelity	3.0

	Required ensemble	1.0
	<i>Term credits</i>	17.0
1	Additional \$500 fee.	
Term 6		Credits
MUSC 323	Songwriting	3.0
MUSC 338 WI	American Popular Music	3.0
MUSC 239	Survey of Modern Production	2.0
MUSC 241	Applied Music ¹	2.0
MUSC 461	Publishing Industry	3.0
	Required ensemble	1.0
	<i>Term credits</i>	14.0
1	Additional \$500 fee.	
Term 7		Credits
MUSC 137	Sound Reinforcement	3.0
STAT 261	Statistics I	3.0
MUSC 231 WI	Music History I	3.0
	Elective	3.0
	Social Science elective	3.0
	Required ensemble	1.0
	<i>Term credits</i>	16.0
Term 8		Credits
MUSC 232	Music History II	3.0
MUSC 455	Audio for Video	3.0
	Elective	3.0
	Social Science elective	3.0
	Required ensemble	1.0
	<i>Term credits</i>	13.0
Term 9		Credits
MUSC 331	World Music	3.0
MUSC 344	Computer and Digital Applications in Music III	3.0
	Elective	3.0
	Social Science elective	3.0
	Required ensemble	1.0
	<i>Term credits</i>	13.0
Term 10		Credits
COM 230	Techniques of Speaking	3.0
MUSC 491	Senior Project in Music Industry	1.0
MUSC 451	Scoring to Picture	3.0
MUSC 471	Recording III	3.0
	Arts and Humanities elective	3.0
	<i>Term credits</i>	13.0
Term 11		Credits
MUSC 491	Senior Project in Music Industry	1.0
MUSC 469	Production for Songwriting	3.0
MUSC 477	Music Production	3.0
	Elective	3.0
	Arts and Humanities elective	3.0
	<i>Term credits</i>	13.0
Term 12		Credits
MUSC 491	Senior Project in Music Industry	1.0
MUSC 473	Synthesis and Sampling	3.0
MUSC 479	Recording Session	4.0
	Elective	3.0
	Arts and Humanities elective	3.0
	<i>Term credits</i>	14.0
Total credits (minimum)		184.0



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Recommended Plan of Study

BS Music Industry

Business/Law Concentration

Bachelor of Science Degree

[4-yr non-co-op](#)

Term 1		Credits
ENGL 101	Expository Writing and Reading	3.0
MUSC 121	Music Theory I	3.0
MUSC 131	History of the Music Industry	3.0
MUSC 133	Computer and Digital Applications in Music I	3.0
MUSC 190	Classical Piano 1	2.0
UNIV 101	The Drexel Experience	1.0
	Music class	2.0
<i>Term credits</i>		<i>17.0</i>
Term 2		Credits
ENGL 102	Persuasive Writing and Reading	3.0
MUSC 122	Music Theory II	3.0
MUSC 227	Listening Techniques for Music Production	1.0
MUSC 279	Music Recording I	3.0
MUSC 290	Advanced Class Piano I	2.0
MUSC 261	Copyrights for the Music Industry	3.0
UNIV 101	The Drexel Experience	1.0
	Music class	2.0
<i>Term credits</i>		<i>18.0</i>
Term 3		Credits
ECON 211	Principles of Economics I (Micro)	3.0
ENGL 103	Analytical Writing and Reading	3.0
MUSC 123	Music Theory III	3.0
MUSC 125	Ear Training I	1.0
ACCT 111	Financial Accounting	3.0
MUSC 258	Computer and Digital Applications in Music II	3.0
	Music class	2.0
<i>Term credits</i>		<i>18.0</i>
Term 4		Credits
MUSC 126	Ear Training II	1.0
MUSC 379	Music Recording II	3.0
PHYS 121	Physical Science for Design I	4.0
MATH 101	Introduction to Math Analysis I	4.0
MUSC 241	Applied Music	2.0
MUSC 361	The Recording Industry	3.0
	Required ensemble	1.0
<i>Term credits</i>		<i>18.0</i>
Term 5		Credits
MUSC 127	Ear Training III	1.0
BLAW 211	Legal Options in Decision Making	3.0
MATH 102	Introduction to Math Analysis II	4.0
MUSC 229	Modern Arrangement Techniques	3.0
MUSC 241	Applied Music	2.0
PHYS 106	The Physics of High Fidelity	3.0
	Required ensemble	1.0

	<i>Term credits</i>	17.0
Term 6		Credits
ECON 212	Principles of Economics II (Macro)	3.0
MUSC 323	Songwriting	3.0
MUSC 338 WI	American Popular Music	3.0
MUSC 241	Applied Music	2.0
MUSC 461	Publishing Industry	3.0
	Required ensemble	1.0
	<i>Term credits</i>	15.0
Term 7		Credits
MKTG 311	Introduction to Marketing Management	3.0
STAT 261	Statistics I	3.0
MUSC 231 WI	Music History I	3.0
	Elective	3.0
	Social Science elective	3.0
	Required ensemble	1.0
	<i>Term credits</i>	16.0
Term 8		Credits
MUSC 232	Music History II	3.0
MUSC 375	Marketing and Promotion for the Music Industry	3.0
	Two electives	6.0
	Social Science elective	3.0
	Required ensemble	1.0
	<i>Term credits</i>	16.0
Term 9		Credits
FIN 311	Financial Management	3.0
MUSC 331	World Music	3.0
	Social Science elective	3.0
	Required ensemble	1.0
	<i>Term credits</i>	10.0
Term 10		Credits
COM 230	Techniques of Speaking	3.0
MUSC 491	Senior Project in Music Industry	1.0
POM 300 WI	Operations Management	4.0
MUSC 462	Recording Industry Operations I	3.0
	Arts and Humanities elective	3.0
	<i>Term credits</i>	14.0
Term 11		Credits
MUSC 491	Senior Project in Music Industry	1.0
MUSC 463	Recording Industry Operations II	3.0
	Electives	5.0
	Arts and Humanities elective	3.0
	<i>Term credits</i>	12.0
Term 12		Credits
MUSC 491	Senior Project in Music Industry	1.0
MUSC 374	Entrepreneurship in the Music Industry	3.0
MUSC 468	E-Commerce in the Music Industry	3.0
	Elective	3.0
	Arts and Humanities elective	3.0
	<i>Term credits</i>	13.0
Total credits (minimum)		184.0



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Photography

The photography major provides students with a unified fine arts/professional curriculum offering a wide range of studio, real-world, and academic experiences — intermixed with ongoing critiques and evaluation—including the studio, the darkroom, and the computer. The major prepares students to understand photography as a system of visual communication with its foundation in an ever-changing technology. Graduates may be employed in a variety of photo-related businesses, initiate their own photographic enterprises, or choose to go on to advanced studies.

For more information on this major, visit the [Photography](#) program online.



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Photography

Bachelor of Science Degree: 180.0 credits

Degree Requirements

General education requirements		68.0 Credits
ENGL 101	Expository Writing and Reading	3.0
ENGL 102	Persuasive Writing and Reading	3.0
ENGL 103	Analytical Writing and Reading	3.0
MATH 119	Mathematical Foundations for Design	4.0
PHYS 121	Physical Science for Design I	4.0
PHYS 122	Physical Science for Design II	4.0
UNIV 101	The Drexel Experience	2.0
Arts and humanities electives		9.0
Social science electives		9.0
Unrestricted electives		37.0

Foundation requirements		38.0
ARTH 101	History of Art I: Ancient to Medieval	3.0
ARTH 102	History of Art II: Renaissance to Modern	3.0
ARTH 103	History of Art III: Early Modern to Postmodernism	3.0
VSST 101	Design I	4.0
VSST 102	Design II	4.0
VSST 110	Introductory Drawing	3.0
VSST 111	Figure Drawing I	3.0
FMVD 110	Shooting and Lighting	3.0

Students select three additional visual studies (VSST) courses as electives.	12.0
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Photography requirements		74.0
PHTO 110	Basic Photography	3.0
PHTO 140	Digital Photography I	4.0
PHTO 210	Intermediate Photography	3.0
PHTO 231	Color Photography	4.0
PHTO 233	Large-Format Photography	4.0

PHTO 234	Studio Photography	4.0
PHTO 236	Photojournalism	4.0
PHTO 240	Digital Photography II	4.0
PHTO 253	Fine Black-and-White Printing	3.0
PHTO 275 WI	History of Photography I	3.0
PHTO 276	History of Photography II	3.0
PHTO 334	Advanced Studio Photography	4.0
PHTO 350 WI	Photography and Culture	3.0
PHTO 361	Advanced Photography	4.0
PHTO 392	Junior Project in Photography	3.0
PHTO 451	Photography and Business	3.0
PHTO 452	Contemporary Photography	3.0
PHTO 492	Senior Project in Photography I	3.0
PHTO 493	Senior Project in Photography II	3.0
PHTO 495	Senior Project in Photography III	3.0
PHTO 465	Special Topics in Photography	6.0

Writing-Intensive Course Requirements

In order to graduate, all students beginning with the entering class of 2002/01 (fall, 2002) must pass three writing-intensive courses after their freshman year. Two writing-intensive courses must be in a student's major. The third can be in any discipline. Students are advised to take one writing-intensive class each year, beginning with the sophomore year, and to avoid "clustering" these courses near the end of their matriculation. Transfer students need to meet with an academic advisor to review the number of writing-intensive courses required to graduate.

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Recommended Plan of Study

BS Photography

Bachelor of Science Degree

[4-yr co-op](#)

Term 1		Credits
ARTH 101	History of Art I: Ancient to Medieval	3.0
ENGL 101	Expository Writing and Reading	3.0
PHYS 121	Physical Science for Design I	4.0
VSST 101	Design I	4.0
UNIV 101	The Drexel Experience	1.0
<i>Term credits</i>		15.0
Term 2		Credits
ENGL 102	Persuasive Writing and Reading	3.0
PHTO 110	Photography	3.0
PHYS 122	Physical Science for Design II	4.0
VSST 102	Design II	4.0
UNIV 101	The Drexel Experience	1.0
<i>Term credits</i>		15.0
Term 3		Credits
ARTH 102	History of Art II: Renaissance to Modern	3.0
ENGL 103	Analytical Writing and Reading	3.0
PHTO 210	Intermediate Photography	3.0
MATH 119	Mathematical Foundations for Design	4.0
PHTO 140	Digital Photography I	4.0
<i>Term credits</i>		17.0
Term 4		Credits
ARTH 103	History of Art III: Early Modern to Postmodernism	3.0
PHTO 231	Color Photography	4.0
PHTO 236	Photojournalism	4.0
VSST 110	Introductory Drawing	3.0
<i>Term credits</i>		14.0
Term 5		Credits
PHTO 275 WI	History of Photography I	3.0
PHTO 240	Digital Photography II	4.0
VSST 111	Figure Drawing I	3.0
	Two electives	6.0
<i>Term credits</i>		16.0
Term 6		Credits
PHTO 233	Large-Format Photography	4.0
PHTO 253	Fine Black-and-White Printing	3.0
PHTO 276	History of Photography II	3.0
	Elective	3.0
<i>Term credits</i>		13.0
Term 7		Credits
PHTO 234	Studio Photography	4.0
FMVD 110	Shooting and Lighting	3.0
	Arts and Humanities elective	3.0
	Visual Studies elective	4.0
<i>Term credits</i>		14.0
Term 8		Credits
PHTO 392	Junior Project in Photography	3.0

PHTO 334	Advanced Studio Photography	4.0
	Arts and Humanities elective	3.0
	Social Science elective	3.0
	Visual Studies elective	4.0
	<i>Term credits</i>	17.0
Term 9		Credits
PHTO 361	Advanced Photography	4.0
	Elective	3.0
	Arts and Humanities elective	3.0
	Social Science elective	3.0
	Visual Studies elective	4.0
	<i>Term credits</i>	17.0
Term 10		Credits
PHTO 451	Photography and Business	3.0
PHTO 452	History of Contemporary Photography	3.0
PHTO 492	Senior Thesis in Photography I	3.0
	Elective	3.0
	Social Science elective	3.0
	<i>Term credits</i>	15.0
Term 11		Credits
PHTO 350 WI	Photography and Culture	3.0
PHTO 465	Special Topics in Photography	3.0
PHTO 493	Senior Thesis in Photography II	3.0
	Two electives	6.0
	<i>Term credits</i>	15.0
Term 12		Credits
PHTO 465	Special Topics in Photography	3.0
PHTO 495	Senior Thesis in Photography III	3.0
	Two electives	6.0
	<i>Term credits</i>	12.0
Total credits (minimum)		180.0



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Screenwriting & Playwriting

Students in the Screenwriting & Playwriting program begin the lifelong process of accumulating a writer's capital: the ideas, understandings, facts, and methods of perception, as well as the technical knowledge, needed to write compellingly for the stage or screen. Students learn to create scripts that meet industry standards for feature film and television and acquire hands-on experience in the techniques of film and video production. Graduates of this program are prepared to pursue careers in any of numerous fields that require dramatic writing or to enter one of the highly competitive graduate programs in the field.

For more information on this major, visit Drexel's [Screenwriting & Playwriting](#) program online.



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Screenwriting & Playwriting

Bachelor of Science Degree: 182.0 credits

Degree Requirements

General education requirements

ENGL 101	Expository Writing and Reading	3.0
ENGL 102	Persuasive Writing and Reading	3.0
ENGL 103	Analytical Writing and Reading	3.0
MATH 119	Mathematical Foundations for Design	4.0
PHYS 121	Physical Science for Design I	4.0
PHYS 122	Physical Science for Design II	4.0
UNIV 101	The Drexel Experience	2.0
Arts and humanities electives (excluding ENGL courses)		9.0
Social science electives		9.0
Electives		28.0

Visual studies requirements 20.0 Credits

ARTH 101	History of Art I: Ancient to Medieval	3.0
ARTH 102	History of Art II: Renaissance to Modern	3.0
MUSC 130	Introduction to Music	3.0
PHTO 110	Photography	3.0
or		
PHTO 115	Photographic Principles	
VSST 101	Design I	4.0
VSST 102	Design II	4.0

Literature requirements 15.0 Credits

ENGL 203 WI	Post-Colonial Literature I: Africa/Asia/Caribbean/Japan/Middle East	3.0
or		
ENGL 204	Post-Colonial Literature II: Africa/Asia/Caribbean/Japan/Middle East	3.0
ENGL 315 WI	Shakespeare	3.0
Literature electives		6.0

One of the following courses:

[ENGL 200 WI](#) Classical to Medieval Literature
 or
[ENGL 201](#) Renaissance to the Enlightenment
 or
[ENGL 202 WI](#) Romanticism to Modernism

Cinema studies/theatre studies requirements		28.0 Credits
ENGL 216 WI	Readings in Drama	3.0
FMVD 150	American Classic Cinema	3.0
FMVD 160	European Cinema	3.0
THTR 115	Theatrical Experience	3.0
THTR 121	Dramatic Analysis	3.0
	Theatre choice elective (any advanced acting, directing or production course)	3.0
FMVD	Cinema studies elective	3.0

Methods requirements		18.0 Credits
FMVD 110	Shooting & Lighting	3.0
FMVD 115	Editing	3.0
FMVD 120	Sound for Film and Video	3.0
THTR 210	Acting I	3.0
THTR 240	Theatre Production I	3.0
THTR 320	Play Direction	3.0

Writing requirements		39.0 Credits
SCRP 220	Playwriting I	3.0
SCRP 225	Playwriting II	3.0
SCRP 270	Screenwriting I	3.0
SCRP 275 WI	Screenwriting II	3.0
SCRP 285	Writing for Nonfiction Film and Video	3.0
SCRP 310	Literature for Screenwriters	3.0
SCRP 370	Screenplay Story Development	3.0
SCRP 495	Senior Project in Screenwriting/Playwriting I	3.0
SCRP 496	Senior Project in Screenwriting/Playwriting II	3.0
WRIT 225 WI	Creative Writing	3.0

One of the following courses:

COM 260 WI	Fundamentals of Journalism	3.0
COM 280	Public Relations	3.0
PRFA 310	Performing Arts Evaluation and Criticism	3.0
WRIT 220 WI	Creative Nonfiction Writing	3.0

One of the following two-course sequences

SCRP 382	Playwriting Workshop I	3.0
SCRP 383	Playwriting Workshop II	3.0
<hr/>		
or		
SCRP 380	Screenwriting Workshop I	3.0
SCRP 381	Screenwriting Workshop II	3.0
<hr/>		

Writing-Intensive Course Requirements

In order to graduate, all students beginning with the entering class of 2002/01 (fall, 2002) must pass three writing-intensive courses after their freshman year. Two writing-intensive courses must be in a student's major. The third can be in any discipline. Students are advised to take one writing-intensive class each year, beginning with the sophomore year, and to avoid "clustering" these courses near the end of their matriculation. Transfer students need to meet with an academic advisor to review the number of writing-intensive courses required to graduate.

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Recommended Plan of Study

BS Screenwriting and Playwriting

Bachelor of Science Degree

[4-yr co-op](#)

Term 1		Credits
ENGL 101	Expository Writing and Reading	3.0
FMVD 150	American Classic Cinema	3.0
PHYS 121	Physical Science for Design I	4.0
THTR 121	Dramatic Analysis	3.0
UNIV 101	The Drexel Experience	1.0
<i>Term credits</i>		14.0
Term 2		Credits
ENGL 102	Persuasive Writing and Reading	3.0
PHYS 122	Physical Science for Design II	4.0
VSST 101	Design I	4.0
SCRP 220	Playwriting I	3.0
UNIV 101	The Drexel Experience	1.0
<i>Term credits</i>		15.0
Term 3		Credits
ENGL 103	Analytical Writing and Reading	3.0
VSST 102	Design II	4.0
FMVD 110	Shooting and Lighting	3.0
MATH 119	Mathematical Foundations for Design	4.0
SCRP 225	Playwriting II	3.0
<i>Term credits</i>		17.0
Term 4		Credits
ENGL 216	Readings in Drama	3.0
MUSC 130	Introduction to Music	3.0
FMVD 115	Editing	3.0
SCRP 270	Screenwriting I	3.0
	English elective	3.0
<i>Term credits</i>		15.0
Term 5		Credits
ARTH 101	History of Art I: Ancient to Medieval	3.0
THTR 210	Acting I	3.0
FMVD 160	European Cinema	3.0
SCRP 275 WI	Screenwriting II	3.0
ENGL 204	Post-Colonial Literature II	3.0
or		
ENGL 203 WI	Post-Colonial Literature I	3.0
<i>Term credits</i>		15.0
Term 6		Credits
ARTH 102	History of Art II: Renaissance to Modern	3.0
THTR 240	Theatre Production I	3.0
FMVD 120	Sound for Film and Video	3.0
	Arts and Humanities elective	3.0
ENGL 200	Classical to Medieval Literature	3.0
or		
ENGL 201	Renaissance to the Enlightenment	3.0
or		

ENGL 202 WI	Romanticism to Modernism	3.0
<i>Term credits</i>		15.0
Term 7		Credits
SCRP 370	Screenplay Story Development	3.0
Two electives		6.0
Cinema Studies elective ¹		3.0
PHTO 110	Photography	3.0
or		
PHTO 115	Principles of Photography	3.0
<i>Term credits</i>		15.0
1	Select from the following: FMVD 255 Hitchcock; FMVD 260 The Western; FMVD 262 Film Comedy; FMVD 265 Special Topics in Cinema Studies; FMVD 340 French New Wave; FMVD 345 Italian Neo-Realism; FMVD 352 The Horror Film; FMVD 355 Contemporary Cinema; or FMVD 360 Television Aesthetics.	
Term 8		Credits
ENGL 315 WI	Shakespeare	3.0
THTR 115	Theatrical Experience	3.0
Arts and Humanities elective		3.0
Social Science elective		3.0
SCRP 380	Screenwriting Workshop I	3.0
or		
SCRP 382	Playwriting Workshop I	3.0
<i>Term credits</i>		15.0
Term 9		Credits
THTR 320	Play Direction I	3.0
SCRP 310	Literature for Screenwriters	3.0
English elective		3.0
Writing choice ¹		3.0
SCRP 381	Screenwriting Workshop II	3.0
or		
SCRP 383	Playwriting Workshop II	3.0
<i>Term credits</i>		15.0
1	Select either COM 260 Fundamentals of Journalism; COM 280 Public Relations; PRFA 310 Performing Arts Evaluation and Criticism; or WRIT 220 Creative Nonfiction Writing.	
Term 10		Credits
WRIT 225	Creative Writing	3.0
Two electives		7.0
Arts and Humanities elective		3.0
Social Science elective		3.0
<i>Term credits</i>		16.0
Term 11		Credits
SCRP 285	Writing for Nonfiction Film and Video	3.0
SCRP 495	Senior Project in Screenwriting and Playwriting I	3.0
Elective		3.0
Social Science elective		3.0
Theater elective		3.0
<i>Term credits</i>		15.0
Term 12		Credits
SCRP 496	Senior Project in Screenwriting and Playwriting II	3.0
Four electives		12.0
<i>Term credits</i>		15.0
Total credits (minimum)		182.0



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Studies in Media Arts and Design

A small number of students in the Antoinette Westphal College of Media Arts and Design decide that their goals lie at the periphery of the major or the intersection between several majors and would be served by more latitude than offered in the highly specified courses in their major. For these students, the studies in media arts and design major broadens future career goals and allows exploration combined with a focused exposure to a second field. It acknowledges the specialization that is characteristic of the majors in the College and the expectations of the professional fields for which our students are being prepared. Simultaneously, it recognizes the breadth and rapidly changing nature of many disciplines and permits a student who has acquired a basic working knowledge of a specific aspect of media arts and design to investigate a clearly defined alternative.

Admission to the program is limited to currently matriculated College of Media Arts and Design students who have completed the major-intensive sophomore year and experienced a co-op placement or completed their junior-year courses. The following items are required as part of the application:

- A student-generated, individualized plan of study, developed with and signed by a member of the Studies in Media Arts and Design Advisors Committee
- A statement in writing of the student's goals in applying to the major and the rationale of how the proposed plan of study addresses those goals
- A definition of appropriate co-operative education placement if the student has not completed a six-month employment in the field of his or her major
- A letter from the student's current program director

Approval by the Studies in Media Arts and Design Advisors Committee is required for admission to the major; it is not automatic upon request. The committee must be convinced by the validity of the applicant's reasons for applying, the proposed study plan, and accompanying documentation. Details about the application procedure may be obtained from the director of Studies in Media Arts and Design



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Studies in Media Arts and Design

Bachelor of Science Degree: 180.0 credits

Degree Requirements

General education requirements		Credits
ENGL 101	Expository Writing and Reading	3.0
ENGL 102	Persuasive Writing and Reading	3.0
ENGL 103	Analytical Writing and Reading	3.0
UNIV 101	The Drexel Experience*	2.0
Arts and humanities electives		9.0
Mathematics and natural science electives**		12.0
Social science electives		9.0
Co-operative education**		0.0

*Students taking the Architecture Part-Time Evening program do not have this requirement.

**At least one course in mathematics and one course in natural science are required.

***Not required if prior major did not require co-operative education experience.

Other requirements

Unrestricted electives	max of 75.0
Professional requirements*	min of 51.0
Concentration or minor**	min of 24.0

*All professional and visual studies courses required in prior major through winter term of junior year must be successfully completed.

** Up to 9 credits of general education and professional requirements may be included in this minimum.

Writing-Intensive Course Requirements

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Studies in Media Arts and Design

Bachelor of Science Degree: 180.0 credits

Recommended Plan of Study

Studies in Media Arts and Design is an individualized plan of study currently directed by [Associate Professor Lydia Hunn](#). A student must have completed two terms of junior year in a College of Media Arts and Design major to be eligible for admission into this major.

The student, in consultation with her/his advisor and the director of the program, devises a personalized interdisciplinary study plan. The approved plan of study provides a rationale for the concentration and how the elective credits are to be used. This plan of study must be completed and approved before admission into the major.



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B.S. Design and Merchandising/MBA Dual Degree

Only available to Design and Merchandising majors (4-year with co-op), this dual degree program combines study in the areas of fashion retail merchandising and product development with the MBA degree. The program is designed to allow students to complete both the bachelor's degree and the Master of Business Administration degree in five years.

Incoming freshmen selected for this program will generally have a minimum of 1350 on the SAT, a GPA of 3.5 or better, and rank in the top 10% of their high school graduating class. A strong candidate for this program will have taken significant AP coursework while in high school.

Degree requirements

[B.S. in Design and Merchandising](#)

[MBA](#)

B.S./MBA students may be waived from three MBA Enterprise Management courses, assuming a grade of B or better is earned in specified undergraduate courses. Students can review the [Waiver Policies for the Statement of Curriculum Standing](#) on the LeBow College's website for additional information. Students who complete MIS 300 in their undergraduate program will, in addition, be waived from a fourth MBA course (MIS 611).

The above conditions hold only for fully accepted B.S./MBA students as identified by Enrollment Management.

Additional requirements for the dual degree program

- A cumulative GPA of at least 3.2 is required throughout the program.
- Students must take the GMAT examination and achieve a minimum score of 570 prior to the end of the tenth term in order to continue in the program. It is recommended that students take the GMAT examination late in the student's third year.
- Students must submit an acceptable plan of study at least three terms before anticipated start of graduate part of the program.



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B.S. Music Industry/MBA

Undergraduate concentration in Business Law

The B.S. in Music Industry/MBA offers students a program that combines music theory and technology with the MBA degree. The program is designed to allow students to complete both the bachelor's degree and the Master of Business Administration degree in five years.

The program is only available to Music Industry majors (4-year co-op) who complete the concentration in Business Law.

Incoming freshmen selected for this program will generally have a minimum of 1350 on the SAT, a GPA of 3.5 or better, and rank in the top 10% of their high school graduating class. A strong candidate for this program will have taken significant AP coursework while in high school.

Degree requirements

[B.S. in Music Industry \(Business Law concentration\)](#)

[MBA](#)

B.S./MBA students may be waived from three MBA Enterprise Management courses, assuming a grade of B or better is earned in specified undergraduate courses. Students can review the [Waiver Policies for the Statement of Curriculum Standing](#) on the LeBow College's website for additional information. MBA Students who complete MIS 300 in their undergraduate program will, in addition, be waived from a fourth MBA course (MIS 611).

The above conditions hold only for fully accepted B.S./MBA students as identified by Enrollment Management.

Additional requirements for the dual degree program:

- A cumulative GPA of at least 3.2 is required throughout the program.
- Students must take the GMAT examination and achieve a minimum score of 570 prior to the end of the tenth term in order to continue in the program. It is recommended that students take the GMAT examination late in the student's third year.
- Students must submit an acceptable plan of study at least three terms before anticipated start of graduate part of the program.



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Minor in Architecture

A minor in architecture gives students majoring in other disciplines an opportunity to explore architecture through a coherent sequence of coursework. The minor in architecture can also be used for preparation towards professional graduate study in this field. Interested students should consult with the architecture advisor for course selection and scheduling.

The minor requires 27 credits divided among design studio courses, courses in architectural history, and architectural elective courses. No more than 9 credits from a student's major can be used to fulfill the minor requirements.

Required courses

	Credits
ARCH 141 Architecture and Society I	3.0
ARCH 142 WI Architecture and Society II	3.0
ARCH 143 WI Architecture and Society III	3.0
Elective architecture courses*	9.0

* Chosen from Department of Architecture history/theory electives and professional electives appearing on the [Degree requirements](#) page.

Three of the following*

	Credits
ARCH 191 Studio 1	3.0
or	
ARCH 111 Studio 1-1	3.0
ARCH 192 Studio 2	3.0
or	
ARCH 112 Studio 1-2	3.0
ARCH 113 Studio 1-3	3.0
ARCH 121 Studio 2-1	3.0
ARCH 122 Studio 2-2	3.0
ARCH 123 Studio 2-3	3.0

* Students who have successfully completed INTR 233 should enter the studio sequence at the second-year level (ARCH 121). Students who have successfully completed ARCH 192 should start the studio sequence with ARCH 113.



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Minor in Art History

The history of art focuses upon the study of works of fine and applied arts and forms of mass communication in their aesthetic, social, economic, religious and political contexts. It explores the meanings and purposes of the visual arts, their historical development, their role in society, and their relationships to other disciplines. The study of art history encourages the development of critical observation and visual analysis; it introduces scholarly research and provides a working knowledge of a variety of monuments. As the field of art history is inherently cross-cultural and interdisciplinary, its study illuminates the diverse and global world we inhabit and makes apparent the integral relationships between art and culture.

The minor in art history provides a broad humanistic background not only for students planning to attend graduate and professional schools in the fields of applied, media and design arts, social and information sciences, education, business and medicine, but also for those entering a more general job market. The minor is designed to be flexible enough to appeal both to Antoinette Westphal College of Media Arts and Design majors and majors from the other colleges.

The minor requires students earn a total of 24 credits by completing eight of the courses listed below.

Required courses	Credits
ARTH 101 History of Art I: Ancient to Medieval	3.0
ARTH 102 History of Art II: Renaissance to 18th Century	3.0
ARTH 103 History of Art III: Early to Late Modern Art	3.0

Students select five of the following courses, including at least one courses in non-Western art history*:

Art History

ARTH 300 History of Modern Design	3.0
ARTH 301 Asian Art and Culture	3.0
ARTH 302 Art of India	3.0
ARTH 303 Art of China	3.0
ARTH 304 Art of Japan	3.0
ARTH 320 Art in the Age of Technology	3.0
ARTH 335 History of Costume I	3.0
ARTH 336 History of Costume II	3.0
ARTH 337 History of Costume III	3.0
ARTH 340 Women in Art	3.0

ARTH 399	Independent Study in Art History	3.0
ARTH 465	Special Topics in Art History	3.0
ARTH 477	Art History Seminar	3.0
History of Architecture		
ARCH 141 WI	Architecture and Society I	3.0
ARCH 142 WI	Architecture and Society II	3.0
ARCH 143 WI	Architecture and Society III	3.0
ARCH 341	Theories of Architecture I	3.0
ARCH 342	Theories of Architecture II	3.0
ARCH 343	Theories of Architecture III	3.0
ARCH 344	History of the Modern Movement I	3.0
ARCH 345	History of the Modern Movement II	3.0
ARCH 346	History of Philadelphia Architecture	3.0
ARCH 347	Summer Study Abroad (two courses - 6 credits)	6.0
ARCH 348	Studies in Vernacular Architecture	3.0
ARCH 399	Independent Study in Architecture	6.0
ARCH 421	Environmental Psychology and Design Theory	3.0
ARCH 441	Urban Design Seminar I	3.0
ARCH 442	Urban Design Seminar II	3.0
ARCH 499	Special Topics in Architecture	3.0
History of Film		
FMVD 150	American Classic Cinema	3.0
FMVD 250	The Documentary Tradition	3.0
FMVD 255	Hitchcock	3.0
FMVD 260	The Western	3.0
FMVD 265	Special Topics in Cinema Studies	3.0
FMVD 335	Contemporary Cinema	3.0
History of Interior Design		
INTR 200	History of Modern Architecture	3.0
INTR 300	Directions in 20th Century Interior Design	3.0
INTR 305	History of Furniture	3.0
History of Graphic Design		
VSCM 350	Graphic Design: 20th Century and Beyond	3.0
History of Theatre		
THTR 221	Theatre History I	3.0
THTR 222	Theatre History II	3.0
History of Photography		
PHTO 275	History of Photography II	3.0
PHTO 276	History of Photography II	3.0
PHTO 350 WI	Photography and Culture	3.0
PHTO 452	History of Contemporary Photography	4.0

* Students may select additional courses to fulfil requirements for the Art History minor. However, any course which is not explicitly on this list must be approved by program coordinator.



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Minor in Dance

Total credits: 24.0 credits

Required courses	Credits
DANC 150 Modern Dance Technique	3.0
DANC 325 20th-Century Dance	3.0
DANC 355 Rhythmic Study for Dance	3.0
DANC 450 Choreography—Solo Composition	3.0
or	
DANC 380 Composition	
MUSC 130 Introduction to Music	3.0
THTR 240 Dance Production	3.0
Electives in Dance (DANC 201-DANC 495)	6.0
Dance practicum (6 terms from DANC 131-DANC 133)	0.0



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Minor in Digital Media

The minor in Digital Media includes courses that develop conceptual and technical foundations, a three-course sequence in 3D modeling and animation, as well as at least two courses in interactivity.

To qualify for a minor a student must have completed a minimum of 30 credits, have a declared major, and have a minimum GPA of 2.7.

Required courses		27.0 Credits
DIGM 100	Digital Design Tools	3.0
DIGM 110	Spacial Visualization	3.0
DIGM 120	Multimedia Timeline Design	3.0
DIGM 210	3-D Modeling/Design	3.0
DIGM 211	Computer Animation I	3.0
DIGM 212	Computer Animation II	3.0
DIGM 240	Introduction to Interactivity	3.0
DIGM 241	Multimedia Authoring	3.0

One the following courses

DIGM 242	Advanced Interactivity for the Internet	3.0
DIGM 302	Art and Techniques of Digital Compositing	3.0
DIGM 350 WI	Digital Storytelling and Cultural Production	3.0
DIGM 451	Explorations in New Media	3.0



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Minor in Music

Total credits: 26.0

Required courses	Credits
MUSC 121 Music Theory I	3.0
MUSC 125 Ear Training I*	1.0
MUSC 126 Ear Training II*	1.0
MUSC 130 Introduction to Music	3.0
MUSC 331 World Musics*	3.0
MUSC 241 Applied music (3 terms)	6.0
Music ensemble (6 terms from MUSC 101 to MUSC 115)	0.0
Music electives*	9.0

*These requirements must be completed at Drexel.



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Minor in Performing Arts

Total credits: 25.0

Required courses	Credits
DANC 210 Introduction to Dance	3.0
MUSC 130 Introduction to Music	3.0
Applied music (one of MUSC 180–MUSC 182)	3.0
THTR 115 Theatrical Experience	3.0
Theatre elective	3.0
Dance elective	3.0
Performing arts electives	7.0
Performing arts practicum (6 terms from MUSC 101-MUSC 115, THTR 131-THTR 133, and/or DANC 131-DANC 133)	0.0



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Minor in Screenwriting

The minor requires eight courses, for a total of 24 credits.

Required courses		Credits
FMVD 150	American Classic Cinema	3.0
FMVD 160	European Cinema	3.0
SCRP 270	Screenwriting I	3.0
SCRP 275	Screenwriting II	3.0
SCRP 310	Literature for Screenwriters	3.0
SCRP 370	Screenplay Story Development	3.0
SCRP 380	Screenwriting Workshop I	3.0
SCRP 381	Screenwriting Workshop II	3.0



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Minor in Theatre

Total credits: 24.0

Required courses		9.0 Credits
THTR 121	Dramatic Analysis	3.0
THTR 221	Theatre History I	3.0
THTR 222	Theatre History II	3.0
Three credits in either or both of the following courses		3.0 Credits
THTR 131	Performance Practicum	3.0
THTR 132	Production Practicum	3.0
Theatre electives from the following courses*		12.0 Credits
THTR 110	Voice and Articulation	3.0
THTR 115	Theatrical Experience	3.0
THTR 131	Performance Practicum**	3.0
THTR 132	Production Practicum**	3.0
THTR 210	Acting I	3.0
THTR 211	Acting II	3.0
THTR 240	Theatre Production I	3.0
THTR 241	Theatre Production II	3.0
THTR 260	Production Design	3.0
THTR 320	Play Direction	3.0
THTR 360	Lighting Design	3.0
THTR 380	Special Topics in Theatre	6.0
THTR 495	Directed Studies in Theatre	

* The Theatre Practicum courses may be repeated for credit, not to exceed 6.0 credits total toward the minor electives. The 0 credit option is for students on co-op participating in theatre productions who wish to have their participation documented on their transcripts, or for students carrying a 20.0 credit course load during a given term.

** With the approval of the Director of Theatre Academics, a student may propose alternative courses towards the completion of the minor electives based on his or her special area of interest.



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Minor in Video Production

The minor requires eight courses, for a total of 24 credits.

Required courses

	Credits
FMVD 110 Shooting & Lighting	3.0
FMVD 115 Editing	3.0
FMVD 120 Sound for Film and Video	3.0
FMVD 150 American Classic Cinema	3.0
SCRP 270 Screenwriting I	3.0

Three of the following courses

FMVD 125 Basic Television Studio	3.0
FMVD 210 Documentary Video Production	
FMVD 215 Narrative Video Production	3.0
FMVD 220 Experimental Video Production	3.0
FMVD 225 Advanced Television Studio*	3.0
FMVD 235 Lighting for Film and Video	3.0
FMVD 280 Writing the Short Film	3.0
FMVD 305 Make-up and Special Effects	3.0
FMVD 365 Special Topics in Production	3.0

* The prerequisite for this course is FMVD 125 Basic TV Studio.