

# Drexel University

Catalog 2006 / 2007

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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 has 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 our 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.

The 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 Antoinette Westphal College of Media Arts and Design

### 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.

### Enrichment Programs

The Department of Architecture runs Summer Study Tours Abroad to Rome and Paris as elective course offerings in History and Theory. These programs focus the travel portion into three-week periods to accommodate student work commitments.

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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 - Part-time Evening Program

### Part-time Evening Curriculum

The program, offered entirely in the evening, leads to a Bachelor of Architecture degree. The program is structured into three areas of study: the studio/thesis sequence (87 credits); required and elective architectural coursework (74 credits); and required university coursework (48 credits).

### Calendar

The course of study usually takes seven years to complete, but students with transfer credits in studio design can accelerate their program. Students are expected to supplement their academic work through full-time employment in architectural offices. The studio courses and most required professional courses are offered in sequences during the fall, winter and spring quarters. Elective courses and required university courses are available during the summer quarter.

### Transfer Credits

It is possible to transfer into the architecture program at Drexel. Transfer credit for comparable courses completed at accredited institutions will be awarded if grades of C or higher have been earned. Placement and credit in studio design courses will depend on a portfolio review of the students' academic design projects. In general advanced placement in design is awarded when students have successfully completed comparable studios in B.Arch. programs or in recognized pre-architecture transfer programs.

### 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).

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:

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*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 Part-Time Evening Program

The Part-Time Evening Program leads to a Bachelor of Architecture degree. The course of study usually takes seven years to complete, but students with transfer credits in studio design can accelerate their program. Since all courses are offered in the evening, students are expected to supplement their academic work with full-time employment in architectural offices. Please contact the Department of Architecture at 215-895-2409 for further information.



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## Architecture: Part-Time Evening Program

*Bachelor of Architecture Degree: 209.0 credits.*

### Degree Requirements

#### Required courses

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

Departmental requirements		Credits
<a href="#">ARCH 111</a>	Studio 1-1	3.0
<a href="#">ARCH 112</a>	Studio 1-2	3.0
<a href="#">ARCH 113</a>	Studio 1-3	3.0
<a href="#">ARCH 121</a>	Studio 2-1	3.0
<a href="#">ARCH 122</a>	Studio 2-2	3.0
<a href="#">ARCH 123</a>	Studio 2-3	3.0
<a href="#">ARCH 231</a>	Studio 3-1*	3.0
<a href="#">ARCH 232</a>	Studio 3-2	3.0
<a href="#">ARCH 233</a>	Studio 3-3	3.0
<a href="#">ARCH 241</a>	Studio 4-1	4.0
<a href="#">ARCH 242</a>	Studio 4-2	4.0
<a href="#">ARCH 243</a>	Studio 4-3	4.0
<a href="#">ARCH 351</a>	Studio 5-1	4.0
<a href="#">ARCH 352</a>	Studio 5-2	4.0
<a href="#">ARCH 353</a>	Studio 5-3	4.0
<a href="#">ARCH 361</a>	Studio 6-1*	4.0
<a href="#">ARCH 362</a>	Studio 6-2	4.0
<a href="#">ARCH 363</a>	Studio 6-3	4.0

<a href="#">ARCH 496</a>	Thesis I	8.0
<a href="#">ARCH 497</a>	Thesis II	8.0
<a href="#">ARCH 498</a>	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
<a href="#">ARCH 141</a>	Architecture and Society I	3.0
<a href="#">ARCH 142 WI</a>	Architecture and Society II	3.0
<a href="#">ARCH 143 WI</a>	Architecture and Society III	3.0
<a href="#">ARCH 150</a>	Introduction to CADD I	4.0
<a href="#">ARCH 153</a>	Introduction to CADD II	4.0
<a href="#">ARCH 155</a>	Basic Architectural Drawing	3.0
<a href="#">ARCH 156</a>	Graphic Communication I	3.0
<a href="#">ARCH 161</a>	Architectural Construction	3.0
<a href="#">ARCH 261</a>	Environmental Systems I	3.0
<a href="#">ARCH 262</a>	Environmental Systems II	3.0
<a href="#">ARCH 263</a>	Environmental Systems III	3.0
<a href="#">ARCH 321 WI</a>	General Lecture Series I	3.0
<a href="#">ARCH 322 WI</a>	General Lecture Series II	3.0
<a href="#">ARCH 323 WI</a>	General Lecture Series III	3.0
<a href="#">CIVE 261</a>	Materials and Structural Behavior I	3.0
<a href="#">CIVE 262</a>	Materials and Structural Behavior II	3.0
<a href="#">CIVE 263</a>	Materials and Structural Behavior III	3.0

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

Professional electives		Credits
Any three of the following courses*		
<a href="#">ARCH 157</a>	Graphic Communication II	3.0
<a href="#">ARCH 421 WI</a>	Environmental Psychology and Design Theory	3.0
<a href="#">ARCH 431</a>	Architectural Programming	3.0
<a href="#">ARCH 432</a>	The Development Process	3.0

<a href="#">ARCH 435</a>	Management Seminar I	3.0
<a href="#">ARCH 436</a>	Management Seminar II	3.0
<a href="#">ARCH 451</a>	Advanced Drawing	3.0
<a href="#">ARCH 455</a>	Computer Applications in Architecture I	3.0
<a href="#">ARCH 456</a>	Computer Applications in Architecture II	3.0
<a href="#">ARCH 461</a>	Technology Seminar I	3.0
<a href="#">ARCH 462</a>	Technology Seminar II	3.0
<a href="#">ARCH 465</a>	Energy and Architecture	3.0
<a href="#">ARCH 499</a>	Special Topics in Architecture	3.0
<a href="#">CIVE 400</a>	Structural Design I	3.0
<a href="#">CIVE 401</a>	Structural Design II	3.0
<a href="#">CIVE 402</a>	Structural Design III	3.0
<a href="#">CIVE 464</a>	Acoustics and Noise Control in Buildings I	3.0
<a href="#">CMGT 462</a>	Construction Management I	3.0
<a href="#">CMGT 463</a>	Value Engineering II	3.0
<a href="#">CMGT 363</a>	Estimating I	3.0
<a href="#">PHTO 110</a>	Photography	3.0
<a href="#">VSST 111</a>	Figure Drawing I	3.0
<a href="#">VSST 202</a>	Multimedia: Space	4.0
<a href="#">VSST 301</a>	Painting I	4.0
<a href="#">VSST 311</a>	Sculpture	4.0
	<b>Other approved engineering courses</b>	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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*Bachelor of Architecture Degree: 209.0 credits*

### Part-time Evening Program

#### Recommended Plan of Study:

*First year*

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

*Second year*

(Fall)		Credits
<a href="#">ARCH 121</a>	Studio 2-1	3.0
<a href="#">ARCH 141 WI</a>	Architecture and Society I	3.0
<a href="#">MATH 181</a>	Mathematical Analysis I	3.0
(Winter)		
<a href="#">ARCH 122</a>	Studio 2-2	3.0
<a href="#">ARCH 142 WI</a>	Architecture and Society II	3.0
<a href="#">MATH 183</a>	Mathematical Analysis II	3.0
(Spring)		
<a href="#">ARCH 123</a>	Studio 2-3	3.0
<a href="#">ARCH 143 WI</a>	Architecture and Society III	3.0
<a href="#">MATH 182</a>	Mathematical Analysis III	3.0
(Summer)		
<a href="#">ARCH 153</a>	Introduction to CADD II	4.0

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**Total credits**31.0

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*Third year*

<b>(Fall)</b>		<b>Credits</b>
<a href="#">ARCH 231</a>	Studio 3-1*	3.0
<a href="#">PHYS 182</a>	Applied Physics I	3.0
	Humanities or social sciences elective	3.0
<b>(Winter)</b>		
<a href="#">ARCH 232</a>	Studio 3-2	3.0
<a href="#">PHYS 183</a>	Applied Physics II	3.0
	Humanities or social sciences elective	3.0
<b>(Spring)</b>		
<a href="#">ARCH 233</a>	Studio 3-3	3.0
<a href="#">PHYS 184</a>	Applied Physics III	3.0
	Humanities or social sciences elective	3.0
	<b>Total credits</b>	<b>27.0</b>

\*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*

<b>(Fall)</b>		<b>Credits</b>
<a href="#">ARCH 241</a>	Studio 4-1	4.0
<a href="#">ARCH 261</a>	Environmental Systems I	3.0
<a href="#">CIVE 261</a>	Materials and Structural Behavior I	3.0
<b>(Winter)</b>		
<a href="#">ARCH 242</a>	Studio 4-2	4.0
<a href="#">ARCH 262</a>	Environmental Systems II	3.0
<a href="#">CIVE 262</a>	Materials and Structural Behavior II	3.0
<b>(Spring)</b>		
<a href="#">ARCH 243</a>	Studio 4-3	4.0
<a href="#">ARCH 263</a>	Environmental Systems III	3.0
<a href="#">CIVE 263</a>	Materials and Structural Behavior III	3.0
	<b>Total credits</b>	<b>30.0</b>

*Fifth year*

<b>(Fall)</b>		<b>Credits</b>
<a href="#">ARCH 351</a>	Studio 5-1	4.0
<a href="#">ARCH 321 WI</a>	General Lecture Series I	3.0
	History/Theory elective	3.0
<b>(Winter)</b>		
<a href="#">ARCH 352</a>	Studio 5-2	4.0
<a href="#">ARCH 322 WI</a>	General Lecture Series II	3.0
	History/Theory elective	3.0
<b>(Spring)</b>		
<a href="#">ARCH 353</a>	Studio 5-3	4.0
<a href="#">ARCH 323 WI</a>	General Lecture Series III	3.0
	History/Theory elective	3.0

<b>Total credits</b>	30.0
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*Sixth year*

<b>(Fall)</b>		<b>Credits</b>
<a href="#">ARCH 361</a>	<b>Studio 6-1*</b>	4.0
	<b>History/Theory elective</b>	3.0
	<b>Free elective</b>	3.0
<b>(Winter)</b>		
<a href="#">ARCH 362</a>	<b>Studio 6-2</b>	4.0
	<b>Professional elective</b>	3.0
	<b>Free elective</b>	3.0
<b>(Spring)</b>		
<a href="#">ARCH 363</a>	<b>Studio 6-3</b>	4.0
	<b>Professional elective</b>	3.0
	<b>Free elective</b>	3.0
	<b>Total credits</b>	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)*

<b>(Fall)</b>		<b>Credits</b>
<a href="#">ARCH 496</a>	<b>Thesis I</b>	8.0
	<b>Professional elective</b>	3.0
<b>(Winter)</b>		
<a href="#">ARCH 497</a>	<b>Thesis II</b>	8.0
	<b>Free elective</b>	3.0
<b>(Spring)</b>		
<a href="#">ARCH 498</a>	<b>Thesis III</b>	8.0
	<b>Total credits</b>	33.0

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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
<a href="#">ENGL 101</a>	Expository Writing and Reading	3.0
<a href="#">ENGL 102</a>	Persuasive Writing and Reading	3.0
<a href="#">ENGL 103</a>	Analytical Writing and Reading	3.0
<a href="#">MATH 101</a>	Introduction to Analysis I	4.0
<a href="#">MATH 102</a>	Introduction to Analysis II	4.0
<a href="#">PHYS 103</a>	General Physics I	4.0
<a href="#">PHYS 104</a>	General Physics II	4.0
<a href="#">UNIV 101</a>	The Drexel Experience	2.0
Humanities and social science electives		9.0
Free electives		12.0

#### Required studio design sequence (2+4 option)

		Credits
<a href="#">ARCH 101</a>	Studio 1-A	4.5
<a href="#">ARCH 102</a>	Studio 1-B	4.5
<a href="#">ARCH 103</a>	Studio 2-A	4.5
<a href="#">ARCH 104</a>	Studio 2-B*	4.5
<a href="#">ARCH 105</a>	Studio 3-A	4.5
<a href="#">ARCH 106</a>	Studio 3-B	4.5
<a href="#">ARCH 241</a>	Studio 4-1*	4.0
<a href="#">ARCH 242</a>	Studio 4-2	4.0
<a href="#">ARCH 243</a>	Studio 4-3	4.0
<a href="#">ARCH 351</a>	Studio 5-1	4.0
<a href="#">ARCH 352</a>	Studio 5-2	4.0
<a href="#">ARCH 353</a>	Studio 5-3	4.0
<a href="#">ARCH 361</a>	Studio 6-1*	4.0
<a href="#">ARCH 362</a>	Studio 6-2	4.0
<a href="#">ARCH 363</a>	Studio 6-3	4.0
<a href="#">ARCH 496</a>	Thesis I	8.0
<a href="#">ARCH 497</a>	Thesis II	8.0
<a href="#">ARCH 498</a>	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.

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

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

<b>Professional electives</b>		<b>9.0 Credits</b>
<b>Any three of the following courses*</b>		
<a href="#">ARCH 157</a>	Graphic Communication II	3.0
<a href="#">ARCH 421 WI</a>	Environmental Psychology and Design Theory	3.0
<a href="#">ARCH 431</a>	Architectural Programming	3.0
<a href="#">ARCH 432</a>	The Development Process	3.0
<a href="#">ARCH 435</a>	Management Seminar I	3.0
<a href="#">ARCH 436</a>	Management Seminar II	3.0
<a href="#">ARCH 451</a>	Advanced Drawing	3.0

<a href="#">ARCH 455</a>	Computer Applications in Architecture I	3.0
<a href="#">ARCH 456</a>	Computer Applications in Architecture II	3.0
<a href="#">ARCH 461</a>	Technology Seminar I	3.0
<a href="#">ARCH 462</a>	Technology Seminar II	3.0
<a href="#">ARCH 465</a>	Energy and Architecture	3.0
<a href="#">ARCH 499</a>	Special Topics in Architecture	3.0
<a href="#">CIVE 400</a>	Structural Design I	3.0
<a href="#">CIVE 401</a>	Structural Design II	3.0
<a href="#">CIVE 402</a>	Structural Design III	3.0
<a href="#">CIVE 464</a>	Acoustics and Noise Control in Buildings I	3.0
<a href="#">CMGT 462</a>	Construction Management I	3.0
<a href="#">CMGT 463</a>	Value Engineering II	3.0
<a href="#">CMGT 363</a>	Estimating I	3.0
<a href="#">PHTO 110</a>	Photography	3.0
<a href="#">VSST 111</a>	Figure Drawing I	3.0
<a href="#">VSST 202</a>	Multimedia: Space	4.0
<a href="#">VSST 301</a>	Painting I	4.0
<a href="#">VSST 311</a>	Sculpture	4.0
	<b>Other approved engineering courses</b>	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
<a href="#">ARCH 101</a>	Studio 1-A	4.5
<a href="#">ARCH 151</a>	Architectural Drawing I	3.0
<a href="#">ENGL 101</a>	Expository Writing and Reading	3.0
<a href="#">MATH 101</a>	Mathematical Analysis I	4.0
<a href="#">UNIV 101</a>	The Drexel Experience I	1.0
<b>Total credits</b>		<b>15.5</b>

Term 2		Credits
<a href="#">ARCH 102</a>	Studio 1-B	4.5
<a href="#">ARCH 150</a>	Introduction to CADD I	4.0
<a href="#">ENGL 102</a>	Persuasive Writing and Reading	3.0
<a href="#">MATH 102</a>	Mathematical Analysis II	4.0
<a href="#">UNIV 101</a>	The Drexel Experience II	1.0
<b>Total credits</b>		<b>16.5</b>

Term 3		Credits
<a href="#">ARCH 103</a>	Studio 2-A	4.5
<a href="#">ARCH 152</a>	Architectural Drawing II	3.0
<a href="#">ENGL 103</a>	Techniques of Analysis Evaluation	3.0
	Humanities or social science elective	3.0
	Free elective	3.0
<b>Total credits</b>		<b>16.5</b>

*Sophomore year*

Term 4		Credits
<a href="#">ARCH 104</a>	Studio 2-B*	4.5
<a href="#">ARCH 14I WI</a>	Architecture and Society I	3.0
<a href="#">ARCH 153</a>	Introduction to CAD II	4.0
<a href="#">PHYS 103</a>	General Physics I	4.0

<b>Humanities or Social Science elective</b>	3.0
<b>Total credits</b>	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.

<b>Term 5</b>		<b>Credits</b>
<a href="#">ARCH 105</a>	Studio 3-A	4.5
<a href="#">ARCH 142 WI</a>	Architecture and Society II	3.0
<a href="#">PHYS 104</a>	General Physics II	4.0
	Humanities or Social Science elective	3.0
	Free elective	3.0
	<b>Total credits</b>	17.5

<b>Term 6</b>		<b>Credits</b>
<a href="#">ARCH 106</a>	Studio 3-B	4.5
<a href="#">ARCH 143 WI</a>	Architecture and Society III	3.0
<a href="#">ARCH 161</a>	Architecture Construction	3.0
	Free electives	6.0
	<b>Total credits</b>	16.5

*Third year (Part-time)*

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

<b>(Fall)</b>		<b>Credits</b>
<a href="#">ARCH 351</a>	Studio 5-1	4.0
<a href="#">ARCH 261</a>	Environmental Systems I	3.0
<b>(Winter)</b>		
<a href="#">ARCH 352</a>	Studio 5-2	4.0
<a href="#">ARCH 262</a>	Environmental Systems II	3.0
<b>(Spring)</b>		
<a href="#">ARCH 353</a>	Studio 5-3	4.0

<a href="#">ARCH 263</a>	Environmental Systems III	3.0
<b>(Summer)</b>		
	Two History/Theory electives	6.0
	<b>Total credits</b>	<b>27.0</b>

*Fifth year (Part-time)*

		<b>Credits</b>
<b>(Fall)</b>		
<a href="#">ARCH 361</a>	Studio 6-1*	4.0
<a href="#">ARCH 321 WI</a>	General Lecture Series I	3.0
<b>(Winter)</b>		
<a href="#">ARCH 362</a>	Studio 6-2	4.0
<a href="#">ARCH 322 WI</a>	General Lecture Series II	3.0
<b>(Spring)</b>		
<a href="#">ARCH 363</a>	Studio 6-3	4.0
<a href="#">ARCH 323 WI</a>	General Lecture Series III	3.0
<b>(Summer)</b>		
	Professional elective	3.0
	<b>Total credits</b>	<b>24.0</b>

\*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)*

		<b>Credits</b>
<b>(Fall)</b>		
<a href="#">ARCH 496</a>	Thesis I	8.0
	History/Theory elective	3.0
<b>(Winter)</b>		
<a href="#">ARCH 497</a>	Thesis II	8.0
	Professional elective	3.0
<b>(Spring)</b>		
<a href="#">ARCH 498</a>	Thesis III	8.0
	<b>Total credits</b>	<b>30.0</b>

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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 about this major, visit the College's [Design and Merchandising](#) page.





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## Design and Merchandising

*Bachelor of Science Degree: 180.0 credits*

### Degree Requirements

#### Required courses

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

#### Visual studies requirements

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

Design and merchandising requirements

Credits

<a href="#">ACCT 115</a>	<b>Financial Accounting Foundations</b>	4.0
<a href="#">ARTH 300 WI</a>	<b>History of Modern Design</b>	3.0
<a href="#">DSMR 201</a>	<b>Analysis of Product</b>	3.0
<a href="#">DSMR 210</a>	<b>Presentation Techniques in Design and Merchandising</b>	3.0
<a href="#">DSMR 211</a>	<b>Computer Design for Design and Merchandising</b>	3.0
<a href="#">DSMR 231</a>	<b>Introduction to Retail Management</b>	3.0
<a href="#">DSMR 232</a>	<b>Retail Buying and Merchandising Management</b>	4.0
<a href="#">DSMR 310</a>	<b>Computer Integrated Merchandise Management</b>	3.0
<a href="#">DSMR 311</a>	<b>Visual Merchandising I</b>	4.0
<a href="#">DSMR 433</a>	<b>Fashion Product Knowledge and Development</b>	3.0
<a href="#">DSMR 477 WI</a>	<b>Design and Merchandising Seminar</b>	3.0
<a href="#">DSMR 496 WI</a>	<b>Senior Problem in Design and Merchandising</b>	3.0
<a href="#">ECON 201</a>	<b>Economics I</b>	4.0
<a href="#">ECON 202</a>	<b>Economics II</b>	4.0
<a href="#">FASH 201</a>	<b>Survey of the Fashion Industry</b>	3.0
<a href="#">MKTG 301 WI</a>	<b>Introduction to Marketing Management</b>	4.0
<a href="#">VSCM 100</a>	<b>Computer Imaging I</b>	3.0
	<b>Art history electives</b>	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 Design and Merchandising, Spring/Summer Co-Op  
 4 YR UG Co-op Concentration

Term 1		Credits
<a href="#">ENGL 101</a>	Expository Writing and Reading	3.0
<a href="#">FASH 201</a>	Survey of the Fashion Industry	3.0
<a href="#">PHYS 121</a>	Physical Science for Design I	4.0
<a href="#">UNIV 101</a>	The Drexel Experience	1.0
<a href="#">VSST 101</a>	Design I	4.0
<i>Term Credits</i>		<b>15.0</b>
Term 2		Credits
<a href="#">ENGL 102</a>	Persuasive Writing and Reading	3.0
<a href="#">PHYS 122</a>	Physical Science for Design II	4.0
<a href="#">UNIV 101</a>	The Drexel Experience	1.0
<a href="#">VSST 102</a>	Design II	4.0
<a href="#">VSST 110</a>	Introductory Drawing	3.0
<i>Term Credits</i>		<b>15.0</b>
Term 3		Credits
<a href="#">ENGL 103</a>	Analytical Writing and Reading	3.0
<a href="#">MATH 119</a>	Mathematical Foundations for Design	4.0
<a href="#">VSCM 100</a>	Computer Imaging I	3.0
<a href="#">VSST 103</a>	Design III	4.0
<a href="#">VSST 111</a>	Figure Drawing I	3.0
<i>Term Credits</i>		<b>17.0</b>
Term 4		Credits
<a href="#">ACCT 115</a>	Financial Accounting Foundations	4.0
<a href="#">ARTH 101</a>	History of Art I: Ancient to Medieval	3.0
<a href="#">DSMR 210</a>	Presentation Techniques Design and Merchandising	3.0
<a href="#">ECON 201</a>	Economics I	4.0
<i>Term Credits</i>		<b>14.0</b>
Term 5		Credits
<a href="#">ARTH 102</a>	History of Art II: High Renaissance to Modern	3.0
<a href="#">DSMR 211</a>	Computer Design for Design and Merchandising	3.0
<a href="#">DSMR 231</a>	Introduction to Retail Management	3.0
<a href="#">ECON 202</a>	Economics II	4.0
<i>Term Credits</i>		<b>13.0</b>
Term 6		Credits
<a href="#">DSMR 201</a>	Analysis of Product	3.0
<a href="#">DSMR 232</a>	Retail Buying and Merchandising	4.0
<a href="#">VSST 201</a>	Multimedia: Performance	4.0
<a href="#">VSST 211</a>	Textiles	3.0
<i>Term Credits</i>		<b>14.0</b>
Term 7		Credits
<a href="#">ARTH 300</a>	History of Modern Design	3.0
<a href="#">VSST 203</a>	Multimedia: Materials	4.0
<a href="#">PHTO 110</a>	Photography	3.0
or		
<a href="#">PHTO 115</a>	Principles of Photography	3.0
	Arts and Humanities elective	3.0
	Free elective	3.0
<i>Term Credits</i>		<b>16.0</b>
Term 8		Credits
<a href="#">ARTH 103</a>	History of Art III: Modern to Postmodernism	3.0

<a href="#">DSMR 433</a>	Fashion Product Knowledge and Development	3.0
<a href="#">MKTG 301</a>	Introduction to Marketing Management	4.0
	Free elective	3.0
	Social science elective	3.0
<b>Term Credits</b>		<b>16.0</b>
<b>Term 9</b>		<b>Credits</b>
<a href="#">DSMR 310</a>	Computer Integrated Merchandising Management	3.0
<a href="#">DSMR 311</a>	Visual Merchandising I	4.0
<a href="#">DSMR 477</a>	Design & Merchandising Seminar	3.0
	Art History (ARTH) elective	3.0
	Free elective	3.0
<b>Term Credits</b>		<b>16.0</b>
<b>Term 10</b>		<b>Credits</b>
<a href="#">DSMR 496</a>	Senior Problem in Design and Merchandising	3.0
	Art History (ARTH) elective	3.0
	Arts and Humanities elective	3.0
	Free elective	3.0
	Social science elective	3.0
<b>Term Credits</b>		<b>15.0</b>
<b>Term 11</b>		<b>Credits</b>
<a href="#">DSMR 321</a>	Fashion Show Production I	2.0
<a href="#">VSST 202</a>	Multimedia: Space	4.0
	Free electives	6.0
	Social science elective	3.0
<b>Term Credits</b>		<b>15.0</b>
<b>Term 12</b>		<b>Credits</b>
<a href="#">DSMR 322</a>	Fashion Show Production II	2.0
	Arts and Humanities elective	3.0
	Free electives	7.0
<b>Term Credits</b>		<b>12.0</b>
<b>Total Credits (minimum)</b>		<b>178.0</b>



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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 about this major, visit the College's [Digital Media](#) page.

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## Digital Media

*Bachelor of Science Degree: 185.0 credits*

### Degree Requirements

#### General education requirements

**71.0 Credits**

<a href="#">ENGL 101</a>	Expository Writing and Reading	3.0
<a href="#">ENGL 102</a>	Persuasive Writing and Reading	3.0
<a href="#">ENGL 103</a>	Analytical Writing and Reading	3.0
<a href="#">MATH 101</a>	Analysis I	4.0
<a href="#">PHYS 121</a>	Physical Science for Design I	4.0
<a href="#">PHYS 122</a>	Physical Science for Design II	4.0
<a href="#">COM 230</a>	Techniques of Speaking	3.0
<a href="#">UNIV 101</a>	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**

<a href="#">ARTH 102</a>	History of Art II: Renaissance to Modern	3.0
<a href="#">ARTH 103</a>	History of Art III: Early Modern to Postmodernism	3.0
<a href="#">ARTH 300 WI</a>	History of Modern Design	3.0
<a href="#">VSST 101</a>	Design I	4.0
<a href="#">VSST 102</a>	Design II	4.0

<a href="#">VSST 110</a>	Introductory Drawing	3.0
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**One of the following courses**

<a href="#">VSST 103</a>	Design III	4.0
<a href="#">VSST 111</a>	Figure Drawing I	3.0
<a href="#">VSST 201</a>	Multimedia: Performance	4.0
<a href="#">VSST 202</a>	Multimedia: Space	4.0
<a href="#">VSST 301</a>	Painting I	4.0

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**Media foundation requirements** **25.0**

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

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**Digital media requirements** **66.0**

<a href="#">DIGM 100</a>	Digital Design Tools	3.0
<a href="#">DIGM 105</a>	Overview of Digital Media	3.0
<a href="#">DIGM 110</a>	Digital Spatial Visualization	3.0
<a href="#">DIGM 120</a>	Multimedia Timeline Design	3.0
<a href="#">DIGM 210</a>	3-D Modeling/ Design	3.0
<a href="#">DIGM 211</a>	Computer Animation I	3.0
<a href="#">DIGM 212</a>	Computer Animation II	3.0
<a href="#">DIGM 220</a>	Digital Still Imaging I	3.0
<a href="#">DIGM 221</a>	Digital Still Imaging II	3.0
<a href="#">DIGM 240</a>	Web-based Interactive Authoring	3.0

<a href="#">DIGM 241</a>	Vector-based Interactive Authoring	3.0
<a href="#">DIGM 242</a>	Hybrid Interactive Authoring	3.0
<a href="#">DIGM 250</a>	Professional Practices	3.0
<a href="#">DIGM 260</a>	Overview of Computer Gaming	3.0
<a href="#">DIGM 265</a>	Scripting for Game Development	3.0
<a href="#">DIGM 302</a>	Art and Techniques of Digital Compositing	3.0
<a href="#">DIGM 360</a>	Computer Game Development	3.0
<a href="#">DIGM 475</a>	Seminar: The Future of Digital Media	3.0
<a href="#">DIGM 492</a>	Senior Project in Digital Media I	3.0
<a href="#">DIGM 493</a>	Senior Project in Digital Media II	3.0

**Two of the following courses**

<a href="#">DIGM 314</a>	Character Animation I	3.0
<a href="#">DIGM 315</a>	Character Animation II	3.0
<a href="#">DIGM 350 WI</a>	Digital Storytelling and Cultural Production	3.0
<a href="#">DIGM 411</a>	Advanced Animation and Visual Effects	3.0
<a href="#">DIGM 445</a>	Advanced Hybrid Interactivity	3.0
<a href="#">DIGM 451 WI</a>	Explorations in New Media	3.0
<a href="#">DIGM 461</a>	Gaming Workshop I	3.0
<a href="#">DIGM 462</a>	Gaming Workshop II	3.0
<a href="#">DIGM 465</a>	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.

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.

### Recommended Plan Of Study

**BS Digital Media, Cycle A**  
 4 YR UG Co-op Concentration

Term 1		Credits
<a href="#">DIGM 100</a>	Digital Design Tools	3.0
<a href="#">DIGM 105</a>	Overview of Digital Media	3.0
<a href="#">ENGL 101</a>	Expository Writing and Reading	3.0
<a href="#">PHYS 121</a>	Physical Science for Design I	4.0
<a href="#">UNIV 101</a>	The Drexel Experience	1.0
<a href="#">VSST 110</a>	Introductory Drawing	3.0
<b>Term Credits</b>		<b>17.0</b>
Term 2		Credits
<a href="#">FMVD 110</a>	Shooting and Lighting	3.0
<a href="#">INFO 110</a>	Human-Computer Interaction I	3.0
<a href="#">PHYS 122</a>	Physical Science for Design II	4.0
<a href="#">UNIV 101</a>	The Drexel Experience	1.0
<a href="#">VSST 101</a>	Design I	4.0
<a href="#">ENGL 102</a>	Persuasive Writing and Reading	3.0
<b>Term Credits</b>		<b>18.0</b>
Term 3		Credits
<a href="#">DIGM 110</a>	Digital Spatial Visualization	3.0
<a href="#">DIGM 120</a>	Multimedia Timeline Design	3.0
<a href="#">ENGL 103</a>	Analytical Writing and Reading	3.0
<a href="#">MATH 101</a>	Introduction to Analysis I	4.0
<a href="#">VSST 102</a>	Design II	4.0
<b>Term Credits</b>		<b>17.0</b>
Term 4		Credits
<a href="#">CS 171</a>	Computer Programming I	3.0
<a href="#">DIGM 210</a>	3D Modeling and Design	3.0
<a href="#">DIGM 220</a>	Digital Still Imaging I	3.0
<a href="#">DIGM 240</a>	Web Interactive Authoring	3.0
<a href="#">VSCM 240</a>	Typography I	3.0
<b>Term Credits</b>		<b>15.0</b>
Term 5		Credits
<a href="#">ARTH 102</a>	History of Art II: High Renaissance to Modern	3.0
<a href="#">CS 172</a>	Computer Programming II	3.0
<a href="#">DIGM 211</a>	Computer Animation I	3.0
<a href="#">DIGM 221</a>	Digital Still Imaging II	3.0
<a href="#">DIGM 241</a>	Vector Interactive Authoring	3.0
<b>Term Credits</b>		<b>15.0</b>
Term 6		Credits
<a href="#">ARTH 103</a>	History of Art III: Early Modern to Postmodernism	3.0
<a href="#">DIGM 212</a>	Computer Animation II	3.0
<a href="#">DIGM 242</a>	Hybrid Interactive Authoring	3.0
<a href="#">DIGM 260</a>	Overview of Computer Gaming	3.0
<a href="#">VSCM 230</a>	Visual Communication I	4.0
<b>Term Credits</b>		<b>16.0</b>
Term 7		Credits
<a href="#">ARTH 300</a>	History of Modern Design	3.0
<a href="#">COM 230</a>	Techniques of Speaking	3.0
<a href="#">DIGM 250</a>	Professional Practices	3.0
<a href="#">DIGM 265</a>	Scripting for Game Development	3.0
	FMVD 150 or an elective (See degree requirements)	3.0

<b>Term Credits</b>		<b>15.0</b>
<b>Term 8</b>		<b>Credits</b>
<a href="#">DIGM 302</a>	Art and Techniques of Digital Compositing	3.0
	DIGM course (See degree requirements list) or elective	3.0
	Free elective	3.0
	SCRP 270 or an elective (See degree requirements)	3.0
	Social science elective	3.0
<b>Term Credits</b>		<b>15.0</b>
<b>Term 9</b>		<b>Credits</b>
<a href="#">DIGM 360</a>	Computer Game Development	3.0
<a href="#">MUSC 138</a>	Digital Audio Production	3.0
	Arts and Humanities elective	3.0
	DIGM course (See degree requirements list) or elective	3.0
	Social science elective	3.0
<b>Term Credits</b>		<b>15.0</b>
<b>Term 10</b>		<b>Credits</b>
	Arts and Humanities elective	3.0
	DIGM course (See degree requirements list) or elective	3.0
	Free electives	6.0
	Social science elective	3.0
<b>Term Credits</b>		<b>15.0</b>
<b>Term 11</b>		<b>Credits</b>
<a href="#">DIGM 492</a>	Senior Project in Digital Media I	3.0
	Arts and Humanities elective	3.0
	DIGM course (See degree requirements list) or elective	3.0
	Free electives	6.0
<b>Term Credits</b>		<b>15.0</b>
<b>Term 12</b>		<b>Credits</b>
<a href="#">DIGM 475</a>	Seminar: The Future of Digital Media	3.0
<a href="#">DIGM 493</a>	Senior Project in Digital Media II	3.0
	Arts and Humanities elective	3.0
	Free elective	3.0
<b>Term Credits</b>		<b>12.0</b>
<b>Total Credits (minimum)</b>		<b>185.0</b>



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## Entertainment and Arts Management

Coursework in the EAM program includes general education and core requirements as well as specialized coursework within the student's chosen area of concentration and, if applicable, within a specific arts or media discipline. For instance, within the media management concentration, students choose coursework in one of two disciplines: film, video, and screenwriting or digital media. In the performing arts management concentration, students choose coursework in a dance, performing arts, or theatre discipline.

Unlike other undergraduate programs in this field, students are not required to choose a nonprofit or for-profit focus. This allows Drexel students increased flexibility when choosing their career paths, and a distinct professional advantage in today's ever-changing arts and entertainment industries.

For more information about this major, visit the College's [Entertainment and Arts Management](#) page.



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## Entertainment and Arts Management

*Bachelor of Science Degree: 184.0 - 190.0 credits (depending on concentration)*

Coursework in the EAM program includes general education and core requirements as well as specialized coursework within the student's chosen area of concentration and, if applicable, within a specific arts or media discipline. For instance, within the media management concentration, students choose coursework in one of two disciplines: film, video, and screenwriting or digital media. In the performing arts management concentration, students choose coursework in a dance, performing arts, or theatre discipline.

the core requirements provide an overview of the student's future career field and its required key skills and abilities. The core requirements build a foundation for further advanced and specialized courses, taught in the student's area of concentration.

At the end of their freshman year, students select one of the following concentrations:

- **(A) Visual Arts Management**
- **(B) Performing Arts Management**
  - (1.) Dance Track
  - (2.) Performing Arts Track
  - (3.) Theatre
- **(C) Media Management**
  - (1.) Digital Media
  - (2.) Film, Video & Screenwriting Track

### General Education Requirements

**63.0 Credits**

#### Written Analysis and Communication Requirements

<a href="#">ENGL 101</a>	Expository Writing and Reading	3.0
<a href="#">ENGL 102</a>	Persuasive Writing and Reading	3.0
<a href="#">ENGL 103</a>	Analytical Writing and Reading	3.0

#### Mathematics and Natural Sciences Requirements

<a href="#">MATH 101</a>	Introduction to Analysis I	4.0
<a href="#">MATH 102</a>	Introduction to Analysis II	4.0

Students select one of the following sequences:

<a href="#">BIO 102</a>	Biology I: Cells and Tissues	4.0
<a href="#">BIO 106</a>	Biology III: Organismal Biology	4.0
or		
<a href="#">PHYS 121</a>	Physical Science for Design I	4.0
<a href="#">PHYS 122</a>	Physical Science for Design II	4.0

**Arts/Humanities Requirements**

<a href="#">COM 230</a>	Techniques of Speaking	3.0
<a href="#">COM 330</a>	Professional Presentations	3.0
	Arts/Humanities elective	3.0

**Social Science Requirements**

	Social Science electives	9.0
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**University Seminar Requirements**

<a href="#">UNIV 101</a>	The Drexel Experience	2.0
	Co-op 101	0.0
	Free electives	15.0 - 18.0

\*Minimum number of free electives depends on chosen concentration.

**Entertainment and Arts Core Requirements\*****72.0 Credits**

<a href="#">ACCT 115</a>	Financial Accounting Foundations	4.0
<a href="#">ACCT 116</a>	Managerial Accounting Foundations	4.0
	or	
	Accounting for Non-Profit Organizations**	4.0
<a href="#">BLAW 201</a>	Legal Options of Decision- Making	4.0
<a href="#">EAM 130</a>	Overview of Entertainment Arts and Media	3.0
<a href="#">EAM 150</a>	Arts and Media in Society	3.0
<a href="#">EAM 211</a>	Strategic Management for Entertainment and Arts Management	3.0
<a href="#">EAM 261</a>	Copyrights and Trademarks	3.0
<a href="#">EAM 361</a>	Law and Contracts for Entertainment Arts Management	3.0
<a href="#">EAM 391</a>	Promotion, Press and Publicity	3.0
<a href="#">EAM 461</a>	Entertainment Publishing Industry	3.0
<a href="#">EAM 491</a>	Senior Project in Entertainment and Arts Management	3.0
<a href="#">ECON 201</a>	Economics I	4.0
<a href="#">ECON 202</a>	Economics II	4.0
<a href="#">FIN 301</a>	Introduction to Finance	4.0
<a href="#">HRMT 323</a>	Principles of Human Resource Administration	4.0
<a href="#">MKTG 301 WI</a>	Introduction to Marketing Management	4.0
<a href="#">MKTG 356 WI</a>	Consumer Behavior	4.0
<a href="#">OPM 300 WI</a>	Operations Management	4.0
<a href="#">ORGB 300 WI</a>	Organizational Behavior	4.0
<a href="#">STAT 201</a>	Statistics I	4.0

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

\*\* Course is not yet in Banner for registration. Check with Department.

**A. Visual Arts Management Concentration Requirements****30.0 Credits**

<a href="#">ARTH 101</a>	History of Art I: Ancient to Medieval	3.0
<a href="#">ARTH 102</a>	History of Art II: Renaissance to 18th Century	3.0

<a href="#">ARTH 103</a>	History of Art III: Early to Late Modern Art	3.0
<a href="#">EAM 270</a>	Audience Development for the Arts	3.0
<a href="#">EAM 301</a>	Gallery and Collection Management	3.0
<a href="#">EAM 302</a>	Exhibition Design	3.0
<a href="#">EAM 312</a>	Fund Development and Board and Volunteer Relations	3.0
<a href="#">EAM 401</a>	Writing for the Arts	3.0
	Trends in Visual Arts*	3.0
<a href="#">EAM 471</a>	Fine Arts Market Development	3.0

\*This course does not have a Banner course number assigned yet. See department for more information.

**Visual Arts track students select 24 additional credits from the following:**

<a href="#">ARTH 300</a>	History of Modern Design	3.0
<a href="#">INTR 200</a>	History of Modern Architecture	3.0
<a href="#">PHTO 110</a>	Photography	3.0
<a href="#">PHTO 115</a>	Photography Principles	3.0
<a href="#">PHTO 210</a>	Intermediate Photography	3.0
<a href="#">PHTO 275 WI</a>	History of Photography I	3.0
<a href="#">PHTO 276</a>	History of Photography II	3.0
<a href="#">VSST 101</a>	Design I	4.0
<a href="#">VSST 102</a>	Design II	4.0
<a href="#">VSST 103</a>	Design III	4.0
<a href="#">VSST 110</a>	Introductory Drawing	3.0
<a href="#">VSST 111</a>	Figure Drawing I	3.0
<a href="#">VSST 112</a>	Figure Drawing II	3.0
<a href="#">VSST 301</a>	Painting I	4.0
<a href="#">VSST 302</a>	Painting II	4.0
<a href="#">VSST 303</a>	Painting III	4.0

## **B. Performing Arts Management Concentration Requirements      54.0 Credits**

### **1. Dance Track Requirements**

<a href="#">DANC 150</a>	Modern Dance Technique	3.0
<a href="#">DANC 201</a>	Dance Appreciation	3.0
<a href="#">DANC 210</a>	Introduction to Dance	3.0
<a href="#">DANC 240</a>	Composition I	3.0
<a href="#">DANC 250</a>	Ballet I	3.0
<a href="#">DANC 325</a>	20th-Century Dance	3.0
<a href="#">DANC 355</a>	Rhythmic Study for Dance	3.0
<a href="#">EAM 270</a>	Audience Development for the Arts	3.0
<a href="#">EAM 312</a>	Fund Development and Board and Volunteer Relations	3.0
<a href="#">EAM 321</a>	Box Office and Venue Development	3.0
<a href="#">EAM 322</a>	Tour and Concert Promotion	3.0

<a href="#">EAM 401</a>	Writing for the Arts	3.0
MUSC	Music course for Performing Arts	3.0
<a href="#">MUSC 130</a>	Introduction to Music	3.0
<a href="#">THTR 240</a>	Theatre Production I	3.0
DANC	Dance electives	6.0
	Six terms of Dance ensembles (DANC 131 -132)	3.0

## 2. Performing Arts Track Requirements

<a href="#">DANC 201</a>	Dance Appreciation	3.0
<a href="#">DANC 220</a>	History of Dance	3.0
<a href="#">DANC 325</a>	20th-Century Dance	3.0
<a href="#">EAM 270</a>	Audience Development for the Arts	3.0
<a href="#">EAM 312</a>	Fund Development and Board and Volunteer Relations	3.0
<a href="#">EAM 321</a>	Box Office and Venue Development	3.0
<a href="#">EAM 322</a>	Tour and Concert Promotion	3.0
<a href="#">EAM 401</a>	Writing for the Arts	3.0
MUSC	Music course for Performing Arts	3.0
<a href="#">MUSC 130</a>	Introduction to Music	3.0
<a href="#">MUSC 331</a>	World Musics	3.0
<a href="#">MUSC 333</a>	Afro-American Music	3.0
<a href="#">MUSC 338 WI</a>	American Popular Music	3.0
<a href="#">THTR 115</a>	Theatrical Experience	3.0
<a href="#">THTR 210</a>	Acting I	3.0
<a href="#">THTR 240</a>	Theatre Production I	3.0
THTR	Theatre elective	3.0
	Six terms of Performing Arts ensembles	3.0

## 3. Theatre Track Requirements

<a href="#">EAM 270</a>	Audience Development for the Arts	3.0
<a href="#">EAM 312</a>	Fund Development and Board and Volunteer Relations	3.0
<a href="#">EAM 321</a>	Box Office and Venue Development	3.0
<a href="#">EAM 322</a>	Tour and Concert Promotion	3.0
<a href="#">EAM 401</a>	Writing for the Arts	3.0
MUSC	Music course for Performing Arts	3.0
<a href="#">THTR 121</a>	Dramatic Analysis	3.0
<a href="#">THTR 210</a>	Acting I	3.0
<a href="#">THTR 211</a>	Acting II	3.0
<a href="#">THTR 221</a>	Theatre History I	3.0
<a href="#">THTR 222</a>	Theatre History II	3.0
<a href="#">THTR 240</a>	Theatre Production I	3.0
<a href="#">THTR 241</a>	Theatre Production II	3.0
<a href="#">THTR 260</a>	Production Design	3.0
<a href="#">THTR 320</a>	Play Direction	3.0
THTR	Two Theatre electives	6.0
	Six terms of Theatre Practicum (THTR 131 - 132)	3.0



**C. Media Management Concentration Requirements****28.0 Credits**

<a href="#">EAM 365</a>	Media and Entertainment Business	3.0
<a href="#">COM 111</a>	Principles of Communication	3.0
<a href="#">COM 150</a>	Mass Media and Society	3.0
<a href="#">COM 240</a>	New Technologies in Communication	3.0
<a href="#">COM 270 WI</a>	Business Communication	3.0
<a href="#">COM 280</a>	Public Relations	3.0
<a href="#">COM 335 WI</a>	Writing for the World Wide Web	3.0
<a href="#">MKTG 322</a>	Advertising and Advertising Management	4.0
MUSC	Music course for Media concentration	3.0

**1. Digital Media Track Requirements****27.0 Credits**

<a href="#">DIGM 100</a>	Digital Design Tools	3.0
<a href="#">DIGM 110</a>	Spatial Visualization	3.0
<a href="#">DIGM 115</a>	3-D Modeling/Design	3.0
<a href="#">DIGM 120</a>	Multimedia Timeline Design	3.0
<a href="#">DIGM 211</a>	Computer Animation I	3.0
<a href="#">DIGM 212</a>	Computer Animation II	3.0
<a href="#">DIGM 240</a>	Introduction to Interactivity	3.0
<a href="#">DIGM 241</a>	Vector-based Interactive Authoring	3.0
<a href="#">VSST 110</a>	Introductory Drawing	3.0
DIGM	Digital Media elective	3.0

Digital Media track students select one course from the following:

<a href="#">DIGM 242</a>	Hybrid Interactive Authoring	3.0
<a href="#">DIGM 302</a>	Art and Techniques of Digital Compositing	3.0
<a href="#">DIGM 350 WI</a>	Digital Storytelling and Cultural Production	3.0
<a href="#">DIGM 451 WI</a>	Explorations in New Media	3.0

**2. Film, Video and Screenwriting Track Requirements****24.0 Credits**

<a href="#">FMVD 110</a>	Shooting and Lighting	3.0
<a href="#">FMVD 115</a>	Editing	3.0
<a href="#">FMVD 120</a>	Sound for Film and Video	3.0
<a href="#">FMVD 150</a>	American Classic Cinema	3.0
<a href="#">SCRP 270</a>	Screenwriting I	3.0

Film, Video and Screenwriting track Students select three courses from the following:

<a href="#">FMVD 125</a>	Basic Television Studio	3.0
<a href="#">FMVD 160</a>	European Cinema	3.0
<a href="#">FMVD 210</a>	Documentary Video Production	3.0
<a href="#">FMVD 215</a>	Narrative Video Production	3.0

<a href="#">FMVD 220</a>	<b>Experimental Video Production</b>	3.0
<a href="#">FMVD 225</a>	<b>Advanced Television Studio</b>	3.0
<a href="#">FMVD 235</a>	<b>Lighting for Film and Video</b>	3.0
<a href="#">FMVD 281</a>	<b>Writing the Short Film</b>	3.0
<a href="#">FMVD 305</a>	<b>Make-up and Special Effects</b>	3.0
<a href="#">FMVD 365</a>	<b>Special Topics in Production</b>	3.0
<a href="#">SCRP 275</a>	<b>Screenwriting II</b>	3.0
<a href="#">SCRP 310</a>	<b>Literature for Screenwriters</b>	3.0
<a href="#">SCRP 370</a>	<b>Screenplay Story Development</b>	3.0
<a href="#">SCRP 380</a>	<b>Screenwriting Workshop I</b>	3.0
<a href="#">SCRP 381</a>	<b>Screenwriting Workshop II</b>	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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# Drexel University

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## Entertainment and Arts Management

At the end of their freshman year, students select one of the following concentrations. Each concentration has its own unique Plan of Study:

- (A) [Visual Arts Management](#)
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### Recommended Plan Of Study

**BS Entertainment & Arts Management**  
 4 YR UG Co-op Concentration /Visual Arts Management  
 Visual Arts

Term 1		Credits
<a href="#">EAM 130</a>	Overview of Entertainment and Arts Management	3.0
<a href="#">EAM 150</a>	Arts and Media in Society	3.0
<a href="#">ECON 201</a>	Economics I	4.0
<a href="#">ENGL 101</a>	Expository Writing and Reading	3.0
<a href="#">MATH 101</a>	Introduction to Analysis I	4.0
<a href="#">UNIV 101</a>	The Drexel Experience	1.0
<b>Term Credits</b>		<b>18.0</b>
Term 2		Credits
<a href="#">EAM 261</a>	Copyrights and Trademarks	3.0
<a href="#">ENGL 102</a>	Persuasive Writing and Reading	3.0
<a href="#">MATH 102</a>	Introduction to Analysis II	4.0
<a href="#">UNIV 101</a>	The Drexel Experience	1.0
	Arts and Humanities elective	3.0
	Free elective	3.0
<b>Term Credits</b>		<b>17.0</b>
Term 3		Credits
<a href="#">ACCT 115</a>	Financial Accounting Foundations	4.0
<a href="#">EAM 211</a>	Strategic Management for Entertainment & Arts Management	3.0
<a href="#">ECON 202</a>	Economics II	4.0
<a href="#">ENGL 103</a>	Analytical Writing and Reading	3.0
	Social science elective	3.0
<b>Term Credits</b>		<b>17.0</b>
Term 4		Credits
<a href="#">EAM 361</a>	Law for Entertainment and Arts Management Managers	3.0
<a href="#">STAT 201</a>	Statistics I	4.0
<a href="#">BIO 102</a>	Biology I: Cells and Tissues	4.0
or		
<a href="#">PHYS 121</a>	Physical Science for Design I	4.0
	Social science elective	3.0
<b>Term Credits</b>		<b>14.0</b>
Term 5		Credits
<a href="#">COM 230</a>	Techniques of Speaking	3.0
<a href="#">EAM 270</a>	Audience Development for Arts	3.0
<a href="#">BIO 106</a>	Biology III: Organismal Biology	4.0
or		
<a href="#">PHYS 122</a>	Physical Science for Design II	4.0
	Visual Arts Track elective (See degree requirements list)	3.0
<b>Term Credits</b>		<b>13.0</b>
Term 6		Credits
<a href="#">COM 330</a>	Professional Presentations	3.0
<a href="#">EAM 312</a>	Fund Development and Board and Volunteer Relations	3.0
	Law course (Check with advisor for options for this major)	4.0
	Social science elective	3.0
	Visual Arts Track elective (See degree requirements list)	3.0
<b>Term Credits</b>		<b>16.0</b>
Term 7		Credits
<a href="#">ARTH 101</a>	History of Art I: Ancient to Medieval	3.0
<a href="#">EAM 401</a>	Writing for the Arts	3.0
<a href="#">FIN 301</a>	Introduction to Finance	4.0

	Visual Arts Track electives (See degree requirements list)	6.0
	<b>Term Credits</b>	<b>16.0</b>
<b>Term 8</b>		<b>Credits</b>
<a href="#">ACCT 116</a>	Managerial Accounting Foundations	4.0
<a href="#">ARTH 102</a>	History of Art II: High Renaissance to Modern	3.0
<a href="#">EAM 301</a>	Gallery and Collection Management	3.0
<a href="#">EAM 391</a>	Promotion, Press and Publicity	3.0
<a href="#">MKTG 301</a>	Introduction to Marketing Management	4.0
	<b>Term Credits</b>	<b>17.0</b>
<b>Term 9</b>		<b>Credits</b>
<a href="#">ARTH 103</a>	History of Art III: Early Modern to Postmodernism	3.0
<a href="#">EAM 302</a>	Exhibition Design	3.0
<a href="#">OPM 300</a>	Operations Management	4.0
	Free elective	3.0
	Visual Arts Track elective (See degree requirements list)	3.0
	<b>Term Credits</b>	<b>16.0</b>
<b>Term 10</b>		<b>Credits</b>
<a href="#">EAM 471</a>	Fine Arts Market Development	3.0
<a href="#">EAM 491</a>	Entertainment and Arts Management Senior Project	1.0
<a href="#">MKTG 356</a>	Consumer Behavior	4.0
	Free elective	3.0
	Visual Arts Track elective (See degree requirements list)	3.0
	<b>Term Credits</b>	<b>14.0</b>
<b>Term 11</b>		<b>Credits</b>
<a href="#">EAM 461</a>	Entertainment Publishing Industry	3.0
<a href="#">EAM 491</a>	Entertainment and Arts Management Senior Project	1.0
<a href="#">ORGB 300</a>	Organizational Behavior	4.0
	Free elective	3.0
	Visual Arts Track electives (See degree requirements list)	6.0
	<b>Term Credits</b>	<b>17.0</b>
<b>Term 12</b>		<b>Credits</b>
<a href="#">EAM 491</a>	Entertainment and Arts Management Senior Project	1.0
<a href="#">HRMT 323</a>	Principles of Human Resource Administration	4.0
	Free electives	6.0
	Visual Arts Track elective (See degree requirements list)	3.0
	<b>Term Credits</b>	<b>14.0</b>
	<b>Total Credits (minimum)</b>	<b>189.0</b>

### Recommended Plan Of Study

**BS Entertainment & Arts Management**  
 4 YR UG Co-op Concentration /Performing Arts Management  
 Dance

Term 1		Credits
<a href="#">EAM 130</a>	Overview of Entertainment and Arts Management	3.0
<a href="#">EAM 150</a>	Arts and Media in Society	3.0
<a href="#">ECON 201</a>	Economics I	4.0
<a href="#">ENGL 101</a>	Expository Writing and Reading	3.0
<a href="#">MATH 101</a>	Introduction to Analysis I	4.0
<a href="#">UNIV 101</a>	The Drexel Experience	1.0
<b>Term Credits</b>		<b>18.0</b>
Term 2		Credits
<a href="#">EAM 261</a>	Copyrights and Trademarks	3.0
<a href="#">ENGL 102</a>	Persuasive Writing and Reading	3.0
<a href="#">MATH 102</a>	Introduction to Analysis II	4.0
<a href="#">UNIV 101</a>	The Drexel Experience	1.0
	Arts and Humanities elective	3.0
	Social science elective	3.0
<b>Term Credits</b>		<b>17.0</b>
Term 3		Credits
<a href="#">ACCT 115</a>	Financial Accounting Foundations	4.0
<a href="#">EAM 211</a>	Strategic Management for Entertainment and Arts Management	3.0
<a href="#">ECON 201</a>	Economics I	4.0
<a href="#">ENGL 103</a>	Analytical Writing and Reading	3.0
	Social science elective	3.0
<b>Term Credits</b>		<b>17.0</b>
Term 4		Credits
<a href="#">EAM 361</a>	Law for Entertainment and Arts Management Managers	3.0
<a href="#">STAT 201</a>	Business Statistics I	4.0
<a href="#">BIO 102</a>	Biology I: Cells and Tissues	4.0
or		
<a href="#">PHYS 121</a>	Physical Science for Design I	4.0
	Social science elective	3.0
<b>Term Credits</b>		<b>14.0</b>
Term 5		Credits
<a href="#">COM 230</a>	Techniques of Speaking	3.0
<a href="#">EAM 270</a>	Audience Development for Arts	3.0
<a href="#">THTR 240</a>	Theatre Production I	3.0
<a href="#">BIO 106</a>	Biology III: Organismal Biology	4.0
or		
<a href="#">PHYS 122</a>	Physical Science for Design II	4.0
<b>Term Credits</b>		<b>13.0</b>
Term 6		Credits
<a href="#">BLAW 201</a>	Business Law I	4.0
<a href="#">COM 330</a>	Professional Presentations	3.0
<a href="#">DANC 210</a>	Introduction to Dance	3.0
<a href="#">EAM 312</a>	Fund Development and Board and Volunteer Relations	3.0
<b>Term Credits</b>		<b>13.0</b>
Term 7		Credits
<a href="#">DANC 150</a>	Modern Dance Technique I	3.0
<a href="#">DANC 250</a>	Ballet Technique I	3.0
<a href="#">EAM 401</a>	Writing for the Arts	3.0
<a href="#">FIN 301</a>	Introduction to Finance	4.0

<a href="#">MUSC 130</a>	Introduction to Music	3.0
	Required ensemble	1.0
	<b>Term Credits</b>	<b>17.0</b>
<b>Term 8</b>		<b>Credits</b>
<a href="#">ACCT 116</a>	Managerial Accounting Foundations	4.0
<a href="#">DANC 355</a>	Rhythmic Study for Dance	3.0
<a href="#">EAM 321</a>	Box Office & Venue Management	3.0
<a href="#">EAM 391</a>	Promotion, Press and Publicity	3.0
<a href="#">MKTG 301</a>	Introduction to Marketing Management	4.0
	Required ensemble	1.0
	<b>Term Credits</b>	<b>18.0</b>
<b>Term 9</b>		<b>Credits</b>
<a href="#">DANC 201</a>	Dance Appreciation	3.0
<a href="#">EAM 322</a>	Tour and Concert Promotion	3.0
<a href="#">OPM 300</a>	Operations Management	4.0
	Free elective	3.0
	Music (MUSC) course for Performing Arts (Check with advisor)	3.0
	Required ensemble	1.0
	<b>Term Credits</b>	<b>17.0</b>
<b>Term 10</b>		<b>Credits</b>
<a href="#">DANC 325</a>	Twentieth Century Dance	3.0
<a href="#">EAM 491</a>	Entertainment and Arts Management Senior Project	1.0
<a href="#">MKTG 356</a>	Consumer Behavior	4.0
	Dance (DANC) elective	3.0
	Free electives	6.0
	Ensemble	0.0
	<b>Term Credits</b>	<b>17.0</b>
<b>Term 11</b>		<b>Credits</b>
<a href="#">DANC 240</a>	Dance Composition I	3.0
<a href="#">EAM 461</a>	Entertainment Publishing Industry	3.0
<a href="#">EAM 491</a>	Entertainment and Arts Management Senior Project	1.0
<a href="#">ORGB 300</a>	Organizational Behavior	4.0
	Free elective	3.0
	Ensemble	0.0
	<b>Term Credits</b>	<b>14.0</b>
<b>Term 12</b>		<b>Credits</b>
<a href="#">EAM 491</a>	Entertainment and Arts Management Senior Project	1.0
<a href="#">HRMT 323</a>	Principles of Human Resource Administration	4.0
	Dance (DANC) elective	3.0
	Free electives	6.0
	Ensemble	0.0
	<b>Term Credits</b>	<b>14.0</b>
<b>Total Credits (minimum)</b>		<b>189.0</b>

### Recommended Plan Of Study

**BS Entertainment & Arts Management**  
 4 YR UG Co-op Concentration /Performing Arts Management  
 Perform Arts

Term 1		Credits
<a href="#">EAM 130</a>	Overview of Entertainment and Arts Management	3.0
<a href="#">EAM 150</a>	Arts and Media in Society	3.0
<a href="#">ECON 201</a>	Economics I	4.0
<a href="#">ENGL 101</a>	Expository Writing and Reading	3.0
<a href="#">MATH 101</a>	Introduction to Analysis I	4.0
<a href="#">UNIV 101</a>	The Drexel Experience	1.0
<b>Term Credits</b>		<b>18.0</b>
Term 2		Credits
<a href="#">EAM 261</a>	Copyrights and Trademarks	3.0
<a href="#">ENGL 102</a>	Persuasive Writing and Reading	3.0
<a href="#">MATH 102</a>	Introduction to Analysis II	4.0
<a href="#">UNIV 101</a>	The Drexel Experience	1.0
	Arts and Humanities elective	3.0
	Free elective	3.0
<b>Term Credits</b>		<b>17.0</b>
Term 3		Credits
<a href="#">ACCT 115</a>	Financial Accounting Foundations	4.0
<a href="#">EAM 211</a>	Strategic Management for Entertainment and Arts Management	3.0
<a href="#">ECON 202</a>	Economics II	4.0
<a href="#">ENGL 103</a>	Analytical Writing and Reading	3.0
	Social science elective	3.0
<b>Term Credits</b>		<b>17.0</b>
Term 4		Credits
<a href="#">EAM 361</a>	Law for Entertainment and Arts Management Managers	3.0
<a href="#">STAT 201</a>	Business Statistics I	4.0
<a href="#">BIO 102</a>	Biology I: Cells and Tissues	4.0
or		
<a href="#">PHYS 121</a>	Physical Science for Design I	4.0
	Social science elective	3.0
<b>Term Credits</b>		<b>14.0</b>
Term 5		Credits
<a href="#">COM 230</a>	Techniques of Speaking	3.0
<a href="#">EAM 270</a>	Audience Development for Arts	3.0
<a href="#">THTR 240</a>	Theatre Production I	3.0
<a href="#">BIO 102</a>	Biology I: Cells and Tissues	4.0
or		
<a href="#">PHYS 121</a>	Physical Science for Design I	4.0
<b>Term Credits</b>		<b>13.0</b>
Term 6		Credits
<a href="#">BLAW 201</a>	Business Law I	4.0
<a href="#">COM 330</a>	Professional Presentations	3.0
<a href="#">DANC 220</a>	History of Dance	3.0
<a href="#">EAM 312</a>	Fund Development and Board and Volunteer Relations	3.0
	Social science elective	3.0
<b>Term Credits</b>		<b>16.0</b>
Term 7		Credits
<a href="#">EAM 401</a>	Writing for the Arts	3.0
<a href="#">FIN 301</a>	Introduction to Finance	4.0
<a href="#">MUSC 130</a>	Introduction to Music	3.0



<a href="#">THTR 115</a>	Theatrical Experience	3.0
<a href="#">THTR 210</a>	Acting I	3.0
	Required ensemble	1.0
	<b>Term Credits</b>	<b>17.0</b>
<b>Term 8</b>		<b>Credits</b>
<a href="#">ACCT 116</a>	Managerial Accounting Foundations	4.0
<a href="#">EAM 321</a>	Box Office & Venue Management	3.0
<a href="#">EAM 391</a>	Promotion, Press and Publicity	3.0
<a href="#">MKTG 301</a>	Introduction to Marketing Management	4.0
<a href="#">MUSC 331</a>	World Musics	3.0
	Required ensemble	1.0
	<b>Term Credits</b>	<b>18.0</b>
<b>Term 9</b>		<b>Credits</b>
<a href="#">EAM 322</a>	Tour and Concert Promotion	3.0
<a href="#">MUSC 333</a>	Afro-American Music	3.0
<a href="#">OPM 300</a>	Operations Management	4.0
	Free elective	3.0
	Music (MUSC) course for Performing Arts (Check with advisor)	3.0
	Required ensemble	1.0
	<b>Term Credits</b>	<b>17.0</b>
<b>Term 10</b>		<b>Credits</b>
<a href="#">DANC 201</a>	Dance Appreciation	3.0
<a href="#">EAM 491</a>	Entertainment and Arts Management Senior Project	1.0
<a href="#">MKTG 356</a>	Consumer Behavior	4.0
	Free elective	3.0
	Ensemble	0.0
	Theatre elective (See degree requirements for details)	3.0
	<b>Term Credits</b>	<b>14.0</b>
<b>Term 11</b>		<b>Credits</b>
<a href="#">DANC 325</a>	Twentieth Century Dance	3.0
<a href="#">EAM 461</a>	Entertainment Publishing Industry	3.0
<a href="#">EAM 491</a>	Entertainment and Arts Management Senior Project	1.0
<a href="#">ORGB 300</a>	Organizational Behavior	4.0
	Free elective	3.0
	Ensemble	0.0
	<b>Term Credits</b>	<b>14.0</b>
<b>Term 12</b>		<b>Credits</b>
<a href="#">EAM 491</a>	Entertainment and Arts Management Senior Project	1.0
<a href="#">HRMT 323</a>	Principles of Human Resource Administration	4.0
<a href="#">MUSC 338</a>	American Popular Music	3.0
	Free electives	6.0
	Ensemble	0.0
	<b>Term Credits</b>	<b>14.0</b>
	<b>Total Credits (minimum)</b>	<b>189.0</b>

### Recommended Plan Of Study

#### BS Entertainment & Arts Management

4 YR UG Co-op Concentration /Performing Arts Management  
Theatre

Term 1		Credits
<a href="#">EAM 150</a>	Arts and Media in Society	3.0
<a href="#">ECON 201</a>	Economics I	4.0
<a href="#">ENGL 101</a>	Expository Writing and Reading	3.0
<a href="#">MATH 101</a>	Introduction to Analysis I	4.0
<a href="#">UNIV 101</a>	The Drexel Experience	1.0
<a href="#">EAM 130</a>	Overview of Entertainment and Arts Management	3.0
<b>Term Credits</b>		<b>18.0</b>
Term 2		Credits
<a href="#">EAM 261</a>	Copyrights and Trademarks	3.0
<a href="#">ENGL 102</a>	Persuasive Writing and Reading	3.0
<a href="#">MATH 102</a>	Introduction to Analysis II	4.0
<a href="#">UNIV 101</a>	The Drexel Experience	1.0
	Arts and Humanities elective	3.0
	Free elective	3.0
<b>Term Credits</b>		<b>17.0</b>
Term 3		Credits
<a href="#">ACCT 115</a>	Financial Accounting Foundations	4.0
<a href="#">EAM 211</a>	Strategic Management for Entertainment and Arts Management	3.0
<a href="#">ECON 202</a>	Economics II	4.0
<a href="#">ENGL 103</a>	Analytical Writing and Reading	3.0
	Social science elective	3.0
<b>Term Credits</b>		<b>17.0</b>
Term 4		Credits
<a href="#">EAM 361</a>	Law for Entertainment and Arts Management Managers	3.0
<a href="#">STAT 201</a>	Business Statistics I	4.0
<a href="#">BIO 102</a>	Biology I: Cells and Tissues	4.0
or		
<a href="#">PHYS 121</a>	Physical Science for Design I	4.0
	Free elective	3.0
<b>Term Credits</b>		<b>14.0</b>
Term 5		Credits
<a href="#">COM 230</a>	Techniques of Speaking	3.0
<a href="#">EAM 270</a>	Audience Development for Arts	3.0
<a href="#">THTR 221</a>	Theatre History I	3.0
<a href="#">BIO 106</a>	Biology III: Organismal Biology	4.0
or		
<a href="#">PHYS 122</a>	Physical Science for Design II	4.0
<b>Term Credits</b>		<b>13.0</b>
Term 6		Credits
<a href="#">BLAW 201</a>	Business Law I	4.0
<a href="#">COM 330</a>	Professional Presentations	3.0
<a href="#">EAM 312</a>	Fund Development and Board and Volunteer Relations	3.0
<a href="#">THTR 121</a>	Dramatic Analysis	3.0
	Social science elective	3.0
<b>Term Credits</b>		<b>16.0</b>
Term 7		Credits
<a href="#">EAM 401</a>	Writing for the Arts	3.0
<a href="#">FIN 301</a>	Introduction to Finance	4.0
<a href="#">THTR 210</a>	Acting I	3.0

<a href="#">THTR 240</a>	Theatre Production I	3.0
	Required ensemble	1.0
	Theatre elective (See degree requirements for details)	3.0
	<b>Term Credits</b>	<b>17.0</b>
<b>Term 8</b>		<b>Credits</b>
<a href="#">ACCT 116</a>	Managerial Accounting Foundations	4.0
<a href="#">EAM 321</a>	Box Office & Venue Management	3.0
<a href="#">EAM 391</a>	Promotion, Press and Publicity	3.0
<a href="#">MKTG 301</a>	Introduction to Marketing Management	4.0
<a href="#">THTR 222</a>	Theatre History II	3.0
	Required ensemble	1.0
	<b>Term Credits</b>	<b>18.0</b>
<b>Term 9</b>		<b>Credits</b>
<a href="#">EAM 322</a>	Tour and Concert Promotion	3.0
<a href="#">OPM 300</a>	Operations Management	4.0
<a href="#">THTR 211</a>	Acting II	3.0
	Free elective	3.0
	Media Management Music (MUSC) course (Check with advisor)	3.0
	Required ensemble	1.0
	<b>Term Credits</b>	<b>17.0</b>
<b>Term 10</b>		<b>Credits</b>
<a href="#">EAM 491</a>	Entertainment and Arts Management Senior Project	1.0
<a href="#">MKTG 356</a>	Consumer Behavior	4.0
<a href="#">THTR 241</a>	Theatre Production II	3.0
<a href="#">THTR 320</a>	Play Direction I	3.0
	Ensemble	0.0
	Social science elective	3.0
	<b>Term Credits</b>	<b>14.0</b>
<b>Term 11</b>		<b>Credits</b>
<a href="#">EAM 461</a>	Entertainment Publishing Industry	3.0
<a href="#">EAM 491</a>	Entertainment and Arts Management Senior Project	1.0
<a href="#">ORGB 300</a>	Organizational Behavior	4.0
<a href="#">THTR 260</a>	Production Design	3.0
	Free elective	3.0
	Ensemble	0.0
	<b>Term Credits</b>	<b>14.0</b>
<b>Term 12</b>		<b>Credits</b>
<a href="#">EAM 491</a>	Entertainment and Arts Management Senior Project	1.0
<a href="#">HRMT 323</a>	Principles of Human Resource Administration	4.0
	Free electives	6.0
	Ensemble	0.0
	Theatre elective (See degree requirements for details)	3.0
	<b>Term Credits</b>	<b>14.0</b>
<b>Total Credits (minimum)</b>		<b>189.0</b>

### Recommended Plan Of Study

**BS Entertainment & Arts Management**  
 4 YR UG Co-op Concentration /Media Management  
 Digital Media

Term 1		Credits
<a href="#">EAM 130</a>	Overview of Entertainment and Arts Management	3.0
<a href="#">EAM 150</a>	Arts and Media in Society	3.0
<a href="#">ECON 201</a>	Economics I	4.0
<a href="#">ENGL 101</a>	Expository Writing and Reading	3.0
<a href="#">MATH 101</a>	Introduction to Analysis I	4.0
<a href="#">UNIV 101</a>	The Drexel Experience	1.0
<b>Term Credits</b>		<b>18.0</b>
Term 2		Credits
<a href="#">DIGM 100</a>	Digital Design Tools	3.0
<a href="#">EAM 261</a>	Copyrights and Trademarks	3.0
<a href="#">ENGL 102</a>	Persuasive Writing and Reading	3.0
<a href="#">MATH 102</a>	Introduction to Analysis II	4.0
<a href="#">UNIV 101</a>	The Drexel Experience	1.0
<b>Term Credits</b>		<b>14.0</b>
Term 3		Credits
<a href="#">ACCT 115</a>	Financial Accounting Foundations	4.0
<a href="#">EAM 211</a>	Strategic Management for Entertainment and Arts Management	3.0
<a href="#">ECON 202</a>	Economics II	4.0
<a href="#">ENGL 103</a>	Analytical Writing and Reading	3.0
	Arts and Humanities elective	3.0
<b>Term Credits</b>		<b>17.0</b>
Term 4		Credits
<a href="#">EAM 361</a>	Law for Entertainment and Arts Management Managers	3.0
<a href="#">STAT 201</a>	Business Statistics I	4.0
<a href="#">VSST 110</a>	Introductory Drawing	3.0
<a href="#">BIO 102</a>	Biology I: Cells and Tissues	4.0
or		
<a href="#">PHYS 121</a>	Physical Science for Design I	4.0
<b>Term Credits</b>		<b>14.0</b>
Term 5		Credits
<a href="#">COM 111</a>	Principles of Communication	3.0
<a href="#">COM 230</a>	Techniques of Speaking	3.0
<a href="#">DIGM 120</a>	Multimedia Timeline Design	3.0
<a href="#">DIGM 240</a>	Web Interactive Authoring	3.0
<a href="#">BIO 106</a>	Biology III: Organismal Biology	4.0
or		
<a href="#">PHYS 122</a>	Physical Science for Design II	4.0
<b>Term Credits</b>		<b>16.0</b>
Term 6		Credits
<a href="#">COM 150</a>	Mass Media and Society	3.0
<a href="#">COM 330</a>	Professional Presentations	3.0
<a href="#">DIGM 110</a>	Digital Spatial Visualization	3.0
<a href="#">DIGM 241</a>	Vector Interactive Authoring	3.0
<a href="#">EAM 365</a>	Media & Entertainment Business	3.0
<b>Term Credits</b>		<b>15.0</b>
Term 7		Credits
<a href="#">COM 240</a>	New Technologies In Communication	3.0
<a href="#">DIGM 115</a>	3D Modeling and Design	3.0
<a href="#">FIN 301</a>	Introduction to Finance	4.0

	Free elective	3.0
	Social science elective	3.0
	<b>Term Credits</b>	<b>16.0</b>
<b>Term 8</b>		<b>Credits</b>
<a href="#">ACCT 116</a>	Managerial Accounting Foundations	4.0
<a href="#">EAM 391</a>	Promotion, Press and Publicity	3.0
<a href="#">MKTG 301</a>	Introduction to Marketing Management	4.0
	Social science elective	3.0
	<b>Term Credits</b>	<b>14.0</b>
<b>Term 9</b>		<b>Credits</b>
<a href="#">BLAW 201</a>	Business Law I	4.0
<a href="#">MKTG 322</a>	Advertising and Advertising Management	4.0
<a href="#">OPM 300</a>	Operations Management	4.0
	Digital Media Track elective (See degree requirements)	3.0
	Free elective	3.0
	<b>Term Credits</b>	<b>18.0</b>
<b>Term 10</b>		<b>Credits</b>
<a href="#">COM 270</a>	Business Communication	3.0
<a href="#">DIGM 211</a>	Computer Animation I	3.0
<a href="#">EAM 491</a>	Entertainment and Arts Management Senior Project	1.0
<a href="#">MKTG 356</a>	Consumer Behavior	4.0
	Digital Media Track elective (See degree requirements)	3.0
	Free elective	3.0
	<b>Term Credits</b>	<b>17.0</b>
<b>Term 11</b>		<b>Credits</b>
<a href="#">COM 280</a>	Public Relations	3.0
<a href="#">DIGM 212</a>	Computer Animation II	3.0
<a href="#">EAM 461</a>	Entertainment Publishing Industry	3.0
<a href="#">EAM 491</a>	Entertainment and Arts Management Senior Project	1.0
<a href="#">ORGB 300</a>	Organizational Behavior	4.0
	Free elective	3.0
	<b>Term Credits</b>	<b>17.0</b>
<b>Term 12</b>		<b>Credits</b>
<a href="#">COM 335</a>	Writing for the World Wide Web	3.0
<a href="#">EAM 491</a>	Entertainment and Arts Management Senior Project	1.0
<a href="#">HRMT 323</a>	Principles of Human Resource Administration	4.0
	Free elective	3.0
	Social science elective	3.0
	<b>Term Credits</b>	<b>14.0</b>
	<b>Total Credits (minimum)</b>	<b>190.0</b>

### Recommended Plan Of Study

**BS Entertainment & Arts Management**  
 4 YR UG Co-op Concentration /Media Management  
 FMVD & Screenwriting

Term 1		Credits
<a href="#">EAM 130</a>	Overview of Entertainment and Arts Management	3.0
<a href="#">EAM 150</a>	Arts and Media in Society	3.0
<a href="#">ECON 201</a>	Economics I	4.0
<a href="#">ENGL 101</a>	Expository Writing and Reading	3.0
<a href="#">MATH 101</a>	Introduction to Analysis I	4.0
<a href="#">UNIV 101</a>	The Drexel Experience	1.0
<b>Term Credits</b>		<b>18.0</b>
Term 2		Credits
<a href="#">EAM 261</a>	Copyrights and Trademarks	3.0
<a href="#">ENGL 102</a>	Persuasive Writing and Reading	3.0
<a href="#">FMVD 110</a>	Shooting and Lighting	3.0
<a href="#">MATH 102</a>	Introduction to Analysis II	4.0
<a href="#">UNIV 101</a>	The Drexel Experience	1.0
<b>Term Credits</b>		<b>14.0</b>
Term 3		Credits
<a href="#">ACCT 115</a>	Financial Accounting Foundations	4.0
<a href="#">EAM 211</a>	Strategic Management for Entertainment and Arts Management	3.0
<a href="#">ECON 202</a>	Economics II	4.0
<a href="#">ENGL 103</a>	Analytical Writing and Reading	3.0
<a href="#">FMVD 115</a>	Editing	3.0
<b>Term Credits</b>		<b>17.0</b>
Term 4		Credits
<a href="#">EAM 361</a>	Law for Entertainment and Arts Management Managers	3.0
<a href="#">FMVD 120</a>	Sound for Film and Video	3.0
<a href="#">STAT 201</a>	Business Statistics I	4.0
<a href="#">BIO 102</a>	Biology I: Cells and Tissues	4.0
or		
<a href="#">PHYS 121</a>	Physical Science for Design I	4.0
<b>Term Credits</b>		<b>14.0</b>
Term 5		Credits
<a href="#">COM 111</a>	Principles of Communication	3.0
<a href="#">COM 230</a>	Techniques of Speaking	3.0
<a href="#">BIO 106</a>	Biology III: Organismal Biology	4.0
or		
<a href="#">PHYS 122</a>	Physical Science for Design II	4.0
	Film and Video/Screenwriting elective (See degree list)	3.0
<b>Term Credits</b>		<b>13.0</b>
Term 6		Credits
<a href="#">COM 150</a>	Mass Media and Society	3.0
<a href="#">COM 330</a>	Professional Presentations	3.0
<a href="#">EAM 365</a>	Media and Entertainment Business	3.0
	Arts and Humanities elective	3.0
	Law course (Check with advisor for options for this major)	4.0
<b>Term Credits</b>		<b>16.0</b>
Term 7		Credits
<a href="#">COM 240</a>	New Technologies In Communication	3.0
<a href="#">FIN 302</a>	Intermediate Corporate Finance	4.0
	Film and Video/Screenwriting elective (See degree list)	3.0
	Social science electives	6.0

<b>Term Credits</b>		<b>16.0</b>
<b>Term 8</b>		<b>Credits</b>
<a href="#">ACCT 116</a>	Managerial Accounting Foundations	4.0
<a href="#">EAM 391</a>	Promotion, Press and Publicity	3.0
<a href="#">MKTG 301</a>	Introduction to Marketing Management	4.0
<a href="#">SCRP 270</a>	Screenwriting I	3.0
<b>Term Credits</b>		<b>14.0</b>
<b>Term 9</b>		<b>Credits</b>
<a href="#">FMVD 150</a>	American Classic Cinema	3.0
<a href="#">MKTG 322</a>	Advertising and Advertising Management	4.0
<a href="#">OPM 300</a>	Operations Management	4.0
	Free elective	3.0
	Media Management Music (MUSC) course (Check with advisor)	3.0
<b>Term Credits</b>		<b>17.0</b>
<b>Term 10</b>		<b>Credits</b>
<a href="#">COM 270</a>	Business Communication	3.0
<a href="#">EAM 491</a>	Entertainment and Arts Management Senior Project	1.0
<a href="#">MKTG 356</a>	Consumer Behavior	4.0
	Free elective	3.0
	Film and Video/Screenwriting elective (See degree list)	3.0
	Social science elective	3.0
<b>Term Credits</b>		<b>17.0</b>
<b>Term 11</b>		<b>Credits</b>
<a href="#">COM 280</a>	Public Relations	3.0
<a href="#">EAM 461</a>	Entertainment Publishing Industry	3.0
<a href="#">EAM 491</a>	Entertainment and Arts Management Senior Project	1.0
<a href="#">ORGB 300</a>	Organizational Behavior	4.0
	Free elective	3.0
<b>Term Credits</b>		<b>14.0</b>
<b>Term 12</b>		<b>Credits</b>
<a href="#">COM 335</a>	Writing for the World Wide Web	3.0
<a href="#">EAM 491</a>	Entertainment and Arts Management Senior Project	1.0
<a href="#">HRMT 323</a>	Principles of Human Resource Administration	4.0
<a href="#">SCRP 310</a>	Literature for Screenwriters	3.0
	Free elective	3.0
<b>Term Credits</b>		<b>14.0</b>
<b>Total Credits (minimum)</b>		<b>184.0</b>



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## Fashion Design

Fashion design encompasses the planning, design, production, and marketing of clothing. Our philosophy is for the students to achieve a seamless blend of hands-on "couture" with the right balance of skill for practical application in today's fashion industry. Our program draws on the fine arts as a base and constant point of reference for inspiration. 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 about this major, visit the College's [Fashion Design](#) page.





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## Fashion Design

*Bachelor of Science Degree: 182.0 credits*

### Degree Requirements

#### Required courses

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

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

One of the following courses		Credits
<a href="#">VSST 201</a>	Multimedia: Performance	4.0
<a href="#">VSST 202</a>	Multimedia: Space	4.0
<a href="#">VSST 203</a>	Multimedia: Materials	4.0

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

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.

### Recommended Plan Of Study

**BS Fashion Design**  
 4 YR UG Co-op Concentration  
 Standard Plan

Term 1		Credits
<a href="#">FASH 201</a>	Survey of the Fashion Industry	3.0
<a href="#">PHYS 121</a>	Physical Science for Design I	4.0
<a href="#">UNIV 101</a>	The Drexel Experience	1.0
<a href="#">VSST 101</a>	Design I	4.0
<a href="#">VSST 110</a>	Introductory Drawing	3.0
<b>Term Credits</b>		<b>15.0</b>
Term 2		Credits
<a href="#">FASH 241</a>	Construction Skills	4.0
<a href="#">PHYS 122</a>	Physical Science for Design II	4.0
<a href="#">UNIV 101</a>	The Drexel Experience	1.0
<a href="#">VSST 102</a>	Design II	4.0
<a href="#">VSST 111</a>	Figure Drawing I	3.0
<b>Term Credits</b>		<b>16.0</b>
Term 3		Credits
<a href="#">FASH 341</a>	Flat Pattern Design	4.0
<a href="#">MATH 119</a>	Mathematical Foundations for Design	4.0
<a href="#">VSST 103</a>	Design III	4.0
<a href="#">VSST 112</a>	Figure Drawing II	3.0
<b>Term Credits</b>		<b>15.0</b>
Term 4		Credits
<a href="#">ENGL 101</a>	Expository Writing and Reading	3.0
<a href="#">FASH 211</a>	Fashion Drawing I	3.0
<a href="#">FASH 220</a>	Textile Design	3.0
<a href="#">FASH 342</a>	Draping Design	4.0
<a href="#">VSST 204</a>	Materials Exploration	4.0
<b>Term Credits</b>		<b>17.0</b>
Term 5		Credits
<a href="#">ARTH 101</a>	History of Art I: Ancient to Medieval	3.0
<a href="#">FASH 210</a>	Presentation Techniques in Fashion	3.0
<a href="#">FASH 212</a>	Fashion Drawing II	3.0
<a href="#">FASH 251</a>	Fashion Design I	4.0
<a href="#">VSST 211</a>	Textiles	3.0
<b>Term Credits</b>		<b>16.0</b>
Term 6		Credits
<a href="#">ARTH 102</a>	History of Art II: High Renaissance to Modern	3.0
<a href="#">ENGL 102</a>	Persuasive Writing and Reading	3.0
<a href="#">FASH 252</a>	Fashion Design II	4.0
<a href="#">FASH 313</a>	Fashion Drawing for Industry	3.0
<a href="#">PHTO 110</a>	Photography	3.0
or		
<a href="#">PHTO 115</a>	Principles of Photography	3.0
<b>Term Credits</b>		<b>16.0</b>
Term 7		Credits
<a href="#">ENGL 103</a>	Analytical Writing and Reading	3.0
<a href="#">VSST 301</a>	Painting I	4.0
<a href="#">VSST 201</a>	Multimedia: Performance	4.0
or		
<a href="#">VSST 202</a>	Multimedia: Space	4.0
or		

<a href="#">VSST 203</a>	Multimedia: Materials	4.0
	Social science elective	3.0
	<b>Term Credits</b>	<b>14.0</b>
<b>Term 8</b>		<b>Credits</b>
<a href="#">ARTH 103</a>	History of Art III: Early Modern to Postmodernism	3.0
<a href="#">ARTH 335</a>	History of Costume I: Preclassical to Directoire	3.0
<a href="#">FASH 343</a>	Tailoring and Design	4.0
	Arts and Humanities elective	4.0
	FASH 315 CAD for Patternmaker or elective	3.0
	<b>Term Credits</b>	<b>17.0</b>
<b>Term 9</b>		<b>Credits</b>
<a href="#">ARTH 336</a>	History of Costume II: Directoire to World War I	3.0
<a href="#">FASH 351</a>	Fashion Design III	4.0
	Arts and Humanities elective	3.0
	Free elective	3.0
	<b>Term Credits</b>	<b>13.0</b>
<b>Term 10</b>		<b>Credits</b>
<a href="#">FASH 314</a>	Fashion Presentation Drawing	3.0
<a href="#">FASH 352</a>	Fashion Design IV	4.0
	Arts and Humanities elective	3.0
	Free elective	3.0
	Social science elective	3.0
	<b>Term Credits</b>	<b>16.0</b>
<b>Term 11</b>		<b>Credits</b>
<a href="#">FASH 491</a>	Senior Problem in Fashion Design I	4.0
	Free elective	3.0
	FASH 316 CAD for Fashion Design or elective	3.0
	Social science elective	3.0
	<b>Term Credits</b>	<b>13.0</b>
<b>Term 12</b>		<b>Credits</b>
<a href="#">FASH 492</a>	Senior Problem in Fashion Design II	3.0
	Free electives	12.0
	<b>Term Credits</b>	<b>15.0</b>
<b>Total Credits (minimum)</b>		<b>183.0</b>



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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 about this major, visit the College's [Film and Video](#) page.



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## Film and Video

*Bachelor of Science Degree: 182.0 credits*

### Degree Requirements

#### General education requirements 78.0 Credits

<a href="#">ENGL 101</a>	Expository Writing and Reading	3.0
<a href="#">ENGL 102</a>	Persuasive Writing and Reading	3.0
<a href="#">ENGL 103</a>	Analytical Writing and Reading	3.0
<a href="#">MATH 119</a>	Mathematical Foundations for Design	4.0
<a href="#">PHYS 121</a>	Physical Science for Design I	4.0
<a href="#">PHYS 122</a>	Physical Science for Design II	4.0
<a href="#">UNIV 101</a>	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

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

#### Film and video requirements 81.0 Credits

<a href="#">FMVD 110</a>	Shooting & Lighting	3.0
<a href="#">FMVD 115</a>	Editing	3.0
<a href="#">FMVD 120</a>	Sound for Film and Video	3.0
<a href="#">FMVD 125</a>	Basic Television Studio	3.0
<a href="#">FMVD 150</a>	American Classic Cinema	3.0
<a href="#">FMVD 160</a>	European Cinema	3.0

<a href="#">FMVD 200</a>	Acting for the Screen	3.0
<a href="#">FMVD 202</a>	Directing for the Screen	3.0
<a href="#">FMVD 210</a>	Documentary Video Production	3.0
<a href="#">FMVD 215</a>	Narrative Video Production	3.0
<a href="#">FMVD 230</a>	Basic Filmmaking	3.0
<a href="#">FMVD 235</a>	Lighting for Film and Video	3.0
<a href="#">FMVD 245</a>	Non-Western Cinema	3.0
<a href="#">FMVD 250</a>	The Documentary Tradition	3.0
<a href="#">SCRP 270</a>	Scriptwriting I	3.0
<a href="#">FMVD 281</a>	Writing the Short Film	3.0
<a href="#">FMVD 322</a>	Production Workshop I	3.0
<a href="#">FMVD 323</a>	Production Workshop II	3.0
<a href="#">FMVD 405</a>	Professions in Film and Video	3.0
<a href="#">FMVD 495</a>	Senior Project in Film and Video	6.0
<b>One of the following two-course sequences</b>		<b>6.0</b>
<a href="#">FMVD 332</a>	Advanced Filmmaking I	3.0
<a href="#">FMVD 333</a>	Advanced Filmmaking II	3.0
<b>or</b>		
<a href="#">FMVD 225</a>	Advanced Television Studio	
<a href="#">FMVD 220</a>	Experimental Video Production	3.0
<b>Advanced Production: Two of the following courses:</b>		<b>6.0</b>
<a href="#">FMVD 305</a>	Make-up and Special Effects	3.0
<a href="#">FMVD 315</a>	Sound Post Production	3.0
<a href="#">FMVD 365</a>	Special Topics in Production	3.0
<a href="#">FMVD 400</a>	Advanced Directing Actors for Screen I	3.0
<a href="#">FMVD 401</a>	Advanced Directing Actors for Screen II	3.0
<a href="#">FMVD 415</a>	Advanced Editing	3.0
<a href="#">FMVD 430</a>	Advanced Cinematography	3.0
<b>Cinema Studies: 2 of the following courses:</b>		<b>6.0</b>
<a href="#">FMVD 255</a>	Hitchcock	3.0
<a href="#">FMVD 260</a>	The Western	3.0
<a href="#">FMVD 262</a>	Film Comedy	3.0
<a href="#">FMVD 265</a>	Special Topics in Cinema Studies	3.0
<a href="#">FMVD 340</a>	French New Wave	3.0
<a href="#">FMVD 345</a>	Italian Neo-Realism	3.0
<a href="#">FMVD 352</a>	The Horror Film	3.0
<a href="#">FMVD 355</a>	Contemporary Cinema	3.0
<a href="#">FMVD 360</a>	Television Aesthetics	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.



### Recommended Plan Of Study

BS Film and Video, Fall/Winter Co-Op  
 4 YR UG Co-op Concentration

Term 1		Credits
<a href="#">ENGL 101</a>	Expository Writing and Reading	3.0
<a href="#">FMVD 110</a>	Shooting and Lighting	3.0
<a href="#">FMVD 150</a>	American Classic Cinema	3.0
<a href="#">PHYS 121</a>	Physical Science for Design I	4.0
<a href="#">SCRIP 270</a>	Screenwriting I	3.0
<a href="#">UNIV 101</a>	The Drexel Experience	1.0
<b>Term Credits</b>		<b>17.0</b>
Term 2		Credits
<a href="#">ENGL 102</a>	Persuasive Writing and Reading	3.0
<a href="#">FMVD 115</a>	Editing	3.0
<a href="#">FMVD 160</a>	European Cinema	3.0
<a href="#">PHYS 122</a>	Physical Science for Design II	4.0
<a href="#">UNIV 101</a>	The Drexel Experience	1.0
<a href="#">VSST 101</a>	Design I	4.0
<b>Term Credits</b>		<b>18.0</b>
Term 3		Credits
<a href="#">DIGM 220</a>	Digital Still Imaging I	3.0
<a href="#">ENGL 103</a>	Analytical Writing and Reading	3.0
<a href="#">FMVD 120</a>	Sound for Film and Video	3.0
<a href="#">FMVD 125</a>	Basic Television Studio	3.0
<a href="#">MATH 119</a>	Mathematical Foundations for Design	4.0
<b>Term Credits</b>		<b>16.0</b>
Term 4		Credits
<a href="#">FMVD 200</a>	Acting for the Screen	3.0
<a href="#">FMVD 230</a>	Basic Filmmaking	3.0
<a href="#">FMVD 250</a>	The Documentary Tradition	3.0
<a href="#">VSST 110</a>	Introductory Drawing	3.0
	History (HIST) elective	3.0
<b>Term Credits</b>		<b>15.0</b>
Term 5		Credits
<a href="#">ARTH 102</a>	History of Art II: Renaissance to Modern	3.0
<a href="#">FMVD 202</a>	Directing for the Screen	3.0
<a href="#">FMVD 215</a>	Narrative Video Production	3.0
<a href="#">FMVD 280</a>	Writing the Short Film	3.0
	Philosophy (PHIL) elective	3.0
<b>Term Credits</b>		<b>15.0</b>
Term 6		Credits
<a href="#">ARTH 103</a>	History of Art III: Early Modern to Postmodernism	3.0
<a href="#">FMVD 210</a>	Documentary Video Production	3.0
<a href="#">FMVD 245</a>	Non-Western Cinema	3.0
<a href="#">FMVD 322</a>	Production Workshop I	3.0
<a href="#">MUSC 130</a>	Introduction to Music	3.0
<b>Term Credits</b>		<b>15.0</b>
Term 7		Credits
<a href="#">FMVD 235</a>	Lighting for Film and Video	3.0
<a href="#">FMVD 323</a>	Production Workshop II	3.0
	Free elective	3.0
	Literature (ENGL) elective	3.0
	Social science elective	3.0

<b>Term Credits</b>		<b>15.0</b>
<b>Term 8</b>		<b>Credits</b>
<a href="#">VSST 201</a>	Multimedia: Performance	4.0
or		
<a href="#">VSST 202</a>	Multimedia: Space	4.0
or		
<a href="#">VSST 203</a>	Multimedia: Materials	4.0
<a href="#">FMVD 220</a>	Experimental Video Production	3.0
or		
<a href="#">FMVD 332</a>	Advanced Filmmaking I	3.0
	Arts and Humanities elective	3.0
	Cinema Studies elective (See degree requirements for list)	3.0
	Social science elective	3.0
<b>Term Credits</b>		<b>16.0</b>
<b>Term 9</b>		<b>Credits</b>
<a href="#">FMVD 225</a>	Advanced Television Studio	3.0
or		
<a href="#">FMVD 333</a>	Advanced Filmmaking II	3.0
	Arts and Humanities electives	6.0
	Cinema Studies elective (See degree requirements for list)	3.0
	Social science elective	3.0
<b>Term Credits</b>		<b>15.0</b>
<b>Term 10</b>		<b>Credits</b>
<a href="#">FMVD 205</a>	Professions in Film and Video	3.0
<a href="#">FMVD 495</a>	Senior Project in Film and Video	2.0
	Advanced Production elective (See degree requirements list)	3.0
	Free electives	6.0
<b>Term Credits</b>		<b>14.0</b>
<b>Term 11</b>		<b>Credits</b>
<a href="#">FMVD 495</a>	Senior Project in Film and Video	2.0
	Advanced Production elective (See degree requirements list)	3.0
	Free electives	9.0
<b>Term Credits</b>		<b>14.0</b>
<b>Term 12</b>		<b>Credits</b>
<a href="#">FMVD 495</a>	Senior Project in Film and Video	2.0
	Free electives	10.0
<b>Term Credits</b>		<b>12.0</b>
<b>Total Credits (minimum)</b>		<b>182.0</b>

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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
<a href="#">ENGL 101</a>	Expository Writing and Reading	3.0
<a href="#">ENGL 102</a>	Persuasive Writing and Reading	3.0
<a href="#">ENGL 103</a>	Analytical Writing and Reading	3.0
<a href="#">MATH 119</a>	Mathematical Foundations for Design	4.0
<a href="#">PHYS 121</a>	Physical Science for Design I	4.0
<a href="#">PHYS 122</a>	Physical Science for Design II	4.0
<a href="#">UNIV 101</a>	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
<a href="#">ARTH 101</a>	History of Art I: Ancient to Medieval	3.0
<a href="#">ARTH 102</a>	History of Art II: Renaissance to Modern	3.0
<a href="#">ARTH 103</a>	History of Art III: Early Modern to Postmodernism	3.0
<a href="#">PHTO 110</a>	Photography	3.0
<a href="#">VSST 101</a>	Design I	4.0
<a href="#">VSST 102</a>	Design II	4.0
<a href="#">VSST 103</a>	Design III	4.0
<a href="#">VSST 110</a>	Introductory Drawing	3.0
<a href="#">VSST 111</a>	Figure Drawing I	3.0
<a href="#">VSST 301</a>	Painting I	4.0
<a href="#">VSST 302</a>	Painting II	4.0

Two of the following courses:

<a href="#">VSST 201</a>	Multimedia: Performance	4.0
<a href="#">VSST 202</a>	Multimedia: Space	4.0
<a href="#">VSST 203</a>	Multimedia: Materials	4.0
<a href="#">VSST 311</a>	Sculpture I	4.0

<b>Graphic design requirements</b>		<b>64.0</b>
<a href="#">ARTH 300</a> <a href="#">WI</a>	<b>History of Modern Design</b>	3.0
<a href="#">PHTO 210</a>	<b>Intermediate Photography</b>	3.0
<a href="#">VSCM 100</a>	<b>Computer Imaging I</b>	3.0
<a href="#">VSCM 200</a>	<b>Computer Imaging II</b>	3.0
<a href="#">VSCM 230</a>	<b>Visual Communication I</b>	4.0
<a href="#">VSCM 231</a>	<b>Visual Communication II</b>	4.0
<a href="#">VSCM 232</a>	<b>Visual Communication III</b>	4.0
<a href="#">VSCM 240</a>	<b>Typography I</b>	3.0
<a href="#">VSCM 241</a>	<b>Production</b>	3.0
<a href="#">VSCM 242</a>	<b>Typography II</b>	3.0
<a href="#">VSCM 330</a>	<b>Visual Communication IV</b>	4.0
<a href="#">VSCM 331</a>	<b>Visual Communication V</b>	4.0
<a href="#">VSCM 340</a>	<b>Typography III</b>	3.0
<a href="#">VSCM 350</a>	<b>Graphic Design: 20th Century and Beyond</b>	3.0
<a href="#">VSCM 430</a>	<b>Visual Communication VI</b>	4.0
<a href="#">VSCM 440</a>	<b>Book Design</b>	3.0
<a href="#">VSCM 460</a>	<b>Professional Practice</b>	
<b>or</b>		
<a href="#">VSCM 477</a>	<b>Graphic Design Seminar</b>	3.0
<a href="#">VSCM 496</a>	<b>Senior Thesis in Graphic Design</b>	3.0
<a href="#">VSCM 321</a>	<b>Screenprint I</b>	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 4 YR UG Co-op Concentration

Term 1		Credits
<a href="#">ENGL 101</a>	Expository Writing and Reading	3.0
<a href="#">PHYS 121</a>	Physical Science for Design I	4.0
<a href="#">UNIV 101</a>	The Drexel Experience	1.0
<a href="#">VSST 101</a>	Design I	4.0
<a href="#">VSST 110</a>	Introductory Drawing	3.0
<i>Term Credits</i>		<b>15.0</b>
Term 2		Credits
<a href="#">ARTH 101</a>	History of Art I: Ancient to Modern	3.0
<a href="#">ENGL 102</a>	Persuasive Writing and Reading	3.0
<a href="#">PHYS 122</a>	Physical Science for Design II	4.0
<a href="#">UNIV 101</a>	The Drexel Experience	1.0
<a href="#">VSST 102</a>	Design II	4.0
<i>Term Credits</i>		<b>15.0</b>
Term 3		Credits
<a href="#">ARTH 102</a>	History of Art II: Renaissance to Modern	3.0
<a href="#">ENGL 103</a>	Analytical Writing and Reading	3.0
<a href="#">MATH 119</a>	Mathematical Foundations for Design	4.0
<a href="#">VSCM 100</a>	Computer Imaging I	3.0
<a href="#">VSST 103</a>	Design III	4.0
<i>Term Credits</i>		<b>17.0</b>
Term 4		Credits
<a href="#">ARTH 103</a>	History of Art III: Early Modern to Postmodernism	3.0
<a href="#">PHTO 110</a>	Photography	3.0
<a href="#">VSCM 200</a>	Computer Imaging II	3.0
<a href="#">VSCM 230</a>	Visual Communication I	4.0
<a href="#">VSCM 240</a>	Typography I	3.0
<i>Term Credits</i>		<b>16.0</b>
Term 5		Credits
<a href="#">PHTO 210</a>	Intermediate Photography	3.0
<a href="#">VSCM 231</a>	Visual Communication II	4.0
<a href="#">VSCM 242</a>	Typography II	4.0
<a href="#">VSST 201</a>	Multimedia: Performance	4.0
or		
<a href="#">VSST 202</a>	Multimedia: Space	4.0
or		
<a href="#">VSST 203</a>	Multimedia: Materials	4.0
<i>Term Credits</i>		<b>15.0</b>
Term 6		Credits
<a href="#">VSCM 232</a>	Visual Communication III	4.0
<a href="#">VSCM 241</a>	Production	3.0
<a href="#">VSST 111</a>	Figure Drawing I	3.0
<a href="#">VSST 201</a>	Multimedia: Performance	4.0
or		
<a href="#">VSST 202</a>	Multimedia: Space	4.0
or		
<a href="#">VSST 203</a>	Multimedia: Materials	4.0
<i>Term Credits</i>		<b>14.0</b>
Term 7		Credits
<a href="#">ARTH 300</a>	History of Modern Design	3.0
<a href="#">VSCM 321</a>	Silkscreen	4.0

	Arts and Humanities elective	6.0
	Free elective	3.0
	<b>Term Credits</b>	<b>16.0</b>
<b>Term 8</b>		<b>Credits</b>
<a href="#">VSCM 330</a>	Visual Communication IV	4.0
<a href="#">VSCM 340</a>	Typography III	3.0
<a href="#">VSST 301</a>	Painting I	4.0
	Arts and Humanities elective	3.0
	Free elective	3.0
	<b>Term Credits</b>	<b>17.0</b>
<b>Term 9</b>		<b>Credits</b>
<a href="#">VSCM 331</a>	Visual Communication V	4.0
<a href="#">VSCM 350</a>	Graphic Design: 20th Century and Beyond	3.0
<a href="#">VSST 201</a>	Multimedia: Performance	4.0
or		
<a href="#">VSST 202</a>	Multimedia: Space	4.0
or		
<a href="#">VSST 203</a>	Multimedia: Materials	4.0
or		
<a href="#">VSST 311</a>	Sculpture I	4.0
	Arts and Humanities elective	3.0
	Social science elective	3.0
	<b>Term Credits</b>	<b>17.0</b>
<b>Term 10</b>		<b>Credits</b>
<a href="#">VSCM 430</a>	Visual Communication VI	4.0
<a href="#">VSCM 440</a>	Book Design	3.0
<a href="#">VSST 201</a>	Multimedia: Performance	4.0
or		
<a href="#">VSST 202</a>	Multimedia: Space	4.0
or		
<a href="#">VSST 203</a>	Multimedia: Materials	4.0
or		
<a href="#">VSST 311</a>	Sculpture I	4.0
	Social science elective	3.0
	<b>Term Credits</b>	<b>14.0</b>
<b>Term 11</b>		<b>Credits</b>
<a href="#">VSCM 496</a>	Senior Thesis Graphic Design	3.0
<a href="#">VSST 302</a>	Painting II	4.0
<a href="#">VSCM 460</a>	Professional Practice	3.0
or		
<a href="#">VSCM 477</a>	Graphic Design Seminar	3.0
	Free elective	3.0
	Social science elective	3.0
	<b>Term Credits</b>	<b>16.0</b>
<b>Term 12</b>		<b>Credits</b>
	Free electives	12.0
	<b>Term Credits</b>	<b>12.0</b>
	<b>Total Credits (minimum)</b>	<b>184.0</b>

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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 about this major, visit the College's [Interior Design](#) page.





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# Drexel University

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## Interior Design

*Bachelor of Science Degree: 181.0 credits*

### Degree Requirements

#### Required courses

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

#### Visual studies requirements

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

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

### Recommended Plan Of Study

**BS Interior Design**  
 4 YR UG Co-op Concentration  
 Standard Plan

Term 1		Credits
<a href="#">ARTH 101</a>	History of Art I: Ancient to Modern	3.0
<a href="#">ENGL 101</a>	Expository Writing and Reading	3.0
<a href="#">PHYS 121</a>	Physical Science for Design I	4.0
<a href="#">UNIV 101</a>	The Drexel Experience	1.0
<a href="#">VSST 101</a>	Design I	4.0
<b>Term Credits</b>		<b>15.0</b>
Term 2		Credits
<a href="#">ARTH 102</a>	History of Art II: Renaissance to Modern	3.0
<a href="#">PHYS 122</a>	Physical Science for Design II	4.0
<a href="#">UNIV 101</a>	The Drexel Experience	1.0
<a href="#">VSST 102</a>	Design II	4.0
<a href="#">VSST 110</a>	Introductory Drawing	3.0
<b>Term Credits</b>		<b>15.0</b>
Term 3		Credits
<a href="#">INTR 200</a>	History of Modern Architecture	3.0
<a href="#">INTR 220</a>	Orthographic Drawing	3.0
<a href="#">MATH 119</a>	Mathematical Foundations for Design	4.0
<a href="#">VSST 103</a>	Design III	4.0
<b>Term Credits</b>		<b>14.0</b>
Term 4		Credits
<a href="#">ARTH 103</a>	History of Art III: Early Modern to Postmodernism	3.0
<a href="#">INTR 231</a>	Structure	4.0
<a href="#">INTR 240</a>	Perspective Drawing I	3.0
<a href="#">VSCM 100</a>	Computer Imaging I	3.0
<a href="#">VSST 211</a>	Textiles	3.0
<b>Term Credits</b>		<b>16.0</b>
Term 5		Credits
<a href="#">ENGL 102</a>	Persuasive Writing and Reading	3.0
<a href="#">INTR 150</a>	Issues of Interior Environment	3.0
<a href="#">INTR 232</a>	Interior Studio I	4.0
<a href="#">INTR 241</a>	Perspective II	3.0
<a href="#">INTR 250</a>	Interior Materials	3.0
<b>Term Credits</b>		<b>16.0</b>
Term 6		Credits
<a href="#">ENGL 103</a>	Analytical Writing and Reading	3.0
<a href="#">INTR 233</a>	Interior Studio II	4.0
<a href="#">INTR 245</a>	CAD for Interior Design	3.0
<a href="#">INTR 305</a>	History of Furniture	3.0
	Arts and Humanities elective	3.0
<b>Term Credits</b>		<b>16.0</b>
Term 7		Credits
	Electives (Study Abroad)	15.0
<b>Term Credits</b>		<b>15.0</b>
Term 8		Credits
<a href="#">INTR 331</a>	Residential Design Studio	4.0
<a href="#">INTR 340</a>	Interior Detailing	3.0
<a href="#">VSST 201</a>	Multimedia: Performance	4.0

or

<a href="#">VSST 202</a>	Multimedia: Space	4.0
or		
<a href="#">VSST 203</a>	Multimedia: Materials	4.0
	College of Media Arts and Design studio elective	3.0
	<b>Term Credits</b>	<b>14.0</b>
<b>Term 9</b>		<b>Credits</b>
<a href="#">INTR 332</a>	Hospitality Design Studio	4.0
<a href="#">INTR 351</a>	Interior Lighting	3.0
<a href="#">VSST 201</a>	Multimedia: Performance	4.0
or		
<a href="#">VSST 202</a>	Multimedia: Space	4.0
or		
<a href="#">VSST 203</a>	Multimedia: Materials	4.0
	Arts and Humanities elective	3.0
	<b>Term Credits</b>	<b>14.0</b>
<b>Term 10</b>		<b>Credits</b>
<a href="#">INTR 251</a>	Interior Systems	3.0
<a href="#">INTR 430</a>	Commercial Design Studio	4.0
<a href="#">INTR 450</a>	Codes and Professional Practice for Interior Design	3.0
<a href="#">VSST 301</a>	Painting I	4.0
or		
<a href="#">VSST 311</a>	Sculpture I	4.0
	<b>Term Credits</b>	<b>14.0</b>
<b>Term 11</b>		<b>Credits</b>
<a href="#">INTR 435</a>	Topical Issues Studio	4.0
<a href="#">INTR 445</a>	Contract Documentation for Interior Design	3.0
	Arts and Humanities elective	3.0
	Free elective	3.0
	Social science elective	3.0
	<b>Term Credits</b>	<b>16.0</b>
<b>Term 12</b>		<b>Credits</b>
<a href="#">VSST 301</a>	Painting I	4.0
or		
<a href="#">VSST 311</a>	Sculpture I	4.0
	Free elective	3.0
	College of Media Arts and Design studio elective	3.0
	Social science electives	6.0
	<b>Term Credits</b>	<b>16.0</b>
<b>Total Credits (minimum)</b>		<b>181.0</b>

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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.)

For more information about this major, visit the College's [Music Industry](#) page.



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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		61.0- 63.0 Credits
<a href="#">ENGL 101</a>	Expository Writing and Reading	3.0
<a href="#">ENGL 102</a>	Persuasive Writing and Reading	3.0
<a href="#">ENGL 103</a>	Analytical Writing and Reading	3.0
<a href="#">MATH 101</a>	Introduction to Analysis I	4.0
<a href="#">MATH 102</a>	Introduction to Analysis II	4.0
<a href="#">PHYS 121</a>	Physical Science for Design I	4.0
<a href="#">PHYS 106</a>	The Physics of High Fidelity	3.0
<a href="#">COM 230</a>	Techniques of Speaking	3.0
<a href="#">UNIV 101</a>	The Drexel Experience	2.0
<b>Arts and humanities electives</b>		9.0
<b>Social science electives</b>		9.0
<b>Free electives*</b>		16.0

\* The department suggests OPR 300 Operations Management and a Music (MUSC) course as recommended electives for the Business/Law concentration and MUSC 473 Synthesis and Sampling as a recommended elective for the Technology concentration.

Music core requirements		52.0 Credits
<a href="#">MUSC 121</a>	Music Theory I	3.0
<a href="#">MUSC 122</a>	Music Theory II	3.0
<a href="#">MUSC 123</a>	Music Theory III	3.0
<a href="#">MUSC 125</a>	Ear Training I	1.0
<a href="#">MUSC 126</a>	Ear Training II	1.0
<a href="#">MUSC 127</a>	Ear Training III	1.0
<a href="#">MUSC 229</a>	Arranging and Orchestration	3.0
<a href="#">MUSC 231</a>	Music History I	3.0

<a href="#">MUSC 232 WI</a>	Music History II	3.0
<a href="#">MUSC 323</a>	Songwriting	3.0
<a href="#">MUSC 331</a>	World Musics	3.0
<a href="#">MUSC 338 WI</a>	American Popular Music	3.0
<a href="#">MUSC 190</a>	Class Piano I	2.0
<a href="#">MUSC 290</a>	Advanced Class Piano	2.0

**Applied music performance\***

<a href="#">MUSC 241</a>	Applied Music	12.0
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**Music Class\*\***

	(Class Guitar, Class Percussion, or Class Voice)	6.0
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**Music ensembles**

Only three may be MUSC 115.

	Music ensembles	6.0
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**Music industry core requirements 44.0 Credits**

<a href="#">ACCT 115</a>	Financial Accounting Foundations	4.0
<a href="#">BLAW 201</a>	Business Law I	4.0
<a href="#">ECON 201</a>	Economics I	4.0
<a href="#">STAT 201</a>	Statistics I	4.0
<a href="#">MUSC 131</a>	History of the Music Industry	3.0
<a href="#">MUSC 133</a>	Computer and Digital Applications in Music I	3.0
<a href="#">MUSC 258</a>	Computer and Digital Applications in Music II	3.0
<a href="#">MUSC 261</a>	Copyrights for the Music Industry	3.0
<a href="#">MUSC 361</a>	Recording Industry	3.0
<a href="#">MUSC 461</a>	Publishing Industry	3.0
<a href="#">MUSC 227</a>	Listening Techniques for Music Production	1.0
<a href="#">MUSC 279</a>	Music Recording I	3.0
<a href="#">MUSC 379</a>	Music Recording II	3.0
<a href="#">MUSC 491</a>	Senior Project in Music Industry	3.0

**Music Technology and Production concentration 26.0 Credits**

<a href="#">MUSC 137</a>	Sound Reinforcement and Enhancement	3.0
<a href="#">MUSC 239</a>	Survey of Modern Production	2.0
<a href="#">MUSC 344</a>	Computer and Digital Applications in Music III	3.0
<a href="#">MUSC 451</a>	Scoring to Picture	3.0
<a href="#">MUSC 455</a>	Audio for Video	3.0
<a href="#">MUSC 469</a>	Production for Songwriting	3.0
<a href="#">MUSC 471</a>	Recording II	3.0
<a href="#">MUSC 477</a>	Music Production	3.0
<a href="#">MUSC 479</a>	Recording Session	4.0

**Music Business/Law concentration 27.0 Credits**

<a href="#">ECON 202</a>	<b>Economics II</b>	4.0
<a href="#">FIN 311</a>	<b>Introduction to Finance</b>	4.0
<a href="#">MKTG 301</a>	<b>Introduction to Marketing Management</b>	4.0
<a href="#">MUSC 375</a>	<b>Marketing and Promotion for the Music Industry</b>	3.0
<a href="#">MUSC 462</a>	<b>Recording Industry Ops I</b>	3.0
<a href="#">MUSC 463</a>	<b>Recording Industry Ops II</b>	3.0
<a href="#">MUSC 468</a>	<b>E-Commerce in the Music Industry</b>	3.0
<a href="#">MUSC 374</a>	<b>Entrepreneurship</b>	3.0

\* **Additional \$500 per term fee for Applied Lessons.**

\*\* **Students can take six terms of Applied Lessons instead.**

#### *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**  
 4 YR UG No Co-op Concentration  
 Technology

Term 1		Credits
<a href="#">ENGL 101</a>	Expository Writing and Reading	3.0
<a href="#">MUSC 121</a>	Music Theory I	3.0
<a href="#">MUSC 131</a>	History of the Music Industry	3.0
<a href="#">MUSC 133</a>	Computer and Digital Applications I	3.0
<a href="#">MUSC 190</a>	Class Piano 1	2.0
<a href="#">MUSC 241</a>	Applied Music	2.0
<a href="#">UNIV 101</a>	The Drexel Experience	1.0
<b>Term Credits</b>		<b>17.0</b>
Term 2		Credits
<a href="#">ENGL 102</a>	Persuasive Writing and Reading	3.0
<a href="#">MUSC 122</a>	Music Theory II	3.0
<a href="#">MUSC 227</a>	Listening Techniques for Music	1.0
<a href="#">MUSC 241</a>	Applied Music	2.0
<a href="#">MUSC 261</a>	Copyrights for the Music Industry	3.0
<a href="#">MUSC 279</a>	Music Recording I	3.0
<a href="#">MUSC 290</a>	Advanced Class Piano	2.0
<a href="#">UNIV 101</a>	The Drexel Experience	1.0
<b>Term Credits</b>		<b>18.0</b>
Term 3		Credits
<a href="#">ACCT 115</a>	Financial Accounting Foundations	4.0
<a href="#">ECON 201</a>	Economics I	4.0
<a href="#">ENGL 103</a>	Analytical Writing and Reading	3.0
<a href="#">MUSC 123</a>	Music Theory III	3.0
<a href="#">MUSC 125</a>	Ear Training I	1.0
<a href="#">MUSC 241</a>	Applied Music	2.0
<a href="#">MUSC 258</a>	Computer and Digital Applications II	3.0
<b>Term Credits</b>		<b>20.0</b>
Term 4		Credits
<a href="#">MATH 101</a>	Introduction to Math Analysis I	4.0
<a href="#">MUSC 126</a>	Ear Training II	1.0
<a href="#">MUSC 361</a>	The Recording Industry	3.0
<a href="#">MUSC 379</a>	Music Recording II	3.0
<a href="#">PHYS 121</a>	Physical Science for Design I	4.0
	Music class (See degree requirements for options)	2.0
	Required ensemble	1.0
<b>Term Credits</b>		<b>18.0</b>
Term 5		Credits
<a href="#">BLAW 201</a>	Business Law I	4.0
<a href="#">MATH 102</a>	Introduction to Math Analysis II	4.0
<a href="#">MUSC 127</a>	Ear Training III	1.0
<a href="#">MUSC 229</a>	Modern Arrangement Techniques	3.0
<a href="#">PHYS 106</a>	The Physics of High Fidelity	3.0
	Music class (See degree requirements for options)	2.0
	Required ensemble	1.0
<b>Term Credits</b>		<b>18.0</b>
Term 6		Credits
<a href="#">MUSC 239</a>	Survey of Production Techniques	2.0
<a href="#">MUSC 323</a>	Songwriting	3.0
<a href="#">MUSC 338</a>	American Popular Music	3.0
<a href="#">MUSC 461</a>	Publishing Industry	3.0

	Music class (See degree requirements for options)	2.0
	Required ensemble	1.0
	<b>Term Credits</b>	<b>14.0</b>
<b>Term 7</b>		<b>Credits</b>
<a href="#">MUSC 137</a>	Sound Reinforcement	3.0
<a href="#">MUSC 231</a>	Music History I	3.0
<a href="#">STAT 201</a>	Business Statistics I	4.0
	Free elective	3.0
	Required ensemble	1.0
	<b>Term Credits</b>	<b>14.0</b>
<b>Term 8</b>		<b>Credits</b>
<a href="#">MUSC 232</a>	Music History II	3.0
<a href="#">MUSC 455</a>	Audio for Video	3.0
	Free elective	3.0
	Required ensemble	1.0
	Social science elective	3.0
	<b>Term Credits</b>	<b>13.0</b>
<b>Term 9</b>		<b>Credits</b>
<a href="#">MUSC 331</a>	World Music	3.0
<a href="#">MUSC 344</a>	Computer and Digital Applications III	3.0
	Free elective	3.0
	Required ensemble	1.0
	Social science elective	3.0
	<b>Term Credits</b>	<b>13.0</b>
<b>Term 10</b>		<b>Credits</b>
<a href="#">COM 230</a>	Techniques of Speaking	3.0
<a href="#">MUSC 451</a>	Scoring to Picture	3.0
<a href="#">MUSC 471</a>	Recording III	3.0
<a href="#">MUSC 491</a>	Senior Project in Music Industry	1.0
	Arts and Humanities elective	3.0
	<b>Term Credits</b>	<b>13.0</b>
<b>Term 11</b>		<b>Credits</b>
<a href="#">MUSC 469</a>	Production for Songwriting	3.0
<a href="#">MUSC 477</a>	Music Production	3.0
<a href="#">MUSC 491</a>	Senior Project in Music Industry	1.0
	Arts and Humanities elective	3.0
	Free elective	3.0
	<b>Term Credits</b>	<b>13.0</b>
<b>Term 12</b>		<b>Credits</b>
<a href="#">MUSC 479</a>	Recording Session	3.0
<a href="#">MUSC 491</a>	Senior Project in Music Industry	1.0
	Arts and Humanities elective	3.0
	Free elective	3.0
	PSY,SOC,ANTH,PHIL	3.0
	<b>Term Credits</b>	<b>13.0</b>
	<b>Total Credits (minimum)</b>	<b>184.0</b>

### Recommended Plan Of Study

**BS Music Industry**  
 4 YR UG No Co-op Concentration  
 Business/Law

Term 1		Credits
<a href="#">ENGL 101</a>	Expository Writing and Reading	3.0
<a href="#">MUSC 121</a>	Music Theory I	3.0
<a href="#">MUSC 131</a>	History of the Music Industry	3.0
<a href="#">MUSC 133</a>	Computer and Digital Applications I	3.0
<a href="#">MUSC 190</a>	Class Piano I	2.0
<a href="#">MUSC 241</a>	Applied Music	2.0
<a href="#">UNIV 101</a>	The Drexel Experience	1.0
<b>Term Credits</b>		<b>17.0</b>
Term 2		Credits
<a href="#">ENGL 102</a>	Persuasive Writing and Reading	3.0
<a href="#">MUSC 122</a>	Music Theory II	3.0
<a href="#">MUSC 227</a>	Listening Techniques for Music	1.0
<a href="#">MUSC 241</a>	Applied Music	2.0
<a href="#">MUSC 261</a>	Copyrights for the Music Industry	3.0
<a href="#">MUSC 279</a>	Music Recording I	3.0
<a href="#">MUSC 290</a>	Advanced Class Piano I	2.0
<a href="#">UNIV 101</a>	The Drexel Experience	1.0
<b>Term Credits</b>		<b>18.0</b>
Term 3		Credits
<a href="#">ACCT 115</a>	Financial Accounting Foundations	4.0
<a href="#">ECON 201</a>	Economics I	4.0
<a href="#">ENGL 103</a>	Analytical Writing and Reading	3.0
<a href="#">MUSC 123</a>	Music Theory III	3.0
<a href="#">MUSC 125</a>	Ear Training I	1.0
<a href="#">MUSC 241</a>	Applied Music	2.0
<a href="#">MUSC 258</a>	Computer and Digital Applications II	3.0
<b>Term Credits</b>		<b>20.0</b>
Term 4		Credits
<a href="#">MATH 101</a>	Introduction to Math Analysis I	4.0
<a href="#">MUSC 126</a>	Ear Training II	1.0
<a href="#">MUSC 361</a>	The Recording Industry	3.0
<a href="#">MUSC 379</a>	Music Recording II	3.0
<a href="#">PHYS 121</a>	Physical Science for Design I	4.0
	Music class (See degree requirements for options)	2.0
	Required ensemble	1.0
<b>Term Credits</b>		<b>18.0</b>
Term 5		Credits
<a href="#">BLAW 201</a>	Business Law I	4.0
<a href="#">MATH 102</a>	Introduction to Math Analysis II	4.0
<a href="#">MUSC 127</a>	Ear Training III	1.0
<a href="#">MUSC 229</a>	Modern Arrangement Techniques	3.0
<a href="#">PHYS 106</a>	The Physics of High Fidelity	3.0
	Music class (See degree requirements for options)	2.0
	Required ensemble	1.0
<b>Term Credits</b>		<b>18.0</b>
Term 6		Credits
<a href="#">ECON 202</a>	Economics II	4.0
<a href="#">MUSC 323</a>	Songwriting	3.0
<a href="#">MUSC 338</a>	American Popular Music	3.0
<a href="#">MUSC 461</a>	Publishing Industry	3.0

	Music class (See degree requirements for options)	2.0
	Required ensemble	1.0
	<b>Term Credits</b>	<b>16.0</b>
<b>Term 7</b>		<b>Credits</b>
<a href="#">MKTG 301</a>	Introduction to Marketing Management	4.0
<a href="#">MUSC 231</a>	Music History I	3.0
<a href="#">STAT 201</a>	Business Statistics I	4.0
	Required ensemble	1.0
	<b>Term Credits</b>	<b>12.0</b>
<b>Term 8</b>		<b>Credits</b>
<a href="#">MUSC 232</a>	Music History II	3.0
<a href="#">MUSC 375</a>	Marketing and Promotion for the Music Industry	3.0
	Free elective	3.0
	Required ensemble	1.0
	Social science elective	3.0
	<b>Term Credits</b>	<b>13.0</b>
<b>Term 9</b>		<b>Credits</b>
<a href="#">FIN 301</a>	Introduction to Finance	4.0
<a href="#">MUSC 331</a>	World Music	3.0
	Required ensemble	1.0
	Social science electives	6.0
	<b>Term Credits</b>	<b>14.0</b>
<b>Term 10</b>		<b>Credits</b>
<a href="#">COM 230</a>	Techniques of Speaking	3.0
<a href="#">MUSC 462</a>	Recording Industry Operations I	3.0
<a href="#">MUSC 491</a>	Senior Project in Music Industry	1.0
	Arts and Humanities elective	3.0
	Free elective	3.0
	<b>Term Credits</b>	<b>13.0</b>
<b>Term 11</b>		<b>Credits</b>
<a href="#">MUSC 463</a>	Recording Industry Operations II	3.0
<a href="#">MUSC 491</a>	Senior Project in Music Industry	1.0
	Arts and Humanities elective	3.0
	Free electives	6.0
	<b>Term Credits</b>	<b>13.0</b>
<b>Term 12</b>		<b>Credits</b>
<a href="#">MUSC 374</a>	Entrepreneurship in the Music Industry	3.0
<a href="#">MUSC 468</a>	E-Commerce in the Music Industry	3.0
<a href="#">MUSC 491</a>	Senior Project in Music Industry	1.0
	Arts and Humanities elective	3.0
	Free elective	3.0
	<b>Term Credits</b>	<b>13.0</b>
	<b>Total Credits (minimum)</b>	<b>185.0</b>



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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 about this major, visit the College's [Photography](#) page.



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## Photography

*Bachelor of Science Degree: 180.0 credits*

### Degree Requirements

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

Foundation requirements		<b>38.0</b>
<a href="#">ARTH 101</a>	History of Art I: Ancient to Medieval	3.0
<a href="#">ARTH 102</a>	History of Art II: Renaissance to Modern	3.0
<a href="#">ARTH 103</a>	History of Art III: Early Modern to Postmodernism	3.0
<a href="#">VSST 101</a>	Design I	4.0
<a href="#">VSST 102</a>	Design II	4.0
<a href="#">VSST 110</a>	Introductory Drawing	3.0
<a href="#">VSST 111</a>	Figure Drawing I	3.0
<a href="#">FMVD 110</a>	Shooting and Lighting	3.0

<b>Students select three additional visual studies (VSST) courses as electives.</b>	<b>12.0</b>
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Photography requirements		<b>74.0</b>
<a href="#">PHTO 110</a>	Basic Photography	3.0
<a href="#">PHTO 140</a>	Digital Photography I	4.0
<a href="#">PHTO 210</a>	Intermediate Photography	3.0
<a href="#">PHTO 231</a>	Color Photography	4.0
<a href="#">PHTO 233</a>	Large-Format Photography	4.0
<a href="#">PHTO 234</a>	Studio Photography	4.0

<a href="#">PHTO 236</a>	<b>Photojournalism</b>	4.0
<a href="#">PHTO 240</a>	<b>Digital Photography II</b>	4.0
<a href="#">PHTO 253</a>	<b>Fine Black-and-White Printing</b>	3.0
<a href="#">PHTO 275</a> <a href="#">WI</a>	<b>History of Photography I</b>	3.0
<a href="#">PHTO 276</a>	<b>History of Photography II</b>	3.0
<a href="#">PHTO 334</a>	<b>Advanced Studio Photography</b>	4.0
<a href="#">PHTO 350</a> <a href="#">WI</a>	<b>Photography and Culture</b>	3.0
<a href="#">PHTO 361</a>	<b>Advanced Photography</b>	4.0
<a href="#">PHTO 392</a>	<b>Junior Project in Photography</b>	3.0
<a href="#">PHTO 451</a>	<b>Photography and Business</b>	3.0
<a href="#">PHTO 452</a>	<b>Contemporary Photography</b>	3.0
<a href="#">PHTO 492</a>	<b>Senior Project in Photography I</b>	3.0
<a href="#">PHTO 493</a>	<b>Senior Project in Photography II</b>	3.0
<a href="#">PHTO 495</a>	<b>Senior Project in Photography III</b>	3.0
<a href="#">PHTO 465</a>	<b>Special Topics in Photography</b>	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.

### Recommended Plan Of Study

**BS Photography, Fall/Winter Co-Op**  
 4 YR UG Co-op Concentration  
 Cycle A

Term 1		Credits
<a href="#">ARTH 101</a>	History of Art I: Ancient to Modern	3.0
<a href="#">ENGL 101</a>	Expository Writing and Reading	3.0
<a href="#">PHYS 121</a>	Physical Science for Design I	4.0
<a href="#">UNIV 101</a>	The Drexel Experience	1.0
<a href="#">VSST 101</a>	Design I	4.0
<b>Term Credits</b>		<b>15.0</b>
Term 2		Credits
<a href="#">ENGL 102</a>	Persuasive Writing and Reading	3.0
<a href="#">PHTO 110</a>	Photography	3.0
<a href="#">PHYS 122</a>	Physical Science for Design II	4.0
<a href="#">UNIV 101</a>	The Drexel Experience	1.0
<a href="#">VSST 102</a>	Design II	4.0
<b>Term Credits</b>		<b>15.0</b>
Term 3		Credits
<a href="#">ARTH 102</a>	History of Art II: Renaissance to Modern	3.0
<a href="#">ENGL 103</a>	Analytical Writing and Reading	3.0
<a href="#">MATH 119</a>	Mathematical Foundations for Design	4.0
<a href="#">PHTO 140</a>	Digital Photography I	4.0
<a href="#">PHTO 210</a>	Intermediate Photography	3.0
<b>Term Credits</b>		<b>17.0</b>
Term 4		Credits
<a href="#">ARTH 103</a>	History of Art III: Early Modern to Postmodernism	3.0
<a href="#">PHTO 231</a>	Color Photography	4.0
<a href="#">PHTO 236</a>	Photojournalism	4.0
<a href="#">VSST 110</a>	Introductory Drawing	3.0
<b>Term Credits</b>		<b>14.0</b>
Term 5		Credits
<a href="#">PHTO 240</a>	Digital Photography II	4.0
<a href="#">PHTO 275</a>	History of Photography I	3.0
<a href="#">VSST 111</a>	Figure Drawing I	3.0
	Free electives	6.0
<b>Term Credits</b>		<b>16.0</b>
Term 6		Credits
<a href="#">PHTO 233</a>	Large-Format Photography	4.0
<a href="#">PHTO 253</a>	Fine Black-and-White Printing	3.0
<a href="#">PHTO 276</a>	History of Photography II	3.0
	Free elective	3.0
<b>Term Credits</b>		<b>13.0</b>
Term 7		Credits
<a href="#">FMVD 110</a>	Shooting and Lighting	3.0
<a href="#">PHTO 234</a>	Studio Photography	4.0
	Arts and Humanities elective	3.0
	Visual Studies (VSST) elective	4.0
<b>Term Credits</b>		<b>14.0</b>
Term 8		Credits
<a href="#">PHTO 334</a>	Advanced Studio Photography	4.0
<a href="#">PHTO 392</a>	Junior Project in Photography	3.0
	Arts and Humanities elective	3.0



Social science elective	3.0
Visual Studies (VSST) elective	4.0
<b>Term Credits</b>	<b>17.0</b>

<b>Term 9</b>	<b>Credits</b>
<a href="#">PHTO 361</a> Advanced Photography	4.0
Arts and Humanities elective	3.0
Free elective	3.0
Social science elective	3.0
Visual Studies (VSST) elective	4.0
<b>Term Credits</b>	<b>17.0</b>

<b>Term 10</b>	<b>Credits</b>
<a href="#">PHTO 451</a> Photography and Business	3.0
<a href="#">PHTO 452</a> History of Contemporary Photography	3.0
<a href="#">PHTO 492</a> Senior Thesis in Photography I	3.0
Free elective	3.0
Social science elective	3.0
<b>Term Credits</b>	<b>15.0</b>

<b>Term 11</b>	<b>Credits</b>
<a href="#">PHTO 350</a> Photography and Culture	3.0
<a href="#">PHTO 465</a> Special Topics in Photography	3.0
<a href="#">PHTO 493</a> Senior Thesis in Photography II	3.0
Free electives	6.0
<b>Term Credits</b>	<b>15.0</b>

<b>Term 12</b>	<b>Credits</b>
<a href="#">PHTO 465</a> Special Topics in Photography	3.0
<a href="#">PHTO 495</a> Senior Thesis in Photography III	3.0
Free electives	6.0
<b>Term Credits</b>	<b>12.0</b>

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 about this major, visit the College's [Screenwriting & Playwriting](#) page.



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## Screenwriting & Playwriting

*Bachelor of Science Degree: 182.0 credits*

### Degree Requirements

General education requirements		69.0 Credits
<a href="#">ENGL 101</a>	Expository Writing and Reading	3.0
<a href="#">ENGL 102</a>	Persuasive Writing and Reading	3.0
<a href="#">ENGL 103</a>	Analytical Writing and Reading	3.0
<a href="#">MATH 119</a>	Mathematical Foundations for Design	4.0
<a href="#">PHYS 121</a>	Physical Science for Design I	4.0
<a href="#">PHYS 122</a>	Physical Science for Design II	4.0
<a href="#">UNIV 101</a>	The Drexel Experience	2.0
Arts and humanities electives (excluding ENGL courses)		9.0
Social science electives		9.0
Electives*		32.0

\*Electives can be one, two, three- or four-credit courses, as long as they total a minimum of 32.0 credits.

College/Foundation requirements		16.0 Credits
<a href="#">ARTH 101</a>	History of Art I: Ancient to Medieval	3.0
<a href="#">ARTH 102</a>	History of Art II: Renaissance to Modern	3.0
<a href="#">MUSC 130</a>	Introduction to Music	3.0
<a href="#">PHTO 110</a>	Photography	3.0
or		
<a href="#">PHTO 115</a>	Photographic Principles	
<a href="#">VSST 101</a>	Design I	4.0

### Screenwriting and Playwriting Requirements 93.0 Credits

Literature requirements		
<a href="#">ENGL 203 WI</a>	Post-Colonial Literature I: Africa/Asia/Caribbean/Japan/Middle East	3.0
or		
<a href="#">ENGL 204</a>	Post-Colonial Literature II: Africa/Asia/Caribbean/Japan/Middle East	3.0
<a href="#">ENGL 315 WI</a>	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**

<a href="#">ENGL 216 WI</a>	Readings in Drama	3.0
<a href="#">FMVD 150</a>	American Classic Cinema	3.0
<a href="#">FMVD 160</a>	European Cinema	3.0
<a href="#">THTR 115</a>	Theatrical Experience	3.0
<a href="#">THTR 121</a>	Dramatic Analysis	3.0
	Theatre choice elective (any advanced acting, directing or production course)	3.0
FMVD	Cinema studies elective	3.0

**Methods requirements**

<a href="#">FMVD 110</a>	Shooting & Lighting	3.0
<a href="#">FMVD 115</a>	Editing	3.0
<a href="#">FMVD 120</a>	Sound for Film and Video	3.0
<a href="#">THTR 210</a>	Acting I	3.0
<a href="#">THTR 240</a>	Theatre Production I	3.0
<a href="#">THTR 320</a>	Play Direction	3.0

**Writing requirements**

<a href="#">SCRP 220</a>	Playwriting I	3.0
<a href="#">SCRP 225</a>	Playwriting II	3.0
<a href="#">SCRP 270</a>	Screenwriting I	3.0
<a href="#">SCRP 275 WI</a>	Screenwriting II	3.0
<a href="#">SCRP 285</a>	Writing for Nonfiction Film and Video	3.0
<a href="#">SCRP 310</a>	Literature for Screenwriters	3.0
<a href="#">SCRP 370</a>	Screenplay Story Development	3.0
<a href="#">SCRP 495</a>	Senior Project in Screenwriting/Playwriting I	3.0
<a href="#">SCRP 496</a>	Senior Project in Screenwriting/Playwriting II	3.0
<a href="#">WRIT 225 WI</a>	Creative Writing	3.0

**One of the following courses:**

<a href="#">COM 260 WI</a>	Fundamentals of Journalism	3.0
<a href="#">COM 280</a>	Public Relations	3.0
<a href="#">PRFA 310</a>	Performing Arts Evaluation and Criticism	3.0
<a href="#">WRIT 220 WI</a>	Creative Nonfiction Writing	3.0

**One of the following two-course sequences**

<a href="#">SCRP 382</a>	Playwriting Workshop I	3.0
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<a href="#">SCRP 383</a>	<b>Playwriting Workshop II</b>	3.0
<b>or</b>		
<a href="#">SCRP 380</a>	<b>Screenwriting Workshop I</b>	3.0
<a href="#">SCRP 381</a>	<b>Screenwriting Workshop II</b>	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 Screenwriting and Playwriting 4 YR UG Co-op Concentration

Term 1		Credits
<a href="#">ENGL 101</a>	Expository Writing and Reading	3.0
<a href="#">FMVD 150</a>	American Classic Cinema	3.0
<a href="#">PHYS 121</a>	Physical Science for Design I	4.0
<a href="#">THTR 121</a>	Dramatic Analysis	3.0
<a href="#">UNIV 101</a>	The Drexel Experience	1.0
<b>Term Credits</b>		<b>14.0</b>
Term 2		Credits
<a href="#">ENGL 102</a>	Persuasive Writing and Reading	3.0
<a href="#">PHYS 122</a>	Physical Science for Design II	4.0
<a href="#">SCRP 220</a>	Playwriting I	3.0
<a href="#">UNIV 101</a>	The Drexel Experience	1.0
<a href="#">VSST 101</a>	Design I	4.0
<b>Term Credits</b>		<b>15.0</b>
Term 3		Credits
<a href="#">ENGL 103</a>	Analytical Writing and Reading	3.0
<a href="#">FMVD 110</a>	Shooting and Lighting	3.0
<a href="#">MATH 119</a>	Mathematical Foundations for Design	4.0
<a href="#">SCRP 225</a>	Playwriting II	3.0
	Free elective	3.0
<b>Term Credits</b>		<b>16.0</b>
Term 4		Credits
<a href="#">ENGL 216</a>	Readings in Drama	3.0
<a href="#">FMVD 115</a>	Editing	3.0
<a href="#">MUSC 130</a>	Introduction to Music	3.0
<a href="#">SCRP 270</a>	Screenwriting I	3.0
	Literature (ENGL) elective	3.0
<b>Term Credits</b>		<b>15.0</b>
Term 5		Credits
<a href="#">ARTH 101</a>	History of Art I: Ancient to Medieval	3.0
<a href="#">FMVD 160</a>	European Cinema	3.0
<a href="#">SCRP 275</a>	Screenwriting II	3.0
<a href="#">THTR 210</a>	Acting I	3.0
<a href="#">ENGL 203</a>	Post-Colonial Literature I	3.0
or		
<a href="#">ENGL 204</a>	Post-Colonial Literature II	3.0
<b>Term Credits</b>		<b>15.0</b>
Term 6		Credits
<a href="#">ARTH 102</a>	History of Art II: High Renaissance to Modern	3.0
<a href="#">FMVD 120</a>	Sound for Film and Video	3.0
<a href="#">THTR 240</a>	Theatre Production I	3.0
<a href="#">ENGL 200</a>	Classical to Medieval Literature	3.0
or		
<a href="#">ENGL 201</a>	Renaissance to the Enlightenment	3.0
or		
<a href="#">ENGL 202</a>	Romanticism to Modernism	3.0
	Arts and Humanities elective (excluding ENGL courses)	3.0
<b>Term Credits</b>		<b>15.0</b>
Term 7		Credits
<a href="#">SCRP 370</a>	Screenplay Story Development	3.0
<a href="#">PHTO 110</a>	Photography	3.0

or		
<a href="#">PHTO 115</a>	Principles of Photography	3.0
	Cinema Studies elective (See degree requirements for list)	3.0
	Free electives	6.0
	<b>Term Credits</b>	<b>15.0</b>
<b>Term 8</b>		<b>Credits</b>
<a href="#">ENGL 315</a>	Shakespeare	3.0
<a href="#">THTR 115</a>	Theatrical Experience	3.0
<a href="#">SCRP 380</a>	Screenwriting Workshop I	3.0
or		
<a href="#">SCRP 382</a>	Playwriting Workshop I	3.0
	Arts and Humanities elective (excluding ENGL courses)	3.0
	Social science elective	3.0
	<b>Term Credits</b>	<b>15.0</b>
<b>Term 9</b>		<b>Credits</b>
<a href="#">SCRP 310</a>	Literature for Screenwriters	3.0
<a href="#">THTR 320</a>	Play Direction	3.0
<a href="#">SCRP 381</a>	Screenwriting Workshop II	3.0
or		
<a href="#">SCRP 383</a>	Playwriting Workshop II	3.0
<a href="#">COM 260</a>	Fundamentals of Journalism	3.0
or		
<a href="#">COM 280</a>	Public Relations	3.0
or		
<a href="#">PRFA 310</a>	Special Topics in Performing Arts: Evaluation and Criticism	3.0
or		
<a href="#">WRIT 220</a>	Creative Nonfiction Writing	3.0
	Literature (ENGL) elective	3.0
	<b>Term Credits</b>	<b>15.0</b>
<b>Term 10</b>		<b>Credits</b>
<a href="#">WRIT 225</a>	Creative Writing	3.0
	Free electives	8.0
	Social science elective	3.0
	<b>Term Credits</b>	<b>14.0</b>
<b>Term 11</b>		<b>Credits</b>
<a href="#">SCRP 285</a>	Writing Nonfiction for Film and Video	3.0
<a href="#">SCRP 495</a>	Senior Project in Screenwriting and Playwriting I	3.0
	Arts and Humanities elective (excluding ENGL courses)	3.0
	Free elective	3.0
	Social science elective	3.0
	Theatre elective (See degree requirements for details)	3.0
	<b>Term Credits</b>	<b>18.0</b>
<b>Term 12</b>		<b>Credits</b>
<a href="#">SCRP 496</a>	Senior Project in Screenwriting and Playwriting II	3.0
	Free electives	12.0
	<b>Term Credits</b>	<b>15.0</b>
	<b>Total Credits (minimum)</b>	<b>182.0</b>



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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
<a href="#">ENGL 101</a>	Expository Writing and Reading	3.0
<a href="#">ENGL 102</a>	Persuasive Writing and Reading	3.0
<a href="#">ENGL 103</a>	Analytical Writing and Reading	3.0
<a href="#">UNIV 101</a>	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*

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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## 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
<a href="#">ARCH 141</a> Architecture and Society I	3.0
<a href="#">ARCH 142 WI</a> Architecture and Society II	3.0
<a href="#">ARCH 143 WI</a> 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
<a href="#">ARCH 191</a> Studio 1	3.0
or	
<a href="#">ARCH 111</a> Studio 1-1	3.0
<a href="#">ARCH 192</a> Studio 2	3.0
or	
<a href="#">ARCH 112</a> Studio 1-2	3.0
<a href="#">ARCH 113</a> Studio 1-3	3.0
<a href="#">ARCH 121</a> Studio 2-1	3.0
<a href="#">ARCH 122</a> Studio 2-2	3.0
<a href="#">ARCH 123</a> 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
<a href="#">ARTH 101</a>	History of Art I: Ancient to Medieval	3.0
<a href="#">ARTH 102</a>	History of Art II: Renaissance to 18th Century	3.0
<a href="#">ARTH 103</a>	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

<a href="#">ARTH 300</a>	History of Modern Design	3.0
<a href="#">ARTH 301</a>	Asian Art and Culture	3.0
<a href="#">ARTH 302</a>	Art of India	3.0
<a href="#">ARTH 303</a>	Art of China	3.0
<a href="#">ARTH 304</a>	Art of Japan	3.0
<a href="#">ARTH 320</a>	Art in the Age of Technology	3.0
<a href="#">ARTH 335</a>	History of Costume I	3.0
<a href="#">ARTH 336</a>	History of Costume II	3.0
<a href="#">ARTH 337</a>	History of Costume III	3.0
<a href="#">ARTH 340</a>	Women in Art	3.0
<a href="#">ARTH 399</a>	Independent Study in Art History	3.0
<a href="#">ARTH 465</a>	Special Topics in Art History	3.0



<a href="#">ARTH 477</a>	Art History Seminar	3.0
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#### History of Architecture

<a href="#">ARCH 141 WI</a>	Architecture and Society I	3.0
<a href="#">ARCH 142 WI</a>	Architecture and Society II	3.0
<a href="#">ARCH 143 WI</a>	Architecture and Society III	3.0
<a href="#">ARCH 341</a>	Theories of Architecture I	3.0
<a href="#">ARCH 342</a>	Theories of Architecture II	3.0
<a href="#">ARCH 343</a>	Theories of Architecture III	3.0
<a href="#">ARCH 344</a>	History of the Modern Movement I	3.0
<a href="#">ARCH 345</a>	History of the Modern Movement II	3.0
<a href="#">ARCH 346</a>	History of Philadelphia Architecture	3.0
<a href="#">ARCH 347</a>	Summer Study Abroad (two courses - 6 credits)	6.0
<a href="#">ARCH 348</a>	Studies in Vernacular Architecture	3.0
<a href="#">ARCH 399</a>	Independent Study in Architecture	6.0
<a href="#">ARCH 421</a>	Environmental Psychology and Design Theory	3.0
<a href="#">ARCH 441</a>	Urban Design Seminar I	3.0
<a href="#">ARCH 442</a>	Urban Design Seminar II	3.0
<a href="#">ARCH 499</a>	Special Topics in Architecture	3.0

#### History of Film

<a href="#">FMVD 150</a>	American Classic Cinema	3.0
<a href="#">FMVD 250</a>	The Documentary Tradition	3.0
<a href="#">FMVD 255</a>	Hitchcock	3.0
<a href="#">FMVD 260</a>	The Western	3.0
<a href="#">FMVD 265</a>	Special Topics in Cinema Studies	3.0
<a href="#">FMVD 335</a>	Contemporary Cinema	3.0

#### History of Interior Design

<a href="#">INTR 200</a>	History of Modern Architecture	3.0
<a href="#">INTR 300</a>	Directions in 20th Century Interior Design	3.0
<a href="#">INTR 305</a>	History of Furniture	3.0

#### History of Graphic Design

<a href="#">VSCM 350</a>	Graphic Design: 20th Century and Beyond	3.0
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#### History of Theatre

<a href="#">THTR 221</a>	Theatre History I	3.0
<a href="#">THTR 222</a>	Theatre History II	3.0

#### History of Photography

<a href="#">PHTO 275</a>	History of Photography I	3.0
<a href="#">PHTO 276</a>	History of Photography II	3.0
<a href="#">PHTO 350 WI</a>	Photography and Culture	3.0
<a href="#">PHTO 452</a>	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
<a href="#">DANC 150</a> Modern Dance Technique	3.0
<a href="#">DANC 325</a> 20th-Century Dance	3.0
<a href="#">DANC 355</a> Rhythmic Study for Dance	3.0
<a href="#">DANC 450</a> Choreography—Solo Composition	3.0
or	
<a href="#">DANC 380</a> Composition	
<a href="#">MUSC 130</a> Introduction to Music	3.0
<a href="#">THTR 240</a> Dance Production	3.0
<b>Electives in Dance (DANC 201-DANC 495)</b>	<b>6.0</b>
<b>Dance practicum (6 terms from DANC 131-DANC 133)</b>	<b>0.0</b>

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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
<a href="#">DIGM 100</a>	Digital Design Tools	3.0
<a href="#">DIGM 110</a>	Digital Spatial Visualization	3.0
<a href="#">DIGM 120</a>	Multimedia Timeline Design	3.0
<a href="#">DIGM 210</a>	3-D Modeling/Design	3.0
<a href="#">DIGM 211</a>	Computer Animation I	3.0
<a href="#">DIGM 212</a>	Computer Animation II	3.0
<a href="#">DIGM 240</a>	Web-based Interactive Authoring	3.0
<a href="#">DIGM 241</a>	Vector-based Interactive Authoring	3.0

### One the following courses

<a href="#">DIGM 242</a>	Hybrid Interactive Authoring	3.0
<a href="#">DIGM 302</a>	Art and Techniques of Digital Compositing	3.0
<a href="#">DIGM 350 WI</a>	Digital Storytelling and Cultural Production	3.0
<a href="#">DIGM 451</a>	Explorations in New Media	3.0

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## Minor in Music

*Total credits: 26.0*

Required courses	Credits
<a href="#">MUSC 121</a> Music Theory I	3.0
<a href="#">MUSC 125</a> Ear Training I*	1.0
<a href="#">MUSC 126</a> Ear Training II*	1.0
<a href="#">MUSC 130</a> Introduction to Music	3.0
<a href="#">MUSC 331</a> World Musics*	3.0
<a href="#">MUSC 241</a> 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
<a href="#">DANC 210</a> Introduction to Dance	3.0
<a href="#">MUSC 130</a> Introduction to Music	3.0
Applied music (one of MUSC 180–MUSC 182)	3.0
<a href="#">THTR 115</a> 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
<a href="#">FMVD 150</a>	American Classic Cinema	3.0
<a href="#">FMVD 160</a>	European Cinema	3.0
<a href="#">SCRP 270</a>	Screenwriting I	3.0
<a href="#">SCRP 275</a>	Screenwriting II	3.0
<a href="#">SCRP 310</a>	Literature for Screenwriters	3.0
<a href="#">SCRP 370</a>	Screenplay Story Development	3.0
<a href="#">SCRP 380</a>	Screenwriting Workshop I	3.0
<a href="#">SCRP 381</a>	Screenwriting Workshop II	3.0

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## Minor in Theatre

*Total credits: 24.0*

Required courses		9.0 Credits
<a href="#">THTR 121</a>	Dramatic Analysis	3.0
<a href="#">THTR 221</a>	Theatre History I	3.0
<a href="#">THTR 222</a>	Theatre History II	3.0

Three credits in either or both of the following courses		3.0 Credits
<a href="#">THTR 131</a>	Performance Practicum	3.0
<a href="#">THTR 132</a>	Production Practicum	3.0

Theatre electives from the following courses*		12.0 Credits
<a href="#">THTR 110</a>	Voice and Articulation	3.0
<a href="#">THTR 115</a>	Theatrical Experience	3.0
<a href="#">THTR 131</a>	Performance Practicum**	3.0
<a href="#">THTR 132</a>	Production Practicum**	3.0
<a href="#">THTR 210</a>	Acting I	3.0
<a href="#">THTR 211</a>	Acting II	3.0
<a href="#">THTR 240</a>	Theatre Production I	3.0
<a href="#">THTR 241</a>	Theatre Production II	3.0
<a href="#">THTR 260</a>	Production Design	3.0
<a href="#">THTR 320</a>	Play Direction	3.0
<a href="#">THTR 360</a>	Lighting Design	3.0
<a href="#">THTR 380</a>	Special Topics in Theatre	6.0
<a href="#">THTR 495</a>	Directed Studies in Theatre	3.0

\* 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
<a href="#">FMVD 110</a>	Shooting & Lighting	3.0
<a href="#">FMVD 115</a>	Editing	3.0
<a href="#">FMVD 120</a>	Sound for Film and Video	3.0
<a href="#">FMVD 150</a>	American Classic Cinema	3.0
<a href="#">SCRP 270</a>	Screenwriting I	3.0

### Three of the following courses

<a href="#">FMVD 125</a>	Basic Television Studio	3.0
<a href="#">FMVD 210</a>	Documentary Video Production	
<a href="#">FMVD 215</a>	Narrative Video Production	3.0
<a href="#">FMVD 220</a>	Experimental Video Production	3.0
<a href="#">FMVD 225</a>	Advanced Television Studio*	3.0
<a href="#">FMVD 235</a>	Lighting for Film and Video	3.0
<a href="#">FMVD 281</a>	Writing the Short Film	3.0
<a href="#">FMVD 305</a>	Make-up and Special Effects	3.0
<a href="#">FMVD 365</a>	Special Topics in Production	3.0

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

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## Post-Baccalaureate Certificate in Digital Media

The certificate program is designed to provide proficiency in digital media production. The program includes courses that develop conceptual and technical foundations, a sequence in 3D modeling and animation, as well as at least two courses in interactivity.

The certificate program requires 36-quarter credits of study. Upon transcript and portfolio review, up to 12.0 credits may be transferred into the program.

Required courses		36.0 Credits
<a href="#">DIGM 100</a>	Digital Design Tools	3.0
<a href="#">DIGM 110</a>	Digital Spatial Visualization	3.0
<a href="#">DIGM 120</a>	Multimedia Timeline Design	3.0
<a href="#">DIGM 210</a>	3-D Modeling/Design	3.0
<a href="#">DIGM 211</a>	Computer Animation I	3.0
<a href="#">DIGM 212</a>	Computer Animation II	3.0
<a href="#">DIGM 240</a>	Web-based Interactive Authoring	3.0
<a href="#">DIGM 241</a>	Vector-based Interactive Authoring	3.0

### One the following courses:

<a href="#">DIGM 242</a>	Hybrid Interactive Authoring	3.0
<a href="#">DIGM 260</a>	Overview of Computer Gaming	3.0
<a href="#">DIGM 302</a>	Art and Techniques of Digital Compositing	3.0
<a href="#">DIGM 350 WI</a>	Digital Storytelling and Cultural Production	3.0
<a href="#">DIGM 451</a>	Explorations in New Media	3.0

### Students complete one of the following computer programming sequences:

<a href="#">CS 171</a>	Computer Programming I	3.0
<a href="#">CS 172</a>	Computer Programming II	3.0
<b>or</b>		
<a href="#">CS 131</a>	Computer Programming A	3.0
<a href="#">CS 132</a>	Computer Programming B	3.0
<a href="#">CS 133</a>	Computer Programming C	3.0