

Drexel University

Catalog 2007 / 2008

Table of Contents

The Antoinette Westphal College of Media Arts and Design Undergraduate Programs

About The Antoinette Westphal College of Media Arts and Design	3
Architecture	5
2+ 4 Program Degree Requirements.....	6
2 + 4 Program Sample Plan of Study.....	9
Part-Time Evening Program Degree Requirements.....	12
Dance	15
Degree Requirements.....	16
Sample Plan of Study.....	18
Design and Merchandising	21
Degree Requirements.....	22
Sample Plan of Study.....	24
B.S./MBA Dual Degree.....	26
Digital Media	27
Degree Requirements.....	28
Sample Plan of Study.....	31
Entertainment and Arts Management	33
Degree Requirements (All Concentrations).....	34
Sample Plan of Study: Visual Arts Management.....	40
Sample Plan of Study: Performing Arts Management, Dance.....	42
Sample Plan of Study: Performing Arts Management, Performing Arts.....	44
Sample Plan of Study: Performing Arts Management, Theatre.....	46
Sample Plan of Study: Media Management, Digital Media.....	48
Sample Plan of Study: Media Management, Film &Video and Screenwriting.....	50
Ensembles.....	52
Fashion Design	54
Degree Requirements.....	55
Sample Plan of Study.....	57
Film and Video	59
Degree Requirements.....	60
Sample Plan of Study.....	63
Graphic Design	65
Degree Requirements.....	66
Sample Plan of Study.....	69
Interior Design	71
Degree Requirements.....	72
Sample Plan of Study.....	74

Drexel University

Catalog 2007 / 2008

Table of Contents

The Antoinette Westphal College of Media Arts and Design Undergraduate Programs

Music Industry	76
Degree Requirements	77
Sample Plan of Study: Technology Concentration	80
Sample Plan of Study: Business/Law Concentration	82
Dual Degree B.S. Music Industry/MBA Program	84
Photography	85
Degree Requirements	86
Sample Plan of Study	88
Screenwriting & Playwriting	90
Degree Requirements	91
Sample Plan of Study	94
Studies in Media Arts and Design	96
Degree Requirements	97
Sample Plan of Study	98
Minors	
Architecture	99
Art History	100
Dance	102
Digital Media	103
Fine Art	104
Music	106
Performing Arts	107
Screenwriting	108
Theatre	109
Video Production	110
Certificate Program	
Post-Baccalaureate Certificate in Digital Media	111



- [Home](#)
- [Contents](#)
- [Index](#)
- [E-mail](#)
- [Search](#)
- [Admissions](#)

Drexel University

Catalog 2007 / 2008

Undergraduate Catalog

- All majors
- All minors
- Arts and Sciences
- Business
- Biomedical Engineering
- Education
- Engineering
- Information Science and Technology
- Media Arts & Design
- Nursing and Health Professions
- Professional Studies
- ROTC

Graduate Catalog

- All degree programs
- Arts and Sciences
- Business
- Biomedical Engineering
- Education
- Engineering
- Information Science and Technology
- Law
- Media Arts & Design
- Medicine
- Nursing and Health Professions
- Professional Studies
- Public Health

Catalog Home

- All Course Descriptions
- Certificate programs
- Schedule

[About Drexel](#) [Admissions](#) [Tuition/Fees](#) [Financial Aid](#) [Drexel Co-op](#) [Programs](#) [Policies](#)

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.



Drexel University

Catalog 2007 / 2008

Undergraduate Catalog

- All majors
- All minors
- Arts and Sciences
- Business
- Biomedical Engineering
- Education
- Engineering
- Information Science and Technology
- Media Arts & Design
- Nursing and Health Professions
- Professional Studies
- ROTC

Graduate Catalog

- All degree programs
- Arts and Sciences
- Business
- Biomedical Engineering
- Education
- Engineering
- Information Science and Technology
- Law
- Media Arts & Design
- Medicine
- Nursing and Health Professions
- Professional Studies
- Public Health

Catalog Home

- All Course Descriptions
- Certificate programs
- Schedule

[About Drexel](#) [Admissions](#) [Tuition/Fees](#) [Financial Aid](#) [Drexel Co-op Programs](#) [Policies](#)

The Antoinette Westphal College of Media Arts and Design

The Westphal College offers a number of Study Abroad programs, including Fashion in London for fashion design sophomores and Drexel Film & Video in Australia.

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.



Home
Contents
Index
E-mail
Search
Admissions

Drexel University

Catalog 2007 / 2008

Undergraduate Catalog

- All majors
- All minors
- Arts and Sciences
- Business
- Biomedical Engineering
- Education
- Engineering
- Information Science and Technology
- Media Arts & Design
- Nursing and Health Professions
- Professional Studies
- ROTC

Graduate Catalog

- All degree programs
- Arts and Sciences
- Business
- Biomedical Engineering
- Education
- Engineering
- Information Science and Technology
- Law
- Media Arts & Design
- Medicine
- Nursing and Health Professions
- Professional Studies
- Public Health

Catalog Home

- All Course Descriptions
- Certificate programs
- Schedule

[About Drexel](#) [Admissions](#) [Tuition/Fees](#) [Financial Aid](#) [Drexel Co-op](#) [Programs](#) [Policies](#)

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.



Drexel University

Catalog 2007 / 2008

Undergraduate Catalog

- All majors
- All minors
- Arts and Sciences
- Business
- Biomedical Engineering
- Education
- Engineering
- Information Science and Technology
- Media Arts & Design
- Nursing and Health Professions
- Professional Studies
- ROTC

Graduate Catalog

- All degree programs
- Arts and Sciences
- Business
- Biomedical Engineering
- Education
- Engineering
- Information Science and Technology
- Law
- Media Arts & Design
- Medicine
- Nursing and Health Professions
- Professional Studies
- Public Health

Catalog Home

- All Course Descriptions
- Certificate programs
- Schedule

[About Drexel](#) [Admissions](#) [Tuition/Fees](#) [Financial Aid](#) [Drexel Co-op](#) [Programs](#) [Policies](#)

Architecture: 2 + 4 Program

Bachelor of Architecture Degree: 221.0 credits.

Degree Requirements

Required courses

General education requirements		Credits
ENGL 101	Expository Writing and Reading	3.0
ENGL 102	Persuasive Writing and Reading	3.0
ENGL 103	Analytical Writing and Reading	3.0
MATH 101	Introduction to Analysis I	4.0
MATH 102	Introduction to Analysis II	4.0
PHYS 103	General Physics I	4.0
PHYS 104	General Physics II	4.0
UNIV 101	The Drexel Experience	2.0
	Humanities electives*	9.0
	Social science electives	9.0
	Free electives	24.0

*One humanities elective should be a PHIL course addressing Ethics for Architects.

Required studio design sequence (2+4 option)

ARCH 101	Studio 1-A	4.5
ARCH 102	Studio 1-B	4.5
ARCH 103	Studio 2-A	4.5
ARCH 104	Studio 2-B*	4.5
ARCH 105	Studio 3-A	4.5
ARCH 106	Studio 3-B	4.5
ARCH 241	Studio 4-1*	4.0
ARCH 242	Studio 4-2	4.0
ARCH 243	Studio 4-3	4.0
ARCH 351	Studio 5-1	4.0
ARCH 352	Studio 5-2	4.0
ARCH 353	Studio 5-3	4.0
ARCH 361	Studio 6-1*	4.0
ARCH 362	Studio 6-2	4.0
ARCH 363	Studio 6-3	4.0
ARCH 496	Thesis I	8.0
ARCH 497	Thesis II	8.0

*Prior to taking this course student must meet the Department of Architecture's minimum studio advancement requirements. [2007 Advising Guidelines](#) on the [Department of Architecture's Curriculum](#) page for more details.

Required professional courses (2+4 option)

ARCH 141	Architecture and Society I	3.0
ARCH 142 WI	Architecture and Society II	3.0
ARCH 143 WI	Architecture and Society III	3.0
ARCH 150	Introduction to CADD I	4.0
ARCH 151	Architectural Drawing I	3.0
ARCH 152	Architectural Drawing II	3.0
ARCH 153	Introduction to CADD II	4.0
ARCH 161	Architectural Construction	3.0
ARCH 261	Environmental Systems I	3.0
ARCH 262	Environmental Systems II	3.0
ARCH 263	Environmental Systems III	3.0
CIVE 261	Materials and Structural Behavior I	3.0
CIVE 262	Materials and Structural Behavior II	3.0
CIVE 263	Materials and Structural Behavior III	3.0

History and theory electives
**12.0
Credits**
Three or four of the following courses

ARCH 341	Theories of Architecture I	3.0
ARCH 342	Theories of Architecture II	3.0
ARCH 343	Theories of Architecture III	3.0
ARCH 344	History of the Modern Movement I	3.0
ARCH 345	History of the Modern Movement II	3.0
ARCH 346	History of Philadelphia Architecture	3.0
ARCH 347	Summer Study Abroad (6 credits)	6.0
ARCH 348	Studies in Vernacular Architecture	3.0
ARCH 421 WI	Environmental Psychology and Design Theory	3.0
ARCH 441	Urban Design Seminar I	3.0
ARCH 442	Urban Design Seminar II	3.0
ARCH 499	Special Topics in Architecture	3.0

Professional electives
9.0 Credits
Any three of the following courses*

ARCH 157	Graphic Communication II	3.0
ARCH 171	Design Build	3.0
ARCH 431	Architectural Programming	3.0
ARCH 432	The Development Process	3.0
ARCH 435	Management Seminar I	3.0
ARCH 436	Management Seminar II	3.0
ARCH 451	Advanced Drawing	3.0

ARCH 455	Computer Applications in Architecture I	3.0
ARCH 456	Computer Applications in Architecture II	3.0
ARCH 461	Technology Seminar I	3.0
ARCH 462	Technology Seminar II	3.0
ARCH 463	Emerging Technologies	3.0
ARCH 464	Building Enclosure Design	3.0
ARCH 465	Energy and Architecture	3.0
ARCH 499	Special Topics in Architecture	3.0
CMGT 462	Construction Management I	3.0
CMGT 463	Value Engineering II	3.0
CMGT 363	Estimating I	3.0

* History and theory electives taken behind the 12 credits required 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.



Home
Contents
Index
E-mail
Search
Admissions

Drexel University

Catalog 2007 / 2008

Undergraduate Catalog

- All majors
- All minors
- Arts and Sciences
- Business
- Biomedical Engineering
- Education
- Engineering
- Information Science and Technology
- Media Arts & Design
- Nursing and Health Professions
- Professional Studies
- ROTC

Graduate Catalog

- All degree programs
- Arts and Sciences
- Business
- Biomedical Engineering
- Education
- Engineering
- Information Science and Technology
- Law
- Media Arts & Design
- Medicine
- Nursing and Health Professions
- Professional Studies
- Public Health

Catalog Home

- All Course Descriptions
- Certificate programs
- Schedule

[About Drexel](#) [Admissions](#) [Tuition/Fees](#) [Financial Aid](#) [Drexel Co-op](#) [Programs](#) [Policies](#)

Architecture

Bachelor of Architecture Degree: 221.0 credits.

2 + 4 Program

Recommended Plan of Study:

Freshman year

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

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

Term 3		Credits
ARCH 103	Studio 2-A	4.5
ARCH 152	Architectural Drawing II	3.0
ENGL 103	Analytical Writing and Reading	3.0
	Humanities elective	3.0
	Free elective	3.0
Total credits		16.5

Sophomore year

Term 4		Credits
ARCH 104	Studio 2-B*	4.5
ARCH 14I WI	Architecture and Society I	3.0
ARCH 153	Introduction to CAD II	4.0
PHYS 103	General Physics I	4.0

Humanities or Social Science elective	3.0
Total credits	18.5

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

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

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

Third year (Part-time)

Fall Quarter		Credits
ARCH 241	Studio 4-1*	4.0
CIVE 261	Materials and Structural Behavior I	3.0
Winter Quarter		
ARCH 242	Studio 4-2	4.0
CIVE 262	Materials and Structural Behavior II	3.0
Spring Quarter		
ARCH 243	Studio 4-3	4.0
CIVE 263	Materials and Structural Behavior III	3.0
Summer Quarter		
	History/Theory elective	3.0
	Professional elective	3.0
	Humanities elective	3.0
	Total credits	30.0

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

Fourth year (Part-time)

Fall Quarter		Credits
ARCH 351	Studio 5-1	4.0
ARCH 261	Environmental Systems I	3.0
Winter Quarter		
ARCH 352	Studio 5-2	4.0
ARCH 262	Environmental Systems II	3.0
Spring Quarter		

ARCH 353	Studio 5-3	4.0
ARCH 263	Environmental Systems III	3.0
Summer Quarter		
	Two History/Theory electives	6.0
	Social science elective	3.0
	Total credits	30.0

Fifth year (Part-time)

Fall Quarter		Credits
ARCH 361	Studio 6-1*	4.0
	Free elective	3.0
Winter Quarter		
ARCH 362	Studio 6-2	4.0
	Social Science elective	3.0
Spring Quarter		
ARCH 363	Studio 6-3	4.0
PHIL	Ethics for Architects	3.0
Summer Quarter		
	Professional elective	3.0
	Free elective	3.0
	Total credits	27.0

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

Sixth year (Part-time)

Fall Quarter		Credits
ARCH 496	Thesis I	8.0
	History/Theory elective	3.0
Winter Quarter		
ARCH 497	Thesis II	8.0
	Professional elective	3.0
Spring Quarter		
ARCH 498	Thesis III	8.0
	Professional elective	3.0
	Total credits	33.0



Drexel University

Catalog 2007 / 2008

Undergraduate Catalog

- All majors
- All minors
- Arts and Sciences
- Business
- Biomedical Engineering
- Education
- Engineering
- Information Science and Technology
- Media Arts & Design
- Nursing and Health Professions
- Professional Studies
- ROTC

Graduate Catalog

- All degree programs
- Arts and Sciences
- Business
- Biomedical Engineering
- Education
- Engineering
- Information Science and Technology
- Law
- Media Arts & Design
- Medicine
- Nursing and Health Professions
- Professional Studies
- Public Health

Catalog Home

- All Course Descriptions
- Certificate programs
- Schedule

[About Drexel](#) [Admissions](#) [Tuition/Fees](#) [Financial Aid](#) [Drexel Co-op](#) [Programs](#) [Policies](#)

Architecture: Part-Time Evening Program

Bachelor of Architecture Degree: 221.0 credits.

Degree Requirements

Required courses

General education requirements		Credits
ENGL 101	Expository Writing and Reading	3.0
ENGL 102	Persuasive Writing and Reading	3.0
ENGL 103	Analytical Writing and Reading	3.0
MATH 181	Mathematical Analysis I	3.0
MATH 182	Mathematical Analysis II	3.0
MATH 183	Mathematical Analysis III	3.0
PHYS 182	Applied Physics I	3.0
PHYS 183	Applied Physics II	3.0
PHYS 184	Applied Physics III	3.0
Humanities electives*		9.0
Social science electives		9.0
Free electives		24.0

*One humanities elective should be a PHIL course addressing Ethics for Architects.

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

ARCH 362	Studio 6-2	4.0
ARCH 363	Studio 6-3	4.0
ARCH 496	Thesis I	8.0
ARCH 497	Thesis II	8.0
ARCH 498	Thesis III	8.0

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

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

History and theory electives		12.0 Credits
Three or four of the following courses		
ARCH 341	Theories of Architecture I	3.0
ARCH 342	Theories of Architecture II	3.0
ARCH 343	Theories of Architecture III	3.0
ARCH 344	History of the Modern Movement I	3.0
ARCH 345	History of the Modern Movement II	3.0
ARCH 346	History of Philadelphia Architecture	3.0
ARCH 347	Summer Study Abroad (6 credits)	6.0
ARCH 348	Studies in Vernacular Architecture	3.0
ARCH 421 WI	Environmental Psychology and Design Theory	3.0
ARCH 441	Urban Design Seminar I	3.0
ARCH 442	Urban Design Seminar II	3.0
ARCH 499	Special Topics in Architecture	3.0

Professional electives		Credits
Any three of the following courses*		
ARCH 157	Graphic Communication II	3.0
ARCH 431	Architectural Programming	3.0
ARCH 432	The Development Process	3.0
ARCH 435	Management Seminar I	3.0

ARCH 436	Management Seminar II	3.0
ARCH 451	Advanced Drawing	3.0
ARCH 455	Computer Applications in Architecture I	3.0
ARCH 456	Computer Applications in Architecture II	3.0
ARCH 461	Technology Seminar I	3.0
ARCH 462	Technology Seminar II	3.0
ARCH 465	Energy and Architecture	3.0
ARCH 499	Special Topics in Architecture	3.0
CIVE 400	Structural Design I	3.0
CIVE 401	Structural Design II	3.0
CIVE 402	Structural Design III	3.0
CIVE 464	Acoustics and Noise Control in Buildings I	3.0
CMGT 462	Construction Management I	3.0
CMGT 463	Value Engineering II	3.0
CMGT 363	Estimating I	3.0

* History and theory electives taken beyond the 12 credits required can also be used to satisfy professional elective requirements.

Writing-Intensive Course Requirements

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

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Undergraduate Catalog

- All majors
- All minors
- Arts and Sciences
- Business
- Biomedical Engineering
- Education
- Engineering
- Information Science and Technology
- Media Arts & Design
- Nursing and Health Professions
- Professional Studies
- ROTC

Graduate Catalog

- All degree programs
- Arts and Sciences
- Business
- Biomedical Engineering
- Education
- Engineering
- Information Science and Technology
- Law
- Media Arts & Design
- Medicine
- Nursing and Health Professions
- Professional Studies
- Public Health

Catalog Home

- All Course Descriptions
- Certificate programs
- Schedule

[About Drexel](#) [Admissions](#) [Tuition/Fees](#) [Financial Aid](#) [Drexel Co-op Programs](#) [Policies](#)

Dance

The dance major at Drexel University has a unique curriculum design and focus. Rather than focusing on training performers, this program combines rigorous academic coursework with extensive stage and studio dance experiences to prepare students for two possible career paths within dance: dance /movement therapy and dance in education. Students participating in this major will earn a B. S. degree in dance with an optional minor in psychology.

Students focused on **dance/movement therapy** will prepare for jobs as dance/movement therapists. These are psychological counselors working in a variety of settings including hospitals, out patient clinics and residential treatment centers. Students pursuing this option will earn a B.S degree in dance at the Westphal College, through the Department of Performing Arts, for the first four years of study. They will then have the option to continue on to two years of study in the College of Nursing and Health Professions to earn an [M.A. in Creative Arts in Therapy](#) and become a licensed dance therapist.

The second career focus, **dance in education**, prepares students for jobs as elementary school teachers (grades Kindergarten through 6) who may also serve as school dance specialists. Students choosing this option will earn a B.S. degree in dance through the Department of Performing Arts and may elect to continue for a fifth year of study to earn an [M.S. in the Science of Instruction](#) through the School of Education. Students who successfully complete the five year B.S./M.S. option in education will then be recommended to the State for a Pennsylvania Teaching Certificate in the area of Elementary Education for K-6 certification general education.

The student who enters the dance major at Drexel University is an academically achieving student who has a passion for dance, but does not see him or herself as necessarily pursuing a career exclusively in performance. He or she is looking for extensive experiences to improve as a dancer, choreographer and performer while being stimulated academically. This student wants to study dance—both physically and cognitively—in college while being offered the possibility of gainful employment after graduation.

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



Drexel University

Catalog 2007 / 2008

Undergraduate Catalog

- All majors
- All minors
- Arts and Sciences
- Business
- Biomedical Engineering
- Education
- Engineering
- Information Science and Technology
- Media Arts & Design
- Nursing and Health Professions
- Professional Studies
- ROTC

Graduate Catalog

- All degree programs
- Arts and Sciences
- Business
- Biomedical Engineering
- Education
- Engineering
- Information Science and Technology
- Law
- Media Arts & Design
- Medicine
- Nursing and Health Professions
- Professional Studies
- Public Health

Catalog Home

- All Course Descriptions
- Certificate programs
- Schedule

[About Drexel](#) [Admissions](#) [Tuition/Fees](#) [Financial Aid](#) [Drexel Co-op](#) [Programs](#) [Policies](#)

Dance

Bachelor of Science Degree: 185.0 credits

Required courses

General education requirements	83.0 Credits
ENGL 101 Expository Writing and Reading	3.0
ENGL 102 Persuasive Writing and Reading	3.0
ENGL 103 Analytical Writing and Reading	3.0
HIST 201 US History to 1815	3.0
MATH 181 Introduction to Analysis I	3.0
MATH 182 Introduction to Analysis II	3.0
PHYS 121 Physical Science for Design I	4.0
PHYS 122 Physical Science for Design II	4.0
PSY 101 General Psychology	3.0
PSY 120 Developmental Psychology	3.0
PSY 240 Abnormal Psychology	3.0
UNIV 101 The Drexel Experience	2.0
Two literature (ENGL) electives	6.0
Free electives	40.0

Dance Major requirements **102.0 Credits**

Foundation requirements	18.0 Credits
ARTH 103 History of Art III: Early Modern to Postmodernism	3.0
MUSC 231 Music History I	3.0
MUSC 331 World Musics	3.0
NFS 101 Introduction to Nutrition and Foods	3.0
SMT 280 Kinesiology	3.0
THTR 240 Theatre Production I	3.0

Theory requirements **36.0 Credits**

DANC 201 Dance Appreciation	3.0
DANC 210 Introduction to Dance	3.0
DANC 225 Dance Repertory	3.0

DANC 230 Survey of Dance/Movement Therapy	3.0
DANC 240 Composition I	3.0
DANC 241 Composition II	3.0
DANC 260 Injury Prevention	3.0
DANC 310 Dance Aesthetics and Criticism	3.0
DANC 325 20th-Century Dance History	3.0
DANC 330 Introduction to Laban	3.0
DANC 340 Dance Pedagogy	3.0
DANC 355 Rhythmic Study for Dance	3.0

Performance requirements **12.0 Credits**

Dance practicum (DANC 131 or DANC 133)	12.0
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Technique requirements **36.0 Credits**

Ballet Technique I/II (DANC 140 or DANC 141)	14.0
Modern Dance Technique I/II (DANC 150 or DANC 151)	14.0
DANC 180 Improvisation	2.0

In addition, students select three of the following technique courses:

DANC 110 Movement for Actors	3.0
DANC 160 Jazz I	2.0
DANC 161 Jazz II	2.0
DANC 170 Hip Hop	2.0

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.

Drexel University

Catalog 2007 / 2008

Recommended Plan Of Study

BS Dance

4 YR UG Co-op Concentration

Term 1		Credits
DANC 140	Ballet I	2.0
DANC 150	Modern Dance Technique I	3.0
ENGL 101	Expository Writing and Reading	3.0
MATH 181	Mathematical Analysis I	3.0
PSY 101	General Psychology I	3.0
UNIV 101	The Drexel Experience	1.0
DANC 131	Dance Practicum-Performance	1.0
or		
DANC 133	Dance Practicum-Choreography	1.0
Term Credits		16.0
Term 2		Credits
DANC 140	Ballet I	2.0
DANC 355	Rhythmic Study for Dance	3.0
ENGL 102	Persuasive Writing and Reading	3.0
MATH 182	Mathematical Analysis II	3.0
NFS 101	Introduction to Nutrition & Food	3.0
UNIV 101	The Drexel Experience	1.0
DANC 131	Dance Practicum-Performance	1.0
or		
DANC 133	Dance Practicum-Choreography	1.0
Term Credits		16.0
Term 3		Credits
ARTH 103	History of Art- Early to Late Modern	3.0
DANC 140	Ballet I	2.0
DANC 210	Introduction to Dance	3.0
ENGL 103	Analytical Writing and Reading	3.0
DANC 110	Movement for Actors	3.0
or		
DANC 131	Dance Practicum-Performance	1.0
or		
DANC 133	Dance Practicum-Choreography	1.0
or		
DANC 160	Jazz 1	2.0
or		
DANC 161	Jazz 2	2.0
or		
DANC 170	Hip Hop	2.0
	Free elective	3.0
Term Credits		17.0
Term 4		Credits
DANC 151	Modern Dance Technique II	2.0
DANC 180	Improvisation	2.0
DANC 325	Twentieth Century Dance	3.0
DANC 330	Introduction to Laban	3.0
PHYS 121	Physical Science for Design I	4.0
PSY 120	Developmental Psychology	3.0
DANC 131	Dance Practicum-Performance	1.0
or		
DANC 133	Dance Practicum-Choreography	1.0
Term Credits		18.0
Term 5		Credits

DANC 230	Survey of Dance Movement Therapy	3.0
DANC 240	Dance Composition I	3.0
HIST 201	US History to 1815	3.0
PHYS 122	Physical Science for Design II	4.0
DANC 110	Movement for Actors	3.0
or		
DANC 160	Jazz 1	2.0
or		
DANC 161	Jazz 2	2.0
or		
DANC 170	Hip Hop	2.0
DANC 131	Dance Practicum-Performance	1.0
or		
DANC 133	Dance Practicum-Choreography	1.0
	Literature (ENGL) elective	3.0
	Term Credits	20.0

Term 6		Credits
DANC 141	Ballet II	2.0
DANC 150	Modern Dance Technique I	2.0
DANC 201	Dance Appreciation	3.0
DANC 340	Dance Pedagogy	3.0
PSY 240	Abnormal Psychology	3.0
THTR 240	Theatre Production I	3.0
DANC 131	Dance Practicum-Performance	1.0
or		
DANC 133	Dance Practicum-Choreography	1.0
	Term Credits	17.0

Term 7		Credits
DANC 141	Ballet II	2.0
DANC 260	Injury Prevention for Dance	3.0
DANC 310	Dance Aesthetics and Criticism	3.0
DANC 131	Dance Practicum-Performance	1.0
or		
DANC 133	Dance Practicum-Choreography	1.0
	Free elective	3.0
	Literature (ENGL) elective	3.0
	Term Credits	15.0

Term 8		Credits
DANC 141	Ballet II	2.0
DANC 151	Modern Dance Technique II	2.0
DANC 131	Dance Practicum-Performance	1.0
or		
DANC 133	Dance Practicum-Choreography	1.0
	Free electives	9.0
	Term Credits	14.0

Term 9		Credits
DANC 141	Ballet II	2.0
DANC 151	Modern Dance Technique II	2.0
DANC 225	Dance Repertory	3.0
DANC 131	Dance Practicum-Performance	1.0
or		
DANC 133	Dance Practicum-Choreography	1.0
	Free electives	6.0
	Term Credits	14.0

Term 10		Credits
DANC 151	Modern Dance Technique II	2.0
DANC 241	Composition II	3.0
MUSC 231	Music History I	3.0
DANC 131	Dance Practicum-Performance	1.0
or		
DANC 133	Dance Practicum-Choreography	1.0
DANC 110	Movement for Actors	3.0
or		

DANC 160	Jazz 1	2.0
or		
DANC 161	Jazz 2	2.0
or		
DANC 170	Hip Hop	2.0
<hr/>		
	Free elective	3.0
<hr/>		
<i>Term Credits</i>		15.0
<hr/>		
Term 11		Credits
DANC 151	Modern Dance Technique II	2.0
DANC 131	Dance Practicum-Performance	1.0
or		
DANC 133	Dance Practicum-Choreography	1.0
<hr/>		
	Free electives	12.0
<hr/>		
<i>Term Credits</i>		15.0
<hr/>		
Term 12		Credits
MUSC 331	World Musics	3.0
SMT 280	Kinesiology	3.0
DANC 131	Dance Practicum-Performance	1.0
or		
DANC 133	Dance Practicum-Choreography	1.0
<hr/>		
	Free electives	6.0
<hr/>		
<i>Term Credits</i>		13.0
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Total Credits (minimum)		190.0

Last Updated: March 24, 11:06 am

[Home](#) [Contents](#) [Index](#) [Email](#) [Search](#) [Feedback](#)



Drexel University

Catalog 2007 / 2008

Undergraduate Catalog

- All majors
- All minors
- Arts and Sciences
- Business
- Biomedical Engineering
- Education
- Engineering
- Information Science and Technology
- Media Arts & Design
- Nursing and Health Professions
- Professional Studies
- ROTC

Graduate Catalog

- All degree programs
- Arts and Sciences
- Business
- Biomedical Engineering
- Education
- Engineering
- Information Science and Technology
- Law
- Media Arts & Design
- Medicine
- Nursing and Health Professions
- Professional Studies
- Public Health

Catalog Home

- All Course Descriptions
- Certificate programs
- Schedule

[About Drexel](#) [Admissions](#) [Tuition/Fees](#) [Financial Aid](#) [Drexel Co-op](#) [Programs](#) [Policies](#)

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.



Drexel University

Catalog 2007 / 2008

Undergraduate Catalog

- All majors
- All minors
- Arts and Sciences
- Business
- Biomedical Engineering
- Education
- Engineering
- Information Science and Technology
- Media Arts & Design
- Nursing and Health Professions
- Professional Studies
- ROTC

Graduate Catalog

- All degree programs
- Arts and Sciences
- Business
- Biomedical Engineering
- Education
- Engineering
- Information Science and Technology
- Law
- Media Arts & Design
- Medicine
- Nursing and Health Professions
- Professional Studies
- Public Health

Catalog Home

- All Course Descriptions
- Certificate programs
- Schedule

[About Drexel](#) [Admissions](#) [Tuition/Fees](#) [Financial Aid](#) [Drexel Co-op](#) [Programs](#) [Policies](#)

Design and Merchandising

Bachelor of Science Degree: 180.0 credits

Degree Requirements

Required courses

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

Visual studies requirements

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

Design and merchandising requirements

Credits

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

Writing-Intensive Course Requirements

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

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Drexel University

Catalog 2007 / 2008

Recommended Plan Of Study

BS Design and Merchandising, Spring/Summer Co-Op
4 YR UG Co-op Concentration

Term 1		Credits
ENGL 101	Expository Writing and Reading	3.0
FASH 201	Survey of the Fashion Industry	3.0
PHYS 121	Physical Science for Design I	4.0
UNIV 101	The Drexel Experience	1.0
VSST 101	Design I	4.0
Term Credits		15.0
Term 2		Credits
ENGL 102	Persuasive Writing and Reading	3.0
PHYS 122	Physical Science for Design II	4.0
UNIV 101	The Drexel Experience	1.0
VSST 102	Design II	4.0
VSST 110	Introductory Drawing	3.0
Term Credits		15.0
Term 3		Credits
ENGL 103	Analytical Writing and Reading	3.0
MATH 119	Mathematical Foundations for Design	4.0
VSCM 100	Computer Imaging I	3.0
VSST 103	Design III	4.0
VSST 111	Figure Drawing I	3.0
Term Credits		17.0
Term 4		Credits
ACCT 115	Financial Accounting Foundations	4.0
ARTH 101	History of Art I: Ancient to Medieval	3.0
DSMR 210	Presentation Techniques Design and Merchandising	3.0
ECON 201	Economics I	4.0
Term Credits		14.0
Term 5		Credits
ARTH 102	History of Art II: High Renaissance to Modern	3.0
DSMR 211	Computer Design for Design and Merchandising	3.0
DSMR 231	Introduction to Retail Management	3.0
ECON 202	Economics II	4.0
Term Credits		13.0
Term 6		Credits
DSMR 201	Analysis of Product	3.0
DSMR 232	Retail Buying and Merchandising	4.0
VSST 201	Multimedia: Performance	4.0
VSST 211	Textiles	3.0
Term Credits		14.0
Term 7		Credits
ARTH 300	History of Modern Design	3.0
PHTO 110	Photography	3.0
VSST 203	Multimedia: Materials	4.0
PHTO 110	Photography	3.0
	Arts and Humanities elective	3.0
	Free elective	3.0
Term Credits		19.0
Term 8		Credits

ARTH 103	History of Art III: Modern to Postmodernism	3.0
DSMR 433	Fashion Product Knowledge and Development	3.0
MKTG 301	Introduction to Marketing Management	4.0
	Free elective	3.0
	Social science elective	3.0
	Term Credits	16.0
Term 9		Credits
DSMR 310	Computer Integrated Merchandising Management	3.0
DSMR 311	Visual Merchandising I	4.0
DSMR 477	Design & Merchandising Seminar	3.0
	Art History (ARTH) elective	3.0
	Free elective	3.0
	Term Credits	16.0
Term 10		Credits
DSMR 496	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
	Term Credits	15.0
Term 11		Credits
DSMR 321	Fashion Show Production I	2.0
VSST 202	Multimedia: Space	4.0
	Free electives	6.0
	Social science elective	3.0
	Term Credits	15.0
Term 12		Credits
DSMR 322	Fashion Show Production II	2.0
	Free electives	9.0
	Arts and Humanities elective	3.0
	Term Credits	14.0
Total Credits (minimum)		183.0

Last Updated: March 24, 11:06 am

[Home](#) [Contents](#) [Index](#) [Email](#) [Search](#) [Feedback](#)



Drexel University

Catalog 2007 / 2008

Undergraduate Catalog

- All majors
- All minors
- Arts and Sciences
- Business
- Biomedical Engineering
- Education
- Engineering
- Information Science and Technology
- Media Arts & Design
- Nursing and Health Professions
- Professional Studies
- ROTC

Graduate Catalog

- All degree programs
- Arts and Sciences
- Business
- Biomedical Engineering
- Education
- Engineering
- Information Science and Technology
- Law
- Media Arts & Design
- Medicine
- Nursing and Health Professions
- Professional Studies
- Public Health

Catalog Home

- All Course Descriptions
- Certificate programs
- Schedule

[About Drexel](#) [Admissions](#) [Tuition/Fees](#) [Financial Aid](#) [Drexel Co-op](#) [Programs](#) [Policies](#)

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.



Home
Contents
Index
E-mail
Search
Admissions

Drexel University

Catalog 2007 / 2008

Undergraduate Catalog

- All majors
- All minors
- Arts and Sciences
- Business
- Biomedical Engineering
- Education
- Engineering
- Information Science and Technology
- Media Arts & Design
- Nursing and Health Professions
- Professional Studies
- ROTC

Graduate Catalog

- All degree programs
- Arts and Sciences
- Business
- Biomedical Engineering
- Education
- Engineering
- Information Science and Technology
- Law
- Media Arts & Design
- Medicine
- Nursing and Health Professions
- Professional Studies
- Public Health

Catalog Home

- All Course Descriptions
- Certificate programs
- Schedule

[About Drexel](#) [Admissions](#) [Tuition/Fees](#) [Financial Aid](#) [Drexel Co-op](#) [Programs](#) [Policies](#)

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.

Undergraduate Catalog

- All majors
- All minors
- Arts and Sciences
- Business
- Biomedical Engineering
- Education
- Engineering
- Information Science and Technology
- Media Arts & Design
- Nursing and Health Professions
- Professional Studies
- ROTC

Graduate Catalog

- All degree programs
- Arts and Sciences
- Business
- Biomedical Engineering
- Education
- Engineering
- Information Science and Technology
- Law
- Media Arts & Design
- Medicine
- Nursing and Health Professions
- Professional Studies
- Public Health

Catalog Home

- All Course Descriptions
- Certificate programs
- Schedule

- [About Drexel](#) [Admissions](#) [Tuition/Fees](#) [Financial Aid](#) [Drexel Co-op](#) [Programs](#) [Policies](#)

Digital Media

Bachelor of Science Degree: 185.0 credits

Degree Requirements

General education requirements

71.0 Credits

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

Visual studies requirements

23.0-24.0

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

VSST 110	Introductory Drawing	3.0
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One of the following courses

VSST 103	Design III	4.0
VSST 111	Figure Drawing I	3.0
VSST 201	Multimedia: Performance	4.0
VSST 202	Multimedia: Space	4.0
VSST 301	Painting I	4.0

Media foundation requirements 25.0

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

Digital media requirements 66.0

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

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

Two of the following courses

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

Drexel University

Catalog 2007 / 2008

Recommended Plan Of Study

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

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

	FMVD 150 or an elective (See degree requirements)	3.0
	Term Credits	15.0
Term 8		Credits
DIGM 302	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
	Term Credits	15.0
Term 9		Credits
DIGM 360	Computer Game Development	3.0
MUSC 138	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
	Term Credits	15.0
Term 10		Credits
	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
	Term Credits	15.0
Term 11		Credits
DIGM 492	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
	Term Credits	15.0
Term 12		Credits
DIGM 475	Seminar: The Future of Digital Media	3.0
DIGM 493	Senior Project in Digital Media II	3.0
	Arts and Humanities elective	3.0
	Free elective	3.0
	Term Credits	12.0
	Total Credits (minimum)	185.0

Last Updated: March 24, 11:06 am

[Home](#) [Contents](#) [Index](#) [Email](#) [Search](#) [Feedback](#)



Home
Contents
Index
E-mail
Search
Admissions

Drexel University

Catalog 2007 / 2008

Undergraduate Catalog

- All majors
- All minors
- Arts and Sciences
- Business
- Biomedical Engineering
- Education
- Engineering
- Information Science and Technology
- Media Arts & Design
- Nursing and Health Professions
- Professional Studies
- ROTC

Graduate Catalog

- All degree programs
- Arts and Sciences
- Business
- Biomedical Engineering
- Education
- Engineering
- Information Science and Technology
- Law
- Media Arts & Design
- Medicine
- Nursing and Health Professions
- Professional Studies
- Public Health

Catalog Home

- All Course Descriptions
- Certificate programs
- Schedule

[About Drexel](#) [Admissions](#) [Tuition/Fees](#) [Financial Aid](#) [Drexel Co-op](#) [Programs](#) [Policies](#)

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.

Undergraduate Catalog

- All majors
- All minors
- Arts and Sciences
- Business
- Biomedical Engineering
- Education
- Engineering
- Information Science and Technology
- Media Arts & Design
- Nursing and Health Professions
- Professional Studies
- ROTC

Graduate Catalog

- All degree programs
- Arts and Sciences
- Business
- Biomedical Engineering
- Education
- Engineering
- Information Science and Technology
- Law
- Media Arts & Design
- Medicine
- Nursing and Health Professions
- Professional Studies
- Public Health

Catalog Home

- All Course Descriptions
- Certificate programs
- Schedule

[About Drexel](#) [Admissions](#) [Tuition/Fees](#) [Financial Aid](#) [Drexel Co-op](#) [Programs](#) [Policies](#)

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

ENGL 101	Expository Writing and Reading	3.0
ENGL 102	Persuasive Writing and Reading	3.0
ENGL 103	Analytical Writing and Reading	3.0

Mathematics and Natural Sciences Requirements

MATH 101	Introduction to Analysis I	4.0
MATH 102	Introduction to Analysis II	4.0

Students select one of the following sequences:

BIO 102	Biology I: Cells and Tissues	4.0
BIO 106	Biology III: Organismal Biology	4.0
or		
PHYS 121	Physical Science for Design I	4.0

PHYS 122	Physical Science for Design II	4.0
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Arts/Humanities Requirements

COM 230	Techniques of Speaking	3.0
COM 330	Professional Presentations	3.0
	Arts/Humanities elective	3.0

Social Science Requirements

	Social Science electives	9.0
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University Seminar Requirements

UNIV 101	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

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

ARTH 101	History of Art I: Ancient to Medieval	3.0
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ARTH 102	History of Art II: Renaissance to 18th Century	3.0
ARTH 103	History of Art III: Early to Late Modern Art	3.0
EAM 270	Audience Development for the Arts	3.0
EAM 301	Gallery and Collection Management	3.0
EAM 302	Exhibition Design	3.0
EAM 312	Fund Development and Board and Volunteer Relations	3.0
EAM 401	Writing for the Arts	3.0
	Trends in Visual Arts*	.3.0
EAM 471	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:

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

B. Performing Arts Management Concentration Requirements 54.0 Credits

1. Dance Track Requirements

DANC 150	Modern Dance Technique	3.0
DANC 201	Dance Appreciation	3.0
DANC 210	Introduction to Dance	3.0
DANC 240	Composition I	3.0
DANC 250	Ballet I	3.0
DANC 325	20th-Century Dance	3.0
DANC 355	Rhythmic Study for Dance	3.0
EAM 270	Audience Development for the Arts	3.0
EAM 312	Fund Development and Board and Volunteer Relations	3.0
EAM 321	Box Office and Venue Development	3.0

EAM 322	Tour and Concert Promotion	3.0
EAM 401	Writing for the Arts	3.0
MUSC	Music course for Performing Arts	3.0
MUSC 130	Introduction to Music	3.0
THTR 240	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

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

3. Theatre Track Requirements

EAM 270	Audience Development for the Arts	3.0
EAM 312	Fund Development and Board and Volunteer Relations	3.0
EAM 321	Box Office and Venue Development	3.0
EAM 322	Tour and Concert Promotion	3.0
EAM 401	Writing for the Arts	3.0
MUSC	Music course for Performing Arts	3.0
THTR 121	Dramatic Analysis	3.0
THTR 210	Acting: Fundamentals	3.0
THTR 211	Acting: Scene Study	2.0
THTR 221	Theatre History I	3.0
THTR 222	Theatre History II	3.0
THTR 240	Theatre Production I	3.0
THTR 241	Theatre Production II	3.0
THTR 260	Production Design	3.0
THTR 320	Play Direction	3.0
THTR	Two Theatre electives	6.0
	Six terms of Theatre Practicum (THTR 131 - 132)	3.0

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

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

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

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

Digital Media track students select one course from the following:

DIGM 242	Hybrid Interactive Authoring	3.0
DIGM 302	Art and Techniques of Digital Compositing	3.0
DIGM 350 WI	Digital Storytelling and Cultural Production	3.0
DIGM 451 WI	Explorations in New Media	3.0

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

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

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

FMVD 125	Basic Television Studio	3.0
FMVD 160	European Cinema	3.0
FMVD 210	Documentary Video Production	3.0

FMVD 215	Narrative Video Production	3.0
FMVD 220	Experimental Video Production	3.0
FMVD 225	Advanced Television Studio	3.0
FMVD 235	Lighting for Film and Video	3.0
FMVD 281	Writing the Short Film	3.0
FMVD 305	Make-up and Special Effects	3.0
FMVD 365	Special Topics in Production	3.0
SCRP 275	Screenwriting II	3.0
SCRP 310	Literature for Screenwriters	3.0
SCRP 370	Screenplay Story Development	3.0
SCRP 380	Screenwriting Workshop I	3.0
SCRP 381	Screenwriting Workshop II	3.0

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.

Drexel University

Catalog 2007 / 2008

Recommended Plan Of Study

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

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

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

Last Updated: March 24, 11:06 am

[Home](#) [Contents](#) [Index](#) [Email](#) [Search](#) [Feedback](#)

Drexel University

Catalog 2007 / 2008

Recommended Plan Of Study

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

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

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

Drexel University

Catalog 2007 / 2008

Recommended Plan Of Study

BS Entertainment & Arts Management

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

Term 1		Credits
EAM 130	Overview of Entertainment and Arts Management	3.0
EAM 150	Arts and Media in Society	3.0
ECON 201	Economics I	4.0
ENGL 101	Expository Writing and Reading	3.0
MATH 101	Introduction to Analysis I	4.0
UNIV 101	The Drexel Experience	1.0
Term Credits		18.0
Term 2		Credits
EAM 261	Copyrights and Trademarks	3.0
ENGL 102	Persuasive Writing and Reading	3.0
MATH 102	Introduction to Analysis II	4.0
UNIV 101	The Drexel Experience	1.0
	Arts and Humanities elective	3.0
	Free elective	3.0
Term Credits		17.0
Term 3		Credits
ACCT 115	Financial Accounting Foundations	4.0
EAM 211	Strategic Management for Entertainment and Arts Management	3.0
ECON 202	Economics II	4.0
ENGL 103	Analytical Writing and Reading	3.0
	Social science elective	3.0
Term Credits		17.0
Term 4		Credits
EAM 361	Law for Entertainment and Arts Management Managers	3.0
STAT 201	Business Statistics I	4.0
BIO 102	Biology I: Cells and Tissues	4.0
or		
PHYS 121	Physical Science for Design I	4.0
	Social science elective	3.0
Term Credits		14.0
Term 5		Credits
COM 230	Techniques of Speaking	3.0
EAM 270	Audience Development for Arts	3.0
THTR 240	Theatre Production I	3.0
BIO 102	Biology I: Cells and Tissues	4.0
or		
PHYS 121	Physical Science for Design I	4.0
Term Credits		13.0
Term 6		Credits
BLAW 201	Business Law I	4.0
COM 330	Professional Presentations	3.0
DANC 210	Introduction to Dance	3.0
EAM 312	Fund Development and Board and Volunteer Relations	3.0
	Social science elective	3.0
Term Credits		16.0
Term 7		Credits
EAM 401	Writing for the Arts	3.0
FIN 301	Introduction to Finance	4.0

MUSC 130	Introduction to Music	3.0
THTR 115	Theatrical Experience	3.0
THTR 210	Acting: Fundamentals	3.0
	Required ensemble	1.0
	Term Credits	17.0
Term 8		Credits
ACCT 116	Managerial Accounting Foundations	4.0
EAM 321	Box Office & Venue Management	3.0
EAM 391	Promotion, Press and Publicity	3.0
MKTG 301	Introduction to Marketing Management	4.0
MUSC 331	World Musics	3.0
	Required ensemble	1.0
	Term Credits	18.0
Term 9		Credits
EAM 322	Tour and Concert Promotion	3.0
MUSC 333	Afro-American Music	3.0
OPM 300	Operations Management	4.0
	Free elective	3.0
	Music (MUSC) course for Performing Arts (Check with advisor)	3.0
	Required ensemble	1.0
	Term Credits	17.0
Term 10		Credits
DANC 201	Dance Appreciation	3.0
EAM 491	Entertainment and Arts Management Senior Project	1.0
MKTG 356	Consumer Behavior	4.0
	Free elective	3.0
	Ensemble	0.0
	Theatre elective (See degree requirements for details)	3.0
	Term Credits	14.0
Term 11		Credits
DANC 325	Twentieth Century Dance	3.0
EAM 461	Entertainment Publishing Industry	3.0
EAM 491	Entertainment and Arts Management Senior Project	1.0
ORGB 300	Organizational Behavior	4.0
	Free elective	3.0
	Ensemble	0.0
	Term Credits	14.0
Term 12		Credits
EAM 491	Entertainment and Arts Management Senior Project	1.0
HRMT 323	Principles of Human Resource Administration	4.0
MUSC 338	American Popular Music	3.0
	Free electives	6.0
	Ensemble	0.0
	Term Credits	14.0
Total Credits (minimum)		189.0

Drexel University

Catalog 2007 / 2008

Recommended Plan Of Study

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

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

THTR 210	Acting: Fundamentals	3.0
THTR 240	Theatre Production I	3.0
	Required ensemble	1.0
	Theatre elective (See degree requirements for details)	3.0
	Term Credits	17.0
Term 8		Credits
ACCT 116	Managerial Accounting Foundations	4.0
EAM 321	Box Office & Venue Management	3.0
EAM 391	Promotion, Press and Publicity	3.0
MKTG 301	Introduction to Marketing Management	4.0
THTR 222	Theatre History II	3.0
	Required ensemble	1.0
	Term Credits	18.0
Term 9		Credits
EAM 322	Tour and Concert Promotion	3.0
OPM 300	Operations Management	4.0
THTR 211	Acting: Scene Study	2.0
	Free elective	3.0
	Media Management Music (MUSC) course (Check with advisor)	3.0
	Required ensemble	1.0
	Term Credits	16.0
Term 10		Credits
EAM 491	Entertainment and Arts Management Senior Project	1.0
MKTG 356	Consumer Behavior	4.0
THTR 241	Theatre Production II	3.0
THTR 320	Play Direction I	3.0
	Ensemble	0.0
	Social science elective	3.0
	Term Credits	14.0
Term 11		Credits
EAM 461	Entertainment Publishing Industry	3.0
EAM 491	Entertainment and Arts Management Senior Project	1.0
ORGB 300	Organizational Behavior	4.0
THTR 260	Production Design	3.0
	Free elective	3.0
	Ensemble	0.0
	Term Credits	14.0
Term 12		Credits
EAM 491	Entertainment and Arts Management Senior Project	1.0
HRMT 323	Principles of Human Resource Administration	4.0
	Free electives	6.0
	Ensemble	0.0
	Theatre elective (See degree requirements for details)	3.0
	Term Credits	14.0
Total Credits (minimum)		188.0

Drexel University

Catalog 2007 / 2008

Recommended Plan Of Study

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

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

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

Drexel University

Catalog 2007 / 2008

Recommended Plan Of Study

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

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

Film and Video/Screenwriting elective (See degree requirements for list)	3.0
Social science electives	6.0
Term Credits	16.0
Term 8	Credits
ACCT 116 Managerial Accounting Foundations	4.0
EAM 391 Promotion, Press and Publicity	3.0
MKTG 301 Introduction to Marketing Management	4.0
SCRP 270 Screenwriting I	3.0
Term Credits	14.0
Term 9	Credits
FMVD 150 American Classic Cinema	3.0
MKTG 322 Advertising and Advertising Management	4.0
OPM 300 Operations Management	4.0
Free elective	3.0
Media Management Music (MUSC) course (Check with advisor)	3.0
Term Credits	17.0
Term 10	Credits
COM 270 Business Communication	3.0
EAM 491 Entertainment and Arts Management Senior Project	1.0
MKTG 356 Consumer Behavior	4.0
Free elective	3.0
Film and Video/Screenwriting elective (See degree requirements for list)	3.0
Social science elective	3.0
Term Credits	17.0
Term 11	Credits
COM 280 Public Relations	3.0
EAM 461 Entertainment Publishing Industry	3.0
EAM 491 Entertainment and Arts Management Senior Project	1.0
ORGB 300 Organizational Behavior	4.0
Free elective	3.0
Term Credits	14.0
Term 12	Credits
COM 335 Writing for the World Wide Web	3.0
EAM 491 Entertainment and Arts Management Senior Project	1.0
HRMT 323 Principles of Human Resource Administration	4.0
SCRP 310 Literature for Screenwriters	3.0
Free elective	3.0
Term Credits	14.0
Total Credits (minimum)	184.0

Last Updated: March 24, 11:06 am

[Home](#) [Contents](#) [Index](#) [Email](#) [Search](#) [Feedback](#)



Drexel University

Catalog 2007 / 2008

Undergraduate Catalog

- All majors
- All minors
- Arts and Sciences
- Business
- Biomedical Engineering
- Education
- Engineering
- Information Science and Technology
- Media Arts & Design
- Nursing and Health Professions
- Professional Studies
- ROTC

Graduate Catalog

- All degree programs
- Arts and Sciences
- Business
- Biomedical Engineering
- Education
- Engineering
- Information Science and Technology
- Law
- Media Arts & Design
- Medicine
- Nursing and Health Professions
- Professional Studies
- Public Health

Catalog Home

- All Course Descriptions
- Certificate programs
- Schedule

[About Drexel](#) [Admissions](#) [Tuition/Fees](#) [Financial Aid](#) [Drexel Co-op](#) [Programs](#) [Policies](#)

Ensembles

Drexel University Choirs

Dr. Steven Powell, Director

Chamber Singers (MUSC 102/501)

A select group of 16 singers chosen by audition from the University Chorus. They perform secular music from the Renaissance period (Madrigals).

University Chorus (MUSC 101/501)

Traditional concert choir literature, a capella and with instrumental accompaniment.

Vocal Jazz Ensemble (MUSC 107/502)

A select group of 14 singers chosen by audition from the University Chorus. They perform "anything that swings," doing a variety of pieces from the 20's to the 90's with a three-piece back-up band.

Concert and Pep Bands

Mr. Matthew M. Marsit, Director of Concert and Athletic Bands

Concert Band (MUSC 105/501)

Students who are proficient on woodwind, brass, or percussion instruments may become members of this large instrumental ensemble by auditioning for the director. Membership is based on the student's ability and the instrumental needs of the ensemble.

The Basketball Pep Band (MUSC 105/001)

This band is made up of brass players, saxophone players, and trap drummers drawn from the membership of the Concert and Symphonic Bands.

Instrumental Jazz Ensembles

Dr. George Starks, Director

Jazz Orchestra (MUSC 107/501)

Performs music which is associated with and/or inspired by acknowledged masters of the jazz tradition such as Duke Ellington, Count Basie, Charlie Parker, Dizzy Gillespie, Miles Davis, Charles Mingus, Thad Jones, and others.

The Jazztet (MUSC 107/001)

This ensemble performs small group masterpieces such as literature associated with Art Blakey, Horace Silver, Clifford Brown, John Coltrane, and others.

Drexel University Gospel Choir (MUSC 115/501)

Mr. Greg Ross, Director

The Gospel Choir is a group of around 60 singers that is open to all Drexel Students. This ensemble performs contemporary gospel music with its own

backup band.

Fusion Band and Percussion Ensemble

Ms. Lynne Riley and Mr. Bruce Kaminsky, Directors

The Fusion Band (MUSC 111/501)

A select group of musicians who perform fusion jazz music every term on campus for various student and university special events.

The Percussion Ensemble (MUSC 111/002)

Students in this group will have the opportunity to play, improve and perform on many instruments of the percussion family including: snare drum, bass drum, xylophone, marimba, timpani- and even hands and feet.

Drexel University Guitar and String Ensembles

Mr. Luke Abruzzo and Mr. Ron Lipscomb, Directors

Guitar Ensemble I and II (MUSC 111/001, MUSC 111/003)

The guitar ensemble is made up of twenty guitar enthusiasts. In this group students have the opportunity to develop their musicianship as part of a larger ensemble that includes acoustic guitars, acoustic bass guitars, electric guitars and electric bass guitars.

String Ensemble (MUSC 109/501)

The Drexel University String Ensemble is a chamber group composed of violins, violas, cellos, contrabasses, and piano. The ensemble is made up of about 10 to 20 players who are interested in continuing the musical skills they have already developed. The String Ensemble performs standard works by composers like Pachelbel, Bach and Mozart and has commissioned new works by American composers.

Drexel University Dance Program

Mrs. Miriam Giguere, Director

Dance Ensemble (DANC 131/501)

Elegant, exciting, sophisticated, sleek are all words commonly used to describe the Drexel Dance Ensemble. Performing ballet, jazz, tap and modern dance, the Drexel Dancers are both versatile and original.

Drexel University Theatre Program

Ms. Adelle Rubin, Director of Theatre Programs

Mr. Bill Pollock, Director of Theatre Academics

Main Stage Performance (THTR 131/001)

Studio Performance (THTR 131/002)

Main Stage Production (THTR 132/001)

Studio Production (THTR 132/002)

Students participate in all aspects of theatre performance and production, including; acting, directing, design, costumes, lighting, sets, sound, publicity, and box office.



Home
Contents
Index
E-mail
Search
Admissions

Drexel University

Catalog 2007 / 2008

Undergraduate Catalog

- All majors
- All minors
- Arts and Sciences
- Business
- Biomedical Engineering
- Education
- Engineering
- Information Science and Technology
- Media Arts & Design
- Nursing and Health Professions
- Professional Studies
- ROTC

Graduate Catalog

- All degree programs
- Arts and Sciences
- Business
- Biomedical Engineering
- Education
- Engineering
- Information Science and Technology
- Law
- Media Arts & Design
- Medicine
- Nursing and Health Professions
- Professional Studies
- Public Health

Catalog Home

- All Course Descriptions
- Certificate programs
- Schedule

[About Drexel](#) [Admissions](#) [Tuition/Fees](#) [Financial Aid](#) [Drexel Co-op](#) [Programs](#) [Policies](#)

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.



Home
Contents
Index
E-mail
Search
Admissions

Drexel University

Catalog 2007 / 2008

Undergraduate Catalog

- All majors
- All minors
- Arts and Sciences
- Business
- Biomedical Engineering
- Education
- Engineering
- Information Science and Technology
- Media Arts & Design
- Nursing and Health Professions
- Professional Studies
- ROTC

Graduate Catalog

- All degree programs
- Arts and Sciences
- Business
- Biomedical Engineering
- Education
- Engineering
- Information Science and Technology
- Law
- Media Arts & Design
- Medicine
- Nursing and Health Professions
- Professional Studies
- Public Health

Catalog Home

- All Course Descriptions
- Certificate programs
- Schedule

[About Drexel](#) [Admissions](#) [Tuition/Fees](#) [Financial Aid](#) [Drexel Co-op](#) [Programs](#) [Policies](#)

Fashion Design

Bachelor of Science Degree: 182.0 credits

Degree Requirements

Required courses

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

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

One of the following courses		Credits
VSST 201	Multimedia: Performance	4.0
VSST 202	Multimedia: Space	4.0
VSST 203	Multimedia: Materials	4.0

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

Writing-Intensive Course Requirements

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

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.

Drexel University

Catalog 2007 / 2008

Recommended Plan Of Study

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

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

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

Last Updated: March 24, 11:06 am

[Home](#)

[Contents](#)

[Index](#)

[Email](#)

[Search](#)

[Feedback](#)



Home
Contents
Index
E-mail
Search
Admissions

Drexel University

Catalog 2007 / 2008

Undergraduate Catalog

- All majors
- All minors
- Arts and Sciences
- Business
- Biomedical Engineering
- Education
- Engineering
- Information Science and Technology
- Media Arts & Design
- Nursing and Health Professions
- Professional Studies
- ROTC

Graduate Catalog

- All degree programs
- Arts and Sciences
- Business
- Biomedical Engineering
- Education
- Engineering
- Information Science and Technology
- Law
- Media Arts & Design
- Medicine
- Nursing and Health Professions
- Professional Studies
- Public Health

Catalog Home

- All Course Descriptions
- Certificate programs
- Schedule

[About Drexel](#) [Admissions](#) [Tuition/Fees](#) [Financial Aid](#) [Drexel Co-op](#) [Programs](#) [Policies](#)

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.



Home
 Contents
 Index
 E-mail
 Search
 Admissions

Drexel University

Catalog 2007 / 2008

Undergraduate Catalog

- All majors
- All minors
- Arts and Sciences
- Business
- Biomedical Engineering
- Education
- Engineering
- Information Science and Technology
- Media Arts & Design
- Nursing and Health Professions
- Professional Studies
- ROTC

Graduate Catalog

- All degree programs
- Arts and Sciences
- Business
- Biomedical Engineering
- Education
- Engineering
- Information Science and Technology
- Law
- Media Arts & Design
- Medicine
- Nursing and Health Professions
- Professional Studies
- Public Health

Catalog Home

- All Course Descriptions
- Certificate programs
- Schedule

[About Drexel](#) [Admissions](#) [Tuition/Fees](#) [Financial Aid](#) [Drexel Co-op](#) [Programs](#) [Policies](#)

Film and Video

Bachelor of Science Degree: 185.0 credits

Degree Requirements

General education requirements 78.0 Credits

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

AW College of Media, Arts, and Design requirements 23.0 Credits

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

Film and video requirements 84.0 Credits

FMVD 110 Shooting & Lighting	3.0
FMVD 115 Editing	3.0
FMVD 120 Sound for Film and Video	3.0
FMVD 125 Basic Television Studio	3.0
FMVD 150 American Classic Cinema	3.0
FMVD 160 European Cinema	3.0

FMVD 200 Acting for the Screen	3.0
FMVD 202 Directing for the Screen	3.0
FMVD 210 Documentary Video Production	3.0
FMVD 215 Narrative Video Production	3.0
FMVD 220 Experimental Video Production	3.0
FMVD 230 Basic Filmmaking	3.0
FMVD 235 Lighting for Film and Video	3.0
FMVD 245 Non-Western Cinema	3.0
FMVD 250 The Documentary Tradition	3.0
SCRP 270 Scriptwriting I	3.0
FMVD 281 Writing the Short Film	3.0
FMVD 322 Production Workshop I	3.0
FMVD 323 Production Workshop II	3.0
FMVD 405 Professions in Film and Video	3.0
FMVD 495 Senior Project in Film and Video (Three semesters at 3.0 credits)	9.0
One of the following courses:	3.0
FMVD 332 Advanced Filmmaking	3.0
or	
FMVD 225 Advanced Television Studio	3.0
Advanced Production Choice: Two of the following courses:	6.0
FMVD 305 Make-up and Special Effects	3.0
FMVD 315 Sound Post Production	3.0
FMVD 365 Special Topics in Production	3.0
FMVD 400 Advanced Directing Actors for Screen	3.0
FMVD 415 Advanced Editing	3.0
FMVD 430 Advanced Cinematography	3.0
FMVD 320 Steadicam Workshop	3.0
Cinema Studies Choice: 2 of the following courses:	6.0
FMVD 255 Hitchcock	3.0
FMVD 260 The Western	3.0
FMVD 262 Film Comedy	3.0
FMVD 265 Special Topics in Cinema Studies	3.0
FMVD 340 French New Wave	3.0
FMVD 345 Italian Neo-Realism	3.0
FMVD 352 The Horror Film	3.0
FMVD 355 Contemporary Cinema	3.0
FMVD 360 The Art of Television	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.

Drexel University

Catalog 2007 / 2008

Recommended Plan Of Study

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

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

	Social science elective	3.0
	Term Credits	15.0
Term 8		Credits
FMVD 220	Experimental Video Production	3.0
VSST 201	Multimedia: Performance	4.0
or		
VSST 202	Multimedia: Space	4.0
or		
VSST 203	Multimedia: Materials	4.0
	Arts and Humanities elective	3.0
	Cinema Studies elective (See degree requirements for list)	3.0
	Social science elective	3.0
	Term Credits	16.0
Term 9		Credits
FMVD 225	Advanced Television Studio	3.0
or		
FMVD 332	Advanced Filmmaking	3.0
	Arts and Humanities electives	6.0
	Cinema Studies elective (See degree requirements for list)	3.0
	Social science elective	3.0
	Term Credits	15.0
Term 10		Credits
FMVD 205	Professions in Film and Video	3.0
FMVD 495	Senior Project in Film and Video	3.0
	Advanced Production elective (See degree requirements list)	3.0
	Free electives	6.0
	Term Credits	15.0
Term 11		Credits
FMVD 495	Senior Project in Film and Video	3.0
	Advanced Production elective (See degree requirements list)	3.0
	Free electives	9.0
	Term Credits	15.0
Term 12		Credits
FMVD 495	Senior Project in Film and Video	3.0
	Free electives	10.0
	Term Credits	13.0
	Total Credits (minimum)	185.0

Undergraduate Catalog

- All majors
- All minors
- Arts and Sciences
- Business
- Biomedical Engineering
- Education
- Engineering
- Information Science and Technology
- Media Arts & Design
- Nursing and Health Professions
- Professional Studies
- ROTC

Graduate Catalog

- All degree programs
- Arts and Sciences
- Business
- Biomedical Engineering
- Education
- Engineering
- Information Science and Technology
- Law
- Media Arts & Design
- Medicine
- Nursing and Health Professions
- Professional Studies
- Public Health

Catalog Home

- All Course Descriptions
- Certificate programs
- Schedule

[About Drexel](#) [Admissions](#) [Tuition/Fees](#) [Financial Aid](#) [Drexel Co-op](#) [Programs](#) [Policies](#)

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. Students can also elect specialized tracks with dedicated courses in one of the following concentrations:

Advertising Graphic Design

This program leads students to creative careers in advertising art direction, a focused combination of visual and verbal information design to create a message that moves consumers to action. The concentration addresses the changing nature of the ad industry and explores new methods of reaching a target audience. Instruction centers on concept development and art direction for print, television, film and web based advertising with an emphasis on research and target marketing. Coursework will include studies on the history of advertising, studio photography and copywriting in addition to studio classes in visual communications for advertising.

Environmental Graphic Design

The Society of Environmental Graphic Design describes the emerging discipline, "Environmental Graphic Design embraces many design disciplines including graphic, architectural, interior, landscape and industrial design, all concerned with the visual aspects of wayfinding, communicating identity and information and shaping the idea of place." Common examples of work by practitioners include wayfinding systems, architectural graphics, signage, exhibit design, identity graphics, civic design, pictogram design, retail and store design, mapping and themed environments. The concentration addresses advanced skills in wayfinding systems, mapping, exhibit design and pictogram development. Graduates are employed by advertising agencies, design studios, corporate design departments and publishers.

Web & Motion Graphic Design

This concentration focuses on the expert use of typography and image for interactive media communications. Lab courses develop skills in innovative art direction and extended graphic system development for web sites, film titling, and broadcast graphics. Research, concept development, and comprehensive identity design is emphasized. The history and aesthetics of motion graphics is explored along with practical applications and techniques in storyboard development, visual storytelling, narration and presentation skills.

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



Home
 Contents
 Index
 E-mail
 Search
 Admissions

Drexel University

Catalog 2007 / 2008

Undergraduate Catalog

- All majors
- All minors
- Arts and Sciences
- Business
- Biomedical Engineering
- Education
- Engineering
- Information Science and Technology
- Media Arts & Design
- Nursing and Health Professions
- Professional Studies
- ROTC

Graduate Catalog

- All degree programs
- Arts and Sciences
- Business
- Biomedical Engineering
- Education
- Engineering
- Information Science and Technology
- Law
- Media Arts & Design
- Medicine
- Nursing and Health Professions
- Professional Studies
- Public Health

Catalog Home

- All Course Descriptions
- Certificate programs
- Schedule

[About Drexel](#) [Admissions](#) [Tuition/Fees](#) [Financial Aid](#) [Drexel Co-op](#) [Programs](#) [Policies](#)

Graphic Design

Bachelor of Science Degree: 182.0 credits

Degree Requirements

General education requirements	63.0-69.0 Credits
ENGL 101 Expository Writing and Reading	3.0
ENGL 102 Persuasive Writing and Reading	3.0
ENGL 103 Analytical Writing and Reading	3.0
MATH 119 Mathematical Foundations for Design	4.0
PHYS 121 Physical Science for Design I	4.0
PHYS 122 Physical Science for Design II	4.0
UNIV 101 The Drexel Experience	2.0
Arts and humanities electives	9.0
Social science electives	9.0
Unrestricted electives	22.0 - 28.0
Co-operative education (two terms)	0.0

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

Two of the following courses:

VSST 201 Multimedia: Performance	4.0
VSST 202 Multimedia: Space	4.0
VSST 203 Multimedia: Materials	4.0
VSST 311 Sculpture I	4.0

Graphic Design Requirements A		46.0
ARTH 300	History of Modern Design	3.0
WI		
PHTO 210	Intermediate Photography	3.0
VSCM 100	Computer Imaging I	3.0
VSCM 200	Computer Imaging II	3.0
VSCM 230	Visual Communication I	4.0
VSCM 231	Visual Communication II	4.0
VSCM 232	Visual Communication III	4.0
VSCM 240	Typography I	3.0
VSCM 241	Production	3.0
VSCM 242	Typography II	3.0
VSCM 300	Computer Imaging III	3.0
VSCM 321	Screenprint I	4.0
VSCM 340	Typography III	3.0

To complete the Graphic Design degree, students select either:

- Graphic Design Requirements B
- Advertising Graphics Design Track
- Environmental Graphic Design Track
- Web & Motion Graphic Design Track

Graphic Design Requirements B		21.0
VSCM 330	Visual Communication IV	4.0
VSCM 331	Visual Communication V	4.0
VSCM 430	Visual Communication VI	4.0
VSCM 440	Book Design	3.0
VSCM 460	Professional Practice	
or		
VSCM 477	Graphic Design Seminar	3.0
VSCM 496	Senior Thesis in Graphic Design	3.0

Advertising Graphic Design Track		26.0
ADGD 200	Introduction to Advertising Design	4.0
ADGD 210	Print Advertising I	4.0
ADGD 310	Television and Web Advertising	4.0
ADGD 320	Print Advertising II	4.0
FMVD 280	Copywriting	3.0
ADGD 496	Senior Thesis in Advertising Graphic Design	3.0
	Photography (PHTO) elective	4.0

Environmental Graphic Design Track		27.0
EVGD 200	Introduction to Environmental Graphic Design	4.0
EVGD 200	Architectural Signage	4.0

EVGD 220 Wayfinding	4.0
EVGD 310 Design Techniques and Materials	4.0
EVGD 320 Exhibit Design	4.0
EVGD 421 Environmental Branding	4.0
EVGD 496 Senior Thesis in Environmental Graphic Design	3.0

Web & Motion Graphic Design Track **25.0**

DIGM 240 Web-based Interactive Authoring	3.0
DIGM 241 Vector-based Interactive Authoring	3.0
WMGD 210 Motion Graphics I	4.0
WMGD 220 Web Graphics	4.0
WMGD 320 Storyboarding	4.0
WMGD 421 Motion Graphics II	4.0
WMGD 496 Senior Thesis in Web and Motion Graphic 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.

Drexel University

Catalog 2007 / 2008

Recommended Plan Of Study

BS Graphic Design
4 YR UG Co-op Concentration
(No concentration)

Term 1		Credits
ENGL 101	Expository Writing and Reading	3.0
PHYS 121	Physical Science for Design I	4.0
UNIV 101	The Drexel Experience	1.0
VSST 110	Introductory Drawing	3.0
VSST 101	Design I	4.0
<i>Term Credits</i>		15.0
Term 2		Credits
ARTH 101	History of Art I: Ancient to Modern	3.0
ENGL 102	Persuasive Writing and Reading	3.0
PHYS 122	Physical Science for Design II	4.0
UNIV 101	The Drexel Experience	1.0
VSST 102	Design II	4.0
<i>Term Credits</i>		15.0
Term 3		Credits
ARTH 102	History of Art II: Renaissance to Modern	3.0
ENGL 103	Analytical Writing and Reading	3.0
MATH 119	Mathematical Foundations for Design	4.0
VSCM 100	Computer Imaging I	3.0
VSST 103	Design III	4.0
<i>Term Credits</i>		17.0
Term 4		Credits
ARTH 103	History of Art III: Early Modern to Postmodernism	3.0
PHTO 110	Photography	3.0
VSCM 200	Computer Imaging II	3.0
VSCM 230	Visual Communication I	4.0
VSCM 240	Typography I	3.0
<i>Term Credits</i>		16.0
Term 5		Credits
PHTO 210	Intermediate Photography	3.0
VSCM 231	Visual Communication II	4.0
VSCM 242	Typography II	3.0
VSCM 300	Computer Imaging III	3.0
<i>Term Credits</i>		13.0
Term 6		Credits
VSCM 232	Visual Communication III	4.0
VSCM 241	Production	3.0
VSST 111	Figure Drawing I	3.0
VSST 201	Multimedia: Performance	4.0
or		
VSST 202	Multimedia: Space	4.0
or		
VSST 203	Multimedia: Materials	4.0
<i>Term Credits</i>		14.0
Term 7		Credits
ARTH 300	History of Modern Design	3.0
VSCM 321	Screenprint I	4.0
	Arts and Humanities elective	6.0
	Free elective	3.0

Term Credits		16.0
Term 8		Credits
VSCM 330	Visual Communication IV	4.0
VSCM 340	Typography III	3.0
VSST 201	Multimedia: Performance	4.0
or		
VSST 202	Multimedia: Space	4.0
or		
VSST 203	Multimedia: Materials	4.0
or		
VSST 301	Painting I	4.0
or		
VSST 311	Sculpture I	4.0
	Arts and Humanities elective	3.0
	Free elective	3.0
Term Credits		17.0
Term 9		Credits
VSCM 331	Visual Communication V	4.0
VSCM 350	Graphic Design: 20th Century and Beyond	3.0
VSST 201	Multimedia: Performance	4.0
or		
VSST 202	Multimedia: Space	4.0
or		
VSST 203	Multimedia: Materials	4.0
or		
VSST 301	Painting I	4.0
or		
VSST 311	Sculpture I	4.0
	Arts and Humanities elective	3.0
	Social science elective	3.0
Term Credits		17.0
Term 10		Credits
VSCM 430	Visual Communication VI	4.0
VSCM 440	Book Design	3.0
	Social science elective	3.0
Term Credits		10.0
Term 11		Credits
VSCM 496	Senior Thesis Graphic Design	3.0
VSST 302	Painting II	4.0
VSCM 460	Professional Practice	3.0
or		
VSCM 477	Graphic Design Seminar	3.0
	Free elective	3.0
	Social science elective	3.0
Term Credits		16.0
Term 12		Credits
	Free electives	13.0
Term Credits		13.0
Total Credits (minimum)		179.0



Home
Contents
Index
E-mail
Search
Admissions

Drexel University

Catalog 2007 / 2008

Undergraduate Catalog

- All majors
- All minors
- Arts and Sciences
- Business
- Biomedical Engineering
- Education
- Engineering
- Information Science and Technology
- Media Arts & Design
- Nursing and Health Professions
- Professional Studies
- ROTC

Graduate Catalog

- All degree programs
- Arts and Sciences
- Business
- Biomedical Engineering
- Education
- Engineering
- Information Science and Technology
- Law
- Media Arts & Design
- Medicine
- Nursing and Health Professions
- Professional Studies
- Public Health

Catalog Home

- All Course Descriptions
- Certificate programs
- Schedule

[About Drexel](#) [Admissions](#) [Tuition/Fees](#) [Financial Aid](#) [Drexel Co-op](#) [Programs](#) [Policies](#)

Interior Design

Faculty share a commitment to a philosophy of an integrated curriculum that demands 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 to teach both the fundamentals of interior design and 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.



Drexel University

Catalog 2007 / 2008

Undergraduate Catalog

- All majors
- All minors
- Arts and Sciences
- Business
- Biomedical Engineering
- Education
- Engineering
- Information Science and Technology
- Media Arts & Design
- Nursing and Health Professions
- Professional Studies
- ROTC

Graduate Catalog

- All degree programs
- Arts and Sciences
- Business
- Biomedical Engineering
- Education
- Engineering
- Information Science and Technology
- Law
- Media Arts & Design
- Medicine
- Nursing and Health Professions
- Professional Studies
- Public Health

Catalog Home

- All Course Descriptions
- Certificate programs
- Schedule

[About Drexel](#) [Admissions](#) [Tuition/Fees](#) [Financial Aid](#) [Drexel Co-op](#) [Programs](#) [Policies](#)

Interior Design

Bachelor of Science Degree: 181.0 credits

Degree Requirements

Required courses

General education requirements		62.0 Credits
ENGL 101	Expository Writing and Reading	3.0
ENGL 102	Persuasive Writing and Reading	3.0
ENGL 103	Analytical Writing and Reading	3.0
MATH 119	Mathematical Foundations for Design	4.0
PHYS 121	Physical Science for Design I	4.0
PHYS 122	Physical Science for Design II	4.0
UNIV 101	The Drexel Experience	2.0
	Arts and humanities electives	9.0
	Social science electives	9.0
	Free electives	21.0

Visual studies requirements

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

***AWCOMAD studio courses:**

VSST 111	Figure Drawing I	3.0
VSST 112	Figure Drawing II	3.0
VSST 201	Multimedia: Performance	4.0
VSST 202	Multimedia: Space	4.0
VSST 203	Multimedia: Materials	4.0
VSST 302	Painting II	4.0
VSST 312	Sculpture II	4.0
VSST 321	Screenprint I	4.0
VSST 465	Special Topics in Visual Studies	3.0
PHTO 110	Basic Photography	3.0
PHTO 115	Photographic Principles	3.0

Interior design requirements**70.0
Credits**

INTR 150	Issues of the Interior Environment	3.0
INTR 200	History of Modern Architecture	3.0
INTR 220	Orthographic Drawing	3.0
INTR 231	Structure	4.0
INTR 232	Interior Studio I	4.0
INTR 233	Interior Studio II	4.0
INTR 240	Perspective Drawing I	3.0
INTR 241	Perspective Drawing II	3.0
INTR 245	CAD for Interior Design	3.0
INTR 250	Interior Materials	3.0
INTR 305 WI	History of Furniture	3.0
INTR 331	Residential Design Studio	4.0
INTR 332	Hospitality Design Studio	4.0
INTR 341	Introduction to Rendering	3.0
INTR 350	Interior Detailing	3.0
INTR 351	Interior Lighting	3.0
INTR 430	Commercial Design Studio	4.0
INTR 435	Topical Issues Studio	4.0
INTR 445	Contract Documentation for Interior Design	3.0
INTR 450 WI	Professional Practice	3.0
INTR 451	Interior Systems	3.0

Drexel University

Catalog 2007 / 2008

Recommended Plan Of Study

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

Term 1		Credits
ARTH 101	History of Art I: Ancient to Modern	3.0
ENGL 101	Expository Writing and Reading	3.0
PHYS 121	Physical Science for Design I	4.0
UNIV 101	The Drexel Experience	1.0
VSST 101	Design I	4.0
Term Credits		15.0
Term 2		Credits
ARTH 102	History of Art II: Renaissance to Modern	3.0
PHYS 122	Physical Science for Design II	4.0
UNIV 101	The Drexel Experience	1.0
VSST 102	Design II	4.0
VSST 110	Introductory Drawing	3.0
Term Credits		15.0
Term 3		Credits
INTR 200	History of Modern Architecture	3.0
INTR 220	Orthographic Drawing	3.0
MATH 119	Mathematical Foundations for Design	4.0
VSST 103	Design III	4.0
Term Credits		14.0
Term 4		Credits
ARTH 103	History of Art III: Early Modern to Postmodernism	3.0
INTR 231	Structure	4.0
INTR 240	Perspective Drawing I	3.0
VSCM 100	Computer Imaging I	3.0
VSST 211	Textiles	3.0
Term Credits		16.0
Term 5		Credits
ENGL 102	Persuasive Writing and Reading	3.0
INTR 150	Issues of Interior Environment	3.0
INTR 232	Interior Studio I	4.0
INTR 241	Perspective II	3.0
INTR 250	Interior Materials	3.0
Term Credits		16.0
Term 6		Credits
ENGL 103	Analytical Writing and Reading	3.0
INTR 233	Interior Studio II	4.0
INTR 245	CAD for Interior Design	3.0
INTR 305	History of Furniture	3.0
	Arts and Humanities elective	3.0
Term Credits		16.0
Term 7		Credits
VSST 201	Multimedia: Performance	4.0
or		
VSST 202	Multimedia: Space	4.0
or		
VSST 203	Multimedia: Materials	4.0
	Arts and Humanities elective	3.0
	Free electives	6.0

Social science elective	3.0
Term Credits	16.0
Term 8	Credits
INTR 331 Residential Design Studio	4.0
INTR 341 Introduction to Rendering	3.0
INTR 350 Interior Detailing	3.0
VSST 201 Multimedia: Performance	4.0
or	
VSST 202 Multimedia: Space	4.0
or	
VSST 203 Multimedia: Materials	4.0
Term Credits	14.0
Term 9	Credits
INTR 332 Hospitality Design Studio	4.0
INTR 351 Interior Lighting	3.0
VSST 301 Painting I	4.0
or	
VSST 311 Sculpture I	4.0
Social science elective	3.0
Term Credits	14.0
Term 10	Credits
INTR 430 Commercial Design Studio	4.0
INTR 450 Professional Practice for Interior Design	3.0
INTR 451 Interior Systems	3.0
VSST 301 Painting I	4.0
or	
VSST 311 Sculpture I	4.0
Term Credits	14.0
Term 11	Credits
INTR 435 Topical Issues Studio	4.0
INTR 445 Contract Documentation for Interior Design	3.0
Arts and Humanities elective	3.0
Free elective	3.0
Social science elective	3.0
Term Credits	16.0
Term 12	Credits
AWCOMAD studio course (See degree requirements)	3.0
Free electives	12.0
Term Credits	15.0
Total Credits (minimum)	181.0

Last Updated: March 24, 11:06 am

[Home](#) [Contents](#) [Index](#) [Email](#) [Search](#) [Feedback](#)

Undergraduate Catalog

- All majors
- All minors
- Arts and Sciences
- Business
- Biomedical Engineering
- Education
- Engineering
- Information Science and Technology
- Media Arts & Design
- Nursing and Health Professions
- Professional Studies
- ROTC

Graduate Catalog

- All degree programs
- Arts and Sciences
- Business
- Biomedical Engineering
- Education
- Engineering
- Information Science and Technology
- Law
- Media Arts & Design
- Medicine
- Nursing and Health Professions
- Professional Studies
- Public Health

Catalog Home

- All Course Descriptions
- Certificate programs
- Schedule

[About Drexel](#) [Admissions](#) [Tuition/Fees](#) [Financial Aid](#) [Drexel Co-op](#) [Programs](#) [Policies](#)

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**.

Music Portfolio:

(a.) A CD containing a maximum 3 musical tracks with a description of the tracks; explaining the applicant's role in the tracks.

OR

(b.) A CD containing any materials reflecting the applicant's accomplishments in music or the industry (for example, promotional and marketing materials, copies of articles written about music, critiques of musical performances, recordings, research, images, video, etc.)

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



Drexel University

Catalog 2007 / 2008

Undergraduate Catalog

- All majors
- All minors
- Arts and Sciences
- Business
- Biomedical Engineering
- Education
- Engineering
- Information Science and Technology
- Media Arts & Design
- Nursing and Health Professions
- Professional Studies
- ROTC

Graduate Catalog

- All degree programs
- Arts and Sciences
- Business
- Biomedical Engineering
- Education
- Engineering
- Information Science and Technology
- Law
- Media Arts & Design
- Medicine
- Nursing and Health Professions
- Professional Studies
- Public Health

Catalog Home

- All Course Descriptions
- Certificate programs
- Schedule

[About Drexel](#) [Admissions](#) [Tuition/Fees](#) [Financial Aid](#) [Drexel Co-op](#) [Programs](#) [Policies](#)

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
ENGL 101	Expository Writing and Reading	3.0
ENGL 102	Persuasive Writing and Reading	3.0
ENGL 103	Analytical Writing and Reading	3.0
MATH 101	Introduction to Analysis I	4.0
MATH 102	Introduction to Analysis II	4.0
PHYS 121	Physical Science for Design I	4.0
PHYS 106	The Physics of High Fidelity	3.0
COM 230	Techniques of Speaking	3.0
UNIV 101	The Drexel Experience	2.0
Arts and humanities electives		9.0
Social science electives		9.0
Free electives*		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
MUSC 121	Music Theory I	3.0
MUSC 122	Music Theory II	3.0
MUSC 123	Music Theory III	3.0
MUSC 125	Ear Training I	1.0
MUSC 126	Ear Training II	1.0
MUSC 127	Ear Training III	1.0
MUSC 229	Modern Arranging Techniques	3.0
MUSC 231	Music History I	3.0

MUSC 232 WI	Music History II	3.0
MUSC 323	Songwriting	3.0
MUSC 331	World Musics	3.0
MUSC 338 WI	American Popular Music	3.0
MUSC 190	Class Piano I	2.0
MUSC 290	Advanced Class Piano	2.0

Applied music performance*

MUSC 241	Applied Music	12.0
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Music Class**

	(Class Guitar, Class Percussion, 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

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

Music Technology and Production concentration 26.0 Credits

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

Music Business/Law concentration 27.0 Credits

ECON 202	Economics II	4.0
FIN 311	Introduction to Finance	4.0
MKTG 301	Introduction to Marketing Management	4.0
MUSC 375	Marketing and Promotion for the Music Industry	3.0
MUSC 462	Recording Industry Ops I	3.0
MUSC 463	Recording Industry Ops II	3.0
MUSC 468	E-Commerce in the Music Industry	3.0
MUSC 374	Entrepreneurship in Music Industry	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.

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.

Drexel University

Catalog 2007 / 2008

Recommended Plan Of Study

BS Music Industry
4 YR UG No Co-op Concentration
Technology

Term 1		Credits
ENGL 101	Expository Writing and Reading	3.0
MUSC 121	Music Theory I	3.0
MUSC 131	History of the Music Industry	3.0
MUSC 133	Computer and Digital Applications I	3.0
MUSC 190	Class Piano 1	2.0
MUSC 241	Applied Music	2.0
UNIV 101	The Drexel Experience	1.0
Term Credits		17.0

Term 2		Credits
ENGL 102	Persuasive Writing and Reading	3.0
MUSC 122	Music Theory II	3.0
MUSC 227	Listening Techniques for Music	1.0
MUSC 241	Applied Music	2.0
MUSC 261	Copyrights for the Music Industry	3.0
MUSC 279	Music Recording I	3.0
MUSC 290	Advanced Class Piano	2.0
UNIV 101	The Drexel Experience	1.0
Term Credits		18.0

Term 3		Credits
ACCT 115	Financial Accounting Foundations	4.0
ECON 201	Economics I	4.0
ENGL 103	Analytical Writing and Reading	3.0
MUSC 123	Music Theory III	3.0
MUSC 125	Ear Training I	1.0
MUSC 241	Applied Music	2.0
MUSC 258	Computer and Digital Applications II	3.0
Term Credits		20.0

Term 4		Credits
MATH 101	Introduction to Math Analysis I	4.0
MUSC 126	Ear Training II	1.0
MUSC 361	The Recording Industry	3.0
MUSC 379	Music Recording II	3.0
PHYS 121	Physical Science for Design I	4.0
	Music class (See degree requirements for options)	2.0
	Required ensemble	1.0
Term Credits		18.0

Term 5		Credits
BLAW 201	Business Law I	4.0
MATH 102	Introduction to Math Analysis II	4.0
MUSC 127	Ear Training III	1.0
MUSC 229	Modern Arrangement Techniques	3.0
PHYS 106	The Physics of High Fidelity	3.0
	Music class (See degree requirements for options)	2.0
	Required ensemble	1.0
Term Credits		18.0

Term 6		Credits
MUSC 239	Survey of Production Techniques	2.0
MUSC 323	Songwriting	3.0

MUSC 338	American Popular Music	3.0
MUSC 461	Publishing Industry	3.0
	Music class (See degree requirements for options)	2.0
	Required ensemble	1.0
	Term Credits	14.0
Term 7		Credits
MUSC 137	Sound Reinforcement	3.0
MUSC 231	Music History I	3.0
STAT 201	Business Statistics I	4.0
	Free elective	3.0
	Required ensemble	1.0
	Term Credits	14.0
Term 8		Credits
MUSC 232	Music History II	3.0
MUSC 455	Audio for Video	3.0
	Free elective	3.0
	Required ensemble	1.0
	Social science elective	3.0
	Term Credits	13.0
Term 9		Credits
MUSC 331	World Music	3.0
MUSC 344	Computer and Digital Applications III	3.0
	Free elective	3.0
	Required ensemble	1.0
	Social science elective	3.0
	Term Credits	13.0
Term 10		Credits
COM 230	Techniques of Speaking	3.0
MUSC 451	Scoring to Picture	3.0
MUSC 471	Recording III	3.0
MUSC 491	Senior Project in Music Industry	1.0
	Arts and Humanities elective	3.0
	Term Credits	13.0
Term 11		Credits
MUSC 469	Production for Songwriting	3.0
MUSC 477	Music Production	3.0
MUSC 491	Senior Project in Music Industry	1.0
	Arts and Humanities elective	3.0
	Free elective	3.0
	Term Credits	13.0
Term 12		Credits
MUSC 479	Recording Session	3.0
MUSC 491	Senior Project in Music Industry	1.0
	Arts and Humanities elective	3.0
	Free elective	3.0
	PSY,SOC,ANTH,PHIL	3.0
	Term Credits	13.0
Total Credits (minimum)		184.0

Drexel University

Catalog 2007 / 2008

Recommended Plan Of Study

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

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

MUSC 338	American Popular Music	3.0
MUSC 461	Publishing Industry	3.0
	Music class (See degree requirements for options)	2.0
	Required ensemble	1.0
	Term Credits	16.0
Term 7		Credits
MKTG 301	Introduction to Marketing Management	4.0
MUSC 231	Music History I	3.0
STAT 201	Business Statistics I	4.0
	Required ensemble	1.0
	Term Credits	12.0
Term 8		Credits
MUSC 232	Music History II	3.0
MUSC 375	Marketing and Promotion for the Music Industry	3.0
	Free elective	3.0
	Required ensemble	1.0
	Social science elective	3.0
	Term Credits	13.0
Term 9		Credits
FIN 301	Introduction to Finance	4.0
MUSC 331	World Music	3.0
	Required ensemble	1.0
	Social science electives	6.0
	Term Credits	14.0
Term 10		Credits
COM 230	Techniques of Speaking	3.0
MUSC 462	Recording Industry Operations I	3.0
MUSC 491	Senior Project in Music Industry	1.0
	Arts and Humanities elective	3.0
	Free elective	3.0
	Term Credits	13.0
Term 11		Credits
MUSC 463	Recording Industry Operations II	3.0
MUSC 491	Senior Project in Music Industry	1.0
	Arts and Humanities elective	3.0
	Free electives	6.0
	Term Credits	13.0
Term 12		Credits
MUSC 374	Entrepreneurship in the Music Industry	3.0
MUSC 468	E-Commerce in the Music Industry	3.0
MUSC 491	Senior Project in Music Industry	1.0
	Arts and Humanities elective	3.0
	Free elective	3.0
	Term Credits	13.0
Total Credits (minimum)		185.0



Drexel University

Catalog 2007 / 2008

Undergraduate Catalog

- All majors
- All minors
- Arts and Sciences
- Business
- Biomedical Engineering
- Education
- Engineering
- Information Science and Technology
- Media Arts & Design
- Nursing and Health Professions
- Professional Studies
- ROTC

Graduate Catalog

- All degree programs
- Arts and Sciences
- Business
- Biomedical Engineering
- Education
- Engineering
- Information Science and Technology
- Law
- Media Arts & Design
- Medicine
- Nursing and Health Professions
- Professional Studies
- Public Health

Catalog Home

- All Course Descriptions
- Certificate programs
- Schedule

[About Drexel](#) [Admissions](#) [Tuition/Fees](#) [Financial Aid](#) [Drexel Co-op](#) [Programs](#) [Policies](#)

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.



Home
Contents
Index
E-mail
Search
Admissions

Drexel University

Catalog 2007 / 2008

Undergraduate Catalog

- All majors
- All minors
- Arts and Sciences
- Business
- Biomedical Engineering
- Education
- Engineering
- Information Science and Technology
- Media Arts & Design
- Nursing and Health Professions
- Professional Studies
- ROTC

Graduate Catalog

- All degree programs
- Arts and Sciences
- Business
- Biomedical Engineering
- Education
- Engineering
- Information Science and Technology
- Law
- Media Arts & Design
- Medicine
- Nursing and Health Professions
- Professional Studies
- Public Health

Catalog Home

- All Course Descriptions
- Certificate programs
- Schedule

[About Drexel](#) [Admissions](#) [Tuition/Fees](#) [Financial Aid](#) [Drexel Co-op](#) [Programs](#) [Policies](#)

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.



Drexel University

Catalog 2007 / 2008

Undergraduate Catalog

- All majors
- All minors
- Arts and Sciences
- Business
- Biomedical Engineering
- Education
- Engineering
- Information Science and Technology
- Media Arts & Design
- Nursing and Health Professions
- Professional Studies
- ROTC

Graduate Catalog

- All degree programs
- Arts and Sciences
- Business
- Biomedical Engineering
- Education
- Engineering
- Information Science and Technology
- Law
- Media Arts & Design
- Medicine
- Nursing and Health Professions
- Professional Studies
- Public Health

Catalog Home

- All Course Descriptions
- Certificate programs
- Schedule

[About Drexel](#) [Admissions](#) [Tuition/Fees](#) [Financial Aid](#) [Drexel Co-op](#) [Programs](#) [Policies](#)

Photography

Bachelor of Science Degree: 180.0 credits

Degree Requirements

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

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

Students select three additional visual studies (VSST) courses as electives.	12.0
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Photography requirements		74.0
PHTO 110	Basic Photography	3.0
PHTO 140	Digital Photography I	4.0
PHTO 210	Intermediate Photography	3.0
PHTO 231	Color Photography	4.0
PHTO 233	Large-Format Photography	4.0
PHTO 234	Studio Photography	4.0

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

Writing-Intensive Course Requirements

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

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Drexel University

Catalog 2007 / 2008

Recommended Plan Of Study

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

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

Arts and Humanities elective	3.0
Social science elective	3.0
Visual Studies (VSST) elective	4.0
Term Credits	17.0
Term 9	Credits
PHTO 361 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
Term Credits	17.0
Term 10	Credits
PHTO 451 Photography and Business	3.0
PHTO 452 History of Contemporary Photography	3.0
PHTO 492 Senior Thesis in Photography I	3.0
Free elective	3.0
Social science elective	3.0
Term Credits	15.0
Term 11	Credits
PHTO 350 Photography and Culture	3.0
PHTO 465 Special Topics in Photography	3.0
PHTO 493 Senior Thesis in Photography II	3.0
Free electives	6.0
Term Credits	15.0
Term 12	Credits
PHTO 465 Special Topics in Photography	3.0
PHTO 495 Senior Thesis in Photography III	3.0
Free electives	6.0
Term Credits	12.0
Total Credits (minimum)	180.0

Last Updated: March 24, 11:06 am

[Home](#) [Contents](#) [Index](#) [Email](#) [Search](#) [Feedback](#)



Home
Contents
Index
E-mail
Search
Admissions

Drexel University

Catalog 2007 / 2008

Undergraduate Catalog

- All majors
- All minors
- Arts and Sciences
- Business
- Biomedical Engineering
- Education
- Engineering
- Information Science and Technology
- Media Arts & Design
- Nursing and Health Professions
- Professional Studies
- ROTC

Graduate Catalog

- All degree programs
- Arts and Sciences
- Business
- Biomedical Engineering
- Education
- Engineering
- Information Science and Technology
- Law
- Media Arts & Design
- Medicine
- Nursing and Health Professions
- Professional Studies
- Public Health

Catalog Home

- All Course Descriptions
- Certificate programs
- Schedule

[About Drexel](#) [Admissions](#) [Tuition/Fees](#) [Financial Aid](#) [Drexel Co-op](#) [Programs](#) [Policies](#)

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.



Home
Contents
Index
E-mail
Search
Admissions

Drexel University

Catalog 2007 / 2008

Undergraduate Catalog

- All majors
- All minors
- Arts and Sciences
- Business
- Biomedical Engineering
- Education
- Engineering
- Information Science and Technology
- Media Arts & Design
- Nursing and Health Professions
- Professional Studies
- ROTC

Graduate Catalog

- All degree programs
- Arts and Sciences
- Business
- Biomedical Engineering
- Education
- Engineering
- Information Science and Technology
- Law
- Media Arts & Design
- Medicine
- Nursing and Health Professions
- Professional Studies
- Public Health

Catalog Home

- All Course Descriptions
- Certificate programs
- Schedule

[About Drexel](#) [Admissions](#) [Tuition/Fees](#) [Financial Aid](#) [Drexel Co-op](#) [Programs](#) [Policies](#)

Screenwriting & Playwriting

Bachelor of Science Degree: 182.0 credits

Degree Requirements

General education requirements		69.0 Credits
ENGL 101	Expository Writing and Reading	3.0
ENGL 102	Persuasive Writing and Reading	3.0
ENGL 103	Analytical Writing and Reading	3.0
MATH 119	Mathematical Foundations for Design	4.0
PHYS 121	Physical Science for Design I	4.0
PHYS 122	Physical Science for Design II	4.0
UNIV 101	The Drexel Experience	2.0
Arts and humanities electives (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
ARTH 101	History of Art I: Ancient to Medieval	3.0
ARTH 102	History of Art II: Renaissance to Modern	3.0
MUSC 130	Introduction to Music	3.0
PHTO 110	Photography	3.0
or		
PHTO 115	Photographic Principles	
VSST 101	Design I	4.0

Screenwriting and Playwriting Requirements 93.0 Credits

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

One of the following courses:

[ENGL 200 WI](#) Classical to Medieval Literature

or

[ENGL 201](#) Renaissance to the Enlightenment

or

[ENGL 202 WI](#) Romanticism to Modernism

Cinema studies/theatre studies requirements

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

Methods requirements

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

Writing requirements

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

One of the following courses:

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

One of the following two-course sequences

SCRP 382	Playwriting Workshop I	3.0
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SCRP 383	Playwriting Workshop II	3.0
or		
SCRP 380	Screenwriting Workshop I	3.0
SCRP 381	Screenwriting Workshop 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.

Drexel University

Catalog 2007 / 2008

Recommended Plan Of Study

BS Screenwriting and Playwriting
4 YR UG Co-op Concentration

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

PHTO 110	Photography	3.0
or		
PHTO 115	Principles of Photography	3.0
	Cinema Studies elective (See degree requirements for list)	3.0
	Free electives	6.0
	Term Credits	15.0
Term 8		Credits
ENGL 315	Shakespeare	3.0
THTR 115	Theatrical Experience	3.0
SCRP 380	Screenwriting Workshop I	3.0
or		
SCRP 382	Playwriting Workshop I	3.0
	Arts and Humanities elective (excluding ENGL courses)	3.0
	Social science elective	3.0
	Term Credits	15.0
Term 9		Credits
SCRP 310	Literature for Screenwriters	3.0
THTR 320	Play Direction	3.0
SCRP 381	Screenwriting Workshop II	3.0
or		
SCRP 383	Playwriting Workshop II	3.0
WRIT 220	Creative Nonfiction Writing	3.0
or		
COM 260	Fundamentals of Journalism	3.0
or		
COM 280	Public Relations	3.0
or		
PRFA 310	Special Topics in Performing Arts: Evaluation and Criticism	3.0
	Literature (ENGL) elective	3.0
	Term Credits	15.0
Term 10		Credits
WRIT 225	Creative Writing	3.0
	Free electives	8.0
	Social science elective	3.0
	Term Credits	14.0
Term 11		Credits
SCRP 285	Writing Nonfiction for Film and Video	3.0
SCRP 495	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
	Term Credits	18.0
Term 12		Credits
SCRP 496	Senior Project in Screenwriting and Playwriting II	3.0
	Free electives	12.0
	Term Credits	15.0
	Total Credits (minimum)	182.0

Undergraduate Catalog

- All majors
- All minors
- Arts and Sciences
- Business
- Biomedical Engineering
- Education
- Engineering
- Information Science and Technology
- Media Arts & Design
- Nursing and Health Professions
- Professional Studies
- ROTC

Graduate Catalog

- All degree programs
- Arts and Sciences
- Business
- Biomedical Engineering
- Education
- Engineering
- Information Science and Technology
- Law
- Media Arts & Design
- Medicine
- Nursing and Health Professions
- Professional Studies
- Public Health

Catalog Home

- All Course Descriptions
- Certificate programs
- Schedule

[About Drexel](#)
[Admissions](#)
[Tuition/Fees](#)
[Financial Aid](#)
[Drexel Co-op](#)
[Programs](#)
[Policies](#)

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



- [Home](#)
- [Contents](#)
- [Index](#)
- [E-mail](#)
- [Search](#)
- [Admissions](#)

Drexel University

Catalog 2007 / 2008

Undergraduate Catalog

- All majors
- All minors
- Arts and Sciences
- Business
- Biomedical Engineering
- Education
- Engineering
- Information Science and Technology
- Media Arts & Design
- Nursing and Health Professions
- Professional Studies
- ROTC

Graduate Catalog

- All degree programs
- Arts and Sciences
- Business
- Biomedical Engineering
- Education
- Engineering
- Information Science and Technology
- Law
- Media Arts & Design
- Medicine
- Nursing and Health Professions
- Professional Studies
- Public Health

Catalog Home

- All Course Descriptions
- Certificate programs
- Schedule

- [About Drexel](#)
- [Admissions](#)
- [Tuition/Fees](#)
- [Financial Aid](#)
- [Drexel Co-op](#)
- [Programs](#)
- [Policies](#)

Studies in Media Arts and Design

Bachelor of Science Degree: 180.0 credits

Degree Requirements

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

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

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

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

Other requirements

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

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

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



Home
Contents
Index
E-mail
Search
Admissions

Drexel University

Catalog 2007 / 2008

Undergraduate Catalog

- All majors
- All minors
- Arts and Sciences
- Business
- Biomedical Engineering
- Education
- Engineering
- Information Science and Technology
- Media Arts & Design
- Nursing and Health Professions
- Professional Studies
- ROTC

Graduate Catalog

- All degree programs
- Arts and Sciences
- Business
- Biomedical Engineering
- Education
- Engineering
- Information Science and Technology
- Law
- Media Arts & Design
- Medicine
- Nursing and Health Professions
- Professional Studies
- Public Health

Catalog Home

- All Course Descriptions
- Certificate programs
- Schedule

[About Drexel](#) [Admissions](#) [Tuition/Fees](#) [Financial Aid](#) [Drexel Co-op](#) [Programs](#) [Policies](#)

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.



Drexel University

Catalog 2007 / 2008

Undergraduate Catalog

- All majors
- All minors
- Arts and Sciences
- Business
- Biomedical Engineering
- Education
- Engineering
- Information Science and Technology
- Media Arts & Design
- Nursing and Health Professions
- Professional Studies
- ROTC

Graduate Catalog

- All degree programs
- Arts and Sciences
- Business
- Biomedical Engineering
- Education
- Engineering
- Information Science and Technology
- Law
- Media Arts & Design
- Medicine
- Nursing and Health Professions
- Professional Studies
- Public Health

Catalog Home

- All Course Descriptions
- Certificate programs
- Schedule

[About Drexel](#) [Admissions](#) [Tuition/Fees](#) [Financial Aid](#) [Drexel Co-op](#) [Programs](#) [Policies](#)

Minor in Architecture

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

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

Required courses

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

*Chosen from Bachelor of Architecture required professional courses, history/theory electives and professional electives appearing on the [Degree requirements](#) page. Selection should be made after consultation with the Architecture Academic Advisor.

Three of the following*

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

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



Drexel University

Catalog 2007 / 2008

Undergraduate Catalog

- All majors
- All minors
- Arts and Sciences
- Business
- Biomedical Engineering
- Education
- Engineering
- Information Science and Technology
- Media Arts & Design
- Nursing and Health Professions
- Professional Studies
- ROTC

Graduate Catalog

- All degree programs
- Arts and Sciences
- Business
- Biomedical Engineering
- Education
- Engineering
- Information Science and Technology
- Law
- Media Arts & Design
- Medicine
- Nursing and Health Professions
- Professional Studies
- Public Health

Catalog Home

- All Course Descriptions
- Certificate programs
- Schedule

Minor in Art History

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

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

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

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

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

Art History

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

ARTH 477	Art History Seminar	3.0
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History of Architecture

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

History of Film

FMVD 150	American Classic Cinema	3.0
FMVD 250	The Documentary Tradition	3.0
FMVD 255	Hitchcock	3.0
FMVD 260	The Western	3.0
FMVD 265	Special Topics in Cinema Studies	3.0
FMVD 335	Contemporary Cinema	3.0

History of Interior Design

INTR 200	History of Modern Architecture	3.0
INTR 300	Directions in 20th Century Interior Design	3.0
INTR 305	History of Furniture	3.0

History of Graphic Design

VSCM 350	Graphic Design: 20th Century and Beyond	3.0
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History of Theatre

THTR 221	Theatre History I	3.0
THTR 222	Theatre History II	3.0

History of Photography

PHTO 275	History of Photography I	3.0
PHTO 276	History of Photography II	3.0
PHTO 350 WI	Photography and Culture	3.0
PHTO 452	History of Contemporary Photography	4.0

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



- Home
- Contents
- Index
- E-mail
- Search
- Admissions

Drexel University

Catalog 2007 / 2008

Undergraduate Catalog

- All majors
- All minors
- Arts and Sciences
- Business
- Biomedical Engineering
- Education
- Engineering
- Information Science and Technology
- Media Arts & Design
- Nursing and Health Professions
- Professional Studies
- ROTC

Graduate Catalog

- All degree programs
- Arts and Sciences
- Business
- Biomedical Engineering
- Education
- Engineering
- Information Science and Technology
- Law
- Media Arts & Design
- Medicine
- Nursing and Health Professions
- Professional Studies
- Public Health

Catalog Home

- All Course Descriptions
- Certificate programs
- Schedule

- [About Drexel](#)
- [Admissions](#)
- [Tuition/Fees](#)
- [Financial Aid](#)
- [Drexel Co-op](#)
- [Programs](#)
- [Policies](#)

Minor in Dance

Total credits: 24.0 credits

Required courses	Credits
DANC 140 Ballet Technique I	2.0
DANC 150 Modern Dance Technique	2.0
DANC 160 Jazz Dance Technique I	2.0
or	
DANC 170 Hip-Hop Technique I	
DANC 210 Introduction to Dance	3.0
DANC 240 Dance Composition	3.0
DANC 325 20th-Century Dance	3.0
DANC 355 Rhythmic Study for Dance	3.0
THTR 240 Dance Production	3.0
Electives in Dance (DANC 140-DANC 495)	6.0
Dance practicum (6 terms from DANC 131-DANC 133)	0.0



Drexel University

Catalog 2007 / 2008

Undergraduate Catalog

- All majors
- All minors
- Arts and Sciences
- Business
- Biomedical Engineering
- Education
- Engineering
- Information Science and Technology
- Media Arts & Design
- Nursing and Health Professions
- Professional Studies
- ROTC

Graduate Catalog

- All degree programs
- Arts and Sciences
- Business
- Biomedical Engineering
- Education
- Engineering
- Information Science and Technology
- Law
- Media Arts & Design
- Medicine
- Nursing and Health Professions
- Professional Studies
- Public Health

Catalog Home

- All Course Descriptions
- Certificate programs
- Schedule

[About Drexel](#) [Admissions](#) [Tuition/Fees](#) [Financial Aid](#) [Drexel Co-op](#) [Programs](#) [Policies](#)

Minor in Digital Media

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

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

Required courses		27.0 Credits
DIGM 100	Digital Design Tools	3.0
DIGM 110	Digital Spatial Visualization	3.0
DIGM 120	Multimedia Timeline Design	3.0
DIGM 210	3-D Modeling/Design	3.0
DIGM 211	Computer Animation I	3.0
DIGM 212	Computer Animation II	3.0
DIGM 240	Web-based Interactive Authoring	3.0
DIGM 241	Vector-based Interactive Authoring	3.0

One the following courses

DIGM 242	Hybrid Interactive Authoring	3.0
DIGM 302	Art and Techniques of Digital Compositing	3.0
DIGM 350 WI	Digital Storytelling and Cultural Production	3.0
DIGM 451	Explorations in New Media	3.0

Undergraduate Catalog

- All majors
- All minors
- Arts and Sciences
- Business
- Biomedical Engineering
- Education
- Engineering
- Information Science and Technology
- Media Arts & Design
- Nursing and Health Professions
- Professional Studies
- ROTC

Graduate Catalog

- All degree programs
- Arts and Sciences
- Business
- Biomedical Engineering
- Education
- Engineering
- Information Science and Technology
- Law
- Media Arts & Design
- Medicine
- Nursing and Health Professions
- Professional Studies
- Public Health

Catalog Home

- All Course Descriptions
- Certificate programs
- Schedule

[About Drexel](#) [Admissions](#) [Tuition/Fees](#) [Financial Aid](#) [Drexel Co-op](#) [Programs](#) [Policies](#)

Fine Art Minor

About the minor

The Fine Art minor enables students to develop skills and concepts in the studio arts. Students in studio courses learn to combine skills in using tools and materials, visual theoretical concepts, and new technologies, all of which are necessary for design professionals.

Academic requirements

To be eligible for the fine art minor, a student must have completed a minimum of 30 undergraduate credits, have a declared major, and have a minimum GPA of 2.7. The academic requirement of 24 credits for the minor must be completed at or before the time of graduation.

Basic design pre-requisite courses are required for most Visual Studies courses, and some of these may have already been taken for a student's major. However, only nine credits of major-related coursework can be applied to the 24 credits required for the minor in fine arts. Students with design credits from other schools or departments may be allowed to apply them to their pre-requisite requirements only upon review by the fine art minor faculty advisor.

Required courses		Credits
VSST 101	Design I	4.0
VSST 110	Introductory Drawing	3.0

Students select a minimum of an additional 17.0 credits from the following courses:

VSST 102	Design II	4.0
VSST 103	Design III	4.0
VSST 111	Figure Drawing I	3.0
VSST 112	Figure Drawing II	3.0
VSST 201	Multimedia: Performance	4.0
VSST 202	Multimedia: Space	4.0
VSST 203	Multimedia: Materials	4.0
VSST 204	Materials Exploration	4.0
VSST 301	Painting I	4.0
VSST 302	Painting II	4.0
VSST 303	Painting III	4.0
VSST 311	Sculpture I	4.0
VSST 312	Sculpture II	4.0
VSST 313	Sculpture III	4.0

VSST 321	Screenprint I	4.0
VSST 322	Printmaking I	4.0
VSST 323	Printmaking II	4.0
VSST 324	Advanced Printmaking	4.0
VSST 325	Screenprint II	4.0
VSST 399	Independent Study	3.0
VSST 465	Special Topics in Visual Studies	3.0
PHTO 110	Basic Photography	3.0
PHTO 115	Photographic Principles	3.0
PHTO 210	Intermediate Photography	3.0
PHTO 233	Large-Format Photography	4.0
PHTO 253	Fine Black-and-White Printing	3.0



- [Home](#)
- [Contents](#)
- [Index](#)
- [E-mail](#)
- [Search](#)
- [Admissions](#)

Drexel University

Catalog 2007 / 2008

Undergraduate Catalog

- All majors
- All minors
- Arts and Sciences
- Business
- Biomedical Engineering
- Education
- Engineering
- Information Science and Technology
- Media Arts & Design
- Nursing and Health Professions
- Professional Studies
- ROTC

Graduate Catalog

- All degree programs
- Arts and Sciences
- Business
- Biomedical Engineering
- Education
- Engineering
- Information Science and Technology
- Law
- Media Arts & Design
- Medicine
- Nursing and Health Professions
- Professional Studies
- Public Health

Catalog Home

- All Course Descriptions
- Certificate programs
- Schedule

- [About Drexel](#)
- [Admissions](#)
- [Tuition/Fees](#)
- [Financial Aid](#)
- [Drexel Co-op](#)
- [Programs](#)
- [Policies](#)

Minor in Music

Total credits: 26.0

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

*These requirements must be completed at Drexel.



- [Home](#)
- [Contents](#)
- [Index](#)
- [E-mail](#)
- [Search](#)
- [Admissions](#)

Drexel University

Catalog 2007 / 2008

Undergraduate Catalog

- All majors
- All minors
- Arts and Sciences
- Business
- Biomedical Engineering
- Education
- Engineering
- Information Science and Technology
- Media Arts & Design
- Nursing and Health Professions
- Professional Studies
- ROTC

Graduate Catalog

- All degree programs
- Arts and Sciences
- Business
- Biomedical Engineering
- Education
- Engineering
- Information Science and Technology
- Law
- Media Arts & Design
- Medicine
- Nursing and Health Professions
- Professional Studies
- Public Health

Catalog Home

- All Course Descriptions
- Certificate programs
- Schedule

- [About Drexel](#)
- [Admissions](#)
- [Tuition/Fees](#)
- [Financial Aid](#)
- [Drexel Co-op](#)
- [Programs](#)
- [Policies](#)

Minor in Performing Arts

Total credits: 25.0

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



- [Home](#)
- [Contents](#)
- [Index](#)
- [E-mail](#)
- [Search](#)
- [Admissions](#)

Drexel University

Catalog 2007 / 2008

[About Drexel](#) [Admissions](#) [Tuition/Fees](#) [Financial Aid](#) [Drexel Co-op](#) [Programs](#) [Policies](#)

Undergraduate Catalog

- All majors
- All minors
- Arts and Sciences
- Business
- Biomedical Engineering
- Education
- Engineering
- Information Science and Technology
- Media Arts & Design
- Nursing and Health Professions
- Professional Studies
- ROTC

Graduate Catalog

- All degree programs
- Arts and Sciences
- Business
- Biomedical Engineering
- Education
- Engineering
- Information Science and Technology
- Law
- Media Arts & Design
- Medicine
- Nursing and Health Professions
- Professional Studies
- Public Health

Catalog Home

- All Course Descriptions
- Certificate programs
- Schedule

Minor in Screenwriting

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

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



Drexel University

Catalog 2007 / 2008

Undergraduate Catalog

- All majors
- All minors
- Arts and Sciences
- Business
- Biomedical Engineering
- Education
- Engineering
- Information Science and Technology
- Media Arts & Design
- Nursing and Health Professions
- Professional Studies
- ROTC

Graduate Catalog

- All degree programs
- Arts and Sciences
- Business
- Biomedical Engineering
- Education
- Engineering
- Information Science and Technology
- Law
- Media Arts & Design
- Medicine
- Nursing and Health Professions
- Professional Studies
- Public Health

Catalog Home

- All Course Descriptions
- Certificate programs
- Schedule

[About Drexel](#) [Admissions](#) [Tuition/Fees](#) [Financial Aid](#) [Drexel Co-op](#) [Programs](#) [Policies](#)

Minor in Theatre

Total credits: 24.0

Required courses		9.0 Credits
THTR 121	Dramatic Analysis	3.0
THTR 221	Theatre History I	3.0
THTR 222	Theatre History II	3.0

Three credits in either or both of the following courses		3.0 Credits
THTR 131	Performance Practicum	3.0
THTR 132	Production Practicum	3.0

Theatre electives from the following courses*		12.0 Credits
THTR 110	Voice and Articulation	3.0
THTR 115	Theatrical Experience	3.0
THTR 131	Performance Practicum**	3.0
THTR 132	Production Practicum**	3.0
THTR 210	Acting: Fundamentals	3.0
THTR 211	Acting: Scene Study	2.0
THTR 240	Theatre Production I	3.0
THTR 241	Theatre Production II	3.0
THTR 260	Production Design	3.0
THTR 320	Play Direction	3.0
THTR 360	Lighting Design	3.0
THTR 380	Special Topics in Theatre	6.0
THTR 495	Directed Studies in Theatre	

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

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



- [Home](#)
- [Contents](#)
- [Index](#)
- [E-mail](#)
- [Search](#)
- [Admissions](#)

Drexel University

Catalog 2007 / 2008

[About Drexel](#) [Admissions](#) [Tuition/Fees](#) [Financial Aid](#) [Drexel Co-op](#) [Programs](#) [Policies](#)

Undergraduate Catalog

- All majors
- All minors
- Arts and Sciences
- Business
- Biomedical Engineering
- Education
- Engineering
- Information Science and Technology
- Media Arts & Design
- Nursing and Health Professions
- Professional Studies
- ROTC

Graduate Catalog

- All degree programs
- Arts and Sciences
- Business
- Biomedical Engineering
- Education
- Engineering
- Information Science and Technology
- Law
- Media Arts & Design
- Medicine
- Nursing and Health Professions
- Professional Studies
- Public Health

Catalog Home

- All Course Descriptions
- Certificate programs
- Schedule

Minor in Video Production

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

Required courses

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

Three of the following courses

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

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



Drexel University

Catalog 2007 / 2008

Undergraduate Catalog

- All majors
- All minors
- Arts and Sciences
- Business
- Biomedical Engineering
- Education
- Engineering
- Information Science and Technology
- Media Arts & Design
- Nursing and Health Professions
- Professional Studies
- ROTC

Graduate Catalog

- All degree programs
- Arts and Sciences
- Business
- Biomedical Engineering
- Education
- Engineering
- Information Science and Technology
- Law
- Media Arts & Design
- Medicine
- Nursing and Health Professions
- Professional Studies
- Public Health

Catalog Home

- All Course Descriptions
- Certificate programs
- Schedule

[About Drexel](#) [Admissions](#) [Tuition/Fees](#) [Financial Aid](#) [Drexel Co-op](#) [Programs](#) [Policies](#)

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 33-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
DIGM 100	Digital Design Tools	3.0
DIGM 110	Digital Spatial Visualization	3.0
DIGM 120	Multimedia Timeline Design	3.0
DIGM 210	3-D Modeling/Design	3.0
DIGM 211	Computer Animation I	3.0
DIGM 212	Computer Animation II	3.0
DIGM 240	Web-based Interactive Authoring	3.0
DIGM 241	Vector-based Interactive Authoring	3.0

One the following courses:

DIGM 242	Hybrid Interactive Authoring	3.0
DIGM 260	Overview of Computer Gaming	3.0
DIGM 302	Art and Techniques of Digital Compositing	3.0
DIGM 350 WI	Digital Storytelling and Cultural Production	3.0
DIGM 451	Explorations in New Media	3.0

Students complete one of the following computer programming sequences:

CS 171	Computer Programming I	3.0
CS 172	Computer Programming II	3.0
or		
CS 131	Computer Programming A	3.0
CS 132	Computer Programming B	3.0
CS 133	Computer Programming C	3.0



[Home](#)
[Contents](#)
[Index](#)
[E-mail](#)
[Search](#)
[Admissions](#)

Drexel University

Catalog 2007 / 2008

Undergraduate Catalog

- All majors
- All minors
- Arts and Sciences
- Business
- Biomedical Engineering
- Education
- Engineering
- Information Science and Technology
- Media Arts & Design
- Nursing and Health Professions
- Professional Studies
- ROTC

Graduate Catalog

- All degree programs
- Arts and Sciences
- Business
- Biomedical Engineering
- Education
- Engineering
- Information Science and Technology
- Law
- Media Arts & Design
- Medicine
- Nursing and Health Professions
- Professional Studies
- Public Health

Catalog Home

- All Course Descriptions
- Certificate programs
- Schedule

[About Drexel](#) [Admissions](#) [Tuition/Fees](#) [Financial Aid](#) [Drexel Co-op](#) [Programs](#) [Policies](#)

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.