

# Drexel University

## Catalog 2008/2009

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### **Antoinette Westphal College of Media Arts and Design**

The Antoinette Westphal College of Media Arts & Design (The Westphal College) fosters the study, exploration and management of the arts: media, design, the performing and visual. We are a center for creativity that educates students to find their place as leaders in today's rapidly-changing world by teaching them the diverse skills needed to conceptualize and implement creative thinking. We are unique in our wide range of programs, from Architecture to Digital Media, from Fashion Design to Music Industry, and from Graphic Design to Dance. The synergy of our seventeen degree programs, our strong foundation curriculum and diverse minors, and our stewardship of University assets and enterprises enhances the strength of our college in this interdisciplinary age.

Our curriculum integrates studio education and experiential learning with the study of aesthetics, function, history, ethics, technology, economic realities, and the importance of addressing the pressing issues of our times. Though our college enrollment now exceeds two thousand, we seek to maintain an individualized approach to our students' education. Our academic programs are rigorous, and provide the appropriate balance of a solid foundation with individual creative direction, cultural awareness, strong technical skills, and an understanding of management and professional practice. We are committed to a continual review of our curricula, processes and outcomes in order make those improvements and refinements necessary to further enrich our students' education, and to continue to foster independent thinkers, astute leaders, and creative problem solvers.

The College is comprised of the following departments:

- Department of Architecture and Interiors
- Department of Cinema and Television
- Department of Fashion and Design and Merchandising
- Department of Media Arts
- Department of Performing Arts
- Department of Art and Art History

The College offers graduate curricula in arts administration, fashion design, digital media, television management and interior design. For more information visit the Antoinette Westphal College of Media Arts and Design web page.

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### **The Antoinette Westphal College of Media Arts and Design**

#### **Co-operative Education**

Co-op is an essential component in defining the "Drexel Difference" in the Antoinette Westphal College of Media Arts and Design.

Westphal CoMAD students spend a minimum of six months (two terms) applying classroom and studio skills in paid positions within their chosen professions. Often referred to as "The Ultimate Internship," a co-op is a valuable, direct way to learn about a career and work with other professionals, and a way to gain skills and experience that set Drexel graduates apart from students who complete their professional education in more traditional academic settings.

Visit the Drexel Steinbright Career Development Center page for more detailed information on co-op and post-graduate opportunities.

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### **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.

#### **Enrichment Programs**

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

# Drexel University

## Catalog 2008/2009

### **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.

# Drexel University

## Catalog 2008/2009

### Architecture: 2 + 4 Program

*Bachelor of Architecture Degree: 221.0 credits.*

#### Degree Requirements

##### Required courses (incoming students, 2008/2009)

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
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 for more details.



**Required professional courses (2+4 option)**

ARCH 14I	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****Students select a minimum of one of the following courses**

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

**Students select additional history and theory electives to fulfill the requirement of 12.0 credits total.**

ARCH 341	Theories of Architecture I	3.0
ARCH 342	Theories of Architecture 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 461	Construction Management I	3.0
CMGT 463	Value Engineering II	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.

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 2008/2009

### 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
	<b>Total credits</b>	<b>15.5</b>

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
	<b>Total credits</b>	<b>16.5</b>

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
	<b>Total credits</b>	<b>16.5</b>

#### *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
	<b>Total credits</b>	<b>18.5</b>

\*Prior to taking this course student must meet the program's minimum studio advancement requirements. See the program's Advising Guidelines web page for more details.

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

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

*Third year (Part-time)*

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

\*Prior to taking this course student must meet the program's minimum studio advancement requirements. See the program's Advising Guidelines web page for more details.

*Fourth year (Part-time)*

<b>Fall Quarter</b>		<b>Credits</b>
ARCH 351	<b>Studio 5-1</b>	4.0
ARCH 261	<b>Environmental Systems I</b>	3.0
<b>Winter Quarter</b>		
ARCH 352	<b>Studio 5-2</b>	4.0
ARCH 262	<b>Environmental Systems II</b>	3.0
<b>Spring Quarter</b>		
ARCH 353	<b>Studio 5-3</b>	4.0
ARCH 263	<b>Environmental Systems III</b>	3.0
<b>Summer Quarter</b>		
	<b>Two History/Theory electives</b>	6.0
	<b>Social science elective</b>	3.0
	<b>Total credits</b>	30.0

*Fifth year (Part-time)*

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

\*Prior to taking this course student must meet the program's minimum studio advancement requirements. See the program's Advising Guidelines web page for more details.

*Sixth year (Part-time)*

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

### **Architecture - Part-time Evening Program**

#### **Part-time Evening Curriculum**

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

#### **Calendar**

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

#### **Transfer Credits**

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

#### **Advisement and Departmental Regulations**

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

#### **Accreditation**

The Bachelor of Architecture degree program at Drexel is accredited by the National Architectural Accrediting Board (NAAB).

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

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

#### **Architecture vs Architectural Engineering**

Because Drexel university offers two programs with "architecture" in their titles, it is

useful to point out the significant differences between them:

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

*Architectural Engineers* specialize in the design of engineering systems within buildings. Architectural Engineers earn Bachelor of Science Degrees and become professional engineers with the required experience and state examinations. Students whose interests are focused on the technological and engineering aspects of buildings should review Drexel's major in Architectural Engineering offered by the College of Engineering.

# Drexel University

## Catalog 2008/2009

### **Architecture**

#### **The Part-Time Evening Program**

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



# Drexel University

## Catalog 2008/2009

### Architecture: Part-Time Evening Program

*Bachelor of Architecture Degree: 221.0 credits.*

Degree requirements (incoming students, 2008/2009)

#### General education requirements

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

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

<b>Departmental requirements</b>		<b>Credits</b>
ARCH 111	<b>Studio 1-1</b>	3.0
ARCH 112	<b>Studio 1-2</b>	3.0
ARCH 113	<b>Studio 1-3</b>	3.0
ARCH 121	<b>Studio 2-1</b>	3.0
ARCH 122	<b>Studio 2-2</b>	3.0
ARCH 123	<b>Studio 2-3</b>	3.0
ARCH 231	<b>Studio 3-1*</b>	3.0
ARCH 232	<b>Studio 3-2</b>	3.0
ARCH 233	<b>Studio 3-3</b>	3.0
ARCH 241	<b>Studio 4-1</b>	4.0
ARCH 242	<b>Studio 4-2</b>	4.0
ARCH 243	<b>Studio 4-3</b>	4.0
ARCH 351	<b>Studio 5-1</b>	4.0
ARCH 352	<b>Studio 5-2</b>	4.0
ARCH 353	<b>Studio 5-3</b>	4.0
ARCH 361	<b>Studio 6-1*</b>	4.0
ARCH 362	<b>Studio 6-2</b>	4.0
ARCH 363	<b>Studio 6-3</b>	4.0
ARCH 496	<b>Thesis I</b>	8.0
ARCH 497	<b>Thesis II</b>	8.0
ARCH 498	<b>Thesis III</b>	8.0

\*Prior to taking this course student must meet the program's minimum studio advancement requirements. See the program's Advising Guidelines for more details.

<b>Required professional courses</b>		<b>Credits</b>
ARCH 14I	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

<b>History and theory electives</b>		<b>12.0 Credits</b>
<b>Students select a minimum of one of the following courses</b>		
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

**Students select additional history and theory electives to fulfill the requirement of 12.0 credits total.**

<b>History and theory electives</b>		<b>12.0 Credits</b>
ARCH 341	Theories of Architecture I	3.0
ARCH 342	Theories of Architecture 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

<b>Professional electives</b>		<b>Credits</b>
<b>Any three of the following courses*</b>		
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	<b>Structural Design III</b>	3.0
CIVE 464	<b>Acoustics and Noise Control in Buildings I</b>	3.0
CMGT 461	<b>Construction Management I</b>	3.0
CMGT 463	<b>Value Engineering II</b>	3.0
CMGT 363	<b>Estimating I</b>	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.

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 2008/2009

### Architecture

*Bachelor of Architecture Degree: 221.0 credits*

#### Part-time Evening Program

##### Recommended Plan of Study:

This curriculum format is adjustable to each student's academic situation. Transfer credit evaluation, prior architectural experience, and other considerations may restructure the student's yearly program schedule.

##### *First year*

Fall Quarter		Credits
ARCH 111	Studio 1-1	3.0
ARCH 155	Basic Architectural Drawing	3.0
ENGL 101	Expository Writing and Reading	3.0
Winter Quarter		
ARCH 112	Studio 1-2	3.0
ARCH 156	Graphic Communication I	3.0
ENGL 102	Persuasive Writing and Reading	3.0
Spring Quarter		
ARCH 113	Studio 1-3	3.0
ARCH 161	Architectural Construction	3.0
ENGL 103	Techniques of Analysis Evaluation	3.0
Summer Quarter		
ARCH 150	Introduction to CADD I	4.0
	Humanities elective	3.0
<b>Total credits</b>		<b>34.0</b>

##### *Second year*

Fall Quarter		Credits
ARCH 121	Studio 2-1	3.0
ARCH 14I WI	Architecture and Society I	3.0
MATH 181	Mathematical Analysis I	3.0
Winter Quarter		
ARCH 122	Studio 2-2	3.0
ARCH 142 WI	Architecture and Society II	3.0
MATH 183	Mathematical Analysis II	3.0
Spring Quarter		
ARCH 123	Studio 2-3	3.0
ARCH 143 WI	Architecture and Society III	3.0
MATH 182	Mathematical Analysis III	3.0
Summer Quarter		
ARCH 153	Introduction to CADD II	4.0
	Social science elective	3.0

<b>Total credits</b>	<b>34.0</b>
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*Third year*

<b>Fall Quarter</b>		<b>Credits</b>
ARCH 231	<b>Studio 3-1*</b>	3.0
PHYS 182	<b>Applied Physics I</b>	3.0
	<b>Social science elective</b>	3.0
<b>Winter Quarter</b>		
ARCH 232	<b>Studio 3-2</b>	3.0
PHYS 183	<b>Applied Physics II</b>	3.0
	<b>Humanities elective</b>	3.0
<b>Spring Quarter</b>		
ARCH 233	<b>Studio 3-3</b>	3.0
PHYS 184	<b>Applied Physics III</b>	3.0
	<b>Humanities elective</b>	3.0
*Prior to taking this course student must meet program's minimum studio advancement requirements. See the program's Advising Guidelines for more details.		
<b>Summer Quarter</b>		
	<b>History/Theory elective</b>	3.0
	<b>Social science elective</b>	3.0
	<b>Free elective</b>	3.0
	<b>Total credits</b>	<b>27.0</b>

*Fourth year*

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

*Fifth year*

<b>Fall Quarter</b>		<b>Credits</b>
ARCH 351	<b>Studio 5-1</b>	4.0
ARCH 261	<b>Environmental Systems I</b>	3.0
<b>Winter Quarter</b>		
ARCH 352	<b>Studio 5-2</b>	4.0
ARCH 262	<b>Environmental Systems II</b>	3.0
<b>Spring Quarter</b>		
ARCH 353	<b>Studio 5-3</b>	4.0
ARCH 263	<b>Environmental Systems III</b>	3.0
<b>Summer Quarter</b>		
	<b>History/Theory elective</b>	3.0
	<b>Professional elective</b>	3.0
	<b>Free electives</b>	6.0

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<b>Total credits</b>	33.0
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*Sixth year*

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

\*Prior to taking this course student must meet the program's minimum studio advancement requirements. See the programs's Advising Guidelines web page page for more details.

*Seventh year (Thesis)*

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

# Drexel University

## Catalog 2008/2009

### 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 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	<b>Architecture and Society I</b>	3.0
ARCH 142 WI	<b>Architecture and Society II</b>	3.0
ARCH 143 WI	<b>Architecture and Society III</b>	3.0
<b>Elective architecture courses*</b>		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	<b>Studio 1</b>	3.0
<b>or</b>		
ARCH 111	<b>Studio 1-1</b>	3.0
ARCH 192	<b>Studio 2</b>	3.0
<b>or</b>		
ARCH 112	<b>Studio 1-2</b>	3.0
ARCH 113	<b>Studio 1-3</b>	3.0
ARCH 121	<b>Studio 2-1</b>	3.0
ARCH 122	<b>Studio 2-2</b>	3.0
ARCH 123	<b>Studio 2-3</b>	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 2008/2009

### 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 2008/2009

### Dance

*Bachelor of Science Degree: 185.0 credits*

Degree requirements (incoming students, 2008/2009)

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	<b>Rhythmic Study for Dance</b>	3.0
<b>Performance requirements</b>		<b>12.0 Credits</b>
<b>Dance practicum (DANC 131 or DANC 133)</b>		12.0
<b>Technique requirements</b>		<b>36.0 Credits</b>
<b>Ballet Technique I/II (DANC 140 or DANC 141 )</b>		14.0
<b>Modern Dance Technique I/II (DANC 150 or DANC 151 )</b>		14.0
DANC 180	<b>Improvisation</b>	2.0

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

DANC 110	<b>Movement for Actors</b>	3.0
DANC 160	<b>Jazz I</b>	2.0
DANC 161	<b>Jazz II</b>	2.0
DANC 170	<b>Hip Hop</b>	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.

**BS Dance**  
4 YR UG Co-op Concentration

**Recommended Plan Of Study**

	<b>Credits</b>
<b>Term 1</b>	
<a href="#">DANC 140</a> Ballet I	2.0
<a href="#">DANC 150</a> Modern Dance Technique I	2.0
<a href="#">ENGL 101</a> Expository Writing and Reading	3.0
<a href="#">MATH 181</a> Mathematical Analysis I	3.0
<a href="#">PSY 101</a> General Psychology I	3.0
<a href="#">UNIV 101</a> The Drexel Experience	1.0
<a href="#">DANC 133</a> Dance Practicum-Choreography	1.0
or	
<a href="#">DANC 131</a> Dance Practicum-Performance	1.0
<i>Term Credits</i>	<b>15.0</b>
<b>Term 2</b>	<b>Credits</b>
<a href="#">DANC 140</a> Ballet I	2.0
<a href="#">DANC 355</a> Rhythmic Study for Dance	3.0
<a href="#">ENGL 102</a> Persuasive Writing and Reading	3.0
<a href="#">MATH 182</a> Mathematical Analysis II	3.0
<a href="#">NFS 101</a> Introduction to Nutrition & Food	3.0
<a href="#">UNIV 101</a> The Drexel Experience	1.0
<a href="#">DANC 133</a> Dance Practicum-Choreography	1.0
or	
<a href="#">DANC 131</a> Dance Practicum-Performance	1.0
<i>Term Credits</i>	<b>16.0</b>
<b>Term 3</b>	<b>Credits</b>
<a href="#">ARTH 103</a> History of Art- Early to Late Modern	3.0
<a href="#">DANC 140</a> Ballet I	2.0
<a href="#">DANC 210</a> Introduction to Dance	3.0
<a href="#">ENGL 103</a> Analytical Writing and Reading	3.0
<a href="#">DANC 131</a> Dance Practicum-Performance	1.0
or	
<a href="#">DANC 133</a> Dance Practicum-Choreography	1.0
<a href="#">DANC 161</a> Jazz 2	2.0
or	
<a href="#">DANC 160</a> Jazz 1	2.0
or	
<a href="#">DANC 170</a> Hip Hop	2.0
or	
<a href="#">DANC 110</a> Movement for Actors	3.0
Free elective	3.0
<i>Term Credits</i>	<b>17.0</b>
<b>Term 4</b>	<b>Credits</b>
<a href="#">DANC 151</a> Modern Dance Technique II	2.0
<a href="#">DANC 180</a> Improvisation	2.0
<a href="#">DANC 325</a> Twentieth Century Dance	3.0
<a href="#">DANC 330</a> Introduction to Laban	3.0
<a href="#">PHYS 121</a> Physical Science for Design I	4.0
<a href="#">PSY 120</a> Developmental Psychology	3.0
<a href="#">DANC 133</a> Dance Practicum-Choreography	1.0
or	
<a href="#">DANC 131</a> Dance Practicum-Performance	1.0
<i>Term Credits</i>	<b>18.0</b>
<b>Term 5</b>	<b>Credits</b>

<a href="#">DANC 230</a>	Survey of Dance Movement Therapy	3.0
<a href="#">DANC 240</a>	Dance Composition I	3.0
<a href="#">HIST 201</a>	US History to 1815	3.0
<a href="#">PHYS 122</a>	Physical Science for Design II	4.0
<a href="#">DANC 110</a>	Movement for Actors	3.0
or		
<a href="#">DANC 160</a>	Jazz 1	2.0
or		
<a href="#">DANC 161</a>	Jazz 2	2.0
or		
<a href="#">DANC 170</a>	Hip Hop	2.0
<a href="#">DANC 131</a>	Dance Practicum-Performance	1.0
or		
<a href="#">DANC 133</a>	Dance Practicum-Choreography	1.0
	Literature (ENGL) elective	3.0
	<i>Term Credits</i>	<b>20.0</b>
<b>Term 6</b>		<b>Credits</b>
<a href="#">DANC 141</a>	Ballet II	2.0
<a href="#">DANC 150</a>	Modern Dance Technique I	2.0
<a href="#">DANC 201</a>	Dance Appreciation	3.0
<a href="#">DANC 340</a>	Dance Pedagogy	3.0
<a href="#">PSY 240</a>	Abnormal Psychology	3.0
<a href="#">THTR 240</a>	Theatre Production I	3.0
<a href="#">DANC 133</a>	Dance Practicum-Choreography	1.0
or		
<a href="#">DANC 131</a>	Dance Practicum-Performance	1.0
	<i>Term Credits</i>	<b>17.0</b>
<b>Term 7</b>		<b>Credits</b>
<a href="#">DANC 141</a>	Ballet II	2.0
<a href="#">DANC 260</a>	Injury Prevention for Dance	3.0
<a href="#">DANC 310</a>	Dance Aesthetics and Criticism	3.0
<a href="#">DANC 133</a>	Dance Practicum-Choreography	1.0
or		
<a href="#">DANC 131</a>	Dance Practicum-Performance	1.0
	Free elective	3.0
	Literature (ENGL) elective	3.0
	<i>Term Credits</i>	<b>15.0</b>
<b>Term 8</b>		<b>Credits</b>
<a href="#">DANC 141</a>	Ballet II	2.0
<a href="#">DANC 151</a>	Modern Dance Technique II	2.0
<a href="#">DANC 133</a>	Dance Practicum-Choreography	1.0
or		
<a href="#">DANC 131</a>	Dance Practicum-Performance	1.0
	Free electives	8.0-9.0
	<i>Term Credits</i>	<b>13.0-14.0</b>
<b>Term 9</b>		<b>Credits</b>
<a href="#">DANC 141</a>	Ballet II	2.0
<a href="#">DANC 151</a>	Modern Dance Technique II	2.0
<a href="#">DANC 225</a>	Dance Repertory	3.0
<a href="#">DANC 133</a>	Dance Practicum-Choreography	1.0
or		
<a href="#">DANC 131</a>	Dance Practicum-Performance	1.0
	Free electives	5.0-6.0
	<i>Term Credits</i>	<b>13.0-14.0</b>
<b>Term 10</b>		<b>Credits</b>
<a href="#">DANC 151</a>	Modern Dance Technique II	2.0
<a href="#">DANC 241</a>	Composition II	3.0
<a href="#">MUSC 231</a>	Music History I	3.0
<a href="#">DANC 131</a>	Dance Practicum-Performance	1.0
or		
<a href="#">DANC 133</a>	Dance Practicum-Choreography	1.0
<a href="#">DANC 161</a>	Jazz 2	2.0
or		

<a href="#">DANC 160</a>	Jazz 1	2.0
or		
<a href="#">DANC 170</a>	Hip Hop	2.0
or		
<a href="#">DANC 110</a>	Movement for Actors	3.0
	Free elective	2.0-3.0
	<i>Term Credits</i>	<i>13.0-14.0</i>
<b>Term 11</b>		<b>Credits</b>
<a href="#">DANC 151</a>	Modern Dance Technique II	2.0
<a href="#">DANC 133</a>	Dance Practicum-Choreography	1.0
or		
<a href="#">DANC 131</a>	Dance Practicum-Performance	1.0
	Free electives	10.0
	<i>Term Credits</i>	<i>13.0</i>
<b>Term 12</b>		<b>Credits</b>
<a href="#">MUSC 331</a>	World Musics	3.0
<a href="#">SMT 280</a>	Kinesiology	3.0
<a href="#">DANC 133</a>	Dance Practicum-Choreography	1.0
or		
<a href="#">DANC 131</a>	Dance Practicum-Performance	1.0
	Free electives	6.0
	<i>Term Credits</i>	<i>13.0</i>
	<b>Total Credits (minimum)</b>	<b>183.0-186.0</b>

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# Drexel University

## Catalog 2008/2009

### Minor in Dance

*Total credits: 24.0 credits*

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

# Drexel University

## Catalog 2008/2009

### **Design & Merchandising**

The Design and Merchandising program at 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 2008/2009

### Design & Merchandising

*Bachelor of Science Degree: 180.0 credits*

Degree requirements (incoming students, 2008/2009)

#### General education requirements

ENGL 101	Expository Writing and Reading	3.0
ENGL 102	Persuasive Writing and Reading	3.0
ENGL 103	Analytical Writing and Reading	3.0
MATH 119	Mathematical Foundations for Design	4.0
PHYS 121	Physical Science for Design I	4.0
PHYS 122	Physical Science for Design II	4.0
UNIV 101	The Drexel Experience	2.0
	Arts and humanities electives	9.0
	Social science electives	9.0
	Free electives	31.0

#### 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
	Presentation Techniques in Design	



DSMR 210	<b>and Merchandising</b>	3.0
DSMR 211	<b>Computer Design for Design and Merchandising</b>	3.0
DSMR 231	<b>Introduction to Retail Management</b>	3.0
DSMR 232	<b>Retail Buying and Merchandising Management</b>	4.0
DSMR 310	<b>Computer Integrated Merchandise Management</b>	3.0
DSMR 311	<b>Visual Merchandising I</b>	4.0
DSMR 433	<b>Fashion Product Knowledge and Development</b>	3.0
DSMR 477 WI	<b>Design and Merchandising Seminar</b>	3.0
DSMR 496 WI	<b>Senior Problem in Design and Merchandising</b>	3.0
ECON 201	<b>Principles of Microeconomics</b>	4.0
ECON 202	<b>Principles of Macroeconomics</b>	4.0
FASH 201	<b>Survey of the Fashion Industry</b>	3.0
MKTG 301 WI	<b>Introduction to Marketing Management</b>	4.0
VSCM 100	<b>Computer Imaging I</b>	3.0
	<b>Art history electives</b>	6.0

#### *Writing-Intensive Course Requirements*

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

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

**Recommended Plan Of Study**  
**BS Design & Merchandising, Spring/Summer Co-Op**  
*4 YR UG Co-op Concentration*

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

	History of Art III: Modern to Postmodernism	3.0
<a href="#">DSMR 433</a>	Fashion Product Knowledge and Development	3.0
<a href="#">MKTG 301</a>	Introduction to Marketing Management	4.0
	Free elective	3.0
	Social science elective	3.0
	<b>Term Credits</b>	<b>16.0</b>
<b>Term 9</b>		<b>Credits</b>
<a href="#">DSMR 477</a>	Design & Merchandising Seminar	3.0
<a href="#">DSMR 310</a>	Computer Integrated Merchandising Management	3.0
<a href="#">DSMR 311</a>	Visual Merchandising I	4.0
	Art History (ARTH) elective	3.0
	Free elective	3.0
	<b>Term Credits</b>	<b>16.0</b>
<b>Term 10</b>		<b>Credits</b>
<a href="#">DSMR 496</a>	Senior Problem in Design and Merchandising	3.0
	Art History (ARTH) elective	3.0
	Arts and Humanities elective	3.0
	Free elective	3.0
	Social science elective	3.0
	<b>Term Credits</b>	<b>15.0</b>
<b>Term 11</b>		<b>Credits</b>
<a href="#">DSMR 321</a>	Fashion Show Production I	2.0
<a href="#">VSST 202</a>	Multimedia: Space	4.0
	Free electives	6.0
	Social science elective	3.0
	<b>Term Credits</b>	<b>15.0</b>
<b>Term 12</b>		<b>Credits</b>
<a href="#">DSMR 322</a>	Fashion Show Production II	2.0
	Arts and Humanities elective	3.0
	Free electives	9.0
	<b>Term Credits</b>	<b>14.0</b>
	<b>Total Credits (minimum)</b>	<b>180.0</b>

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# Drexel University

## Catalog 2008/2009

### **B.S. Design & 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.

# Drexel University

## Catalog 2008/2009

### **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.

# Drexel University

## Catalog 2008/2009

### Digital Media

*Bachelor of Science Degree: 185.0 credits*

Degree requirements (incoming students, 2008/2009)

#### General education requirements

**71.0 Credits**

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

#### Visual studies requirements

**23.0-24.0**

ARTH 102	<b>History of Art II: Renaissance to Modern</b>	3.0
ARTH 103	<b>History of Art III: Early Modern to Postmodernism</b>	3.0
ARTH 300 WI	<b>History of Modern Design</b>	3.0
VSST 101	<b>Design I</b>	4.0
VSST 102	<b>Design II</b>	4.0
VSST 110	<b>Introductory Drawing</b>	3.0

#### One of the following courses

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

#### Media foundation requirements

**25.0**

CS 171	<b>Computer Programming I</b>	3.0
or		
CS 130	<b>Programming Concepts with 3D Animation</b>	
CS 172	<b>Computer Programming II</b>	3.0
or		

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

<b>Digital media requirements</b>		<b>66.0</b>
DIGM 100	<b>Digital Design Tools</b>	3.0
DIGM 105	<b>Overview of Digital Media</b>	3.0
DIGM 110	<b>Digital Spatial Visualization</b>	3.0
DIGM 120	<b>Multimedia Timeline Design</b>	3.0
DIGM 210	<b>3-D Modeling/Design</b>	3.0
DIGM 211	<b>Computer Animation I</b>	3.0
DIGM 212	<b>Computer Animation II</b>	3.0
DIGM 220	<b>Digital Still Imaging I</b>	3.0
DIGM 221	<b>Digital Still Imaging II</b>	3.0
DIGM 240	<b>Web Interactive Authoring</b>	3.0
DIGM 241	<b>Vector Interactive Authoring</b>	3.0
DIGM 242	<b>Hybrid Interactive Authoring</b>	3.0
DIGM 250	<b>Professional Practices</b>	3.0
DIGM 260	<b>Overview of Computer Gaming</b>	3.0
DIGM 265	<b>Scripting for Game Development</b>	3.0
DIGM 302	<b>Art and Techniques of Digital Compositing</b>	3.0
DIGM 345	<b>Computer Game Development</b>	3.0
DIGM 475	<b>Seminar: The Future of Digital Media</b>	3.0
DIGM 492	<b>Senior Project in Digital Media I</b>	3.0
DIGM 493	<b>Senior Project in Digital Media II</b>	3.0

**Two of the following courses**

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

*Writing-Intensive Course Requirements*

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

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

**Recommended Plan Of Study**

<b>Term 1</b>		<b>Credits</b>
<a href="#">DIGM 100</a>	Digital Design Tools	3.0
<a href="#">DIGM 105</a>	Overview of Digital Media	3.0
<a href="#">ENGL 101</a>	Expository Writing and Reading	3.0
<a href="#">PHYS 121</a>	Physical Science for Design I	4.0
<a href="#">UNIV 101</a>	The Drexel Experience	1.0
<a href="#">VSST 110</a>	Introductory Drawing	3.0
	<i>Term Credits</i>	<b>17.0</b>
<b>Term 2</b>		<b>Credits</b>
<a href="#">ENGL 102</a>	Persuasive Writing and Reading	3.0
<a href="#">FMVD 110</a>	Shooting and Lighting	3.0
<a href="#">INFO 110</a>	Human-Computer Interaction I	3.0
<a href="#">PHYS 122</a>	Physical Science for Design II	4.0
<a href="#">UNIV 101</a>	The Drexel Experience	1.0
<a href="#">VSST 101</a>	Design I	4.0
	<i>Term Credits</i>	<b>18.0</b>
<b>Term 3</b>		<b>Credits</b>
<a href="#">DIGM 110</a>	Digital Spatial Visualization	3.0
<a href="#">DIGM 120</a>	Multimedia Timeline Design	3.0
<a href="#">ENGL 103</a>	Analytical Writing and Reading	3.0
<a href="#">MATH 101</a>	Introduction to Analysis I	4.0
<a href="#">VSST 102</a>	Design II	4.0
	<i>Term Credits</i>	<b>17.0</b>
<b>Term 4</b>		<b>Credits</b>
<a href="#">CS 130</a>	Programming Concepts with 3D Animation	3.0
<a href="#">DIGM 210</a>	3D Modeling and Design	3.0
<a href="#">DIGM 220</a>	Digital Still Imaging I	3.0
<a href="#">DIGM 240</a>	Web Interactive Authoring	3.0
<a href="#">VSCM 230</a>	Visual Communication I	4.0
	<i>Term Credits</i>	<b>16.0</b>
<b>Term 5</b>		<b>Credits</b>
<a href="#">ARTH 102</a>	History of Art II: High Renaissance to Modern	3.0
<a href="#">CS 131</a>	Computer Programming A	3.0
<a href="#">DIGM 211</a>	Computer Animation I	3.0
<a href="#">DIGM 221</a>	Digital Still Imaging II	3.0
<a href="#">DIGM 241</a>	Vector Interactive Authoring	3.0
	<i>Term Credits</i>	<b>15.0</b>
<b>Term 6</b>		<b>Credits</b>
<a href="#">ARTH 103</a>	History of Art III: Early Modern to Postmodernism	3.0
<a href="#">DIGM 212</a>	Computer Animation II	3.0
<a href="#">DIGM 242</a>	Hybrid Interactive Authoring	3.0
<a href="#">DIGM 260</a>	Overview of Computer Gaming	3.0
<a href="#">VSCM 240</a>	Typography I	3.0
	<i>Term Credits</i>	<b>15.0</b>
<b>Term 7</b>		<b>Credits</b>
<a href="#">ARTH 300</a>	History of Modern Design	3.0
<a href="#">COM 230</a>	Techniques of Speaking	3.0
<a href="#">DIGM 250</a>	Professional Practices	3.0
<a href="#">DIGM 265</a>	Scripting for Game Development	3.0



	FMVD 150 or an elective (See degree requirements)	3.0
	<i>Term Credits</i>	<i>15.0</i>
<b>Term 8</b>		<b>Credits</b>
<a href="#">DIGM 302</a>	Art and Techniques of Digital Compositing	3.0
	DIGM course (See degree requirements list) or elective	3.0
	Free elective	3.0
	SCRP 270 or an elective (See degree requirements)	3.0
	Social science elective	3.0
	<i>Term Credits</i>	<i>15.0</i>
<b>Term 9</b>		<b>Credits</b>
<a href="#">DIGM 345</a>	Computer Game Development	3.0
<a href="#">MUSC 138</a>	Digital Audio Production	3.0
	Arts and Humanities elective	3.0
	DIGM course (See degree requirements list) or elective	3.0
	Social science elective	3.0
	<i>Term Credits</i>	<i>15.0</i>
<b>Term 10</b>		<b>Credits</b>
	Arts and Humanities elective	3.0
	DIGM course (See degree requirements list) or elective	3.0
	Free electives	6.0
	Social science elective	3.0
	<i>Term Credits</i>	<i>15.0</i>
<b>Term 11</b>		<b>Credits</b>
<a href="#">DIGM 492</a>	Senior Project in Digital Media I	3.0
	Arts and Humanities elective	3.0
	DIGM course (See degree requirements list) or elective	3.0
	Free electives	6.0
	<i>Term Credits</i>	<i>15.0</i>
<b>Term 12</b>		<b>Credits</b>
<a href="#">DIGM 475</a>	Seminar: The Future of Digital Media	3.0
<a href="#">DIGM 493</a>	Senior Project in Digital Media II	3.0
	Arts and Humanities elective	3.0
	Free elective	3.0
	<i>Term Credits</i>	<i>12.0</i>
	<b>Total Credits (minimum)</b>	<b>185.0</b>

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# Drexel University

## Catalog 2008/2009

### 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.

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

#### **One the following courses**

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

### 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
<b>or</b>		
CS 131	Computer Programming A	3.0
CS 132	Computer Programming B	3.0
CS 133	Computer Programming C	3.0

# Drexel University

## Catalog 2008/2009

### **Entertainment and Arts Management**

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

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

For more information about this major, visit the College's Entertainment and Arts Management page.

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- Media Arts & Design
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## Entertainment and Arts Management

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

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

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

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

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

### General Education Requirements 63.0 Credits

#### Written Analysis and Communication Requirements

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

#### Mathematics and Natural Sciences Requirements

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

#### Students select one of the following sequences:

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

#### Arts/Humanities Requirements

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

#### Social Science Requirements

	Social Science electives	9.0
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#### University Seminar Requirements

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

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

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

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

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

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

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

<a href="#">ARTH 101</a>	History of Art I: Ancient to Medieval	3.0
<a href="#">ARTH 102</a>	History of Art II: Renaissance to 18th Century	3.0
<a href="#">ARTH 103</a>	History of Art III: Early to Late Modern Art	3.0
<a href="#">EAM 270</a>	Audience Development for the Arts	3.0
<a href="#">EAM 301</a>	Gallery and Collection Management	3.0
<a href="#">EAM 302</a>	Exhibition Design	3.0

<a href="#">EAM 312</a>	<b>Fund Development and Board and Volunteer Relations</b>	3.0
<a href="#">EAM 401</a>	<b>Writing for the Arts</b>	3.0
	<b>Trends in Visual Arts*</b>	.3.0
<a href="#">EAM 471</a>	<b>Fine Arts Market Development</b>	3.0

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

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

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

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

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

<a href="#">DANC 150</a>	<b>Modern Dance Technique</b>	3.0
<a href="#">DANC 201</a>	<b>Dance Appreciation</b>	3.0
<a href="#">DANC 210</a>	<b>Introduction to Dance</b>	3.0
<a href="#">DANC 240</a>	<b>Composition I</b>	3.0
<a href="#">DANC 250</a>	<b>Ballet I</b>	3.0
<a href="#">DANC 325</a>	<b>20th-Century Dance</b>	3.0
<a href="#">DANC 355</a>	<b>Rhythmic Study for Dance</b>	3.0
<a href="#">EAM 270</a>	<b>Audience Development for the Arts</b>	3.0
<a href="#">EAM 312</a>	<b>Fund Development and Board and Volunteer Relations</b>	3.0
<a href="#">EAM 321</a>	<b>Box Office and Venue Development</b>	3.0
<a href="#">EAM 322</a>	<b>Tour and Concert Promotion</b>	3.0
<a href="#">EAM 401</a>	<b>Writing for the Arts</b>	3.0
<a href="#">MUSC</a>	<b>Music course for Performing Arts</b>	3.0
<a href="#">MUSC 130</a>	<b>Introduction to Music</b>	3.0
<a href="#">THTR 240</a>	<b>Theatre Production I</b>	3.0
<a href="#">DANC</a>	<b>Dance electives</b>	6.0
	<b>Six terms of Dance ensembles (DANC 131 -132)</b>	3.0

### **2. Performing Arts Track Requirements**

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

### 3. Theatre Track Requirements

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

### C. Media Management Concentration Requirements 28.0 Credits

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



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

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

**Digital Media track students select one course from the following:**

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

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

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

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

<a href="#">FMVD 125</a>	Basic Television Studio	3.0
<a href="#">FMVD 160</a>	European Cinema	3.0
<a href="#">FMVD 210</a>	Documentary Video Production	3.0
<a href="#">FMVD 215</a>	Narrative Video Production	3.0
<a href="#">FMVD 220</a>	Experimental Video Production	3.0
<a href="#">FMVD 225</a>	Advanced Television Studio	3.0
<a href="#">FMVD 235</a>	Lighting for Film and Video	3.0
<a href="#">FMVD 281</a>	Writing the Short Film	3.0
<a href="#">FMVD 305</a>	Make-up and Special Effects	3.0
<a href="#">FMVD 365</a>	Special Topics in Production	3.0
<a href="#">SCRP 275</a>	Screenwriting II	3.0
<a href="#">SCRP 310</a>	Literature for Screenwriters	3.0
<a href="#">SCRP 370</a>	Screenplay Story Development	3.0
<a href="#">SCRP 380</a>	Screenwriting Workshop I	3.0
<a href="#">SCRP 381</a>	Screenwriting Workshop II	3.0

*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.

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

**Recommended Plan Of Study**

	<b>Credits</b>
<b>Term 1</b>	
<a href="#">EAM 130</a> Overview of Entertainment and Arts Management	3.0
<a href="#">ECON 201</a> Principles of Microeconomics	4.0
<a href="#">ENGL 101</a> Expository Writing and Reading	3.0
<a href="#">MATH 101</a> Introduction to Analysis I	4.0
<a href="#">UNIV 101</a> The Drexel Experience	1.0
<i>Term Credits</i>	<i>15.0</i>
<b>Term 2</b>	
<a href="#">ECON 202</a> Principles of Macroeconomics	4.0
<a href="#">ENGL 102</a> Persuasive Writing and Reading	3.0
<a href="#">MATH 102</a> Introduction to Analysis II	4.0
<a href="#">UNIV 101</a> The Drexel Experience	1.0
Free electives	6.0
<i>Term Credits</i>	<i>18.0</i>
<b>Term 3</b>	
<a href="#">ACCT 115</a> Financial Accounting Foundations	4.0
<a href="#">EAM 211</a> Strategic Management for Entertainment & Arts Management	3.0
<a href="#">ENGL 103</a> Analytical Writing and Reading	3.0
Arts and Humanities elective	3.0
Social science elective	3.0
<i>Term Credits</i>	<i>16.0</i>
<b>Term 4</b>	
<a href="#">BLAW 201</a> Business Law I	4.0
<a href="#">COOP 101</a> Career Management/Professional Development	0.0
<a href="#">EAM 391</a> Promotion, Press and Publicity	3.0
<a href="#">PHYS 121</a> Physical Science for Design I	4.0
or	
<a href="#">BIO 102</a> Biology I: Cells and Tissues	4.0
Social science elective	3.0
<i>Term Credits</i>	<i>14.0</i>
<b>Term 5</b>	
<a href="#">COM 230</a> Techniques of Speaking	3.0
<a href="#">EAM 261</a> Copyrights and Trademarks	3.0
<a href="#">EAM 270</a> Audience Development for Arts	3.0
<a href="#">PHYS 122</a> Physical Science for Design II	4.0
or	
<a href="#">BIO 104</a> Biology II: Growth and Heredity	4.0
Visual Arts Track elective (See degree requirements list)	3.0
<i>Term Credits</i>	<i>16.0</i>
<b>Term 6</b>	
<a href="#">COM 330</a> Professional Presentations	3.0
<a href="#">EAM 312</a> Fund Development and Board and Volunteer Relations	3.0
<a href="#">EAM 361</a> Law for Entertainment and Arts Management Managers	3.0
Social science elective	3.0
Visual Arts Track elective (See degree requirements list)	3.0
<i>Term Credits</i>	<i>15.0</i>
<b>Term 7</b>	
<a href="#">ARTH 101</a> History of Art I: Ancient to Medieval	3.0

<a href="#">EAM 301</a>	Gallery and Collection Management	3.0
<a href="#">EAM 401</a>	Writing for the Arts	3.0
<a href="#">STAT 201</a>	Statistics I	4.0
	Visual Arts Track elective (See degree requirements list)	3.0
	<i>Term Credits</i>	<i>16.0</i>
<b>Term 8</b>		<b>Credits</b>
<a href="#">ACCT 116</a>	Managerial Accounting Foundations	4.0
<a href="#">ARTH 102</a>	History of Art II: High Renaissance to Modern	3.0
<a href="#">FIN 301</a>	Introduction to Finance	4.0
<a href="#">MKTG 301</a>	Introduction to Marketing Management	4.0
	Visual Arts Track elective (See degree requirements list)	3.0
	<i>Term Credits</i>	<i>18.0</i>
<b>Term 9</b>		<b>Credits</b>
<a href="#">EAM 350</a>	Arts, Culture and Society	3.0
<a href="#">ARTH 103</a>	History of Art III: Early Modern to Postmodernism	3.0
<a href="#">EAM 302</a>	Exhibition Design	3.0
<a href="#">OPM 300</a>	Operations Management	4.0
	Visual Arts Track elective (See degree requirements list)	3.0
	<i>Term Credits</i>	<i>16.0</i>
<b>Term 10</b>		<b>Credits</b>
<a href="#">EAM 471</a>	Fine Arts Market Development	3.0
<a href="#">EAM 491</a>	Entertainment and Arts Management Senior Project	1.0
<a href="#">MKTG 356</a>	Consumer Behavior	4.0
	Free elective	3.0
	Visual Arts Track elective (See degree requirements list)	3.0
	<i>Term Credits</i>	<i>14.0</i>
<b>Term 11</b>		<b>Credits</b>
<a href="#">EAM 461</a>	Entertainment Publishing Industry	3.0
<a href="#">EAM 491</a>	Entertainment and Arts Management Senior Project	1.0
<a href="#">ORGB 300</a>	Organizational Behavior	4.0
	Free electives	4.0
	Visual Arts Track elective (See degree requirements list)	3.0
	<i>Term Credits</i>	<i>15.0</i>
<b>Term 12</b>		<b>Credits</b>
<a href="#">EAM 491</a>	Entertainment and Arts Management Senior Project	1.0
<a href="#">HRMT 323</a>	Principles of Human Resource Administration	4.0
	Free electives	6.0
	Visual Arts Track elective (See degree requirements list)	3.0
	<i>Term Credits</i>	<i>14.0</i>
	<b>Total Credits (minimum)</b>	<b>187.0</b>

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Recommended Plan Of Study

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

	Credits
<b>Term 1</b>	
<a href="#">EAM 130</a> Overview of Entertainment and Arts Management	3.0
<a href="#">ECON 201</a> Principles of Microeconomics	4.0
<a href="#">ENGL 101</a> Expository Writing and Reading	3.0
<a href="#">MATH 101</a> Introduction to Analysis I	4.0
<a href="#">UNIV 101</a> The Drexel Experience	1.0
<i>Term Credits</i>	<b>15.0</b>
<b>Term 2</b>	
<a href="#">ECON 202</a> Principles of Macroeconomics	4.0
<a href="#">ENGL 102</a> Persuasive Writing and Reading	3.0
<a href="#">MATH 102</a> Introduction to Analysis II	4.0
<a href="#">UNIV 101</a> The Drexel Experience	1.0
Free electives	6.0
<i>Term Credits</i>	<b>18.0</b>
<b>Term 3</b>	
<a href="#">ACCT 115</a> Financial Accounting Foundations	4.0
<a href="#">EAM 211</a> Strategic Management for Entertainment and Arts Management	3.0
<a href="#">ENGL 103</a> Analytical Writing and Reading	3.0
Arts and Humanities elective	3.0
Social science elective	3.0
<i>Term Credits</i>	<b>16.0</b>
<b>Term 4</b>	
<a href="#">BLAW 201</a> Business Law I	4.0
<a href="#">COOP 101</a> Career Management and Professional Development	0.0
<a href="#">EAM 391</a> Promotion, Press, & Publicity	3.0
<a href="#">PHYS 121</a> Physical Science for Design I	4.0
or	
<a href="#">BIO 102</a> Biology I: Cells and Tissues	4.0
Social science elective	3.0
<i>Term Credits</i>	<b>14.0</b>
<b>Term 5</b>	
<a href="#">COM 230</a> Techniques of Speaking	3.0
<a href="#">EAM 261</a> Copyrights and Trademarks	3.0
<a href="#">EAM 270</a> Audience Development for Arts	3.0
<a href="#">THTR 240</a> Theatre Production I	3.0
<a href="#">PHYS 122</a> Physical Science for Design II	4.0
or	
<a href="#">BIO 104</a> Biology II: Growth and Heredity	4.0
Social science elective	3.0
<i>Term Credits</i>	<b>19.0</b>
<b>Term 6</b>	
<a href="#">COM 330</a> Professional Presentations	3.0
<a href="#">DANC 210</a> Introduction to Dance	3.0
<a href="#">EAM 312</a> Fund Development and Board and Volunteer Relations	3.0
<a href="#">EAM 361</a> Law for Entertainment and Arts Management Managers	3.0
<i>Term Credits</i>	<b>12.0</b>
<b>Term 7</b>	
	Credits

<a href="#">DANC 150</a>	Modern Dance Technique I	3.0
<a href="#">DANC 250</a>	Ballet Technique I	3.0
<a href="#">EAM 401</a>	Writing for the Arts	3.0
<a href="#">MUSC 130</a>	Introduction to Music	3.0
<a href="#">STAT 201</a>	Introduction to Business Statistics	4.0
	Required ensemble	1.0
	<i>Term Credits</i>	<i>17.0</i>
<b>Term 8</b>		<b>Credits</b>
<a href="#">ACCT 116</a>	Managerial Accounting Foundations	4.0
<a href="#">DANC 355</a>	Rhythmic Study for Dance	3.0
<a href="#">EAM 321</a>	Box Office & Venue Management	3.0
<a href="#">FIN 301</a>	Introduction to Finance	4.0
<a href="#">MKTG 301</a>	Introduction to Marketing Management	4.0
	Required ensemble	1.0
	<i>Term Credits</i>	<i>19.0</i>
<b>Term 9</b>		<b>Credits</b>
<a href="#">DANC 201</a>	Dance Appreciation	3.0
<a href="#">EAM 322</a>	Performing Arts Touring and Promotion	3.0
<a href="#">EAM 350</a>	Arts, Culture and Society	3.0
<a href="#">MIP 467</a>	Artist Representation	3.0
<a href="#">OPM 300</a>	Operations Management	4.0
	Required ensemble	1.0
	<i>Term Credits</i>	<i>17.0</i>
<b>Term 10</b>		<b>Credits</b>
<a href="#">DANC 325</a>	Twentieth Century Dance	3.0
<a href="#">EAM 491</a>	Entertainment and Arts Management Senior Project	1.0
<a href="#">MKTG 356</a>	Consumer Behavior	4.0
	Dance (DANC) elective	3.0
	Free electives	3.0
	Ensemble	0.0
	<i>Term Credits</i>	<i>14.0</i>
<b>Term 11</b>		<b>Credits</b>
<a href="#">DANC 240</a>	Dance Composition I	3.0
<a href="#">EAM 461</a>	Entertainment Publishing Industry	3.0
<a href="#">EAM 491</a>	Entertainment and Arts Management Senior Project	1.0
<a href="#">ORGB 300</a>	Organizational Behavior	4.0
	Free elective	3.0
	Ensemble	0.0
	<i>Term Credits</i>	<i>14.0</i>
<b>Term 12</b>		<b>Credits</b>
<a href="#">EAM 491</a>	Entertainment and Arts Management Senior Project	1.0
<a href="#">HRMT 323</a>	Principles of Human Resource Administration	4.0
	Dance (DANC) elective	3.0
	Free electives	6.0
	Ensemble	0.0
	<i>Term Credits</i>	<i>14.0</i>
	<b>Total Credits (minimum)</b>	<b>189.0</b>

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Recommended Plan Of Study

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

	Credits
<b>Term 1</b>	
<a href="#">EAM 130</a> Overview of Entertainment and Arts Management	3.0
<a href="#">ECON 201</a> Principles of Microeconomics	4.0
<a href="#">ENGL 101</a> Expository Writing and Reading	3.0
<a href="#">MATH 101</a> Introduction to Analysis I	4.0
<a href="#">UNIV 101</a> The Drexel Experience	1.0
<i>Term Credits</i>	<b>15.0</b>
<b>Term 2</b>	
<a href="#">ECON 202</a> Principles of Macroeconomics	4.0
<a href="#">ENGL 102</a> Persuasive Writing and Reading	3.0
<a href="#">MATH 102</a> Introduction to Analysis II	4.0
<a href="#">UNIV 101</a> The Drexel Experience	1.0
Free electives	6.0
<i>Term Credits</i>	<b>18.0</b>
<b>Term 3</b>	
<a href="#">ACCT 115</a> Financial Accounting Foundations	4.0
<a href="#">EAM 211</a> Strategic Management for Entertainment and Arts Management	3.0
<a href="#">ENGL 103</a> Analytical Writing and Reading	3.0
Arts and Humanities elective	3.0
Social science elective	3.0
<i>Term Credits</i>	<b>16.0</b>
<b>Term 4</b>	
<a href="#">BLAW 201</a> Business Law I	4.0
<a href="#">COOP 101</a> Career Management/Professional Development	0.0
<a href="#">EAM 391</a> Promotion, Press, & Publicity	3.0
<a href="#">THTR 115</a> Theatrical Experience	3.0
<a href="#">PHYS 121</a> Physical Science for Design I	4.0
or	
<a href="#">BIO 102</a> Biology I: Cells and Tissues	4.0
<i>Term Credits</i>	<b>14.0</b>
<b>Term 5</b>	
<a href="#">COM 230</a> Techniques of Speaking	3.0
<a href="#">EAM 261</a> Copyrights and Trademarks	3.0
<a href="#">EAM 270</a> Audience Development for Arts	3.0
<a href="#">PHYS 122</a> Physical Science for Design II	4.0
or	
<a href="#">BIO 104</a> Biology II: Growth and Heredity	4.0
Social science elective	3.0
<i>Term Credits</i>	<b>16.0</b>
<b>Term 6</b>	
<a href="#">COM 330</a> Professional Presentations	3.0
<a href="#">DANC 210</a> Introduction to Dance	3.0
<a href="#">EAM 312</a> Fund Development and Board and Volunteer Relations	3.0
<a href="#">EAM 361</a> Law for Entertainment and Arts Management Managers	3.0
Social science elective	3.0
<i>Term Credits</i>	<b>15.0</b>
<b>Term 7</b>	
	Credits

<a href="#">EAM 401</a>	Writing for the Arts	3.0
<a href="#">MUSC 130</a>	Introduction to Music	3.0
<a href="#">STAT 201</a>	Introduction to Business Statistics	4.0
<a href="#">THTR 210</a>	Acting: Fundamentals	3.0
<a href="#">THTR 240</a>	Theatre Production I	3.0
	Required ensemble	1.0
	<i>Term Credits</i>	<i>17.0</i>
<b>Term 8</b>		<b>Credits</b>
<a href="#">ACCT 116</a>	Managerial Accounting Foundations	4.0
<a href="#">EAM 321</a>	Box Office & Venue Management	3.0
<a href="#">FIN 301</a>	Introduction to Finance	4.0
<a href="#">MKTG 301</a>	Introduction to Marketing Management	4.0
<a href="#">MUSC 331</a>	World Musics	3.0
	Required ensemble	1.0
	<i>Term Credits</i>	<i>19.0</i>
<b>Term 9</b>		<b>Credits</b>
<a href="#">EAM 322</a>	Performing Arts Touring and Promotion	3.0
<a href="#">EAM 350</a>	Arts, Culture and Society	3.0
<a href="#">MIP 467</a>	Artist Representation	3.0
<a href="#">MUSC 333</a>	Afro-American Music	3.0
<a href="#">OPM 300</a>	Operations Management	4.0
	Required ensemble	1.0
	<i>Term Credits</i>	<i>17.0</i>
<b>Term 10</b>		<b>Credits</b>
<a href="#">DANC 325</a>	Twentieth Century Dance	3.0
<a href="#">EAM 491</a>	Entertainment and Arts Management Senior Project	1.0
<a href="#">MKTG 356</a>	Consumer Behavior	4.0
	Free elective	3.0
	Ensemble	0.0
	Theatre elective (See degree requirements for details)	3.0
	<i>Term Credits</i>	<i>14.0</i>
<b>Term 11</b>		<b>Credits</b>
<a href="#">EAM 461</a>	Entertainment Publishing Industry	3.0
<a href="#">EAM 491</a>	Entertainment and Arts Management Senior Project	1.0
<a href="#">ORGB 300</a>	Organizational Behavior	4.0
	Free elective	3.0
	Ensemble	0.0
	Theatre elective (See degree requirements for details)	3.0
	<i>Term Credits</i>	<i>14.0</i>
<b>Term 12</b>		<b>Credits</b>
<a href="#">EAM 491</a>	Entertainment and Arts Management Senior Project	1.0
<a href="#">HRMT 323</a>	Principles of Human Resource Administration	4.0
<a href="#">MUSC 338</a>	American Popular Music	3.0
	Free electives	6.0
	Ensemble	0.0
	<i>Term Credits</i>	<i>14.0</i>
	<b>Total Credits (minimum)</b>	<b>189.0</b>

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## Recommended Plan Of Study

### BS Entertainment & Arts Management

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

Term 1	Credits
<a href="#">EAM 150</a> Arts and Media in Society	3.0
<a href="#">ECON 201</a> Principles of Microeconomics	4.0
<a href="#">ENGL 101</a> Expository Writing and Reading	3.0
<a href="#">MATH 101</a> Introduction to Analysis I	4.0
<a href="#">UNIV 101</a> The Drexel Experience	1.0
<i>Term Credits</i>	<i>15.0</i>
Term 2	Credits
<a href="#">ECON 202</a> Principles of Macroeconomics	4.0
<a href="#">ENGL 102</a> Persuasive Writing and Reading	3.0
<a href="#">MATH 102</a> Introduction to Analysis II	4.0
<a href="#">UNIV 101</a> The Drexel Experience	1.0
Free electives	6.0
<i>Term Credits</i>	<i>18.0</i>
Term 3	Credits
<a href="#">ACCT 115</a> Financial Accounting Foundations	4.0
<a href="#">EAM 211</a> Strategic Management for Entertainment and Arts Management	3.0
<a href="#">ENGL 103</a> Analytical Writing and Reading	3.0
Arts and Humanities elective	3.0
Social science elective	3.0
<i>Term Credits</i>	<i>16.0</i>
Term 4	Credits
<a href="#">BLAW 201</a> Business Law I	4.0
<a href="#">COOP 101</a> Career Management/Professional Development	0.0
<a href="#">EAM 391</a> Promotion, Press, & Publicity	3.0
<a href="#">PHYS 121</a> Physical Science for Design I	4.0
or	
<a href="#">BIO 102</a> Biology I: Cells and Tissues	4.0
Social science elective	3.0
<i>Term Credits</i>	<i>14.0</i>
Term 5	Credits
<a href="#">COM 230</a> Techniques of Speaking	3.0
<a href="#">EAM 261</a> Copyrights and Trademarks	3.0
<a href="#">EAM 270</a> Audience Development for Arts	3.0
<a href="#">THTR 221</a> Theatre History I	3.0
<a href="#">PHYS 122</a> Physical Science for Design II	4.0
or	
<a href="#">BIO 104</a> Biology II: Growth and Heredity	4.0
<i>Term Credits</i>	<i>16.0</i>
Term 6	Credits
<a href="#">COM 330</a> Professional Presentations	3.0
<a href="#">EAM 312</a> Fund Development and Board and Volunteer Relations	3.0
<a href="#">EAM 361</a> Law for Entertainment and Arts Management Managers	3.0
<a href="#">THTR 121</a> Dramatic Analysis	3.0
Social science elective	3.0
<i>Term Credits</i>	<i>15.0</i>
Term 7	Credits



<a href="#">EAM 401</a>	Writing for the Arts	3.0
<a href="#">STAT 201</a>	Business Statistics I	4.0
<a href="#">THTR 210</a>	Acting: Fundamentals	3.0
<a href="#">THTR 240</a>	Theatre Production I	3.0
	Required ensemble	1.0
	Theatre elective (See degree requirements for details)	3.0
	<i>Term Credits</i>	<b>17.0</b>
<b>Term 8</b>		<b>Credits</b>
<a href="#">ACCT 116</a>	Managerial Accounting Foundations	4.0
<a href="#">EAM 321</a>	Box Office & Venue Management	3.0
<a href="#">FIN 301</a>	Introduction to Finance	4.0
<a href="#">MKTG 301</a>	Introduction to Marketing Management	4.0
<a href="#">THTR 222</a>	Theatre History II	3.0
	Required ensemble	1.0
	<i>Term Credits</i>	<b>19.0</b>
<b>Term 9</b>		<b>Credits</b>
<a href="#">EAM 322</a>	Performing Arts Touring and Promotion	3.0
<a href="#">EAM 350</a>	Arts, Culture and Society	3.0
<a href="#">MIP 467</a>	Artist Representation	3.0
<a href="#">OPM 300</a>	Operations Management	4.0
<a href="#">THTR 211</a>	Acting: Scene Study	2.0
	Required ensemble	1.0
	<i>Term Credits</i>	<b>16.0</b>
<b>Term 10</b>		<b>Credits</b>
<a href="#">EAM 491</a>	Entertainment and Arts Management Senior Project	1.0
<a href="#">MKTG 356</a>	Consumer Behavior	4.0
<a href="#">THTR 241</a>	Theatre Production II	3.0
<a href="#">THTR 320</a>	Play Direction I	3.0
	Free elective	3.0
	Ensemble	0.0
	<i>Term Credits</i>	<b>14.0</b>
<b>Term 11</b>		<b>Credits</b>
<a href="#">EAM 461</a>	Entertainment Publishing Industry	3.0
<a href="#">EAM 491</a>	Entertainment and Arts Management Senior Project	1.0
<a href="#">ORGB 300</a>	Organizational Behavior	4.0
<a href="#">THTR 260</a>	Production Design	3.0
	Free elective	3.0
	Ensemble	0.0
	<i>Term Credits</i>	<b>14.0</b>
<b>Term 12</b>		<b>Credits</b>
<a href="#">EAM 491</a>	Entertainment and Arts Management Senior Project	1.0
<a href="#">HRMT 323</a>	Principles of Human Resource Administration	4.0
	Free electives	6.0
	Ensemble	0.0
	Theatre elective (See degree requirements for details)	3.0
	<i>Term Credits</i>	<b>14.0</b>
	<b>Total Credits (minimum)</b>	<b>188.0</b>

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

**Recommended Plan Of Study**

	<b>Credits</b>
<b>Term 1</b>	
<a href="#">EAM 130</a> Overview of Entertainment and Arts Management	3.0
<a href="#">ECON 201</a> Principles of Microeconomics	4.0
<a href="#">ENGL 101</a> Expository Writing and Reading	3.0
<a href="#">MATH 101</a> Introduction to Analysis I	4.0
<a href="#">UNIV 101</a> The Drexel Experience	1.0
<i>Term Credits</i>	<b>15.0</b>
<b>Term 2</b>	<b>Credits</b>
<a href="#">ECON 202</a> Principles of Macroeconomics	4.0
<a href="#">ENGL 102</a> Persuasive Writing and Reading	3.0
<a href="#">MATH 102</a> Introduction to Analysis II	4.0
<a href="#">UNIV 101</a> The Drexel Experience	1.0
Free electives	6.0
<i>Term Credits</i>	<b>18.0</b>
<b>Term 3</b>	<b>Credits</b>
<a href="#">ACCT 115</a> Financial Accounting Foundations	4.0
<a href="#">EAM 211</a> Strategic Management for Entertainment and Arts Management	3.0
<a href="#">ENGL 103</a> Analytical Writing and Reading	3.0
Arts and Humanities elective	3.0
Social science elective	3.0
<i>Term Credits</i>	<b>16.0</b>
<b>Term 4</b>	<b>Credits</b>
<a href="#">BLAW 201</a> Business Law I	4.0
<a href="#">COOP 101</a> Career Management/Professional Development	0.0
<a href="#">DIGM 100</a> Digital Design Tools	3.0
<a href="#">EAM 391</a> Promotion, Press, & Publicity	3.0
<a href="#">VSST 110</a> Introductory Drawing	3.0
<a href="#">PHYS 121</a> Physical Science for Design I	4.0
or	
<a href="#">BIO 102</a> Biology I: Cells and Tissues	4.0
<i>Term Credits</i>	<b>17.0</b>
<b>Term 5</b>	<b>Credits</b>
<a href="#">COM 111</a> Principles of Communication	3.0
<a href="#">COM 230</a> Techniques of Speaking	3.0
<a href="#">DIGM 110</a> Digital Spatial Visualization	3.0
<a href="#">EAM 261</a> Copyrights and Trademarks	3.0
<a href="#">PHYS 122</a> Physical Science for Design II	4.0
or	
<a href="#">BIO 104</a> Biology II: Growth and Heredity	4.0
<i>Term Credits</i>	<b>16.0</b>
<b>Term 6</b>	<b>Credits</b>
<a href="#">COM 150</a> Mass Media and Society	3.0
<a href="#">COM 330</a> Professional Presentations	3.0
<a href="#">DIGM 120</a> Multimedia Timeline Design	3.0
<a href="#">EAM 361</a> Law for Entertainment and Arts Management Managers	3.0
<a href="#">EAM 365</a> Media & Entertainment Business	3.0
<i>Term Credits</i>	<b>15.0</b>

<b>Term 7</b>		<b>Credits</b>
<a href="#">COM 240</a>	New Technologies In Communication	3.0
<a href="#">DIGM 240</a>	Web Interactive Authoring	3.0
<a href="#">STAT 201</a>	Introduction to Business Statistics	4.0
	Free elective	3.0
	Social science elective	3.0
	<i>Term Credits</i>	<b>16.0</b>
<b>Term 8</b>		<b>Credits</b>
<a href="#">ACCT 116</a>	Managerial Accounting Foundations	4.0
<a href="#">DIGM 241</a>	Vector Interactive Authoring	3.0
<a href="#">FIN 301</a>	Introduction to Finance	4.0
<a href="#">MKTG 301</a>	Introduction to Marketing Management	4.0
	<i>Term Credits</i>	<b>15.0</b>
<b>Term 9</b>		<b>Credits</b>
<a href="#">MIP 467</a>	Artist Representation	3.0
<a href="#">MKTG 322</a>	Advertising and Advertising Management	4.0
<a href="#">OPM 300</a>	Operations Management	4.0
	Digital Media Track elective (See degree requirements)	3.0
	Free elective	3.0
	<i>Term Credits</i>	<b>17.0</b>
<b>Term 10</b>		<b>Credits</b>
<a href="#">COM 270</a>	Business Communication	3.0
<a href="#">DIGM 210</a>	3D Modeling and Design	3.0
<a href="#">EAM 491</a>	Entertainment and Arts Management Senior Project	1.0
<a href="#">MKTG 356</a>	Consumer Behavior	4.0
	Free elective	3.0
	<i>Term Credits</i>	<b>14.0</b>
<b>Term 11</b>		<b>Credits</b>
<a href="#">COM 280</a>	Public Relations	3.0
<a href="#">DIGM 211</a>	Computer Animation I	3.0
<a href="#">EAM 461</a>	Entertainment Publishing Industry	3.0
<a href="#">EAM 491</a>	Entertainment and Arts Management Senior Project	1.0
<a href="#">ORGB 300</a>	Organizational Behavior	4.0
	<i>Term Credits</i>	<b>14.0</b>
<b>Term 12</b>		<b>Credits</b>
<a href="#">COM 335</a>	Writing for the World Wide Web	3.0
<a href="#">DIGM 212</a>	Computer Animation II	3.0
<a href="#">EAM 491</a>	Entertainment and Arts Management Senior Project	1.0
<a href="#">HRMT 323</a>	Principles of Human Resource Administration	4.0
	Social science elective	3.0
	<i>Term Credits</i>	<b>14.0</b>
	<b>Total Credits (minimum)</b>	<b>187.0</b>

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

**Recommended Plan Of Study**

	<b>Credits</b>
<b>Term 1</b>	
<a href="#">EAM 130</a> Overview of Entertainment and Arts Management	3.0
<a href="#">ECON 201</a> Principles of Microeconomics	4.0
<a href="#">ENGL 101</a> Expository Writing and Reading	3.0
<a href="#">MATH 101</a> Introduction to Analysis I	4.0
<a href="#">UNIV 101</a> The Drexel Experience	1.0
<i>Term Credits</i>	<b>15.0</b>
<b>Term 2</b>	
<a href="#">ECON 202</a> Principles of Macroeconomics	4.0
<a href="#">ENGL 102</a> Persuasive Writing and Reading	3.0
<a href="#">MATH 102</a> Introduction to Analysis II	4.0
<a href="#">UNIV 101</a> The Drexel Experience	1.0
Free electives	6.0
<i>Term Credits</i>	<b>18.0</b>
<b>Term 3</b>	
<a href="#">ACCT 115</a> Financial Accounting Foundations	4.0
<a href="#">EAM 211</a> Strategic Management for Entertainment and Arts Management	3.0
<a href="#">ENGL 103</a> Analytical Writing and Reading	3.0
Arts and Humanities elective	3.0
Social science elective	3.0
<i>Term Credits</i>	<b>16.0</b>
<b>Term 4</b>	
<a href="#">BLAW 201</a> Business Law I	4.0
<a href="#">EAM 391</a> Promotion, Press, & Publicity	3.0
<a href="#">PHYS 121</a> Physical Science for Design I	4.0
or	
<a href="#">BIO 102</a> Biology I: Cells and Tissues	4.0
Free elective	3.0
<i>Term Credits</i>	<b>14.0</b>
<b>Term 5</b>	
<a href="#">COM 111</a> Principles of Communication	3.0
<a href="#">COM 230</a> Techniques of Speaking	3.0
<a href="#">FMVD 110</a> Shooting and Lighting	3.0
<a href="#">SCRP 270</a> Screenwriting I	3.0
<a href="#">PHYS 122</a> Physical Science for Design II	4.0
or	
<a href="#">BIO 104</a> Biology II: Growth and Heredity	4.0
<i>Term Credits</i>	<b>16.0</b>
<b>Term 6</b>	
<a href="#">COM 150</a> Mass Media and Society	3.0
<a href="#">COM 330</a> Professional Presentations	3.0
<a href="#">EAM 361</a> Law for Entertainment and Arts Management Managers	3.0
<a href="#">EAM 365</a> Media and Entertainment Business	3.0
<a href="#">FMVD 115</a> Editing	3.0
<i>Term Credits</i>	<b>15.0</b>
<b>Term 7</b>	
<a href="#">COM 240</a> New Technologies In Communication	3.0

<a href="#">FMVD 120</a>	Sound for Film and Video	3.0
<a href="#">STAT 201</a>	Introduction to Business Statistics	4.0
	Film and Video/Screenwriting elective (See degree requirements for list)	3.0
	Social science elective	3.0
	<i>Term Credits</i>	<b>16.0</b>
<b>Term 8</b>		<b>Credits</b>
<a href="#">ACCT 116</a>	Managerial Accounting Foundations	4.0
<a href="#">FIN 301</a>	Introduction to Finance	4.0
<a href="#">MKTG 301</a>	Introduction to Marketing Management	4.0
	Film and Video/Screenwriting elective (See degree requirements for list)	3.0
	<i>Term Credits</i>	<b>15.0</b>
<b>Term 9</b>		<b>Credits</b>
<a href="#">FMVD 150</a>	American Classic Cinema	3.0
<a href="#">MIP 467</a>	Artist Representation	3.0
<a href="#">MKTG 322</a>	Advertising and Advertising Management	4.0
<a href="#">OPM 300</a>	Operations Management	4.0
	<i>Term Credits</i>	<b>14.0</b>
<b>Term 10</b>		<b>Credits</b>
<a href="#">COM 270</a>	Business Communication	3.0
<a href="#">EAM 491</a>	Entertainment and Arts Management Senior Project	1.0
<a href="#">MKTG 356</a>	Consumer Behavior	4.0
	Film and Video/Screenwriting elective (See degree requirements for list)	3.0
	Social science elective	3.0
	<i>Term Credits</i>	<b>14.0</b>
<b>Term 11</b>		<b>Credits</b>
<a href="#">COM 280</a>	Public Relations	3.0
<a href="#">EAM 461</a>	Entertainment Publishing Industry	3.0
<a href="#">EAM 491</a>	Entertainment and Arts Management Senior Project	1.0
<a href="#">ORGB 300</a>	Organizational Behavior	4.0
	Free elective	3.0
	<i>Term Credits</i>	<b>14.0</b>
<b>Term 12</b>		<b>Credits</b>
<a href="#">COM 335</a>	Writing for the World Wide Web	3.0
<a href="#">EAM 491</a>	Entertainment and Arts Management Senior Project	1.0
<a href="#">HRMT 323</a>	Principles of Human Resource Administration	4.0
<a href="#">SCRIP 310</a>	Literature for Screenwriters	3.0
	Free electives	6.0
	<i>Term Credits</i>	<b>17.0</b>
	<b>Total Credits (minimum)</b>	<b>184.0</b>

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# Drexel University

## Catalog 2008/2009

### **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.

# Drexel University

## Catalog 2008/2009

### Fashion Design

*Bachelor of Science Degree: 182.0 credits*

Degree requirements (incoming students, 2008/2009)

<b>General education requirements</b>		<b>65.0 Credits</b>
ENGL 101	<b>Expository Writing and Reading</b>	3.0
ENGL 102	<b>Persuasive Writing and Reading</b>	3.0
ENGL 103	<b>Analytical Writing and Reading</b>	3.0
MATH 119	<b>Mathematical Foundations for Design</b>	4.0
PHYS 121	<b>Physical Science for Design I</b>	4.0
PHYS 122	<b>Physical Science for Design II</b>	4.0
UNIV 101	<b>The Drexel Experience</b>	2.0
	<b>Arts and humanities electives</b>	9.0
	<b>Social science electives</b>	9.0
	<b>Free electives</b>	24.0

<b>Visual studies requirements</b>		<b>42.0 Credits</b>
ARTH 101	<b>History of Art I: Ancient to Medieval</b>	3.0
ARTH 102	<b>History of Art II: Renaissance to Modern</b>	3.0
ARTH 103	<b>History of Art III: Early Modern to Postmodernism</b>	3.0
VSST 101	<b>Design I</b>	4.0
VSST 102	<b>Design II</b>	4.0
VSST 103	<b>Design III</b>	4.0
VSST 110	<b>Introductory Drawing</b>	3.0
VSST 111	<b>Figure Drawing I</b>	3.0
VSST 204	<b>Materials Exploration</b>	4.0
VSST 211	<b>Textiles</b>	3.0
VSST 301	<b>Painting I</b>	4.0

**One of the following multimedia courses:**

VSST 201	<b>Multimedia: Performance</b>	4.0
VSST 202	<b>Multimedia: Space</b>	4.0
VSST 203	<b>Multimedia: Materials</b>	4.0

<b>Fashion design requirements</b>		<b>75.0 Credits</b>
ARTH 335	<b>History of Costume I: Preclassical to Directoire</b>	3.0
ARTH 336	<b>History of Costume II: Directoire to World War I</b>	3.0
FASH 201	<b>Survey of the Fashion Industry</b>	3.0
FASH 210	<b>Presentation Techniques in Fashion Design</b>	3.0
FASH 211	<b>Fashion Drawing I</b>	3.0
FASH 212	<b>Fashion Drawing II</b>	3.0

FASH 220	<b>Textile Design</b>	3.0
FASH 241	<b>Construction Skills</b>	4.0
FASH 251	<b>Fashion Design I</b>	4.0
FASH 252	<b>Fashion Design II</b>	4.0
FASH 313	<b>Fashion Drawing for Industry</b>	3.0
FASH 314	<b>Fashion Presentation Drawing</b>	3.0
FASH 315	<b>CAD Patternmaking</b>	3.0
or		
FASH 316	<b>CAD for Fashion Design</b>	3.0
FASH 341	<b>Flat Pattern Design</b>	4.0
FASH 342	<b>Draping Design</b>	4.0
FASH 343	<b>Tailoring and Design</b>	4.0
FASH 351	<b>Fashion Design III</b>	4.0
FASH 352	<b>Fashion Design IV</b>	4.0
FASH 464	<b>Professional Portfolio</b>	3.0
FASH 491	<b>Senior Problem in Fashion Design: Phase I</b>	4.0
FASH 492	<b>Senior Problem in Fashion Design: Phase II</b>	3.0
VSST 112	<b>Figure Drawing II</b>	3.0

#### *Writing-Intensive Course Requirements*

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

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



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

**Recommended Plan Of Study**

	<b>Credits</b>
<b>Term 1</b>	
<a href="#">FASH 201</a> Survey of the Fashion Industry	3.0
<a href="#">PHYS 121</a> Physical Science for Design I	4.0
<a href="#">UNIV 101</a> The Drexel Experience	1.0
<a href="#">VSST 101</a> Design I	4.0
<a href="#">VSST 110</a> Introductory Drawing	3.0
<i>Term Credits</i>	<b>15.0</b>
<b>Term 2</b>	
<a href="#">FASH 241</a> Construction Skills	4.0
<a href="#">PHYS 122</a> Physical Science for Design II	4.0
<a href="#">UNIV 101</a> The Drexel Experience	1.0
<a href="#">VSST 102</a> Design II	4.0
<a href="#">VSST 111</a> Figure Drawing I	3.0
<i>Term Credits</i>	<b>16.0</b>
<b>Term 3</b>	
<a href="#">FASH 341</a> Flat Pattern Design	4.0
<a href="#">MATH 119</a> Mathematical Foundations for Design	4.0
<a href="#">VSST 103</a> Design III	4.0
<a href="#">VSST 112</a> Figure Drawing II	3.0
<i>Term Credits</i>	<b>15.0</b>
<b>Term 4</b>	
<a href="#">ENGL 101</a> Expository Writing and Reading	3.0
<a href="#">FASH 211</a> Fashion Drawing I	3.0
<a href="#">FASH 220</a> Textile Design	3.0
<a href="#">FASH 342</a> Draping Design	4.0
<a href="#">VSST 204</a> Materials Exploration	4.0
<i>Term Credits</i>	<b>17.0</b>
<b>Term 5</b>	
<a href="#">ARTH 101</a> History of Art I: Ancient to Medieval	3.0
<a href="#">FASH 210</a> Presentation Techniques in Fashion	3.0
<a href="#">FASH 212</a> Fashion Drawing II	3.0
<a href="#">FASH 251</a> Fashion Design I	4.0
<a href="#">VSST 211</a> Textiles	3.0
<i>Term Credits</i>	<b>16.0</b>
<b>Term 6</b>	
<a href="#">ARTH 102</a> History of Art II: High Renaissance to Modern	3.0
<a href="#">ENGL 102</a> Persuasive Writing and Reading	3.0
<a href="#">FASH 252</a> Fashion Design II	4.0
<a href="#">FASH 313</a> Fashion Drawing for Industry	3.0
Free elective	3.0
<i>Term Credits</i>	<b>16.0</b>
<b>Term 7</b>	
<a href="#">ENGL 103</a> Analytical Writing and Reading	3.0
<a href="#">VSST 301</a> Painting I	4.0
<a href="#">VSST 201</a> Multimedia: Performance	4.0
or	
<a href="#">VSST 203</a> Multimedia: Materials	4.0
or	

<a href="#">VSST 202</a>	Multimedia: Space	4.0
	Social science elective	3.0
	<i>Term Credits</i>	<b>14.0</b>
<b>Term 8</b>		<b>Credits</b>
<a href="#">ARTH 103</a>	History of Art III: Early Modern to Postmodernism	3.0
<a href="#">ARTH 335</a>	History of Costume I: Preclassical to Directoire	3.0
<a href="#">FASH 343</a>	Tailoring and Design	4.0
	Arts and Humanities elective	4.0
	FASH 315 CAD for Patternmaker or elective	3.0
	<i>Term Credits</i>	<b>17.0</b>
<b>Term 9</b>		<b>Credits</b>
<a href="#">ARTH 336</a>	History of Costume II: Directoire to World War I	3.0
<a href="#">FASH 351</a>	Fashion Design III	4.0
	Arts and Humanities elective	3.0
	Free elective	3.0
	<i>Term Credits</i>	<b>13.0</b>
<b>Term 10</b>		<b>Credits</b>
<a href="#">FASH 314</a>	Fashion Presentation Drawing	3.0
<a href="#">FASH 352</a>	Fashion Design IV	4.0
<a href="#">FASH 464</a>	Professional Portfolio	3.0
	Arts and Humanities elective	3.0
	Free elective	3.0
	Social science elective	3.0
	<i>Term Credits</i>	<b>19.0</b>
<b>Term 11</b>		<b>Credits</b>
<a href="#">FASH 491</a>	Senior Problem in Fashion Design I	4.0
	Free elective	3.0
	FASH 316 CAD for Fashion Design or elective	3.0
	Social science elective	3.0
	<i>Term Credits</i>	<b>13.0</b>
<b>Term 12</b>		<b>Credits</b>
<a href="#">FASH 492</a>	Senior Problem in Fashion Design II	3.0
	Free electives	12.0
	<i>Term Credits</i>	<b>15.0</b>
	<b>Total Credits (minimum)</b>	<b>186.0</b>

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# Drexel University

## Catalog 2008/2009

### **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.

# Drexel University

## Catalog 2008/2009

### Film and Video

*Bachelor of Science Degree: 185.0 credits*

Degree requirements (incoming students, 2008/2009)

General education requirements		<b>78.0 Credits</b>
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		<b>23.0 Credits</b>
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		<b>84.0 Credits</b>
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	<b>Narrative Video Production</b>	3.0
FMVD 220	<b>Experimental Video Production</b>	3.0
FMVD 230	<b>Basic Filmmaking</b>	3.0
FMVD 235	<b>Lighting for Film and Video</b>	3.0
FMVD 245	<b>Non-Western Cinema</b>	3.0
FMVD 250	<b>The Documentary Tradition</b>	3.0
SCRP 270	<b>Scriptwriting I</b>	3.0
FMVD 281	<b>Writing the Short Film</b>	3.0
FMVD 322	<b>Production Workshop I</b>	3.0
FMVD 323	<b>Production Workshop II</b>	3.0
FMVD 405	<b>Professions in Film and Video</b>	3.0
FMVD 495	<b>Senior Project in Film and Video (Three semesters at 3.0 credits)</b>	9.0

<b>One of the following courses:</b>		<b>3.0</b>
FMVD 332	<b>Advanced Filmmaking</b>	3.0
<b>or</b>		
FMVD 225	<b>Advanced Television Studio</b>	3.0

<b>Advanced Production Choice: Two of the following courses:</b>		<b>6.0</b>
FMVD 305	<b>Make-up and Special Effects</b>	3.0
FMVD 315	<b>Sound Post Production</b>	3.0
FMVD 365	<b>Special Topics in Production</b>	3.0
FMVD 400	<b>Advanced Directing Actors for Screen</b>	3.0
FMVD 415	<b>Advanced Editing</b>	3.0
FMVD 430	<b>Advanced Cinematography</b>	3.0
FMVD 320	<b>Steadicam Workshop</b>	3.0

<b>Cinema Studies Choice: 2 of the following courses:</b>		<b>6.0</b>
FMVD 255	<b>Hitchcock</b>	3.0
FMVD 260	<b>The Western</b>	3.0
FMVD 262	<b>Film Comedy</b>	3.0
FMVD 265	<b>Special Topics in Cinema Studies</b>	3.0
FMVD 340	<b>French New Wave</b>	3.0
FMVD 345	<b>Italian Neo-Realism</b>	3.0
FMVD 352	<b>The Horror Film</b>	3.0
FMVD 355	<b>Contemporary Cinema</b>	3.0
FMVD 360	<b>The Art of Television</b>	3.0

*Writing-Intensive Course Requirements*

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

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

## Recommended Plan Of Study

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

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

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

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# Drexel University

## Catalog 2008/2009

### Minor in Video Production

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

<b>Required courses</b>		<b>Credits</b>
FMVD 110	<b>Shooting &amp; Lighting</b>	3.0
FMVD 115	<b>Editing</b>	3.0
FMVD 120	<b>Sound for Film and Video</b>	3.0
FMVD 150	<b>American Classic Cinema</b>	3.0
SCRIP 270	<b>Screenwriting I</b>	3.0

#### Three of the following courses

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

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



# Drexel University

## Catalog 2008/2009

### 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.

# Drexel University

## Catalog 2008/2009

### Graphic Design

*Bachelor of Science Degree: 182.0 credits*

Required courses (incoming students, 2008/2009)

General education requirements		<b>63.0- 69.0 Credits</b>
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		<b>46.0</b>
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		<b>46.0</b>
ARTH 300 WI	History of Modern Design	3.0
PHTO 210	Intermediate Photography	3.0

VSCM 100	Computer Imaging I	3.0
VSCM 200	Computer Imaging II	3.0
VSCM 230	Visual Communication I	4.0
VSCM 231	Visual Communication II	4.0
VSCM 232	Visual Communication III	4.0
VSCM 240	Typography I	3.0
VSCM 241	Production	3.0
VSCM 242	Typography II	3.0
VSCM 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

<b>Graphic Design Requirements B</b>		<b>21.0</b>
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	
<b>or</b>		
VSCM 477	Graphic Design Seminar	3.0
VSCM 496	Senior Thesis in Graphic Design	3.0

<b>Advertising Graphic Design Track</b>		<b>26.0</b>
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

<b>Environmental Graphic Design Track</b>		<b>27.0</b>
EVDG 200	Introduction to Environmental Graphic Design	4.0
EVDG 200	Architectural Signage	4.0
EVDG 220	Wayfinding	4.0
EVDG 310	Design Techniques and Materials	4.0
EVDG 320	Exhibit Design	4.0
EVDG 421	Environmental Branding	4.0
EVDG 496	Senior Thesis in Environmental Graphic Design	3.0

<b>Web &amp; Motion Graphic Design Track</b>		<b>25.0</b>
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	<b>Web Graphics</b>	4.0
WMGD 320	<b>Storyboarding</b>	4.0
WMGD 421	<b>Motion Graphics II</b>	4.0
WMGD 496	<b>Senior Thesis in Web and Motion Graphic Design</b>	3.0

*Writing-Intensive Course Requirements*

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

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

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

**Recommended Plan Of Study**

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

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

**Recommended Plan Of Study**  
**BS Graphic Design, Advertising Graphic Design Track**

<b>Term 1</b>		<b>Credits</b>
<a href="#">ENGL 101</a>	Expository Writing and Reading	3.0
<a href="#">PHYS 121</a>	Physical Science for Design I	4.0
<a href="#">UNIV 101</a>	The Drexel Experience	1.0
<a href="#">VSST 101</a>	Design I	4.0
<a href="#">VSST 110</a>	Introductory Drawing	3.0
	<i>Term Credits</i>	<i>15.0</i>
<b>Term 2</b>		<b>Credits</b>
<a href="#">ARTH 101</a>	History of Art I: Ancient to Medieval	3.0
<a href="#">ENGL 102</a>	Persuasive Writing and Reading	3.0
<a href="#">PHYS 122</a>	Physical Science for Design II	4.0
<a href="#">VSST 102</a>	Design II	4.0
	<i>Term Credits</i>	<i>14.0</i>
<b>Term 3</b>		<b>Credits</b>
<a href="#">ARTH 102</a>	History of Art II: High Renaissance to Modern	3.0
<a href="#">ENGL 103</a>	Analytical Writing and Reading	3.0
<a href="#">MATH 119</a>	Mathematical Foundations for Design	4.0
<a href="#">VSCM 100</a>	Computer Imaging I	3.0
<a href="#">VSST 103</a>	Design III	4.0
	<i>Term Credits</i>	<i>17.0</i>
<b>Term 4</b>		<b>Credits</b>
<a href="#">ARTH 103</a>	History of Art- Early to Late Modern	3.0
<a href="#">PHTO 110</a>	Photography	3.0
<a href="#">VSCM 200</a>	Computer Imaging II	3.0
<a href="#">VSCM 230</a>	Visual Communication I	4.0
<a href="#">VSCM 240</a>	Typography I	3.0
	<i>Term Credits</i>	<i>16.0</i>
<b>Term 5</b>		<b>Credits</b>
<a href="#">COOP 101</a>	Career Mgmt/Profess Dev	0.0
<a href="#">PHTO 210</a>	Intermediate Photography	3.0
<a href="#">VSCM 231</a>	Visual Communication II	4.0
<a href="#">VSCM 242</a>	Typography II	3.0
<a href="#">VSCM 300</a>	Computer Imaging III	3.0
	Multimedia elective	4.0
	<i>Term Credits</i>	<i>17.0</i>
<b>Term 6</b>		<b>Credits</b>
<a href="#">ADGD 200</a>	Introduction to Advertising ADGD	4.0
<a href="#">VSCM 232</a>	Visual Communication III	4.0
<a href="#">VSCM 241</a>	Production	3.0
<a href="#">VSST 111</a>	Figure Drawing I	3.0
	<i>Term Credits</i>	<i>14.0</i>
<b>Term 7</b>		<b>Credits</b>
<a href="#">ARTH 300</a>	History of Modern Design	3.0
<a href="#">VSST 321</a>	Screenprint I	4.0
	Arts and Humanities elective	3.0
	Graphic Design elective	3.0
	<i>Term Credits</i>	<i>13.0</i>
<b>Term 8</b>		<b>Credits</b>

<a href="#">ADGD 210</a>	Print Advertising I	4.0
<a href="#">VSCM 340</a>	Typography III	3.0
<a href="#">VSST 201</a>	VSST 201 or above	4.0
or		
<a href="#">VSST 311</a>	Sculpture I	4.0
or		
<a href="#">VSST 301</a>	Painting I	4.0
	Arts and Humanities elective	3.0
	Free elective	4.0
	Social science elective	3.0
	<i>Term Credits</i>	<b>21.0</b>
<b>Term 9</b>		<b>Credits</b>
<a href="#">ADGD 310</a>	TV and Web Advertising	4.0
<a href="#">SCRIP 280</a>	Copywriting	3.0
<a href="#">VSCM 350</a>	Graphic Design 20th C & Beyond	3.0
	Arts and Humanities elective	3.0
	<i>Term Credits</i>	<b>13.0</b>
<b>Term 10</b>		<b>Credits</b>
<a href="#">ADGD 320</a>	Print Advertising II	4.0
<a href="#">VSST 201</a>	VSST 201 or above	4.0
or		
<a href="#">VSST 311</a>	Sculpture I	4.0
or		
<a href="#">VSST 301</a>	Painting I	4.0
	Photography (PHTO) elective	4.0
	Social science elective	3.0
	<i>Term Credits</i>	<b>15.0</b>
<b>Term 11</b>		<b>Credits</b>
<a href="#">ADGD 496</a>	Senior Thesis in ADGD or Elective	3.0
<a href="#">VSCM 477</a>	Graphic Design Seminar or Elective	3.0
<a href="#">VSST 302</a>	Painting II	4.0
	Social science elective	3.0
	<i>Term Credits</i>	<b>13.0</b>
<b>Term 12</b>		<b>Credits</b>
<a href="#">ADGD 496</a>	Senior Thesis in ADGD or Elective	3.0
<a href="#">VSCM 478</a>	GDS: Adv Techniques or Elective	3.0
	Free electives	7.0
	<i>Term Credits</i>	<b>13.0</b>
	<b>Total Credits (minimum)</b>	<b>181.0</b>

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**Recommended Plan Of Study**  
**BS Graphic Design, Environmental Graphic Design Track**  
**EVGD**

<b>Term 1</b>		<b>Credits</b>
<a href="#">ENGL 101</a>	Expository Writing and Reading	3.0
<a href="#">UNIV 101</a>	The Drexel Experience	1.0
<a href="#">VSST 101</a>	Design I	4.0
<a href="#">VSST 110</a>	Introductory Drawing	3.0
<a href="#">PHYS 121</a>	Physical Science for Design I	4.0
	<i>Term Credits</i>	<i>15.0</i>
<b>Term 2</b>		<b>Credits</b>
<a href="#">ARTH 101</a>	History of Art I: Ancient to Medieval	3.0
<a href="#">ENGL 102</a>	Persuasive Writing and Reading	3.0
<a href="#">PHYS 122</a>	Physical Science for Design II	4.0
<a href="#">UNIV 101</a>	The Drexel Experience	1.0
<a href="#">VSST 102</a>	Design II	4.0
	<i>Term Credits</i>	<i>15.0</i>
<b>Term 3</b>		<b>Credits</b>
<a href="#">ARTH 102</a>	History of Art II: High Renaissance to Modern	3.0
<a href="#">ENGL 103</a>	Analytical Writing and Reading	3.0
<a href="#">MATH 119</a>	Mathematical Foundations for Design	4.0
<a href="#">VSCM 100</a>	Computer Imaging I	3.0
<a href="#">VSST 103</a>	Design III	4.0
	<i>Term Credits</i>	<i>17.0</i>
<b>Term 4</b>		<b>Credits</b>
<a href="#">ARTH 103</a>	History of Art- Early to Late Modern	3.0
<a href="#">PHTO 110</a>	Photography	3.0
<a href="#">VSCM 200</a>	Computer Imaging II	3.0
<a href="#">VSCM 230</a>	Visual Communication I	4.0
<a href="#">VSCM 240</a>	Typography I	3.0
	<i>Term Credits</i>	<i>16.0</i>
<b>Term 5</b>		<b>Credits</b>
<a href="#">COOP 101</a>	Career Mgmt/Profess Dev	0.0
<a href="#">PHTO 210</a>	Intermediate Photography	3.0
<a href="#">VSCM 231</a>	Visual Communication II	4.0
<a href="#">VSCM 242</a>	Typography II	3.0
<a href="#">VSCM 300</a>	Computer Imaging III	3.0
<a href="#">VSST 201</a>	VSST 201 or above	4.0
	<i>Term Credits</i>	<i>17.0</i>
<b>Term 6</b>		<b>Credits</b>
<a href="#">EVGD 200</a>	Introduction to Environmental Graphic Design	4.0
<a href="#">VSCM 232</a>	Visual Communication III	4.0
<a href="#">VSCM 241</a>	Production	3.0
<a href="#">VSST 111</a>	Figure Drawing I	3.0
	<i>Term Credits</i>	<i>14.0</i>
<b>Term 7</b>		<b>Credits</b>
<a href="#">ARTH 300</a>	History of Modern Design	3.0
<a href="#">VSST 321</a>	Screenprint I	4.0
	Arts and Humanities elective	3.0
	<i>Term Credits</i>	<i>10.0</i>

<b>Term 8</b>		<b>Credits</b>
<a href="#">EVGD 210</a>	Architectural Signage	4.0
<a href="#">VSCM 340</a>	Typography III	3.0
<a href="#">VSST 201</a>	VSST 201 or above	4.0
or		
<a href="#">VSST 311</a>	Sculpture I	4.0
or		
<a href="#">VSST 301</a>	Painting I	4.0
	Arts and Humanities elective	3.0
	Social science elective	3.0
	<i>Term Credits</i>	<b>17.0</b>
<b>Term 9</b>		<b>Credits</b>
<a href="#">EVGD 220</a>	Wayfinding	4.0
<a href="#">EVGD 310</a>	Materials	4.0
<a href="#">VSCM 350</a>	Graphic Design 20th C & Beyond	3.0
	Arts and Humanities elective	3.0
	Free elective	4.0
	<i>Term Credits</i>	<b>18.0</b>
<b>Term 10</b>		<b>Credits</b>
<a href="#">EVGD 320</a>	Exhibit Design	4.0
<a href="#">EVGD 421</a>	Environmental Branding	4.0
<a href="#">VSST 201</a>	VSST 201 or above	4.0
or		
<a href="#">VSST 311</a>	Sculpture I	4.0
or		
<a href="#">VSST 301</a>	Painting I	4.0
	Social science elective	3.0
	<i>Term Credits</i>	<b>15.0</b>
<b>Term 11</b>		<b>Credits</b>
<a href="#">EVGD 496</a>	Senior Thesis in EVGD or Elective	3.0
<a href="#">VSCM 477</a>	Graphic Design Seminar or Elective	3.0
<a href="#">VSST 302</a>	Painting II or Elective	4.0
	Social science elective	3.0
	<i>Term Credits</i>	<b>13.0</b>
<b>Term 12</b>		<b>Credits</b>
<a href="#">EVGD 496</a>	Senior Thesis in EVGD or Elective	3.0
<a href="#">VSCM 478</a>	GDS: Adv Techniques or Elective	3.0
	Free elective	3.0
	<i>Term Credits</i>	<b>9.0</b>
	<b>Total Credits (minimum)</b>	<b>176.0</b>

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**Recommended Plan Of Study**  
**BS Graphic Design, Web & Motion Graphic Design Track**  
**WMGD**

<b>Term 1</b>		<b>Credits</b>
<a href="#">ENGL 101</a>	Expository Writing and Reading	3.0
<a href="#">PHYS 121</a>	Physical Science for Design I	4.0
<a href="#">UNIV 101</a>	The Drexel Experience	1.0
<a href="#">VSST 101</a>	Design I	4.0
<a href="#">VSST 110</a>	Introductory Drawing	3.0
	<i>Term Credits</i>	<i>15.0</i>
<b>Term 2</b>		<b>Credits</b>
<a href="#">ARTH 101</a>	History of Art I: Ancient to Medieval	3.0
<a href="#">ENGL 102</a>	Persuasive Writing and Reading	3.0
<a href="#">UNIV 101</a>	The Drexel Experience	1.0
<a href="#">VSST 102</a>	Design II	4.0
	<i>Term Credits</i>	<i>11.0</i>
<b>Term 3</b>		<b>Credits</b>
<a href="#">ARTH 102</a>	History of Art II: High Renaissance to Modern	3.0
<a href="#">ENGL 103</a>	Analytical Writing and Reading	3.0
<a href="#">MATH 119</a>	Mathematical Foundations for Design	4.0
<a href="#">VSCM 100</a>	Computer Imaging I	3.0
<a href="#">VSST 103</a>	Design III	4.0
	<i>Term Credits</i>	<i>17.0</i>
<b>Term 4</b>		<b>Credits</b>
<a href="#">ARTH 103</a>	History of Art- Early to Late Modern	3.0
<a href="#">PHTO 110</a>	Photography	3.0
<a href="#">VSCM 200</a>	Computer Imaging II	3.0
<a href="#">VSCM 230</a>	Visual Communication I	4.0
<a href="#">VSCM 240</a>	Typography I	3.0
	<i>Term Credits</i>	<i>16.0</i>
<b>Term 5</b>		<b>Credits</b>
<a href="#">COOP 101</a>	Career Mgmt/Profess Dev	0.0
<a href="#">PHTO 210</a>	Intermediate Photography	3.0
<a href="#">VSCM 231</a>	Visual Communication II	4.0
<a href="#">VSCM 242</a>	Typography II	3.0
<a href="#">VSCM 300</a>	Computer Imaging III	3.0
	<i>Term Credits</i>	<i>13.0</i>
<b>Term 6</b>		<b>Credits</b>
<a href="#">VSCM 232</a>	Visual Communication III	4.0
<a href="#">VSCM 241</a>	Production	3.0
<a href="#">VSST 111</a>	Figure Drawing I	3.0
	<i>Term Credits</i>	<i>10.0</i>
<b>Term 7</b>		<b>Credits</b>
<a href="#">ARTH 300</a>	History of Modern Design	3.0
<a href="#">VSST 321</a>	Screenprint I	4.0
	Arts and Humanities elective	3.0
	Graphic Design (VSCM) Elective	3.0
	<i>Term Credits</i>	<i>13.0</i>
<b>Term 8</b>		<b>Credits</b>
<a href="#">DIGM 240</a>	Web Interactive Authoring	3.0
<a href="#">VSCM 340</a>		

	Typography III	3.0
<a href="#">WMGD 210</a>	Motion Graphics I	4.0
<a href="#">VSST 201</a>	Complete any VSST above the 200 level	4.0
or		
<a href="#">VSST 311</a>	Sculpture I	4.0
or		
<a href="#">VSST 301</a>	Painting I	4.0
	Social science elective	3.0
	<i>Term Credits</i>	<b>17.0</b>
<b>Term 9</b>		<b>Credits</b>
<a href="#">DIGM 241</a>	Vector Interactive Authoring	3.0
<a href="#">VSCM 350</a>	Graphic Design 20th Century & Beyond	3.0
<a href="#">WMGD 220</a>	Web Graphics	4.0
	Arts and Humanities elective	3.0
	Free elective	4.0
	<i>Term Credits</i>	<b>17.0</b>
<b>Term 10</b>		<b>Credits</b>
<a href="#">WMGD 320</a>	Storyboarding	4.0
<a href="#">WMGD 421</a>	Motion Graphics II	4.0
<a href="#">VSST 201</a>	Complete any VSST above the 200 level	4.0
or		
<a href="#">VSST 311</a>	Sculpture I	4.0
or		
<a href="#">VSST 301</a>	Painting I	4.0
	Arts and Humanities elective	3.0
	<i>Term Credits</i>	<b>15.0</b>
<b>Term 11</b>		<b>Credits</b>
<a href="#">VSCM 480</a>	GDS: Design Perceptions or Elective	3.0
<a href="#">VSST 302</a>	Painting II	4.0
<a href="#">WMGD 496</a>	Senior Thesis in WMGD or Elective	3.0
	Social science elective	3.0
	<i>Term Credits</i>	<b>13.0</b>
<b>Term 12</b>		<b>Credits</b>
<a href="#">VSCM 460</a>	Professional Practice in GRDS or Elective	3.0
<a href="#">WMGD 496</a>	Senior Thesis in WMGD or Elective	3.0
	Free elective	4.0
	Social science elective	3.0
	<i>Term Credits</i>	<b>13.0</b>
	<b>Total Credits (minimum)</b>	<b>170.0</b>

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# Drexel University

## Catalog 2008/2009

### **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 2008/2009

### Interior Design

*Bachelor of Science Degree: 181.0 credits*

Degree requirements (incoming students, 2008/2009)

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

\*Recommended Electives include: ARTH 300 History of Modern Design; ARTH 465 Special Topics in Art History; INTR 150 Issues of the Interior Environment; INTR 440 Environmental Drawing; INTR 441 Introduction to Furniture Design; INTR 465 Special Topics in Interior Design.

### 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	<b>Multimedia: Performance</b>	4.0
VSST 202	<b>Multimedia: Space</b>	4.0
VSST 203	<b>Multimedia: Materials</b>	4.0
VSST 302	<b>Painting II</b>	4.0
VSST 312	<b>Sculpture II</b>	4.0
VSST 321	<b>Screenprint I</b>	4.0
VSST 465	<b>Special Topics in Visual Studies</b>	3.0
PHTO 110	<b>Basic Photography</b>	3.0
PHTO 115	<b>Photographic Principles</b>	3.0

**Interior design requirements** **70.0 Credits**

INTR 200	<b>History of Modern Architecture</b>	3.0
INTR 220	<b>Orthographic Drawing</b>	3.0
INTR 231	<b>Structure</b>	4.0
INTR 232	<b>Interior Studio I</b>	4.0
INTR 233	<b>Interior Studio II</b>	4.0
INTR 240	<b>Perspective Drawing I</b>	3.0
INTR 241	<b>Perspective Drawing II</b>	3.0
INTR 245	<b>CAD for Interior Design</b>	3.0
INTR 250	<b>Interior Materials</b>	3.0
INTR 300	<b>Directions of the 20th Century Interior Design</b>	3.0
INTR 305 WI	<b>History of Furniture</b>	3.0
INTR 331	<b>Residential Design Studio</b>	4.0
INTR 332	<b>Hospitality Design Studio</b>	4.0
INTR 341	<b>Introduction to Rendering</b>	3.0
INTR 350	<b>Interior Detailing</b>	3.0
IINTR 351	<b>Interior Lighting</b>	3.0
INTR 430	<b>Commercial Design Studio</b>	4.0
INTR 435	<b>Topical Issues Studio</b>	4.0
INTR 445	<b>Contract Documentation for Interior Design</b>	3.0
INTR 450 WI	<b>Professional Practice</b>	3.0
INTR 451	<b>Interior Systems</b>	3.0

\*INTR 150 Issues of the Interior Environment is a recommended elective.

*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.

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

**Recommended Plan Of Study**

	<b>Credits</b>
<b>Term 1</b>	
<a href="#">ARTH 101</a> History of Art I: Ancient to Modern	3.0
<a href="#">ENGL 101</a> Expository Writing and Reading	3.0
<a href="#">PHYS 121</a> Physical Science for Design I	4.0
<a href="#">UNIV 101</a> The Drexel Experience	1.0
<a href="#">VSST 101</a> Design I	4.0
<i>Term Credits</i>	<i>15.0</i>
<b>Term 2</b>	
<a href="#">ARTH 102</a> History of Art II: Renaissance to Modern	3.0
<a href="#">PHYS 122</a> Physical Science for Design II	4.0
<a href="#">UNIV 101</a> The Drexel Experience	1.0
<a href="#">VSST 102</a> Design II	4.0
<a href="#">VSST 110</a> Introductory Drawing	3.0
<i>Term Credits</i>	<i>15.0</i>
<b>Term 3</b>	
<a href="#">INTR 200</a> History of Modern Architecture	3.0
<a href="#">INTR 220</a> Orthographic Drawing	3.0
<a href="#">MATH 119</a> Mathematical Foundations for Design	4.0
<a href="#">VSST 103</a> Design III	4.0
<i>Term Credits</i>	<i>14.0</i>
<b>Term 4</b>	
<a href="#">ARTH 103</a> History of Art III: Early Modern to Postmodernism	3.0
<a href="#">INTR 231</a> Structure	4.0
<a href="#">INTR 240</a> Perspective Drawing I	3.0
<a href="#">VSCM 100</a> Computer Imaging I	3.0
<a href="#">VSST 211</a> Textiles	3.0
<i>Term Credits</i>	<i>16.0</i>
<b>Term 5</b>	
<a href="#">ENGL 102</a> Persuasive Writing and Reading	3.0
<a href="#">INTR 232</a> Interior Studio I	4.0
<a href="#">INTR 241</a> Perspective II	3.0
<a href="#">INTR 250</a> Interior Materials	3.0
<a href="#">VSST 201</a> Multimedia: Performance	4.0
or	
<a href="#">VSST 203</a> Multimedia: Materials	4.0
or	
<a href="#">VSST 202</a> Multimedia: Space	4.0
<i>Term Credits</i>	<i>17.0</i>
<b>Term 6</b>	
<a href="#">ENGL 103</a> Analytical Writing and Reading	3.0
<a href="#">INTR 233</a> Interior Studio II	4.0
<a href="#">INTR 245</a> CAD for Interior Design	3.0
<a href="#">INTR 305</a> History of Furniture	3.0
Arts and Humanities elective	3.0
<i>Term Credits</i>	<i>16.0</i>
<b>Term 7</b>	
<a href="#">VSST 201</a> Multimedia: Performance	4.0
or	



<a href="#">VSST 203</a>	Multimedia: Materials	4.0
or		
<a href="#">VSST 202</a>	Multimedia: Space	4.0
	Arts and Humanities electives	6.0
	Social science electives	6.0
	<i>Term Credits</i>	<i>16.0</i>
<b>Term 8</b>		<b>Credits</b>
<a href="#">INTR 300</a>	Directions 20th Century Interior Design	3.0
<a href="#">INTR 331</a>	Residential Design Studio	4.0
<a href="#">INTR 341</a>	Introduction to Rendering	3.0
<a href="#">INTR 350</a>	Interior Detailing	3.0
	Social science elective	3.0
	<i>Term Credits</i>	<i>16.0</i>
<b>Term 9</b>		<b>Credits</b>
<a href="#">INTR 332</a>	Hospitality Design Studio	4.0
<a href="#">INTR 351</a>	Interior Lighting	3.0
<a href="#">INTR 450</a>	Professional Practice for Interior Design	3.0
<a href="#">VSST 311</a>	Sculpture I	4.0
or		
<a href="#">VSST 301</a>	Painting I	4.0
	<i>Term Credits</i>	<i>14.0</i>
<b>Term 10</b>		<b>Credits</b>
<a href="#">INTR 430</a>	Commercial Design Studio	4.0
<a href="#">INTR 451</a>	Interior Systems	3.0
<a href="#">VSST 311</a>	Sculpture I	4.0
or		
<a href="#">VSST 301</a>	Painting I	4.0
	Free elective	3.0
	<i>Term Credits</i>	<i>14.0</i>
<b>Term 11</b>		<b>Credits</b>
<a href="#">INTR 435</a>	Topical Issues Studio	4.0
	Free electives	9.0
	<i>Term Credits</i>	<i>13.0</i>
<b>Term 12</b>		<b>Credits</b>
<a href="#">INTR 445</a>	Contract Documentation for Interior Design	3.0
	AWCOMAD studio course (See degree requirements)	3.0
	Free electives	9.0
	<i>Term Credits</i>	<i>15.0</i>
	<b>Total Credits (minimum)</b>	<b>181.0</b>

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# Drexel University

## Catalog 2008/2009

### Music Industry

#### About the curriculum

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

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.

#### About the concentrations

The music industry program of study combines mastery of the art form with practical preparation for employment. The major offers three areas of concentration: Music Industry Business, Music Industry Technology, and Music Industry Entertainment Pre-Law Production. Each student chooses from among these options to build an individual program of study that can be focused toward a specific career goal:

- The **Music Industry Business** concentration provides a rigorous academic foundation complemented by a real-world hands-on, highly-intensive business experience. This mission is realized through the students' participation in MAD Dragon Records, DraKO Booking Agency, MAD Dragon Publishing, MADKo Concert Promotions and a digital record label.
- The **Music Industry Technology** concentration focuses on the techniques and technologies of music and audio production found in record, television, and advertising industries. As well as providing the technology-oriented student with the necessary skills to perform as an audio engineer and record producer, the concentration teaches students how to conduct the studio management and production company management business. The concentration encourages the technology student to interact with the students in the other concentrations by recording music for the business entities, engaging in live performance technological activities, and mixing and mastering the recorded music product.
- The **Music Industry Entertainment Pre-Law** concentration focuses on the legal aspects of the current state of the music industry, introducing the student to basic, yet vital legal doctrines and skills that are used and discussed in the day-to-day operations of typical music industry entities—including issues regarding intellectual property. This concentration can prepare students for the B.S. /J.D. program offered in conjunction with the new Drexel Law School, or with any other Juris Doctor 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 2008/2009

### Music Industry

*Bachelor of Science Degree: 191.0 - 192.0 credits*

Required courses (incoming students, 2008/2009)

All students take the same general education, music industry core and business courses. In the first term of sophomore year, with the help of faculty mentors and academic advisors, students choose their Music Industry Concentration:

- Music Industry Business
- Music Industry Technology
- Music Industry Entertainment Pre-Law

Students are also able to take courses in any other concentration as long as they fulfil the pre-requisite requirement(s) and there is room in the class to accommodate the student.

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	Introduction to Analysis I	4.0
MATH 102	Introduction to Analysis II	4.0
PHYS 121	Physical Science for Design I	4.0
PHYS 135	Acoustics	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*		24.0

\* The department suggests OPR 300 Operations Management , PHIL 301 Business Ethics, and/or PSY 150 Introduction to Social Psychology as recommended electives.

Music core requirements*		24.0 Credits
MUSC 121	Music Theory I	3.0
MUSC 122	Music Theory II	3.0
MUSC 125	Ear Training I	1.0
MUSC 190	Class Piano I	2.0
or		
MUSC 191	Class Guitar	2.0
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	<b>World Musics</b>	3.0
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\*When students place out of any MUSC course they must take a MUSC elective in its place.

**Music industry core requirements 67.0 Credits**

ACCT 115	<b>Financial Accounting Foundations</b>	4.0
BLAW 201	<b>Business Law I</b>	4.0
ECON 201	<b>Principles of Microeconomics</b>	4.0
ECON 202	<b>Principles of Macroeconomics</b>	4.0
FIN 301	<b>Introduction to Finance</b>	4.0
MIP 131	<b>History of the Music Industry</b>	3.0
MIP 133	<b>Computer and Digital Applications in Music I</b>	3.0
MIP 161	<b>Copyrights in the Music Industry</b>	3.0
MIP 179	<b>Music Recording I</b>	3.0
MIP 227	<b>Listening Techniques for Music Production</b>	1.0
MIP 233	<b>Computer and Digital Applications in Music II</b>	3.0
MIP 239	<b>Survey of Modern Production Techniques</b>	3.0
MIP 262	<b>Trademarks and Patents in the Music Industry</b>	3.0
MIP 271	<b>The Recording Industry I</b>	3.0
MIP 272	<b>The Recording Industry II</b>	3.0
MIP 279	<b>Music Recording II</b>	3.0
MIP 361	<b>The Publishing Industry I</b>	3.0
MIP 374	<b>Entrepreneurship in the Music Industry</b>	3.0
MIP 491	<b>Senior Project in Music Industry</b>	3.0
MKTG 301	<b>Introduction to Marketing Management</b>	4.0
STAT 201	<b>Statistics I</b>	4.0

**Music Industry Business Concentration requirements 30.0 Credits**

MIP 170	<b>Radio Management</b>	3.0
MIP 331	<b>Venue Management</b>	3.0
<b>or</b>		
MIP 342	<b>Touring and Concert Promotion</b>	3.0
MIP 375	<b>Marketing and Promotion in the Music Industry</b>	3.0
MIP 467	<b>Artist Representation</b>	3.0
MIP 468	<b>Music Industry E-Commerce</b>	3.0

**Students select one of the following for two terms, for 6.0 credits total:**

MIP 377	<b>Digital Label</b>	3.0
MIP 444	<b>MAD Dragon Records</b>	3.0

**Students select one of the following for three terms, for 9.0 credits total:**

MIP 343	<b>MADKo Concerts</b>	3.0
MIP 441	<b>Drako Booking</b>	3.0
MIP 445	<b>MAD Dragon Publishing</b>	3.0

**Music Industry Technology Concentration requirements 32.0 Credits**

MIP 333	<b>Computer and Digital Applications III</b>	3.0
MIP 379	<b>Music Recording III</b>	3.0
MIP 381	<b>Audio for Video</b>	3.0
MIP 382	<b>Scoring to Picture</b>	3.0

MIP 383	<b>MAD Dragon Studios</b>	3.0
MIP 388	<b>Production Company Management</b>	3.0
MIP 433	<b>Computer and Digital Applications IV</b>	3.0
MIP 477	<b>Music Production</b>	3.0
MUSC 252	<b>Composition</b>	3.0

**Students select two of the following Technology electives:**

MIP 384	<b>Synthesis and Sampling</b>	3.0
MIP 386	<b>Commercial Music Production</b>	3.0
MIP 387	<b>Studio Maintenance and Assisting</b>	3.0
MIP 481	<b>Mixing and Mastering</b>	3.0
MIP 482	<b>Recording Session</b>	3.0

**Music Industry Entertainment Pre-Law Concentration requirements** **27.0 Credits**

MIP 363	<b>Legal Issues in the Music Industry</b>	3.0
MIP 443	<b>Entertainment Contracts I</b>	3.0
MIP 453	<b>Entertainment Contracts II</b>	3.0
MIP 462	<b>Global Issues in Music Industry</b>	3.0
MIP 464	<b>Music Industry Cyberlaw</b>	3.0
MIP 467	<b>Artist Representation</b>	3.0
MIP 468	<b>Music Industry E-Commerce</b>	3.0

**Students select one of the following for two terms, for 6.0 credits total:**

MIP 444	<b>MAD Dragon Records</b>	3.0
MIP 444	<b>MAD Dragon Publishing</b>	3.0

*Writing-Intensive Course Requirements*

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

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

## Recommended Plan Of Study

### BS Music Industry

4 YR UG Co-op Concentration /Music Industry Technology

<b>Term 1</b>		<b>Credits</b>
<a href="#">ENGL 101</a>	Expository Writing and Reading	3.0
<a href="#">MIP 131</a>	History of the Music Industry	3.0
<a href="#">MIP 133</a>	Computer & Digital Applications I	3.0
<a href="#">MUSC 121</a>	Music Theory I	3.0
<a href="#">UNIV 101</a>	The Drexel Experience	1.0
<a href="#">MUSC 191</a>	Classical Guitar I	2.0
or		
<a href="#">MUSC 190</a>	Classical Piano I	2.0
	<i>Term Credits</i>	<i>15.0</i>
<b>Term 2</b>		<b>Credits</b>
<a href="#">ENGL 102</a>	Persuasive Writing and Reading	3.0
<a href="#">MIP 161</a>	Copyrights in the Music Industry	3.0
<a href="#">MIP 179</a>	Music Recording I	3.0
<a href="#">MIP 227</a>	Listening Techniques in Music	1.0
<a href="#">MUSC 122</a>	Music Theory II	3.0
<a href="#">UNIV 101</a>	The Drexel Experience	1.0
	Free elective	3.0
	<i>Term Credits</i>	<i>17.0</i>
<b>Term 3</b>		<b>Credits</b>
<a href="#">ACCT 115</a>	Financial Accounting Foundations	4.0
<a href="#">ECON 201</a>	Principles of Microeconomics	4.0
<a href="#">ENGL 103</a>	Analytical Writing and Reading	3.0
<a href="#">MIP 233</a>	Computer & Digital Applications II	3.0
<a href="#">MUSC 125</a>	Ear Training I	1.0
	<i>Term Credits</i>	<i>15.0</i>
<b>Term 4</b>		<b>Credits</b>
<a href="#">COOP 101</a>	Career Management and Professional Development	0.0
<a href="#">MATH 101</a>	Introduction to Analysis I	4.0
<a href="#">MIP 271</a>	The Recording Industry I	3.0
<a href="#">MIP 279</a>	Music Recording II	3.0
<a href="#">MIP 383</a>	MAD Dragon Studios	1.0
<a href="#">MUSC 252</a>	Music Composition	3.0
<a href="#">PHYS 121</a>	Physical Science for Design I	4.0
	<i>Term Credits</i>	<i>18.0</i>
<b>Term 5</b>		<b>Credits</b>
<a href="#">BLAW 201</a>	Business Law I	4.0
<a href="#">MATH 102</a>	Introduction to Analysis II	4.0
<a href="#">MIP 262</a>	Trademarks and Patents in the Music Industry	3.0
<a href="#">MUSC 229</a>	Modern Arranging Techniques	3.0
	Free elective	3.0
	<i>Term Credits</i>	<i>17.0</i>
<b>Term 6</b>		<b>Credits</b>
<a href="#">ECON 202</a>	Principles of Macroeconomics	4.0
<a href="#">MIP 239</a>	Survey of Modern Production Techniques	2.0
<a href="#">MIP 272</a>	The Recording Industry II	3.0
<a href="#">MIP 383</a>	MAD Dragon Studios	1.0
<a href="#">MUSC 323</a>	Songwriting	3.0
<a href="#">PHYS 135</a>	How Things Work	4.0
	Social science elective	3.0

	<i>Term Credits</i>	<b>20.0</b>
<b>Term 7</b>		<b>Credits</b>
<a href="#">MIP 333</a>	Computer & Digital Applications III	3.0
<a href="#">MIP 379</a>	Music Recording III	3.0
<a href="#">MIP 381</a>	Audio for Video	3.0
<a href="#">MUSC 231</a>	Music History I	3.0
<a href="#">STAT 201</a>	Introduction to Business Statistics	4.0
	<i>Term Credits</i>	<b>16.0</b>
<b>Term 8</b>		<b>Credits</b>
<a href="#">MIP 361</a>	The Publishing Industry	3.0
<a href="#">MIP 382</a>	Scoring to Picture	3.0
<a href="#">MUSC 232</a>	Music History II	3.0
	Free electives	6.0
	Music industry technology elective (See concentration requirements)	3.0
	<i>Term Credits</i>	<b>18.0</b>
<b>Term 9</b>		<b>Credits</b>
<a href="#">FIN 301</a>	Introduction to Finance	4.0
<a href="#">MIP 374</a>	Entrepreneurship in the Music Industry	3.0
<a href="#">MIP 388</a>	Production Company Management	2.0
	Free elective	3.0
	Social science elective	3.0
	<i>Term Credits</i>	<b>15.0</b>
<b>Term 10</b>		<b>Credits</b>
<a href="#">COM 230</a>	Techniques of Speaking	3.0
<a href="#">MIP 491</a>	Senior Project in Music Industry	1.0
<a href="#">MKTG 301</a>	Introduction to Marketing Management	4.0
	Arts and Humanities elective	3.0
	Free elective	3.0
	<i>Term Credits</i>	<b>14.0</b>
<b>Term 11</b>		<b>Credits</b>
<a href="#">MIP 433</a>	Computer & Digital Applications IV	3.0
<a href="#">MIP 477</a>	Music Production	3.0
<a href="#">MIP 491</a>	Senior Project in Music Industry	1.0
	Arts and Humanities elective	3.0
	Free elective	3.0
	<i>Term Credits</i>	<b>13.0</b>
<b>Term 12</b>		<b>Credits</b>
<a href="#">MIP 491</a>	Senior Project in Music Industry	1.0
<a href="#">MUSC 331</a>	World Musics	3.0
	Arts and Humanities elective	3.0
	Music industry technology elective (See concentration requirements)	3.0
	Social science elective	3.0
	<i>Term Credits</i>	<b>13.0</b>
	<b>Total Credits (minimum)</b>	<b>191.0</b>



## Recommended Plan Of Study

### BS Music Industry

4 YR UG Co-op Concentration /Music Industry Business

<b>Term 1</b>		<b>Credits</b>
<a href="#">ENGL 101</a>	Expository Writing and Reading	3.0
<a href="#">MATH 101</a>	Introduction to Analysis I	4.0
<a href="#">MIP 131</a>	History of the Music Industry	3.0
<a href="#">MIP 133</a>	Computer & Digital Applications I	3.0
<a href="#">UNIV 101</a>	The Drexel Experience	1.0
<a href="#">MUSC 191</a>	Classical Guitar I	2.0
or		
<a href="#">MUSC 190</a>	Classical Piano I	2.0
	<i>Term Credits</i>	<i>16.0</i>
<b>Term 2</b>		<b>Credits</b>
<a href="#">ENGL 102</a>	Persuasive Writing and Reading	3.0
<a href="#">MATH 102</a>	Introduction to Analysis II	4.0
<a href="#">MIP 161</a>	Copyrights in the Music Industry	3.0
<a href="#">MIP 179</a>	Music Recording I	3.0
<a href="#">MIP 227</a>	Listening Techniques in Music	1.0
<a href="#">UNIV 101</a>	The Drexel Experience	1.0
	<i>Term Credits</i>	<i>15.0</i>
<b>Term 3</b>		<b>Credits</b>
<a href="#">ACCT 115</a>	Financial Accounting Foundations	4.0
<a href="#">ECON 201</a>	Principles of Microeconomics	4.0
<a href="#">ENGL 103</a>	Analytical Writing and Reading	3.0
<a href="#">MIP 233</a>	Computer & Digital Applications II	3.0
<a href="#">MUSC 125</a>	Ear Training I	1.0
	<i>Term Credits</i>	<i>15.0</i>
<b>Term 4</b>		<b>Credits</b>
<a href="#">COOP 101</a>	Career Management and Professional Development	0.0
<a href="#">MIP 271</a>	The Recording Industry I	3.0
<a href="#">MIP 279</a>	Music Recording II	3.0
<a href="#">MUSC 121</a>	Music Theory I	3.0
<a href="#">MUSC 231</a>	Music History I	3.0
<a href="#">PHYS 121</a>	Physical Science for Design I	4.0
	<i>Term Credits</i>	<i>16.0</i>
<b>Term 5</b>		<b>Credits</b>
<a href="#">BLAW 201</a>	Business Law I	4.0
<a href="#">MIP 262</a>	Trademarks and Patents in the Music Industry	3.0
<a href="#">MUSC 122</a>	Music Theory II	3.0
<a href="#">MUSC 229</a>	Modern Arranging Techniques	3.0
	Free elective	3.0
	<i>Term Credits</i>	<i>16.0</i>
<b>Term 6</b>		<b>Credits</b>
<a href="#">ECON 202</a>	Principles of Macroeconomics	4.0
<a href="#">MIP 170</a>	Radio Management	3.0
<a href="#">MIP 272</a>	The Recording Industry II	3.0
<a href="#">MIP 361</a>	The Publishing Industry	3.0
<a href="#">PHYS 135</a>	How Things Work	4.0
	<i>Term Credits</i>	<i>17.0</i>
<b>Term 7</b>		<b>Credits</b>
<a href="#">MIP 375</a>	Marketing and Promo in Music Industry	3.0

<a href="#">MIP 467</a>	Artist Representation	3.0
<a href="#">MKTG 301</a>	Introduction to Marketing Management	4.0
<a href="#">STAT 201</a>	Introduction to Business Statistics	4.0
<a href="#">MIP 444</a>	MAD Dragon Records	3.0
or		
<a href="#">MIP 377</a>	Digital Label	1.0
	<i>Term Credits</i>	<i>17.0</i>
<b>Term 8</b>		<b>Credits</b>
<a href="#">MUSC 232</a>	Music History II	3.0
<a href="#">MIP 331</a>	Venue Management	3.0
or		
<a href="#">MIP 341</a>	Touring and Concert Promotion	3.0
<a href="#">MIP 377</a>	Digital Label	1.0
or		
<a href="#">MIP 444</a>	MAD Dragon Records	3.0
	Free elective	3.0
	Social science electives	6.0
	<i>Term Credits</i>	<i>16.0</i>
<b>Term 9</b>		<b>Credits</b>
<a href="#">FIN 301</a>	Introduction to Finance	4.0
<a href="#">MIP 239</a>	Survey of Modern Production Techniques	2.0
<a href="#">MIP 468</a>	Music Industry E-Commerce	3.0
<a href="#">MIP 343</a>	MADKo Concert Promotions	3.0
or		
<a href="#">MIP 444</a>	MAD Dragon Records	3.0
or		
<a href="#">MIP 441</a>	DraKo Booking	3.0
	Free elective	3.0
	Social science elective	3.0
	<i>Term Credits</i>	<i>18.0</i>
<b>Term 10</b>		<b>Credits</b>
<a href="#">COM 230</a>	Techniques of Speaking	3.0
<a href="#">MIP 491</a>	Senior Project in Music Industry	1.0
<a href="#">MIP 343</a>	MADKo Concert Promotions	3.0
or		
<a href="#">MIP 444</a>	MAD Dragon Records	3.0
or		
<a href="#">MIP 441</a>	DraKo Booking	3.0
	Arts and Humanities elective	3.0
	Free elective	3.0
	<i>Term Credits</i>	<i>13.0</i>
<b>Term 11</b>		<b>Credits</b>
<a href="#">MIP 491</a>	Senior Project in Music Industry	1.0
<a href="#">MIP 343</a>	MADKo Concert Promotions	3.0
or		
<a href="#">MIP 444</a>	MAD Dragon Records	3.0
or		
<a href="#">MIP 441</a>	DraKo Booking	3.0
	Arts and Humanities elective	3.0
	Free electives	6.0
	<i>Term Credits</i>	<i>13.0</i>
<b>Term 12</b>		<b>Credits</b>
<a href="#">MIP 374</a>	Entrepreneurship in the Music Industry	3.0
<a href="#">MIP 491</a>	Senior Project in Music Industry	1.0
<a href="#">MUSC 331</a>	World Musics	3.0
	Arts and Humanities elective	3.0
	Free elective	3.0
	<i>Term Credits</i>	<i>13.0</i>
	<b>Total Credits (minimum)</b>	<b>185.0</b>

## Recommended Plan Of Study

### BS Music Industry

4 YR UG Co-op Concentration /Music Industry Enter Pre-Law

<b>Term 1</b>		<b>Credits</b>
<a href="#">ENGL 101</a>	Expository Writing and Reading	3.0
<a href="#">MATH 101</a>	Introduction to Analysis I	4.0
<a href="#">MIP 131</a>	History of the Music Industry	3.0
<a href="#">MIP 133</a>	Computer & Digital Applications I	3.0
<a href="#">UNIV 101</a>	The Drexel Experience	1.0
<a href="#">MUSC 191</a>	Classical Guitar I	2.0
or		
<a href="#">MUSC 190</a>	Classical Piano I	2.0
	<i>Term Credits</i>	<b>16.0</b>
<b>Term 2</b>		<b>Credits</b>
<a href="#">ENGL 102</a>	Persuasive Writing and Reading	3.0
<a href="#">MATH 102</a>	Introduction to Analysis II	4.0
<a href="#">MIP 161</a>	Copyrights in the Music Industry	3.0
<a href="#">MIP 179</a>	Music Recording I	3.0
<a href="#">MIP 227</a>	Listening Techniques in Music	1.0
<a href="#">UNIV 101</a>	The Drexel Experience	1.0
	<i>Term Credits</i>	<b>15.0</b>
<b>Term 3</b>		<b>Credits</b>
<a href="#">ACCT 115</a>	Financial Accounting Foundations	4.0
<a href="#">ECON 201</a>	Principles of Microeconomics	4.0
<a href="#">ENGL 103</a>	Analytical Writing and Reading	3.0
<a href="#">MIP 233</a>	Computer & Digital Applications II	3.0
<a href="#">MUSC 125</a>	Ear Training I	1.0
	Free elective	3.0
	<i>Term Credits</i>	<b>18.0</b>
<b>Term 4</b>		<b>Credits</b>
<a href="#">COOP 101</a>	Career Management and Professional Development	0.0
<a href="#">MIP 271</a>	The Recording Industry I	3.0
<a href="#">MIP 279</a>	Music Recording II	3.0
<a href="#">MUSC 121</a>	Music Theory I	3.0
<a href="#">PHYS 121</a>	Physical Science for Design I	4.0
	Free elective	3.0
	<i>Term Credits</i>	<b>16.0</b>
<b>Term 5</b>		<b>Credits</b>
<a href="#">BLAW 201</a>	Business Law I	4.0
<a href="#">MIP 262</a>	Trademarks and Patents in the Music Industry	3.0
<a href="#">MIP 363</a>	Legal Issues in the Music Industry	3.0
<a href="#">MUSC 122</a>	Music Theory II	3.0
	Free elective	3.0
	<i>Term Credits</i>	<b>16.0</b>
<b>Term 6</b>		<b>Credits</b>
<a href="#">ECON 202</a>	Principles of Macroeconomics	4.0
<a href="#">MIP 272</a>	The Recording Industry II	3.0
<a href="#">MIP 361</a>	The Publishing Industry	3.0
<a href="#">MUSC 229</a>	Modern Arranging Techniques	3.0
<a href="#">MUSC 323</a>	Songwriting	3.0
<a href="#">PHYS 135</a>	How Things Work	4.0
	<i>Term Credits</i>	<b>20.0</b>

<b>Term 7</b>		<b>Credits</b>
<a href="#">MIP 443</a>	Entertainment Contracts I	3.0
<a href="#">MKTG 301</a>	Introduction to Marketing Management	4.0
<a href="#">MUSC 231</a>	Music History I	3.0
<a href="#">STAT 201</a>	Introduction to Business Statistics	4.0
	Free elective	3.0
	<b>Term Credits</b>	<b>17.0</b>
<b>Term 8</b>		<b>Credits</b>
<a href="#">MIP 453</a>	Entertainment Contracts II	3.0
<a href="#">MUSC 232</a>	Music History II	3.0
	Free electives	6.0
	Social science elective	3.0
	<b>Term Credits</b>	<b>15.0</b>
<b>Term 9</b>		<b>Credits</b>
<a href="#">FIN 301</a>	Introduction to Finance	4.0
<a href="#">MIP 239</a>	Survey of Modern Production Techniques	2.0
<a href="#">MIP 374</a>	Entrepreneurship in the Music Industry	3.0
<a href="#">MIP 468</a>	Music Industry E-Commerce	3.0
	Free elective	3.0
	Social science elective	3.0
	<b>Term Credits</b>	<b>18.0</b>
<b>Term 10</b>		<b>Credits</b>
<a href="#">MIP 462</a>	Global Issues in the Music Industry	3.0
<a href="#">MIP 467</a>	Artist Representation	3.0
<a href="#">MIP 491</a>	Senior Project in Music Industry	1.0
<a href="#">MIP 445</a>	MAD Dragon Publishing	3.0
or		
<a href="#">MIP 444</a>	MAD Dragon Records	3.0
	Arts and Humanities elective	3.0
	Social science elective	3.0
	<b>Term Credits</b>	<b>16.0</b>
<b>Term 11</b>		<b>Credits</b>
<a href="#">MIP 491</a>	Senior Project in Music Industry	1.0
<a href="#">MIP 445</a>	MAD Dragon Publishing	3.0
or		
<a href="#">MIP 444</a>	MAD Dragon Records	3.0
	Arts and Humanities elective	3.0
	Free electives	6.0
	<b>Term Credits</b>	<b>13.0</b>
<b>Term 12</b>		<b>Credits</b>
<a href="#">COM 230</a>	Techniques of Speaking	3.0
<a href="#">MIP 464</a>	Music Industry Cyberlaw	3.0
<a href="#">MIP 491</a>	Senior Project in Music Industry	1.0
<a href="#">MUSC 331</a>	World Musics	3.0
	Arts and Humanities elective	3.0
	<b>Term Credits</b>	<b>13.0</b>
	<b>Total Credits (minimum)</b>	<b>193.0</b>

# Drexel University

## Catalog 2008/2009

### **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.

# Drexel University

## Catalog 2008/2009

### **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***

Mr. Nick Anselmo , Director of Theatre Programs

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.

# Drexel University

## Catalog 2008/2009

### Minor in Music

*Total credits: 26.0*

#### Required courses

MUSC 121	<b>Music Theory I</b>	3.0
MUSC 125	<b>Ear Training I</b>	1.0
MUSC 126	<b>Ear Training II</b>	1.0
MUSC 130	<b>Introduction to Music</b>	3.0
MUSC 331	<b>World Musics</b>	3.0
MUSC 241	<b>Applied Music (3 terms)</b>	6.0
	<b>Ensembles (6 terms from MUSC 101 to MUSC 115)</b>	0.0
	<b>Music electives</b>	9.0



# Drexel University

## Catalog 2008/2009

### Minor in Music Performance

*Total credits: 26.0*

#### Required courses

MUSC 121	<b>Music Theory I</b>	3.0
MUSC 125	<b>Ear Training I*</b>	1.0
MUSC 126	<b>Ear Training II</b>	1.0
MUSC 130	<b>Introduction to Music</b>	3.0
MUSC 331	<b>World Musics</b>	3.0
MUSC 241	<b>Applied Music (5 terms)</b>	10.0
MUSC 342	<b>Applied Music-Recital</b>	2.0
	<b>Ensembles (6 terms from MUSC 101 to MUSC 115)</b>	0.0
	<b>Music electives</b>	3.0

# Drexel University

## Catalog 2008/2009

### Minor in Music Theory and Composition

*Total credits: 27.0*

#### Required courses

MUSC 121	Music Theory I	3.0
MUSC 122	Music Theory II	3.0
MUSC 123	Arranging	3.0
MUSC 125	Ear Training I	1.0
MUSC 130	Introduction to Music	3.0
MUSC 249	Digital Music Composition	3.0
MUSC 252	Composition	3.0
MUSC 331	World Musics	3.0
MUSC 241	Applied music (1 term)	2.0
	Ensembles (6 terms from MUSC 101 to MUSC 115)	0.0
	Music elective	3.0

# Drexel University

## Catalog 2008/2009

### Minor in Jazz and African-American Music

*Total credits: 26.0*

#### Required courses

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
	Ensembles (6 terms from MUSC 101 to MUSC 115)	0.0
	Music electives in Jazz or African-American Music*	9.0

\*Subjects could include Jazz History, African-American Music, Jazz Improvisation, Jazz Theory.

# Drexel University

## Catalog 2008/2009

### **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 2008/2009

### Photography

*Bachelor of Science Degree: 180.0 credits*

Required courses (incoming students, 2008/2009)

General education requirements		<b>68.0 Credits</b>
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		<b>38.0</b>
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

<b>Students select three additional visual studies (VSST) courses as electives.</b>	<b>12.0</b>
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Photography requirements		<b>74.0</b>
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	<b>Advanced Studio Photography</b>	4.0
PHTO 335	<b>Portraiture</b>	3.0
PHTO 350 WI	<b>Photography and Culture</b>	3.0
PHTO 361	<b>Advanced Photography</b>	4.0
PHTO 392	<b>Junior Project in Photography</b>	3.0
PHTO 450	<b>Self Promotion for Photographers</b>	3.0
PHTO 451	<b>Photography and Business</b>	3.0
PHTO 452	<b>Contemporary Photography</b>	3.0
PHTO 492	<b>Senior Project in Photography I</b>	3.0
PHTO 493	<b>Senior Project in Photography II</b>	3.0
PHTO 495	<b>Senior Project in Photography III</b>	3.0
PHTO 465	<b>Special Topics in Photography</b>	6.0

*Writing-Intensive Course Requirements*

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

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

Recommended Plan Of Study

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

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

<a href="#">PHTO 392</a>	Junior Project in Photography	3.0
	Arts and Humanities elective	3.0
	Social science elective	3.0
	Visual Studies (VSST) elective	4.0
	<i>Term Credits</i>	<b>17.0</b>
<b>Term 9</b>		<b>Credits</b>
<a href="#">PHTO 361</a>	Advanced Photography	4.0
	Arts and Humanities elective	3.0
	Free elective	3.0
	Social science elective	3.0
	Visual Studies (VSST) elective	4.0
	<i>Term Credits</i>	<b>17.0</b>
<b>Term 10</b>		<b>Credits</b>
<a href="#">PHTO 451</a>	Photography and Business	3.0
<a href="#">PHTO 452</a>	History of Contemporary Photography	3.0
<a href="#">PHTO 492</a>	Senior Thesis in Photography I	3.0
	Free elective	3.0
	Social science elective	3.0
	<i>Term Credits</i>	<b>15.0</b>
<b>Term 11</b>		<b>Credits</b>
<a href="#">PHTO 350</a>	Photography and Culture	3.0
<a href="#">PHTO 465</a>	Special Topics in Photography	3.0
<a href="#">PHTO 493</a>	Senior Thesis in Photography II	3.0
	Free electives	6.0
	<i>Term Credits</i>	<b>15.0</b>
<b>Term 12</b>		<b>Credits</b>
<a href="#">PHTO 465</a>	Special Topics in Photography	3.0
<a href="#">PHTO 495</a>	Senior Thesis in Photography III	3.0
	Free electives	6.0
	<i>Term Credits</i>	<b>12.0</b>
	<b>Total Credits (minimum)</b>	<b>180.0</b>

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# Drexel University

## Catalog 2008/2009

### **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.

# Drexel University

## Catalog 2008/2009

### Screenwriting & Playwriting

*Bachelor of Science Degree: 182.0 credits*

Required courses (incoming students, 2008/2009)

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*		33.0

\*Electives can be one, two, three- or four-credit courses, as long as they total a minimum of 33.0 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
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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 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 211	Acting: Fundamentals	2.0
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
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.

Recommended Plan Of Study

**BS Screenwriting and Playwriting**  
4 YR UG Co-op Concentration

<b>Term 1</b>		<b>Credits</b>
<a href="#">ENGL 101</a>	Expository Writing and Reading	3.0
<a href="#">FMVD 150</a>	American Classic Cinema	3.0
<a href="#">PHYS 121</a>	Physical Science for Design I	4.0
<a href="#">THTR 121</a>	Dramatic Analysis	3.0
<a href="#">UNIV 101</a>	The Drexel Experience	1.0
	<i>Term Credits</i>	<b>14.0</b>
<b>Term 2</b>		<b>Credits</b>
<a href="#">ENGL 102</a>	Persuasive Writing and Reading	3.0
<a href="#">PHYS 122</a>	Physical Science for Design II	4.0
<a href="#">SCRP 220</a>	Playwriting I	3.0
<a href="#">UNIV 101</a>	The Drexel Experience	1.0
<a href="#">VSST 101</a>	Design I	4.0
	<i>Term Credits</i>	<b>15.0</b>
<b>Term 3</b>		<b>Credits</b>
<a href="#">ENGL 103</a>	Analytical Writing and Reading	3.0
<a href="#">FMVD 110</a>	Shooting and Lighting	3.0
<a href="#">MATH 119</a>	Mathematical Foundations for Design	4.0
<a href="#">SCRP 225</a>	Playwriting II	3.0
	Free elective	3.0
	<i>Term Credits</i>	<b>16.0</b>
<b>Term 4</b>		<b>Credits</b>
<a href="#">ENGL 216</a>	Readings in Drama	3.0
<a href="#">FMVD 115</a>	Editing	3.0
<a href="#">MUSC 130</a>	Introduction to Music	3.0
<a href="#">SCRP 270</a>	Screenwriting I	3.0
	Literature (ENGL) elective	3.0
	<i>Term Credits</i>	<b>15.0</b>
<b>Term 5</b>		<b>Credits</b>
<a href="#">ARTH 101</a>	History of Art I: Ancient to Medieval	3.0
<a href="#">FMVD 160</a>	European Cinema	3.0
<a href="#">SCRP 275</a>	Screenwriting II	3.0
<a href="#">THTR 210</a>	Acting: Fundamentals	3.0
<a href="#">ENGL 204</a>	Post-Colonial Literature II	3.0
or		
<a href="#">ENGL 203</a>	Post-Colonial Literature I	3.0
	<i>Term Credits</i>	<b>15.0</b>
<b>Term 6</b>		<b>Credits</b>
<a href="#">ARTH 102</a>	History of Art II: High Renaissance to Modern	3.0
<a href="#">FMVD 120</a>	Sound for Film and Video	3.0
<a href="#">THTR 211</a>	Acting: Scene Study	2.0
<a href="#">THTR 240</a>	Theatre Production I	3.0
<a href="#">ENGL 200</a>	Classical to Medieval Literature	3.0
or		
<a href="#">ENGL 202</a>	Romanticism to Modernism	3.0
or		
<a href="#">ENGL 201</a>	Renaissance to the Enlightenment	3.0
	Arts and Humanities elective (excluding ENGL courses)	3.0
	<i>Term Credits</i>	<b>17.0</b>

<b>Term 7</b>		<b>Credits</b>
<a href="#">SCRP 370</a>	Screenplay Story Development	3.0
<a href="#">PHTO 115</a>	Principles of Photography	3.0
or		
<a href="#">PHTO 110</a>	Photography	3.0
	Cinema Studies elective (See degree requirements for list)	3.0
	Free electives	6.0
	<b>Term Credits</b>	<b>15.0</b>
<b>Term 8</b>		<b>Credits</b>
<a href="#">ENGL 315</a>	Shakespeare	3.0
<a href="#">SCRP 382</a>	Playwriting Workshop I	3.0
or		
<a href="#">SCRP 380</a>	Screenwriting Workshop I	3.0
	Arts and Humanities elective (excluding ENGL courses)	3.0
	Free elective	4.0
	Social science elective	3.0
	<b>Term Credits</b>	<b>16.0</b>
<b>Term 9</b>		<b>Credits</b>
<a href="#">SCRP 310</a>	Literature for Screenwriters	3.0
<a href="#">THTR 320</a>	Play Direction	3.0
<a href="#">SCRP 381</a>	Screenwriting Workshop II	3.0
or		
<a href="#">SCRP 383</a>	Playwriting Workshop II	3.0
<a href="#">PRFA 310</a>	Special Topics in Performing Arts: Evaluation and Criticism	3.0
or		
<a href="#">COM 280</a>	Public Relations	3.0
or		
<a href="#">WRIT 220</a>	Creative Nonfiction Writing	3.0
or		
<a href="#">COM 260</a>	Fundamentals of Journalism	3.0
	Literature (ENGL) elective	3.0
	<b>Term Credits</b>	<b>15.0</b>
<b>Term 10</b>		<b>Credits</b>
<a href="#">WRIT 225</a>	Creative Writing	3.0
	Free electives	8.0
	Social science elective	3.0
	<b>Term Credits</b>	<b>14.0</b>
<b>Term 11</b>		<b>Credits</b>
<a href="#">SCRP 285</a>	Writing Nonfiction for Film and Video	3.0
<a href="#">SCRP 495</a>	Senior Project in Screenwriting and Playwriting I	3.0
	Arts and Humanities elective (excluding ENGL courses)	3.0
	Social science elective	3.0
	Theatre elective (See degree requirements for details)	3.0
	<b>Term Credits</b>	<b>15.0</b>
<b>Term 12</b>		<b>Credits</b>
<a href="#">SCRP 496</a>	Senior Project in Screenwriting and Playwriting II	3.0
	Free electives	12.0
	<b>Term Credits</b>	<b>15.0</b>
	<b>Total Credits (minimum)</b>	<b>182.0</b>

# Drexel University

## Catalog 2008/2009

### Minor in Screenwriting

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

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

# Drexel University

## Catalog 2008/2009

### **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



# Drexel University

## Catalog 2008/2009

### Studies in Media Arts and Design

*Bachelor of Science Degree: 180.0 credits*

Required courses (incoming students, 2008/2009)

#### General education requirements

ENGL 101	<b>Expository Writing and Reading</b>	3.0
ENGL 102	<b>Persuasive Writing and Reading</b>	3.0
ENGL 103	<b>Analytical Writing and Reading</b>	3.0
UNIV 101	<b>The Drexel Experience*</b>	2.0
	<b>Arts and humanities electives</b>	9.0
	<b>Mathematics and natural science electives**</b>	12.0
	<b>Social science electives</b>	9.0
	<b>Co-operative education**</b>	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

<b>Unrestricted electives</b>	max of 75.0
<b>Professional requirements*</b>	min of 51.0
<b>Concentration or minor**</b>	min of 24.0

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

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

#### *Writing-Intensive Course Requirements*

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

# Drexel University

## Catalog 2008/2009

### **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 Judith Bing. 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 2008/2009

### 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.

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

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

<b>Art History</b>		
ARTH 300	<b>History of Modern Design</b>	3.0
ARTH 301	<b>Asian Art and Culture</b>	3.0
ARTH 302	<b>Art of India</b>	3.0
ARTH 303	<b>Art of China</b>	3.0
ARTH 304	<b>Art of Japan</b>	3.0
ARTH 320	<b>Art in the Age of Technology</b>	3.0
ARTH 335	<b>History of Costume I</b>	3.0
ARTH 336	<b>History of Costume II</b>	3.0
ARTH 337	<b>History of Costume III</b>	3.0
ARTH 340	<b>Women in Art</b>	3.0
ARTH 399	<b>Independent Study in Art History</b>	3.0
ARTH 465	<b>Special Topics in Art History</b>	3.0
ARTH 477	<b>Art History Seminar</b>	3.0

  

<b>History of Architecture</b>		
ARCH 14I WI	<b>Architecture and Society I</b>	3.0

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

#### **History of Film**

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

#### **History of Interior Design**

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

#### **History of Graphic Design**

VSCM 350	<b>Graphic Design: 20th Century and Beyond</b>	3.0
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#### **History of Theatre**

THTR 221	<b>Theatre History I</b>	3.0
THTR 222	<b>Theatre History II</b>	3.0

#### **History of Photography**

PHTO 275	<b>History of Photography I</b>	3.0
PHTO 276	<b>History of Photography II</b>	3.0
PHTO 350 WI	<b>Photography and Culture</b>	3.0
PHTO 452	<b>History of Contemporary Photography</b>	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.

# Drexel University

## Catalog 2008/2009

### 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 310	Sculpture: Metal Fabrication	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	<b>Advanced Printmaking</b>	4.0
VSST 325	<b>Screenprint II</b>	4.0
VSST 399	<b>Independent Study</b>	3.0
VSST 465	<b>Special Topics in Visual Studies</b>	3.0
PHTO 110	<b>Basic Photography</b>	3.0
PHTO 115	<b>Photographic Principles</b>	3.0
PHTO 210	<b>Intermediate Photography</b>	3.0
PHTO 233	<b>Large-Format Photography</b>	4.0
PHTO 253	<b>Fine Black-and-White Printing</b>	3.0

# Drexel University

## Catalog 2008/2009

### Minor in Performing Arts

*Total credits: 25.0*

<b>Required courses</b>		<b>Credits</b>
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

# Drexel University

## Catalog 2008/2009

### 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 212	Sketch Comedy	3.0
THTR 240	Theatre Production I	3.0
THTR 241	Theatre Production II	3.0
THTR 260	Production Design	3.0
THTR 320	Play Direction	3.0
THTR 360	Lighting Design	3.0
THTR 380	Special Topics in Theatre: Philadelphia Theatre: Let's Go	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.