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Antoinette Westphal College of Media Arts & 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 twenty 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 & Merchandising
- Department of Media Arts
- Department of Performing Arts
- Department of Art & 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 & Design

Co-operative Education

Co-op is an essential component in defining the "Drexel Difference" in the Antoinette Westphal College of Media Arts & 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 & 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 BS /MBA programs:

- BS 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.
- BS Entertainment & Arts Management/MBA: This program allows high-achieving students preparing for leadership roles in media companies and arts organizations the opportunity to earn their MBA degree. The program is available to Entertainment & Arts management majors (4-year with co-op) only.
- BS 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.
- BS/MS in Digital Media: This program allows highly motivated Digital Media majors to complete both the BS and MS degrees in Digital Media in five years.
- BS Interior Design/MS in Interior Architecture & Design: This program combines the Interior Design undergraduate and the graduate Interior Architecture & Design degrees in an intensive five-year program that provides an opportunity for the student to focus on an area of specialization.
- BS Dance/MS in Elementary Education: This 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 BS degree in dance through the Department of Performing Arts and may elect to continue for a fifth year of study to earn an MS in the Science of Instruction through The School of Education.

Accelerated Summer Courses

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

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

Enrichment Programs

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

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The Antoinette Westphal College of Media Arts & Design

Facilities

All majors in the college integrate use of discipline-specific and general use software in CoMAD's sixteen computer labs. College lab equipment includes scanners, printers, plotters, computer/video projection systems and other peripheral devices as appropriate to each major. In addition, students have access to general use computer labs in the University's Korman center.

Design studios in Nesbitt Hall are used by fashion design, interior design, graphic design, and design & merchandising majors. Nesbitt Hall also houses our donor-supported Urban Outfitters Design & Merchandising Center. Additional studio space in the Design Annex accommodates product design, painting, sculpture and a large woodworking shop with industrial-quality equipment. This is available for use by students for three-dimensional coursework or individual projects.

The Department of Architecture's offices and 2 + 4 Option studios are located on the first floor of 3201 Arch Street—a Drexel loft building of strong architectural character. This facility also contains supporting seminar and computer rooms. Teaching facilities for evening program architectural instruction are located in a loft space on the fourth floor of the Main Building.

The fourth floor of the Academic Building is occupied by a 10,000- square-foot photography lab, lighting studios, and two digital imaging labs. It offers professional-quality equipment in a comfortable working environment.

Film and video facilities include two fully equipped television studios; digital editing facilities; video-editing suites; film editors; and specially outfitted multimedia rooms for all courses. Loan equipment available to students includes digital video cameras; Bolex, Gizmo and Arriflex film cameras; and field lighting and audio equipment. Additionally, the college operates a cable television station reaching over 400,000 households.

The music industry major's digital audio labs and recording studios in MacAlister Hall and University Crossings offer opportunities for the creation, modification, analysis, and recording of sound and music using analog and digital media.

The Mandell Theater provides a 420-seat proscenium theater with scene shop, dressing rooms, and costume shop. Costume is taught with primary source material from Drexel's 7,000- piece Historic Costume Collection.

The Ellen Forman Memorial Dance Studio, adjacent to the Mandell Theater is the primary studio for the Dance major.

The Living Arts Lounge, adjacent to the Mandell Theater, can be used for moderate sized receptions, lectures, seminars, or as a display area.

In University Crossings, a newly renovated 25,000 square foot space houses offices for film, video, screenwriting, and playwriting faculty as well as two state-of-

the-art digital editing facilities, a shooting and motion capture studio with special effects capability, two screening rooms, several multi-media classrooms, a laboratory for game development and research, laboratories for other digital media purposes and for music industry, and a well-stocked equipment room.

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Architecture

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

Advisement and Program Regulations

Please refer to the program'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 and Interiors at 3201 Arch Street.

Accreditation

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

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

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

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.

Facilities

The Department's offices and 2 + 4 Option studios are located on the first floor of

3201 Arch Street--a Drexel loft building of strong architectural character. This facility also contains supporting seminar and computer rooms. Teaching facilities for evening program architectural instruction are located in a loft space on the fourth floor of the Main Building.

Note: Architecture vs Architectural Engineering

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

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

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

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Architecture: 2 + 4 Program

Bachelor of Architecture Degree: 225.0 credits.

Degree requirements (incoming students, 2010/2011)

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 101	Introduction to Analysis I	4.0
MATH 102	Introduction to Analysis II	4.0
PHIL 317	Ethics and the Design Profession	3.0
PHYS 103	General Physics I	4.0
PHYS 104	General Physics II	4.0
UNIV 101	The Drexel Experience	2.0
	Humanities electives	6.0
	Social science electives	9.0
	Free electives	24.0

Studios (must be taken in order)		63.0 Credits
ARCH 101	Studio 1-A	4.5
ARCH 102	Studio 1-B	4.5
ARCH 103	Studio 2-A	4.5
ARCH 104	Studio 2-B*	4.5
ARCH 105	Studio 3-A	4.5
ARCH 106	Studio 3-B	4.5
ARCH 241	Studio 4-1*	4.0
ARCH 242	Studio 4-2	4.0
ARCH 243	Studio 4-3	4.0
ARCH 351	Studio 5-1	4.0
ARCH 352	Studio 5-2	4.0
ARCH 353	Studio 5-3	4.0
ARCH 361	Studio 6-1*	4.0
ARCH 362	Studio 6-2	4.0
ARCH 363	Studio 6-3	4.0

Thesis sequence		24.0 Credits
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)		48.0 Credits
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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
ARCH 335	Professional Practice I	2.0
ARCH 336	Professional Practice II	2.0
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 WI	Special Topics in Architecture	3.0

Professional choice 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 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 WI	Special Topics in Architecture	3.0
CMGT	An approved Construction Management course	3.0

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Architecture

Bachelor of Architecture Degree: Total 225.0 minimum required credits.

2 + 4 Program

Recommended Plan of Study:

Freshman year

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

Term 2

ARCH 102	Studio 1-B	4.5
ARCH 152	Architectural Drawing II	3.0
ENGL 102	Persuasive Writing and Reading	3.0
MATH 102	Mathematical Analysis II	4.0
UNIV 101	The Drexel Experience II	1.0
Total credits		15.5

Term 3

ARCH 103	Studio 2-A	4.5
ARCH 150	Introduction to CADD I	4.0
ENGL 103	Analytical Writing and Reading	3.0
	Humanities elective	3.0
	Free elective	3.0
Total credits		17.5

Sophomore year

Term 4

ARCH 104	Studio 2-B*	4.5
ARCH 14I WI	Architecture and Society I	3.0
ARCH 161	Architectural Construction	3.0
PHYS 103	General Physics I	4.0
Total credits		17.5

*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.

Term 5

ARCH 105	Studio 3-A	4.5
ARCH 142 WI	Architecture and Society II	3.0
ARCH 153	Introduction to CAD II	4.0
PHYS 104	General Physics II	4.0
	Free elective	3.0
	Total credits	18.5

Term 6

ARCH 106	Studio 3-B	4.5
ARCH 143 WI	Architecture and Society III	3.0
	Social Science elective	3.0
	Free electives	6.0
	Total credits	16.5

*Third year (Part-time)***Term 7**

ARCH 241	Studio 4-1*	4.0
CIVE 261	Materials and Structural Behavior I	3.0
	Total credits	7.0

Term 8

ARCH 242	Studio 4-2	4.0
CIVE 262	Materials and Structural Behavior II	3.0
	Total credits	7.0

Term 9

ARCH 243	Studio 4-3	4.0
CIVE 263	Materials and Structural Behavior III	3.0
	Total credits	7.0

Term 10 - Summer Quarter

	History/Theory elective (See Degree Requirements)	3.0
	Professional elective	3.0
	Humanities elective	3.0
	Total credits	9.0

*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)***Term 11**

ARCH 351	Studio 5-1	4.0
ARCH 261	Environmental Systems I	3.0
	Total credits	7.0

Term 12

ARCH 352	Studio 5-2	4.0
ARCH 262	Environmental Systems II	3.0
	Total credits	7.0

Term 13		
ARCH 353	Studio 5-3	4.0
ARCH 263	Environmental Systems III	3.0
	Total credits	7.0

Term 14 - Summer Quarter		
	Two History/Theory electives	6.0
	Social science elective	3.0
	Total credits	9.0

Fifth year (Part-time)

Term 15		Credits
ARCH 361	Studio 6-1*	4.0
ARCH 335	Professional Practice I	2.0
	Free elective	3.0
	Total credits	9.0

Term 16		
ARCH 362	Studio 6-2	4.0
ARCH 336	Professional Practice II	2.0
	Social Science elective	3.0
	Total credits	9.0

Term 17		
ARCH 363	Studio 6-3	4.0
PHIL 317	Ethics and the Design Profession	3.0
	Total credits	7.0

Term 18 - Summer Quarter		
	Professional elective	3.0
	Free elective	3.0
	Total credits	6.0

*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)

Term 19		Credits
ARCH 496	Thesis I	8.0
	History/Theory elective	3.0
	Total credits	11.0

Term 20		
ARCH 497	Thesis II	8.0
	Professional elective	3.0
	Total credits	11.0

Term 22		
ARCH 498	Thesis III	8.0
	Professional elective	3.0

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Architecture - Part-time Evening Program

Part-time Evening Curriculum

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

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Architecture: Part-Time Evening Program

Bachelor of Architecture Degree: 225.0 credits.

Degree requirements (incoming students, 2010/2011)

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 181	Mathematical Analysis I	3.0
MATH 182	Mathematical Analysis II	3.0
MATH 183	Mathematical Analysis III	3.0
PHIL 317	Ethics and the Design Profession	3.0
PHYS 182	Applied Physics I	3.0
PHYS 183	Applied Physics II	3.0
PHYS 184	Applied Physics III	3.0
	Humanities electives	6.0
	Social science electives	9.0
	Free electives	24.0

Studios (must be taken in order)		63.0 Credits
ARCH 101	Studio 1-A	4.5
ARCH 102	Studio 1-B	4.5
ARCH 103	Studio 2-A	4.5
ARCH 104	Studio 2-B*	4.5
ARCH 105	Studio 3-A	4.5
ARCH 106	Studio 3-B	4.5
ARCH 241	Studio 4-1*	4.0
ARCH 242	Studio 4-2	4.0
ARCH 243	Studio 4-3	4.0
ARCH 351	Studio 5-1	4.0
ARCH 352	Studio 5-2	4.0
ARCH 353	Studio 5-3	4.0
ARCH 361	Studio 6-1*	4.0
ARCH 362	Studio 6-2	4.0
ARCH 363	Studio 6-3	4.0

Thesis sequence		24.0 Credits
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)		48.0 Credits
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
ARCH 335	Professional Practice I	2.0
ARCH 336	Professional Practice II	2.0
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 WI	Special Topics in Architecture	3.0

Professional choice 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 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 WI	Special Topics in Architecture	3.0
CMGT	An approved Construction Management course	3.0

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Architecture

Bachelor of Architecture Degree: 225.0 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

Term 1		Credits
ARCH 111	Studio 1-1	3.0
ARCH 155	Basic Architectural Drawing	3.0
ENGL 101	Expository Writing and Reading	3.0
	Total credits	9.0

Term 2		
ARCH 112	Studio 1-2	3.0
ARCH 156	Graphic Communication I	3.0
ENGL 102	Persuasive Writing and Reading	3.0
	Total credits	9.0

Term 3		
ARCH 113	Studio 1-3	3.0
ARCH 161	Architectural Construction	3.0
ENGL 103	Techniques of Analysis Evaluation	3.0
	Total credits	9.0

Term 4 - Summer Quarter		
ARCH 150	Introduction to CADD I	4.0
	Free elective	3.0
	Total credits	9.0

Second year

Term 5		Credits
ARCH 121	Studio 2-1	3.0
ARCH 14I WI	Architecture and Society I	3.0
MATH 181	Mathematical Analysis I	3.0
	Total credits	9.0

Term 6		
ARCH 122	Studio 2-2	3.0

ARCH 142 WI	Architecture and Society II	3.0
MATH 183	Mathematical Analysis II	3.0
Total credits		9.0

Term 7

ARCH 123	Studio 2-3	3.0
ARCH 143 WI	Architecture and Society III	3.0
MATH 182	Mathematical Analysis III	3.0
Total credits		9.0

Term 8 - Summer Quarter

ARCH 153	Introduction to CADD II	4.0
Social science elective		3.0
Total credits		7.0

Third year

Term 9

ARCH 231	Studio 3-1*	3.0
PHYS 182	Applied Physics I	3.0
Social science elective		3.0
Total credits		9.0

Term 10

ARCH 232	Studio 3-2	3.0
PHYS 183	Applied Physics II	3.0
Humanities elective		3.0
Total credits		9.0

Term 11

ARCH 233	Studio 3-3	3.0
PHYS 184	Applied Physics III	3.0
Humanities elective		3.0
Total credits		9.0

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

Term 12 - Summer quarter

Free electives		6.0
Total credits		6.0

Fourth year

Term 13

ARCH 241	Studio 4-1	4.0
CIVE 261	Materials and Structural Behavior I	3.0
Total credits		7.0

Term 14

ARCH 242	Studio 4-2	4.0
CIVE 262	Materials and Structural Behavior II	3.0
Total credits		7.0

Term 15

ARCH 243	Studio 4-3	4.0
CIVE 263	Materials and Structural Behavior III	3.0
Total credits		7.0

Term 16

	History/Theory elective	3.0
	Professional elective	3.0
	Free elective	3.0
	Total credits	9.0

Fifth year

Term 17		Credits
ARCH 351	Studio 5-1	4.0
ARCH 261	Environmental Systems I	3.0
	Total credits	7.0

Term 18

ARCH 352	Studio 5-2	4.0
ARCH 262	Environmental Systems II	3.0
	Total credits	7.0

Term 19

ARCH 353	Studio 5-3	4.0
ARCH 263	Environmental Systems III	3.0
	Total credits	7.0

Term 20 - Summer Quarter

	History/Theory elective	3.0
	Professional elective	3.0
	Free elective	3.0
	Total credits	9.0

*Sixth year***Term 21**

ARCH 361	Studio 6-1*	4.0
ARCH 335	Professional Practice I	2.0
	Free elective	3.0
	Total credits	9.0

Term 22

ARCH 362	Studio 6-2	4.0
ARCH 336	Professional Practice II	2.0
	Social science elective	3.0
	Total credits	9.0

Term 23

ARCH 363	Studio 6-3	4.0
PHIL 317	Ethics and the Design Profession	3.0
	Total credits	7.0

Term 24 - Summer quarter

	History/Theory elective	3.0
	Professional elective	3.0
	Total credits	6.0

*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)

Term 25		Credits
ARCH 496	Thesis I	8.0
	History/Theory elective	3.0
	Total credits	11.0
Term 26		
ARCH 497	Thesis II	8.0
	Free elective	3.0
	Total credits	11.0
Term 27		
ARCH 498	Thesis III	8.0
	Free elective	3.0
	Total credits	11.0

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 three possible career paths within dance: dance /movement therapy, dance in education and physical therapy. Students participating in this major will earn a BS 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 BS 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 MA 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 BS degree in dance through the Department of Performing Arts and may elect to continue for a fifth year of study to earn an MS in the Science of Instruction through the School of Education. Students who successfully complete the five year BS /MS 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 third career focus, **physical therapy**, prepares students to work as physical therapists in a variety of settings, including hospitals, treatment centers, schools, and private practice. Students interested in the physical therapy option will complete the four- year BS degree in dance, along with a series of recommended electives in the physical sciences. After completion of the BS degree, students will continue their education for an additional three years in the College of Nursing and Health Professions to earn a DPT and become a licensed physical therapist.

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.

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Dance

Bachelor of Science Degree: 185.0 credits

Degree requirements (incoming students, 2010/2011)

General education requirements		83.0 Credits
COOP 101	Career Management/Professional Development	0.0
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 WI	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 WI	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 WI	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 WI	Dance Aesthetics and Criticism	3.0
DANC 325 WI	20th-Century Dance History	3.0
DANC 330	Introduction to Laban	3.0

DANC 340	Dance Pedagogy	3.0
DANC 355	Rhythmic Study for Dance	3.0

Performance requirements **12.0 Credits**

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

Ballet Technique I/II (DANC 140 or DANC 141)		14.0
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Modern Dance Technique I/II (DANC 150 or DANC 151)		14.0
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DANC 180	Improvisation	2.0
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In addition, students select three of the following technique courses:

DANC 110	Movement for Actors	3.0
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DANC 160	Jazz I	2.0
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DANC 161	Jazz II	2.0
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DANC 170	Hip Hop	2.0
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Writing-Intensive Course Requirements

In order to graduate, all students 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.

BS Dance
4 YR UG Co-op Concentration

Recommended Plan Of Study

		Credits
Term 1		
ENGL 101	Expository Writing and Reading	3.0
MATH 181	Mathematical Analysis I	3.0
PSY 101	General Psychology I	3.0
UNIV 101	The Drexel Experience	1.0
	Dance practicum (DANC 131 or DANC 133)	3.0
	Ballet Technique I/II (DANC 140 or DANC 141)	2.0
	Modern Dance Technique I/II (DANC 150 or DANC 151)	2.0
	<i>Term Credits</i>	17.0
Term 2		
DANC 355	Rhythmic Study for Dance	3.0
ENGL 102	Persuasive Writing and Reading	3.0
MATH 182	Mathematical Analysis II	3.0
NFS 101	Introduction to Nutrition & Food	3.0
UNIV 101	The Drexel Experience	1.0
	Ballet Technique I/II (DANC 140 or DANC 141)	2.0
	Dance practicum (DANC 131 or DANC 133)	1.0
	<i>Term Credits</i>	16.0
Term 3		
ARTH 103	History of Art- Early to Late Modern	3.0
DANC 210	Introduction to Dance	3.0
ENGL 103	Analytical Writing and Reading	3.0
	Dance practicum (DANC 131 or DANC 133)	1.0
	Free elective	3.0
	DANC 110, DANC 160, DANC 161, or DANC 170	3.0
	Ballet Technique I/II (DANC 140 or DANC 141)	2.0
	<i>Term Credits</i>	18.0
Term 4		
DANC 180	Improvisation	2.0
DANC 325	Twentieth Century Dance	3.0
DANC 330	Introduction to Laban	3.0
PHYS 121	Physical Science for Design I	4.0
PSY 120	Developmental Psychology	3.0
	Dance practicum (DANC 131 or DANC 133)	1.0
	Modern Dance Technique I/II (DANC 150 or DANC 151)	2.0
	<i>Term Credits</i>	18.0
Term 5		
DANC 230	Survey of Dance Movement Therapy	3.0
DANC 240	Dance Composition I	3.0
HIST 201	US History to 1815	3.0
PHYS 122	Physical Science for Design II	4.0
	Dance practicum (DANC 131 or DANC 133)	1.0
	DANC 110, DANC 160, DANC 161, or DANC 170	3.0
	<i>Term Credits</i>	17.0
Term 6		
DANC 201	Dance Appreciation	3.0
DANC 340	Dance Pedagogy	3.0
PSY 240	Abnormal Psychology	3.0
THTR 240	Theatre Production I	3.0
	Ballet Technique I/II (DANC 140 or DANC 141)	2.0

	Modern Dance Technique I/II (DANC 150 or DANC 151)	2.0
	Dance practicum (DANC 131 or DANC 133)	1.0
	<i>Term Credits</i>	17.0
Term 7		Credits
COOP 101	Career Management/Professional Development	0.0
DANC 260	Injury Prevention for Dance	3.0
DANC 310	Dance Aesthetics and Criticism	3.0
	Ballet Technique I/II (DANC 140 or DANC 141)	2.0
	Free elective	3.0
	Literature (ENGL) elective	3.0
	Dance practicum (DANC 131 or DANC 133)	1.0
	<i>Term Credits</i>	15.0
Term 8		Credits
	Free electives	8.0
	Ballet Technique I/II (DANC 140 or DANC 141)	2.0
	Modern Dance Technique I/II (DANC 150 or DANC 151)	2.0
	Dance practicum (DANC 131 or DANC 133)	1.0
	<i>Term Credits</i>	13.0
Term 9		Credits
DANC 225	Dance Repertory	3.0
	Ballet Technique I/II (DANC 140 or DANC 141)	2.0
	Modern Dance Technique I/II (DANC 150 or DANC 151)	2.0
	Free electives	6.0
	Dance practicum (DANC 131 or DANC 133)	1.0
	<i>Term Credits</i>	14.0
Term 10		Credits
DANC 241	Composition II	3.0
MUSC 231	Music History I	3.0
	Free elective	3.0
	Dance practicum (DANC 131 or DANC 133)	1.0
	DANC 110, DANC 160, DANC 161, or DANC 170	3.0
	<i>Term Credits</i>	13.0
Term 11		Credits
	Free electives	10.0
	Dance practicum (DANC 131 or DANC 133)	1.0
	Modern Dance Technique I/II (DANC 150 or DANC 151)	2.0
	<i>Term Credits</i>	13.0
Term 12		Credits
MUSC 331	World Musics	3.0
SMT 280	Kinesiology	3.0
	Free elective	4.0
	Literature (ENGL) elective	3.0
	Dance practicum (DANC 131 or DANC 133)	1.0
	<i>Term Credits</i>	14.0
	Total Credits (minimum)	185.0

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Certificate in Dance Studies

18.0 credits

The Certificate in Dance Studies is a 1-year option for any qualified professional dancer to assess whether they have the interest and aptitude for entering an undergraduate dance program. The certificate program has no entrance requirement beyond possession of a high school diploma or GED equivalency. All credits earned in the Certificate of Study in Dance will be transferable into the part-time or full time BS degree in Dance.

Requirements

DANC 100	Survey of Dance Studies	3.0
DANC 260	Stretch and Injury Prevention	3.0
DANC 210	Introduction to Dance	3.0
DANC 201 WI	Dance Appreciation	3.0
DANC 210	Introduction to Dance	3.0
DANC 330	Introduction to Laban	3.0
DANC 355	Rhythmic Study for Dance	3.0

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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 products. The Design and Merchandising program, through study in the U.S. and options to study abroad, provides students with the skills to become global 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 global 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 Buying & Merchandising; Fashion Product Development; Fashion Promotion & Special Events; Merchandising Technologies; and Design Management for Design & Merchandising. Elective credits may also provide students with an option to minor in business administration, another discipline, or to pursue their specific educational goals.

For more information about this major, visit the College's Design and Merchandising page.

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Design & Merchandising

Bachelor of Science Degree: 180.0 credits

Degree requirements (incoming students, 2010/2011)

Students pursuing the Bachelor of Science in Design and Merchandising may complete a concentration in an area of study using free electives. Students may pursue more than one concentration or combine a concentration with a minor.

Concentration in Retail Buying & Merchandising

This concentration is designed to broaden students' practical and theoretical understanding of consumption as it relates to retail buying, management and merchandising. With the growth in cross-channel retail, students need to develop their skills not only for careers in traditional brick-and-mortar retailing establishments, but other retail models. These include: print and electronic based retailing (catalogue, television, and Internet). In this concentration, students explore all major retail merchandising and marketing channels and their requirements for buying, staffing, technology, logistics, distribution, and organizational behavior.

Concentration in Fashion Product Development

This concentration analyzes the dominant forces shaping 21st century merchandising decisions, including global product sourcing, international retail development, and the increasingly important role of the consumer in product design. Students successfully completing this concentration develop practical applications to critical issues facing industry decision makers, understand supply chain management from the producer and retailer perspective, identify new markets for products and create strategies for entering those markets, implement merchandising strategies in sectors across the design industries and gain exposure to the latest technology and communication tools that support the industry.

Concentration in Fashion Promotion and Special Events

Through the Fashion Promotion and Special Events concentration students who are interested in a career in public relations, special events planning and marketing, creative and media direction within the design industries will have the opportunity to take classes inside and outside the AW College of Media Arts & Design. These partnerships will enhance the students' background in this area of specialization, and dramatically increase networking and employment opportunities.

Concentration in Merchandising Technologies

Merchandising utilizes technology on the front end for fashion product promotion and on the back end to research, design, source, produce and distribute fashion and home product. In this concentration, students will study topical issues in merchandising technologies through a variety of theory and "hands on" based courses. Upon completion of this concentration students will be familiar with the current technologies in play, analyze the appropriate uses of available technology and be familiar with emerging trends.

Concentration in Design Management in Design & Merchandising

Design management is a relatively new area of study for the design and merchandising student. This concentration is specifically designed to prepare the student to pursue Design Management at the graduate level.

General education requirements		72.0 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	31.0

* Suggested arts and humanities electives: ENGL 240 Science Fiction; ENGL 335 Women in Literature; HIST 163 Themes in World History; HIST 220 American Business History; HIST 224 Women in American History; MYTH 335 Mythology; any foreign language.

** Suggested social science electives: SOC 210 Race and Ethnic Relations; SOC 215 Industrial Sociology; SOC 240 Urban Sociology; SOC 245 Sociology for the Environment; SOC 340 Globalization; SOC 495 Economic Sociology.

Visual studies requirements		42.0 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
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

Professional requirements		66.0 Credits
ACCT 115	Financial Accounting Foundations	4.0
ARTH 300 WI	History of Modern Design	3.0
DSMR 201	Analysis of Product	3.0
DSMR 210	Presentation Techniques in Design and Merchandising	3.0
DSMR 211	Computer Design for Design and Merchandising	3.0
DSMR 230	Textiles for Design and Merchandising	3.0
DSMR 231	Retail Principles	3.0
DSMR 232	Retail Merchandise Management	4.0
DSMR 310	Computer Integrated Merchandise Management	3.0
DSMR 311	Visual Merchandising	4.0
DSMR 433	Fashion Product Development	3.0
DSMR 477 WI	Design and Merchandising Seminar	3.0

DSMR 496 WI	Senior Problem in Design and Merchandising	3.0
ECON 201	Principles of Microeconomics	4.0
ECON 202	Principles of Macroeconomics	4.0
FASH 201	Survey of the Fashion Industry	3.0
MKTG 301 WI	Introduction to Marketing Management	4.0
VSCM 100	Computer Imaging I	3.0
	Art history electives†	6.0

† Suggested art history electives: ARTH 335 History of Costume I; ARTH 336 History of Costume II; ARTH 337 History of Costume III; ARTH 477 Art History Seminar.

Concentration Options

Retail Buying & Merchandising Concentration 25.0 Credits

Required courses

DSMR 313	International Fashion Merchandising	3.0
DSMR 314	Visual Merchandising III Retail Store Planning and Design	4.0
DSMR 324	Retail Directions	3.0
DSMR 325	Strategic Buying and Planning	3.0

Students select a minimum of 12.0 additional credits from the following:

DSMR 309	Color and Trend Forecasting	3.0
DSMR 326	Fashion Product Promotion	4.0
MKTG 324 WI	Marketing Channels and Distribution Systems	4.0
MKTG 344	Professional Personal Selling	4.0
MKTG 355	Interactive Marketing	4.0
MKTG 356	Consumer Behavior	4.0

Fashion Product Development Concentration 23.0 Credits

Required courses

DSMR 313	International Fashion Merchandising	3.0
DSMR 320	Merchandising/Design Directions	3.0
DSMR 434	Fashion Product Sourcing	3.0

Students select a minimum of 14.0 additional credits from the following:

COM 362	International Negotiations	3.0
DSMR 326	Fashion Product Promotion	4.0
IAS 359	Culture and Values	3.0
INTB 200	International Business	4.0
INTB 334	International Trade	4.0
MKTG 347	New Product Development	4.0
MKTG 357	Global Marketing	4.0

Fashion Promotion and Special Events Concentration 23.0 Credits

Required courses

DSMR 205	Merchandising Through Technology	3.0
DSMR 326	Fashion Product Promotion	4.0
DSMR 312	Visual Merchandising II	3.0

or

DSMR 315 WI **Media Merchandising I**
or
DSMR 321 WI **Fashion Show Production I**

Students select a minimum of 15.0 - 16.0 additional credits from the following:

COM 260 WI	Fundamentals of Journalism	3.0
COM 280	Public Relations	3.0
COM 281	Advanced Public Relations*	3.0
COM 350 WI	Message Design and Evaluation	3.0
COM 361	International Public Relations	3.0
DSMR 316	Media Merchandising II	3.0
DSMR 317	Media Merchandising III	3.0
DSMR 318	Music Merchandising	3.0
DSMR 322	Fashion Product Production II	2.0
FASH 467	Style and the Media	3.0
MKTG 322	Advertising and Integrated Marketing Communications	4.0
MKTG 356	Consumer Behavior	4.0

*The pre-requisite for this course is COM 280.

Merchandising Technologies Concentration **21.0 Credits**

Required courses

DSMR 205	Merchandising Through Technology	3.0
DSMR 305	Merchandising and Management Technologies	3.0

Students select a minimum of 15.0 additional credits from the following:

COM 300 WI	On-Line Journalism*	3.0
COM 335	Electronic Publishing	3.0
CT 230	Web Development I	3.0
CT 240	Web Development II**	3.0
CT 385	Web Development III***	3.0
DIGM 105	Overview of Digital Media	3.0
DIGM 350 WI	Digital Storytelling and Cultural Production	3.0
DIGM 451 WI	Explorations in New Media	3.0
DSMR 312	Visual Merchandising II	3.0
DSMR 316	Media Merchandising II	3.0
DSMR 317	Media Merchandising III	3.0

*The pre-requisite for this course is COM 260.

** The pre-requisite for this course is CT 230

***The pre-requisite for this course is CT 240

Design Management in Design & Merchandising Concentration **23.0 Credits**

Required courses

DSMR 205	Merchandising Through Technology	3.0
DSMR 305	Merchandising and Management Technologies	3.0
DSMR 313	International Fashion Merchandising	3.0
DSMR 434	Fashion Product Sourcing	3.0

Students select a minimum of 12.0 additional credits from the following:

BLAW 201	Business Law I	4.0
COM 361	International Public Relations	3.0
COM 362	International Negotiations	3.0
IAS 359	Culture and Values	3.0
INTB 200	International Business	4.0

INTB 334	International Trade	4.0
MGMT 364	Technology Management	4.0
MKTG 347	New Product Development	4.0
MKTG 357	Global Marketing	4.0

Writing-Intensive Course Requirements

In order to graduate, all students 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.

Recommended Plan Of Study

BS Design & Merchandising, Fall/Winter Co-Op
4 YR UG Co-op Concentration

Term 1		Credits
ENGL 101	Expository Writing and Reading	3.0
FASH 201	Survey of the Fashion Industry	3.0
PHYS 121	Physical Science for Design I	4.0
UNIV 101	The Drexel Experience	1.0
VSST 101	Design I	4.0
	<i>Term Credits</i>	15.0
Term 2		Credits
ENGL 102	Persuasive Writing and Reading	3.0
PHYS 122	Physical Science for Design II	4.0
UNIV 101	The Drexel Experience	1.0
VSST 102	Design II	4.0
VSST 110	Introductory Drawing	3.0
	<i>Term Credits</i>	15.0
Term 3		Credits
ENGL 103	Analytical Writing and Reading	3.0
MATH 119	Mathematical Foundations for Design	4.0
VSCM 100	Computer Imaging I	3.0
VSST 103	Design III	4.0
VSST 111	Figure Drawing I	3.0
	<i>Term Credits</i>	17.0
Term 4		Credits
ACCT 115	Financial Accounting Foundations	4.0
ARTH 101	History of Art I: Ancient to Medieval	3.0
DSMR 231	Retail Principles	3.0
ECON 201	Principles of Microeconomics	4.0
	<i>Term Credits</i>	14.0
Term 5		Credits
ARTH 102	History of Art II: High Renaissance to Modern	3.0
COOP 101	Career Management/Professional Development	0.0
DSMR 211	Computer Design for Design and Merchandising	3.0
DSMR 232	Retail Merchandise Planning	4.0
ECON 202	Principles of Macroeconomics	4.0
	<i>Term Credits</i>	14.0
Term 6		Credits
DSMR 201	Analysis of Product	3.0
DSMR 210	Presentation Techniques Design and Merchandising	3.0
DSMR 230	Textiles for Design & Merchandising	3.0
VSST 201	Multimedia: Performance	4.0
	Free elective	3.0
	<i>Term Credits</i>	16.0
Term 7		Credits
ARTH 300	History of Modern Design	3.0
VSST 203	Multimedia: Materials	4.0
PHTO 115	Photographic Principles	3.0
or		
PHTO 110	Photography	3.0
	Free elective	3.0
	Arts and Humanities elective	3.0

	<i>Term Credits</i>	16.0
Term 8		Credits
ARTH 103	History of Art III: Early to Late Modern	3.0
DSMR 310	Computer Integrated Merchandising Management	3.0
DSMR 433	Fashion Product Development	3.0
MKTG 301	Introduction to Marketing Management	4.0
	Social science elective	3.0
	<i>Term Credits</i>	16.0
Term 9		Credits
DSMR 311	Visual Merchandising	4.0
DSMR 477	Design & Merchandising Seminar	3.0
	Art History (ARTH) elective	3.0
	Arts and Humanities elective	3.0
	Free electives	3.0
	<i>Term Credits</i>	16.0
Term 10		Credits
DSMR 496	Senior Problem in Design and Merchandising	3.0
	Art History (ARTH) elective	3.0
	Social science elective	3.0
	Free electives	6.0
	<i>Term Credits</i>	15.0
Term 11		Credits
VSST 202	Multimedia: Space	4.0
	Social science elective	3.0
	Free electives	9.0
	<i>Term Credits</i>	16.0
Term 12		Credits
	Free electives	9.0
	Arts and Humanities elective	3.0
	<i>Term Credits</i>	12.0
	Total Credits (minimum)	182.0

Last Updated: February 1, 03:16 pm

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BS 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

BS in Design and Merchandising

MBA

BS /MBA students may be waived from two 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.

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

Additional requirements for the dual degree program

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

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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 2010-11

Digital Media

Bachelor of Science Degree: 185.0 credits

Degree requirements (incoming students, 2010/2011)

General education requirements

71.0 -74.0 Credits

ENGL 101	Expository Writing and Reading	3.0
ENGL 102	Persuasive Writing and Reading	3.0
ENGL 103	Analytical Writing and Reading	3.0
MATH 101	Analysis I	4.0
COM 230	Techniques of Speaking	3.0
UNIV 101	The Drexel Experience	2.0
	Arts and humanities elective	3.0
	History (HIST) elective	3.0
	Literature (ENGL) elective	3.0
	Natural sciences electives	6.0 - 8.0
	Philosophy (PHIL) elective	3.0
	Social science electives	9.0
	Free electives	24.0 - 29.0 credits

Art and art history Requirements

21.0-22.0

ARTH 102	History of Art II: Renaissance to Modern	3.0
ARTH 103	History of Art III: Early Modern to Postmodernism	3.0
ARTH 300 WI	History of Modern Design	3.0
VSST 108	Design for Media I	3.0
VSST 109	Design for Media II	3.0
VSST 110	Introductory Drawing	3.0

One of the following courses:

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

Media and programming requirements

15.0

CS 171	Computer Programming I	3.0
or		
CS 130	Programming Concepts with 3D Animation	
CS 172	Computer Programming II	3.0
or		

CS 131	Computer Programming A	
FMVD 110	Basic Shooting and Lighting	3.0
FMVD 206	Audio Production and Post	3.0
VSCM 240	Typography I	3.0

Digital media requirements		78.0 Credits
DIGM 100	Digital Design Tools	3.0
DIGM 105	Overview of Digital Media	3.0
DIGM 110	Digital Spatial Visualization	3.0
DIGM 141	Computer Graphic Imagery	3.0
DIGM 211	Computer Animation I	3.0
DIGM 212	Computer Animation II	3.0
DIGM 215	History of Animation	3.0
DIGM 220	Digital Still Imaging I	3.0
DIGM 240	Web Authoring	3.0
DIGM 241	Vector Authoring I	3.0
DIGM 242	Vector Authoring II	3.0
DIGM 243	Web Authoring II	3.0
DIGM 250	Professional Practices	3.0
DIGM 252	Multimedia Timeline Design	3.0
DIGM 260	Overview of Computer Gaming	3.0
DIGM 265	Game Development: Scripting	3.0
DIGM 302	Art and Techniques of Digital Compositing	3.0
DIGM 345	Game Development: Foundations	3.0
DIGM 350 WI	Digital Storytelling and Cultural Production	3.0
DIGM 451 WI	Explorations in New Media	3.0
DIGM 475 WI	Seminar: The Future of Digital Media	3.0
DIGM 492	Senior Project in Digital Media I	3.0
DIGM 493	Senior Project in Digital Media II	3.0
DIGM 494	Senior Project in Digital Media III	3.0

Students choose two (2) of the following courses:

DIGM 221	Digital Still Imaging II	3.0
DIGM 314	Character Animation I*	3.0
DIGM 315	Character Animation II	3.0
DIGM 331	Concept Design	3.0
DIGM 361	Game Development: Workshop I	3.0
DIGM 362	Game Development: Workshop II	3.0
DIGM 370	Mobile Interactive Design	3.0
DIGM 388	Spatial Data Capture	3.0
DIGM 399	Independent Project - Digital Media	var.
DIGM 410	Visual Effects	3.0
DIGM 411	Advanced Animation	3.0
DIGM 445	Advanced Hybrid Interactivity	3.0
DIGM 448	Web Development: Workshop I	3.0
DIGM 449	Vector Authoring III	3.0
DIGM 465	Special Topics in Digital Media	3.0
DIGM 482	Technical Directing for Animation	3.0

*VSST III Figure Drawing is a prerequisite for DIGM 314.

Writing-Intensive Course Requirements

In order to graduate, all students must pass three writing-intensive courses

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

Recommended Plan Of Study

Term 1		Credits
DIGM 100	Digital Design Tools	3.0
DIGM 105	Overview of Digital Media	3.0
ENGL 101	Expository Writing and Reading	3.0
MATH 101	Introduction to Analysis I	4.0
UNIV 101	The Drexel Experience	1.0
VSST 110	Introductory Drawing	3.0
	<i>Term Credits</i>	<i>17.0</i>
Term 2		Credits
DIGM 110	Digital Spatial Visualization	3.0
ENGL 102	Persuasive Writing and Reading	3.0
FMVD 110	Basic Shooting and Lighting	3.0
UNIV 101	The Drexel Experience	1.0
VSST 108	Design I for Media	3.0
	Natural science elective	4.0
	<i>Term Credits</i>	<i>17.0</i>
Term 3		Credits
DIGM 141	Computer Graphic Imagery	3.0
DIGM 220	Digital Still Imaging I	3.0
ENGL 103	Analytical Writing and Reading	3.0
VSST 109	Design II for Media	3.0
	Natural science elective	4.0
	<i>Term Credits</i>	<i>16.0</i>
Term 4		Credits
DIGM 211	Computer Animation I	3.0
DIGM 240	Web Authoring I	3.0
DIGM 252	Multimedia Timeline Design	3.0
DIGM 260	Overview of Computer Gaming	3.0
or		
DIGM 350	Digital Storytelling	3.0
CS 130	Programming Concepts with 3D Animation	3.0
or		
CS 171	Computer Programming I	3.0
	<i>Term Credits</i>	<i>15.0</i>
Term 5		Credits
COOP 101	Career Management/Professional Development	0.0
DIGM 212	Computer Animation II	3.0
DIGM 241	Vector Authoring I	3.0
FMVD 206	Audio Production and Post	3.0
DIGM 215	History of Animation	3.0
or		
DIGM 345	Game Development: Foundations	3.0
CS 131	Computer Programming A	3.0
or		
CS 172	Computer Programming II	3.0
	<i>Term Credits</i>	<i>15.0</i>
Term 6		Credits
ARTH 102	History of Art II: High Renaissance to Modern	3.0
COM 230	Techniques of Speaking	3.0
DIGM 242	Vector Authoring II	3.0

DIGM 302	Art and Techniques of Digital Compositing	3.0
VSCM 240	Typography I	3.0
DIGM 350	Digital Storytelling	3.0
or		
DIGM 260	Overview of Computer Gaming	3.0
	<i>Term Credits</i>	18.0
Term 7		Credits
ARTH 103	History of Art- Early to Late Modern	3.0
DIGM 243	Web Authoring II	3.0
DIGM 250	Professional Practices	3.0
DIGM 265	Game Development: Scripting	3.0
DIGM 345	Game Development: Foundations	3.0
or		
DIGM 215	History of Animation	3.0
	<i>Term Credits</i>	15.0
Term 8		Credits
ARTH 300	History of Modern Design	3.0
DIGM 451	Explorations in New Media	3.0
	Art or Art History elective (VSST or ARTH)	3.0
	Arts and Humanities elective	3.0
	Digital Media (DIGM) course (See degree requirements for list)	3.0
	<i>Term Credits</i>	15.0
Term 9		Credits
	Social science elective	3.0
	Arts and Humanities electives	6.0
	Free elective	3.0
	Digital Media (DIGM) course (See degree requirements for list)	3.0
	<i>Term Credits</i>	15.0
Term 10		Credits
DIGM 475	Seminar: The Future of Digital Media	3.0
DIGM 492	Senior Project in Digital Media I	3.0
	Social science elective	3.0
	Arts and Humanities elective	3.0
	Free elective	3.0
	<i>Term Credits</i>	15.0
Term 11		Credits
DIGM 493	Senior Project in Digital Media II	3.0
	Free electives	9.0
	Social science elective	3.0
	<i>Term Credits</i>	15.0
Term 12		Credits
DIGM 494	Digital Media Senior Project III	3.0
	Free electives	9.0
	<i>Term Credits</i>	12.0
	Total Credits (minimum)	185.0

BS/MS Digital Media Dual Degree

Qualified students in Digital Media have the option of continuing on into the graduate Digital Media program to obtain a BS/MS in Digital Media. This program would allow highly motivated students to graduate with both degrees in a total of 5 years.

Degree requirements

BS in Digital Media

MS in Digital Media

Additional requirements for the dual degree program

1. A minimum GPA of at least 3.2 is required to be eligible for the program.
2. Students must get two recommendations from Digital Media faculty as part of their application for the program.
3. Students apply to the program when they have completed 90 credits but before they have completed 120 credits.

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 141	Computer Graphic Imagery	3.0
DIGM 252	Multimedia Timeline Design	3.0
DIGM 141	Computer Graphic Imagery	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 WI	Explorations in New Media	3.0

Students complete one of the following computer programming sequences:

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

Entertainment and Arts Management

Coursework in the Entertainment and Arts Management 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: cinema & television 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.

BS/MS Option

Students who complete the Entertainment and Arts Management program may also choose to pursue a graduate degree at Drexel in Arts Administration. Students who graduate with a 3.5 GPA in the last two years of the program are automatically accepted into the graduate Arts Administration program.

Dual Degree MBA Option

Only available to students majoring in Entertainment and Arts Management (4-year with co-op), the BS Entertainment and Arts Management/MBA dual degree program combines study in the management of the arts and entertainment industries along 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.

Applying to the Dual Degree MBA Option

Freshman applicants to the Entertainment and Arts Management program with a combined Math and Critical Reading SAT score of 1300 and a 3.5 GPA may apply for the BS/BMA program at the time of their initial application to Drexel University. Students who are accepted into the accelerated program must maintain a 3.2 GPA as an EAM undergraduate, and must submit 2 letters of recommendation and meet minimum GMAT requirements at the time of the application to the MBA program.

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

Drexel University

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Entertainment and Arts Management

Bachelor of Science Degree: 183.0 - 190.0 credits (depending on concentration)

Degree requirements (incoming students, 2010/2011)

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/tracks:

- **(A) Visual Arts Management Track**
- **(B) Performing Arts Management**
 - (1.) Dance Track
 - (2.) Performing Arts Track
 - (3.) Theatre Track
- **(C) Media Management**
 - (1.) Digital Media Track
 - (2.) Cinema and Television Track

General Education Requirements 72.0 Credits

Written Analysis and Communication Requirements

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

Mathematics and Natural Sciences Requirements

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

Students select one of the following sequences:

BIO 100	Applied Cells, Genetics and Physiology	3.0
BIO 101	Applied Biological Diversity, Ecology and Evolution	3.0
or		
PHYS 121	Physical Science for Design I	4.0
PHYS 122	Physical Science for Design II	4.0

Arts/Humanities Requirements

COM 230	Techniques of Speaking	3.0
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Two Arts/Humanities electives		6.0
Social Science Requirements		
Social Science electives		9.0
University Seminar Requirements		
UNIV 101	The Drexel Experience	2.0
	Co-op 101	0.0
Free electives		24.0 - 29.0

*Minimum number of free electives depends on chosen concentration.

Entertainment and Arts Management Core Requirements		57.0 Credits
ACCT 115	Financial Accounting Foundations	4.0
BLAW 201	Business Law I	4.0
EAM 130	Overview of Entertainment Arts and Media	3.0
EAM 211	Strategic Management for Entertainment and Arts Management	3.0
EAM 261	Copyrights and Trademarks	3.0
EAM 361	Law and Contracts for Entertainment Arts Management	3.0
EAM 391	Promotion, Press and Publicity	3.0
EAM 461	Entertainment Publishing Industry	3.0
EAM 491	Senior Project in Entertainment and Arts Management *	3.0
ECON 201	Principles of Microeconomics	4.0
HRMT 323	Principles of Human Resource Administration	4.0
MKTG 301 WI	Introduction to Marketing Management	4.0
ORGB 300 WI	Organizational Behavior	4.0

*EAM 491 is a 1.0 credit course, taken 3 times during the senior year, for a total of 3.0 credits.

Students select one of the following courses:

ACCT 116	Managerial Accounting Foundations	4.0
BUSN 301	Accounting and Finance for Nonfinancial Professionals	4.0
MKTG 356 WI	Consumer Behavior	4.0

Students select two of the following courses:

ECON 202	Principles of Microeconomics	4.0
FIN 301	Introduction to Finance	4.0
MIS 300	Management Information Systems	4.0
OPM 300 WI	Operations Management	4.0
STAT 201	Statistics I	4.0
STAT 202	Statistics II	4.0

A. Visual Arts Management Concentration Requirements **57.0 Credits**

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

EAM 312	Fund Development and Board and Volunteer Relations	3.0
EAM 350	Arts, Culture and Society	3.0
EAM 401	Writing for Arts Managers	3.0
EAM 471	Fine Arts Market Development	3.0
EAM 472	Trends in Visual Arts	3.0

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

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

B. Performing Arts Management Concentration Requirements 57.0 Credits

1. Dance Track Requirements

DANC 140	Ballet Technique I	2.0
DANC 150	Modern Dance Technique	2.0
DANC 160	Jazz Dance Technique I	2.0
or		
DANC 170	Hip-Hop Technique I	
DANC 201 WI	Dance Appreciation	3.0
DANC 210	Introduction to Dance	3.0
DANC 240	Composition I	3.0
DANC 325 WI	20th-Century Dance	3.0
DANC 355	Rhythmic Study for Dance	3.0
EAM 270	Audience Development for the Arts	3.0
EAM 312	Fund Development and Board and Volunteer Relations	3.0
EAM 321	Box Office and Venue Development	3.0
EAM 322	Performing Arts Touring and Concert Promotion	3.0
EAM 340	Artist Representation and Management	3.0
EAM 350	Arts, Culture and Society	3.0
EAM 401	Writing for Arts Managers	3.0
MUSC 130	Introduction to Music	3.0
THTR 240	Theatre Production I	3.0
DANC	Dance electives	6.0

Six terms of Dance ensembles (DANC 131 -132) 3.0

2. Performing Arts Track Requirements

DANC 201 WI	Dance Appreciation	3.0
DANC 210	Introduction to Dance	3.0
DANC 325 WI	20th-Century Dance	3.0
EAM 270	Audience Development for the Arts	3.0
EAM 312	Fund Development and Board and Volunteer Relations	3.0
EAM 321	Box Office and Venue Development	3.0
EAM 322	Performing Arts Touring and Concert Promotion	3.0
EAM 340	Artist Representation and Management	3.0
EAM 350	Arts, Culture and Society	3.0
EAM 401	Writing for Arts Managers	3.0
MUSC 130	Introduction to Music	3.0
MUSC 331	World Musics	3.0
MUSC 333	Afro-American Music	3.0
MUSC 338 WI	American Popular Music	3.0
THTR 115	Theatrical Experience	3.0
THTR 130	Introduction to Theatre Production Practicum	1.0
THTR 210	Acting: Fundamentals	3.0
THTR 240	Theatre Production I	3.0
THTR	Theatre elective	3.0
	Five terms of Performing Arts ensembles	2.0

3. Theatre Track Requirements

EAM 270	Audience Development for the Arts	3.0
EAM 312	Fund Development and Board and Volunteer Relations	3.0
EAM 321	Box Office and Venue Development	3.0
EAM 322	Performing Arts Touring and Concert Promotion	3.0
EAM 340	Artist Representation and Management	3.0
EAM 350	Arts, Culture and Society	3.0
EAM 401	Writing for Arts Managers	3.0
THTR 121 WI	Dramatic Analysis	3.0
THTR 210	Acting: Fundamentals	3.0
THTR 211	Acting: Scene Study	2.0
THTR 221 WI	Theatre History I	3.0
THTR 222 WI	Theatre History II	3.0
THTR 240	Theatre Production I	3.0
THTR 241	Theatre Production II	3.0
THTR 260	Production Design	3.0
THTR 320	Play Direction	3.0
THTR	Two Theatre (THTR) electives	6.0
THTR	Six terms of Theatre Practicum Courses (131-132)	3.0

C. Media Management Concentration

Digital Media Track 58.0 Credits

COM 111	Principles of Communication	3.0
COM 150	Mass Media and Society	3.0

COM 240	New Technologies in Communication	3.0
COM 270 WI	Business Communication	3.0
COM 335 WI	Electronic Publishing	3.0
DIGM 100	Digital Design Tools	3.0
DIGM 110	Spatial Visualization	3.0
DIGM 141	Computer Graphic Imagery	3.0
DIGM 211	Computer Animation I	3.0
DIGM 212	Computer Animation II	3.0
DIGM 240	Web Interactive Authoring	3.0
DIGM 241	Vector-based Interactive Authoring	3.0
DIGM 252	Multimedia Timeline Design	3.0
EAM 340	Artist Representation and Management	3.0
EAM 365	Media and Entertainment Business	3.0
MKTG 322	Advertising and Integrated Marketing Communications	4.0
VSST 110	Introductory Drawing	3.0
DIGM	One Digital Media (DIGM) elective	3.0

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

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

2. Cinema and Television Track Requirements

46.0 Credits

COM 111	Principles of Communication	3.0
COM 150	Mass Media and Society	3.0
COM 240	New Technologies in Communication	3.0
COM 270 WI	Business Communication	3.0
COM 335 WI	Electronic Publishing	3.0
EAM 340	Artist Representation and Management	3.0
EAM 365	Media and Entertainment Business	3.0
FMVD 110	Basic Shooting and Lighting	3.0
FMVD 115	Basic Editing	3.0
FMVD 120	Basic Sound	3.0
MKTG 322	Advertising and Integrated Marketing Communications	4.0
SCRP 270	Screenwriting I	3.0
TVIE 285	Media Law and Ethics	3.0
TVIE 290	Introduction to Money and the Media	3.0
TVPR 212	TV Commercials and Promos	3.0

Students also select three courses from the following electives:

FMVD 210	Documentary Video Production	
FMVD 215	Narrative Video Production	3.0
FMVD 220	Experimental Video Production	3.0
FMVD 235	Intermediate Lighting	3.0
FMVD 237	Intermediate Editing	3.0
FMVD 305	Make-up and Special Effects	3.0
FMVD 365	Special Topics in Production	3.0
SCRP 241	Writing TV Comedy	3.0
SCRP 242	Writing TV Drama	3.0

SCRP 275 WI	Screenwriting II	3.0
SCRP 280 WI	Writing the Short Film	3.0
SCRP 310	Literature for Screenwriters	3.0
SCRP 370	Screenplay Story Development	3.0
SCRP 380	Screenwriting Workshop I	3.0
SCRP 381	Screenwriting Workshop II	3.0
TVIE 280	Research, Sales and Programming	3.0
TVPR 100	TV Studio: Basic Operations	3.0
TVPR 200	TV Studio: Live Directing	3.0
TVPR 230	TV Field Production: Drama	3.0

Writing-Intensive Course Requirements

In order to graduate, all students 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.

Drexel University

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Entertainment and Arts Management

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

- **(A) Visual Arts Management**
- **(B) Performing Arts Management**
 - (1.) **Dance Track**
 - (2.) **Performing Arts Track**
 - (3.) **Theatre**
- **(C) Media Management**
 - (1.) **Digital Media**
 - (2.) **Cinema and Television Track**

Recommended Plan Of Study

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

Term 1	Credits
EAM 130 Overview of Entertainment and Arts Management	3.0
ECON 201 Principles of Microeconomics	4.0
ENGL 101 Expository Writing and Reading	3.0
MATH 101 Introduction to Analysis I	4.0
UNIV 101 The Drexel Experience	1.0
<i>Term Credits</i>	<i>15.0</i>
Term 2	Credits
ACCT 115 Financial Accounting Foundations	4.0
ENGL 102 Persuasive Writing and Reading	3.0
MATH 102 Introduction to Analysis II	4.0
UNIV 101 The Drexel Experience	1.0
Free elective	3.0
<i>Term Credits</i>	<i>15.0</i>
Term 3	Credits
EAM 211 Strategic Management for Entertainment & Arts Management	3.0
ENGL 103 Analytical Writing and Reading	3.0
Arts and Humanities elective	3.0
Free elective	3.0
Social science elective	3.0
<i>Term Credits</i>	<i>15.0</i>
Term 4	Credits
BLAW 201 Business Law I	4.0
COOP 101 Career Management/Professional Development	0.0
EAM 391 Promotion, Press and Publicity	3.0
PHYS 121 Physical Science for Design I	4.0
or	
BIO 100 Applied Cells, Genetics & Physiology	3.0
Social science elective	3.0
<i>Term Credits</i>	<i>14.0</i>
Term 5	Credits
EAM 261 Copyrights and Trademarks	3.0
EAM 270 Audience Development for Arts	3.0
PHYS 122 Physical Science for Design II	4.0
or	
BIO 101 Applied Biological Diversity, Ecology & Evolution	3.0
Arts and Humanities elective	3.0
Visual Arts Track elective (See degree requirements list)	3.0
<i>Term Credits</i>	<i>16.0</i>
Term 6	Credits
COM 230 Techniques of Speaking	3.0
EAM 312 Fund Development and Board and Volunteer Relations	3.0
EAM 361 Law for Entertainment and Arts Management Managers	3.0
Visual Arts Track elective (See degree requirements list)	3.0
Social science elective	3.0
<i>Term Credits</i>	<i>15.0</i>
Term 7	Credits
ARTH 101 History of Art I: Ancient to Medieval	3.0

EAM 401	Writing for Arts Managers	3.0
	Business elective (See degree requirements for list)	4.0
	Visual Arts Track electives (See degree requirements list)	6.0
	<i>Term Credits</i>	16.0
Term 8		Credits
ARTH 102	History of Art II: High Renaissance to Modern	3.0
EAM 301	Gallery and Collection Management	3.0
MKTG 301	Introduction to Marketing Management	4.0
ORGB 300	Organizational Behavior	4.0
	<i>Term Credits</i>	14.0
Term 9		Credits
EAM 350	Arts, Culture and Society	3.0
ARTH 103	History of Art III: Early Modern to Postmodernism	3.0
EAM 302	Exhibition Design	3.0
	Business elective (See degree requirements for list)	4.0
	Visual Arts Track elective (See degree requirements list)	3.0
	<i>Term Credits</i>	16.0
Term 10		Credits
EAM 471	Fine Arts Market Development	3.0
EAM 491	Entertainment and Arts Management Senior Project	1.0
HRMT 323	Principles of Human Resource Administration	4.0
	Free elective	3.0
	Visual Arts Track elective (See degree requirements list)	3.0
	<i>Term Credits</i>	14.0
Term 11		Credits
EAM 461	Entertainment Publishing Industry	3.0
EAM 472	Trends in Visual Arts	3.0
EAM 491	Entertainment and Arts Management Senior Project	1.0
	Visual Arts Track elective (See degree requirements list)	3.0
	Free electives	9.0
	<i>Term Credits</i>	19.0
Term 12		Credits
EAM 491	Entertainment and Arts Management Senior Project	1.0
	Visual Arts Track elective (See degree requirements list)	3.0
	Free electives	6.0
	Business elective (See degree requirements for list)	4.0
	<i>Term Credits</i>	14.0
	Total Credits (minimum)	183.0

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Recommended Plan Of Study

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

Term 1	Credits
EAM 130 Overview of Entertainment and Arts Management	3.0
ECON 201 Principles of Microeconomics	4.0
ENGL 101 Expository Writing and Reading	3.0
MATH 101 Introduction to Analysis I	4.0
UNIV 101 The Drexel Experience	1.0
<i>Term Credits</i>	<i>15.0</i>
Term 2	Credits
ACCT 115 Financial Accounting Foundations	4.0
ENGL 102 Persuasive Writing and Reading	3.0
MATH 102 Introduction to Analysis II	4.0
UNIV 101 The Drexel Experience	1.0
Free elective	3.0
<i>Term Credits</i>	<i>15.0</i>
Term 3	Credits
EAM 211 Strategic Management for Entertainment and Arts Management	3.0
ENGL 103 Analytical Writing and Reading	3.0
Free elective	3.0
Arts and Humanities elective	3.0
Social science elective	3.0
<i>Term Credits</i>	<i>15.0</i>
Term 4	Credits
BLAW 201 Business Law I	4.0
COOP 101 Career Management and Professional Development	0.0
EAM 391 Promotion, Press, & Publicity	3.0
PHYS 121 Physical Science for Design I	4.0
or	
BIO 100 Applied Cells, Genetics & Physiology	3.0
Social science elective	3.0
<i>Term Credits</i>	<i>14.0</i>
Term 5	Credits
EAM 261 Copyrights and Trademarks	3.0
EAM 270 Audience Development for Arts	3.0
THTR 240 Theatre Production I	3.0
PHYS 122 Physical Science for Design II	4.0
or	
BIO 101 Applied Biological Diversity, Ecology & Evolution	3.0
Arts and Humanities elective	3.0
<i>Term Credits</i>	<i>16.0</i>
Term 6	Credits
COM 230 Techniques of Speaking	3.0
DANC 210 Introduction to Dance	3.0
EAM 312 Fund Development and Board and Volunteer Relations	3.0
EAM 361 Law for Entertainment and Arts Management Managers	3.0
Social science elective	3.0
Required ensemble	0.0
<i>Term Credits</i>	<i>15.0</i>

Term 7		Credits
DANC 140	Ballet Technique I	2.0
DANC 150	Modern Dance Technique I	2.0
EAM 401	Writing for Arts Managers	3.0
MUSC 130	Introduction to Music	3.0
DANC 170	Hip-Hop Dance Technique I	2.0
or		
DANC 160	Jazz Dance Technique I	2.0
	Required ensemble	1.0
	Business elective (See degree requirements for list)	4.0
	<i>Term Credits</i>	17.0
Term 8		Credits
DANC 355	Rhythmic Study for Dance	3.0
EAM 322	Performing Arts Touring & Promotion	3.0
MKTG 301	Introduction to Marketing Management	4.0
ORGB 300	Organizational Behavior	4.0
	Required ensemble	1.0
	<i>Term Credits</i>	15.0
Term 9		Credits
DANC 201	Dance Appreciation	3.0
EAM 321	Box Office & Venue Management	3.0
EAM 340	Artist Representation and Management	3.0
EAM 350	Arts, Culture and Society	3.0
	Required ensemble	1.0
	Business elective (See degree requirements for list)	4.0
	<i>Term Credits</i>	17.0
Term 10		Credits
DANC 325	Twentieth Century Dance	3.0
EAM 491	Entertainment and Arts Management Senior Project	1.0
HRMT 323	Principles of Human Resource Administration	4.0
	Free elective	3.0
	Dance (DANC) elective	3.0
	<i>Term Credits</i>	14.0
Term 11		Credits
DANC 240	Dance Composition I	3.0
EAM 461	Entertainment Publishing Industry	3.0
EAM 491	Entertainment and Arts Management Senior Project	1.0
	Free electives	9.0
	Ensemble	0.0
	<i>Term Credits</i>	16.0
Term 12		Credits
EAM 491	Entertainment and Arts Management Senior Project	1.0
	Ensemble	0.0
	Free electives	6.0
	Business elective (See degree requirements for list)	4.0
	Dance (DANC) elective	3.0
	<i>Term Credits</i>	14.0
	Total Credits (minimum)	183.0

Recommended Plan Of Study

BS Entertainment & Arts Management

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

	Credits
Term 1	
EAM 130 Overview of Entertainment and Arts Management	3.0
ECON 201 Principles of Microeconomics	4.0
ENGL 101 Expository Writing and Reading	3.0
MATH 101 Introduction to Analysis I	4.0
UNIV 101 The Drexel Experience	1.0
<i>Term Credits</i>	15.0
Term 2	
ACCT 115 Financial Accounting Foundations	4.0
ENGL 102 Persuasive Writing and Reading	3.0
MATH 102 Introduction to Analysis II	4.0
UNIV 101 The Drexel Experience	1.0
Free elective	3.0
<i>Term Credits</i>	15.0
Term 3	
EAM 211 Strategic Management for Entertainment and Arts Management	3.0
ENGL 103 Analytical Writing and Reading	3.0
Free elective	3.0
Arts and Humanities elective	3.0
Social science elective	3.0
<i>Term Credits</i>	15.0
Term 4	
BLAW 201 Business Law I	4.0
COOP 101 Career Management and Professional Development	0.0
EAM 391 Promotion, Press, & Publicity	3.0
PHYS 121 Physical Science for Design I	4.0
or	
BIO 100 Applied Cells, Genetics & Physiology	3.0
Social science elective	3.0
<i>Term Credits</i>	14.0
Term 5	
EAM 261 Copyrights and Trademarks	3.0
EAM 270 Audience Development for Arts	3.0
THTR 240 Theatre Production I	3.0
PHYS 122 Physical Science for Design II	4.0
or	
BIO 101 Applied Biological Diversity, Ecology & Evolution	3.0
Arts and Humanities elective	3.0
<i>Term Credits</i>	16.0
Term 6	
COM 230 Techniques of Speaking	3.0
DANC 210 Introduction to Dance	3.0
EAM 312 Fund Development and Board and Volunteer Relations	3.0
EAM 361 Law for Entertainment and Arts Management Managers	3.0
Social science elective	3.0
Required ensemble	0.0
<i>Term Credits</i>	15.0

Term 7		Credits
DANC 140	Ballet Technique I	2.0
DANC 150	Modern Dance Technique I	2.0
EAM 401	Writing for Arts Managers	3.0
MUSC 130	Introduction to Music	3.0
DANC 170	Hip-Hop Dance Technique I	2.0
or		
DANC 160	Jazz Dance Technique I	2.0
	Required ensemble	1.0
	Business elective (See degree requirements for list)	4.0
	<i>Term Credits</i>	17.0
Term 8		Credits
DANC 355	Rhythmic Study for Dance	3.0
EAM 322	Performing Arts Touring & Promotion	3.0
MKTG 301	Introduction to Marketing Management	4.0
ORGB 300	Organizational Behavior	4.0
	Required ensemble	1.0
	<i>Term Credits</i>	15.0
Term 9		Credits
DANC 201	Dance Appreciation	3.0
EAM 321	Box Office & Venue Management	3.0
EAM 340	Artist Representation and Management	3.0
EAM 350	Arts, Culture and Society	3.0
	Required ensemble	1.0
	Business elective (See degree requirements for list)	4.0
	<i>Term Credits</i>	17.0
Term 10		Credits
DANC 325	Twentieth Century Dance	3.0
EAM 491	Entertainment and Arts Management Senior Project	1.0
HRMT 323	Principles of Human Resource Administration	4.0
	Free elective	3.0
	Dance (DANC) elective	3.0
	<i>Term Credits</i>	14.0
Term 11		Credits
DANC 240	Dance Composition I	3.0
EAM 461	Entertainment Publishing Industry	3.0
EAM 491	Entertainment and Arts Management Senior Project	1.0
	Free electives	9.0
	Ensemble	0.0
	<i>Term Credits</i>	16.0
Term 12		Credits
EAM 491	Entertainment and Arts Management Senior Project	1.0
	Ensemble	0.0
	Free electives	6.0
	Business elective (See degree requirements for list)	4.0
	Dance (DANC) elective	3.0
	<i>Term Credits</i>	14.0
	Total Credits (minimum)	183.0

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

Recommended Plan Of Study

	Credits
Term 1	
EAM 130 Overview of Entertainment and Arts Management	3.0
ECON 201 Principles of Microeconomics	4.0
ENGL 101 Expository Writing and Reading	3.0
MATH 101 Introduction to Analysis I	4.0
UNIV 101 The Drexel Experience	1.0
<i>Term Credits</i>	<i>15.0</i>
Term 2	Credits
ACCT 115 Financial Accounting Foundations	4.0
ENGL 102 Persuasive Writing and Reading	3.0
MATH 102 Introduction to Analysis II	4.0
UNIV 101 The Drexel Experience	1.0
Free elective	3.0
<i>Term Credits</i>	<i>15.0</i>
Term 3	Credits
EAM 211 Strategic Management for Entertainment and Arts Management	3.0
ENGL 103 Analytical Writing and Reading	3.0
Free elective	3.0
Arts and Humanities elective	3.0
Social science elective	3.0
<i>Term Credits</i>	<i>15.0</i>
Term 4	Credits
BLAW 201 Business Law I	4.0
COOP 101 Career Management/Professional Development	0.0
EAM 391 Promotion, Press, & Publicity	3.0
THTR 130 Introduction to Theatre Production Practicum	1.0
THTR 240 Theatre Production I	3.0
PHYS 121 Physical Science for Design I	4.0
or	
BIO 100 Applied Cells, Genetics & Physiology	3.0
<i>Term Credits</i>	<i>15.0</i>
Term 5	Credits
EAM 261 Copyrights and Trademarks	3.0
EAM 270 Audience Development for Arts	3.0
THTR 221 Theatre History I	3.0
PHYS 122 Physical Science for Design II	4.0
or	
BIO 101 Applied Biological Diversity, Ecology & Evolution	3.0
Arts and Humanities elective	3.0
<i>Term Credits</i>	<i>16.0</i>
Term 6	Credits
COM 230 Techniques of Speaking	3.0
EAM 312 Fund Development and Board and Volunteer Relations	3.0
EAM 361 Law for Entertainment and Arts Management Managers	3.0
THTR 121 Dramatic Analysis	3.0
Required ensemble	0.0
Social science elective	3.0
<i>Term Credits</i>	<i>15.0</i>

Term 7		Credits
EAM 401	Writing for Arts Managers	3.0
THTR 210	Acting: Fundamentals	3.0
	Business elective (See degree requirements for list)	4.0
	Theatre elective (See degree requirements for details)	3.0
	Free elective	3.0
	Required ensemble	1.0
	<i>Term Credits</i>	17.0
Term 8		Credits
EAM 322	Performing Arts Touring & Promotion	3.0
MKTG 301	Introduction to Marketing Management	4.0
ORGB 300	Organizational Behavior	4.0
THTR 222	Theatre History II	3.0
	Required ensemble	1.0
	<i>Term Credits</i>	15.0
Term 9		Credits
EAM 321	Box Office & Venue Management	3.0
EAM 340	Artist Representation and Management	3.0
EAM 350	Arts, Culture and Society	3.0
THTR 211	Acting: Scene Study	2.0
	Required ensemble	0.0
	Business elective (See degree requirements for list)	4.0
	<i>Term Credits</i>	15.0
Term 10		Credits
EAM 491	Entertainment and Arts Management Senior Project	1.0
HRMT 323	Principles of Human Resource Administration	4.0
THTR 320	Play Direction I	3.0
	Ensemble	0.0
	Free electives	6.0
	<i>Term Credits</i>	14.0
Term 11		Credits
EAM 461	Entertainment Publishing Industry	3.0
EAM 491	Entertainment and Arts Management Senior Project	1.0
THTR 260	Production Design	3.0
	Ensemble	0.0
	Free elective	9.0
	<i>Term Credits</i>	16.0
Term 12		Credits
EAM 491	Entertainment and Arts Management Senior Project	1.0
	Free electives	6.0
	Business elective (See degree requirements for list)	4.0
	Theatre elective (See degree requirements for details)	3.0
	<i>Term Credits</i>	14.0
	Total Credits (minimum)	182.0

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

Recommended Plan Of Study

	Credits
Term 1	
EAM 130 Overview of Entertainment and Arts Management	3.0
ECON 201 Principles of Microeconomics	4.0
ENGL 101 Expository Writing and Reading	3.0
MATH 101 Introduction to Analysis I	4.0
UNIV 101 The Drexel Experience	1.0
<i>Term Credits</i>	15.0
Term 2	Credits
ACCT 115 Financial Accounting Foundations	4.0
ENGL 102 Persuasive Writing and Reading	3.0
MATH 102 Introduction to Analysis II	4.0
UNIV 101 The Drexel Experience	1.0
Free elective	3.0
<i>Term Credits</i>	15.0
Term 3	Credits
EAM 211 Strategic Management for Entertainment and Arts Management	3.0
ENGL 103 Analytical Writing and Reading	3.0
Social science elective	3.0
Free elective	3.0
Arts and Humanities elective	3.0
<i>Term Credits</i>	15.0
Term 4	Credits
BLAW 201 Business Law I	4.0
COOP 101 Career Management/Professional Development	0.0
DIGM 100 Digital Design Tools	3.0
EAM 391 Promotion, Press, & Publicity	3.0
VSST 110 Introductory Drawing	3.0
PHYS 121 Physical Science for Design I	4.0
or	
BIO 100 Applied Cells, Genetics & Physiology	3.0
<i>Term Credits</i>	17.0
Term 5	Credits
COM 111 Principles of Communication	3.0
DIGM 110 Digital Spatial Visualization	3.0
EAM 261 Copyrights and Trademarks	3.0
PHYS 122 Physical Science for Design II	4.0
or	
BIO 101 Applied Biological Diversity, Ecology & Evolution	3.0
Arts and Humanities elective	3.0
<i>Term Credits</i>	16.0
Term 6	Credits
COM 150 Mass Media and Society	3.0
COM 230 Techniques of Speaking	3.0
DIGM 252 Multimedia Timeline Design	3.0
EAM 361 Law for Entertainment and Arts Management Managers	3.0
EAM 365 Media & Entertainment Business	3.0
<i>Term Credits</i>	15.0

Term 7		Credits
COM 240	New Technologies In Communication	3.0
DIGM 240	Web Interactive Authoring	3.0
	Free elective	3.0
	Business elective (See degree requirements for list)	4.0
	Social science elective	3.0
	<i>Term Credits</i>	16.0
Term 8		Credits
DIGM 241	Vector Interactive Authoring	3.0
MKTG 301	Introduction to Marketing Management	4.0
ORGB 300	Organizational Behavior	4.0
	Free electives	6.0
	<i>Term Credits</i>	17.0
Term 9		Credits
EAM 340	Artist Representation and Management	3.0
MKTG 322	Advertising and Advertising Management	4.0
	Digital Media Track elective (See degree requirements)	3.0
	Business elective (See degree requirements for list)	4.0
	<i>Term Credits</i>	14.0
Term 10		Credits
COM 270	Business Communication	3.0
DIGM 141	Computer Graphic Imagery	3.0
EAM 491	Entertainment and Arts Management Senior Project	1.0
HRMT 323	Principles of Human Resource Administration	4.0
	Free elective	3.0
	<i>Term Credits</i>	14.0
Term 11		Credits
DIGM 211	Computer Animation I	3.0
EAM 461	Entertainment Publishing Industry	3.0
EAM 491	Entertainment and Arts Management Senior Project	1.0
	Free elective	9.0
	<i>Term Credits</i>	16.0
Term 12		Credits
COM 335	Electronic Publishing	3.0
DIGM 212	Computer Animation II	3.0
EAM 491	Entertainment and Arts Management Senior Project	1.0
	Business elective (See degree requirements for list)	4.0
	Social science elective	3.0
	<i>Term Credits</i>	14.0
	Total Credits (minimum)	184.0

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

Recommended Plan Of Study

	Credits
Term 1	
EAM 130 Overview of Entertainment and Arts Management	3.0
ECON 201 Principles of Microeconomics	4.0
ENGL 101 Expository Writing and Reading	3.0
MATH 101 Introduction to Analysis I	4.0
UNIV 101 The Drexel Experience	1.0
<i>Term Credits</i>	15.0
Term 2	
ENGL 102 Persuasive Writing and Reading	3.0
MATH 102 Introduction to Analysis II	4.0
UNIV 101 The Drexel Experience	1.0
Free elective	3.0
<i>Term Credits</i>	11.0
Term 3	
ACCT 115 Financial Accounting Foundations	4.0
EAM 211 Strategic Management for Entertainment and Arts Management	3.0
ENGL 103 Analytical Writing and Reading	3.0
Arts and Humanities elective	3.0
Free elective	3.0
Social science elective	3.0
<i>Term Credits</i>	19.0
Term 4	
BLAW 201 Business Law I	4.0
COOP 101 Career Management/Professional Development	0.0
EAM 391 Promotion, Press, & Publicity	3.0
PHYS 121 Physical Science for Design I	4.0
or	
BIO 100 Applied Cells, Genetics & Physiology	3.0
Free elective	3.0
<i>Term Credits</i>	14.0
Term 5	
COM 111 Principles of Communication	3.0
EAM 261 Copyrights and Trademarks	3.0
FMVD 110 Shooting and Lighting	3.0
SCRIP 270 Screenwriting I	3.0
PHYS 122 Physical Science for Design II	4.0
or	
BIO 101 Applied Biological Diversity, Ecology & Evolution	3.0
<i>Term Credits</i>	16.0
Term 6	
COM 150 Mass Media and Society	3.0
COM 230 Techniques of Speaking	3.0
EAM 361 Law for Entertainment and Arts Management Managers	3.0
EAM 365 Media and Entertainment Business	3.0
FMVD 115 Editing	3.0
TVIE 290 Introduction to Money and the Media	3.0
<i>Term Credits</i>	18.0

Term 7		Credits
COM 240	New Technologies In Communication	3.0
FMVD 120	Sound for Film and Video	3.0
	Business elective (See degree requirements for list)	4.0
	Free elective	3.0
	Cinema and Television elective (See degree requirements for list of options)	3.0
	<i>Term Credits</i>	16.0
Term 8		Credits
MKTG 301	Introduction to Marketing Management	4.0
ORGB 300	Organizational Behavior	4.0
TVIE 285	Media Law and Ethics	3.0
	Free elective	3.0
	Arts and Humanities elective	3.0
	<i>Term Credits</i>	17.0
Term 9		Credits
EAM 340	Artist Representation and Management	3.0
MKTG 322	Advertising and Advertising Management	4.0
	Business elective (See degree requirements for list)	4.0
	Cinema and Television elective (See degree requirements for list of options)	3.0
	<i>Term Credits</i>	14.0
Term 10		Credits
COM 270	Business Communication	3.0
EAM 491	Entertainment and Arts Management Senior Project	1.0
HRMT 323	Principles of Human Resource Administration	4.0
TVPR 212	TV Commercials and Promos	3.0
	Social science elective	3.0
	<i>Term Credits</i>	14.0
Term 11		Credits
EAM 461	Entertainment Publishing Industry	3.0
EAM 491	Entertainment and Arts Management Senior Project	1.0
	Cinema and Television elective (See degree requirements for list of options)	3.0
	Social science elective	3.0
	Free electives	6.0
	<i>Term Credits</i>	16.0
Term 12		Credits
COM 335	Electronic Publishing	3.0
EAM 491	Entertainment and Arts Management Senior Project	1.0
	Business elective (See degree requirements for list)	4.0
	Free electives	6.0
	<i>Term Credits</i>	14.0
	Total Credits (minimum)	184.0

BS Entertainment and Arts Management/MBA Dual Degree

Only available to students majoring in Entertainment and Arts Management (4-year with co-op), this dual degree program combines study in the management of the arts and entertainment industries along 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

BS in Entertainment and Arts Management

MBA

BS /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 web site 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 BS /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 2010-11

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 2010-11

Fashion Design

Bachelor of Science Degree: 182.0 credits

Degree requirements (incoming students, 2010/2011)

General education requirements		65.0 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	24.0

Visual studies requirements		39.0 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
VSST 101	Design I	4.0
VSST 102	Design II	4.0
VSST 103	Design III	4.0
VSST 110	Introductory Drawing	3.0
VSST 111	Figure Drawing I	3.0
VSST 204	Materials Exploration	4.0
VSST 301	Painting I	4.0

One of the following multimedia courses:

VSST 201	Multimedia: Performance	4.0
VSST 202	Multimedia: Space	4.0
VSST 203	Multimedia: Materials	4.0

Fashion design requirements		78.0 Credits
ARTH 335	History of Costume I: Preclassical to Directoire	3.0
ARTH 336	History of Costume II: Directoire to World War I	3.0
FASH 201	Survey of the Fashion Industry	3.0
FASH 210	Presentation Techniques in Fashion Design	3.0
FASH 211	Fashion Drawing I	3.0
FASH 212	Fashion Drawing II	3.0
FASH 220	Textile Design	3.0

FASH 230	Textiles for Fashion Design	3.0
FASH 241	Construction Skills	4.0
FASH 251	Fashion Design I	4.0
FASH 252	Fashion Design II	4.0
FASH 313	Fashion Drawing for Industry	3.0
FASH 314	Fashion Presentation Drawing	3.0
FASH 315	CAD Patternmaking	3.0
or		
FASH 316	CAD for Fashion Design	3.0
FASH 341	Flat Pattern Design	4.0
FASH 342	Draping Design	4.0
FASH 343	Tailoring and Design	4.0
FASH 351	Fashion Design III	4.0
FASH 352	Fashion Design IV	4.0
FASH 464	Professional Portfolio	3.0
FASH 491	Senior Problem in Fashion Design: Phase I	4.0
FASH 492	Senior Problem in Fashion Design: Phase II	3.0
VSST 112	Figure Drawing II	3.0

Writing-Intensive Course Requirements

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

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

Recommended Plan Of Study

	Credits
Term 1	
FASH 201 Survey of the Fashion Industry	3.0
PHYS 121 Physical Science for Design I	4.0
UNIV 101 The Drexel Experience	1.0
VSST 101 Design I	4.0
VSST 110 Introductory Drawing	3.0
<i>Term Credits</i>	15.0
Term 2	
FASH 241 Construction Skills	4.0
PHYS 122 Physical Science for Design II	4.0
UNIV 101 The Drexel Experience	1.0
VSST 102 Design II	4.0
VSST 111 Figure Drawing I	3.0
<i>Term Credits</i>	16.0
Term 3	
FASH 341 Flat Pattern Design	4.0
MATH 119 Mathematical Foundations for Design	4.0
VSST 103 Design III	4.0
VSST 112 Figure Drawing II	3.0
<i>Term Credits</i>	15.0
Term 4	
ENGL 101 Expository Writing and Reading	3.0
FASH 210 Presentation Techniques in Fashion	3.0
FASH 211 Fashion Drawing I	3.0
FASH 342 Draping Design	4.0
VSST 204 Materials Exploration	4.0
<i>Term Credits</i>	17.0
Term 5	
ARTH 101 History of Art I: Ancient to Medieval	3.0
FASH 212 Fashion Drawing II	3.0
FASH 220 Textile Design	3.0
FASH 230 Textiles for Fashion Design	3.0
FASH 251 Fashion Design I	4.0
<i>Term Credits</i>	16.0
Term 6	
ARTH 102 History of Art II: High Renaissance to Modern	3.0
ENGL 102 Persuasive Writing and Reading	3.0
FASH 252 Fashion Design II	4.0
FASH 313 Fashion Drawing for Industry	3.0
Free elective	3.0
<i>Term Credits</i>	16.0
Term 7	
ENGL 103 Analytical Writing and Reading	3.0
VSST 301 Painting I	4.0
VSST 201 Multimedia: Performance	4.0
or	
VSST 203 Multimedia: Materials	4.0
or	

VSST 202	Multimedia: Space	4.0
	Social science elective	3.0
	<i>Term Credits</i>	14.0
Term 8		Credits
ARTH 103	History of Art III: Early Modern to Postmodernism	3.0
ARTH 335	History of Costume I: Preclassical to Directoire	3.0
FASH 343	Tailoring and Design	4.0
	Arts and Humanities elective	3.0
	FASH 315 CAD for Patternmaker or elective	3.0
	<i>Term Credits</i>	16.0
Term 9		Credits
ARTH 336	History of Costume II: Directoire to World War I	3.0
FASH 314	Fashion Presentation Drawing	3.0
FASH 351	Fashion Design III	4.0
	Arts and Humanities elective	3.0
	<i>Term Credits</i>	13.0
Term 10		Credits
FASH 352	Fashion Design IV	4.0
FASH 464	Professional Portfolio	3.0
	Free elective	3.0
	Arts and Humanities elective	3.0
	Social science elective	3.0
	<i>Term Credits</i>	16.0
Term 11		Credits
FASH 491	Senior Problem in Fashion Design I	4.0
	FASH 316 CAD for Fashion Design or elective	3.0
	Free elective	3.0
	Social science elective	3.0
	<i>Term Credits</i>	13.0
Term 12		Credits
FASH 492	Senior Problem in Fashion Design II	3.0
	Free electives	12.0
	<i>Term Credits</i>	15.0
	Total Credits (minimum)	182.0

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Film and Video

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

For more information about this major, visit the College's Film and Video page.

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Film and Video

Bachelor of Science Degree: 185.0 credits

Degree requirements (incoming students, 2010/2011)

General education requirements		95.0 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
UNIV 101	The Drexel Experience	2.0
	Natural science electives	6.0 - 8.0
	History elective	3.0
	English elective	3.0
	Philosophy elective	3.0
	Arts and Humanities electives	9.0
	Social science electives	9.0
	Electives	24.0
	Co-operative education (two terms)	0.0
AW College of Media, Arts, and Design requirements		21.0 Credits
ARTH 102	History of Art II: Renaissance to Modern	3.0
ARTH 103	History of Art III: Early Modern to Post-Modernism	3.0
DIGM 100	Digital Design Tools	3.0
DIGM 220	Digital Still Imaging I	3.0
DIGM 240	Web Interactive Authoring	3.0
VSST 108	Design for Media I	4.0
VSST 109	Design for Media II	4.0
Core Film and Video requirements		75.0 Credits
FMVD 110	Basic Shooting & Lighting	3.0
FMVD 115	Basic Editing	3.0
FMVD 120	Basic Sound	3.0
FMVD 200	Acting for the Screen	3.0
FMVD 202	Directing for the Screen	3.0
FMVD 205	Professions in Film and Video	3.0
FMVD 210	Documentary Video Production	3.0
FMVD 215	Narrative Video Production	3.0
FMVD 220	Experimental Video Production	3.0
FMVD 230	Basic Filmmaking	3.0
FMVD 235	Intermediate Lighting	3.0
FMVD 237	Intermediate Editing	3.0

FMVD 322	Production Workshop I	3.0
FMVD 323	Production Workshop II	3.0
FMVD 495	Senior Project in Film and Video (Three semesters at 3.0 credits)	9.0
FMST 150	American Classic Cinema	3.0
FMST 160	European Cinema	3.0
FMST 245	Non-Western Cinema	3.0
FMST 250	The Documentary Tradition	3.0
SCRP 270 W	Screenwriting I	3.0
SCRP 280 WI	Writing the Short Film	3.0
SCRP 370	Screenplay Story Development	3.0
TVPR 100	TV Studio: Basic Operations	3.0

Advanced Production Choice: Three of the following courses: 9.0

DIGM 120	Multimedia Timeline Design	3.0
FMVD 286	Producing for Features	3.0
FMVD 290	Trailers and Promos	3.0
FMVD 295	Hollywood 101	3.0
FMVD 305	Make-up and Special Effects	3.0
FMVD 310	Camera Operators Workshop	3.0
FMVD 315	Audio Post Production	3.0
FMVD 320	Steadicam Workshop	3.0
FMVD 325	Stop Motion Animation	3.0
FMVD 327	Advanced Lighting	3.0
FMVD 332	Advanced Film	3.0
FMVD 335	The 16mm Film Project	3.0
FMVD 344	Music Video Productions	3.0
FMVD 341	Creating Credits and Opticals	3.0
FMVD 365	Special Topics in Production	3.0
FMVD 400	Advanced Directing Actors for Screen	3.0
FMVD 415	Advanced Editing	3.0
FMVD 420	Advanced Audio Post	3.0
FMVD 430	Advanced Cinematography	3.0
TVPR 200	TV Studio: Live Directing	3.0
TVPR 205	TV Studio: Advanced Live Directing	3.0
TVPR 212	TV Commercials and Promos	3.0
TVPR 340	Remote TV Production	3.0
SCRP 350	Writing the TV Comedy Series	3.0
SCRP 353	Writing the TV Drama Series	3.0
or		
TVPR 351	TV Comedy Series I	3.0
TVPR 352	TV Comedy Series II	3.0
TVPR 354	TV Drama Series I	
TVPR 352	TV Comedy Series II	3.0

Film Studies or Television Studies Choice: 2 of the following courses: 6.0

FMST 255	Hitchcock	3.0
FMST 260	The Western	3.0
FMST 262	Film Comedy	3.0
FMST 263	Rock-N-Roll Cinema	3.0
FMST 264	Russian Cinema	3.0
FMST 265	Special Topics in Film Studies	3.0

FMST 340	French New Wave	3.0
FMST 345	Italian Neo-Realism	3.0
FMST 352	The Horror Film	3.0
FMST 355	Contemporary Cinema	3.0
TVST 260	History of Television	3.0
TVST 261	History of TV Journalism	3.0
TVST 361	Art of TV Comedy	3.0
TVST 362	The Art of TV Drama	3.0
TVST 363	Science Fiction Television	3.0

Writing-Intensive Course Requirements

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

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Recommended Plan Of Study

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

		Credits
Term 1		
DIGM 100	Digital Design Tools	3.0
ENGL 101	Expository Writing and Reading	3.0
FMST 150	American Classic Cinema	3.0
FMVD 110	Basic Shooting and Lighting	3.0
UNIV 101	The Drexel Experience	1.0
VSST 108	Design I for Media	3.0
	<i>Term Credits</i>	16.0
Term 2		
ENGL 102	Persuasive Writing and Reading	3.0
FMST 160	European Cinema	3.0
FMVD 120	Basic Sound	3.0
SCRIP 270	Screenwriting I	3.0
UNIV 101	The Drexel Experience	1.0
VSST 109	Design II for Media	3.0
	<i>Term Credits</i>	16.0
Term 3		
ARTH 102	History of Art II: High Renaissance to Modern	3.0
ENGL 103	Analytical Writing and Reading	3.0
FMVD 115	Basic Editing	3.0
MATH 119	Mathematical Foundations for Design	4.0
TVPR 100	TV Studio: Basic Operations	3.0
	<i>Term Credits</i>	16.0
Term 4		
ARTH 103	History of Art- Early to Late Modern	3.0
DIGM 240	Web Interactive Authoring	3.0
FMST 250	The Documentary Tradition	3.0
FMVD 205	Professions in Film and Video	3.0
FMVD 230	Basic Filmmaking	3.0
	Arts and Humanities elective	3.0
	<i>Term Credits</i>	18.0
Term 5		
COOP 101	Career Management/Professional Development	0.0
DIGM 220	Digital Still Imaging I	3.0
FMVD 202	Directing for the Screen	3.0
	Natural science elective	4.0
	Social science elective	3.0
	Arts and Humanities elective	3.0
	<i>Term Credits</i>	16.0
Term 6		
FMST 245	Non-Western Cinema	3.0
FMVD 200	Acting for the Screen	3.0
FMVD 215	Narrative Video Production	3.0
SCRIP 280	Writing the Short Film	3.0
	Natural science elective	4.0
	<i>Term Credits</i>	16.0
Term 7		
FMVD 210	Documentary Video Production	3.0

FMVD 235	Intermediate Lighting	3.0
FMVD 237	Intermediate Editing	3.0
	Social science elective	3.0
	Arts and Humanities elective	3.0
	<i>Term Credits</i>	15.0
Term 8		Credits
FMVD 220	Experimental Video Production	3.0
FMVD 322	Production Workshop I	3.0
SCRP 370	Screenplay Story Development	3.0
	Film Studies/Television Studies elective (See degree requirements for list)	3.0
	Advanced Production elective (See degree requirements list)	3.0
	<i>Term Credits</i>	15.0
Term 9		Credits
FMVD 323	Production Workshop II	3.0
	Film Studies/Television Studies elective (See degree requirements for list)	3.0
	Social science elective	3.0
	Arts and Humanities elective	3.0
	Free elective	3.0
	<i>Term Credits</i>	15.0
Term 10		Credits
FMVD 495	Senior Project in Film and Video	3.0
	Arts and Humanities elective	3.0
	Free electives	6.0
	Advanced Production elective (See degree requirements list)	3.0
	<i>Term Credits</i>	15.0
Term 11		Credits
FMVD 495	Senior Project in Film and Video	3.0
	Arts and Humanities elective	3.0
	Free electives	6.0
	Advanced Production elective (See degree requirements list)	3.0
	<i>Term Credits</i>	15.0
Term 12		Credits
FMVD 495	Senior Project in Film and Video	3.0
	Free electives	9.0
	<i>Term Credits</i>	12.0
	Total Credits (minimum)	185.0

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Minors in Cinema and Television

The Film and Video program offers three minors. Each of the minors requires eight courses for a total of 24.0 credits. The first three courses in each minor are the same.

Cinema Studies

Video Production

Writing for the Media

There are two minor programs in television, each requiring 27.0 credits.

Television Production

Television Industry and Enterprise

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](#).

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Graphic Design

Bachelor of Science Degree: 182.0 credits

Required courses (incoming students, 2010/2011)

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

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

Two of the following courses:

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

Graphic Design Requirements A		46.0
ARTH 300 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 340	Typography III	3.0
VSCM 350 WI	Graphic Design in the 20th Century & Beyond *	3.0
VSST 321	Screenprint I	4.0

*NOTE: VSCM 480 should be the 3rd Writing Intensive course.

To complete the Graphic Design degree, students select either:

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

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

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

Environmental Graphic Design Track		27.0
EVGD 200	Introduction to Environmental Graphic Design	4.0
EVGD 210	Architectural Signage	4.0
EVGD 220	Wayfinding	4.0
EVGD 310	Design Techniques and Materials	4.0
EVGD 320	Exhibit Design	4.0
EVGD 421	Environmental Branding	4.0
EVGD 496	Senior Thesis in Environmental Graphic Design	3.0

Web & Motion Graphic Design Track		25.0
DIGM 240	Web-based Interactive Authoring	3.0

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

Writing-Intensive Course Requirements

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

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

Recommended Plan Of Study

	Credits
Term 1	
ENGL 101 Expository Writing and Reading	3.0
PHYS 121 Physical Science for Design I	4.0
UNIV 101 The Drexel Experience	1.0
VSST 101 Design I	4.0
VSST 110 Introductory Drawing	3.0
<i>Term Credits</i>	15.0
Term 2	
ARTH 101 History of Art I: Ancient to Modern	3.0
ENGL 102 Persuasive Writing and Reading	3.0
PHYS 122 Physical Science for Design II	4.0
UNIV 101 The Drexel Experience	1.0
VSST 102 Design II	4.0
<i>Term Credits</i>	15.0
Term 3	
ARTH 102 History of Art II: Renaissance to Modern	3.0
ENGL 103 Analytical Writing and Reading	3.0
MATH 119 Mathematical Foundations for Design	4.0
VSCM 100 Computer Imaging I	3.0
VSST 103 Design III	4.0
<i>Term Credits</i>	17.0
Term 4	
ARTH 103 History of Art III: Early Modern to Postmodernism	3.0
PHTO 110 Photography	3.0
VSCM 200 Computer Imaging II	3.0
VSCM 230 Visual Communication I	4.0
VSCM 240 Typography I	3.0
<i>Term Credits</i>	16.0
Term 5	
COOP 101 Career Management/Professional Development	0.0
PHTO 210 Intermediate Photography	3.0
VSCM 231 Visual Communication II	4.0
VSCM 242 Typography II	3.0
VSCM 300 Computer Imaging III	3.0
<i>Term Credits</i>	13.0
Term 6	
VSCM 232 Visual Communication III	4.0
VSCM 241 Production	3.0
VSST 111 Figure Drawing I	3.0
VSST 201 Multimedia: Performance	4.0
or	
VSST 311 Sculpture I	4.0
or	
VSST 203 Multimedia: Materials	4.0
or	
VSST 202 Multimedia: Space	4.0
<i>Term Credits</i>	14.0
Term 7	
	Credits

ARTH 300	History of Modern Design	3.0
VSCM 321	Screenprint I	4.0
	Free elective	3.0
	Arts and Humanities elective	6.0
	<i>Term Credits</i>	16.0
Term 8		Credits
VSCM 330	Visual Communication IV	4.0
VSCM 340	Typography III	3.0
VSST 301	Painting I	4.0
	Social science elective	3.0
	Arts and Humanities elective	3.0
	<i>Term Credits</i>	17.0
Term 9		Credits
VSCM 331	Visual Communication V	4.0
VSCM 350	Graphic Design: 20th Century and Beyond	3.0
VSST 201	Multimedia: Performance	4.0
or		
VSST 311	Sculpture I	4.0
or		
VSST 203	Multimedia: Materials	4.0
or		
VSST 202	Multimedia: Space	4.0
	Social science elective	3.0
	Arts and Humanities elective	3.0
	<i>Term Credits</i>	17.0
Term 10		Credits
VSCM 430	Visual Communication VI	4.0
VSCM 440	Book Design	3.0
	Social science electives	6.0
	<i>Term Credits</i>	13.0
Term 11		Credits
VSCM 496	Senior Thesis Graphic Design	3.0
VSST 302	Painting II	4.0
VSCM 477	Graphic Design Seminar	3.0
or		
VSCM 460	Professional Practice	3.0
	Free electives	6.0
	<i>Term Credits</i>	16.0
Term 12		Credits
VSCM 477	Graphic Design Seminar	3.0
or		
VSCM 460	Professional Practice	3.0
	Free electives	8.0
	<i>Term Credits</i>	11.0
	Total Credits (minimum)	180.0

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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 health, safety, welfare, shelter, support, and the enrichment of all occupants of the interior environment.
- Instill in the student awareness and sensitivity to environmental, social, cultural and ethical responsibilities.

For more information about this major, visit the College's Interior Design page.

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Interior Design

Bachelor of Science Degree: 181.0 credits

Degree requirements (incoming students, 2010/2011)

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

Visual studies requirements

		46.0 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 301	Painting I	4.0
VSST 311	Sculpture I	4.0
	AWCOMAD studio course*	3.0

*Students select one AWCOMAD studio course from the following:

VSST 111	Figure Drawing I	3.0
VSST 112	Figure Drawing II	3.0
VSST 201	Multimedia: Performance	4.0
VSST 202	Multimedia: Space	4.0
VSST 203	Multimedia: Materials	4.0
VSST 302	Painting II	4.0
VSST 312	Sculpture II	4.0

VSST 321	Screenprint I	4.0
VSST 465	Special Topics in Visual Studies	3.0
PHTO 110	Basic Photography	3.0
PHTO 115	Photographic Principles	3.0

Interior design requirements **73.0 Credits**

INTR 200	History of Modern Architecture	3.0
INTR 211	Textiles for Interiors	3.0
INTR 220	Orthographic Drawing	3.0
INTR 231	Structure	4.0
INTR 232	Interior Studio I	4.0
INTR 233	Interior Studio II	4.0
INTR 240	Perspective Drawing I	3.0
INTR 241	Perspective Drawing II	3.0
INTR 245	CAD for Interior Design	3.0
INTR 250	Interior Materials	3.0
INTR 300	Directions of the 20th Century Interior Design	3.0
INTR 305 WI	History of Furniture	3.0
INTR 331	Residential Design Studio	4.0
INTR 332	Hospitality Design Studio	4.0
INTR 341	Introduction to Rendering	3.0
INTR 350	Interior Detailing	3.0
IINTR 351	Interior Lighting	3.0
INTR 430	Commercial Design Studio	4.0
INTR 435	Topical Issues Studio	4.0
INTR 445	Contract Documentation for Interior Design	3.0
INTR 450 WI	Professional Practice	3.0
INTR 451	Interior Systems	3.0

Writing-Intensive Course Requirements

In order to graduate, all students 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.

BS Interior Design
4 YR UG Co-op Concentration
Cycle A

Recommended Plan Of Study

	Credits
Term 1	
ARTH 101 History of Art I: Ancient to Modern	3.0
ENGL 101 Expository Writing and Reading	3.0
PHYS 121 Physical Science for Design I	4.0
UNIV 101 The Drexel Experience	1.0
VSST 101 Design I	4.0
<i>Term Credits</i>	15.0
Term 2	
ARTH 102 History of Art II: Renaissance to Modern	3.0
PHYS 122 Physical Science for Design II	4.0
UNIV 101 The Drexel Experience	1.0
VSST 102 Design II	4.0
VSST 110 Introductory Drawing	3.0
<i>Term Credits</i>	15.0
Term 3	
INTR 200 History of Modern Architecture	3.0
INTR 220 Orthographic Drawing	3.0
MATH 119 Mathematical Foundations for Design	4.0
VSST 103 Design III	4.0
<i>Term Credits</i>	14.0
Term 4	
ARTH 103 History of Art III: Early Modern to Postmodernism	3.0
INTR 211 Textiles for Interiors	3.0
INTR 231 Structure	4.0
INTR 240 Perspective Drawing I	3.0
VSCM 100 Computer Imaging I	3.0
<i>Term Credits</i>	16.0
Term 5	
COOP 101 Career Management/Professional Development	0.0
ENGL 102 Persuasive Writing and Reading	3.0
INTR 232 Interior Studio I	4.0
INTR 241 Perspective II	3.0
INTR 250 Interior Materials	3.0
INTR 305 History of Furniture	3.0
<i>Term Credits</i>	16.0
Term 6	
ENGL 103 Analytical Writing and Reading	3.0
INTR 233 Interior Studio II	4.0
INTR 245 CAD for Interior Design	3.0
VSST 201 Multimedia: Performance	4.0
or	
VSST 203 Multimedia: Materials	4.0
or	
VSST 202 Multimedia: Space	4.0
Arts and Humanities elective	3.0
<i>Term Credits</i>	17.0
Term 7	
VSST 201 Multimedia: Performance	4.0

or		
VSST 203	Multimedia: Materials	4.0
or		
VSST 202	Multimedia: Space	4.0
	Arts and Humanities electives	6.0
	Social science electives	6.0
	<i>Term Credits</i>	<i>16.0</i>
Term 8		Credits
INTR 300	Directions 20th Century Interior Design	3.0
INTR 331	Residential Design Studio	4.0
INTR 341	Introduction to Rendering	3.0
INTR 350	Interior Detailing	3.0
	AWCOMAD studio course (See degree requirements)	3.0
	<i>Term Credits</i>	<i>16.0</i>
Term 9		Credits
INTR 332	Hospitality Design Studio	4.0
INTR 351	Interior Lighting	3.0
INTR 450	Professional Practice for Interior Design	3.0
VSST 311	Sculpture I	4.0
or		
VSST 301	Painting I	4.0
	<i>Term Credits</i>	<i>14.0</i>
Term 10		Credits
INTR 430	Commercial Design Studio	4.0
INTR 451	Interior Systems	3.0
VSST 311	Sculpture I	4.0
or		
VSST 301	Painting I	4.0
	Free elective	3.0
	<i>Term Credits</i>	<i>14.0</i>
Term 11		Credits
INTR 435	Topical Issues Studio	4.0
INTR 445	Contract Documentation for Interior Design	3.0
	Free electives	6.0
	<i>Term Credits</i>	<i>13.0</i>
Term 12		Credits
	Social science elective	3.0
	Free electives	12.0
	<i>Term Credits</i>	<i>15.0</i>
	Total Credits (minimum)	181.0

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BS in Interior Design/MS in Interior Architecture & Design

Qualified students in Interior Design have the option of continuing on into the graduate Interior Architecture and Design program to obtain a dual BS/MS degree. This program allows highly motivated students to graduate with both degrees in a total of five years. Students apply for this accelerated program when they complete 90 credits of coursework, and before completing 120 credits.

Degree requirements

BS in Interior Design

MS in Interior Architecture & Design

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 2010-11

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 a 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.

The program no longer accepts hard-copy portfolios. However, when applying to the Music Industry program, applicants can provide links in their application essay materials to electronic examples of pertinent activities (for example, samples of work accomplished via a MySpace or a Facebook page.) The Music Industry program administrators will look at videos, listen to songs, look at photos, slide shows, presentations or other visual media, etc.

If an applicant chooses, he or she can create a special page or site for the Music Industry administration to view. The link should be mentioned in the application essay.

For more information about this major, visit the College's Music Industry page.

Drexel University

Catalog 2010-11

Music Industry

Bachelor of Science Degree: 191.0 - 192.0 credits

Required courses (incoming students, 2010/2011)

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		71.0Credits
ENGL 101	Expository Writing and Reading	3.0
ENGL 102	Persuasive Writing and Reading	3.0
ENGL 103	Analytical Writing and Reading	3.0
MATH 101	Introduction to Analysis I	4.0
MATH 102	Introduction to Analysis II	4.0
PHYS 121	Physical Science for Design I	4.0
PHYS 106	The Physics of High Fidelity	3.0
COM 230	Techniques of Speaking	3.0
UNIV 101	The Drexel Experience	2.0
Arts and humanities electives		9.0
Social science electives		9.0
Free electives*		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 WI	Music History I	3.0
MUSC 232 WI	Music History II	3.0
MUSC 323	Songwriting	3.0
MUSC 331	World Musics	3.0

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

Music Industry Business Concentration requirements		30.0 Credits
MIP 331	Music Venues and Concerts	3.0
or		
MIP 341	Touring and Booking	3.0
MIP 375	Marketing and Promotion in the Music Industry	3.0
MIP 467	Artist Representation	3.0
MIP 468	Music Industry E-Commerce	3.0

Students take both of the following courses for two terms, for 12.0 credits total:

MIP 377	Digital Label	3.0
MIP 444	MAD Dragon Records	3.0

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

MIP 343	MADKo Concerts	3.0
MIP 441	Drako Booking	3.0
MIP 445	MAD Dragon Publishing	3.0

Music Industry Technology Concentration requirements		32.0 Credits
MIP 333	Computer and Digital Applications III	3.0
MIP 379	Music Recording III	3.0
MIP 381	Audio for Video	3.0
MIP 382	Scoring to Picture	3.0
MIP 383	MAD Dragon Studios	3.0
MIP 388	Production Company Management	2.0

MIP 433	Computer and Digital Applications IV	3.0
MIP 477	Music Production	3.0
MUSC 252	Composition	3.0

Students select two of the following Technology electives:

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

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

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

Students take two terms of the following course, for 6.0 credits total:

MIP 440	Legal and Business Affairs for MAD Dragon	6.0
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Writing-Intensive Course Requirements

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

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Recommended Plan Of Study

BS Music Industry

4 YR UG Co-op Concentration /Music Industry Technology

Term 1		Credits
ENGL 101	Expository Writing and Reading	3.0
MIP 131	History of the Music Industry	3.0
MIP 133	Computer & Digital Applications I	3.0
MUSC 121	Music Theory I	3.0
UNIV 101	The Drexel Experience	1.0
MUSC 191	Classical Guitar I	2.0
or		
MUSC 190	Classical Piano I	2.0
	<i>Term Credits</i>	<i>15.0</i>
Term 2		Credits
ENGL 102	Persuasive Writing and Reading	3.0
MIP 161	Copyrights in the Music Industry	3.0
MIP 179	Music Recording I	3.0
MIP 227	Listening Techniques in Music	1.0
MUSC 122	Music Theory II	3.0
UNIV 101	The Drexel Experience	1.0
	Free elective	3.0
	<i>Term Credits</i>	<i>17.0</i>
Term 3		Credits
ACCT 115	Financial Accounting Foundations	4.0
ECON 201	Principles of Microeconomics	4.0
ENGL 103	Analytical Writing and Reading	3.0
MIP 233	Computer & Digital Applications II	3.0
MUSC 125	Ear Training I	1.0
	<i>Term Credits</i>	<i>15.0</i>
Term 4		Credits
COOP 101	Career Management and Professional Development	0.0
MATH 101	Introduction to Analysis I	4.0
MIP 271	The Recording Industry I	3.0
MIP 279	Music Recording II	3.0
MIP 383	MAD Dragon Studios	1.0
MUSC 252	Music Composition	3.0
PHYS 121	Physical Science for Design I	4.0
	<i>Term Credits</i>	<i>18.0</i>
Term 5		Credits
BLAW 201	Business Law I	4.0
MATH 102	Introduction to Analysis II	4.0
MIP 262	Trademarks and Patents in the Music Industry	3.0
MIP 383	MAD Dragon Studios	1.0
MUSC 229	Modern Arranging Techniques	3.0
PHYS 106	The Physics of High Fidelity	3.0
	<i>Term Credits</i>	<i>18.0</i>
Term 6		Credits
ECON 202	Principles of Macroeconomics	4.0
MIP 239	Survey of Modern Production Techniques	2.0
MIP 272	The Recording Industry II	3.0
MIP 383	MAD Dragon Studios	1.0
MUSC 323	Songwriting	3.0
	Free elective	3.0

	Social science elective	3.0
	<i>Term Credits</i>	<i>19.0</i>
Term 7		Credits
MIP 333	Computer & Digital Applications III	3.0
MIP 379	Music Recording III	3.0
MIP 381	Audio for Video	3.0
MUSC 231	Music History I	3.0
STAT 201	Introduction to Business Statistics	4.0
	<i>Term Credits</i>	<i>16.0</i>
Term 8		Credits
MIP 361	The Publishing Industry	3.0
MIP 382	Scoring to Picture	3.0
MUSC 232	Music History II	3.0
	Music industry technology elective (See concentration requirements)	3.0
	Free electives	6.0
	<i>Term Credits</i>	<i>18.0</i>
Term 9		Credits
FIN 301	Introduction to Finance	4.0
MIP 374	Entrepreneurship in the Music Industry	3.0
MIP 388	Production Company Management	2.0
	Free elective	3.0
	Social science elective	3.0
	<i>Term Credits</i>	<i>15.0</i>
Term 10		Credits
COM 230	Techniques of Speaking	3.0
MIP 491	Senior Project in Music Industry	1.0
MKTG 301	Introduction to Marketing Management	4.0
	Arts and Humanities elective	3.0
	Free elective	3.0
	<i>Term Credits</i>	<i>14.0</i>
Term 11		Credits
MIP 433	Computer & Digital Applications IV	3.0
MIP 477	Music Production	3.0
MIP 491	Senior Project in Music Industry	1.0
	Arts and Humanities elective	3.0
	Free elective	3.0
	<i>Term Credits</i>	<i>13.0</i>
Term 12		Credits
MIP 491	Senior Project in Music Industry	1.0
MUSC 331	World Musics	3.0
	Music industry technology elective (See concentration requirements)	3.0
	Social science elective	3.0
	Arts and Humanities elective	3.0
	<i>Term Credits</i>	<i>13.0</i>
	Total Credits (minimum)	191.0

Recommended Plan Of Study

BS Music Industry

4 YR UG Co-op Concentration /Music Industry Business

Term 1		Credits
ENGL 101	Expository Writing and Reading	3.0
MATH 101	Introduction to Analysis I	4.0
MIP 131	History of the Music Industry	3.0
MIP 133	Computer & Digital Applications I	3.0
UNIV 101	The Drexel Experience	1.0
MUSC 191	Classical Guitar I	2.0
or		
MUSC 190	Classical Piano I	2.0
	<i>Term Credits</i>	<i>16.0</i>
Term 2		Credits
ENGL 102	Persuasive Writing and Reading	3.0
MATH 102	Introduction to Analysis II	4.0
MIP 161	Copyrights in the Music Industry	3.0
MIP 179	Music Recording I	3.0
MIP 227	Listening Techniques in Music	1.0
UNIV 101	The Drexel Experience	1.0
	<i>Term Credits</i>	<i>15.0</i>
Term 3		Credits
ACCT 115	Financial Accounting Foundations	4.0
ECON 201	Principles of Microeconomics	4.0
ENGL 103	Analytical Writing and Reading	3.0
MIP 233	Computer & Digital Applications II	3.0
MUSC 125	Ear Training I	1.0
	Free elective	3.0
	<i>Term Credits</i>	<i>18.0</i>
Term 4		Credits
COOP 101	Career Management and Professional Development	0.0
MIP 271	The Recording Industry I	3.0
MIP 279	Music Recording II	3.0
MUSC 121	Music Theory I	3.0
MUSC 231	Music History I	3.0
PHYS 121	Physical Science for Design I	4.0
	<i>Term Credits</i>	<i>16.0</i>
Term 5		Credits
BLAW 201	Business Law I	4.0
MIP 262	Trademarks and Patents in the Music Industry	3.0
MIP 377	Digital Label	3.0
MUSC 122	Music Theory II	3.0
MUSC 229	Modern Arranging Techniques	3.0
	<i>Term Credits</i>	<i>16.0</i>
Term 6		Credits
ECON 202	Principles of Macroeconomics	4.0
MIP 272	The Recording Industry II	3.0
MIP 361	The Publishing Industry	3.0
MIP 377	Digital Label	3.0
MUSC 323	Songwriting	3.0
	Free electives	3.0
	<i>Term Credits</i>	<i>19.0</i>

Term 7		Credits
MIP 375	Marketing and Promo in Music Industry	3.0
MIP 444	MAD Dragon Records	3.0
MKTG 301	Introduction to Marketing Management	4.0
STAT 201	Introduction to Business Statistics	4.0
	Free elective	3.0
	<i>Term Credits</i>	<i>17.0</i>
Term 8		Credits
MIP 444	MAD Dragon Records	3.0
MIP 467	Artist Representation	3.0
MUSC 232	Music History II	3.0
PHYS 106	The Physics of High Fidelity	3.0
MIP 341	Touring and Booking	3.0
or		
MIP 331	Music Venues and Concerts	3.0
	Social science electives	3.0
	<i>Term Credits</i>	<i>18.0</i>
Term 9		Credits
FIN 301	Introduction to Finance	4.0
MIP 239	Survey of Modern Production Techniques	2.0
MIP 374	Entrepreneurship in the Music Industry	3.0
MIP 468	Music Industry E-Commerce	3.0
	Social science elective	3.0
	Free elective	3.0
	<i>Term Credits</i>	<i>18.0</i>
Term 10		Credits
COM 230	Techniques of Speaking	3.0
MIP 491	Senior Project in Music Industry	1.0
MIP 343	MADKo Concert Promotions	3.0
or		
MIP 444	MAD Dragon Records	3.0
or		
MIP 441	DraKo Booking	3.0
	Free elective	3.0
	Arts and Humanities elective	3.0
	<i>Term Credits</i>	<i>13.0</i>
Term 11		Credits
MIP 491	Senior Project in Music Industry	1.0
MIP 343	MADKo Concert Promotions	3.0
or		
MIP 444	MAD Dragon Records	3.0
or		
MIP 441	DraKo Booking	3.0
	Free electives	6.0
	Arts and Humanities elective	3.0
	<i>Term Credits</i>	<i>13.0</i>
Term 12		Credits
MIP 374	Entrepreneurship in the Music Industry	3.0
MIP 491	Senior Project in Music Industry	1.0
MUSC 331	World Musics	3.0
	Arts and Humanities elective	3.0
	Free elective	3.0
	<i>Term Credits</i>	<i>13.0</i>
	Total Credits (minimum)	192.0

Recommended Plan Of Study

BS Music Industry

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

Term 1		Credits
ENGL 101	Expository Writing and Reading	3.0
MATH 101	Introduction to Analysis I	4.0
MIP 131	History of the Music Industry	3.0
MIP 133	Computer & Digital Applications I	3.0
UNIV 101	The Drexel Experience	1.0
MUSC 191	Classical Guitar I	2.0
or		
MUSC 190	Classical Piano I	2.0
	<i>Term Credits</i>	<i>16.0</i>
Term 2		Credits
ENGL 102	Persuasive Writing and Reading	3.0
MATH 102	Introduction to Analysis II	4.0
MIP 161	Copyrights in the Music Industry	3.0
MIP 179	Music Recording I	3.0
MIP 227	Listening Techniques in Music	1.0
UNIV 101	The Drexel Experience	1.0
	<i>Term Credits</i>	<i>15.0</i>
Term 3		Credits
ACCT 115	Financial Accounting Foundations	4.0
ECON 201	Principles of Microeconomics	4.0
ENGL 103	Analytical Writing and Reading	3.0
MIP 233	Computer & Digital Applications II	3.0
MUSC 125	Ear Training I	1.0
	Free elective	3.0
	<i>Term Credits</i>	<i>18.0</i>
Term 4		Credits
COOP 101	Career Management and Professional Development	0.0
MIP 271	The Recording Industry I	3.0
MIP 279	Music Recording II	3.0
MUSC 121	Music Theory I	3.0
PHYS 121	Physical Science for Design I	4.0
	Free elective	3.0
	<i>Term Credits</i>	<i>16.0</i>
Term 5		Credits
BLAW 201	Business Law I	4.0
MIP 262	Trademarks and Patents in the Music Industry	3.0
MIP 363	Legal Issues in the Music Industry	3.0
MUSC 122	Music Theory II	3.0
PHYS 106	The Physics of High Fidelity	3.0
	<i>Term Credits</i>	<i>16.0</i>
Term 6		Credits
ECON 202	Principles of Macroeconomics	4.0
MIP 272	The Recording Industry II	3.0
MIP 361	The Publishing Industry	3.0
MUSC 229	Modern Arranging Techniques	3.0
MUSC 323	Songwriting	3.0
	Free elective	3.0
	<i>Term Credits</i>	<i>19.0</i>

Term 7		Credits
MIP 443	Entertainment Contracts I	3.0
MKTG 301	Introduction to Marketing Management	4.0
MUSC 231	Music History I	3.0
STAT 201	Introduction to Business Statistics	4.0
	Free elective	3.0
	<i>Term Credits</i>	17.0
Term 8		Credits
MIP 453	Entertainment Contracts II	3.0
MUSC 232	Music History II	3.0
	Free electives	6.0
	Social science elective	3.0
	<i>Term Credits</i>	15.0
Term 9		Credits
FIN 301	Introduction to Finance	4.0
MIP 239	Survey of Modern Production Techniques	2.0
MIP 374	Entrepreneurship in the Music Industry	3.0
MIP 468	Music Industry E-Commerce	3.0
	Social science elective	3.0
	Free elective	3.0
	<i>Term Credits</i>	18.0
Term 10		Credits
MIP 440	Legal and Business Affairs for MAD Program	3.0
MIP 462	Global Issues in the Music Industry	3.0
MIP 467	Artist Representation	3.0
MIP 491	Senior Project in Music Industry	1.0
	Social science elective	3.0
	Arts and Humanities elective	3.0
	<i>Term Credits</i>	16.0
Term 11		Credits
MIP 440	Legal and Business Affairs for MAD Program	3.0
MIP 491	Senior Project in Music Industry	1.0
	Arts and Humanities elective	3.0
	Free electives	6.0
	<i>Term Credits</i>	13.0
Term 12		Credits
COM 230	Techniques of Speaking	3.0
MIP 464	Music Industry Cyberlaw	3.0
MIP 491	Senior Project in Music Industry	1.0
MUSC 331	World Musics	3.0
	Arts and Humanities elective	3.0
	<i>Term Credits</i>	13.0
	Total Credits (minimum)	192.0

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Drexel University

Catalog 2010-11

BS Music Industry/MBA

Undergraduate concentration in Business Law

The BS 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

BS in Music Industry (Business Law concentration)

MBA

BS /MBA students may be waived from two 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.

The above conditions hold only for fully accepted BS /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

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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 2010-11

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 2010-11

Photography

Bachelor of Science Degree: 180.0 credits

Required courses (incoming students, 2010/2011)

General education requirements		41.0 Credits
ENGL 101	Expository Writing and Reading	3.0
ENGL 102	Persuasive Writing and Reading	3.0
ENGL 103	Analytical Writing and Reading	3.0
MATH 119	Mathematical Foundations for Design	4.0
PHYS 121	Physical Science for Design I	4.0
PHYS 122	Physical Science for Design II	4.0
UNIV 101	The Drexel Experience	2.0
	Arts and humanities electives	9.0
	Social science electives	9.0

Unrestricted electives		27.0 Credits
	Free electives	23.0

Foundation requirements		38.0 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
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	Basic Shooting and Lighting	3.0

Students select three additional visual studies (VSST) courses as electives.	12.0
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Photography requirements		74.0 Credits
PHTO 110	Basic Photography	3.0
PHTO 140	Digital Photography I	4.0
PHTO 210	Intermediate Photography	3.0
PHTO 231	Color Photography	4.0
PHTO 233	Large-Format Photography	4.0
PHTO 234	Studio Photography	4.0
PHTO 236	Photojournalism	4.0

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

Writing-Intensive Course Requirements

In order to graduate, all students 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.

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

Recommended Plan Of Study

	Credits
Term 1	
ARTH 101 History of Art I: Ancient to Modern	3.0
ENGL 101 Expository Writing and Reading	3.0
PHYS 121 Physical Science for Design I	4.0
UNIV 101 The Drexel Experience	1.0
VSST 101 Design I	4.0
<i>Term Credits</i>	15.0
Term 2	
ENGL 102 Persuasive Writing and Reading	3.0
PHTO 110 Photography	3.0
PHYS 122 Physical Science for Design II	4.0
UNIV 101 The Drexel Experience	1.0
VSST 102 Design II	4.0
<i>Term Credits</i>	15.0
Term 3	
ARTH 102 History of Art II: Renaissance to Modern	3.0
ENGL 103 Analytical Writing and Reading	3.0
MATH 119 Mathematical Foundations for Design	4.0
PHTO 140 Digital Photography I	4.0
PHTO 210 Intermediate Photography	3.0
<i>Term Credits</i>	17.0
Term 4	
ARTH 103 History of Art III: Early Modern to Postmodernism	3.0
PHTO 233 Large Format Photography	4.0
PHTO 253 Fine Black & White Printing	3.0
VSST 110 Introductory Drawing	3.0
<i>Term Credits</i>	13.0
Term 5	
COOP 101 Career Management/Professional Development	0.0
PHTO 236 Photojournalism	4.0
PHTO 240 Digital Photography II	4.0
PHTO 275 History of Photography I	3.0
VSST 111 Figure Drawing I	3.0
Free elective	3.0
<i>Term Credits</i>	17.0
Term 6	
PHTO 231 Color Photography	4.0
PHTO 276 History of Photography II	3.0
Arts and Humanities elective	3.0
Free elective	3.0
<i>Term Credits</i>	13.0
Term 7	
FMVD 110 Basic Shooting and Lighting	3.0
PHTO 234 Studio Photography	4.0
PHTO 361 Advanced Photography	4.0
Free elective	3.0
Visual Studies (VSST) elective	4.0
<i>Term Credits</i>	18.0

Term 8		Credits
PHTO 334	Advanced Studio Photography	4.0
PHTO 392	Junior Project in Photography	3.0
.	Social science elective	3.0
.	Visual Studies (VSST) elective	4.0
.	Arts and Humanities elective	3.0
.	<i>Term Credits</i>	<i>17.0</i>
Term 9		Credits
.	Free elective	4.0
.	Arts and Humanities elective	3.0
.	Visual Studies (VSST) elective	4.0
.	Social science elective	3.0
.	<i>Term Credits</i>	<i>14.0</i>
Term 10		Credits
PHTO 451	Photography and Business	3.0
PHTO 452	History of Contemporary Photography	3.0
PHTO 492	Senior Thesis in Photography I	3.0
.	Social science elective	3.0
.	Free elective	3.0
.	<i>Term Credits</i>	<i>15.0</i>
Term 11		Credits
PHTO 350	Photography and Culture	3.0
PHTO 465	Special Topics in Photography	3.0
PHTO 493	Senior Thesis in Photography II	3.0
.	Free electives	5.0
.	<i>Term Credits</i>	<i>14.0</i>
Term 12		Credits
PHTO 465	Special Topics in Photography	3.0
PHTO 495	Senior Thesis in Photography III	3.0
.	Free electives	6.0
.	<i>Term Credits</i>	<i>12.0</i>
	Total Credits (minimum)	180.0

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Drexel University

Catalog 2010-11

Product Design

The major in Product Design is centered on teaching students the skills to develop and design products for a vast array of industries, specializing in multidisciplinary design research focused on product development and commercialization. It will also encourage collaboration in green design, sustainability and innovation in product development, facilitating and combining the fields of art, business, engineering and technology.

Students have the opportunity to create products ranging from furniture and toys to medical devices and consumer electronics in design competitions and *charrettes*. Students learn in state-of-the-art facilities that include a modeling shop and studio, laser cutters, 3D printers, rapid prototypers and molding clays and tools. The modeling shop and studio are large design-centered spaces, built to promote and sustain the studio culture students will enter upon graduation.

Students enrolled in the Product Design major will be expected to pursue a minor outside of product design that will allow them to apply their design capabilities toward a specific area of expertise.

For more information about this major, visit the College's Product Design page.

Drexel University

Catalog 2010-11

Product Design

Bachelor of Science Degree: 187.0 credits

Degree requirements (incoming students, 2010/2011)

In addition to the following requirements for graduation, students enrolled in the Product Design major will be expected to pursue a minor outside of product design that will allow them to apply their design capabilities toward a specific area of expertise.

General education requirements		72.0 Credits
ANTH 370	Ethnographic Methods	3.0
ENGL 101	Expository Writing and Reading	3.0
ENGL 102	Persuasive Writing and Reading	3.0
ENGL 103	Analytical Writing and Reading	3.0
CHEM 201	Why Things Work: Everyday Chemistry	3.0
MATH 101	Introduction to Analysis I	4.0
PHYS 103	General Physics I	4.0
PSY 101	General Psychology	3.0
PSY 332	Human Factors and Cognitive Engineering	3.0
UNIV 101	The Drexel Experience	2.0
	Arts and humanities electives*	9.0
	Free electives	27.0

* Suggested arts and humanities electives: ENGL 240 Science Fiction; ENGL 335 Women in Literature; HIST 163 Themes in World History; HIST 220 American Business History; HIST 224 Women in American History; MYTH 335 Mythology; any foreign language.

Visual studies requirements		48.0 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
ARTH 300 WI	History of Modern Design	3.0
DIGM 100	Digital Design Tools	3.0
PHTO 110	Photography	3.0
PHTO 234	Studio Photography	4.0
VSCM 230	Visual Communication I	3.0
VSCM 240	Typography 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 111	Figure Drawing I	3.0

Student's select one of the following:

VSST 201	Multimedia: Performance	4.0
VSST 202	Multimedia: Space	4.0
VSST 203	Multimedia: Materials	4.0

Product Design requirements		72.0 Credits
ECON 201	Principles of Microeconomics	4.0
ENGR 220	Fundamentals of Materials	4.0
DSMR 201	Analysis of Product	3.0
MEM 201	Fundamentals of Computer Aided Design	3.0
MGMT 260	Introduction to Entrepreneurship	4.0
PROD 101	History and Analysis of Product Design	3.0
PROD 205	Applied Making I	3.0
PROD 210	Introduction to Product Design	3.0
PROD 220	Product Design Form Studio	4.0
PROD 225	Computer Aided Imaging in Product Design	3.0
PROD 230	Product Design Process Studio	4.0
PROD 235	Applied Design Visualization	3.0
PROD 245	Seminar Professional Landscape	3.0
PROD 255	Applied Materials in Product Design	3.0
PROD 340	Interdisciplinary Product Design Studio	4.0
PROD 345	Applied Human Centered Design	3.0
PROD 425	Applied Design Research	3.0
PROD 460	Research Synthesis Studio	4.0
PROD 470	Create Build Studio	4.0
PROD 475	Professional Practice in Product Design	3.0
PROD 480	Exhibition Studio	4.0

Optional Product Design electives

PROD 215	Design Thinking in Product Design
PROD 350	Sponsored Product Design Studio
PROD 399	Independent Study in Product Design
PROD 465	Special Topics in Product Design

Writing-Intensive Course Requirements

In order to graduate, all students 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.

BS Product Design
4 YR UG Co-op Concentration

Recommended Plan Of Study

Term 1		Credits
ENGL 101	Expository Writing and Reading	3.0
PROD 101	History & Analysis of Product Design	3.0
UNIV 101	The Drexel Experience	1.0
VSST 101	Design I	4.0
VSST 110	Introductory Drawing	3.0
	<i>Term Credits</i>	14.0
Term 2		Credits
ARTH 102	History of Art II: High Renaissance to Modern	3.0
DIGM 100	Digital Design Tools	3.0
ENGL 102	Persuasive Writing and Reading	3.0
UNIV 101	The Drexel Experience	1.0
VSST 102	Design II	4.0
	Arts and Humanities elective	3.0
	<i>Term Credits</i>	17.0
Term 3		Credits
ARTH 103	History of Art- Early to Late Modern	3.0
ENGL 103	Analytical Writing and Reading	3.0
MATH 102	Introduction to Analysis II	4.0
VSST 103	Design III	4.0
VSST 111	Figure Drawing I	3.0
	<i>Term Credits</i>	17.0
Term 4		Credits
PHYS 103	General Physics I	4.0
PROD 205	Applied Making I	3.0
PROD 210	Introduction to Product Design	3.0
PROD 235	Applied Design Visualization	3.0
VSCM 240	Typography I	3.0
	<i>Term Credits</i>	16.0
Term 5		Credits
ECON 201	Principles of Microeconomics	4.0
PROD 220	Product Design Form Studio	4.0
VSCM 230	Visual Communication I	4.0
VSST 201	Multimedia: Performance	4.0
or		
VSST 203	Multimedia: Materials	4.0
or		
VSST 202	Multimedia: Space	4.0
	<i>Term Credits</i>	16.0
Term 6		Credits
CHEM 201	Why Things Work: Everyday Chemistry	3.0
DSMR 201	Analysis of Product	3.0
ENGR 220	Fundamentals of Materials	4.0
MEM 201	Foundations of Computer Aided Design	3.0
PROD 230	Product Design Process Studio	4.0
	<i>Term Credits</i>	17.0
Term 7		Credits
PHTO 110	Photography	3.0
PROD 225	Computer Aided Imagining in Product Design	3.0

PROD 245	Seminar Professional Landscape	3.0
PROD 255	Applied Materials in Product Design	3.0
	Free elective	3.0
	<i>Term Credits</i>	15.0
Term 8		Credits
PHTO 234	Studio Photography	4.0
PROD 340	Interdisciplinary Product Design Studio	4.0
PSY 101	General Psychology I	3.0
	Arts and Humanities elective	3.0
	Free elective	3.0
	<i>Term Credits</i>	17.0
Term 9		Credits
COM 220	Qualitative Research Methods	3.0
PROD 345	Applied Human Centered Design	3.0
PSY 332	Human Factors & Cognitive Engineering	3.0
	Arts and Humanities elective	3.0
	Free elective	3.0
	<i>Term Credits</i>	15.0
Term 10		Credits
ARTH 300	History of Modern Design	3.0
PROD 425	Applied Design Research	3.0
PROD 460	Research Synthesis Studio	4.0
	Free electives	6.0
	<i>Term Credits</i>	16.0
Term 11		Credits
MGMT 260	Introduction to Entrepreneurship	4.0
PROD 470	Create Build Studio	4.0
	Free electives	6.0
	<i>Term Credits</i>	14.0
Term 12		Credits
PROD 475	Professional Practice Product Design	3.0
PROD 480	Exhibition Studio	4.0
	Free electives	6.0
	<i>Term Credits</i>	13.0
	Total Credits (minimum)	187.0

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Screenwriting & Playwriting

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

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

Drexel University

Catalog 2010-11

Screenwriting & Playwriting

Bachelor of Science Degree: 182.0 credits

Required courses (incoming students, 2010/2011)

General education requirements		72.0 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*		31.0

*Electives can be one, two, three- or four-credit courses, as long as they total a minimum of 30.0 credits.

Visual Studies 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 95.0 Credits

Literature requirements 15.0

One of the following Western Literature survey courses:

ENGL 200 WI	Classical to Medieval Literature
or	
ENGL 201	Renaissance to the Enlightenment
or	
ENGL 202 WI	Romanticism to Modernism

One of the following Non-Western Literature survey courses:

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 (ENGL) electives	6.0

Cinema studies/theatre studies requirements		21.0 Credits
ENGL 216 WI	Readings in Drama	3.0
FMST 150	American Classic Cinema	3.0
FMST 160	European Cinema	3.0
THTR 121 WI	Dramatic Analysis	3.0
	Theatre(THTR) choice elective (any advanced acting, directing or production course)	3.0
	Cinema studies (FMVD, MFST) elective	3.0

Methods requirements		20.0 Credits
FMVD 110	Basic Shooting & Lighting	3.0
FMVD 115	Basic Editing	3.0
FMVD 120	Basic Sound	3.0
THTR 210	Acting: Fundamentals	3.0
THTR 211	Acting: Scene Study	2.0
THTR 240	Theatre Production I	3.0
THTR 320	Play Direction	3.0

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

Writing Choice: one of the following courses:

COM 260 WI	Fundamentals of Journalism	3.0
COM 280	Public Relations	3.0
FMVD 280	Copywriting	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		

SCRIP 380	Screenwriting Workshop I	3.0
SCRIP 381	Screenwriting Workshop II	3.0

Writing-Intensive Course Requirements

In order to graduate, all students 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.

Recommended Plan Of Study

BS Screenwriting and Playwriting
4 YR UG Co-op Concentration

Term 1		Credits
ENGL 101	Expository Writing and Reading	3.0
FMST 150	American Classic Cinema	3.0
PHYS 121	Physical Science for Design I	4.0
THTR 121	Dramatic Analysis	3.0
UNIV 101	The Drexel Experience	1.0
	<i>Term Credits</i>	14.0
Term 2		Credits
ENGL 102	Persuasive Writing and Reading	3.0
PHYS 122	Physical Science for Design II	4.0
SCRP 220	Playwriting I	3.0
UNIV 101	The Drexel Experience	1.0
VSST 101	Design I	4.0
	<i>Term Credits</i>	15.0
Term 3		Credits
ENGL 103	Analytical Writing and Reading	3.0
FMVD 110	Basic Shooting and Lighting	3.0
MATH 119	Mathematical Foundations for Design	4.0
SCRP 225	Playwriting II	3.0
	Free elective	3.0
	<i>Term Credits</i>	16.0
Term 4		Credits
ENGL 216	Readings in Drama	3.0
FMVD 115	Basic Editing	3.0
MUSC 130	Introduction to Music	3.0
SCRP 270	Screenwriting I	3.0
	Literature (ENGL) elective	3.0
	<i>Term Credits</i>	15.0
Term 5		Credits
ARTH 101	History of Art I: Ancient to Medieval	3.0
COOP 101	Career Management/Professional Development	0.0
FMST 160	European Cinema	3.0
SCRP 275	Screenwriting II	3.0
THTR 210	Acting: Fundamentals	3.0
ENGL 204	Post-Colonial Literature II	3.0
or		
ENGL 203	Post-Colonial Literature I	3.0
	<i>Term Credits</i>	15.0
Term 6		Credits
ARTH 102	History of Art II: High Renaissance to Modern	3.0
FMVD 120	Basic Sound	3.0
SCRP 370	Screenplay Story Development	3.0
	Western literature survey course (see degree requirements for list of options)	3.0
	Arts and Humanities elective (excluding ENGL courses)	3.0
	<i>Term Credits</i>	15.0
Term 7		Credits
SCRP 310	Literature for Screenwriters	3.0
PHTO 115	Principles of Photography	3.0

or		
PHTO 110	Photography	3.0
	Free electives	6.0
	Cinema Studies elective (See degree requirements for list)	3.0
	<i>Term Credits</i>	<i>15.0</i>
Term 8		Credits
ENGL 315	Shakespeare	3.0
THTR 211	Acting: Scene Study	2.0
THTR 240	Theatre Production I	3.0
THTR 320	Play Direction	3.0
SCRP 382	Playwriting Workshop I	3.0
or		
SCRP 380	Screenwriting Workshop I	3.0
	Social science elective	3.0
	<i>Term Credits</i>	<i>17.0</i>
Term 9		Credits
SCRP 383	Playwriting Workshop II	3.0
or		
SCRP 381	Screenwriting Workshop II	3.0
	Arts and Humanities elective (excluding ENGL courses)	3.0
	Social science elective	3.0
	Writing choice	3.0
	Literature (ENGL) elective	3.0
	<i>Term Credits</i>	<i>15.0</i>
Term 10		Credits
WRIT 225	Creative Writing	3.0
	Free electives	6.0
	Arts and Humanities elective (excluding ENGL courses)	3.0
	Social science elective	3.0
	<i>Term Credits</i>	<i>15.0</i>
Term 11		Credits
SCRP 285	Writing Nonfiction for Film and Video	3.0
SCRP 495	Senior Project in Screenwriting and Playwriting I	3.0
	Theatre elective (See degree requirements for details)	3.0
	Social science elective	3.0
	Free elective	3.0
	<i>Term Credits</i>	<i>15.0</i>
Term 12		Credits
SCRP 496	Senior Project in Screenwriting and Playwriting II	3.0
	Free electives	12.0
	<i>Term Credits</i>	<i>15.0</i>
	Total Credits (minimum)	182.0

Last Updated: February 1, 03:16 pm

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Studies in Media Arts and Design

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

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

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

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

Drexel University

Catalog 2010-11

Studies in Media Arts and Design

Bachelor of Science Degree: 180.0 credits

Required courses (incoming students, 2010/2011)

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
UNIV 101	The Drexel Experience*	2.0
	Arts and humanities electives	9.0
	Mathematics and natural science electives**	12.0
	Social science electives	9.0
	Co-operative education**	0.0

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

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

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

Other requirements

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

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

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

Writing-Intensive Course Requirements

In order to graduate, all students 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.

Drexel University

Catalog 2010-11

Studies in Media Arts and Design

Bachelor of Science Degree: 180.0 credits

Recommended Plan of Study

This program requires an individualized plan of study. Students sign off on this agreed-upon plan with the Director of the Studies in Media Arts and Design Program. 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 2010-11

Television

The BS in Television program combines the resources of DUTV, Drexel's fully-equipped television station, with a comprehensive academic program to provide students with foundational experiences in the development, writing, production, editing, programming, multi-platform distribution, management, and promotion of television content.

The major offers a course of study of 188 credits with tracks in Comedy & Drama Production, News & Notification Production, and Industry & Enterprise. Students are taught by and work with a notable faculty of industry professionals whose experience, passion, and contacts help prepare them to enter and navigate the competitive world of television.

The Television major is designed as a four year, co-op program. For more information about this major, visit the College's Television page.

Drexel University

Catalog 2010-11

Television

Bachelor of Science Degree: 188.0 credits

Degree requirements (incoming students, 2010/2011)

All Television majors take the same core courses for the first five terms (through the winter term of their sophomore year). These core courses encompass production fundamentals, digital media fundamentals, an introduction to television industry and enterprise, and beginning screenwriting. Finally, there is an introductory TV studio course, TV field course, and television studies course. The core requirements build a foundation for further advanced and specialized courses, taught in the student's area of concentration.

By the spring term their sophomore year, students select one of the following concentrations:

- **TV Comedy & Drama:** Students who choose this track gain an education in fictional programming. They will further hone their production skills in lighting and editing; they will be introduced to acting so they can better understand directing actors.
- **TV Industry & Enterprise:** Students choosing this track gain an education in the business of television, completing three courses in the LeBow College of Business: business law, entrepreneurship, and marketing. They learn about the financial aspects of television and are introduced to managing the IT area as it relates to television.
- **TV News & Non-Fiction Production:** Students who choose this track gain an education in documentary, news and nonfiction programming. They will hone their production skills in lighting and editing; they will learn how to direct TV studio programs and remote programs using multiple cameras.

General Education Requirements		89.0 Credits
Written Analysis and Communication Requirements		9.0 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
Mathematics and Natural Sciences Requirements		12.0 Credits
MATH 101	Introduction to Analysis I	4.0
or		
MATH 119	Mathematical Foundations for Design	4.0
Two natural science electives		6.0 - 8.0
Arts/Humanities Requirements		9.0 Credits
HIST 203	US History since 1900	3.0
or		
HIST 268	Twentieth-century World II	
English (ENGL) elective		3.0

Arts and Humanities elective		3.0
Social Science Requirements		
ECON 201	Principles of Microeconomics	4.0
ECON 202	Principles of Macroeconomics	4.0
Social Science elective		3.0 - 4.0
University Seminar Requirements		
UNIV 101	The Drexel Experience	2.0
	Co-op 101: Career Management/Professional Development	0.0
Free electives		24.0
Visual Studies Requirements		15.0 Credits
ARTH 102	History of Art II: Renaissance to Modern	3.0
ARTH 103	History of Art III: Early Modern to Post-Modernism	3.0
DIGM 220	Digital Still Imaging I	3.0
VSST 108	Design for Media I	3.0
VSST 109	Design for Media II	3.0
Communications Requirements		6.0 Credits
COM 150	Mass Media and Society	3.0
COM 230	Techniques of Speaking	3.0
Television Core Requirements		39.0 Credits
DIGM 100	Digital Design Tools	3.0
DIGM 240	Web Interactive Authoring	3.0
FMVD 110	Basic Shooting & Lighting	3.0
FMVD 115	Basic Editing	3.0
FMVD 120	Basic Sound	3.0
SCRP 270	Screenwriting I	3.0
TVIE 180	TV Industry Overview	3.0
TVIE 280	Research, Sales and Programming	3.0
TVIE 285	Media Law and Ethics	3.0
TVIE 480	TV Professions and Business	3.0
TVPR 100	TV Studio: Basic Operations	3.0
TVPR 212	TV Commercials and Promos	3.0
TVST 260	History of Television	3.0
TV Comedy & Drama Production Concentration Requirements		51.0 Credits
FMVD 200	Acting for the Screen	3.0
FMVD 202	Directing for the Screen	3.0
FMVD 215	Narrative Video Production	3.0
FMVD 235	Intermediate Lighting	3.0
FMVD 237	Intermediate Editing	3.0
TVPR 200	TV Studio: Live Directing	3.0
TVPR 230	TV Field Production: Drama	3.0
TVPR 240	Producing for Television	3.0
TVPR 315	Episodic Webisode Production	3.0
TVPR 495	Senior Project: TV Production I	3.0
TVPR 496	Senior Project: TV Production II	3.0

TVPR 497	Senior Project: TV Production III	3.0
SCRP 241	Writing TV Comedy	3.0
or		
SCRP 242	Writing TV Drama	
TVPR 201	TV Studio: Comedy	3.0
or		
TVPR 202	TV Studio: Drama	
TVPR 351	TV Comedy Series I	3.0
or		
TVPR 354	TV Drama Series I	
TVPR 352	TV Comedy Series II	3.0
or		
TVPR 355	TV Drama Series II	
TVST 361	Art of TV Comedy	3.0
or		
TVST 362	Art of TV Drama	

Students select three additional courses. 9.0 Credits

Any three DIGM, EAM, FMVD, FMST, SCRPR, TVIE, TVIT, TVPR, or TVST courses.

TV Industry & Enterprise Concentration Requirements 51.0 Credits

BLAW 201	Business Law I	4.0
EAM 365	Media and Entertainment Business	3.0
EAM 211	Strategic Management for Entertainment and Arts Management	3.0
EAM 391	Promotion, Press and Publicity	3.0
MGMT 260	Introduction to Entrepreneurship	4.0
MKTG 301 WI	Introduction to Marketing Management	4.0
TVIE 290	Introduction to Money and the Media	3.0
TVIE 495	Senior Project: TV Enterprise I	3.0
TVIE 496	Senior Project: TV Enterprise II	3.0
TVIE 497	Senior Project: TV Enterprise III	3.0
TVIT 270	Digital Content Delivery	3.0
TVST 261	History of TV Journalism	3.0
TVST 361	Art of TV Comedy	3.0
or		
TVST 362	Art of TV Drama	

Practicum 9.0 Credits

	Choice of three courses from the TVIE practicum courses (TVIE 390 Promotions, TVIE 391 Programming, or TVIE 392 New Media Management)	9.0
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Students select three additional courses. 9.0 Credits

Any three DIGM, EAM, FMVD, FMST, SCRPR, TVIE, TVIT, TVPR, or TVST courses.

TV News & Nonfiction Production Concentration Requirements 51.0 Credits

COM 260 WI	Fundamentals of Journalism	3.0
FMVD 210	Documentary Video Production	3.0
FMVD 235	Intermediate Lighting	3.0

FMVD 237	Intermediate Editing	3.0
TVPR 200	TV Studio: Live Directing	3.0
TVPR 205	TV Studio: Advanced Live Directing	3.0
TVPR 220	TV News Writing	3.0
TVPR 221	TV News Production	3.0
TVPR 236	TV Field: Nonfiction	3.0
TVPR 315	Episodic Webisode Production	3.0
TVPR 340	Remote TV Production	3.0
TVPR 356	TV Magazine Show I	3.0
TVPR 357	TV Magazine Show II	3.0
TVPR 495	Senior Project: TV Production I	3.0
TVPR 496	Senior Project: TV Production II	3.0
TVPR 497	Senior Project: TV Production III	3.0
TVST 261	History of TV Journalism	3.0

Students select three additional courses. 9.0 Credits

Any three DIGM, EAM, FMVD, FMST, SCRP, TVIE, TVIT, TVPR, or TVST courses.

Writing-Intensive Course Requirements

In order to graduate, all students 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.

BS Television

4 YR UG Co-op Concentration /TV Comedy & Drama Production

Recommended Plan Of Study

Term 1		Credits
COM 150	Mass Media and Society	3.0
ENGL 101	Expository Writing and Reading	3.0
FMVD 110	Basic Shooting and Lighting	3.0
FMVD 120	Basic Sound	3.0
UNIV 101	The Drexel Experience	1.0
VSST 108	Design I for Media	3.0
	<i>Term Credits</i>	16.0
Term 2		Credits
ARTH 102	History of Art II: High Renaissance to Modern	3.0
ENGL 102	Persuasive Writing and Reading	3.0
FMVD 115	Basic Editing	3.0
TVPR 100	TV Studio: Basic Operations	3.0
UNIV 101	The Drexel Experience	1.0
VSST 109	Design II for Media	3.0
	<i>Term Credits</i>	16.0
Term 3		Credits
ARTH 103	History of Art- Early to Late Modern	3.0
DIGM 100	Digital Design Tools	3.0
ENGL 103	Analytical Writing and Reading	3.0
TVIE 180	TV Industry Overview	3.0
	Mathematics course	4.0
	<i>Term Credits</i>	16.0
Term 4		Credits
DIGM 220	Digital Still Imaging I	3.0
ECON 201	Principles of Microeconomics	4.0
SCRIP 270	Screenwriting I	3.0
TVIE 280	Research, Sales and Programming	3.0
HIST 268	Twentieth Century World II	3.0
or		
HIST 203	US History since 1900	3.0
	<i>Term Credits</i>	16.0
Term 5		Credits
COOP 101	Career Management/Professional Development	0.0
DIGM 240	Web Interactive Authoring	3.0
ECON 202	Principles of Macroeconomics	4.0
TVIE 285	Media Law and Ethics	3.0
TVPR 212	TV Commercials and Promos	3.0
TVST 260	History of Television	3.0
	<i>Term Credits</i>	16.0
Term 6		Credits
FMVD 200	Acting for the Screen	3.0
FMVD 215	Narrative Video Production	3.0
FMVD 235	Intermediate Lighting	3.0
TVPR 200	TV Studio: Live Directing	3.0
SCRIP 242	Writing TV Drama	3.0
or		
SCRIP 241	Writing TV Comedy	3.0
	<i>Term Credits</i>	15.0

Term 7		Credits
FMVD 202	Directing for the Screen	3.0
FMVD 237	Intermediate Editing	3.0
TVPR 230	TV Field: Drama	3.0
TVPR 240	Producing for Television	3.0
TVPR 202	TV Studio: Drama	3.0
or		
TVPR 201	TV Studio: Comedy	3.0
	<i>Term Credits</i>	15.0
Term 8		Credits
COM 230	Techniques of Speaking	3.0
TVPR 351	TV Comedy Series I	3.0
or		
TVPR 354	TV Drama Series I	3.0
TVST 361	Art of TV Comedy	3.0
or		
TVST 362	Art of TV Drama	3.0
	Natural science elective	4.0
	Any DIGM, EAM, FMVD, FMST, SCRPR, TVIE, TVIT, TVPR, or TVST course.	3.0
	<i>Term Credits</i>	16.0
Term 9		Credits
TVPR 315	Episodic Webisode Production	3.0
TVPR 355	TV Drama Series II	3.0
or		
TVPR 352	TV Comedy Series II	3.0
	Social science elective	4.0
	Natural science elective	4.0
	Arts and Humanities elective	3.0
	<i>Term Credits</i>	17.0
Term 10		Credits
TVIE 480	TV Professions & Business	3.0
TVPR 495	Senior Project: TV Production I	3.0
	Any DIGM, EAM, FMVD, FMST, SCRPR, TVIE, TVIT, TVPR, or TVST course.	3.0
	Free elective	3.0
	English (ENGL) elective	3.0
	<i>Term Credits</i>	15.0
Term 11		Credits
TVPR 496	Senior Project: TV Production II	3.0
	Any DIGM, EAM, FMVD, FMST, SCRPR, TVIE, TVIT, TVPR, or TVST course.	3.0
	Free electives	9.0
	<i>Term Credits</i>	15.0
Term 12		Credits
TVPR 497	Senior Project: TV Production III	3.0
	Free electives	12.0
	<i>Term Credits</i>	15.0
	Total Credits (minimum)	188.0

BS Television

4 YR UG Co-op Concentration /TV Industry & Enterprise

Recommended Plan Of Study

		Credits
Term 1		
COM 150	Mass Media and Society	3.0
ENGL 101	Expository Writing and Reading	3.0
FMVD 110	Basic Shooting and Lighting	3.0
FMVD 120	Basic Sound	3.0
UNIV 101	The Drexel Experience	1.0
VSST 108	Design I for Media	3.0
	<i>Term Credits</i>	16.0
Term 2		
ARTH 102	History of Art II: High Renaissance to Modern	3.0
ENGL 102	Persuasive Writing and Reading	3.0
FMVD 115	Basic Editing	3.0
TVPR 100	TV Studio: Basic Operations	3.0
UNIV 101	The Drexel Experience	1.0
VSST 109	Design II for Media	3.0
	<i>Term Credits</i>	16.0
Term 3		
ARTH 103	History of Art- Early to Late Modern	3.0
DIGM 100	Digital Design Tools	3.0
ENGL 103	Analytical Writing and Reading	3.0
TVIE 180	TV Industry Overview	3.0
	Mathematics course	4.0
	<i>Term Credits</i>	16.0
Term 4		
DIGM 220	Digital Still Imaging I	3.0
ECON 201	Principles of Microeconomics	4.0
SCRIP 270	Screenwriting I	3.0
TVIE 280	Research, Sales and Programming	3.0
HIST 268	Twentieth Century World II	3.0
	or	
HIST 203	US History since 1900	3.0
	<i>Term Credits</i>	16.0
Term 5		
COOP 101	Career Management/Professional Development	0.0
DIGM 240	Web Interactive Authoring	3.0
ECON 202	Principles of Macroeconomics	4.0
TVIE 285	Media Law and Ethics	3.0
TVPR 212	TV Commercials and Promos	3.0
TVST 260	History of Television	3.0
	<i>Term Credits</i>	16.0
Term 6		
EAM 211	Strategic Management for Entertainment and Arts Management	3.0
EAM 365	Media & Entertainment Business	3.0
MGMT 260	Introduction to Entrepreneurship	4.0
TVIE 290	Intro to Money & the Media	3.0
TVST 261	History of TV Journalism	3.0
	<i>Term Credits</i>	16.0
Term 7		
		Credits

BLAW 201	Business Law I	4.0
EAM 391	Promotion, Press, & Publicity	3.0
TVIT 270	Digital Content Delivery	3.0
TVIE 390	Practicum: Promotions	3.0
or		
TVIE 392	Practicum: New Media Management	3.0
or		
TVIE 391	Practicum: Programming	3.0
	Social science elective	4.0
	<i>Term Credits</i>	17.0
Term 8		Credits
COM 230	Techniques of Speaking	3.0
TVIE 390	Practicum: Promotions	3.0
or		
TVIE 391	Practicum: Programming	3.0
or		
TVIE 392	Practicum: New Media Management	3.0
TVST 361	Art of TV Comedy	3.0
or		
TVST 362	Art of TV Drama	3.0
	Natural science elective	4.0
	Any DIGM, EAM, FMVD, FMST, SCRIP, TVIE, TVIT, TVPR, or TVST course.	3.0
	<i>Term Credits</i>	16.0
Term 9		Credits
MKTG 301	Introduction to Marketing Management	4.0
TVIE 390	Practicum: Promotions	3.0
or		
TVIE 392	Practicum: New Media Mngmt	3.0
or		
TVIE 391	Practicum: Programming	3.0
	Arts and Humanities elective	3.0
	Natural science elective	4.0
	Free elective	3.0
	<i>Term Credits</i>	17.0
Term 10		Credits
TVIE 480	TV Professions & Business	3.0
TVIE 495	Senior Project: TV Enterprise I	3.0
	Any DIGM, EAM, FMVD, FMST, SCRIP, TVIE, TVIT, TVPR, or TVST course.	3.0
	Free elective	3.0
	English (ENGL) elective	3.0
	<i>Term Credits</i>	15.0
Term 11		Credits
TVIE 496	Senior Project: TV Enterprise II	3.0
	Any DIGM, EAM, FMVD, FMST, SCRIP, TVIE, TVIT, TVPR, or TVST course.	3.0
	Free electives	9.0
	<i>Term Credits</i>	15.0
Term 12		Credits
TVIE 497	Senior Project: TV Enterprise III	3.0
	Free electives	9.0
	<i>Term Credits</i>	12.0
	Total Credits (minimum)	188.0

BS Television

4 YR UG Co-op Concentration /TV News & Nonfiction Prod

Recommended Plan Of Study

Term 1		Credits
COM 150	Mass Media and Society	3.0
ENGL 101	Expository Writing and Reading	3.0
FMVD 110	Basic Shooting and Lighting	3.0
FMVD 120	Basic Sound	3.0
UNIV 101	The Drexel Experience	1.0
VSST 108	Design I for Media	3.0
	<i>Term Credits</i>	16.0
Term 2		Credits
ARTH 102	History of Art II: High Renaissance to Modern	3.0
ENGL 102	Persuasive Writing and Reading	3.0
FMVD 115	Basic Editing	3.0
TVPR 100	TV Studio: Basic Operations	3.0
UNIV 101	The Drexel Experience	1.0
VSST 109	Design II for Media	3.0
	<i>Term Credits</i>	16.0
Term 3		Credits
ARTH 103	History of Art- Early to Late Modern	3.0
DIGM 100	Digital Design Tools	3.0
ENGL 103	Analytical Writing and Reading	3.0
TVIE 180	TV Industry Overview	3.0
	Mathematics course	4.0
	<i>Term Credits</i>	16.0
Term 4		Credits
DIGM 220	Digital Still Imaging I	3.0
ECON 201	Principles of Microeconomics	4.0
SCRIP 270	Screenwriting I	3.0
TVIE 280	Research, Sales and Programming	3.0
HIST 268	Twentieth Century World II	3.0
or		
HIST 203	US History since 1900	3.0
	<i>Term Credits</i>	16.0
Term 5		Credits
COOP 101	Career Management/Professional Development	0.0
DIGM 240	Web Interactive Authoring	3.0
ECON 202	Principles of Macroeconomics	4.0
TVIE 285	Media Law and Ethics	3.0
TVPR 212	TV Commercials and Promos	3.0
TVST 260	History of Television	3.0
	<i>Term Credits</i>	16.0
Term 6		Credits
COM 260	Fundamentals of Journalism	3.0
FMVD 210	Documentary Video Production	3.0
TVPR 200	TV Studio: Live Directing	3.0
TVPR 220	TV News Writing	3.0
TVST 261	History of TV Journalism	3.0
	<i>Term Credits</i>	15.0
Term 7		Credits
FMVD 235	Intermediate Lighting	3.0

FMVD 237	Intermediate Editing	3.0
TVPR 205	TV Studio: Adv Live Directing	3.0
TVPR 221	TV News Production	3.0
TVPR 236	TV Field: Nonfiction	3.0
	<i>Term Credits</i>	15.0
Term 8		Credits
COM 230	Techniques of Speaking	3.0
TVPR 340	Remote TV Production	3.0
TVPR 356	TV Magazine Show I	3.0
	Natural science elective	4.0
	Any DIGM, EAM, FMVD, FMST, SCRIP, TVIE, TVIT, TVPR, or TVST course.	3.0
	<i>Term Credits</i>	16.0
Term 9		Credits
TVPR 315	Episodic Webisode Production	3.0
TVPR 357	TV Magazine Show II	3.0
	Social science elective	4.0
	Natural science elective	4.0
	Arts and Humanities elective	3.0
	<i>Term Credits</i>	17.0
Term 10		Credits
TVIE 480	TV Professions & Business	3.0
TVPR 495	Senior Project: TV Production I	3.0
	Any DIGM, EAM, FMVD, FMST, SCRIP, TVIE, TVIT, TVPR, or TVST course.	3.0
	Free elective	3.0
	English (ENGL) elective	3.0
	<i>Term Credits</i>	15.0
Term 11		Credits
TVPR 496	Senior Project: TV Production II	3.0
	Any DIGM, EAM, FMVD, FMST, SCRIP, TVIE, TVIT, TVPR, or TVST course.	3.0
	Free electives	9.0
	<i>Term Credits</i>	15.0
Term 12		Credits
TVPR 497	Senior Project: TV Production III	3.0
	Free electives	12.0
	<i>Term Credits</i>	15.0
	Total Credits (minimum)	188.0

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Minor in Architecture

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

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

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

Three of the following*		Credits
ARCH 191	Studio 1	3.0
or		
ARCH 111	Studio 1-1	3.0
ARCH 192	Studio 2	3.0
or		
ARCH 112	Studio 1-2	3.0
ARCH 113	Studio 1-3	3.0
ARCH 121	Studio 2-1	3.0
ARCH 122	Studio 2-2	3.0
ARCH 123	Studio 2-3	3.0

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

Minor in Art History

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

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

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

Required courses

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

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

Art History

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

History of Architecture

ARCH 14I	Architecture and Society I	3.0
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ARCH 142 WI	Architecture and Society II	3.0
ARCH 143 WI	Architecture and Society III	3.0
ARCH 341	Theories of Architecture I	3.0
ARCH 342	Theories of Architecture II	3.0
ARCH 343	Theories of Architecture III	3.0
ARCH 344	History of the Modern Movement I	3.0
ARCH 345	History of the Modern Movement II	3.0
ARCH 346	History of Philadelphia Architecture	3.0
ARCH 347	Summer Study Abroad (two courses - 6 credits)	6.0
ARCH 348	Studies in Vernacular Architecture	3.0
ARCH 399	Independent Study in Architecture	6.0
ARCH 421 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 WI	Special Topics in Architecture	3.0

History of Film

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

History of Interior Design

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

History of Graphic Design

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

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

History of Photography

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

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

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Minor in Cinema Studies

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

Required courses

FMVD 110	Basic Shooting and Lighting	3.0
FMST 150	American Classic Cinema	3.0
FMST 255	Hitchcock	3.0
FMVD 270	Scriptwriting I	3.0

Four of the following courses **12.0**

FMST 250	The Documentary Tradition	3.0
FMST 260	The Western	3.0
FMST 262	Film Comedy	3.0
FMST 265	Special Topics in Film Studies	3.0
FMST 355	Contemporary Cinema	3.0
FMVD 350	World Cinema	3.0
TVST 362	The Art of TV Drama	3.0

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Minor in Dance

Total credits: 24.0 credits

Required courses

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

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Minor in Digital Media

24.0 credits

The minor in Digital Media includes courses that develop conceptual as well as technical foundations. 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.

Students pursuing this minor choose either the **Interactive Media Option** or the **Computer Imaging/Animation Option**.

Interactive Media Option

Required courses		9.0 Credits
DIGM 100	Digital Design Tools*	3.0
DIGM 240	Web Authoring I	3.0
DIGM 241	Vector Authoring I	3.0

* Students may substitute VSCM 100.Computer Imaging I

Students select four (5) of the following courses:		15.0 Credits
DIGM 212	Concept Design	3.0
DIGM 215	History of Animation	3.0
DIGM 242	Vector Authoring II	3.0
DIGM 243	Web Authoring II	3.0
DIGM 260	Overview of Computer Gaming	3.0
DIGM 302	Art and Techniques of Digital Compositing	3.0
DIGM 331	Concept Design	3.0
DIGM 345	Game Development: Foundations	3.0
DIGM 361	Game Development: Workshop I	3.0
DIGM 362	Game Development: Workshop II	3.0
DIGM 370	Mobile Interactive Design	3.0
DIGM 388	Spatial Data Capture	3.0
DIGM 410	Visual Effects	3.0
DIGM 448	Web Development: Workshop I	3.0

Computer Imaging/Animation Option

Required courses		12.0 Credits
DIGM 100	Digital Design Tools*	3.0
DIGM 110	Digital Spatial Visualization	3.0
DIGM 141	Computer Graphic Imagery	3.0
DIGM 241	Vector Authoring I	3.0

* Students may substitute VSCM 100.Computer Imaging I

Students select four (4) of the following courses		12.0 Credits
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DIGM 212	Concept Design	3.0
DIGM 215	History of Animation	3.0
DIGM 242	Vector Authoring II	3.0
DIGM 243	Web Authoring II	3.0
DIGM 260	Overview of Computer Gaming	3.0
DIGM 302	Art and Techniques of Digital Compositing	3.0
DIGM 331	Concept Design	3.0
DIGM 345	Game Development: Foundations	3.0
DIGM 361	Game Development: Workshop I	3.0
DIGM 362	Game Development: Workshop II	3.0
DIGM 370	Mobile Interactive Design	3.0
DIGM 388	Spatial Data Capture	3.0
DIGM 410	Visual Effects	3.0
DIGM 448	Web Development: Workshop I	3.0

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Minor in Fine Art

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

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	Advanced Printmaking	4.0

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

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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.

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Minor in 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	9.0

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Minor in Music Performance

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 (5 terms)	10.0
MUSC 342	Applied Music-Recital	2.0
	Ensembles (6 terms from MUSC 101 to MUSC 115)	0.0
	Music electives	3.0

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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

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Minor in Performing Arts

Total credits: 25.0

Required courses

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 130-THTR 133, and/or DANC 131-DANC 133)	0.0

Minor in Product Design

23.0 credits

Students in this minor—through a combination of three studio courses and four applied lecture courses—learn to combine skills in creative problem solving with a visual product design process. Students develop product concepts and collaborate on the development of product ideas, including the creation and integration of new technologies, sustainability, health-care and socially responsible design, all of which are beneficial for design professionals.

The minor is specifically created to offer students a unique multi-disciplinary studio experience. Students will develop skills in the rapid visualization of ideas, creative problem solving, transformative design thinking and an understanding of the product development process in a collaborative setting. This minor is offered to all students having an interest in developing product ideas, including students from the College of Engineering, the LeBow College of Business, and the School of Biomedical Engineering as well as College of Media Arts and Design students who would like to add a product focus to their design degree.

Academic requirements

To be eligible for the minor in Product Design, a student must have completed a minimum of 30.0 undergraduate credits, have declared a major, and have a minimum GPA of 2.7. The academic requirement of 23.0 credits for the minor must be completed at or before the time of graduation.

No pre-requisite courses are required. Students may be encouraged to augment or prepare for this minor. However, only the seven required courses that comprise the minor will be applied to the 23.0 required credits. Only upon review by the faculty advisor for the minor will students with design credits from other institutions or departments be allowed to apply these to the requirements.

Required courses		23.0 Credits
PROD 101	History and Analysis of Product Design	3.0
PROD 205	Applied Making I	3.0
PROD 210	Introduction to Product Design	3.0
PROD 215	Design Thinking in Product Design	4.0
PROD 230	Product Design Process Studio	4.0
PROD 235	Applied Design Visualization	3.0
PROD 340	Interdisciplinary Product Design Studio	4.0

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Minor in Screenwriting

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

Required courses

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

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Minor in Television Industry and Enterprise

The minor requires nine courses, for a total of 27.0 credits.

Required courses

TVIE 180	TV Industry Overview	3.0
TVIE 280	Research, Sales and Programming	3.0
TVIE 285	Media Law and Ethics	3.0
TVIE 290	Introduction to Money and the Media	3.0
TVST 260	History of Television	3.0
TVST 362	History of TV Journalism	3.0
or		
TVST 361	Art of TV Comedy	
or		
TVST 362	Art of TV Drama	

Three of the following courses:

EAM 211	Strategic Management for Entertainment and Arts Management	3.0
EAM 391	Media & Entertainment Business	3.0
EAM 391	Promotion, Press and Publicity	3.0
FMVD 110	Basic Shooting & Lighting	3.0
FMVD 115	Basic Editing	3.0
FMVD 120	Sound for Film and Video	3.0
SCRP 270	Screenwriting I	3.0
TVIE 365	Special Topics in Television Industry and Enterprise	3.0
TVPR 100	TV Studio: Basic Operations	3.0
TVPR 200	TV Studio: Live Directing	3.0
TVPR 201	TV Studio: Comedy	3.0
TVPR 202	TV Studio: Drama	3.0
TVPR 205	TV Studio: Advanced Live Directing	3.0
TVPR 240	Producing for Television	3.0

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Minor in Television Production

The minor requires nine courses, for a total of 27.0 credits.

Required courses

FMVD 110	Basic Shooting & Lighting	3.0
FMVD 115	Basic Editing	3.0
FMVD 120	Sound for Film and Video	3.0
SCRP 270	Screenwriting I	3.0
TVPR 100	TV Studio: Basic Operations	3.0
TVPR 212	TV Commercials and Promos	3.0
TVST 260	History of Television	3.0

Two of the following courses:

SCRP 241	Writing TV Comedy	3.0
SCRP 242	Writing TV Drama	3.0
TVPR 200	TV Studio: Live Directing	3.0
TVPR 201	TV Studio: Comedy	3.0
TVPR 202	TV Studio: Drama	3.0
TVPR 205	TV Studio: Advanced Live Directing	3.0
TVPR 220	TV News Writing	3.0
TVPR 221	TV News Production	3.0
TVPR 230	TV Field Production: Drama	3.0
TVPR 232	TV Field: Industrials	3.0
TVPR 236	TV Field: Nonfiction	3.0
TVPR 240	Producing for Television	3.0
TVPR 242	TV On-Camera Performance	3.0
TVPR 365	Special Topics in Television Production	3.0
TVST 362	History of TV Journalism	3.0
TVST 361	Art of TV Comedy	3.0
TVST 362	Art of TV Drama	3.0
TVST 365	Special Topics in Television Studies	3.0

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Minor in Theatre

Total credits: 24.0

Required courses		9.0
THTR 121 WI	Dramatic Analysis	3.0
THTR 221 WI	Theatre History I	3.0
THTR 222 WI	Theatre History II	3.0
Three credits in either or both of the following courses		3.0
THTR 131	Performance Practicum	3.0
THTR 132	Production Practicum	3.0
Theatre electives from the following courses*		12.0
THTR 110	Voice and Articulation	3.0
THTR 115	Theatrical Experience	3.0
THTR 116	Philadelphia Theatre: Let's Go	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 495	Directed Studies in Theatre	

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

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

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Minor in Video Production

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

Required courses

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

Three of the following courses

FMVD 210	Documentary Video Production	
FMVD 215	Narrative Video Production	3.0
FMVD 220	Experimental Video Production	3.0
TVPR 200	TV Studio: Live Directing	3.0
FMVD 235	Intermediate Lighting	3.0
FMVD 305	Make-up and Special Effects	3.0
FMVD 365	Special Topics in Production	3.0
SCRP 280 WI	Writing the Short Film	3.0
TVPR 100	TV Studio: Basic Operations	3.0

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Writing for the Media Minor

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

Required courses

FMVD 110	Basic Shooting and Lighting	3.0
FMST 150	American Classic Cinema	3.0
FMVD 270	Scriptwriting I	3.0
FMVD 275	Scriptwriting II	3.0
WRIT 225 WI	Creative Writing	3.0
FMVD 285	Writing for Non-Fiction	3.0
FMVD 382	Screenwriting Workshop I	3.0
FMVD 383	Screenwriting Workshop II	3.0