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Antoinette Westphal College of Media Arts & Design

Mission Statement

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

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

Undergraduate 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 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.

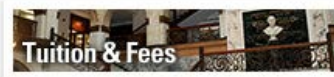
Graduate Education

The College is a center for studying both the process and the products of design in the human environment and in media. Curricula concentrate on design as a process that can be defined, understood, and applied to solve human problems. Students study conceptualization and implementation of ideas within a creative environment involving aesthetics, function, ethics, technology, and the realities of the marketplace. They focus on the use of artifacts of daily life and react to creations that reflect the human condition.

The College offers graduate curricula in:

- [Arts Administration](#)
- [Digital Media](#)
- [Fashion Design](#)
- [Interior Architecture and Design](#)
- [Television Management](#)

For more information visit the [Antoinette Westphal College of Media Arts and Design](#) website.



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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](#), .

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 an opportunity to combine 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 Programs](#): This program allows highly motivated majors to complete both the BS and MS degrees in Digital Media programs 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](#).

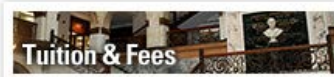
Accelerated Summer Courses

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.

In University Crossings, a 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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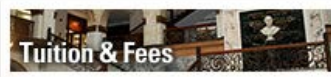
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Animation & Visual Effects

Animation and visual effects are no longer used only when creating animation or big budget theatrical films. Today, these production techniques are widely used in feature films, medical research, engineering, television, web content, the performing arts, corporate communications and higher education. While an understanding of the multiple facets of digital media remains important to students' educational development, the depth and complexity of the field necessitates a rigorous course of study specifically focused on animation and visual effects.

To best prepare students for the demands of careers in these cutting-edge disciplines, they will pursue a foundation of design and technology, taking core courses in all aspects of digital media, completing a six month co-op and delving into rigorous coursework in many areas of specialization. Students will learn the underlying principles of animation, along with industry-standard software technology. The entire creative pipeline from storyboarding through modeling and animation is covered in-depth, allowing students to experience all aspects of production.

To find out more about this major, visit the Westphal College's [Animation & Visual Effects Major](#) page or contact Tia James at tjm22@drexel.edu.



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COLLEGES & SCHOOLS MAJORS MINORS GRADUATE PROGRAMS CERTIFICATE PROGRAMS ARCHIVE

Animation and Visual Effects

Bachelor of Science Degree: 185.0 quarter credits

Degree Requirements

Incoming students, 2011/2012

General education requirements

68.0 Credits

| | | |
|----------|--------------------------------|--------------|
| ENGL 101 | Expository Writing and Reading | 3.0 |
| ENGL 102 | Persuasive Writing and Reading | 3.0 |
| ENGL 103 | Analytical Writing and Reading | 3.0 |
| COM 230 | Techniques of Speaking | 3.0 |
| MATH 101 | Analysis I | 4.0 |
| PHYS 121 | Contemporary Physics I | 4.0 |
| PHYS 122 | Contemporary Physics II | 4.0 |
| UNIV 101 | The Drexel Experience | 2.0 |
| | Arts and humanities elective | 3.0 |
| | History (HIST) elective | 3.0 |
| | Literature (ENGL) elective | 3.0 |
| | Social science electives | 9.0 |
| | Free electives | 24.0 credits |

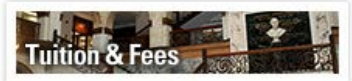
Art and art history Requirements

21.0 Credits

| | | |
|-------------|---|-----|
| 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 |
| VSST 111 | Figure Drawing I | 3.0 |

Media and computer science requirements

18.0



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| | | |
|--------|-------------------------|-----|
| CS 171 | Computer Programming I | 3.0 |
| CS 172 | Computer Programming II | 3.0 |

or

| | | |
|--------|--|-----|
| CS 130 | Programming Concepts with 3D Animation | 3.0 |
| CS 131 | Computer Programming A | 3.0 |

| | | |
|----------|-----------------------------|-----|
| FMVD 110 | Basic Shooting and Lighting | 3.0 |
|----------|-----------------------------|-----|

| | | |
|----------|---------------------------|-----|
| FMVD 206 | Audio Production and Post | 3.0 |
|----------|---------------------------|-----|

| | | |
|----------|--------------|-----|
| VSCM 240 | Typography I | 3.0 |
|----------|--------------|-----|

| | | |
|-----------|-----------------|-----|
| SCRIP 270 | Screenwriting I | 3.0 |
|-----------|-----------------|-----|

Digital media core requirements **51.0 Credits**

| | | |
|----------|--------------------------|-----|
| ANIM 141 | Computer Graphic Imagery | 3.0 |
|----------|--------------------------|-----|

| | | |
|----------|----------------------|-----|
| ANIM 211 | Computer Animation I | 3.0 |
|----------|----------------------|-----|

| | | |
|----------|----------------------|-----|
| DIGM 100 | Digital Design Tools | 3.0 |
|----------|----------------------|-----|

| | | |
|----------|---------------------------|-----|
| DIGM 105 | Overview of Digital Media | 3.0 |
|----------|---------------------------|-----|

| | | |
|----------|-------------------------------|-----|
| DIGM 110 | Digital Spatial Visualization | 3.0 |
|----------|-------------------------------|-----|

| | | |
|----------|------------------------------|-----|
| DIGM 223 | Creative Concept Development | 3.0 |
|----------|------------------------------|-----|

| | | |
|----------|------------------------|-----|
| DIGM 250 | Professional Practices | 3.0 |
|----------|------------------------|-----|

| | | |
|----------|----------------------------|-----|
| DIGM 252 | Multimedia Timeline Design | 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 |
|----------|-------------------------------------|-----|

| | | |
|----------|-----------------------------|-----|
| GMAP 260 | Overview of Computer Gaming | 3.0 |
|----------|-----------------------------|-----|

| | | |
|----------|-----------------|-----|
| WBDV 240 | Web Authoring I | 3.0 |
|----------|-----------------|-----|

| | | |
|----------|---------------------|-----|
| WBDV 241 | Vector Authoring II | 3.0 |
|----------|---------------------|-----|

Animation requirements **21.0 Credits**

| | | |
|----------|-----------------------|-----|
| ANIM 212 | Computer Animation II | 3.0 |
|----------|-----------------------|-----|

| | | |
|----------|----------------------|-----|
| ANIM 215 | History of Animation | 3.0 |
|----------|----------------------|-----|

| | | |
|----------|---------------------|-----|
| ANIM 219 | Digital Compositing | 3.0 |
|----------|---------------------|-----|

| | | |
|----------|------------------|-----|
| ANIM 247 | Organic Modeling | 3.0 |
|----------|------------------|-----|

| | | |
|----------|-----------------------|-----|
| ANIM 314 | Character Animation I | 3.0 |
|----------|-----------------------|-----|

| | | |
|----------|----------------|-----|
| ANIM 410 | Visual Effects | 3.0 |
|----------|----------------|-----|

| | | |
|----------|--------------------|-----|
| ANIM 411 | Advanced Animation | 3.0 |
|----------|--------------------|-----|

Animation electives (Students choose 2 of the following 5 courses):

6.0 Credits

| | | |
|----------|-----------------------------------|-----|
| ANIM 248 | Advanced Lighting | 3.0 |
| ANIM 315 | Character Animation II | 3.0 |
| ANIM 321 | Immersive Animation | 3.0 |
| ANIM 388 | Spatial Design Capture | 3.0 |
| ANIM 435 | Technical Direction for Animation | 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 may indicate that this course can fulfill a writing-intensive requirement. For the most up-to-date list of writing-intensive courses being offered, students should check the [Writing Intensive Course List](#) on the [Drexel University Writing Center](#) page. Students scheduling their courses in Banner/DrexelOne can also conduct a search for courses with the attribute "WI" to bring up a list of all writing-intensive courses available that term. e writing-intensive class each year, beginning with the sophomore year, and to avoid "clustering" these courses near the end of their matriculation. Transfer students need to meet with an academic advisor to review the number of writing-intensive courses required to graduate.



Drexel University

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Recommended Plan Of Study

BS Animation and Visual Effects
4 YR UG Co-op Concentration

| Term 1 | Credits |
|---|-------------|
| DIGM 100 Digital Design Tools | 3.0 |
| DIGM 105 Overview of Digital Media | 3.0 |
| ENGL 101 Expository Writing and Reading | 3.0 |
| PHYS 121 Physical Science for Design I | 4.0 |
| UNIV 101 The Drexel Experience | 1.0 |
| VSST 110 Introductory Drawing | 3.0 |
| Term Credits | 17.0 |

| Term 2 | Credits |
|---|-------------|
| DIGM 110 Digital Spatial Visualization | 3.0 |
| ENGL 102 Persuasive Writing and Reading | 3.0 |
| FMVD 110 Basic Shooting and Lighting | 3.0 |
| PHYS 122 Physical Science for Design II | 4.0 |
| UNIV 101 The Drexel Experience | 1.0 |
| VSST 108 Design I for Media | 3.0 |
| Term Credits | 17.0 |

| Term 3 | Credits |
|---|-------------|
| ANIM 141 Computer Graphic Imagery | 3.0 |
| DIGM 252 Multimedia Timeline Design | 3.0 |
| ENGL 103 Analytical Writing and Reading | 3.0 |
| MATH 101 Introduction to Analysis I | 4.0 |
| VSST 109 Design II for Media | 3.0 |
| Term Credits | 16.0 |

| Term 4 | Credits |
|---|-------------|
| ANIM 211 Animation I | 3.0 |
| DIGM 223 Creative Concept Design | 3.0 |
| GMAP 260 Overview of Computer Gaming | 3.0 |
| WBDV 240 Web Authoring I | 3.0 |
| CS 171 Computer Programming I | 3.0 |
| or | |
| CS 130 Programming Concepts with 3D Animation | 3.0 |
| Term Credits | 15.0 |

| Term 5 | Credits |
|--|-------------|
| ANIM 212 Animation II | 3.0 |
| ANIM 215 History of Animation | 3.0 |
| ARTH 102 History of Art II: High Renaissance to Modern | 3.0 |
| COOP 101 Career Management/Professional Development | 0.0 |
| WBDV 241 Vector Authoring I | 3.0 |
| CS 172 Computer Programming II | 3.0 |
| or | |
| CS 131 Computer Programming A | 3.0 |
| Term Credits | 15.0 |

| Term 6 | Credits |
|---|-------------|
| ANIM 219 Digital Compositing | 3.0 |
| ARTH 103 History of Art- Early to Late Modern | 3.0 |
| FMVD 206 Audio Production and Post | 3.0 |
| SCRP 270 Screenwriting I | 3.0 |
| VSCM 240 Typography I | 3.0 |
| Term Credits | 15.0 |

| Term 7 | Credits |
|---|-------------|
| ANIM 247 Organic Modeling | 3.0 |
| COM 230 Techniques of Speaking | 3.0 |
| DIGM 250 Professional Practices | 3.0 |
| DIGM 350 Digital Storytelling | 3.0 |
| VSST 111 Figure Drawing I | 3.0 |
| Term Credits | 15.0 |

| Term 8 | Credits |
|--|-------------|
| ANIM 314 Character Animation I | 3.0 |
| ARTH 300 History of Modern Design | 3.0 |
| DIGM 451 Explorations in New Media | 3.0 |
| Free elective | 3.0 |
| Animation elective (See degree requirements) | 3.0 |
| Term Credits | 15.0 |

| Term 9 | Credits |
|--|-------------|
| ANIM 410 Visual Effects | 3.0 |
| Social science elective | 3.0 |
| Arts and Humanities elective | 3.0 |
| Animation elective (See degree requirements) | 3.0 |
| Free elective | 3.0 |
| Term Credits | 15.0 |

| Term 10 | Credits |
|---|-------------|
| ANIM 411 Advanced Animation | 3.0 |
| 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 |
| Term Credits | 15.0 |

| Term 11 | Credits |
|---|-------------|
| DIGM 493 Senior Project in Digital Media II | 3.0 |
| Free electives | 9.0 |
| Social science elective | 3.0 |
| Term Credits | 15.0 |

| Term 12 | Credits |
|---|-------------|
| DIGM 494 Digital Media Senior Project III | 3.0 |
| Free electives | 9.0 |
| Arts and Humanities elective | 3.0 |
| Term Credits | 15.0 |

Total Credits (minimum) 185.0

Additional Information

For more information, please visit the website of the [Architecture Program](#). For [advising guidelines](#) and transfer information please review the Architecture Program's [curriculum](#) page.

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: 227.0 quarter credits.

Degree Requirements

Incoming students, 2011/2012

| 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 |



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|----------|-------------|-----|
| 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 Architecture Program's minimum studio advancement requirements. See the Program's [Advising Guidelines](#) for more details.

Required professional courses (Part-time option) 50.0 Credits

| | | |
|----------|---------------------------------------|-----|
| ARCH 141 | Architecture and Society I | 3.0 |
| ARCH 142 | Architecture and Society II | 3.0 |
| ARCH 143 | Architecture and Society III | 3.0 |
| ARCH 150 | Introduction to CADD | 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 WI | History of the Modern Movement I | 3.0 |
| ARCH 345 WI | 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 WI | Theories of Architecture I | 3.0 |
| ARCH 342 WI | Theories of Architecture II | 3.0 |
| ARCH 346 WI | 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 electives 9.0 Credits

Any three of the following courses

| | | |
|-------------|--|-----|
| ARCH 157 | Architectural Representation V | 3.0 |
| ARCH 171 | Design Build | 3.0 |
| ARCH 431 | Architectural Programming | 3.0 |
| ARCH 432 | The Development Process | 3.0 |
| ARCH 451 | Advanced Drawing | 3.0 |
| ARCH 455 | Computer Applications in Architecture I | 3.0 |
| ARCH 456 | Computer Applications in Architecture II | 3.0 |
| ARCH 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 (Writing Intensive) | 3.0 |
| CMGT | An approved Construction Management course | 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 may indicate that this course can fulfill a writing-intensive requirement. For the most up-to-date list of writing-intensive courses being offered, students should check the [Writing Intensive Course List](#) on the [Drexel University Writing Center](#) page. Students scheduling their courses in Banner/DrexelOne 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 CATALOG 2011-2012

COLLEGES & SCHOOLS MAJORS MINORS GRADUATE PROGRAMS CERTIFICATE PROGRAMS ARCHIVE

Architecture

Bachelor of Architecture Degree: Total 227.0 minimum required credits

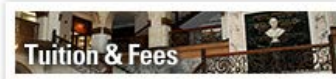
2 + 4 Program: Sample Plan of Study

| <i>Freshman year</i> | | Credits |
|----------------------|--------------------------------|---------|
| Term 1 | | |
| 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 |

| <i>Sophomore year</i> | | Credits |
|-----------------------|----------------------------|---------|
| Term 4 | | |
| ARCH 104 | Studio 2-B* | 4.5 |
| ARCH 141 WI | Architecture and Society I | 3.0 |



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| | | |
|----------|----------------------------|------|
| ARCH 161 | Architectural Construction | 3.0 |
| PHYS 103 | General Physics I | 4.0 |
| | Free elective | 3.0 |
| | 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

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

Term 16

| | | |
|--------------------------|--------------------------|-----|
| ARCH 362 | Studio 6-2 | 4.0 |
| ARCH 336 | Professional Practice II | 3.0 |
| 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 |
| | Total credits | 11.0 |



Drexel University CATALOG 2011-2012

COLLEGES & SCHOOLS MAJORS MINORS GRADUATE PROGRAMS CERTIFICATE PROGRAMS ARCHIVE

Architecture: Part-Time Evening Program

Bachelor of Architecture Degree: 227.0 quarter credits.

Degree Requirements

Incoming students, 2011/2012

| 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 111 | Studio 1-1 | 3.0 |
| ARCH 112 | Studio 1-2 | 3.0 |
| ARCH 113 | Studio 1-3 | 3.0 |
| ARCH 121* | Studio 2-1 | 3.0 |
| ARCH 122 | Studio 2-2 | 3.0 |
| ARCH 123 | Studio 2-3 | 3.0 |
| ARCH 231* | Studio 3-1 | 3.0 |
| ARCH 232 | Studio 3-2 | 3.0 |
| ARCH 233 | Studio 3-3 | 3.0 |
| ARCH 241 | Studio 4-1* | 4.0 |
| ARCH 242 | Studio 4-2 | 4.0 |



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| | | |
|-----------|-------------|-----|
| 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 Architecture Program's minimum studio advancement requirements. See the Program's [Advising Guidelines](#) for more details.

Required professional courses (2+4 option) **48.0 Credits**

| | | |
|----------|---------------------------------------|-----|
| ARCH 141 | Architecture and Society I | 3.0 |
| ARCH 142 | Architecture and Society II | 3.0 |
| ARCH 143 | Architecture and Society III | 3.0 |
| ARCH 150 | Introduction to CADD I | 4.0 |
| ARCH 155 | Basic Architectural Drawing | 3.0 |
| ARCH 156 | Graphic Communications I | 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 | 3.0 |
| ARCH 336 | Professional Practice II | 3.0 |
| CIVE 261 | Materials and Structural Behavior I | 3.0 |
| CIVE 262 | Materials and Structural Behavior II | 3.0 |
| CIVE 263 | Materials and Structural Behavior III | 3.0 |

History and theory electives **12.0 Credits**

Students select a minimum of one of the following courses:

| | | |
|-------------|-----------------------------------|-----|
| ARCH 343 | Theories of Architecture III | 3.0 |
| ARCH 344 WI | History of the Modern Movement I | 3.0 |
| ARCH 345 WI | 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 WI | Theories of Architecture I | 3.0 |
| ARCH 342 WI | Theories of Architecture II | 3.0 |
| ARCH 346 WI | 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 electives **9.0 Credits**

Any three of the following courses*

| | | |
|-------------|--|-----|
| ARCH 157 | Architectural Representation V | 3.0 |
| ARCH 171 | Design Build | 3.0 |
| ARCH 431 | Architectural Programming | 3.0 |
| ARCH 432 | The Development Process | 3.0 |
| ARCH 451 | Advanced Drawing | 3.0 |
| ARCH 455 | Computer Applications in Architecture I | 3.0 |
| ARCH 456 | Computer Applications in Architecture II | 3.0 |
| ARCH 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 (Writing Intensive) | 3.0 |
| CMGT | An approved Construction Management course | 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 may indicate that this course can fulfill a writing-intensive requirement. For the most up-to-date list of writing-intensive courses being offered, students should check the [Writing Intensive Course List](#) on the [Drexel University Writing Center](#) page. Students scheduling their courses in Banner/DrexelOne 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 CATALOG 2011-2012

COLLEGES & SCHOOLS MAJORS MINORS GRADUATE PROGRAMS CERTIFICATE PROGRAMS ARCHIVE

Architecture

Bachelor of Architecture Degree: 227.0 credits

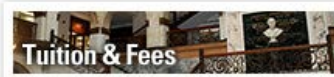
Part-time Evening Program: Sample Plan of Study

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.

| <i>First year</i> | | Credits |
|-------------------------|-----------------------------------|---------|
| Term 1 | | |
| 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 | 7.0 |

Second year

| <i>Second year</i> | | Credits |
|--------------------|----------------------------|---------|
| Term 5 | | |
| ARCH 121 | Studio 2-1 | 3.0 |
| ARCH 141 WI | Architecture and Society I | 3.0 |



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| | | |
|----------|-------------------------|-----|
| MATH 181 | Mathematical Analysis I | 3.0 |
| | Total credits | 9.0 |

Term 6

| | | |
|----------|-----------------------------|-----|
| ARCH 122 | Studio 2-2 | 3.0 |
| ARCH 142 | 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 | 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

| | | |
|---------------|-------------------------|-----|
| 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 | 3.0 |
| | Free elective | 3.0 |
| | Total credits | 9.0 |

Term 22

| | | |
|----------|--------------------------|-----|
| ARCH 362 | Studio 6-2 | 4.0 |
| ARCH 336 | Professional Practice II | 3.0 |
| | 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 (See Degree Requirements) | 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

| | | |
|----------|--|------|
| ARCH 496 | Thesis I | 8.0 |
| | History/Theory elective (See Degree Requirements) | 3.0 |
| | Total credits | 11.0 |

Term 26

| | | |
|----------|---------------|-----|
| ARCH 497 | Thesis II | 8.0 |
| | Free elective | 3.0 |

| | |
|-------------------------------------|------|
| Total credits | 11.0 |
| <hr/> | |
| Term 27 | |
| ARCH 498 Thesis III | 8.0 |
| Free elective | 3.0 |
| Total credits | 11.0 |



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COLLEGES & SCHOOLS MAJORS MINORS GRADUATE PROGRAMS CERTIFICATE PROGRAMS ARCHIVE

Dance

About the Major

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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COLLEGES & SCHOOLS MAJORS MINORS GRADUATE PROGRAMS CERTIFICATE PROGRAMS ARCHIVE

Dance

Bachelor of Science Degree: 185.0 quarter credits

Degree Requirements

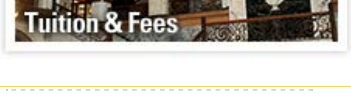
Incoming students, 2011/2012

| 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**



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| | | |
|-------------|----------------------------------|-----|
| 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 |
|--|------|

Technique requirements **36.0 Credits**

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

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

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

Writing-Intensive Course Requirements

In order to graduate, all students 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 may indicate that this course can fulfill a writing-intensive requirement. For the most up-to-date list of writing-intensive courses being offered, students should check the [Writing Intensive Course List](#) on the [Drexel University Writing Center](#) page. Students scheduling their courses in Banner/DrexelOne 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

CATALOG 2011-2012

Recommended Plan Of Study

BS Dance

4 YR UG Co-op Concentration

| Term 1 | | Credits |
|--------------------------|---|------------------|
| 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) | 1.0-2.0 |
| | Ballet Technique I/II (DANC 140 or DANC 141) | 2.0 |
| | Modern Dance Technique I/II (DANC 150 or DANC 151) | 2.0 |
| Term Credits | | 15.0-16.0 |
| Term 2 | | Credits |
| 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 |
| Term Credits | | 16.0 |
| Term 3 | | Credits |
| 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 | 2.0-3.0 |
| | Ballet Technique I/II (DANC 140 or DANC 141) | 2.0 |
| Term Credits | | 17.0-18.0 |
| Term 4 | | Credits |
| 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 |
| Term Credits | | 18.0 |
| Term 5 | | Credits |
| DANC 230 | Survey of Dance Movement Therapy | 3.0 |
| DANC 240 | Dance Composition I | 3.0 |
| HIST 201 | US History to 1815 | 3.0 |
| PHYS 122 | Physical Science for Design II | 4.0 |

| | |
|---|------------------|
| Dance practicum (DANC 131 or DANC 133) | 1.0 |
| DANC 110, DANC 160, DANC 161, or DANC 170 | 2.0-3.0 |
| Term Credits | 16.0-17.0 |
| Term 6 | Credits |
| 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 |
| Term Credits | 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 |
| Term Credits | 15.0 |
| Term 8 | Credits |
| Free electives | 9.0 |
| 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 |
| Term Credits | 14.0 |
| 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 |
| Term Credits | 14.0 |
| Term 10 | Credits |
| DANC 241 Composition II | 3.0 |
| MUSC 231 Music History I | 3.0 |
| DANC 110, DANC 160, DANC 161, or DANC 170 | 2.0-3.0 |
| Modern Dance Technique I/II (DANC 150 or DANC 151) | 2.0 |
| Free elective | 3.0 |
| Dance practicum (DANC 131 or DANC 133) | 1.0 |
| Term Credits | 14.0-15.0 |
| 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 |
| Term Credits | 13.0 |
| Term 12 | Credits |
| MUSC 331 World Musics | 3.0 |
| SMT 280 Kinesiology | 3.0 |
| Literature (ENGL) elective | 3.0 |

| | |
|--|-------------|
| Dance practicum (DANC 131 or DANC 133) | 1.0 |
| Free elective | 6.0 |
| <i>Term Credits</i> | 16.0 |
| | |
| Total Credits (minimum) | 185.0-189.0 |

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Drexel University CATALOG 2011-2012

COLLEGES & SCHOOLS MAJORS MINORS GRADUATE PROGRAMS CERTIFICATE PROGRAMS ARCHIVE

Design & Merchandising

About the Major

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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Drexel University

CATALOG 2011-2012

COLLEGES & SCHOOLS MAJORS MINORS GRADUATE PROGRAMS CERTIFICATE PROGRAMS ARCHIVE

Design & Merchandising

Bachelor of Science Degree: 180.0 quarter credits

Degree Requirements

Incoming students, 2011/2012

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



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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 or PHTO 115 | Photography Photographic Principles | 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 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 100 | Computer Imaging for D & M | 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 333 | 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 | Introduction to Marketing Management | 4.0 |
| | 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 | 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 may indicate that this course can fulfill a writing-intensive requirement. For the most up-to-date list of writing-intensive courses being offered, students should check the [Writing Intensive Course List](#) on the [Drexel University Writing Center](#) page. Students scheduling their courses in Banner/DrexelOne 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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Recommended Plan Of Study

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

| Term 1 | Credits |
|---|-------------|
| ENGL 101 Expository Writing and Reading | 3.0 |
| FASH 201 Survey of the Fashion Industry | 3.0 |
| PHYS 121 Physical Science for Design I | 4.0 |
| UNIV 101 The Drexel Experience | 1.0 |
| VSST 101 Design I | 4.0 |
| Term Credits | 15.0 |
| Term 2 | Credits |
| ENGL 102 Persuasive Writing and Reading | 3.0 |
| PHYS 122 Physical Science for Design II | 4.0 |
| UNIV 101 The Drexel Experience | 1.0 |
| VSST 102 Design II | 4.0 |
| VSST 110 Introductory Drawing | 3.0 |
| Term Credits | 15.0 |
| Term 3 | Credits |
| DSMR 100 Computer Imaging for D & M | 3.0 |
| ENGL 103 Analytical Writing and Reading | 3.0 |
| MATH 119 Mathematical Foundations for Design | 4.0 |
| VSST 103 Design III | 4.0 |
| VSST 111 Figure Drawing I | 3.0 |
| Term Credits | 17.0 |
| Term 4 | Credits |
| ACCT 115 Financial Accounting Foundations | 4.0 |
| ARTH 101 History of Art I: Ancient to Medieval | 3.0 |
| DSMR 231 Retail Principles | 3.0 |
| ECON 201 Principles of Microeconomics | 4.0 |
| Term Credits | 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 |
| Term Credits | 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 |

| | | |
|--------------------------------|--|----------------|
| Term Credits | | 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 |
| Term Credits | | 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 333 | Fashion Product Development | 3.0 |
| MKTG 301 | Introduction to Marketing Management | 4.0 |
| | Social science elective | 3.0 |
| Term Credits | | 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 |
| Term Credits | | 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 |
| Term Credits | | 15.0 |
| Term 11 | | Credits |
| VSST 202 | Multimedia: Space | 4.0 |
| | Social science elective | 3.0 |
| | Free electives | 9.0 |
| Term Credits | | 16.0 |
| Term 12 | | Credits |
| | Free electives | 9.0 |
| | Arts and Humanities elective | 3.0 |
| Term Credits | | 12.0 |
| Total Credits (minimum) | | 182.0 |

Drexel University

CATALOG 2011-2012

Recommended Plan Of Study

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

| Term 1 | Credits |
|---|-------------|
| ENGL 101 Expository Writing and Reading | 3.0 |
| FASH 201 Survey of the Fashion Industry | 3.0 |
| PHYS 121 Physical Science for Design I | 4.0 |
| UNIV 101 The Drexel Experience | 1.0 |
| VSST 101 Design I | 4.0 |
| Term Credits | 15.0 |

| Term 2 | Credits |
|---|-------------|
| ENGL 102 Persuasive Writing and Reading | 3.0 |
| PHYS 122 Physical Science for Design II | 4.0 |
| UNIV 101 The Drexel Experience | 1.0 |
| VSST 102 Design II | 4.0 |
| VSST 110 Introductory Drawing | 3.0 |
| Term Credits | 15.0 |

| Term 3 | Credits |
|--|-------------|
| DSMR 100 Computer Imaging for D & M | 3.0 |
| ENGL 103 Analytical Writing and Reading | 3.0 |
| MATH 119 Mathematical Foundations for Design | 4.0 |
| VSST 103 Design III | 4.0 |
| VSST 111 Figure Drawing I | 3.0 |
| Term Credits | 17.0 |

| Term 4 | Credits |
|---|-------------|
| ACCT 115 Financial Accounting Foundations | 4.0 |
| ARTH 101 History of Art I: Ancient to Medieval | 3.0 |
| DSMR 210 Presentation Techniques Design and Merchandising | 3.0 |
| DSMR 231 Retail Principles | 3.0 |
| ECON 201 Principles of Microeconomics | 4.0 |
| Term Credits | 17.0 |

| 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 |
| ECON 202 Principles of Macroeconomics | 4.0 |
| Free elective | 4.0 |
| Term Credits | 14.0 |

| Term 6 | Credits |
|--|---------|
| DSMR 201 Analysis of Product | 3.0 |
| DSMR 230 Textiles for Design & Merchandising | 3.0 |
| DSMR 232 Retail Merchandise Planning | 4.0 |
| VSST 201 Multimedia: Performance | 4.0 |

| | |
|--|----------------|
| Term Credits | 14.0 |
| Term 7 | Credits |
| DSMR 477 Design & Merchandising Seminar | 3.0 |
| VSST 203 Multimedia: Materials | 4.0 |
| PHTO 115 Photographic Principles | 3.0 |
| or | |
| PHTO 110 Photography | 3.0 |
| Arts and Humanities elective | 3.0 |
| Art History (ARTH) elective | 3.0 |
| Term Credits | 16.0 |
| Term 8 | Credits |
| DSMR 310 Computer Integrated Merchandising Management | 3.0 |
| DSMR 333 Fashion Product Development | 3.0 |
| MKTG 301 Introduction to Marketing Management | 4.0 |
| Social science elective | 3.0 |
| Term Credits | 13.0 |
| Term 9 | Credits |
| London Option (History of Modern Design 4.5, Fashion Product Promotion 4.5, and 9 credits electives) | 18.0 |
| Term Credits | 18.0 |
| Term 10 | Credits |
| ARTH 103 History of Art- Early to Late Modern | 3.0 |
| DSMR 496 Senior Problem in Design and Merchandising | 3.0 |
| Free electives | 3.0 |
| Social science elective | 3.0 |
| Term Credits | 12.0 |
| Term 11 | Credits |
| DSMR 311 Visual Merchandising | 4.0 |
| VSST 202 Multimedia: Space | 4.0 |
| Arts and Humanities elective | 3.0 |
| Art History (ARTH) elective | 3.0 |
| Term Credits | 14.0 |
| Term 12 | Credits |
| Free electives | 6.0 |
| Art History (ARTH) elective | 3.0 |
| Social science elective | 3.0 |
| Arts and Humanities elective | 3.0 |
| Term Credits | 15.0 |
| Total Credits (minimum) | 180.0 |

Drexel University

CATALOG 2011-2012

Recommended Plan Of Study

BS Design & Merchandising, Spring/Summer Co-Op, Cycle B
4 YR UG Co-op Concentration

| Term 1 | Credits |
|---|-------------|
| ENGL 101 Expository Writing and Reading | 3.0 |
| FASH 201 Survey of the Fashion Industry | 3.0 |
| PHYS 121 Physical Science for Design I | 4.0 |
| UNIV 101 The Drexel Experience | 1.0 |
| VSST 101 Design I | 4.0 |
| Term Credits | 15.0 |
| Term 2 | Credits |
| ENGL 102 Persuasive Writing and Reading | 3.0 |
| PHYS 122 Physical Science for Design II | 4.0 |
| UNIV 101 The Drexel Experience | 1.0 |
| VSST 102 Design II | 4.0 |
| VSST 110 Introductory Drawing | 3.0 |
| Term Credits | 15.0 |
| Term 3 | Credits |
| DSMR 100 Computer Imaging for D & M | 3.0 |
| ENGL 103 Analytical Writing and Reading | 3.0 |
| MATH 119 Mathematical Foundations for Design | 4.0 |
| VSST 103 Design III | 4.0 |
| VSST 111 Figure Drawing I | 3.0 |
| Term Credits | 17.0 |
| Term 4 | Credits |
| ACCT 115 Financial Accounting Foundations | 4.0 |
| ARTH 101 History of Art I: Ancient to Medieval | 3.0 |
| DSMR 231 Retail Principles | 3.0 |
| ECON 201 Principles of Microeconomics | 4.0 |
| Term Credits | 14.0 |
| Term 5 | Credits |
| ARTH 102 History of Art II: High Renaissance to Modern | 3.0 |
| DSMR 232 Retail Merchandise Planning | 4.0 |
| ECON 202 Principles of Macroeconomics | 4.0 |
| Free elective | 3.0 |
| Term Credits | 14.0 |
| Term 6 | Credits |
| DSMR 201 Analysis of Product | 3.0 |
| DSMR 210 Presentation Techniques Design and Merchandising | 3.0 |
| DSMR 211 Computer Design for Design and Merchandising | 3.0 |
| DSMR 230 Textiles for Design & Merchandising | 3.0 |
| VSST 201 Multimedia: Performance | 4.0 |
| Term Credits | 16.0 |

| Term 7 | Credits |
|---|-------------|
| ARTH 300 History of Modern Design | 3.0 |
| COOP 101 Career Management/Professional Development | 0.0 |
| 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 |
| Term Credits | 16.0 |
| | |
| Term 8 | Credits |
| ARTH 103 History of Art- Early to Late Modern | 3.0 |
| DSMR 310 Computer Integrated Merchandising Management | 3.0 |
| DSMR 333 Fashion Product Development | 3.0 |
| MKTG 301 Introduction to Marketing Management | 4.0 |
| Social science elective | 3.0 |
| Term Credits | 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 elective | 3.0 |
| Term Credits | 16.0 |
| | |
| Term 10 | Credits |
| DSMR 496 Senior Problem in Design and Merchandising | 3.0 |
| Art History (ARTH) elective | 3.0 |
| Social science elective | 3.0 |
| Free electives | 6.0 |
| Term Credits | 15.0 |
| | |
| Term 11 | Credits |
| VSST 202 Multimedia: Space | 4.0 |
| Free electives | 8.0 |
| Social science elective | 3.0 |
| Term Credits | 15.0 |
| | |
| Term 12 | Credits |
| Free electives | 11.0 |
| Arts and Humanities elective | 3.0 |
| Term Credits | 14.0 |
| | |
| Total Credits (minimum) | 183.0 |

Drexel University CATALOG 2011-2012

COLLEGES & SCHOOLS MAJORS MINORS GRADUATE PROGRAMS CERTIFICATE PROGRAMS ARCHIVE

Entertainment and Arts Management

About the Major

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.

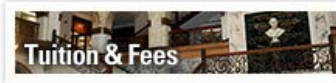
Dual Degree MBA Option

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.



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Drexel University CATALOG 2011-2012

COLLEGES & SCHOOLS MAJORS MINORS GRADUATE PROGRAMS CERTIFICATE PROGRAMS ARCHIVE

Entertainment and Arts Management

Bachelor of Science Degree: 184.0 - 189.0 quarter credits (depending on concentration)

Degree Requirements

Incoming students, 2011/2012

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

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

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

- (A) Visual Arts Management Concentration
- (B) Performing Arts Management
 - (1.) Dance Concentration
 - (2.) Performing Arts Concentration
 - (3.) Theatre Concentration
- (C) Media Management
 - (1.) Digital Media Concentration
 - (2.) Cinema and Television Concentration
- (D) Sports Entertainment Concentration

General Education Requirements **69.0 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



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| | | |
|-------------------------------|------------------------|-----|
| COM 230 | Techniques of Speaking | 3.0 |
| Two Arts/Humanities electives | | 6.0 |

Social Science Requirements

| | | |
|--------------------------------|--|-----|
| Three Social Science electives | | 9.0 |
|--------------------------------|--|-----|

University Seminar Requirements

| | | |
|----------------|-----------------------|-------------|
| UNIV 101 | The Drexel Experience | 2.0 |
| Co-op 101 | | 0.0 |
| Free electives | | 21.0 - 26.0 |

*Minimum number of free electives depends on chosen concentration.

**Entertainment and Arts Management
Core Requirements 60.0 Credits**

| | | |
|-------------|--|-----|
| ACCT 115 | Financial Accounting Foundations | 4.0 |
| BLAW 201 | Business Law I | 4.0 |
| DSMR 100 | Computer Imaging for D & M | 3.0 |
| 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 | 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 | Consumer Behavior | 4.0 |

Students select two of the following courses*:

| | | |
|----------|------------------------------|-----|
| ECON 202 | Principles of Macroeconomics | 4.0 |
| FIN 301 | Introduction to Finance | 4.0 |

| | | |
|----------|--------------------------------|-----|
| MIS 200 | Management Information Systems | 4.0 |
| OPM 200 | Operations Management | 4.0 |
| STAT 201 | Statistics I | 4.0 |
| STAT 202 | Statistics II | 4.0 |

*BS/MBA students should take STAT 201 and FIN 301. Students who take STAT 201 and FIN 301 should not take BUSN 301.

**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 students select 24 additional credits from the following:

| | | |
|-------------|--|-----|
| ARTH 300 WI | History of Modern Design | 3.0 |
| INTR 200 | History of Modern Architecture & Interiors | 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 Requirements

1. Dance Concentration Requirements 60.0 Credits

| | | |
|--|--|-----|
| DANC 140 | Ballet Technique I | 2.0 |
| DANC 150 | Modern Dance Technique | 2.0 |
| DANC 160 | Jazz Dance Technique I | 2.0 |
| or | | |
| DANC 170 | Hip-Hop Technique I | |
| DANC 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 313 | Volunteer & Board Management | 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 Concentration Requirements 60.0 Credits

| | | |
|-------------|-----------------------------------|-----|
| 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 |
| | Fund Development and Board and | |

| | | |
|--|---|-----|
| EAM 312 | Volunteer Relations | 3.0 |
| EAM 313 | Volunteer & Board Management | 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 |
| Six terms of Performing Arts ensembles | | 3.0 |

3. Theatre Concentration Requirements **57.0 Credits**

| | | |
|-------------|--|-----|
| EAM 270 | Audience Development for the Arts | 3.0 |
| EAM 312 | Fund Development and Board and Volunteer Relations | 3.0 |
| EAM 313 | Volunteer & Board Management | 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 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 (THTR 130, THTR 131, THTR 132) | 4.0 |

C. Media Management Concentrations

1. Digital Media Concentration Requirements 55.0 Credits

| | | |
|------------|---|-----|
| ANIM 141 | Computer Graphic Imagery | 3.0 |
| ANIM 211 | Computer Animation I | 3.0 |
| ANIM 212 | Computer Animation II | 3.0 |
| COM 111 | Principles of Communication | 3.0 |
| COM 150 | Mass Media and Society | 3.0 |
| COM 240 | New Technologies in Communication | 3.0 |
| COM 270 WI | Business Communication | 3.0 |
| COM 335 WI | Electronic Publishing | 3.0 |
| DIGM 100 | Digital Design Tools | 3.0 |
| DIGM 110 | Spatial Visualization | 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 |
| WBDV 240 | Web Authoring I | 3.0 |
| WBDV 241 | Vector Authoring I | 3.0 |
| DIGM | One Digital Media (ANIM. GMAP, WBDV) elective | 3.0 |

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

| | | |
|-------------|--|-----|
| ANIM 219 | Digital Compositing | 3.0 |
| DIGM 350 WI | Digital Storytelling and Cultural Production | 3.0 |
| WBDV 242 | Vector Authoring II | 3.0 |
| DIGM 451 WI | Explorations in New Media | 3.0 |

2. Cinema and Television Concentration 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 286 | Producing for Features | 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 |
| TVPR 232 | TV Field: Industrials | 3.0 |

| | | |
|----------|--------------------------|-----|
| TVPR 236 | TV Field: Nonfiction | 3.0 |
| TVPR 240 | Producing for Television | 3.0 |

D. Sports Entertainment Concentration **51.0 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 |
| SMT 101 | Business of Sport | 3.0 |
| SMT 201 | Sports Marketing, Promotion, and Public Relations | 3.0 |
| SMT 205 | Sports Information | 3.0 |
| SMT 215 | Sports Ticket Sales & Operations | 3.0 |
| TVPR 100 | TV Studio: Basic Operations | 3.0 |
| TVPR 240 | Producing for Television | 3.0 |
| TVPR 340 | Remote TV Production | 3.0 |

Sport Entertainment Concentration students also select any three of the following courses for a total of nine (9.0) credits:

| | | |
|---------|---|-----|
| SMT 200 | Introduction to Facility and Event Management | 3.0 |
| SMT 225 | Sports Budgeting | 3.0 |
| SMT 230 | Sports and the Law | 3.0 |
| SMT 240 | Olympic Games | 3.0 |
| SMT 260 | Sports Agents and Labor Relations | 3.0 |
| SMT 305 | Fundraising in Sports | 3.0 |
| SMT 307 | Corporate Sponsorship in Sports | 3.0 |
| SMT 309 | Capital Campaigns in Athletics | 3.0 |
| SMT 310 | Sports Contracts | 3.0 |
| SMT 315 | Sports Publications and Graphics | 3.0 |
| SMT 320 | Economic Aspects of Sports Management | 3.0 |
| SMT 337 | Risk Management for Sports | 3.0 |

| | | |
|----------|---------------------------|-----|
| SMT 345 | Fan Experience Management | 3.0 |
| SMT 347 | Sport Tourism | 3.0 |
| TVPR 200 | TV Studio: Live Directing | 3.0 |
| TVST 260 | History of 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.

A "WI" next to a course in this catalog may indicate that this course can fulfill a writing-intensive requirement. For the most up-to-date list of writing-intensive courses being offered, students should check the [Writing Intensive Course List](#) on the [Drexel University Writing Center](#) page. Students scheduling their courses in Banner/DrexelOne can also conduct a search for courses with the attribute "WI" to bring up a list of all writing-intensive courses available that term.



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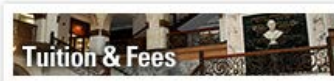
COLLEGES & SCHOOLS MAJORS MINORS GRADUATE PROGRAMS CERTIFICATE PROGRAMS ARCHIVE

Entertainment and Arts Management

Recommended Plans of Study

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 Concentration](#)
- (B) **Performing Arts Management**
 - (1.) [Dance Concentration](#)
 - (2.) [Performing Arts Concentration](#)
 - (3.) [Theatre Concentration](#)
- (C) **Media Management**
 - (1.) [Digital Media Concentration](#)
 - (2.) [Cinema and Television Concentration](#)
- (D) [Sports Entertainment Concentration](#)



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Drexel University

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Recommended Plan Of Study

BS Entertainment & Arts Management, Visual Arts
 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 |
| Term Credits | 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 |
| Term Credits | 15.0 |
| Term 3 | Credits |
| EAM 211 Strategic Management for Entertainment & Arts Management | 3.0 |
| ENGL 103 Analytical Writing and Reading | 3.0 |
| Social science elective | 3.0 |
| Arts and Humanities elective | 3.0 |
| Free elective | 3.0 |
| Term Credits | 15.0 |
| 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 |
| VSCM 100 Computer Imaging I | 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 |
| Term Credits | 17.0 |
| Term 5 | Credits |
| EAM 261 Copyrights and Trademarks | 3.0 |
| EAM 270 Audience Development for Arts | 3.0 |
| EAM 312 Fund Development and Board and Volunteer Relations | 3.0 |
| PHYS 122 Physical Science for Design II | 4.0 |
| or | |
| BIO 101 Applied Biological Diversity, Ecology & Evolution | 3.0 |
| Visual Arts Track elective (See degree requirements list) | 3.0 |
| Term Credits | 16.0 |

| | | |
|--------------------------|---|----------------|
| Term 6 | | Credits |
| COM 230 | Techniques of Speaking | 3.0 |
| EAM 313 | Volunteer & Board Management | 3.0 |
| EAM 361 | Law for Entertainment and Arts Management Managers | 3.0 |
| | Social science elective | 3.0 |
| | Visual Arts Track elective (See degree requirements list) | 3.0 |
| | Term Credits | 15.0 |
| Term 7 | | Credits |
| ARTH 101 | History of Art I: Ancient to Medieval | 3.0 |
| EAM 301 | Gallery and Collection Management | 3.0 |
| EAM 401 | Writing for Arts Managers | 3.0 |
| | Visual Arts Track elective (See degree requirements list) | 3.0 |
| | Business elective (See degree requirements for list) | 4.0 |
| | Term Credits | 16.0 |
| Term 8 | | Credits |
| ARTH 102 | History of Art II: High Renaissance to Modern | 3.0 |
| EAM 302 | Exhibition Design | 3.0 |
| MKTG 301 | Introduction to Marketing Management | 4.0 |
| ORGB 300 | Organizational Behavior | 4.0 |
| | Visual Arts Track elective (See degree requirements list) | 3.0 |
| | Term Credits | 17.0 |
| Term 9 | | Credits |
| EAM 350 | Arts, Culture and Society | 3.0 |
| ARTH 103 | History of Art III: Early Modern to Postmodernism | 3.0 |
| | Visual Arts Track elective (See degree requirements list) | 3.0 |
| | Arts and Humanities elective | 3.0 |
| | Business elective (See degree requirements for list) | 4.0 |
| | Term Credits | 16.0 |
| Term 10 | | Credits |
| EAM 471 | Fine Arts Market Development | 3.0 |
| EAM 491 | Entertainment and Arts Management Senior Project | 1.0 |
| HRMT 323 | Principles of Human Resource Administration | 4.0 |
| | Free elective | 3.0 |
| | Visual Arts Track elective (See degree requirements list) | 3.0 |
| | Term Credits | 14.0 |
| Term 11 | | Credits |
| EAM 461 | Entertainment Publishing Industry | 3.0 |
| EAM 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 | 6.0 |
| | Term Credits | 16.0 |
| 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 |
| | Term Credits | 14.0 |
| | Total Credits (minimum) | 186.0 |

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Recommended Plan Of Study

BS Entertainment & Arts Management, Dance
 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 |
| Term Credits | 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 |
| Term Credits | 15.0 |

| 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 |
| Term Credits | 15.0 |

| Term 4 | Credits |
|---|-------------|
| BLAW 201 Business Law I | 4.0 |
| COOP 101 Career Management and Professional Development | 0.0 |
| DSMR 100 Computer Imaging for D & M | 3.0 |
| 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 |
| Term Credits | 17.0 |

| Term 5 | Credits |
|--|-------------|
| EAM 261 Copyrights and Trademarks | 3.0 |
| EAM 270 Audience Development for Arts | 3.0 |
| EAM 312 Fund Development and Board and Volunteer Relations | 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 |
| Term Credits | 16.0 |

| Term 6 | | Credits |
|--------------------------|--|-------------|
| COM 230 | Techniques of Speaking | 3.0 |
| DANC 210 | Introduction to Dance | 3.0 |
| EAM 313 | Volunteer & Board Management | 3.0 |
| EAM 361 | Law for Entertainment and Arts Management Managers | 3.0 |
| | Required ensemble | 0.0 |
| | Social science elective | 3.0 |
| Term Credits | | 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 |
| Term Credits | | 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 |
| Term Credits | | 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 |
| Term Credits | | 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 |
| Term Credits | | 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 |
| Term Credits | | 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> | <i>14.0</i> |
| Total Credits (minimum) | 186.0 |

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Recommended Plan Of Study

BS Entertainment & Arts Management, Performing Arts
 4 YR UG Co-op Concentration /Performing Arts Management
 Perform 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 |
| Term Credits | 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 |
| Term Credits | 15.0 |

| 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 |
| Term Credits | 15.0 |

| Term 4 | Credits |
|---|-------------|
| BLAW 201 Business Law I | 4.0 |
| COOP 101 Career Management/Professional Development | 0.0 |
| DSMR 100 Computer Imaging for D & M | 3.0 |
| EAM 391 Promotion, Press, & Publicity | 3.0 |
| THTR 130 Introduction to Theatre 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 |
| Term Credits | 18.0 |

| Term 5 | Credits |
|--|---------|
| EAM 261 Copyrights and Trademarks | 3.0 |
| EAM 270 Audience Development for Arts | 3.0 |
| EAM 312 Fund Development and Board and Volunteer Relations | 3.0 |
| PHYS 122 Physical Science for Design II | 4.0 |
| or | |
| BIO 101 Applied Biological Diversity, Ecology & Evolution | 3.0 |
| Social science elective | 3.0 |

| | | |
|--------------------------|--|----------------|
| Term Credits | | 16.0 |
| Term 6 | | Credits |
| COM 230 | Techniques of Speaking | 3.0 |
| DANC 201 | Dance Appreciation | 3.0 |
| EAM 313 | Volunteer & Board Management | 3.0 |
| EAM 361 | Law for Entertainment and Arts Management Managers | 3.0 |
| | Required ensemble | 0.0 |
| | Arts and Humanities elective | 3.0 |
| | Social science elective | 3.0 |
| Term Credits | | 18.0 |
| Term 7 | | Credits |
| EAM 401 | Writing for Arts Managers | 3.0 |
| MUSC 130 | Introduction to Music | 3.0 |
| THTR 115 | Theatrical Experience | 3.0 |
| THTR 210 | Acting: Fundamentals | 3.0 |
| | Business elective (See degree requirements for list) | 4.0 |
| | Required ensemble | 1.0 |
| Term Credits | | 17.0 |
| Term 8 | | Credits |
| EAM 322 | Performing Arts Touring & Promotion | 3.0 |
| MKTG 301 | Introduction to Marketing Management | 4.0 |
| MUSC 331 | World Musics | 3.0 |
| ORGB 300 | Organizational Behavior | 4.0 |
| | Required ensemble | 1.0 |
| Term Credits | | 15.0 |
| Term 9 | | Credits |
| DANC 210 | Introduction to Dance | 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 |
| MUSC 333 | Afro-American Music | 3.0 |
| | Required ensemble | 0.0 |
| Term Credits | | 15.0 |
| 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 |
| | Ensemble | 0.0 |
| | Business elective (See degree requirements for list) | 4.0 |
| Term Credits | | 15.0 |
| Term 11 | | Credits |
| EAM 461 | Entertainment Publishing Industry | 3.0 |
| EAM 491 | Entertainment and Arts Management Senior Project | 1.0 |
| | Free electives | 6.0 |
| | Theatre elective (See degree requirements for details) | 3.0 |
| | Ensemble | 0.0 |
| Term Credits | | 13.0 |
| Term 12 | | Credits |
| EAM 491 | Entertainment and Arts Management Senior Project | 1.0 |
| MUSC 338 | American Popular Music | 3.0 |

| | |
|--|--------------|
| Free electives | 6.0 |
| Business elective (See degree requirements for list) | 4.0 |
| <i>Term Credits</i> | 14.0 |
| Total Credits (minimum) | 186.0 |

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Recommended Plan Of Study

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

| 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 |
| Term Credits | 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 |
| Term Credits | 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 |
| Arts and Humanities elective | 3.0 |
| Free elective | 3.0 |
| Term Credits | 15.0 |

| Term 4 | Credits |
|---|-------------|
| BLAW 201 Business Law I | 4.0 |
| COOP 101 Career Management/Professional Development | 0.0 |
| DSMR 100 Computer Imaging for D & M | 3.0 |
| 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 |
| Term Credits | 18.0 |

| Term 5 | Credits |
|--|---------|
| EAM 261 Copyrights and Trademarks | 3.0 |
| EAM 270 Audience Development for Arts | 3.0 |
| EAM 312 Fund Development and Board and Volunteer Relations | 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 |

| | | |
|--------------------------|--|----------------|
| Term Credits | | 16.0 |
| Term 6 | | Credits |
| COM 230 | Techniques of Speaking | 3.0 |
| EAM 313 | Volunteer & Board Management | 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 |
| Term Credits | | 15.0 |
| Term 7 | | Credits |
| EAM 401 | Writing for Arts Managers | 3.0 |
| THTR 210 | Acting: Fundamentals | 3.0 |
| | Arts and Humanities elective | 3.0 |
| | Business elective (See degree requirements for list) | 4.0 |
| | Theatre elective (See degree requirements for details) | 3.0 |
| | Required ensemble | 1.0 |
| Term Credits | | 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 |
| Term Credits | | 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 |
| Term Credits | | 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 |
| | Arts and Humanities elective | 3.0 |
| | Ensemble | 0.0 |
| | Free elective | 3.0 |
| Term Credits | | 14.0 |
| Term 11 | | Credits |
| EAM 461 | Entertainment Publishing Industry | 3.0 |
| EAM 491 | Entertainment and Arts Management Senior Project | 1.0 |
| THTR 260 | Production Design | 3.0 |
| | Free elective | 9.0 |
| | Ensemble | 0.0 |
| Term Credits | | 16.0 |
| Term 12 | | Credits |
| EAM 491 | Entertainment and Arts Management Senior Project | 1.0 |
| | Theatre elective (See degree requirements for details) | 3.0 |
| | Free electives | 6.0 |

| | |
|--|-------------|
| Business elective (See degree requirements for list) | 4.0 |
| <i>Term Credits</i> | <i>14.0</i> |
| Total Credits (minimum) | 185.0 |

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Recommended Plan Of Study

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

| 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 |
| Term Credits | 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 |
| Term Credits | 15.0 |

| Term 3 | Credits |
|--|-------------|
| 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 |
| Term Credits | 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 |
| DSMR 100 Computer Imaging for D & M | 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 |
| Term Credits | 17.0 |

| Term 5 | Credits |
|---|-------------|
| EAM 391 Promotion, Press, & Publicity | 3.0 |
| 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 |
| Term Credits | 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 |
| Term Credits | 15.0 |

| Term 7 | Credits |
|---|-------------|
| COM 240 New Technologies In Communication | 3.0 |
| WBDV 240 Web Interactive Authoring | 3.0 |
| Business elective (See degree requirements for list) | 4.0 |
| Arts and Humanities elective | 3.0 |
| Social science elective | 3.0 |
| Term Credits | 16.0 |

| Term 8 | Credits |
|---|-------------|
| MKTG 301 Introduction to Marketing Management | 4.0 |
| ORGB 300 Organizational Behavior | 4.0 |
| WBDV 241 Vector Authoring I | 3.0 |
| Free electives | 6.0 |
| Term Credits | 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 |
| Term Credits | 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 |
| Term Credits | 14.0 |

| Term 11 | Credits |
|--|-------------|
| ANIM 211 Animation I | 3.0 |
| EAM 461 Entertainment Publishing Industry | 3.0 |
| EAM 491 Entertainment and Arts Management Senior Project | 1.0 |
| Free electives | 9.0 |
| Term Credits | 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 |
| Term Credits | 14.0 |

Total Credits (minimum) 184.0

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Recommended Plan Of Study

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

| 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 |
| Term Credits | 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 |
| Term Credits | 15.0 |
| Term 3 | Credits |
| 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 |
| Term Credits | 15.0 |
| Term 4 | Credits |
| BLAW 201 Business Law I | 4.0 |
| COOP 101 Career Management/Professional Development | 0.0 |
| DSMR 100 Computer Imaging for D & M | 3.0 |
| 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 |
| Term Credits | 14.0 |
| Term 5 | Credits |
| 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 |
| Term Credits | 16.0 |

| Term 6 | Credits |
|--|-------------|
| 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 |
| Term Credits | 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 |
| Term Credits | 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 |
| Term Credits | 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 |
| Term Credits | 14.0 |

| Term 10 | Credits |
|--|-------------|
| COM 270 Business Communication | 3.0 |
| COM 335 Electronic Publishing | 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 |
| Term Credits | 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 |
| Term Credits | 16.0 |

| Term 12 | Credits |
|--|-------------|
| EAM 491 Entertainment and Arts Management Senior Project | 1.0 |
| Social science elective | 3.0 |
| Business elective (See degree requirements for list) | 4.0 |
| Free electives | 6.0 |
| Term Credits | 14.0 |

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Recommended Plan Of Study

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

| 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 |
| Term Credits | 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 |
| Term Credits | 15.0 |
| 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 |
| Social science elective | 3.0 |
| Arts and Humanities elective | 3.0 |
| Term Credits | 15.0 |
| Term 4 | Credits |
| BIO 100 Applied Cells, Genetics & Physiology | 3.0 |
| BLAW 201 Business Law I | 4.0 |
| COOP 101 Career Management/Professional Development | 0.0 |
| DSMR 100 Computer Imaging for D & M | 3.0 |
| PHYS 121 Physical Science for Design I | 4.0 |
| SMT 110 The Business of Sport | 3.0 |
| TVPR 100 TV Studio: Basic Operations | 3.0 |
| Term Credits | 20.0 |
| Term 5 | Credits |
| BIO 101 Applied Biological Diversity, Ecology & Evolution | 3.0 |
| COM 111 Principles of Communication | 3.0 |
| EAM 261 Copyrights and Trademarks | 3.0 |
| EAM 391 Promotion, Press, & Publicity | 3.0 |
| FMVD 110 Basic Shooting and Lighting | 3.0 |
| PHYS 122 Physical Science for Design II | 4.0 |
| Term Credits | 19.0 |
| Term 6 | Credits |

| | | |
|--------------------------|--|-------------|
| 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 & Entertainment Business | 3.0 |
| FMVD 115 | Basic Editing | 3.0 |
| SMT 215 | Sports Ticket Sales & Operations | 3.0 |
| Term Credits | | 18.0 |

| | | |
|--------------------------|---|----------------|
| Term 7 | | Credits |
| COM 240 | New Technologies In Communication | 3.0 |
| FMVD 120 | Basic Sound | 3.0 |
| SMT 201 | Sports Marketing, Promotion, and Public Relations | 3.0 |
| SMT 205 | Sports Information | 3.0 |
| TVPR 240 | Producing for Television | 3.0 |
| Term Credits | | 15.0 |

| | | |
|--------------------------|--------------------------------------|----------------|
| Term 8 | | Credits |
| MKTG 301 | Introduction to Marketing Management | 4.0 |
| ORGB 300 | Organizational Behavior | 4.0 |
| TVPR 340 | Remote TV Production | 3.0 |
| | Arts and Humanities elective | 3.0 |
| | Sports Entertainment elective | 3.0 |
| Term Credits | | 17.0 |

| | | |
|-------------------------|-------------------------------|----------------|
| Term 9 | | Credits |
| EAM 340 | Artist Rep & Management | 3.0 |
| | Business elective | 4.0 |
| | Sports Entertainment elective | 3.0 |
| | Free electives | 6.0 |
| Term Credits | | 16.0 |

| | | |
|--------------------------|--|----------------|
| Term 10 | | Credits |
| COM 270 | Business Communication | 3.0 |
| COM 335 | Electronic Publishing | 3.0 |
| EAM 491 | Entertainment and Arts Management Senior Project | 1.0 |
| HRMT 323 | Principles of Human Resource Administration | 4.0 |
| | Business elective | 4.0 |
| Term Credits | | 15.0 |

| | | |
|-------------------------|--|----------------|
| Term 11 | | Credits |
| EAM 461 | Entertainment Publishing | 3.0 |
| EAM 491 | Entertainment and Arts Management Senior Project | 1.0 |
| | Free electives | 6.0 |
| | Sports Entertainment elective | 3.0 |
| | Social science elective | 3.0 |
| Term Credits | | 16.0 |

| | | |
|-------------------------|--|----------------|
| Term 12 | | Credits |
| EAM 491 | Entertainment and Arts Management Senior Project | 1.0 |
| | Social science elective | 3.0 |
| | Free electives | 6.0 |
| | Business elective | 3.0 |
| Term Credits | | 13.0 |

Total Credits (minimum) 194.0

Drexel University CATALOG 2011-2012

COLLEGES & SCHOOLS MAJORS MINORS GRADUATE PROGRAMS CERTIFICATE PROGRAMS ARCHIVE

Fashion Design

Fashion design encompasses the planning, design, production, and marketing of clothing. Our philosophy is for the students to achieve a seamless blend of hands-on "couture" with the right balance of skill for practical application in today's fashion industry. Our program draws on the fine arts as a base and constant point of reference for inspiration. The fashion designer's final products answer aesthetic, functional, social and psychological needs and employ traditional and advanced technological tools.

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

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



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Drexel University CATALOG 2011-2012

COLLEGES & SCHOOLS MAJORS MINORS GRADUATE PROGRAMS CERTIFICATE PROGRAMS ARCHIVE

Fashion Design

Bachelor of Science Degree: 182.0 quarter credits

Degree Requirements

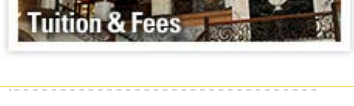
Incoming students, 2011/2012

| 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 |



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| | | |
|----------|-----------------------|-----|
| 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.

A "WI" next to a course in this catalog may indicate that this course can fulfill a writing-intensive requirement. For the most up-to-date list of writing-intensive courses being offered, students should check the [Writing Intensive Course List](#) on the [Drexel University Writing Center](#) page. Students scheduling their courses in Banner/DrexelOne 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

CATALOG 2011-2012

Recommended Plan Of Study

BS Fashion Design

4 YR UG Co-op Concentration

Standard Plan

| Term 1 | Credits |
|--|-------------|
| FASH 201 Survey of the Fashion Industry | 3.0 |
| PHYS 121 Physical Science for Design I | 4.0 |
| UNIV 101 The Drexel Experience | 1.0 |
| VSST 101 Design I | 4.0 |
| VSST 110 Introductory Drawing | 3.0 |
| Term Credits | 15.0 |
| Term 2 | Credits |
| FASH 241 Construction Skills | 4.0 |
| PHYS 122 Physical Science for Design II | 4.0 |
| UNIV 101 The Drexel Experience | 1.0 |
| VSST 102 Design II | 4.0 |
| VSST 111 Figure Drawing I | 3.0 |
| Term Credits | 16.0 |
| Term 3 | Credits |
| FASH 341 Flat Pattern Design | 4.0 |
| MATH 119 Mathematical Foundations for Design | 4.0 |
| VSST 103 Design III | 4.0 |
| VSST 112 Figure Drawing II | 3.0 |
| Term Credits | 15.0 |
| Term 4 | Credits |
| 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 |
| Term Credits | 17.0 |
| Term 5 | Credits |
| ARTH 101 History of Art I: Ancient to Medieval | 3.0 |
| COOP 101 Career Management/Professional Development | 0.0 |
| 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 |
| Term Credits | 16.0 |
| Term 6 | Credits |
| ARTH 102 History of Art II: High Renaissance to Modern | 3.0 |
| ENGL 102 Persuasive Writing and Reading | 3.0 |
| FASH 252 Fashion Design II | 4.0 |
| FASH 313 Fashion Drawing for Industry | 3.0 |

| | |
|--|----------------|
| Free elective | 3.0 |
| Term Credits | 16.0 |
| Term 7 | Credits |
| ENGL 103 Analytical Writing and Reading | 3.0 |
| VSST 301 Painting I | 4.0 |
| VSST 201 Multimedia: Performance | 4.0 |
| or | |
| VSST 203 Multimedia: Materials | 4.0 |
| or | |
| VSST 202 Multimedia: Space | 4.0 |
| Social science elective | 3.0 |
| Term Credits | 14.0 |
| Term 8 | Credits |
| ARTH 103 History of Art III: Early Modern to Postmodernism | 3.0 |
| ARTH 335 History of Costume I: Preclassical to Directoire | 3.0 |
| FASH 343 Tailoring and Design | 4.0 |
| Arts and Humanities elective | 3.0 |
| FASH 315 CAD for Patternmaker or elective | 3.0 |
| Term Credits | 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 |
| Term Credits | 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 |
| Term Credits | 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 |
| Term Credits | 13.0 |
| Term 12 | Credits |
| FASH 492 Senior Problem in Fashion Design II | 3.0 |
| Free electives | 12.0 |
| Term Credits | 15.0 |
| Total Credits (minimum) | 182.0 |

Drexel University

CATALOG 2011-2012

Recommended Plan Of Study

BS Fashion Design

4 YR UG Co-op Concentration

Study Abroad

| Term 1 | Credits |
|--|-------------|
| FASH 201 Survey of the Fashion Industry | 3.0 |
| PHYS 121 Physical Science for Design I | 4.0 |
| UNIV 101 The Drexel Experience | 1.0 |
| VSST 101 Design I | 4.0 |
| VSST 110 Introductory Drawing | 3.0 |
| Term Credits | 15.0 |
| Term 2 | Credits |
| FASH 241 Construction Skills | 4.0 |
| PHYS 122 Physical Science for Design II | 4.0 |
| UNIV 101 The Drexel Experience | 1.0 |
| VSST 102 Design II | 4.0 |
| VSST 111 Figure Drawing I | 3.0 |
| Term Credits | 16.0 |
| Term 3 | Credits |
| FASH 341 Flat Pattern Design | 4.0 |
| MATH 119 Mathematical Foundations for Design | 4.0 |
| VSST 103 Design III | 4.0 |
| VSST 112 Figure Drawing II | 3.0 |
| Term Credits | 15.0 |
| Term 4 | Credits |
| COOP 101 Career Management/Professional Development | 0.0 |
| ENGL 101 Expository Writing and Reading | 3.0 |
| FASH 211 Fashion Drawing I | 3.0 |
| FASH 220 Textile Design | 3.0 |
| FASH 342 Draping Design | 4.0 |
| VSST 204 Materials Exploration | 4.0 |
| Term Credits | 17.0 |
| Term 5 | Credits |
| Free electives | 12.0 |
| Term Credits | 12.0 |
| Term 6 | Credits |
| ARTH 102 History of Art II: High Renaissance to Modern | 3.0 |
| FASH 210 Presentation Techniques in Fashion | 3.0 |
| FASH 212 Fashion Drawing II | 3.0 |
| FASH 230 Textiles for Fashion Design | 3.0 |
| FASH 251 Fashion Design I | 4.0 |
| Term Credits | 16.0 |
| Term 7 | Credits |

| | | |
|--------------------------|---------------------------------------|-------------|
| ARTH 101 | History of Art I: Ancient to Medieval | 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 |
| | Term Credits | 16.0 |

| | | |
|--------------------------|---|----------------|
| 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 |
| VSST 201 | Multimedia: Performance | 4.0 |
| or | | |
| VSST 203 | Multimedia: Materials | 4.0 |
| or | | |
| VSST 202 | Multimedia: Space | 4.0 |
| | FASH 315 CAD for Patternmaker or elective | 3.0 |
| | Term Credits | 17.0 |

| | | |
|--------------------------|--|----------------|
| Term 9 | | Credits |
| ARTH 336 | History of Costume II: Directoire to World War I | 3.0 |
| ENGL 103 | Analytical Writing and Reading | 3.0 |
| FASH 314 | Fashion Presentation Drawing | 3.0 |
| FASH 351 | Fashion Design III | 4.0 |
| | Social science elective | 3.0 |
| | Term Credits | 16.0 |

| | | |
|--------------------------|------------------------------|----------------|
| Term 10 | | Credits |
| FASH 352 | Fashion Design IV | 4.0 |
| FASH 464 | Professional Portfolio | 3.0 |
| | Social science elective | 3.0 |
| | Arts and Humanities elective | 3.0 |
| | Free elective | 3.0 |
| | Term Credits | 16.0 |

| | | |
|--------------------------|---|----------------|
| Term 11 | | Credits |
| FASH 491 | Senior Problem in Fashion Design I | 4.0 |
| VSST 301 | Painting I | 4.0 |
| | FASH 316 CAD for Fashion Design or elective | 3.0 |
| | Arts and Humanities elective | 3.0 |
| | Term Credits | 14.0 |

| | | |
|--------------------------|-------------------------------------|----------------|
| Term 12 | | Credits |
| FASH 492 | Senior Problem in Fashion Design II | 3.0 |
| | Arts and Humanities elective | 3.0 |
| | Social science elective | 3.0 |
| | Free elective | 3.0 |
| | Term Credits | 12.0 |

Total Credits (minimum) 182.0

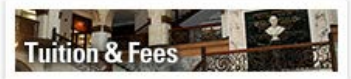
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COLLEGES & SCHOOLS MAJORS MINORS GRADUATE PROGRAMS CERTIFICATE PROGRAMS ARCHIVE

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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Drexel University CATALOG 2011-2012

COLLEGES & SCHOOLS MAJORS MINORS GRADUATE PROGRAMS CERTIFICATE PROGRAMS ARCHIVE

Film and Video

Bachelor of Science Degree: 185.0 quarter credits

Degree Requirements

Incoming students, 2011/2012

| 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 | | 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 |
| VSST 108 | Design for Media I | 4.0 |
| VSST 109 | Design for Media II | 4.0 |
| WBDV 240 | Web Authoring I | 3.0 |
| 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 |



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| | | |
|-------------|---|-----|
| 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 252 | 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 Optical | 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 |

| | | |
|----------|---------------------|-----|
| TVPR 351 | TV Comedy Series I | 3.0 |
| TVPR 352 | TV Comedy Series II | 3.0 |

or

| | | |
|----------|---------------------|-----|
| 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.

A "WI" next to a course in this catalog may indicate that this course can fulfill a writing-intensive requirement. For the most up-to-date list of writing-intensive courses being offered, students should check the [Writing Intensive Course List](#) on the [Drexel University Writing Center](#) page. Students scheduling their courses in Banner/DrexelOne can also conduct a search for courses with the attribute "WI" to bring up a list of all writing-intensive courses available that term.



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CATALOG 2011-2012

Recommended Plan Of Study

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

| Term 1 | Credits |
|---|-------------|
| 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 |
| Term Credits | 16.0 |

| Term 2 | Credits |
|---|-------------|
| 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 |
| Term Credits | 16.0 |

| Term 3 | Credits |
|--|-------------|
| 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 |
| Term Credits | 16.0 |

| Term 4 | Credits |
|---|-------------|
| ARTH 103 History of Art- Early to Late Modern | 3.0 |
| FMST 250 The Documentary Tradition | 3.0 |
| FMVD 205 Professions in Film and Video | 3.0 |
| FMVD 230 Basic Filmmaking | 3.0 |
| WBDV 240 Web Authoring I | 3.0 |
| Arts and Humanities elective | 3.0 |
| Term Credits | 18.0 |

| Term 5 | Credits |
|---|-------------|
| 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 |
| Term Credits | 16.0 |

| Term 6 | Credits |
|--------|---------|
|--------|---------|

| | | |
|--------------------------|----------------------------|-------------|
| FMST 245 | Non-Western Cinema | 3.0 |
| FMVD 200 | Acting for the Screen | 3.0 |
| FMVD 215 | Narrative Video Production | 3.0 |
| SCRP 280 | Writing the Short Film | 3.0 |
| | Natural science elective | 4.0 |
| | Term Credits | 16.0 |

| | | |
|--------------------------|------------------------------|----------------|
| Term 7 | | Credits |
| 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 |
| | Term Credits | 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 |
| | Term Credits | 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 |
| | Term Credits | 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 |
| | Term Credits | 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 |
| | Term Credits | 15.0 |

| | | |
|--------------------------|----------------------------------|----------------|
| Term 12 | | Credits |
| FMVD 495 | Senior Project in Film and Video | 3.0 |
| | Free electives | 9.0 |
| | Term Credits | 12.0 |

Total Credits (minimum) 185.0

Drexel University

CATALOG 2011-2012

Recommended Plan Of Study

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

| Term 1 | Credits |
|---|-------------|
| ENGL 101 Expository Writing and Reading | 3.0 |
| FMST 150 American Classic Cinema | 3.0 |
| FMVD 110 Basic Shooting and Lighting | 3.0 |
| FMVD 120 Basic Sound | 3.0 |
| TVPR 100 TV Studio: Basic Operations | 3.0 |
| UNIV 101 The Drexel Experience | 1.0 |
| Term Credits | 16.0 |

| Term 2 | Credits |
|---|-------------|
| DIGM 100 Digital Design Tools | 3.0 |
| ENGL 102 Persuasive Writing and Reading | 3.0 |
| FMST 160 European Cinema | 3.0 |
| FMVD 115 Basic Editing | 3.0 |
| UNIV 101 The Drexel Experience | 1.0 |
| VSST 108 Design I for Media | 3.0 |
| Term Credits | 16.0 |

| Term 3 | Credits |
|--|-------------|
| ARTH 102 History of Art II: High Renaissance to Modern | 3.0 |
| ENGL 103 Analytical Writing and Reading | 3.0 |
| MATH 119 Mathematical Foundations for Design | 4.0 |
| SCRIP 270 Screenwriting I | 3.0 |
| VSST 109 Design II for Media | 3.0 |
| Term Credits | 16.0 |

| Term 4 | Credits |
|---|-------------|
| ARTH 103 History of Art- Early to Late Modern | 3.0 |
| FMST 250 The Documentary Tradition | 3.0 |
| FMVD 205 Professions in Film and Video | 3.0 |
| FMVD 210 Documentary Video Production | 3.0 |
| FMVD 235 Intermediate Lighting | 3.0 |
| Term Credits | 15.0 |

| Term 5 | Credits |
|---|-------------|
| COOP 101 Career Management/Professional Development | 0.0 |
| DIGM 220 Digital Still Imaging I | 3.0 |
| FMVD 200 Acting for the Screen | 3.0 |
| FMVD 230 Basic Filmmaking | 3.0 |
| SCRIP 280 Writing the Short Film | 3.0 |
| Natural science elective | 4.0 |
| Arts and Humanities elective | 3.0 |
| Term Credits | 19.0 |

| Term 6 | Credits |
|--------|---------|
|--------|---------|

| | | |
|--------------------------|------------------------------|-------------|
| FMST 245 | Non-Western Cinema | 3.0 |
| FMVD 202 | Directing for the Screen | 3.0 |
| FMVD 215 | Narrative Video Production | 3.0 |
| | Natural science elective | 4.0 |
| | Arts and Humanities elective | 3.0 |
| Term Credits | | 16.0 |

| | | |
|--------------------------|------------------------------|----------------|
| Term 7 | | Credits |
| FMVD 237 | Intermediate Editing | 3.0 |
| WBDV 240 | Web Authoring I | 3.0 |
| | Arts and Humanities elective | 3.0 |
| | Social science electives | 6.0 |
| Term Credits | | 15.0 |

| | | |
|---------------------------|---|----------------|
| Term 8 | | Credits |
| FMVD 220 | Experimental Video Production | 3.0 |
| FMVD 322 | Production Workshop I | 3.0 |
| SCRIP 370 | Screenplay Story Development | 3.0 |
| | Film Studies/Television Studies elective (See degree requirements for list) | 3.0 |
| | Social science elective | 3.0 |
| Term Credits | | 15.0 |

| | | |
|--------------------------|---|----------------|
| Term 9 | | Credits |
| FMVD 323 | Production Workshop II | 3.0 |
| | Advanced Production elective (See degree requirements list) | 3.0 |
| | Free elective | 3.0 |
| | Arts and Humanities elective | 3.0 |
| | Film Studies/Television Studies elective (See degree requirements for list) | 3.0 |
| Term Credits | | 15.0 |

| | | |
|--------------------------|---|----------------|
| Term 10 | | Credits |
| FMVD 495 | Senior Project in Film and Video | 3.0 |
| | Free electives | 6.0 |
| | Arts and Humanities elective | 3.0 |
| | Advanced Production elective (See degree requirements list) | 3.0 |
| Term Credits | | 15.0 |

| | | |
|--------------------------|---|----------------|
| Term 11 | | Credits |
| FMVD 495 | Senior Project in Film and Video | 3.0 |
| | Free electives | 6.0 |
| | Arts and Humanities elective | 3.0 |
| | Advanced Production elective (See degree requirements list) | 3.0 |
| Term Credits | | 15.0 |

| | | |
|--------------------------|----------------------------------|----------------|
| Term 12 | | Credits |
| FMVD 495 | Senior Project in Film and Video | 3.0 |
| | Free electives | 9.0 |
| Term Credits | | 12.0 |

Total Credits (minimum) 185.0

Drexel University

CATALOG 2011-2012

Recommended Plan Of Study

BS Film and Video, Spring/Summer Co-Op
 4 YR UG Co-op Concentration
 Cycle C

| Term 1 | Credits |
|---|-------------|
| ENGL 101 Expository Writing and Reading | 3.0 |
| FMST 150 American Classic Cinema | 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 |
| Term Credits | 16.0 |

| Term 2 | Credits |
|---|-------------|
| ENGL 102 Persuasive Writing and Reading | 3.0 |
| FMST 160 European Cinema | 3.0 |
| SCRP 270 Screenwriting I | 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 |
| Term Credits | 16.0 |

| Term 3 | Credits |
|--|-------------|
| ARTH 102 History of Art II: High Renaissance to Modern | 3.0 |
| DIGM 100 Digital Design Tools | 3.0 |
| ENGL 103 Analytical Writing and Reading | 3.0 |
| FMVD 115 Basic Editing | 3.0 |
| MATH 119 Mathematical Foundations for Design | 4.0 |
| Term Credits | 16.0 |

| Term 4 | Credits |
|---|-------------|
| ARTH 103 History of Art- Early to Late Modern | 3.0 |
| FMST 250 The Documentary Tradition | 3.0 |
| FMVD 202 Directing for the Screen | 3.0 |
| FMVD 205 Professions in Film and Video | 3.0 |
| FMVD 215 Narrative Video Production | 3.0 |
| Arts and Humanities elective | 3.0 |
| Term Credits | 18.0 |

| Term 5 | Credits |
|---|-------------|
| DIGM 220 Digital Still Imaging I | 3.0 |
| FMVD 210 Documentary Video Production | 3.0 |
| FMVD 237 Intermediate Editing | 3.0 |
| SCRP 280 Writing the Short Film | 3.0 |
| Natural science elective | 4.0 |
| Term Credits | 16.0 |

| Term 6 | Credits |
|---|---------|
| FMST 245 Non-Western Cinema | 3.0 |

| | | |
|--------------------------|------------------------------|-------------|
| FMVD 230 | Basic Filmmaking | 3.0 |
| WBDV 240 | Web Authoring I | 3.0 |
| | Natural science elective | 4.0 |
| | Arts and Humanities elective | 3.0 |
| Term Credits | | 16.0 |

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|--------------------------|--|----------------|
| Term 7 | | Credits |
| COOP 101 | Career Management/Professional Development | 0.0 |
| FMVD 200 | Acting for the Screen | 3.0 |
| FMVD 235 | Intermediate Lighting | 3.0 |
| | Arts and Humanities elective | 3.0 |
| | Social science elective | 3.0 |
| | Free elective | 3.0 |
| Term Credits | | 15.0 |

| | | |
|---------------------------|---|----------------|
| Term 8 | | Credits |
| FMVD 220 | Experimental Video Production | 3.0 |
| FMVD 322 | Production Workshop I | 3.0 |
| SCRIP 370 | Screenplay Story Development | 3.0 |
| | Film Studies/Television Studies elective (See degree requirements for list) | 3.0 |
| | Social science elective | 3.0 |
| Term Credits | | 15.0 |

| | | |
|--------------------------|---|----------------|
| Term 9 | | Credits |
| FMVD 323 | Production Workshop II | 3.0 |
| | Social science elective | 3.0 |
| | Film Studies/Television Studies elective (See degree requirements for list) | 3.0 |
| | Arts and Humanities elective | 3.0 |
| | Advanced Production elective (See degree requirements list) | 3.0 |
| Term Credits | | 15.0 |

| | | |
|--------------------------|---|----------------|
| Term 10 | | Credits |
| FMVD 495 | Senior Project in Film and Video | 3.0 |
| | Free electives | 6.0 |
| | Advanced Production elective (See degree requirements list) | 3.0 |
| | Arts and Humanities elective | 3.0 |
| Term Credits | | 15.0 |

| | | |
|--------------------------|---|----------------|
| Term 11 | | Credits |
| FMVD 495 | Senior Project in Film and Video | 3.0 |
| | Advanced Production elective (See degree requirements list) | 3.0 |
| | Free electives | 6.0 |
| | Arts and Humanities elective | 3.0 |
| Term Credits | | 15.0 |

| | | |
|--------------------------|----------------------------------|----------------|
| Term 12 | | Credits |
| FMVD 495 | Senior Project in Film and Video | 3.0 |
| | Free electives | 9.0 |
| Term Credits | | 12.0 |

Total Credits (minimum) 185.0

Drexel University

CATALOG 2011-2012

Recommended Plan Of Study

BS Film and Video, Spring/Summer Co-Op
 4 YR UG Co-op Concentration
 Cycle D

| Term 1 | Credits |
|---|-------------|
| ENGL 101 Expository Writing and Reading | 3.0 |
| FMST 150 American Classic Cinema | 3.0 |
| FMVD 110 Basic Shooting and Lighting | 3.0 |
| FMVD 120 Basic Sound | 3.0 |
| TVPR 100 TV Studio: Basic Operations | 3.0 |
| UNIV 101 The Drexel Experience | 1.0 |
| Term Credits | 16.0 |

| Term 2 | Credits |
|---|-------------|
| DIGM 100 Digital Design Tools | 3.0 |
| ENGL 102 Persuasive Writing and Reading | 3.0 |
| FMST 160 European Cinema | 3.0 |
| FMVD 115 Basic Editing | 3.0 |
| UNIV 101 The Drexel Experience | 1.0 |
| VSST 108 Design I for Media | 3.0 |
| Term Credits | 16.0 |

| Term 3 | Credits |
|--|-------------|
| ARTH 102 History of Art II: High Renaissance to Modern | 3.0 |
| ENGL 103 Analytical Writing and Reading | 3.0 |
| MATH 119 Mathematical Foundations for Design | 4.0 |
| SCRP 270 Screenwriting I | 3.0 |
| VSST 109 Design II for Media | 3.0 |
| Term Credits | 16.0 |

| Term 4 | Credits |
|---|-------------|
| ARTH 103 History of Art- Early to Late Modern | 3.0 |
| FMST 250 The Documentary Tradition | 3.0 |
| FMVD 200 Acting for the Screen | 3.0 |
| FMVD 205 Professions in Film and Video | 3.0 |
| FMVD 230 Basic Filmmaking | 3.0 |
| SCRP 280 Writing the Short Film | 3.0 |
| Term Credits | 18.0 |

| Term 5 | Credits |
|--|-------------|
| DIGM 220 Digital Still Imaging I | 3.0 |
| DIGM 240 Web Authoring I | 3.0 |
| FMVD 235 Intermediate Lighting | 3.0 |
| Social science elective | 3.0 |
| Natural science elective | 4.0 |
| Term Credits | 16.0 |

| Term 6 | Credits |
|---|---------|
| FMST 245 Non-Western Cinema | 3.0 |

| | |
|---|-------------|
| FMVD 210 Documentary Video Production | 3.0 |
| FMVD 237 Intermediate Editing | 3.0 |
| Natural science elective | 4.0 |
| Arts and Humanities elective | 3.0 |
| Term Credits | 16.0 |

| | |
|---|----------------|
| Term 7 | Credits |
| COOP 101 Career Management/Professional Development | 0.0 |
| FMVD 202 Directing for the Screen | 3.0 |
| FMVD 215 Narrative Video Production | 3.0 |
| Arts and Humanities electives | 6.0 |
| Social science elective | 3.0 |
| Term Credits | 15.0 |

| | |
|---|----------------|
| Term 8 | Credits |
| FMVD 220 Experimental Video Production | 3.0 |
| FMVD 322 Production Workshop I | 3.0 |
| SCRIP 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 |
| Term Credits | 15.0 |

| | |
|---|----------------|
| Term 9 | Credits |
| FMVD 323 Production Workshop II | 3.0 |
| Social science elective | 3.0 |
| Film Studies/Television Studies elective (See degree requirements for list) | 3.0 |
| Free elective | 3.0 |
| Arts and Humanities elective | 3.0 |
| Term Credits | 15.0 |

| | |
|---|----------------|
| Term 10 | Credits |
| FMVD 495 Senior Project in Film and Video | 3.0 |
| Advanced Production elective (See degree requirements list) | 3.0 |
| Free electives | 6.0 |
| Arts and Humanities elective | 3.0 |
| Term Credits | 15.0 |

| | |
|---|----------------|
| Term 11 | Credits |
| FMVD 495 Senior Project in Film and Video | 3.0 |
| Advanced Production elective (See degree requirements list) | 3.0 |
| Arts and Humanities elective | 3.0 |
| Free electives | 6.0 |
| Term Credits | 15.0 |

| | |
|---|----------------|
| Term 12 | Credits |
| FMVD 495 Senior Project in Film and Video | 3.0 |
| Free electives | 9.0 |
| Term Credits | 12.0 |

Total Credits (minimum) 185.0

Drexel University CATALOG 2011-2012

COLLEGES & SCHOOLS MAJORS MINORS GRADUATE PROGRAMS CERTIFICATE PROGRAMS ARCHIVE

Game Art and Production

The Westphal College's BS in Game Art & Production mirrors a sector that has seen an explosion in gaming, not just in homes, but throughout industry and the corporate world. The gaming industry has grown from just a source of entertainment to one that also encompasses the use of "serious gaming," where gaming technologies are used in education and training.

Fully immersive games now use new methods of interaction, such as multi-touch displays, motion control and haptic devices. To best prepare themselves for the demands of careers in these cutting-edge disciplines, students pursue a foundation of design and technology, taking core courses in all aspects of digital media, completing a six month co-op and delving into rigorous coursework in many areas of specialization.

To complement the creative focus of the new Game Art & Production Major, a sister concentration in Game Programming and Development will be offered as part of the [Computer Science Major](#). The *Princeton Review* ranks Drexel's Gaming Program at number three nationally.

To find out more about this major, visit the Westphal College's [Game Art and Production Major](#) page or contact Tia James at tjm22@drexel.edu.



LEARN MORE

- [Drexel Home](#)
- [About Drexel](#)
- [Accreditation](#)
- [Academic Policies](#)



Drexel University CATALOG 2011-2012

COLLEGES & SCHOOLS MAJORS MINORS GRADUATE PROGRAMS CERTIFICATE PROGRAMS ARCHIVE

Game Art and Production

Bachelor of Science Degree: 185.0 quarter credits

Degree Requirements

Incoming students, 2011/2012

General education requirements

68.0 Credits

| | | |
|----------|--------------------------------|--------------|
| ENGL 101 | Expository Writing and Reading | 3.0 |
| ENGL 102 | Persuasive Writing and Reading | 3.0 |
| ENGL 103 | Analytical Writing and Reading | 3.0 |
| COM 230 | Techniques of Speaking | 3.0 |
| MATH 101 | Analysis I | 4.0 |
| PHYS 121 | Contemporary Physics I | 4.0 |
| PHYS 122 | Contemporary Physics II | 4.0 |
| UNIV 101 | The Drexel Experience | 2.0 |
| | Arts and humanities elective | 3.0 |
| | History (HIST) elective | 3.0 |
| | Literature (ENGL) elective | 3.0 |
| | Social science electives | 9.0 |
| | Free electives | 24.0 credits |

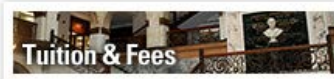
Art and art history Requirements

21.0 Credits

| | | |
|-------------|---|-----|
| 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 |
| VSST 111 | Figure Drawing I | 3.0 |

Media and computer science requirements

18.0 Credits



LEARN MORE

- [Drexel Home](#)
- [About Drexel](#)
- [Accreditation](#)
- [Academic Policies](#)

| | | |
|----------|-----------------------------|-----|
| CS 171 | Computer Programming I | 3.0 |
| CS 172 | Computer Programming II | 3.0 |
| FMVD 110 | Basic Shooting and Lighting | 3.0 |
| FMVD 206 | Audio Production and Post | 3.0 |
| VSCM 240 | Typography I | 3.0 |
| SCRP 270 | Screenwriting I | 3.0 |

Digital media core requirements **51.0 Credits**

| | | |
|-------------|--|-----|
| ANIM 141 | Computer Graphic Imagery | 3.0 |
| ANIM 211 | Computer Animation I | 3.0 |
| DIGM 100 | Digital Design Tools | 3.0 |
| DIGM 105 | Overview of Digital Media | 3.0 |
| DIGM 110 | Digital Spatial Visualization | 3.0 |
| DIGM 223 | Creative Concept Development | 3.0 |
| DIGM 250 | Professional Practices | 3.0 |
| DIGM 252 | Multimedia Timeline Design | 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 |
| GMAP 260 | Overview of Computer Gaming | 3.0 |
| WBDV 240 | Web Authoring I | 3.0 |
| WBDV 241 | Vector Authoring II | 3.0 |

Gaming requirements **21.0 Credits**

| | | |
|----------|-------------------------------|-----|
| ANIM 212 | Computer Animation II | 3.0 |
| ANIM 215 | History of Animation | 3.0 |
| ANIM 388 | Spatial Data Capture | 3.0 |
| GMAP 345 | Game Development Foundations | 3.0 |
| GMAP 377 | Game Development: Workshop I | 3.0 |
| GMAP 378 | Game Development: Workshop II | 3.0 |
| GMAP 421 | Advanced Game Art Production | 3.0 |

Gaming electives (Students choose 2 of the following 5 courses): **6.0 Credits**

| | | |
|--------------------------|------------------------------------|-----|
| GMAP 347 | Serious Games | 3.0 |
| GMAP 348 | Experimental Games | 3.0 |
| GMAP 367 | Character Animation for Gaming | 3.0 |
| GMAP 368 | Artificial Intelligence for Gaming | 3.0 |
| GMAP 369 | Mobile Game Development | 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 may indicate that this course can fulfill a writing-intensive requirement. For the most up-to-date list of writing-intensive courses being offered, students should check the [Writing Intensive Course List](#) on the [Drexel University Writing Center](#) page. Students scheduling their courses in Banner/DrexelOne 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

CATALOG 2011-2012

Recommended Plan Of Study

BS Game Art and Production
4 YR UG Co-op Concentration

| Term 1 | Credits |
|---|-------------|
| DIGM 100 Digital Design Tools | 3.0 |
| DIGM 105 Overview of Digital Media | 3.0 |
| ENGL 101 Expository Writing and Reading | 3.0 |
| PHYS 121 Physical Science for Design I | 4.0 |
| UNIV 101 The Drexel Experience | 1.0 |
| VSST 110 Introductory Drawing | 3.0 |
| Term Credits | 17.0 |

| Term 2 | Credits |
|---|-------------|
| DIGM 110 Digital Spatial Visualization | 3.0 |
| ENGL 102 Persuasive Writing and Reading | 3.0 |
| FMVD 110 Basic Shooting and Lighting | 3.0 |
| PHYS 122 Physical Science for Design II | 4.0 |
| UNIV 101 The Drexel Experience | 1.0 |
| VSST 108 Design I for Media | 3.0 |
| Term Credits | 17.0 |

| Term 3 | Credits |
|---|-------------|
| ANIM 141 Computer Graphic Imagery | 3.0 |
| DIGM 252 Multimedia Timeline Design | 3.0 |
| ENGL 103 Analytical Writing and Reading | 3.0 |
| MATH 101 Introduction to Analysis I | 4.0 |
| VSST 109 Design II for Media | 3.0 |
| Term Credits | 16.0 |

| Term 4 | Credits |
|--|-------------|
| ANIM 211 Animation I | 3.0 |
| CS 171 Computer Programming I | 3.0 |
| DIGM 223 Creative Concept Design | 3.0 |
| GMAP 260 Overview of Computer Gaming | 3.0 |
| WBDV 240 Web Authoring I | 3.0 |
| Term Credits | 15.0 |

| Term 5 | Credits |
|--|-------------|
| ANIM 212 Animation II | 3.0 |
| ANIM 215 History of Animation | 3.0 |
| ARTH 102 History of Art II: High Renaissance to Modern | 3.0 |
| COOP 101 Career Management/Professional Development | 0.0 |
| CS 172 Computer Programming II | 3.0 |
| WBDV 241 Vector Authoring I | 3.0 |
| Term Credits | 15.0 |

| Term 6 | Credits |
|---|---------|
| ARTH 103 History of Art- Early to Late Modern | 3.0 |
| FMVD 206 | |

| | | |
|---------------------------|------------------------------|-------------|
| | Audio Production and Post | 3.0 |
| GMAP 345 | Game Development Foundations | 3.0 |
| SCRIP 270 | Screenwriting I | 3.0 |
| VSCM 240 | Typography I | 3.0 |
| | Term Credits | 15.0 |

| | | |
|--------------------------|------------------------|----------------|
| Term 7 | | Credits |
| ANIM 388 | Spatial Data Capture | 3.0 |
| COM 230 | Techniques of Speaking | 3.0 |
| DIGM 250 | Professional Practices | 3.0 |
| DIGM 350 | Digital Storytelling | 3.0 |
| VSST 111 | Figure Drawing I | 3.0 |
| | Term Credits | 15.0 |

| | | |
|--------------------------|---|----------------|
| Term 8 | | Credits |
| ARTH 300 | History of Modern Design | 3.0 |
| DIGM 451 | Explorations in New Media | 3.0 |
| GMAP 377 | Game Development: Workshop I | 3.0 |
| | Free elective | 3.0 |
| | Gaming elective (See degree requirements) | 3.0 |
| | Term Credits | 15.0 |

| | | |
|--------------------------|---|----------------|
| Term 9 | | Credits |
| GMAP 378 | Game Development: Workshop II | 3.0 |
| | Social science elective | 3.0 |
| | Arts and Humanities elective | 3.0 |
| | Gaming elective (See degree requirements) | 3.0 |
| | Free elective | 3.0 |
| | Term Credits | 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 |
| GMAP 421 | Advanced Game Art Production | 3.0 |
| | Social science elective | 3.0 |
| | Arts and Humanities elective | 3.0 |
| | Term Credits | 15.0 |

| | | |
|--------------------------|------------------------------------|----------------|
| Term 11 | | Credits |
| DIGM 493 | Senior Project in Digital Media II | 3.0 |
| | Free electives | 9.0 |
| | Social science elective | 3.0 |
| | Term Credits | 15.0 |

| | | |
|--------------------------|----------------------------------|----------------|
| Term 12 | | Credits |
| DIGM 494 | Digital Media Senior Project III | 3.0 |
| | Free electives | 9.0 |
| | Arts and Humanities elective | 3.0 |
| | Term Credits | 15.0 |

Total Credits (minimum) 185.0

Drexel University CATALOG 2011-2012

COLLEGES & SCHOOLS MAJORS MINORS GRADUATE PROGRAMS CERTIFICATE PROGRAMS ARCHIVE

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.

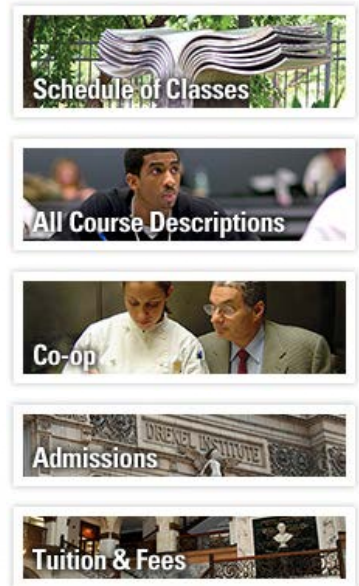
Environmental Graphic Design

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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catalog@drexel.edu

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COLLEGES & SCHOOLS MAJORS MINORS GRADUATE PROGRAMS CERTIFICATE PROGRAMS ARCHIVE

Graphic Design

182.0 quarter credits

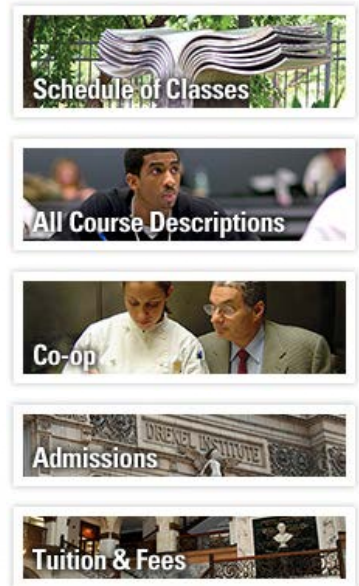
Required Courses

Incoming students, 2011/2012

| 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:



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| | | |
|----------|-------------------------|-----|
| 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 |
| DSMR 100 | Computer Imaging for D & M | 3.0 |
| PHTO 210 | Intermediate Photography | 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 |
|----------|------------------------------------|-----|

Drexel University

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Recommended Plan Of Study

BS Graphic Design

4 YR UG Co-op Concentration
(No concentration)

| Term 1 | Credits |
|--|-------------|
| ENGL 101 Expository Writing and Reading | 3.0 |
| PHYS 121 Physical Science for Design I | 4.0 |
| UNIV 101 The Drexel Experience | 1.0 |
| VSST 101 Design I | 4.0 |
| VSST 110 Introductory Drawing | 3.0 |
| Term Credits | 15.0 |
| Term 2 | Credits |
| ARTH 101 History of Art I: Ancient to Modern | 3.0 |
| ENGL 102 Persuasive Writing and Reading | 3.0 |
| PHYS 122 Physical Science for Design II | 4.0 |
| UNIV 101 The Drexel Experience | 1.0 |
| VSST 102 Design II | 4.0 |
| Term Credits | 15.0 |
| Term 3 | Credits |
| ARTH 102 History of Art II: Renaissance to Modern | 3.0 |
| DSMR 100 Computer Imaging for D & M | 3.0 |
| ENGL 103 Analytical Writing and Reading | 3.0 |
| MATH 119 Mathematical Foundations for Design | 4.0 |
| VSST 103 Design III | 4.0 |
| Term Credits | 17.0 |
| Term 4 | Credits |
| ARTH 103 History of Art III: Early Modern to Postmodernism | 3.0 |
| PHTO 110 Photography | 3.0 |
| VSCM 200 Computer Imaging II | 3.0 |
| VSCM 230 Visual Communication I | 4.0 |
| VSCM 240 Typography I | 3.0 |
| Term Credits | 16.0 |
| Term 5 | Credits |
| 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 |
| Term Credits | 13.0 |
| Term 6 | Credits |
| VSCM 232 Visual Communication III | 4.0 |
| VSCM 241 Production | 3.0 |
| VSST 111 Figure Drawing I | 3.0 |
| VSST 201 Multimedia: Performance | 4.0 |

| | | |
|--------------------------|-----------------------|-------------|
| or | | |
| VSST 311 | Sculpture I | 4.0 |
| or | | |
| VSST 203 | Multimedia: Materials | 4.0 |
| or | | |
| VSST 202 | Multimedia: Space | 4.0 |
| Term Credits | | 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 |
| Term Credits | | 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 |
| Term Credits | | 17.0 |

| | | |
|--------------------------|---|----------------|
| Term 9 | | Credits |
| VSCM 331 | Visual Communication V | 4.0 |
| VSCM 350 | Graphic Design: 20th Century and Beyond | 3.0 |
| VSST 201 | Multimedia: Performance | 4.0 |
| or | | |
| VSST 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 |
| Term Credits | | 17.0 |

| | | |
|--------------------------|--------------------------|----------------|
| Term 10 | | Credits |
| VSCM 430 | Visual Communication VI | 4.0 |
| VSCM 440 | Book Design | 3.0 |
| | Social science electives | 6.0 |
| Term Credits | | 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 |
| Term Credits | | 16.0 |

| | | |
|--------------------------|------------------------|----------------|
| Term 12 | | Credits |
| VSCM 477 | Graphic Design Seminar | 3.0 |
| or | | |
| VSCM 460 | Professional Practice | 3.0 |
| | Free electives | 8.0 |
| Term Credits | | 11.0 |

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Recommended Plan Of Study

BS Graphic Design, Advertising Graphic Design Track

| Term 1 | Credits |
|---|-------------|
| ENGL 101 Expository Writing and Reading | 3.0 |
| PHYS 121 Physical Science for Design I | 4.0 |
| UNIV 101 The Drexel Experience | 1.0 |
| VSST 101 Design I | 4.0 |
| VSST 110 Introductory Drawing | 3.0 |
| Term Credits | 15.0 |

| Term 2 | Credits |
|--|-------------|
| ARTH 101 History of Art I: Ancient to Medieval | 3.0 |
| ENGL 102 Persuasive Writing and Reading | 3.0 |
| PHYS 122 Physical Science for Design II | 4.0 |
| UNIV 101 The Drexel Experience | 1.0 |
| VSST 102 Design II | 4.0 |
| Term Credits | 15.0 |

| Term 3 | Credits |
|--|-------------|
| ARTH 102 History of Art II: High 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 |
| Term Credits | 17.0 |

| Term 4 | Credits |
|---|-------------|
| ARTH 103 History of Art- Early to Late Modern | 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 |
| Term Credits | 16.0 |

| Term 5 | Credits |
|---|-------------|
| COOP 101 Career Mgmt/Profess Dev | 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 |
| 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 |
| Term Credits | 17.0 |

| Term 6 | | Credits |
|--------------------------------|-------------------------------------|--------------|
| ADGD 200 | Introduction to Advertising ADGD | 4.0 |
| VSCM 232 | Visual Communication III | 4.0 |
| VSCM 241 | Production | 3.0 |
| VSST 111 | Figure Drawing I | 3.0 |
| | Free elective | 3.0 |
| Term Credits | | 17.0 |
| Term 7 | | Credits |
| ARTH 300 | History of Modern Design | 3.0 |
| VSST 321 | Screenprint I | 4.0 |
| | Arts and Humanities elective | 3.0 |
| | Graphic Design elective | 3.0 |
| Term Credits | | 13.0 |
| Term 8 | | Credits |
| ADGD 210 | Print Advertising I | 4.0 |
| VSCM 340 | Typography III | 3.0 |
| VSST 301 | Painting I | 4.0 |
| | Arts and Humanities elective | 3.0 |
| | Social science elective | 3.0 |
| Term Credits | | 17.0 |
| Term 9 | | Credits |
| ADGD 310 | TV and Web Advertising | 4.0 |
| FMVD 280 | Copywriting | 3.0 |
| VSCM 350 | Graphic Design 20th C & Beyond | 3.0 |
| | Arts and Humanities elective | 3.0 |
| | Free elective | 3.0 |
| Term Credits | | 16.0 |
| Term 10 | | Credits |
| ADGD 320 | Print Advertising II | 4.0 |
| 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 |
| | Photography (PHTO) elective | 4.0 |
| | Social science elective | 3.0 |
| Term Credits | | 15.0 |
| Term 11 | | Credits |
| ADGD 496 | Senior Thesis in Advertising Design | 3.0 |
| VSST 302 | Painting II | 4.0 |
| | Social science elective | 3.0 |
| | Free elective | 3.0 |
| Term Credits | | 13.0 |
| Term 12 | | Credits |
| | Free electives | 11.0 |
| Term Credits | | 11.0 |
| Total Credits (minimum) | | 182.0 |

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Recommended Plan Of Study

BS Graphic Design, Environmental Graphic Design Track
 EVGD

| Term 1 | Credits |
|---|-------------|
| ENGL 101 Expository Writing and Reading | 3.0 |
| PHYS 121 Physical Science for Design I | 4.0 |
| UNIV 101 The Drexel Experience | 1.0 |
| VSST 101 Design I | 4.0 |
| VSST 110 Introductory Drawing | 3.0 |
| Term Credits | 15.0 |

| Term 2 | Credits |
|--|-------------|
| ARTH 101 History of Art I: Ancient to Medieval | 3.0 |
| ENGL 102 Persuasive Writing and Reading | 3.0 |
| PHYS 122 Physical Science for Design II | 4.0 |
| UNIV 101 The Drexel Experience | 1.0 |
| VSST 102 Design II | 4.0 |
| Term Credits | 15.0 |

| Term 3 | Credits |
|--|-------------|
| ARTH 102 History of Art II: High 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 |
| Term Credits | 17.0 |

| Term 4 | Credits |
|---|-------------|
| ARTH 103 History of Art- Early to Late Modern | 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 |
| COOP 101 Career Management/Professional Development | 0.0 |
| Term Credits | 16.0 |

| Term 5 | Credits |
|---|-------------|
| PHTO 210 Intermediate Photography | 3.0 |
| VSCM 231 Visual Communication II | 4.0 |
| VSCM 242 Typography II | 3.0 |
| VSCM 300 Computer Imaging III | 3.0 |
| 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 |
| Term Credits | 17.0 |

| Term 6 | Credits |
|--|--------------|
| EVGD 200 Introduction to Environmental Graphic Design | 4.0 |
| VSCM 232 Visual Communication III | 4.0 |
| VSCM 241 Production | 3.0 |
| VSST 111 Figure Drawing I | 3.0 |
| Term Credits | 14.0 |
| | |
| Term 7 | Credits |
| ARTH 300 History of Modern Design | 3.0 |
| VSST 321 Screenprint I | 4.0 |
| Free elective | 3.0 |
| Arts and Humanities elective | 3.0 |
| Term Credits | 13.0 |
| | |
| Term 8 | Credits |
| EVGD 210 Architectural Signage | 4.0 |
| VSCM 340 Typography III | 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 |
| Term Credits | 17.0 |
| | |
| Term 9 | Credits |
| EVGD 220 Wayfinding | 4.0 |
| EVGD 310 Materials | 4.0 |
| VSCM 350 Graphic Design 20th C & Beyond | 3.0 |
| Free elective | 4.0 |
| Arts and Humanities elective | 3.0 |
| Term Credits | 18.0 |
| | |
| Term 10 | Credits |
| EVGD 320 Exhibit Design | 4.0 |
| EVGD 421 Environmental Branding | 4.0 |
| Social science elective | 3.0 |
| Term Credits | 11.0 |
| | |
| Term 11 | Credits |
| EVGD 496 Senior Thesis in Environmental Graphic Design | 3.0 |
| VSST 302 Painting II | 4.0 |
| Free electives | 6.0 |
| Social science elective | 3.0 |
| Term Credits | 16.0 |
| | |
| Term 12 | Credits |
| Free electives | 11.0 |
| Term Credits | 11.0 |
| | |
| Total Credits (minimum) | 180.0 |

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Recommended Plan Of Study

BS Graphic Design, Web & Motion Graphic Design Track
WMGD

| Term 1 | Credits |
|---|-------------|
| ENGL 101 Expository Writing and Reading | 3.0 |
| PHYS 121 Physical Science for Design I | 4.0 |
| UNIV 101 The Drexel Experience | 1.0 |
| VSST 101 Design I | 4.0 |
| VSST 110 Introductory Drawing | 3.0 |
| Term Credits | 15.0 |

| Term 2 | Credits |
|--|-------------|
| ARTH 101 History of Art I: Ancient to Medieval | 3.0 |
| ENGL 102 Persuasive Writing and Reading | 3.0 |
| PHYS 122 Physical Science for Design II | 4.0 |
| UNIV 101 The Drexel Experience | 1.0 |
| VSST 102 Design II | 4.0 |
| Term Credits | 15.0 |

| Term 3 | Credits |
|--|-------------|
| ARTH 102 History of Art II: High 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 |
| Free elective | 3.0 |
| Term Credits | 20.0 |

| Term 4 | Credits |
|---|-------------|
| ARTH 103 History of Art- Early to Late Modern | 3.0 |
| VSCM 200 Computer Imaging II | 3.0 |
| VSCM 230 Visual Communication I | 4.0 |
| VSCM 240 Typography I | 3.0 |
| PHTO 110 Photography | 3.0 |
| Term Credits | 16.0 |

| Term 5 | Credits |
|---|---------|
| 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 |
| 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 |

| | | |
|--------------------------------|--|----------------|
| Term Credits | | 17.0 |
| Term 6 | | Credits |
| VSCM 232 | Visual Communication III | 4.0 |
| VSCM 241 | Production | 3.0 |
| VSST 111 | Figure Drawing I | 3.0 |
| | Free elective | 4.0 |
| Term Credits | | 14.0 |
| Term 7 | | Credits |
| ARTH 300 | History of Modern Design | 3.0 |
| VSST 321 | Screenprint I | 4.0 |
| | Arts and Humanities elective | 3.0 |
| | Graphic Design (VSCM) Elective | 3.0 |
| Term Credits | | 13.0 |
| Term 8 | | Credits |
| DIGM 240 | Web Interactive Authoring | 3.0 |
| VSCM 340 | Typography III | 3.0 |
| VSST 301 | Painting I | 4.0 |
| WMGD 210 | Motion Graphics I | 4.0 |
| 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 |
| Term Credits | | 18.0 |
| Term 9 | | Credits |
| DIGM 241 | Vector Interactive Authoring | 3.0 |
| VSCM 350 | Graphic Design 20th Century & Beyond | 3.0 |
| WMGD 220 | Web Graphics | 4.0 |
| | Arts and Humanities elective | 3.0 |
| Term Credits | | 13.0 |
| Term 10 | | Credits |
| WMGD 320 | Storyboarding | 4.0 |
| WMGD 421 | Motion Graphics II | 4.0 |
| | Arts and Humanities elective | 3.0 |
| | Social science elective | 3.0 |
| Term Credits | | 14.0 |
| Term 11 | | Credits |
| VSST 302 | Painting II | 4.0 |
| WMGD 496 | Senior Thesis in Web & Motion Graphic Design | 3.0 |
| | Free elective | 3.0 |
| | Social science elective | 3.0 |
| Term Credits | | 13.0 |
| Term 12 | | Credits |
| | Free electives | 11.0 |
| | Social science elective | 3.0 |
| Term Credits | | 14.0 |
| Total Credits (minimum) | | 182.0 |

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COLLEGES & SCHOOLS MAJORS MINORS GRADUATE PROGRAMS CERTIFICATE PROGRAMS ARCHIVE

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.

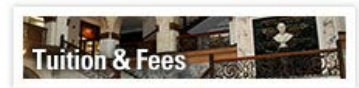
Mission

The BS Interior Design Program at the Antoinette Westphal College of Media Arts & Design is committed to developing creative thinkers, responsible citizens and professional leaders through academics and cooperative education. We view our curriculum, organized sequentially, beginning with the fundamentals of interior design and technical competencies, continuing through the integrated design studio as the foundation for developing creative thinkers and potential leaders. When this focused pedagogy is paired with broad liberal arts study and the experiential learning of a well-established cooperative program, students are ready for collaboration and adaptive thinking that will prepare them for leadership in the profession. Teaching, advising and collaborating with students in a personalized setting insure that each student has the opportunity for intellectual and personal growth. We seek to cultivate students who acknowledge their responsibilities to the welfare of the public and the stewardship of the environment and who can lead in a multifaceted profession and ever-changing world.

The goals of the Drexel BS 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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COLLEGES & SCHOOLS MAJORS MINORS GRADUATE PROGRAMS CERTIFICATE PROGRAMS ARCHIVE

Interior Design

Bachelor of Science Degree: 189.0 credits

Degree Requirements

Incoming students, 2011/2012

| 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 101 | Introduction to Analysis I | 4.0 |
| PHYS 103 | General Physics I | 4.0 |
| SOC 101 | Introduction to Sociology | 3.0 |
| UNIV 101 | The Drexel Experience | 2.0 |
| Arts and humanities electives | | 9.0 |
| Natural science elective | | 4.0 |
| Social science electives | | 6.0 |
| Free electives* | | 24.0 |

Visual studies requirements

40.0 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 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 |



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Interior design requirements

84.0 Credits

| | | |
|-------------|--|-----|
| INTR 160 | Visualization I: Computer Imaging | 3.0 |
| INTR 200 | History of Modern Architecture & Interiors | 3.0 |
| INTR 211 | Textiles for Interiors | 3.0 |
| INTR 220 | Visualization II: Orthographic | 3.0 |
| INTR 225 | Environmental Design Theory | 3.0 |
| INTR 231 | Structure | 4.0 |
| INTR 232 | Interior Studio I | 4.0 |
| INTR 233 | Interior Studio II | 4.0 |
| INTR 241 | Visualization III: Digital | 3.0 |
| INTR 245 | Visualization IV: 3D Modeling | 3.0 |
| INTR 250 | Interior Materials | 3.0 |
| INTR 300 | Visual Culture: Interiors | 3.0 |
| INTR 305 WI | Visual Culture: Furniture | 3.0 |
| INTR 331 | Residential Design Studio | 4.0 |
| INTR 341 | Visualization V: Methods | 3.0 |
| INTR 350 | Interior Detailing | 3.0 |
| INTR 351 | Interior Lighting | 3.0 |
| INTR 430 | Commercial Design Studio | 4.0 |
| INTR 442 | Hospitality Design 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 |
| INTR 491 | Senior Project I | 3.0 |
| INTR 492 | Senior Project II | 3.0 |
| INTR 493 | Senior Project III | 3.0 |
| | Interior Design (INTR) elective | 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 may indicate that this course can fulfill a writing-intensive requirement. For the most up-to-date list of writing-intensive courses being offered, students should check the [Writing Intensive Course List](#) on the [Drexel University Writing Center](#) page. Students scheduling their courses in Banner/DrexelOne 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

CATALOG 2011-2012

Recommended Plan Of Study

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

| Term 1 | Credits |
|--|-------------|
| ARTH 101 History of Art I: Ancient to Medieval | 3.0 |
| ENGL 101 Expository Writing and Reading | 3.0 |
| PHYS 103 General Physics I | 4.0 |
| UNIV 101 The Drexel Experience | 1.0 |
| VSST 101 Design I | 4.0 |
| Term Credits | 15.0 |
| Term 2 | Credits |
| ENGL 102 Persuasive Writing and Reading | 3.0 |
| MATH 101 Introduction to Analysis I | 4.0 |
| UNIV 101 The Drexel Experience | 1.0 |
| VSST 102 Design II | 4.0 |
| VSST 110 Introductory Drawing | 3.0 |
| Term Credits | 15.0 |
| Term 3 | Credits |
| ARTH 102 History of Art II: High Renaissance to Modern | 3.0 |
| ENGL 103 Analytical Writing and Reading | 3.0 |
| INTR 160 Visualization I: Computer Imaging | 3.0 |
| VSST 103 Design III | 4.0 |
| Social science elective | 3.0 |
| Term Credits | 16.0 |
| Term 4 | Credits |
| INTR 220 Visualization II: Orthographic | 3.0 |
| INTR 225 Environmental Design Theory | 3.0 |
| INTR 231 Structure | 4.0 |
| INTR 250 Interior Materials | 3.0 |
| Free elective | 3.0 |
| Term Credits | 16.0 |
| Term 5 | Credits |
| ARTH 103 History of Art- Early to Late Modern | 3.0 |
| COOP 101 Career Management/Professional Development | 0.0 |
| INTR 232 Interior Studio I | 4.0 |
| INTR 241 Visualization III: Digital | 3.0 |
| INTR 305 Visual Culture: Furniture | 3.0 |
| SOC 101 Introduction to Sociology | 3.0 |
| Term Credits | 16.0 |
| Term 6 | Credits |
| INTR 211 Textiles for Interiors | 3.0 |
| INTR 233 Interior Studio II | 4.0 |
| INTR 245 Visualization IV: 3D Modeling | 3.0 |

| | | |
|--------------------------|--|----------------|
| | Social science elective | 3.0 |
| | Natural science elective | 4.0 |
| | Term Credits | 17.0 |
| Term 7 | | Credits |
| INTR 200 | History of Modern Architecture | 3.0 |
| INTR 331 | Residential Design Studio | 4.0 |
| INTR 341 | Visualization V: Methods | 3.0 |
| INTR 350 | Interior Detailing | 3.0 |
| VSST 202 | Multimedia: Space | 4.0 |
| or | | |
| VSST 201 | Multimedia: Performance | 4.0 |
| | Term Credits | 17.0 |
| Term 8 | | Credits |
| INTR 300 | Visual Culture: Interiors | 3.0 |
| INTR 351 | Interior Lighting | 3.0 |
| INTR 430 | Commercial Design Studio | 4.0 |
| INTR 451 | Interior Systems | 3.0 |
| | Arts and Humanities elective | 3.0 |
| | Term Credits | 16.0 |
| Term 9 | | Credits |
| VSST 203 | Multimedia: Materials | 4.0 |
| | Interior design (INTR) elective | 3.0 |
| | Arts and Humanities electives | 6.0 |
| | Free elective | 3.0 |
| | Term Credits | 16.0 |
| Term 10 | | Credits |
| INTR 442 | Hospitality Design Studio | 4.0 |
| INTR 450 | Professional Practice | 3.0 |
| INTR 491 | Senior Project I | 3.0 |
| VSST 301 | Painting I | 4.0 |
| | Free elective | 3.0 |
| | Term Credits | 17.0 |
| Term 11 | | Credits |
| INTR 445 | Contract Documentation for Interior Design | 3.0 |
| INTR 492 | Senior Project II | 3.0 |
| | Free electives | 9.0 |
| | Term Credits | 15.0 |
| Term 12 | | Credits |
| INTR 493 | Senior Project III | 3.0 |
| VSST 311 | Sculpture I | 4.0 |
| | Free electives | 6.0 |
| | Term Credits | 13.0 |
| | Total Credits (minimum) | 189.0 |

Drexel University

CATALOG 2011-2012

Recommended Plan Of Study

BS Interior Design, Cycle A Study Abroad
 4 YR UG Co-op Concentration
 Cycle B/Study Abroad

| Term 1 | Credits |
|--|-------------|
| ARTH 101 History of Art I: Ancient to Medieval | 3.0 |
| ENGL 101 Expository Writing and Reading | 3.0 |
| PHYS 103 General Physics I | 4.0 |
| UNIV 101 The Drexel Experience | 1.0 |
| VSST 101 Design I | 4.0 |
| Term Credits | 15.0 |

| Term 2 | Credits |
|---|-------------|
| ENGL 102 Persuasive Writing and Reading | 3.0 |
| MATH 101 Introduction to Analysis I | 4.0 |
| UNIV 101 The Drexel Experience | 1.0 |
| VSST 102 Design II | 4.0 |
| VSST 110 Introductory Drawing | 3.0 |
| Term Credits | 15.0 |

| Term 3 | Credits |
|--|-------------|
| ARTH 102 History of Art II: High Renaissance to Modern | 3.0 |
| ENGL 103 Analytical Writing and Reading | 3.0 |
| INTR 160 Visualization I: Computer Imaging | 3.0 |
| VSST 103 Design III | 4.0 |
| Free elective | 3.0 |
| Term Credits | 16.0 |

| Term 4 | Credits |
|---|-------------|
| INTR 220 Visualization II: Orthographic | 3.0 |
| INTR 225 Environmental Design Theory | 3.0 |
| INTR 231 Structure | 4.0 |
| INTR 250 Interior Materials | 3.0 |
| Social science elective | 3.0 |
| Term Credits | 16.0 |

| Term 5 | Credits |
|---|-------------|
| ARTH 103 History of Art- Early to Late Modern | 3.0 |
| COOP 101 Career Management/Professional Development | 0.0 |
| INTR 232 Interior Studio I | 4.0 |
| INTR 241 Visualization III: Digital | 3.0 |
| INTR 305 Visual Culture: Furniture | 3.0 |
| SOC 101 Introduction to Sociology | 3.0 |
| Term Credits | 16.0 |

| Term 6 | Credits |
|--|---------|
| INTR 211 Textiles for Interiors | 3.0 |
| INTR 233 Interior Studio II | 4.0 |
| INTR 245 Visualization IV: 3D Modeling | 3.0 |

| | | |
|--------------------------|--|----------------|
| | Natural science elective | 4.0 |
| | Social science elective | 3.0 |
| | Term Credits | 17.0 |
| Term 7 | | Credits |
| INTR 200 | History of Modern Architecture | 3.0 |
| INTR 331 | Residential Design Studio | 4.0 |
| INTR 341 | Visualization V: Methods | 3.0 |
| INTR 350 | Interior Detailing | 3.0 |
| VSST 203 | Multimedia: Materials | 4.0 |
| | Term Credits | 17.0 |
| Term 8 | | Credits |
| INTR 300 | Visual Culture: Interiors | 3.0 |
| INTR 351 | Interior Lighting | 3.0 |
| INTR 430 | Commercial Design Studio | 4.0 |
| INTR 451 | Interior Systems | 3.0 |
| VSST 202 | Multimedia: Space | 4.0 |
| or | | |
| VSST 201 | Multimedia: Performance | 4.0 |
| | Term Credits | 17.0 |
| Term 9 | | Credits |
| | Electives (Study Abroad) | 18.0 |
| | Term Credits | 18.0 |
| Term 10 | | Credits |
| INTR 442 | Hospitality Design Studio | 4.0 |
| INTR 450 | Professional Practice | 3.0 |
| INTR 491 | Senior Project I | 3.0 |
| VSST 301 | Painting I | 4.0 |
| | Term Credits | 14.0 |
| Term 11 | | Credits |
| INTR 445 | Contract Documentation for Interior Design | 3.0 |
| INTR 492 | Senior Project II | 3.0 |
| | Arts and Humanities electives | 6.0 |
| | Interior design (INTR) elective | 3.0 |
| | Term Credits | 15.0 |
| Term 12 | | Credits |
| INTR 493 | Senior Project III | 3.0 |
| VSST 311 | Sculpture I | 4.0 |
| | Free elective | 3.0 |
| | Arts and Humanities elective | 3.0 |
| | Term Credits | 13.0 |
| | Total Credits (minimum) | 189.0 |

Drexel University

CATALOG 2011-2012

COLLEGES & SCHOOLS MAJORS MINORS GRADUATE PROGRAMS CERTIFICATE PROGRAMS ARCHIVE

Music Industry

About the Major

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 two areas of concentration: Music Industry Business and Music Industry Technology. 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.

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.



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COLLEGES & SCHOOLS MAJORS MINORS GRADUATE PROGRAMS CERTIFICATE PROGRAMS ARCHIVE

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. Lynn Riley and Mr. Mark Beecher, 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)

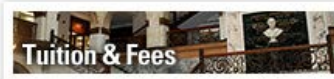
Students in this group will have the opportunity to play, improve and perform on many instruments of the percussion family including: snare drum, bass drum, xylophone, marimba, timpani- and even hands and feet.

Mediterranean Ensemble

Mr. Bruce Kaminsky, Director

Mediterranean Ensemble (MUSC 380)

Students perform traditional music from Southeastern Europe, the Middle East and Northern Africa. All traditional and



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Western instruments are welcomed including oud, bouzouki and saz along with guitar, violin and sax. Percussionists can play Drexel's wide assortment of traditional drums including doumbek, riq and djimbe. Students will have the opportunity to perform 7/8 and 9/8 rhythms from Greece, 10/8 rhythms from Turkey, learn songs in Greek, Turkish, Arabic and Hebrew. The ensemble also has a dance component.

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

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Drexel University CATALOG 2011-2012

COLLEGES & SCHOOLS MAJORS MINORS GRADUATE PROGRAMS CERTIFICATE PROGRAMS ARCHIVE

Music Industry

Bachelor of Science Degree: 188.0 - 189.0 quarter credits

Degree Requirements

Incoming students, 2011/2012

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:

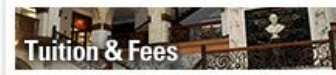
- Music Industry Business
- Music Industry Technology

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 |
| COM 230 | Techniques of Speaking | 3.0 |
| UNIV 101 | The Drexel Experience | 2.0 |
| Arts and humanities electives | | 9.0 |
| Natural science elective | | 4.0 |
| Social science electives | | 9.0 |
| Free electives* | | 24.0 |

* The department suggests OPR 200 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 |



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| | | |
|----------|--------------|-----|
| 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 | Bantic Media | 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 385 | Remixing | 3.0 |
| MIP 386 | Commercial Music Production | 3.0 |
| MIP 387 | Studio Maintenance and Assisting | 3.0 |
| MIP 389 | Sound Reinforcement | 3.0 |
| MIP 390 | Video Game Music & Audio | 3.0 |
| MIP 481 | Mixing and Mastering | 3.0 |
| MIP 482 | Recording Session | 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 may indicate that this course can fulfill a writing-intensive requirement. For the most up-to-date list of writing-intensive courses being offered, students should check the [Writing Intensive Course List](#) on the [Drexel University Writing Center](#) page. Students scheduling their courses in Banner/DrexelOne can also conduct a search

for courses with the attribute "WI" to bring up a list of all writing-intensive courses available that term.



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Drexel University

CATALOG 2011-2012

Recommended Plan Of Study

BS Music Industry: Technology Concentration

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 |
| Term Credits | | 15.0 |

| 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 |
| MIP 233 | Computer & Digital Applications II | 3.0 |
| MUSC 122 | Music Theory II | 3.0 |
| UNIV 101 | The Drexel Experience | 1.0 |
| | Free elective | 3.0 |
| Term Credits | | 20.0 |

| Term 3 | | Credits |
|--------------------------|--|-------------|
| ACCT 115 | Financial Accounting Foundations | 4.0 |
| ENGL 103 | Analytical Writing and Reading | 3.0 |
| MIP 239 | Survey of Modern Production Techniques | 2.0 |
| MIP 262 | Trademarks and Patents in the Music Industry | 3.0 |
| MUSC 125 | Ear Training I | 1.0 |
| MUSC 229 | Modern Arranging Techniques | 3.0 |
| Term Credits | | 16.0 |

| 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 |
| MUSC 231 | Music History I | 3.0 |
| | Natural science elective | 4.0 |
| Term Credits | | 17.0 |

| Term 5 | | Credits |
|--------------------------|------------------------------|-------------|
| ECON 201 | Principles of Microeconomics | 4.0 |
| MATH 102 | Introduction to Analysis II | 4.0 |
| MIP 361 | The Publishing Industry | 3.0 |
| MUSC 232 | Music History II | 3.0 |
| Term Credits | | 14.0 |

| Term 6 | | Credits |
|--------------------------|-------------------------------------|-------------|
| BLAW 201 | Business Law I | 4.0 |
| MIP 272 | The Recording Industry II | 3.0 |
| MUSC 323 | Songwriting | 3.0 |
| STAT 201 | Introduction to Business Statistics | 4.0 |
| | Free elective | 3.0 |
| Term Credits | | 17.0 |

| Term 7 | | Credits |
|--------------------------|-------------------------|-------------|
| FIN 301 | Introduction to Finance | 4.0 |
| MIP 379 | Music Recording III | 3.0 |
| MIP 381 | Audio for Video | 3.0 |
| MIP 383 | MAD Dragon Studios | 1.0 |
| MUSC 252 | Music Composition | 3.0 |
| | Social science elective | 3.0 |
| Term Credits | | 17.0 |

| Term 8 | | Credits |
|--------------------------|--|-------------|
| COM 230 | Techniques of Speaking | 3.0 |
| ECON 202 | Principles of Macroeconomics | 4.0 |
| MIP 374 | Entrepreneurship in the Music Industry | 3.0 |
| MIP 383 | MAD Dragon Studios | 1.0 |
| MIP 433 | Computer & Digital Applications IV | 3.0 |
| Term Credits | | 14.0 |

| Term 9 | | Credits |
|--------------------------|--------------------------------------|-------------|
| MIP 333 | Computer & Digital Applications III | 3.0 |
| MIP 382 | Scoring to Picture | 3.0 |
| MIP 383 | MAD Dragon Studios | 1.0 |
| MIP 388 | Production Company Management | 2.0 |
| MKTG 301 | Introduction to Marketing Management | 4.0 |
| | Free elective | 3.0 |
| Term Credits | | 16.0 |

| Term 10 | | Credits |
|--------------------------|---|-------------|
| MIP 491 | Senior Project in Music Industry | 1.0 |
| MUSC 331 | World Musics | 3.0 |
| | Free elective | 3.0 |
| | Arts and Humanities elective | 3.0 |
| | Music industry technology elective (See concentration requirements) | 3.0 |
| | Social science elective | 3.0 |
| Term Credits | | 16.0 |

| Term 11 | | Credits |
|-------------------------|----------------------------------|-------------|
| MIP 477 | Music Production | 3.0 |
| MIP 491 | Senior Project in Music Industry | 1.0 |
| | Arts and Humanities elective | 3.0 |
| | Free elective | 6.0 |
| Term Credits | | 13.0 |

| Term 12 | | Credits |
|-------------------------|---|---------|
| MIP 491 | Senior Project in Music Industry | 1.0 |
| | Arts and Humanities elective | 3.0 |
| | Social science elective | 3.0 |
| | Music industry technology elective (See concentration requirements) | 3.0 |

| | |
|--------------------------------|--------------|
| Free elective | 3.0 |
| <i>Term Credits</i> | 13.0 |
| Total Credits (minimum) | 188.0 |

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Recommended Plan Of Study

BS Music Industry: Business Concentration
 4 YR UG Co-op Concentration /Music Industry Business

| 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 |
| Term Credits | 15.0 |

| 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 |
| MIP 233 Computer & Digital Applications II | 3.0 |
| MUSC 122 Music Theory II | 3.0 |
| UNIV 101 The Drexel Experience | 1.0 |
| Term Credits | 17.0 |

| Term 3 | Credits |
|--|-------------|
| ACCT 115 Financial Accounting Foundations | 4.0 |
| ENGL 103 Analytical Writing and Reading | 3.0 |
| MIP 239 Survey of Modern Production Techniques | 2.0 |
| MIP 262 Trademarks and Patents in the Music Industry | 3.0 |
| MUSC 125 Ear Training I | 1.0 |
| MUSC 229 Modern Arranging Techniques | 3.0 |
| Term Credits | 16.0 |

| 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 |
| MUSC 231 Music History I | 3.0 |
| Natural science elective | 4.0 |
| Term Credits | 17.0 |

| Term 5 | Credits |
|---|-------------|
| ECON 201 Principles of Microeconomics | 4.0 |
| MATH 102 Introduction to Analysis II | 4.0 |
| MIP 361 The Publishing Industry | 3.0 |
| MUSC 232 Music History II | 3.0 |
| Free elective | 3.0 |
| Term Credits | 17.0 |

| Term 6 | Credits |
|--|-------------|
| BLAW 201 Business Law I | 4.0 |
| MIP 272 The Recording Industry II | 3.0 |
| MUSC 323 Songwriting | 3.0 |
| STAT 201 Introduction to Business Statistics | 4.0 |
| Free elective | 3.0 |
| Term Credits | 17.0 |

| Term 7 | Credits |
|---|-------------|
| ECON 202 Principles of Macroeconomics | 4.0 |
| FIN 301 Introduction to Finance | 4.0 |
| MIP 375 Marketing and Promo in Music Industry | 3.0 |
| MIP 444 MAD Dragon Records | 3.0 |
| or | |
| MIP 377 Bantic Media | 3.0 |
| Free elective | 3.0 |
| Term Credits | 17.0 |

| Term 8 | Credits |
|--|-------------|
| MIP 374 Entrepreneurship in the Music Industry | 3.0 |
| MIP 468 Music Industry E-Commerce | 3.0 |
| MKTG 301 Introduction to Marketing Management | 4.0 |
| MIP 377 Bantic Media | 3.0 |
| or | |
| MIP 444 MAD Dragon Records | 3.0 |
| MIP 331 Music Venues and Concerts | 3.0 |
| or | |
| MIP 341 Touring and Booking | 3.0 |
| Term Credits | 16.0 |

| Term 9 | Credits |
|--|-------------|
| COM 230 Techniques of Speaking | 3.0 |
| MIP 343 MADKo Concert Promotions | 3.0 |
| or | |
| MIP 441 DraKo Booking | 3.0 |
| or | |
| MIP 445 MAD Dragon Publishing | 3.0 |
| MIP 377 Bantic Media | 3.0 |
| or | |
| MIP 444 MAD Dragon Records | 3.0 |
| Arts and Humanities elective | 3.0 |
| Free elective | 3.0 |
| Term Credits | 15.0 |

| Term 10 | Credits |
|--|-------------|
| MIP 467 Artist Representation | 3.0 |
| MIP 491 Senior Project in Music Industry | 1.0 |
| MUSC 331 World Musics | 3.0 |
| MIP 343 MADKo Concert Promotions | 3.0 |
| or | |
| MIP 441 DraKo Booking | 3.0 |
| or | |
| MIP 445 MAD Dragon Publishing | 3.0 |
| MIP 377 Bantic Media | 3.0 |
| or | |
| MIP 444 MAD Dragon Records | 3.0 |
| Arts and Humanities elective | 3.0 |
| Term Credits | 16.0 |

| Term 11 | | Credits |
|-------------------------|----------------------------------|-------------|
| MIP 491 | Senior Project in Music Industry | 1.0 |
| MIP 343 | MADKo Concert Promotions | 3.0 |
| or | | |
| MIP 445 | MAD Dragon Publishing | 3.0 |
| or | | |
| MIP 441 | DraKo Booking | 3.0 |
| | Arts and Humanities elective | 3.0 |
| | Social science elective | 3.0 |
| | Free elective | 3.0 |
| Term Credits | | 13.0 |
| Term 12 | | Credits |
| MIP 491 | Senior Project in Music Industry | 1.0 |
| | Social science elective | 3.0 |
| | Free electives | 9.0 |
| Term Credits | | 13.0 |
| Total Credits (minimum) | | 189.0 |

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COLLEGES & SCHOOLS MAJORS MINORS GRADUATE PROGRAMS CERTIFICATE PROGRAMS ARCHIVE

Photography

About the Program

The photography major provides students with a unified fine arts/professional curriculum offering a wide range of studio, real-world, and academic experiences—integrated 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.

The College's extensive [photographic facilities](#) are available to every photography major at Drexel. Incoming students are only required to bring a 35mm film camera that can be used on a manual setting.

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



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Drexel University

CATALOG 2011-2012

COLLEGES & SCHOOLS MAJORS MINORS GRADUATE PROGRAMS CERTIFICATE PROGRAMS ARCHIVE

Photography

Bachelor of Science Degree: 180.0 credits

Required Courses

Incoming students, 2011/2012

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 may indicate that this course can fulfill a writing-intensive requirement. For the most up-to-date list of writing-intensive courses being offered, students should check the [Writing Intensive Course List](#) on the [Drexel University Writing Center](#) page. Students scheduling their courses in Banner/DrexelOne can also conduct a search for courses with the attribute "WI" to bring up a list of all writing-intensive courses available that term.



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Recommended Plan Of Study

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

| Term 1 | Credits |
|--|-------------|
| ARTH 101 History of Art I: Ancient to Modern | 3.0 |
| ENGL 101 Expository Writing and Reading | 3.0 |
| PHYS 121 Physical Science for Design I | 4.0 |
| UNIV 101 The Drexel Experience | 1.0 |
| VSST 101 Design I | 4.0 |
| Term Credits | 15.0 |
| Term 2 | Credits |
| ENGL 102 Persuasive Writing and Reading | 3.0 |
| PHTO 110 Photography | 3.0 |
| PHYS 122 Physical Science for Design II | 4.0 |
| UNIV 101 The Drexel Experience | 1.0 |
| VSST 102 Design II | 4.0 |
| Term Credits | 15.0 |
| Term 3 | Credits |
| ARTH 102 History of Art II: Renaissance to Modern | 3.0 |
| ENGL 103 Analytical Writing and Reading | 3.0 |
| MATH 119 Mathematical Foundations for Design | 4.0 |
| PHTO 140 Digital Photography I | 4.0 |
| PHTO 210 Intermediate Photography | 3.0 |
| Term Credits | 17.0 |
| Term 4 | Credits |
| ARTH 103 History of Art III: Early Modern to Postmodernism | 3.0 |
| PHTO 233 Large Format Photography | 4.0 |
| PHTO 253 Fine Black & White Printing | 3.0 |
| VSST 110 Introductory Drawing | 3.0 |
| Term Credits | 13.0 |
| Term 5 | Credits |
| 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 |
| Term Credits | 17.0 |
| Term 6 | Credits |
| PHTO 231 Color Photography | 4.0 |
| PHTO 276 History of Photography II | 3.0 |
| Arts and Humanities elective | 3.0 |
| Free elective | 3.0 |

| | | |
|--------------------------------|-------------------------------------|----------------|
| Term Credits | | 13.0 |
| Term 7 | | |
| | | Credits |
| 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 |
| Term Credits | | 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 |
| Term Credits | | 17.0 |
| Term 9 | | |
| | | Credits |
| | Free elective | 3.0 |
| | Arts and Humanities elective | 3.0 |
| | Visual Studies (VSST) elective | 4.0 |
| | Social science elective | 3.0 |
| Term Credits | | 13.0 |
| Term 10 | | |
| | | Credits |
| PHTO 451 | Photography and Business | 3.0 |
| PHTO 452 | History of Contemporary Photography | 3.0 |
| PHTO 492 | Senior Thesis in Photography I | 3.0 |
| | Social science elective | 3.0 |
| | Free elective | 3.0 |
| Term Credits | | 15.0 |
| Term 11 | | |
| | | Credits |
| PHTO 350 | Photography and Culture | 3.0 |
| PHTO 465 | Special Topics in Photography | 3.0 |
| PHTO 493 | Senior Thesis in Photography II | 3.0 |
| | Free electives | 6.0 |
| Term Credits | | 15.0 |
| Term 12 | | |
| | | Credits |
| PHTO 465 | Special Topics in Photography | 3.0 |
| PHTO 495 | Senior Thesis in Photography III | 3.0 |
| | Free electives | 6.0 |
| Term Credits | | 12.0 |
| Total Credits (minimum) | | 180.0 |

Drexel University

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Recommended Plan Of Study

BS Photography, Spring/Summer Co-Op
 4 YR UG Co-op Concentration
 Cycle B

| Term 1 | Credits |
|---|-------------|
| ARTH 101 History of Art I: Ancient to Medieval | 3.0 |
| ENGL 101 Expository Writing and Reading | 3.0 |
| PHYS 121 Physical Science for Design I | 4.0 |
| UNIV 101 The Drexel Experience | 1.0 |
| VSST 101 Design I | 4.0 |
| Term Credits | 15.0 |
| Term 2 | Credits |
| ENGL 102 Persuasive Writing and Reading | 3.0 |
| PHTO 110 Photography | 3.0 |
| PHYS 122 Physical Science for Design II | 4.0 |
| UNIV 101 The Drexel Experience | 1.0 |
| VSST 102 Design II | 4.0 |
| Term Credits | 15.0 |
| Term 3 | Credits |
| ARTH 102 History of Art II: High Renaissance to Modern | 3.0 |
| ENGL 103 Analytical Writing and Reading | 3.0 |
| MATH 119 Mathematical Foundations for Design | 4.0 |
| PHTO 140 Digital Photography I | 4.0 |
| PHTO 210 Intermediate Photography | 3.0 |
| Term Credits | 17.0 |
| Term 4 | Credits |
| ARTH 103 History of Art III: Early Modern to Postmodern | 3.0 |
| PHTO 233 Large Format Photography | 4.0 |
| PHTO 253 Fine Black & White Printing | 3.0 |
| VSST 110 Introductory Drawing | 3.0 |
| Term Credits | 13.0 |
| Term 5 | Credits |
| 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 electives | 3.0 |
| Term Credits | 17.0 |
| Term 6 | Credits |
| PHTO 231 Color Photography | 4.0 |
| PHTO 276 History of Photography II | 3.0 |
| Arts and Humanities elective | 3.0 |
| Free elective | 3.0 |
| Term Credits | 13.0 |

| Term 7 | Credits |
|---|-------------|
| COOP 101 Career Management/Professional Development | 0.0 |
| 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 |
| Term Credits | 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 |
| Term Credits | 17.0 |

| Term 9 | Credits |
|--------------------------------|-------------|
| Free elective | 3.0 |
| Arts and Humanities elective | 3.0 |
| Visual Studies (VSST) elective | 4.0 |
| Social science elective | 3.0 |
| Term Credits | 13.0 |

| Term 10 | Credits |
|--|-------------|
| PHTO 451 Photography and Business | 3.0 |
| PHTO 452 History of Contemporary Photography | 3.0 |
| PHTO 492 Senior Thesis in Photography I | 3.0 |
| Social science elective | 3.0 |
| Free elective | 3.0 |
| Term Credits | 15.0 |

| Term 11 | Credits |
|--|-------------|
| PHTO 350 Photography and Culture | 3.0 |
| PHTO 465 Special Topics in Photography | 3.0 |
| PHTO 493 Senior Thesis in Photography II | 3.0 |
| Free electives | 6.0 |
| Term Credits | 15.0 |

| Term 12 | Credits |
|---|-------------|
| PHTO 465 Special Topics in Photography | 3.0 |
| PHTO 495 Senior Thesis in Photography III | 3.0 |
| Free electives | 6.0 |
| Term Credits | 12.0 |

Total Credits (minimum) 180.0

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.



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COLLEGES & SCHOOLS MAJORS MINORS GRADUATE PROGRAMS CERTIFICATE PROGRAMS ARCHIVE

Product Design

Bachelor of Science Degree: 187.0 credits

Degree Requirements

Incoming students, 2011/2012

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 | | 67.0 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 |
| CHEM 201 | Why Things Work: Everyday Chemistry | 3.0 |
| COM 220 | Qualitative Research Methods | 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 |

| Visual studies requirements | | 48.0 Credits |
|-----------------------------|---|--------------|
| 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 |



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| | | |
|----------|----------------------|-----|
| 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 may indicate that this course can fulfill a writing-intensive requirement. For the most up-to-date list of writing-intensive courses being offered, students should check the [Writing Intensive Course List](#) on the [Drexel University Writing Center](#) page. Students scheduling their courses in Banner/DrexelOne can also conduct a search for courses with the attribute "WI" to bring up a list of all writing-intensive courses available that term.



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CATALOG 2011-2012

Recommended Plan Of Study

BS Product Design

4 YR UG Co-op Concentration

| 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 101 | Introduction to Analysis I | 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 |
| COOP 101 | Career Management/Professional Development | 0.0 |
| ECON 201 | Principles of Microeconomics | 4.0 |
| MEM 201 | Foundations of Computer Aided Design | 3.0 |
| PROD 220 | Product Design Form Studio | 4.0 |
| VSCM 230 | Visual Communication I | 4.0 |
| <i>Term Credits</i> | | 15.0 |
| 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 |
| PROD 225 | | |

| | | |
|--------------------------|--|----------------|
| | Computer Aided Imaging in Product Design | 3.0 |
| PROD 230 | Product Design Process Studio | 4.0 |
| | Term Credits | 17.0 |
| Term 7 | | Credits |
| PHTO 110 | Photography | 3.0 |
| PROD 245 | Seminar Professional Landscape | 3.0 |
| PROD 255 | Applied Materials in Product Design | 3.0 |
| VSST 201 | Multimedia: Performance | 4.0 |
| or | | |
| VSST 203 | Multimedia: Materials | 4.0 |
| or | | |
| VSST 202 | Multimedia: Space | 4.0 |
| | Free elective | 3.0 |
| | Term Credits | 16.0 |
| 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 |
| | Term Credits | 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 |
| | Social science elective | 3.0 |
| | Free elective | 3.0 |
| | Term Credits | 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 |
| | Term Credits | 16.0 |
| Term 11 | | Credits |
| MGMT 260 | Introduction to Entrepreneurship | 4.0 |
| PROD 470 | Create Build Studio | 4.0 |
| | Free electives | 6.0 |
| | Term Credits | 14.0 |
| Term 12 | | Credits |
| PROD 475 | Professional Practice Product Design | 3.0 |
| PROD 480 | Exhibition Studio | 4.0 |
| | Free electives | 6.0 |
| | Term Credits | 13.0 |
| | Total Credits (minimum) | 187.0 |

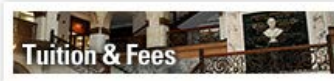
Drexel University CATALOG 2011-2012

COLLEGES & SCHOOLS MAJORS MINORS GRADUATE PROGRAMS CERTIFICATE PROGRAMS ARCHIVE

Screenwriting & Playwriting

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

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



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Drexel University CATALOG 2011-2012

COLLEGES & SCHOOLS MAJORS MINORS GRADUATE PROGRAMS CERTIFICATE PROGRAMS ARCHIVE

Screenwriting & Playwriting

Bachelor of Science Degree: 182.0 credits

Required Courses

Incoming students, 2011/2012

| 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 |
| UNIV 101 | The Drexel Experience | 2.0 |
| Arts and humanities electives (excluding ENGL courses) | | 9.0 |
| Natural science electives | | 8.0 |
| 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 31.0 credits.

| Visual Studies Requirements | | 15.0 Credits |
|-----------------------------|--|--------------|
| ARTH 102 | History of Art II: Renaissance to Modern | 3.0 |
| ARTH 103 | History of Art III: Early to Late Modern Art | 3.0 |
| DIGM 220 | Digital Still Imaging I | 3.0 |
| MUSC 130 | Introduction to Music | 3.0 |
| VSST 108 | Design I for Media | 3.0 |

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



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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 18.0 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 (FMST Film Studies or TVST Television Studies) 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 42.0 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 280 | Writing the Short Film | 3.0 |
| SCRP 310 | Literature for Screenwriters | 3.0 |
| SCRP 370 | Screenplay Story Development | 3.0 |
| SCRP 495 | Senior Project in Dramatic Writing I | 3.0 |
| SCRP 496 | Senior Project in Dramatic Writing II | 3.0 |

| | | |
|-------------|--|-----|
| SCRP 497 | Senior Project in Dramatic Writing III | 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 |
| WRIT 220 WI | Creative Nonfiction Writing | 3.0 |

One of the following two-course sequences

| | | |
|----------|-------------------------|-----|
| SCRP 382 | Playwriting Workshop I | 3.0 |
| SCRP 383 | Playwriting Workshop II | 3.0 |

or

| | | |
|----------|---------------------------|-----|
| SCRP 380 | Screenwriting Workshop I | 3.0 |
| SCRP 381 | Screenwriting Workshop II | 3.0 |

Writing-Intensive Course Requirements

In order to graduate, all students 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 may indicate that this course can fulfill a writing-intensive requirement. For the most up-to-date list of writing-intensive courses being offered, students should check the [Writing Intensive Course List](#) on the [Drexel University Writing Center](#) page. Students scheduling their courses in Banner/DrexelOne 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

CATALOG 2011-2012

Recommended Plan Of Study

BS Screenwriting and Playwriting
 4 YR UG Co-op Concentration
 Co-Op Cycle A

| Term 1 | Credits |
|--|----------------|
| ENGL 101 Expository Writing and Reading | 3.0 |
| FMST 150 American Classic Cinema | 3.0 |
| SCRP 220 Playwriting I | 3.0 |
| THTR 121 Dramatic Analysis | 3.0 |
| UNIV 101 The Drexel Experience | 1.0 |
| Term Credits | 13.0 |
| Term 2 | Credits |
| ENGL 102 Persuasive Writing and Reading | 3.0 |
| SCRP 225 Playwriting II | 3.0 |
| UNIV 101 The Drexel Experience | 1.0 |
| VSST 108 Design I for Media | 3.0 |
| Natural science elective | 4.0 |
| Term Credits | 14.0 |
| 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 |
| Natural science elective | 4.0 |
| Free elective | 3.0 |
| Term Credits | 17.0 |
| Term 4 | Credits |
| FMVD 115 Basic Editing | 3.0 |
| MUSC 130 Introduction to Music | 3.0 |
| SCRP 270 Screenwriting I | 3.0 |
| ENGL 204 Post-Colonial Literature II | 3.0 |
| or | |
| ENGL 203 Post-Colonial Literature I | 3.0 |
| Literature (ENGL) elective | 3.0 |
| Term Credits | 15.0 |
| Term 5 | Credits |
| ARTH 102 History of Art II: High Renaissance to Modern | 3.0 |
| COOP 101 Career Management/Professional Development | 0.0 |
| ENGL 216 Readings in Drama | 3.0 |
| FMST 160 European Cinema | 3.0 |
| SCRP 275 Screenwriting II | 3.0 |
| THTR 210 Acting: Fundamentals | 3.0 |
| Term Credits | 15.0 |
| Term 6 | Credits |
| ARTH 103 History of Art- Early to Late Modern | 3.0 |

| | | |
|---------------------------|--|----------------|
| FMVD 120 | Basic Sound | 3.0 |
| SCRIP 370 | Screenplay Story Development | 3.0 |
| THTR 211 | Acting: Scene Study | 2.0 |
| | Western literature survey course (see degree requirements for list of options) | 3.0 |
| | Term Credits | 14.0 |
| Term 7 | | Credits |
| DIGM 220 | Digital Still Imaging I | 3.0 |
| SCRIP 280 | Writing the Short Film | 3.0 |
| SCRIP 310 | Literature for Screenwriters | 3.0 |
| | Film Studies/Television Studies elective (See degree requirements for list) | 3.0 |
| | Free elective | 3.0 |
| | Term Credits | 15.0 |
| Term 8 | | Credits |
| ENGL 315 | Shakespeare | 3.0 |
| THTR 240 | Theatre Production I | 3.0 |
| THTR 320 | Play Direction | 3.0 |
| SCRIP 382 | Playwriting Workshop I | 3.0 |
| | or | |
| SCRIP 380 | Screenwriting Workshop I | 3.0 |
| | Arts and Humanities elective (excluding ENGL courses) | 3.0 |
| | Free elective | 3.0 |
| | Term Credits | 18.0 |
| Term 9 | | Credits |
| SCRIP 383 | Playwriting Workshop II | 3.0 |
| | or | |
| SCRIP 381 | Screenwriting Workshop II | 3.0 |
| | Writing choice | 3.0 |
| | Arts and Humanities elective (excluding ENGL courses) | 3.0 |
| | Literature (ENGL) elective | 3.0 |
| | Social science elective | 3.0 |
| | Term Credits | 15.0 |
| Term 10 | | Credits |
| SCRIP 495 | Senior Project in Dramatic Writing Writing I | 3.0 |
| WRIT 225 | Creative Writing | 3.0 |
| | Free elective | 3.0 |
| | Social science elective | 3.0 |
| | Arts and Humanities elective (excluding ENGL courses) | 3.0 |
| | Term Credits | 15.0 |
| Term 11 | | Credits |
| SCRIP 496 | Senior Project in Dramatic Writing II | 3.0 |
| | Free electives | 6.0 |
| | Theatre elective (See degree requirements for details) | 3.0 |
| | Social science elective | 3.0 |
| | Term Credits | 15.0 |
| Term 12 | | Credits |
| SCRIP 497 | Senior Project in Dramatic Writing III | 3.0 |
| | Free electives | 13.0 |
| | Term Credits | 16.0 |
| | Total Credits (minimum) | 182.0 |

Drexel University CATALOG 2011-2012

COLLEGES & SCHOOLS MAJORS MINORS GRADUATE PROGRAMS CERTIFICATE PROGRAMS ARCHIVE

Television

About the Major

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.



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COLLEGES & SCHOOLS MAJORS MINORS GRADUATE PROGRAMS CERTIFICATE PROGRAMS ARCHIVE

Television

Bachelor of Science Degree: 188.0 credits
Incoming Students, 2011/2012

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

| 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 |



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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, SCRIP, 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 | 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

Students select three additional courses. **9.0 Credits**

Any three DIGM, EAM, FMVD, FMST, SCRIP, 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, SCRIP, 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 may indicate that this course can fulfill a writing-intensive requirement. For the most up-to-date list of writing-intensive courses being offered, students should check the [Writing Intensive Course List](#) on the [Drexel University Writing Center](#) page. Students scheduling their courses in Banner/DrexelOne 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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Recommended Plan Of Study

BS Television

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

| 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 |
| Term Credits | 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 |
| Term Credits | 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 |
| Term Credits | 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 |
| Term Credits | 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 |
| Term Credits | 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 |
| SCRP 242 | Writing TV Drama | 3.0 |
| or | | |
| SCRP 241 | Writing TV Comedy | 3.0 |
| Term Credits | | 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 |
| Term Credits | | 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 |
| Term Credits | | 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 |
| Term Credits | | 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 |
| Term Credits | | 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 |
| Term Credits | | 15.0 |

| | | |
|----------------|--|----------------|
| Term 12 | | Credits |
|----------------|--|----------------|

| | | |
|--------------------------|-----------------------------------|-------------|
| TVPR 497 | Senior Project: TV Production III | 3.0 |
| | Free electives | 12.0 |
| | <i>Term Credits</i> | <i>15.0</i> |
| | Total Credits (minimum) | 188.0 |

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Recommended Plan Of Study

BS Television, TV News and Enterprise

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

| 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 |
| Term Credits | 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 |
| Term Credits | 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 |
| Term Credits | 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 |
| Term Credits | 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 |
| Term Credits | 16.0 |

| Term 6 | Credits |
|--------|---------|
|--------|---------|

| | | |
|--------------------------|--|-------------|
| 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 |
| Term Credits | | 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 |
| Term Credits | | 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, SCRP, TVIE, TVIT, TVPR, or TVST course. | 3.0 |
| Term Credits | | 16.0 |

| Term 9 | | Credits |
|--------------------------|--------------------------------------|-------------|
| MKTG 301 | Introduction to Marketing Management | 4.0 |
| TVIE 392 | Practicum: New Media Mngmt | 3.0 |
| or | | |
| TVIE 391 | Practicum: Programming | 3.0 |
| or | | |
| TVIE 390 | Practicum: Promotions | 3.0 |
| | Arts and Humanities elective | 3.0 |
| | Natural science elective | 4.0 |
| | Free elective | 3.0 |
| Term Credits | | 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, SCRP, TVIE, TVIT, TVPR, or TVST course. | 3.0 |
| | Free elective | 3.0 |
| | English (ENGL) elective | 3.0 |
| Term Credits | | 15.0 |

| Term 11 | | Credits |
|--------------------------|---|---------|
| TVIE 496 | Senior Project: TV Enterprise II | 3.0 |
| | Any DIGM, EAM, FMVD, FMST, SCRP, TVIE, TVIT, TVPR, or | |

| | |
|--|----------------|
| TVST course. | 3.0 |
| Free electives | 9.0 |
| Term Credits | 15.0 |
| <hr/> | |
| Term 12 | Credits |
| TVIE 497 Senior Project: TV Enterprise III | 3.0 |
| Free electives | 9.0 |
| Term Credits | 12.0 |
| <hr/> | |
| Total Credits (minimum) | 188.0 |

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Recommended Plan Of Study

BS Television, TV News and Nonfiction Production
4 YR UG Co-op Concentration /TV News & Nonfiction Prod

| 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 |
| Term Credits | 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 |
| Term Credits | 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 |
| Term Credits | 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 |
| Term Credits | 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 |
| Term Credits | 16.0 |

| Term 6 | Credits |
|--------|---------|
|--------|---------|

| | | |
|--------------------------|------------------------------|-------------|
| TVPR 220 | TV News Writing | 3.0 |
| TVST 261 | History of TV Journalism | 3.0 |
| COM 260 | Fundamentals of Journalism | 3.0 |
| FMVD 210 | Documentary Video Production | 3.0 |
| TVPR 200 | TV Studio: Live Directing | 3.0 |
| Term Credits | | 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 |
| Term Credits | | 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, SCRP, TVIE, TVIT, TVPR, or TVST course. | 3.0 |
| Term Credits | | 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 |
| Term Credits | | 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, SCRP, TVIE, TVIT, TVPR, or TVST course. | 3.0 |
| | Free elective | 3.0 |
| | English (ENGL) elective | 3.0 |
| Term Credits | | 15.0 |

| | | |
|--------------------------|--|----------------|
| Term 11 | | Credits |
| TVPR 496 | Senior Project: TV Production II | 3.0 |
| | Any DIGM, EAM, FMVD, FMST, SCRP, TVIE, TVIT, TVPR, or TVST course. | 3.0 |
| | Free electives | 9.0 |
| Term Credits | | 15.0 |

| | | |
|--------------------------|-----------------------------------|----------------|
| Term 12 | | Credits |
| TVPR 497 | Senior Project: TV Production III | 3.0 |
| | Free electives | 12.0 |
| Term Credits | | 15.0 |

Total Credits (minimum) 188.0

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COLLEGES & SCHOOLS MAJORS MINORS GRADUATE PROGRAMS CERTIFICATE PROGRAMS ARCHIVE

Web Development & Interaction Design

About the Major

The field of web development has expanded beyond a simple online presence to fully interactive, dynamic content. Students in the Web Development & Interaction Design major have opportunities to hone their technological skills while still developing their creativity as designers. This methodology coincides with the direction of the industry, where web developers are often in charge of both the technical and design aspects associated with online content.

The internet's explosive rise as the dominant communications medium has been accompanied by an ever-increasing level of sophistication in the content and applications used by individuals and businesses. Within their coursework, students develop applications and games for mobile platforms, explore content management systems and harness server technologies that drive aesthetic content. Students take core courses in all aspects of digital media, complete a six month co-op and delve into rigorous coursework in many areas of specialization.

To find out more about this major, visit the Westphal College's [Web Development & Interaction Design Major](#) page or contact Tia James at tjm22@drexel.edu.



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Web Development & Interaction Design

Bachelor of Science Degree: 185.0 credits

Degree Requirements

Incoming students, 2011/2012

General education requirements

68.0 Credits

| | | |
|----------|--------------------------------|--------------|
| ENGL 101 | Expository Writing and Reading | 3.0 |
| ENGL 102 | Persuasive Writing and Reading | 3.0 |
| ENGL 103 | Analytical Writing and Reading | 3.0 |
| COM 230 | Techniques of Speaking | 3.0 |
| MATH 101 | Analysis I | 4.0 |
| PHYS 121 | Contemporary Physics I | 4.0 |
| PHYS 122 | Contemporary Physics II | 4.0 |
| UNIV 101 | The Drexel Experience | 2.0 |
| | Arts and humanities elective | 3.0 |
| | History (HIST) elective | 3.0 |
| | Literature (ENGL) elective | 3.0 |
| | Social science electives | 9.0 |
| | Free electives | 24.0 credits |

Art and art history requirements

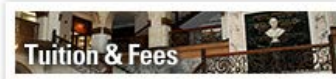
18.0 Credits

| | | |
|-------------|---|-----|
| 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 |

Media and information science requirements

24.0 Credits

| | | |
|----------|----------------------------|-----|
| DIGM 220 | Digital Still Imaging I | 3.0 |
| INFO 151 | Web Systems and Services I | 3.0 |



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| | | |
|----------|-----------------------------|-----|
| INFO 152 | Web Systems and Services II | 3.0 |
| FMVD 110 | Basic Shooting and Lighting | 3.0 |
| FMVD 206 | Audio Production and Post | 3.0 |
| WMGD 220 | Web Graphics I | 4.0 |
| VSCM 240 | Typography I | 3.0 |
| VSCM 247 | On Screen Typography | 3.0 |

Digital media core requirements **51.0 Credits**

| | | |
|-------------|--|-----|
| ANIM 141 | Computer Graphic Imagery | 3.0 |
| ANIM 211 | Computer Animation I | 3.0 |
| DIGM 100 | Digital Design Tools | 3.0 |
| DIGM 105 | Overview of Digital Media | 3.0 |
| DIGM 110 | Digital Spatial Visualization | 3.0 |
| DIGM 223 | Creative Concept Development | 3.0 |
| DIGM 250 | Professional Practices | 3.0 |
| DIGM 252 | Multimedia Timeline Design | 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 |
| GMAP 260 | Overview of Computer Gaming | 3.0 |
| WBDV 240 | Web Authoring I | 3.0 |
| WBDV 241 | Vector Authoring I | 3.0 |

Web development requirements **18.0 Credits**

| | | |
|----------|--------------------------------|-----|
| WBDV 216 | History of Web Development | 3.0 |
| WBDV 242 | Vector Authoring II | 3.0 |
| WBDV 243 | Web Authoring II | 3.0 |
| WBDV 265 | Game Development: Scripting | 3.0 |
| WBDV 370 | Mobile Interactive Development | 3.0 |
| WBDV 448 | Web Development: Workshop I | 3.0 |

Web development electives (Students choose 2 of the following 5 courses): **6.0 Credits**

| | | |
|----------|----------------------------|-----|
| WBDV 332 | Rich Internet Applications | 3.0 |
|----------|----------------------------|-----|

| | | |
|--------------------------|---------------------------------------|-----|
| WBDV 445 | Advanced Hybrid Interactive Authoring | 3.0 |
| WBDV 447 | Vector Authoring II | 3.0 |
| WBDV 449 | Web Development: Workshop II | 3.0 |
| WBDV 452 | Web Information Database Applications | 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 may indicate that this course can fulfill a writing-intensive requirement. For the most up-to-date list of writing-intensive courses being offered, students should check the [Writing Intensive Course List](#) on the [Drexel University Writing Center](#) page. Students scheduling their courses in Banner/DrexelOne can also conduct a search for courses with the attribute "WI" to bring up a list of all writing-intensive courses available that term.



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Recommended Plan Of Study

BS Web Development & Interaction Design
4 YR UG Co-op Concentration

| Term 1 | Credits |
|---|-------------|
| DIGM 100 Digital Design Tools | 3.0 |
| DIGM 105 Overview of Digital Media | 3.0 |
| ENGL 101 Expository Writing and Reading | 3.0 |
| PHYS 121 Physical Science for Design I | 4.0 |
| UNIV 101 The Drexel Experience | 1.0 |
| VSST 110 Introductory Drawing | 3.0 |
| Term Credits | 17.0 |

| Term 2 | Credits |
|---|-------------|
| DIGM 110 Digital Spatial Visualization | 3.0 |
| ENGL 102 Persuasive Writing and Reading | 3.0 |
| FMVD 110 Basic Shooting and Lighting | 3.0 |
| PHYS 122 Physical Science for Design II | 4.0 |
| UNIV 101 The Drexel Experience | 1.0 |
| VSST 108 Design I for Media | 3.0 |
| Term Credits | 17.0 |

| Term 3 | Credits |
|---|-------------|
| ANIM 141 Computer Graphic Imagery | 3.0 |
| DIGM 252 Multimedia Timeline Design | 3.0 |
| ENGL 103 Analytical Writing and Reading | 3.0 |
| MATH 101 Introduction to Analysis I | 4.0 |
| VSST 109 Design II for Media | 3.0 |
| Term Credits | 16.0 |

| Term 4 | Credits |
|--|-------------|
| ANIM 211 Animation I | 3.0 |
| DIGM 223 Creative Concept Design | 3.0 |
| GMAP 260 Overview of Computer Gaming | 3.0 |
| INFO 151 Web Systems and Services I | 3.0 |
| WBDV 240 Web Authoring I | 3.0 |
| Term Credits | 15.0 |

| Term 5 | Credits |
|--|-------------|
| ARTH 102 History of Art II: High Renaissance to Modern | 3.0 |
| COOP 101 Career Management/Professional Development | 0.0 |
| INFO 152 Web Systems and Services II | 3.0 |
| VSCM 240 Typography I | 3.0 |
| WBDV 216 History of Web Development | 3.0 |
| WBDV 241 Vector Authoring I | 3.0 |
| Term Credits | 15.0 |

| Term 6 | Credits |
|---|---------|
| ARTH 103 History of Art- Early to Late Modern | 3.0 |
| DIGM 220 | |

| | | |
|--------------------------|---------------------------|-------------|
| | Digital Still Imaging I | 3.0 |
| FMVD 206 | Audio Production and Post | 3.0 |
| VSCM 247 | On Screen Typography | 3.0 |
| WBDV 242 | Vector Authoring II | 3.0 |
| | Term Credits | 15.0 |

| | | |
|--------------------------|--------------------------------|----------------|
| Term 7 | | Credits |
| COM 230 | Techniques of Speaking | 3.0 |
| DIGM 250 | Professional Practices | 3.0 |
| WBDV 243 | Web Authoring II | 3.0 |
| WBDV 265 | Scripting for Game Development | 3.0 |
| WMGD 220 | Web Graphics I | 4.0 |
| | Term Credits | 16.0 |

| | | |
|--------------------------|------------------------------|----------------|
| Term 8 | | Credits |
| ARTH 300 | History of Modern Design | 3.0 |
| DIGM 451 | Explorations in New Media | 3.0 |
| WBDV 448 | Web Development: Workshop I | 3.0 |
| | Arts and Humanities elective | 3.0 |
| | Free elective | 3.0 |
| | Term Credits | 15.0 |

| | | |
|--------------------------|---------------------------|----------------|
| Term 9 | | Credits |
| DIGM 350 | Digital Storytelling | 3.0 |
| WBDV 370 | Mobile Interactive Design | 3.0 |
| | Social science elective | 3.0 |
| | Free elective | 3.0 |
| | Web development elective | 3.0 |
| | Term Credits | 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 |
| | Web development elective | 3.0 |
| | Arts and Humanities elective | 3.0 |
| | Term Credits | 15.0 |

| | | |
|--------------------------|------------------------------------|----------------|
| Term 11 | | Credits |
| DIGM 493 | Senior Project in Digital Media II | 3.0 |
| | Social science elective | 3.0 |
| | Free electives | 9.0 |
| | Term Credits | 15.0 |

| | | |
|--------------------------|----------------------------------|----------------|
| Term 12 | | Credits |
| DIGM 494 | Digital Media Senior Project III | 3.0 |
| | Free electives | 8.0 |
| | Arts and Humanities elective | 3.0 |
| | Term Credits | 14.0 |

Total Credits (minimum) 185.0

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Westphal Studies Program

About the Program

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 Westphal Studies Program 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 Westphal Studies Program 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 Westphal Studies Program 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 Westphal Studies Program

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 of the Westphal Studies 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.



Schedule of Classes



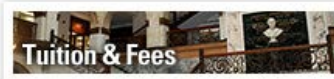
All Course Descriptions



Co-op



Admissions



Tuition & Fees

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COLLEGES & SCHOOLS MAJORS MINORS GRADUATE PROGRAMS CERTIFICATE PROGRAMS ARCHIVE

Westphal Studies Program

Bachelor of Science Degree: 180.0 credits

Required Courses

Incoming students, 2011/2012

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 |

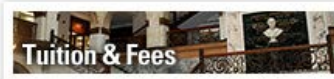
*All professional and visual studies courses required in prior major through winter term of junior year must be successfully completed.

** 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 may indicate that this course can fulfill a writing-intensive requirement. For the most up-to-date list of writing-intensive courses being offered, students should check the [Writing Intensive Course List](#) on the [Drexel University Writing Center](#) page. Students



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scheduling their courses in Banner/DrexelOne can also conduct a search for courses with the attribute "WI" to bring up a list of all writing-intensive courses available that term.



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COLLEGES & SCHOOLS MAJORS MINORS GRADUATE PROGRAMS CERTIFICATE PROGRAMS ARCHIVE

BS/MS Dance and Elementary Education

About the Accelerated Degree Program

Qualified students in Dance have the option of continuing on into the graduate Science of Instruction program to obtain a BS in Dance and MS in Science of Instruction with Elementary Education certification. This program would allow highly motivated students to graduate with both degrees in a total of 5 years. Students apply for this accelerated program when they complete 90 credits of coursework and before completing 120 credits.

Degree requirements

[BS in Dance](#)

[MS in Science of Instruction](#)



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Dance

Bachelor of Science Degree: 185.0 quarter credits

Degree Requirements

Incoming students, 2011/2012

| 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**



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| | | |
|-------------|----------------------------------|-----|
| 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 |
|--|------|

Technique requirements 36.0 Credits

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

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

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

Writing-Intensive Course Requirements

In order to graduate, all students 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 may indicate that this course can fulfill a writing-intensive requirement. For the most up-to-date list of writing-intensive courses being offered, students should check the [Writing Intensive Course List](#) on the [Drexel University Writing Center](#) page. Students scheduling their courses in Banner/DrexelOne can also conduct a search for courses with the attribute "WI" to bring up a list of all writing-intensive courses available that term.

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Master of Science of Instruction

Degree Requirements

A minimum of 45.0 credits is required for students with or without prior certification (including 15.0 credits of professional electives).

Core Courses

At a minimum, 23.0 pedagogy credits will be required from the core courses for those without prior teacher certification. Students with prior certification or those seeking an add-on certification will select 11.0 credits from the core courses.

| Courses | | 23.0 Credits |
|--------------------------|--|--------------|
| EDUC 520 | Professional Studies in Instruction* | 3.0 |
| EDUC 522 | Evaluation of Instruction | 3.0 |
| EDUC 523 | Diagnostic Teaching | 4.0 |
| EDUC 524 | Current Research in Curriculum and Instruction | 3.0 |
| EDUC 525 | Multimedia in Instructional Design | 3.0 |
| EDUC 526 | Language Arts Processes | 3.0 |
| EDUC 540 | Field Experience* | 3.0 |

*Not available to those with prior teacher certification.

Content Categories

For students without prior teacher certification, 7 credits are required, selected from the following content categories. (A list of suggested courses is available from the department.) Students with prior certification or those seeking add-on certification select 19 credits from the content categories.

A. *Mathematics and science*

B. *Technological pedagogy*

C. *Applied pedagogy*

Evaluation of transcripts by a program advisor in relation to Pennsylvania state standards determines the required content courses for initial certification and add-on certification. To satisfy state certification requirements, undergraduate courses may be taken in instances where graduate courses are not appropriate. These undergraduate courses will not satisfy graduate degree requirements. However, they will satisfy certification requirements and may satisfy requirements for salary increments in certain school districts. For those with prior certification who do not wish add-on certification, but desire to further professional competence, a distribution of courses from areas A, B, and C is selected under advisement on an individual basis.

Professional Electives

Students with or without prior certification select 15 credits of professional electives. Professional electives are selected with the advice of a program advisor to strengthen mathematics and science knowledge, to refine and update pedagogy competence, to broaden general education, to gain knowledge about the nature of information and information materials, to develop and refine skills in integrating technology into instruction, and to ensure that certification standards are satisfied. Professional electives may be taken from the core courses or from any course in the content categories. Any graduate course offered in the University may serve as a professional elective if the student has adequate preparation to take the course and it is deemed appropriate by the program advisor. The 15 credits of professional electives may comprise a combination of up to three Performance Learning Systems (PLS) courses and/or approved transfer credits. PLS courses must be taken at Drexel to count toward the master's degree.



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COLLEGES & SCHOOLS MAJORS MINORS GRADUATE PROGRAMS CERTIFICATE PROGRAMS ARCHIVE

BS Design & Merchandising/MBA Dual Degree

About the Accelerated Degree Program

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](#)

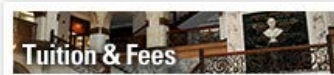
BS /MBA students may be waived from two MBA Enterprise Management courses, assuming a grade of B or better is earned in specified undergraduate courses. Students can review the [Waiver Policies for the Statement of Curriculum Standing](#) on the LeBow College's website for additional information.

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.

Students should visit the [Westphal College of Media Arts and Design](#) for more information.



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Design & Merchandising

Bachelor of Science Degree: 180.0 quarter credits

Degree Requirements

Incoming students, 2011/2012

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



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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 or PHTO 115 | Photography Photographic Principles | 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 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 100 | Computer Imaging for D & M | 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 333 | 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 | Introduction to Marketing Management | 4.0 |
| | 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 | 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 |
| <hr/> | | |
| DSMR 326 | Fashion Product Promotion | 4.0 |
| <hr/> | | |
| 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 |
| <hr/> | | |
| 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.

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Master of Business Administration (MBA)

51.0 quarter credits

Incoming students, 2011/2012

The Master of Business Administration (MBA) curriculum remains firmly grounded on the best features of the "traditional" MBA as it has evolved over half a century. Among these features is a broad overview of business, complemented by at least one area of specialization.

Goals of the MBA Program

Drexel University's innovative, high-quality MBA program is recognized for its excellence and for its preparation of students for successful professional careers.

The MBA program is designed to:

- Integrate the foundations of business, problem-solving, and decision-making skills; organization theory; and practical aspects of institutional management
- Prepare students for managerial positions in business and other institutions
- Offer concentrations in various areas of management
- Capitalize on communication skills, people skills, global perspectives, technological competence, pragmatic emphasis, and ethical perspectives

Academic Preparation

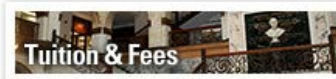
All applicants to master's programs in business are expected to hold a four-year baccalaureate degree or its equivalent from an accredited institution. The curriculum assumes that the student has knowledge of calculus. In addition, the curriculum assumes that students have personal access to and working knowledge of personal computers to facilitate their academic work.

Full-time, Part-Time, Online and Accelerated Options

Visit LeBow College's web site for information about additional [MBA options](#).

Curriculum

| Foundation courses | | 6.0 Credits |
|--------------------------|--|--------------|
| BUSN 505 | Financial Performance of the Firm - Accounting | 1.5 |
| BUSN 506 | Financial Performance of the Firm - Finance | 1.5 |
| BUSN 507 | Essentials of Economics I | 1.5 |
| BUSN 508 | Essentials of Economics II | 1.5 |
| Core Curriculum | | 27.0 Credits |
| ACCT 601 | Managerial Accounting | 3.0 |
| ECON 601 | Managerial Economics | 3.0 |
| FIN 601 | Corporate Financial Management | 3.0 |
| MGMT 601 | Managing the Total Enterprise | 3.0 |
| MGMT 602 | Management and Technology Innovation | 3.0 |
| MKTG 601 | Marketing Strategy and Planning | 3.0 |
| ORGB 625 | Leadership and Professional Development | 3.0 |
| POM 601 | Operations Management | 3.0 |



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STAT 601 Business Statistics 3.0

Flexible Core Sequence 6.0 Credits

Students select two courses from the following list of flexible core courses:

Baida Center for Entrepreneurship

| | | |
|----------|---|-----|
| MGMT 650 | Corporate Venturing: Entrepreneurs in Organizations | 3.0 |
| MGMT 652 | New Venture Planning | 3.0 |

Center for Corporate Governance

| | | |
|----------|----------------------------------|-----|
| BLAW 605 | Legal Options in Decision Making | 3.0 |
| FIN 610 | Corporate Governance | 3.0 |

Center for Corporate Reputation Management

| | | |
|----------|---|-----|
| MKTG 654 | Corporate Brand & Reputation Management | 3.0 |
| MKTG 790 | Seminar in Management | 3.0 |

International Business/Studies

| | | |
|----------|-----------------------------------|-----|
| INTB 620 | International Business Management | 3.0 |
| MIS 651 | IS Outsourcing Management | 3.0 |

Sovereign Institute for Strategic Leadership

| | | |
|----------|---------------------------------|-----|
| ORGB 631 | Leading Effective Organizations | 3.0 |
| ORGB 640 | Negotiations for Leaders | 3.0 |

Capstone course 3.0 Credits

| | | |
|----------|----------------------|-----|
| MGMT 780 | Strategic Management | 3.0 |
|----------|----------------------|-----|

Concentrations 9.0 Credits

Students selecting a concentration can choose from the following options:

- Business Analytics
- Finance
- Healthcare
- Marketing
- Entrepreneurship/Innovation Management

Business Analytics Concentration 9.0 Credits

The Business Analytics concentration prepares students to make good business decisions with fact-based analysis and an understanding of business performance from a systems view, using statistical and quantitative analysis of data as well as explanatory and predictive modeling.

Requirements:

| | | |
|----------|---------------------------------------|-----|
| STAT 698 | Special Topics: Business Data Mining* | 3.0 |
|----------|---------------------------------------|-----|

*Prerequisite is STAT 602.

Students are required to take, at a *minimum*, two 3-credit courses from the following:

| | | |
|----------|---|-----|
| ECON 650 | Business Strategy: Game Theory and Applications | 3.0 |
| FIN 642 | Business Conditions and Forecasting | 3.0 |
| MIS 630 | Interact Decision Support Systems* | 3.0 |
| OPR 601 | Managerial Decision Models and Simulation | 3.0 |
| OPR 626 | System Simulation | 3.0 |
| POM 625 | Advanced Supply Chain Management | 3.0 |
| STAT 628 | Regress and Correlation Analysis | 3.0 |
| STAT 634 | Quality and Six-Sigma | 3.0 |
| STAT 636 | Experimental Design | 3.0 |

Finance Concentration **9.0 Credits**

Finance Required Courses

Students are required to take, at a *minimum*, two 3-credit courses from the following:

| | | |
|---------|-------------------------------------|-----|
| FIN 602 | Advanced Financial Management | 3.0 |
| FIN 622 | Financial Institutions and Markets | 3.0 |
| FIN 624 | Risk Management | 3.0 |
| FIN 626 | Investment Management | 3.0 |
| FIN 635 | Entrepreneurial Finance | 3.0 |
| FIN 640 | Mergers and Acquisitions | 3.0 |
| FIN 642 | Business Conditions and Forecasting | 3.0 |
| FIN 648 | International Financial Management | 3.0 |
| FIN 790 | Seminar in Finance | 3.0 |

Finance Electives

Students can take one 3-credit course from the following:

| | | |
|----------|---|------|
| BLAW 620 | Legal Aspects of Employment | 3.0 |
| BLAW 698 | Special Topics in Legal Studies | var. |
| ECON 614 | Macroeconomics | 3.0 |
| ECON 630 | International Economics | 3.0 |
| ECON 650 | Business Strategy: Game Theory and Applications | 3.0 |
| INTB 632 | Economic Analysis of Multinational Corporations | 3.0 |
| MGMT 655 | Knowledge Management in a Global Economy | 3.0 |
| MIS 624 | E-commerce Systems I | 3.0 |
| MIS 630 | Interactive Decision Support Systems | 3.0 |
| MKTG 630 | Global Marketing | 3.0 |
| MKTG 650 | Marketing Management in the New Economy: Cases and Problems | 3.0 |
| OPR 601 | Managerial Decision Models and Simulation | 3.0 |
| POM 620 | Management of Manufacturing Firms | 3.0 |
| POM 624 | Management of Service Firms | 3.0 |
| STAT 634 | Quality & Six-Sigma | 3.0 |

Healthcare Concentration **9.0 Credits**

Students are required to complete all three courses:

| | | |
|----------|---|-----|
| BUSN 651 | Healthcare Business Practice I: Foundations | 3.0 |
| BUSN 652 | Healthcare Business Practice II | 3.0 |
| BUSN 653 | Healthcare Business Practice III: Capstone | 3.0 |

Marketing Concentration**9.0 Credits****Marketing Required Courses**

Students are required to take, at a *minimum*, two 3-credit courses from the following:

| | | |
|----------|---|-----|
| MKTG 622 | Buyer Behavior Theory | 3.0 |
| MKTG 624 | Channels of Distribution Management | 3.0 |
| MKTG 630 | Global Marketing | 3.0 |
| MKTG 634 | Integrated Marketing Communications Management | 3.0 |
| MKTG 636 | Business to Business Marketing | 3.0 |
| MKTG 638 | New Product Planning, Strategy, and Development | 3.0 |
| MKTG 646 | Services Marketing | 3.0 |
| MKTG 650 | Marketing Management in the New Economy: Cases and Problems | 3.0 |
| MKTG 652 | Marketing Information: Management and Research | 3.0 |

Marketing Electives

Students select one course from the following:

| | | |
|----------|---|------|
| BLAW 698 | Special Topics in Legal Studies | var. |
| ECON 614 | Macroeconomics | 3.0 |
| ECON 630 | International Economics | 3.0 |
| FIN 642 | Business Conditions and Forecasting | 3.0 |
| FIN 648 | International Financial Management | 3.0 |
| INTB 632 | Economic Analysis of Multinational Corporations | 3.0 |
| INTB 790 | Seminar in International Business | 3.0 |
| MGMT 655 | Knowledge Management in a Global Economy | 3.0 |
| MIS 624 | E-commerce Systems I | 3.0 |
| MIS 630 | Interactive Decision Support Systems | 3.0 |
| MIS 632 | Database Analysis and Design for Business | 3.0 |
| OPR 601 | Managerial Decision Models and Simulation | 3.0 |
| POM 624 | Management of Service Firms | 3.0 |
| POM 625 | Advanced Supply Chain Management | 3.0 |
| STAT 634 | Quality & Six-Sigma | 3.0 |

Entrepreneurship/Innovation Management Concentration**9.0 Credits****Entrepreneurship/Innovation Management Required Courses**

Students are required to take, at a *minimum*, two 3-credit courses from the following:

| | | |
|----------|---|-----|
| BLAW 620 | Legal Aspects of Employment | 3.0 |
| BLAW 646 | Legal Issues in New Ventures | 3.0 |
| FIN 635 | Entrepreneurial Finance | 3.0 |
| MGMT 640 | Strategic Human Resource Management | 3.0 |
| MGMT 655 | Knowledge Management in a Global Economy | 3.0 |
| MIS 624 | E-commerce Systems I | 3.0 |
| MIS 630 | Interactive Decision Support Systems | 3.0 |
| MIS 632 | Database Analysis and Design for Business | 3.0 |
| MKTG 638 | New Product Planning, Strategy, and Development | 3.0 |

Entrepreneurship/Innovation Management Electives

Students select one 3-credit course from the following:

| | | |
|----------|---|-----|
| ECON 614 | Macroeconomics | 3.0 |
| ECON 630 | International Economics | 3.0 |
| ECON 650 | Business Strategy: Game Theory and Applications | 3.0 |
| FIN 602 | Advanced Financial Management | 3.0 |
| FIN 624 | Risk Management | 3.0 |
| FIN 640 | Mergers and Acquisitions | 3.0 |
| FIN 642 | Business Conditions and Forecasting | 3.0 |
| FIN 648 | International Financial Management | 3.0 |
| FIN 649 | Comparative Financial Analysis | 3.0 |
| INTB 632 | Economic Analysis of Multinational Corporations | 3.0 |
| INTB 790 | Seminar in International Business | 3.0 |
| MGMT 655 | Knowledge Management in a Global Economy | 3.0 |
| MKTG 622 | Buyer Behavior Theory | 3.0 |
| MKTG 624 | Channels of Distribution Management | 3.0 |
| MKTG 630 | Global Marketing | 3.0 |
| MKTG 634 | Integrated Marketing Communication Management | 3.0 |
| MKTG 646 | Services Marketing | 3.0 |
| MKTG 650 | Marketing Management: Cases and Problems | 3.0 |
| ORGB 640 | Negotiations for Leaders | 3.0 |
| OPR 601 | Managerial Decision Models and Simulation | 3.0 |
| POM 620 | Management of Manufacturing Firms | 3.0 |
| POM 624 | Management of Service Firms | 3.0 |
| POM 625 | Advanced Supply Chain Management | 3.0 |
| STAT 634 | Quality & Six-Sigma | 3.0 |



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COLLEGES & SCHOOLS MAJORS MINORS GRADUATE PROGRAMS CERTIFICATE PROGRAMS ARCHIVE

BS Digital Media Programs/MS in Digital Media

About the Accelerated Degree Program

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

BS Degree requirements

(Students select their undergraduate program)

[BS in Animation and Visual Effects](#)

[BS in Game Art and Production](#)

[BS in Web Development](#)

MS Degree requirements

[MS in Digital Media](#)

Additional requirements for the dual degree program

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

Students should visit the [Westphal College of Media Arts and Design](#) for more information.



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COLLEGES & SCHOOLS MAJORS MINORS GRADUATE PROGRAMS CERTIFICATE PROGRAMS ARCHIVE

Animation and Visual Effects

Bachelor of Science Degree: 185.0 quarter credits

Degree Requirements

Incoming students, 2011/2012

General education requirements

68.0 Credits

| | | |
|----------|--------------------------------|--------------|
| ENGL 101 | Expository Writing and Reading | 3.0 |
| ENGL 102 | Persuasive Writing and Reading | 3.0 |
| ENGL 103 | Analytical Writing and Reading | 3.0 |
| COM 230 | Techniques of Speaking | 3.0 |
| MATH 101 | Analysis I | 4.0 |
| PHYS 121 | Contemporary Physics I | 4.0 |
| PHYS 122 | Contemporary Physics II | 4.0 |
| UNIV 101 | The Drexel Experience | 2.0 |
| | Arts and humanities elective | 3.0 |
| | History (HIST) elective | 3.0 |
| | Literature (ENGL) elective | 3.0 |
| | Social science electives | 9.0 |
| | Free electives | 24.0 credits |

Art and art history Requirements

21.0 Credits

| | | |
|-------------|---|-----|
| 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 |
| VSST 111 | Figure Drawing I | 3.0 |

Media and computer science requirements

18.0



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| | | |
|--------|-------------------------|-----|
| CS 171 | Computer Programming I | 3.0 |
| CS 172 | Computer Programming II | 3.0 |

or

| | | |
|--------|--|-----|
| CS 130 | Programming Concepts with 3D Animation | 3.0 |
| CS 131 | Computer Programming A | 3.0 |

| | | |
|----------|-----------------------------|-----|
| FMVD 110 | Basic Shooting and Lighting | 3.0 |
|----------|-----------------------------|-----|

| | | |
|----------|---------------------------|-----|
| FMVD 206 | Audio Production and Post | 3.0 |
|----------|---------------------------|-----|

| | | |
|----------|--------------|-----|
| VSCM 240 | Typography I | 3.0 |
|----------|--------------|-----|

| | | |
|-----------|-----------------|-----|
| SCRIP 270 | Screenwriting I | 3.0 |
|-----------|-----------------|-----|

Digital media core requirements **51.0 Credits**

| | | |
|----------|--------------------------|-----|
| ANIM 141 | Computer Graphic Imagery | 3.0 |
|----------|--------------------------|-----|

| | | |
|----------|----------------------|-----|
| ANIM 211 | Computer Animation I | 3.0 |
|----------|----------------------|-----|

| | | |
|----------|----------------------|-----|
| DIGM 100 | Digital Design Tools | 3.0 |
|----------|----------------------|-----|

| | | |
|----------|---------------------------|-----|
| DIGM 105 | Overview of Digital Media | 3.0 |
|----------|---------------------------|-----|

| | | |
|----------|-------------------------------|-----|
| DIGM 110 | Digital Spatial Visualization | 3.0 |
|----------|-------------------------------|-----|

| | | |
|----------|------------------------------|-----|
| DIGM 223 | Creative Concept Development | 3.0 |
|----------|------------------------------|-----|

| | | |
|----------|------------------------|-----|
| DIGM 250 | Professional Practices | 3.0 |
|----------|------------------------|-----|

| | | |
|----------|----------------------------|-----|
| DIGM 252 | Multimedia Timeline Design | 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 |
|----------|-------------------------------------|-----|

| | | |
|----------|-----------------------------|-----|
| GMAP 260 | Overview of Computer Gaming | 3.0 |
|----------|-----------------------------|-----|

| | | |
|----------|-----------------|-----|
| WBDV 240 | Web Authoring I | 3.0 |
|----------|-----------------|-----|

| | | |
|----------|---------------------|-----|
| WBDV 241 | Vector Authoring II | 3.0 |
|----------|---------------------|-----|

Animation requirements **21.0 Credits**

| | | |
|----------|-----------------------|-----|
| ANIM 212 | Computer Animation II | 3.0 |
|----------|-----------------------|-----|

| | | |
|----------|----------------------|-----|
| ANIM 215 | History of Animation | 3.0 |
|----------|----------------------|-----|

| | | |
|----------|---------------------|-----|
| ANIM 219 | Digital Compositing | 3.0 |
|----------|---------------------|-----|

| | | |
|----------|------------------|-----|
| ANIM 247 | Organic Modeling | 3.0 |
|----------|------------------|-----|

| | | |
|----------|-----------------------|-----|
| ANIM 314 | Character Animation I | 3.0 |
|----------|-----------------------|-----|

| | | |
|----------|----------------|-----|
| ANIM 410 | Visual Effects | 3.0 |
|----------|----------------|-----|

| | | |
|----------|--------------------|-----|
| ANIM 411 | Advanced Animation | 3.0 |
|----------|--------------------|-----|

Animation electives (Students choose 2 of the following 5 courses):

6.0 Credits

| | | |
|----------|-----------------------------------|-----|
| ANIM 248 | Advanced Lighting | 3.0 |
| ANIM 315 | Character Animation II | 3.0 |
| ANIM 321 | Immersive Animation | 3.0 |
| ANIM 388 | Spatial Design Capture | 3.0 |
| ANIM 435 | Technical Direction for Animation | 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 may indicate that this course can fulfill a writing-intensive requirement. For the most up-to-date list of writing-intensive courses being offered, students should check the [Writing Intensive Course List](#) on the [Drexel University Writing Center](#) page. Students scheduling their courses in Banner/DrexelOne can also conduct a search for courses with the attribute "WI" to bring up a list of all writing-intensive courses available that term. e 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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COLLEGES & SCHOOLS MAJORS MINORS GRADUATE PROGRAMS CERTIFICATE PROGRAMS ARCHIVE

Game Art and Production

Bachelor of Science Degree: 185.0 quarter credits

Degree Requirements

Incoming students, 2011/2012

General education requirements

68.0 Credits

| | | |
|----------|--------------------------------|--------------|
| ENGL 101 | Expository Writing and Reading | 3.0 |
| ENGL 102 | Persuasive Writing and Reading | 3.0 |
| ENGL 103 | Analytical Writing and Reading | 3.0 |
| COM 230 | Techniques of Speaking | 3.0 |
| MATH 101 | Analysis I | 4.0 |
| PHYS 121 | Contemporary Physics I | 4.0 |
| PHYS 122 | Contemporary Physics II | 4.0 |
| UNIV 101 | The Drexel Experience | 2.0 |
| | Arts and humanities elective | 3.0 |
| | History (HIST) elective | 3.0 |
| | Literature (ENGL) elective | 3.0 |
| | Social science electives | 9.0 |
| | Free electives | 24.0 credits |

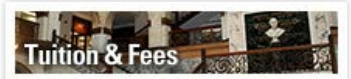
Art and art history Requirements

21.0 Credits

| | | |
|-------------|---|-----|
| 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 |
| VSST 111 | Figure Drawing I | 3.0 |

Media and computer science requirements

18.0 Credits



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| | | |
|----------|-----------------------------|-----|
| CS 171 | Computer Programming I | 3.0 |
| CS 172 | Computer Programming II | 3.0 |
| FMVD 110 | Basic Shooting and Lighting | 3.0 |
| FMVD 206 | Audio Production and Post | 3.0 |
| VSCM 240 | Typography I | 3.0 |
| SCRP 270 | Screenwriting I | 3.0 |

Digital media core requirements **51.0 Credits**

| | | |
|-------------|--|-----|
| ANIM 141 | Computer Graphic Imagery | 3.0 |
| ANIM 211 | Computer Animation I | 3.0 |
| DIGM 100 | Digital Design Tools | 3.0 |
| DIGM 105 | Overview of Digital Media | 3.0 |
| DIGM 110 | Digital Spatial Visualization | 3.0 |
| DIGM 223 | Creative Concept Development | 3.0 |
| DIGM 250 | Professional Practices | 3.0 |
| DIGM 252 | Multimedia Timeline Design | 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 |
| GMAP 260 | Overview of Computer Gaming | 3.0 |
| WBDV 240 | Web Authoring I | 3.0 |
| WBDV 241 | Vector Authoring II | 3.0 |

Gaming requirements **21.0 Credits**

| | | |
|----------|-------------------------------|-----|
| ANIM 212 | Computer Animation II | 3.0 |
| ANIM 215 | History of Animation | 3.0 |
| ANIM 388 | Spatial Data Capture | 3.0 |
| GMAP 345 | Game Development Foundations | 3.0 |
| GMAP 377 | Game Development: Workshop I | 3.0 |
| GMAP 378 | Game Development: Workshop II | 3.0 |
| GMAP 421 | Advanced Game Art Production | 3.0 |

Gaming electives (Students choose 2 of the following 5 courses): **6.0 Credits**

| | | |
|--------------------------|------------------------------------|-----|
| GMAP 347 | Serious Games | 3.0 |
| GMAP 348 | Experimental Games | 3.0 |
| GMAP 367 | Character Animation for Gaming | 3.0 |
| GMAP 368 | Artificial Intelligence for Gaming | 3.0 |
| GMAP 369 | Mobile Game Development | 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 may indicate that this course can fulfill a writing-intensive requirement. For the most up-to-date list of writing-intensive courses being offered, students should check the [Writing Intensive Course List](#) on the [Drexel University Writing Center](#) page. Students scheduling their courses in Banner/DrexelOne can also conduct a search for courses with the attribute "WI" to bring up a list of all writing-intensive courses available that term.



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COLLEGES & SCHOOLS MAJORS MINORS GRADUATE PROGRAMS CERTIFICATE PROGRAMS ARCHIVE

Web Development & Interaction Design

Bachelor of Science Degree: 185.0 credits

Degree Requirements

Incoming students, 2011/2012

General education requirements

68.0 Credits

| | | |
|----------|--------------------------------|--------------|
| ENGL 101 | Expository Writing and Reading | 3.0 |
| ENGL 102 | Persuasive Writing and Reading | 3.0 |
| ENGL 103 | Analytical Writing and Reading | 3.0 |
| COM 230 | Techniques of Speaking | 3.0 |
| MATH 101 | Analysis I | 4.0 |
| PHYS 121 | Contemporary Physics I | 4.0 |
| PHYS 122 | Contemporary Physics II | 4.0 |
| UNIV 101 | The Drexel Experience | 2.0 |
| | Arts and humanities elective | 3.0 |
| | History (HIST) elective | 3.0 |
| | Literature (ENGL) elective | 3.0 |
| | Social science electives | 9.0 |
| | Free electives | 24.0 credits |

Art and art history requirements

18.0 Credits

| | | |
|-------------|---|-----|
| 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 |

Media and information science requirements

24.0 Credits

| | | |
|----------|----------------------------|-----|
| DIGM 220 | Digital Still Imaging I | 3.0 |
| INFO 151 | Web Systems and Services I | 3.0 |



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| | | |
|----------|-----------------------------|-----|
| INFO 152 | Web Systems and Services II | 3.0 |
| FMVD 110 | Basic Shooting and Lighting | 3.0 |
| FMVD 206 | Audio Production and Post | 3.0 |
| WMGD 220 | Web Graphics I | 4.0 |
| VSCM 240 | Typography I | 3.0 |
| VSCM 247 | On Screen Typography | 3.0 |

Digital media core requirements **51.0 Credits**

| | | |
|-------------|--|-----|
| ANIM 141 | Computer Graphic Imagery | 3.0 |
| ANIM 211 | Computer Animation I | 3.0 |
| DIGM 100 | Digital Design Tools | 3.0 |
| DIGM 105 | Overview of Digital Media | 3.0 |
| DIGM 110 | Digital Spatial Visualization | 3.0 |
| DIGM 223 | Creative Concept Development | 3.0 |
| DIGM 250 | Professional Practices | 3.0 |
| DIGM 252 | Multimedia Timeline Design | 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 |
| GMAP 260 | Overview of Computer Gaming | 3.0 |
| WBDV 240 | Web Authoring I | 3.0 |
| WBDV 241 | Vector Authoring I | 3.0 |

Web development requirements **18.0 Credits**

| | | |
|----------|--------------------------------|-----|
| WBDV 216 | History of Web Development | 3.0 |
| WBDV 242 | Vector Authoring II | 3.0 |
| WBDV 243 | Web Authoring II | 3.0 |
| WBDV 265 | Game Development: Scripting | 3.0 |
| WBDV 370 | Mobile Interactive Development | 3.0 |
| WBDV 448 | Web Development: Workshop I | 3.0 |

Web development electives (Students choose 2 of the following 5 courses): **6.0 Credits**

| | | |
|----------|----------------------------|-----|
| WBDV 332 | Rich Internet Applications | 3.0 |
|----------|----------------------------|-----|

| | | |
|--------------------------|---------------------------------------|-----|
| WBDV 445 | Advanced Hybrid Interactive Authoring | 3.0 |
| WBDV 447 | Vector Authoring II | 3.0 |
| WBDV 449 | Web Development: Workshop II | 3.0 |
| WBDV 452 | Web Information Database Applications | 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 may indicate that this course can fulfill a writing-intensive requirement. For the most up-to-date list of writing-intensive courses being offered, students should check the [Writing Intensive Course List](#) on the [Drexel University Writing Center](#) page. Students scheduling their courses in Banner/DrexelOne can also conduct a search for courses with the attribute "WI" to bring up a list of all writing-intensive courses available that term.



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COLLEGES & SCHOOLS MAJORS MINORS GRADUATE PROGRAMS CERTIFICATE PROGRAMS ARCHIVE

Master of Science in Digital Media

A minimum of 63.0 credits are required for graduation.

Curriculum

Students are required to take a Digital Media History, Theory and Methods course and an advanced seminar for a total of six credits, as well as a minimum of nine courses in advanced modeling animation and interactivity.

During the first year, students also take three New Media Project courses (9 credits); these courses provide opportunities to work on funded and unfunded research and industry projects under the guidance of a graduate faculty member. With faculty approval, students may also work on personally designed projects relevant to problem solving in a student's specific area of interest.

In addition, students are required to take 12 credits (a minimum of four courses) of directed studies in support of developing knowledge in an area—outside of media and design—to which digital media skills may be applied. The set of directed studies will be determined by the students and their graduate advisors. Possible areas for this focus include, but are not limited to, computer science, information science, bio-medical technology, social science, humanities and education.

Thesis Project

During the second year of study, each student develops and produces a Master's thesis project. By the third week of the fall term students submit a proposal to the Digital Media Graduate Committee. Upon approval of the proposal, the student works toward thesis completion, including:

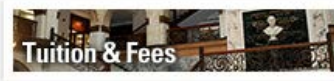
- an oral presentation to the college
- a written statement to the committee
- a copy of the completed media work for the graduate program archive

The thesis project must demonstrate domain knowledge of the agreed upon classes. The media component of the project must demonstrate expertise in 3D modeling/animation and/or interactivity.

Required courses

63.0 Credits

| | | |
|----------|---|-----|
| DIGM 501 | New Media: History, Theory and Methods | 3.0 |
| DIGM 502 | Advanced Seminar in New Media Topics | 3.0 |
| DIGM 512 | Shader Writing and Programming | 3.0 |
| DIGM 515 | Digital Matte Painting/Set Extension | 3.0 |
| DIGM 518 | Particle Systems/AI for Visual Effects | 3.0 |
| DIGM 540 | New Media Project | 9.0 |
| DIGM 560 | Advanced Concepts in Interactive 3D Environments | 3.0 |
| DIGM 605 | Advanced Techniques in Computer Generated Imagery | 3.0 |
| DIGM 616 | Immersive World Building | 3.0 |
| DIGM 641 | Interactive TV DVD-ROM | 3.0 |
| DIGM 670 | Gaming I | 3.0 |
| DIGM 671 | Gaming II | 3.0 |
| DIGM 680 | Thesis Development | 9.0 |



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BS Entertainment and Arts Management/MBA Dual Degree

About the Accelerated Degree Program

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](#)

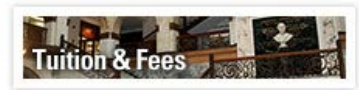
BS /MBA students may be waived from three MBA Enterprise Management courses, assuming a grade of B or better is earned in specified undergraduate courses. Students can review the [Waiver Policies for the Statement of Curriculum Standing](#) on the LeBow College's web site for additional information. Students who complete MIS 200 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.

Students should visit the [Westphal College of Media Arts and Design](#) for more information.



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Drexel University CATALOG 2011-2012

COLLEGES & SCHOOLS MAJORS MINORS GRADUATE PROGRAMS CERTIFICATE PROGRAMS ARCHIVE

Entertainment and Arts Management

Bachelor of Science Degree: 184.0 - 189.0 quarter credits (depending on concentration)

Degree Requirements

Incoming students, 2011/2012

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

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

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

- (A) Visual Arts Management Concentration
- (B) Performing Arts Management
 - (1.) Dance Concentration
 - (2.) Performing Arts Concentration
 - (3.) Theatre Concentration
- (C) Media Management
 - (1.) Digital Media Concentration
 - (2.) Cinema and Television Concentration
- (D) Sports Entertainment Concentration

General Education Requirements **69.0 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 |

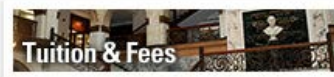
Students select one of the following sequences:

| | | |
|---------|---|-----|
| 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



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| | | |
|-------------------------------|------------------------|-----|
| COM 230 | Techniques of Speaking | 3.0 |
| Two Arts/Humanities electives | | 6.0 |

Social Science Requirements

| | | |
|--------------------------------|--|-----|
| Three Social Science electives | | 9.0 |
|--------------------------------|--|-----|

University Seminar Requirements

| | | |
|----------------|-----------------------|-------------|
| UNIV 101 | The Drexel Experience | 2.0 |
| Co-op 101 | | 0.0 |
| Free electives | | 21.0 - 26.0 |

*Minimum number of free electives depends on chosen concentration.

**Entertainment and Arts Management
Core Requirements** **60.0 Credits**

| | | |
|-------------|--|-----|
| ACCT 115 | Financial Accounting Foundations | 4.0 |
| BLAW 201 | Business Law I | 4.0 |
| DSMR 100 | Computer Imaging for D & M | 3.0 |
| 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 | 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 | Consumer Behavior | 4.0 |

Students select two of the following courses*:

| | | |
|----------|------------------------------|-----|
| ECON 202 | Principles of Macroeconomics | 4.0 |
| FIN 301 | Introduction to Finance | 4.0 |

| | | |
|----------|--------------------------------|-----|
| MIS 200 | Management Information Systems | 4.0 |
| OPM 200 | Operations Management | 4.0 |
| STAT 201 | Statistics I | 4.0 |
| STAT 202 | Statistics II | 4.0 |

*BS/MBA students should take STAT 201 and FIN 301. Students who take STAT 201 and FIN 301 should not take BUSN 301.

**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 students select 24 additional credits from the following:

| | | |
|-------------|--|-----|
| ARTH 300 WI | History of Modern Design | 3.0 |
| INTR 200 | History of Modern Architecture & Interiors | 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 Requirements

1. Dance Concentration Requirements 60.0 Credits

| | | |
|--|--|-----|
| DANC 140 | Ballet Technique I | 2.0 |
| DANC 150 | Modern Dance Technique | 2.0 |
| DANC 160 | Jazz Dance Technique I | 2.0 |
| or | | |
| DANC 170 | Hip-Hop Technique I | |
| DANC 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 313 | Volunteer & Board Management | 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 Concentration Requirements 60.0 Credits

| | | |
|-------------|-----------------------------------|-----|
| 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 |
| | Fund Development and Board and | |

| | | |
|--|---|-----|
| EAM 312 | Volunteer Relations | 3.0 |
| EAM 313 | Volunteer & Board Management | 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 |
| Six terms of Performing Arts ensembles | | 3.0 |

3. Theatre Concentration Requirements **57.0 Credits**

| | | |
|-------------|--|-----|
| EAM 270 | Audience Development for the Arts | 3.0 |
| EAM 312 | Fund Development and Board and Volunteer Relations | 3.0 |
| EAM 313 | Volunteer & Board Management | 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 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 (THTR 130, THTR 131, THTR 132) | 4.0 |

C. Media Management Concentrations

1. Digital Media Concentration Requirements 55.0 Credits

| | | |
|------------|---|-----|
| ANIM 141 | Computer Graphic Imagery | 3.0 |
| ANIM 211 | Computer Animation I | 3.0 |
| ANIM 212 | Computer Animation II | 3.0 |
| COM 111 | Principles of Communication | 3.0 |
| COM 150 | Mass Media and Society | 3.0 |
| COM 240 | New Technologies in Communication | 3.0 |
| COM 270 WI | Business Communication | 3.0 |
| COM 335 WI | Electronic Publishing | 3.0 |
| DIGM 100 | Digital Design Tools | 3.0 |
| DIGM 110 | Spatial Visualization | 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 |
| WBDV 240 | Web Authoring I | 3.0 |
| WBDV 241 | Vector Authoring I | 3.0 |
| DIGM | One Digital Media (ANIM. GMAP, WBDV) elective | 3.0 |

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

| | | |
|-------------|--|-----|
| ANIM 219 | Digital Compositing | 3.0 |
| DIGM 350 WI | Digital Storytelling and Cultural Production | 3.0 |
| WBDV 242 | Vector Authoring II | 3.0 |
| DIGM 451 WI | Explorations in New Media | 3.0 |

2. Cinema and Television Concentration 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 286 | Producing for Features | 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 |
| TVPR 232 | TV Field: Industrials | 3.0 |

| | | |
|----------|--------------------------|-----|
| TVPR 236 | TV Field: Nonfiction | 3.0 |
| TVPR 240 | Producing for Television | 3.0 |

D. Sports Entertainment Concentration **51.0 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 |
| SMT 101 | Business of Sport | 3.0 |
| SMT 201 | Sports Marketing, Promotion, and Public Relations | 3.0 |
| SMT 205 | Sports Information | 3.0 |
| SMT 215 | Sports Ticket Sales & Operations | 3.0 |
| TVPR 100 | TV Studio: Basic Operations | 3.0 |
| TVPR 240 | Producing for Television | 3.0 |
| TVPR 340 | Remote TV Production | 3.0 |

Sport Entertainment Concentration students also select any three of the following courses for a total of nine (9.0) credits:

| | | |
|---------|---|-----|
| SMT 200 | Introduction to Facility and Event Management | 3.0 |
| SMT 225 | Sports Budgeting | 3.0 |
| SMT 230 | Sports and the Law | 3.0 |
| SMT 240 | Olympic Games | 3.0 |
| SMT 260 | Sports Agents and Labor Relations | 3.0 |
| SMT 305 | Fundraising in Sports | 3.0 |
| SMT 307 | Corporate Sponsorship in Sports | 3.0 |
| SMT 309 | Capital Campaigns in Athletics | 3.0 |
| SMT 310 | Sports Contracts | 3.0 |
| SMT 315 | Sports Publications and Graphics | 3.0 |
| SMT 320 | Economic Aspects of Sports Management | 3.0 |
| SMT 337 | Risk Management for Sports | 3.0 |

| | | |
|----------|---------------------------|-----|
| SMT 345 | Fan Experience Management | 3.0 |
| SMT 347 | Sport Tourism | 3.0 |
| TVPR 200 | TV Studio: Live Directing | 3.0 |
| TVST 260 | History of 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.

A "WI" next to a course in this catalog may indicate that this course can fulfill a writing-intensive requirement. For the most up-to-date list of writing-intensive courses being offered, students should check the [Writing Intensive Course List](#) on the [Drexel University Writing Center](#) page. Students scheduling their courses in Banner/DrexelOne can also conduct a search for courses with the attribute "WI" to bring up a list of all writing-intensive courses available that term.



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COLLEGES & SCHOOLS MAJORS MINORS GRADUATE PROGRAMS CERTIFICATE PROGRAMS ARCHIVE

Master of Business Administration (MBA)

51.0 quarter credits

Incoming students, 2011/2012

The Master of Business Administration (MBA) curriculum remains firmly grounded on the best features of the "traditional" MBA as it has evolved over half a century. Among these features is a broad overview of business, complemented by at least one area of specialization.

Goals of the MBA Program

Drexel University's innovative, high-quality MBA program is recognized for its excellence and for its preparation of students for successful professional careers.

The MBA program is designed to:

- Integrate the foundations of business, problem-solving, and decision-making skills; organization theory; and practical aspects of institutional management
- Prepare students for managerial positions in business and other institutions
- Offer concentrations in various areas of management
- Capitalize on communication skills, people skills, global perspectives, technological competence, pragmatic emphasis, and ethical perspectives

Academic Preparation

All applicants to master's programs in business are expected to hold a four-year baccalaureate degree or its equivalent from an accredited institution. The curriculum assumes that the student has knowledge of calculus. In addition, the curriculum assumes that students have personal access to and working knowledge of personal computers to facilitate their academic work.

Full-time, Part-Time, Online and Accelerated Options

Visit LeBow College's web site for information about additional [MBA options](#).

Curriculum

| Foundation courses | | 6.0 Credits |
|--------------------------|--|--------------|
| BUSN 505 | Financial Performance of the Firm - Accounting | 1.5 |
| BUSN 506 | Financial Performance of the Firm - Finance | 1.5 |
| BUSN 507 | Essentials of Economics I | 1.5 |
| BUSN 508 | Essentials of Economics II | 1.5 |
| Core Curriculum | | 27.0 Credits |
| ACCT 601 | Managerial Accounting | 3.0 |
| ECON 601 | Managerial Economics | 3.0 |
| FIN 601 | Corporate Financial Management | 3.0 |
| MGMT 601 | Managing the Total Enterprise | 3.0 |
| MGMT 602 | Management and Technology Innovation | 3.0 |
| MKTG 601 | Marketing Strategy and Planning | 3.0 |
| ORGB 625 | Leadership and Professional Development | 3.0 |
| POM 601 | Operations Management | 3.0 |



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STAT 601 Business Statistics 3.0

Flexible Core Sequence 6.0 Credits

Students select two courses from the following list of flexible core courses:

Baida Center for Entrepreneurship

| | | |
|----------|---|-----|
| MGMT 650 | Corporate Venturing: Entrepreneurs in Organizations | 3.0 |
| MGMT 652 | New Venture Planning | 3.0 |

Center for Corporate Governance

| | | |
|----------|----------------------------------|-----|
| BLAW 605 | Legal Options in Decision Making | 3.0 |
| FIN 610 | Corporate Governance | 3.0 |

Center for Corporate Reputation Management

| | | |
|----------|---|-----|
| MKTG 654 | Corporate Brand & Reputation Management | 3.0 |
| MKTG 790 | Seminar in Management | 3.0 |

International Business/Studies

| | | |
|----------|-----------------------------------|-----|
| INTB 620 | International Business Management | 3.0 |
| MIS 651 | IS Outsourcing Management | 3.0 |

Sovereign Institute for Strategic Leadership

| | | |
|----------|---------------------------------|-----|
| ORGB 631 | Leading Effective Organizations | 3.0 |
| ORGB 640 | Negotiations for Leaders | 3.0 |

Capstone course 3.0 Credits

| | | |
|----------|----------------------|-----|
| MGMT 780 | Strategic Management | 3.0 |
|----------|----------------------|-----|

Concentrations 9.0 Credits

Students selecting a concentration can choose from the following options:

- Business Analytics
- Finance
- Healthcare
- Marketing
- Entrepreneurship/Innovation Management

Business Analytics Concentration 9.0 Credits

The Business Analytics concentration prepares students to make good business decisions with fact-based analysis and an understanding of business performance from a systems view, using statistical and quantitative analysis of data as well as explanatory and predictive modeling.

Requirements:

| | | |
|----------|---------------------------------------|-----|
| STAT 698 | Special Topics: Business Data Mining* | 3.0 |
|----------|---------------------------------------|-----|

*Prerequisite is STAT 602.

Students are required to take, at a *minimum*, two 3-credit courses from the following:

| | | |
|----------|---|-----|
| ECON 650 | Business Strategy: Game Theory and Applications | 3.0 |
| FIN 642 | Business Conditions and Forecasting | 3.0 |
| MIS 630 | Interact Decision Support Systems* | 3.0 |
| OPR 601 | Managerial Decision Models and Simulation | 3.0 |
| OPR 626 | System Simulation | 3.0 |
| POM 625 | Advanced Supply Chain Management | 3.0 |
| STAT 628 | Regress and Correlation Analysis | 3.0 |
| STAT 634 | Quality and Six-Sigma | 3.0 |
| STAT 636 | Experimental Design | 3.0 |

Finance Concentration **9.0 Credits**

Finance Required Courses

Students are required to take, at a *minimum*, two 3-credit courses from the following:

| | | |
|---------|-------------------------------------|-----|
| FIN 602 | Advanced Financial Management | 3.0 |
| FIN 622 | Financial Institutions and Markets | 3.0 |
| FIN 624 | Risk Management | 3.0 |
| FIN 626 | Investment Management | 3.0 |
| FIN 635 | Entrepreneurial Finance | 3.0 |
| FIN 640 | Mergers and Acquisitions | 3.0 |
| FIN 642 | Business Conditions and Forecasting | 3.0 |
| FIN 648 | International Financial Management | 3.0 |
| FIN 790 | Seminar in Finance | 3.0 |

Finance Electives

Students can take one 3-credit course from the following:

| | | |
|----------|---|------|
| BLAW 620 | Legal Aspects of Employment | 3.0 |
| BLAW 698 | Special Topics in Legal Studies | var. |
| ECON 614 | Macroeconomics | 3.0 |
| ECON 630 | International Economics | 3.0 |
| ECON 650 | Business Strategy: Game Theory and Applications | 3.0 |
| INTB 632 | Economic Analysis of Multinational Corporations | 3.0 |
| MGMT 655 | Knowledge Management in a Global Economy | 3.0 |
| MIS 624 | E-commerce Systems I | 3.0 |
| MIS 630 | Interactive Decision Support Systems | 3.0 |
| MKTG 630 | Global Marketing | 3.0 |
| MKTG 650 | Marketing Management in the New Economy: Cases and Problems | 3.0 |
| OPR 601 | Managerial Decision Models and Simulation | 3.0 |
| POM 620 | Management of Manufacturing Firms | 3.0 |
| POM 624 | Management of Service Firms | 3.0 |
| STAT 634 | Quality & Six-Sigma | 3.0 |

Healthcare Concentration **9.0 Credits**

Students are required to complete all three courses:

| | | |
|----------|---|-----|
| BUSN 651 | Healthcare Business Practice I: Foundations | 3.0 |
| BUSN 652 | Healthcare Business Practice II | 3.0 |
| BUSN 653 | Healthcare Business Practice III: Capstone | 3.0 |

Marketing Concentration**9.0 Credits****Marketing Required Courses**

Students are required to take, at a *minimum*, two 3-credit courses from the following:

| | | |
|----------|---|-----|
| MKTG 622 | Buyer Behavior Theory | 3.0 |
| MKTG 624 | Channels of Distribution Management | 3.0 |
| MKTG 630 | Global Marketing | 3.0 |
| MKTG 634 | Integrated Marketing Communications Management | 3.0 |
| MKTG 636 | Business to Business Marketing | 3.0 |
| MKTG 638 | New Product Planning, Strategy, and Development | 3.0 |
| MKTG 646 | Services Marketing | 3.0 |
| MKTG 650 | Marketing Management in the New Economy: Cases and Problems | 3.0 |
| MKTG 652 | Marketing Information: Management and Research | 3.0 |

Marketing Electives

Students select one course from the following:

| | | |
|----------|---|------|
| BLAW 698 | Special Topics in Legal Studies | var. |
| ECON 614 | Macroeconomics | 3.0 |
| ECON 630 | International Economics | 3.0 |
| FIN 642 | Business Conditions and Forecasting | 3.0 |
| FIN 648 | International Financial Management | 3.0 |
| INTB 632 | Economic Analysis of Multinational Corporations | 3.0 |
| INTB 790 | Seminar in International Business | 3.0 |
| MGMT 655 | Knowledge Management in a Global Economy | 3.0 |
| MIS 624 | E-commerce Systems I | 3.0 |
| MIS 630 | Interactive Decision Support Systems | 3.0 |
| MIS 632 | Database Analysis and Design for Business | 3.0 |
| OPR 601 | Managerial Decision Models and Simulation | 3.0 |
| POM 624 | Management of Service Firms | 3.0 |
| POM 625 | Advanced Supply Chain Management | 3.0 |
| STAT 634 | Quality & Six-Sigma | 3.0 |

Entrepreneurship/Innovation Management Concentration**9.0 Credits****Entrepreneurship/Innovation Management Required Courses**

Students are required to take, at a *minimum*, two 3-credit courses from the following:

| | | |
|----------|---|-----|
| BLAW 620 | Legal Aspects of Employment | 3.0 |
| BLAW 646 | Legal Issues in New Ventures | 3.0 |
| FIN 635 | Entrepreneurial Finance | 3.0 |
| MGMT 640 | Strategic Human Resource Management | 3.0 |
| MGMT 655 | Knowledge Management in a Global Economy | 3.0 |
| MIS 624 | E-commerce Systems I | 3.0 |
| MIS 630 | Interactive Decision Support Systems | 3.0 |
| MIS 632 | Database Analysis and Design for Business | 3.0 |
| MKTG 638 | New Product Planning, Strategy, and Development | 3.0 |

Entrepreneurship/Innovation Management Electives

Students select one 3-credit course from the following:

| | | |
|----------|---|-----|
| ECON 614 | Macroeconomics | 3.0 |
| ECON 630 | International Economics | 3.0 |
| ECON 650 | Business Strategy: Game Theory and Applications | 3.0 |
| FIN 602 | Advanced Financial Management | 3.0 |
| FIN 624 | Risk Management | 3.0 |
| FIN 640 | Mergers and Acquisitions | 3.0 |
| FIN 642 | Business Conditions and Forecasting | 3.0 |
| FIN 648 | International Financial Management | 3.0 |
| FIN 649 | Comparative Financial Analysis | 3.0 |
| INTB 632 | Economic Analysis of Multinational Corporations | 3.0 |
| INTB 790 | Seminar in International Business | 3.0 |
| MGMT 655 | Knowledge Management in a Global Economy | 3.0 |
| MKTG 622 | Buyer Behavior Theory | 3.0 |
| MKTG 624 | Channels of Distribution Management | 3.0 |
| MKTG 630 | Global Marketing | 3.0 |
| MKTG 634 | Integrated Marketing Communication Management | 3.0 |
| MKTG 646 | Services Marketing | 3.0 |
| MKTG 650 | Marketing Management: Cases and Problems | 3.0 |
| ORGB 640 | Negotiations for Leaders | 3.0 |
| OPR 601 | Managerial Decision Models and Simulation | 3.0 |
| POM 620 | Management of Manufacturing Firms | 3.0 |
| POM 624 | Management of Service Firms | 3.0 |
| POM 625 | Advanced Supply Chain Management | 3.0 |
| STAT 634 | Quality & Six-Sigma | 3.0 |



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COLLEGES & SCHOOLS MAJORS MINORS GRADUATE PROGRAMS CERTIFICATE PROGRAMS ARCHIVE

BS in Interior Design/MS in Interior Architecture + Design

About the Accelerated Degree Program

Qualified students in Interior Design have the option of continuing on into the graduate Interior Architecture + 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.

[BS in Interior Design](#)

[MS in Interior Architecture + Design](#)

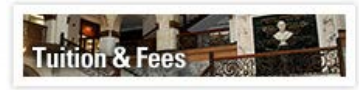
Additional requirements for **acceptance into** the Dual Degree Program:

- Overall GPA of undergraduate coursework – 3.2 minimum
- Overall GPA of interior design studio coursework – 3.5 minimum
- Portfolio Review – interior studio work and foundation visual work
- Essay – address reason for application, attitude towards profession, professional goals and leadership qualities you possess
- Two letters of recommendation speaking to your work ethic and leadership skills.

Evaluation Process

There will be a committee of interiors faculty that reviews the applications and discusses the merits of the student to undergo the intensity and rigor of the final two years of the program. The Committee will consist of no less than three members – Director of the Interiors programs, Associate Director BS Interior Design program and the Associate Director MS Interior Architecture + Design program.

Students should visit the [Westphal College of Media Arts and Design](#) for more information.



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Interior Design

Bachelor of Science Degree: 189.0 credits

Degree Requirements

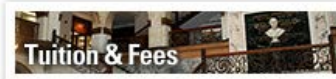
Incoming students, 2011/2012

| 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 101 | Introduction to Analysis I | 4.0 |
| PHYS 103 | General Physics I | 4.0 |
| SOC 101 | Introduction to Sociology | 3.0 |
| UNIV 101 | The Drexel Experience | 2.0 |
| Arts and humanities electives | | 9.0 |
| Natural science elective | | 4.0 |
| Social science electives | | 6.0 |
| Free electives* | | 24.0 |

Visual studies requirements

40.0 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 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 |



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Interior design requirements

84.0 Credits

| | | |
|-------------|--|-----|
| INTR 160 | Visualization I: Computer Imaging | 3.0 |
| INTR 200 | History of Modern Architecture & Interiors | 3.0 |
| INTR 211 | Textiles for Interiors | 3.0 |
| INTR 220 | Visualization II: Orthographic | 3.0 |
| INTR 225 | Environmental Design Theory | 3.0 |
| INTR 231 | Structure | 4.0 |
| INTR 232 | Interior Studio I | 4.0 |
| INTR 233 | Interior Studio II | 4.0 |
| INTR 241 | Visualization III: Digital | 3.0 |
| INTR 245 | Visualization IV: 3D Modeling | 3.0 |
| INTR 250 | Interior Materials | 3.0 |
| INTR 300 | Visual Culture: Interiors | 3.0 |
| INTR 305 WI | Visual Culture: Furniture | 3.0 |
| INTR 331 | Residential Design Studio | 4.0 |
| INTR 341 | Visualization V: Methods | 3.0 |
| INTR 350 | Interior Detailing | 3.0 |
| INTR 351 | Interior Lighting | 3.0 |
| INTR 430 | Commercial Design Studio | 4.0 |
| INTR 442 | Hospitality Design 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 |
| INTR 491 | Senior Project I | 3.0 |
| INTR 492 | Senior Project II | 3.0 |
| INTR 493 | Senior Project III | 3.0 |
| | Interior Design (INTR) elective | 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 may indicate that this course can fulfill a writing-intensive requirement. For the most up-to-date list of writing-intensive courses being offered, students should check the [Writing Intensive Course List](#) on the [Drexel University Writing Center](#) page. Students scheduling their courses in Banner/DrexelOne can also conduct a search for courses with the attribute "WI" to bring up a list of all writing-intensive courses available that term.

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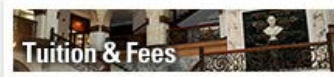
Master of Science in Interior Architecture + Design

63.0 quarter credits

Curriculum

The full-time graduate coursework combines seven terms of faculty-directed coursework in interior design, including a student-initiated thesis. The 63 credits that make up the graduate requirement include a visual studies sequence as well as elective coursework in the following areas: interior design seminars on specific topics; advanced studies in art, art history, and interior design; and independent studies. This allows individual flexibility in curriculum design.

| Required courses | | Credits |
|--------------------------|-------------------------|---------|
| Studios | | |
| INTR 722 | Graduate Studio A | 4.0 |
| INTR 723 | Studio A Seminar | 2.0 |
| INTR 732 | Graduate Studio B | 4.0 |
| INTR 733 | Studio B Seminar | 2.0 |
| INTR 742 | Graduate Studio C | 4.0 |
| INTR 743 | Studio C Seminar | 2.0 |
| INTR 752 | Graduate Studio D | 4.0 |
| INTR 753 | Studio D Seminar | 2.0 |
| INTR 762 | Graduate Studio E | 4.0 |
| INTR 763 | Studio E Seminar | 2.0 |
| Visual Studies | | |
| VSST 501 | Contemporary Art Issues | 3.0 |
| VSST 502 | Space/Time I | 3.0 |
| VSST 503 | Space/Time II | 3.0 |
| IAD Seminars | | |
| | Electives | 12.0 |
| Thesis | | |
| INTR 894 | Thesis Programming | 3.0 |
| INTR 895 | Thesis Seminar I | 1.5 |
| INTR 896 | Thesis Seminar II | 1.5 |
| INTR 897 | Thesis—Development | 3.0 |



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| | | |
|----------|----------------------|-----|
| INTR 898 | Thesis—Documentation | 3.0 |
|----------|----------------------|-----|

Comprehensive Exam

| | |
|----------|---------------------|
| INTR 899 | Comprehensive Exam* |
|----------|---------------------|

| |
|------------------|
| Graduate Review* |
|------------------|

***INTR 899 consists of two components: a series of sketch problems and design competitions that must be completed during the two + graduate years and a faculty review of a portfolio presentation of a body of student-selected work.**



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COLLEGES & SCHOOLS MAJORS MINORS GRADUATE PROGRAMS CERTIFICATE PROGRAMS ARCHIVE

BS Music Industry/MBA

Undergraduate concentration in Business Law

About the Accelerated Degree Program

The BS in Music Industry/MBA offers students a program that combines an undergraduate degree in music theory and technology with an MBA degree awarded by the Drexel LeBow College of Business. 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 offered to qualified students who apply for this option with their initial application. All students who apply for this option must take the GMAT entrance exam.

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](#)

[MBA](#)

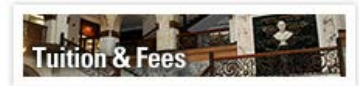
BS /MBA students may be waived from two MBA Enterprise Management courses, assuming a grade of B or better is earned in specified undergraduate courses. Students can review the [Waiver Policies for the Statement of Curriculum Standing](#) on the LeBow College's website for additional information.

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.

Students should visit the [Westphal College of Media Arts and Design](#) for more information.



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Recommended Plan Of Study

BS Music Industry: Business Concentration
 4 YR UG Co-op Concentration /Music Industry Business

| 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 |
| Term Credits | 15.0 |

| 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 |
| MIP 233 Computer & Digital Applications II | 3.0 |
| MUSC 122 Music Theory II | 3.0 |
| UNIV 101 The Drexel Experience | 1.0 |
| Term Credits | 17.0 |

| Term 3 | Credits |
|--|-------------|
| ACCT 115 Financial Accounting Foundations | 4.0 |
| ENGL 103 Analytical Writing and Reading | 3.0 |
| MIP 239 Survey of Modern Production Techniques | 2.0 |
| MIP 262 Trademarks and Patents in the Music Industry | 3.0 |
| MUSC 125 Ear Training I | 1.0 |
| MUSC 229 Modern Arranging Techniques | 3.0 |
| Term Credits | 16.0 |

| 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 |
| MUSC 231 Music History I | 3.0 |
| Natural science elective | 4.0 |
| Term Credits | 17.0 |

| Term 5 | Credits |
|---|-------------|
| ECON 201 Principles of Microeconomics | 4.0 |
| MATH 102 Introduction to Analysis II | 4.0 |
| MIP 361 The Publishing Industry | 3.0 |
| MUSC 232 Music History II | 3.0 |
| Free elective | 3.0 |
| Term Credits | 17.0 |

| Term 6 | Credits |
|--|-------------|
| BLAW 201 Business Law I | 4.0 |
| MIP 272 The Recording Industry II | 3.0 |
| MUSC 323 Songwriting | 3.0 |
| STAT 201 Introduction to Business Statistics | 4.0 |
| Free elective | 3.0 |
| Term Credits | 17.0 |

| Term 7 | Credits |
|---|-------------|
| ECON 202 Principles of Macroeconomics | 4.0 |
| FIN 301 Introduction to Finance | 4.0 |
| MIP 375 Marketing and Promo in Music Industry | 3.0 |
| MIP 444 MAD Dragon Records | 3.0 |
| or | |
| MIP 377 Bantic Media | 3.0 |
| Free elective | 3.0 |
| Term Credits | 17.0 |

| Term 8 | Credits |
|--|-------------|
| MIP 374 Entrepreneurship in the Music Industry | 3.0 |
| MIP 468 Music Industry E-Commerce | 3.0 |
| MKTG 301 Introduction to Marketing Management | 4.0 |
| MIP 377 Bantic Media | 3.0 |
| or | |
| MIP 444 MAD Dragon Records | 3.0 |
| MIP 331 Music Venues and Concerts | 3.0 |
| or | |
| MIP 341 Touring and Booking | 3.0 |
| Term Credits | 16.0 |

| Term 9 | Credits |
|--|-------------|
| COM 230 Techniques of Speaking | 3.0 |
| MIP 343 MADKo Concert Promotions | 3.0 |
| or | |
| MIP 441 DraKo Booking | 3.0 |
| or | |
| MIP 445 MAD Dragon Publishing | 3.0 |
| MIP 377 Bantic Media | 3.0 |
| or | |
| MIP 444 MAD Dragon Records | 3.0 |
| Arts and Humanities elective | 3.0 |
| Free elective | 3.0 |
| Term Credits | 15.0 |

| Term 10 | Credits |
|--|-------------|
| MIP 467 Artist Representation | 3.0 |
| MIP 491 Senior Project in Music Industry | 1.0 |
| MUSC 331 World Musics | 3.0 |
| MIP 343 MADKo Concert Promotions | 3.0 |
| or | |
| MIP 441 DraKo Booking | 3.0 |
| or | |
| MIP 445 MAD Dragon Publishing | 3.0 |
| MIP 377 Bantic Media | 3.0 |
| or | |
| MIP 444 MAD Dragon Records | 3.0 |
| Arts and Humanities elective | 3.0 |
| Term Credits | 16.0 |

| Term 11 | | Credits |
|-------------------------|----------------------------------|-------------|
| MIP 491 | Senior Project in Music Industry | 1.0 |
| MIP 343 | MADKo Concert Promotions | 3.0 |
| or | | |
| MIP 445 | MAD Dragon Publishing | 3.0 |
| or | | |
| MIP 441 | DraKo Booking | 3.0 |
| | Arts and Humanities elective | 3.0 |
| | Social science elective | 3.0 |
| | Free elective | 3.0 |
| Term Credits | | 13.0 |
| Term 12 | | Credits |
| MIP 491 | Senior Project in Music Industry | 1.0 |
| | Social science elective | 3.0 |
| | Free electives | 9.0 |
| Term Credits | | 13.0 |
| Total Credits (minimum) | | 189.0 |

Last Updated: May 31, 04:06 pm

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Master of Business Administration (MBA)

51.0 quarter credits

Incoming students, 2011/2012

The Master of Business Administration (MBA) curriculum remains firmly grounded on the best features of the "traditional" MBA as it has evolved over half a century. Among these features is a broad overview of business, complemented by at least one area of specialization.

Goals of the MBA Program

Drexel University's innovative, high-quality MBA program is recognized for its excellence and for its preparation of students for successful professional careers.

The MBA program is designed to:

- Integrate the foundations of business, problem-solving, and decision-making skills; organization theory; and practical aspects of institutional management
- Prepare students for managerial positions in business and other institutions
- Offer concentrations in various areas of management
- Capitalize on communication skills, people skills, global perspectives, technological competence, pragmatic emphasis, and ethical perspectives

Academic Preparation

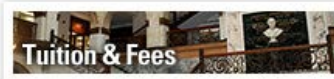
All applicants to master's programs in business are expected to hold a four-year baccalaureate degree or its equivalent from an accredited institution. The curriculum assumes that the student has knowledge of calculus. In addition, the curriculum assumes that students have personal access to and working knowledge of personal computers to facilitate their academic work.

Full-time, Part-Time, Online and Accelerated Options

Visit LeBow College's web site for information about additional [MBA options](#).

Curriculum

| Foundation courses | | 6.0 Credits |
|--------------------------|--|--------------|
| BUSN 505 | Financial Performance of the Firm - Accounting | 1.5 |
| BUSN 506 | Financial Performance of the Firm - Finance | 1.5 |
| BUSN 507 | Essentials of Economics I | 1.5 |
| BUSN 508 | Essentials of Economics II | 1.5 |
| Core Curriculum | | 27.0 Credits |
| ACCT 601 | Managerial Accounting | 3.0 |
| ECON 601 | Managerial Economics | 3.0 |
| FIN 601 | Corporate Financial Management | 3.0 |
| MGMT 601 | Managing the Total Enterprise | 3.0 |
| MGMT 602 | Management and Technology Innovation | 3.0 |
| MKTG 601 | Marketing Strategy and Planning | 3.0 |
| ORGB 625 | Leadership and Professional Development | 3.0 |
| POM 601 | Operations Management | 3.0 |



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STAT 601 Business Statistics 3.0

Flexible Core Sequence 6.0 Credits

Students select two courses from the following list of flexible core courses:

Baida Center for Entrepreneurship

| | | |
|----------|---|-----|
| MGMT 650 | Corporate Venturing: Entrepreneurs in Organizations | 3.0 |
| MGMT 652 | New Venture Planning | 3.0 |

Center for Corporate Governance

| | | |
|----------|----------------------------------|-----|
| BLAW 605 | Legal Options in Decision Making | 3.0 |
| FIN 610 | Corporate Governance | 3.0 |

Center for Corporate Reputation Management

| | | |
|----------|---|-----|
| MKTG 654 | Corporate Brand & Reputation Management | 3.0 |
| MKTG 790 | Seminar in Management | 3.0 |

International Business/Studies

| | | |
|----------|-----------------------------------|-----|
| INTB 620 | International Business Management | 3.0 |
| MIS 651 | IS Outsourcing Management | 3.0 |

Sovereign Institute for Strategic Leadership

| | | |
|----------|---------------------------------|-----|
| ORGB 631 | Leading Effective Organizations | 3.0 |
| ORGB 640 | Negotiations for Leaders | 3.0 |

Capstone course 3.0 Credits

| | | |
|----------|----------------------|-----|
| MGMT 780 | Strategic Management | 3.0 |
|----------|----------------------|-----|

Concentrations 9.0 Credits

Students selecting a concentration can choose from the following options:

- Business Analytics
- Finance
- Healthcare
- Marketing
- Entrepreneurship/Innovation Management

Business Analytics Concentration 9.0 Credits

The Business Analytics concentration prepares students to make good business decisions with fact-based analysis and an understanding of business performance from a systems view, using statistical and quantitative analysis of data as well as explanatory and predictive modeling.

Requirements:

| | | |
|----------|---------------------------------------|-----|
| STAT 698 | Special Topics: Business Data Mining* | 3.0 |
|----------|---------------------------------------|-----|

*Prerequisite is STAT 602.

Students are required to take, at a *minimum*, two 3-credit courses from the following:

| | | |
|----------|---|-----|
| ECON 650 | Business Strategy: Game Theory and Applications | 3.0 |
| FIN 642 | Business Conditions and Forecasting | 3.0 |
| MIS 630 | Interact Decision Support Systems* | 3.0 |
| OPR 601 | Managerial Decision Models and Simulation | 3.0 |
| OPR 626 | System Simulation | 3.0 |
| POM 625 | Advanced Supply Chain Management | 3.0 |
| STAT 628 | Regress and Correlation Analysis | 3.0 |
| STAT 634 | Quality and Six-Sigma | 3.0 |
| STAT 636 | Experimental Design | 3.0 |

Finance Concentration 9.0 Credits

Finance Required Courses

Students are required to take, at a *minimum*, two 3-credit courses from the following:

| | | |
|---------|-------------------------------------|-----|
| FIN 602 | Advanced Financial Management | 3.0 |
| FIN 622 | Financial Institutions and Markets | 3.0 |
| FIN 624 | Risk Management | 3.0 |
| FIN 626 | Investment Management | 3.0 |
| FIN 635 | Entrepreneurial Finance | 3.0 |
| FIN 640 | Mergers and Acquisitions | 3.0 |
| FIN 642 | Business Conditions and Forecasting | 3.0 |
| FIN 648 | International Financial Management | 3.0 |
| FIN 790 | Seminar in Finance | 3.0 |

Finance Electives

Students can take one 3-credit course from the following:

| | | |
|----------|---|------|
| BLAW 620 | Legal Aspects of Employment | 3.0 |
| BLAW 698 | Special Topics in Legal Studies | var. |
| ECON 614 | Macroeconomics | 3.0 |
| ECON 630 | International Economics | 3.0 |
| ECON 650 | Business Strategy: Game Theory and Applications | 3.0 |
| INTB 632 | Economic Analysis of Multinational Corporations | 3.0 |
| MGMT 655 | Knowledge Management in a Global Economy | 3.0 |
| MIS 624 | E-commerce Systems I | 3.0 |
| MIS 630 | Interactive Decision Support Systems | 3.0 |
| MKTG 630 | Global Marketing | 3.0 |
| MKTG 650 | Marketing Management in the New Economy: Cases and Problems | 3.0 |
| OPR 601 | Managerial Decision Models and Simulation | 3.0 |
| POM 620 | Management of Manufacturing Firms | 3.0 |
| POM 624 | Management of Service Firms | 3.0 |
| STAT 634 | Quality & Six-Sigma | 3.0 |

Healthcare Concentration 9.0 Credits

Students are required to complete all three courses:

| | | |
|----------|---|-----|
| BUSN 651 | Healthcare Business Practice I: Foundations | 3.0 |
| BUSN 652 | Healthcare Business Practice II | 3.0 |
| BUSN 653 | Healthcare Business Practice III: Capstone | 3.0 |

Marketing Concentration**9.0 Credits****Marketing Required Courses**

Students are required to take, at a *minimum*, two 3-credit courses from the following:

| | | |
|----------|---|-----|
| MKTG 622 | Buyer Behavior Theory | 3.0 |
| MKTG 624 | Channels of Distribution Management | 3.0 |
| MKTG 630 | Global Marketing | 3.0 |
| MKTG 634 | Integrated Marketing Communications Management | 3.0 |
| MKTG 636 | Business to Business Marketing | 3.0 |
| MKTG 638 | New Product Planning, Strategy, and Development | 3.0 |
| MKTG 646 | Services Marketing | 3.0 |
| MKTG 650 | Marketing Management in the New Economy: Cases and Problems | 3.0 |
| MKTG 652 | Marketing Information: Management and Research | 3.0 |

Marketing Electives

Students select one course from the following:

| | | |
|----------|---|------|
| BLAW 698 | Special Topics in Legal Studies | var. |
| ECON 614 | Macroeconomics | 3.0 |
| ECON 630 | International Economics | 3.0 |
| FIN 642 | Business Conditions and Forecasting | 3.0 |
| FIN 648 | International Financial Management | 3.0 |
| INTB 632 | Economic Analysis of Multinational Corporations | 3.0 |
| INTB 790 | Seminar in International Business | 3.0 |
| MGMT 655 | Knowledge Management in a Global Economy | 3.0 |
| MIS 624 | E-commerce Systems I | 3.0 |
| MIS 630 | Interactive Decision Support Systems | 3.0 |
| MIS 632 | Database Analysis and Design for Business | 3.0 |
| OPR 601 | Managerial Decision Models and Simulation | 3.0 |
| POM 624 | Management of Service Firms | 3.0 |
| POM 625 | Advanced Supply Chain Management | 3.0 |
| STAT 634 | Quality & Six-Sigma | 3.0 |

Entrepreneurship/Innovation Management Concentration**9.0 Credits****Entrepreneurship/Innovation Management Required Courses**

Students are required to take, at a *minimum*, two 3-credit courses from the following:

| | | |
|----------|---|-----|
| BLAW 620 | Legal Aspects of Employment | 3.0 |
| BLAW 646 | Legal Issues in New Ventures | 3.0 |
| FIN 635 | Entrepreneurial Finance | 3.0 |
| MGMT 640 | Strategic Human Resource Management | 3.0 |
| MGMT 655 | Knowledge Management in a Global Economy | 3.0 |
| MIS 624 | E-commerce Systems I | 3.0 |
| MIS 630 | Interactive Decision Support Systems | 3.0 |
| MIS 632 | Database Analysis and Design for Business | 3.0 |
| MKTG 638 | New Product Planning, Strategy, and Development | 3.0 |

Entrepreneurship/Innovation Management Electives

Students select one 3-credit course from the following:

| | | |
|----------|---|-----|
| ECON 614 | Macroeconomics | 3.0 |
| ECON 630 | International Economics | 3.0 |
| ECON 650 | Business Strategy: Game Theory and Applications | 3.0 |
| FIN 602 | Advanced Financial Management | 3.0 |
| FIN 624 | Risk Management | 3.0 |
| FIN 640 | Mergers and Acquisitions | 3.0 |
| FIN 642 | Business Conditions and Forecasting | 3.0 |
| FIN 648 | International Financial Management | 3.0 |
| FIN 649 | Comparative Financial Analysis | 3.0 |
| INTB 632 | Economic Analysis of Multinational Corporations | 3.0 |
| INTB 790 | Seminar in International Business | 3.0 |
| MGMT 655 | Knowledge Management in a Global Economy | 3.0 |
| MKTG 622 | Buyer Behavior Theory | 3.0 |
| MKTG 624 | Channels of Distribution Management | 3.0 |
| MKTG 630 | Global Marketing | 3.0 |
| MKTG 634 | Integrated Marketing Communication Management | 3.0 |
| MKTG 646 | Services Marketing | 3.0 |
| MKTG 650 | Marketing Management: Cases and Problems | 3.0 |
| ORGB 640 | Negotiations for Leaders | 3.0 |
| OPR 601 | Managerial Decision Models and Simulation | 3.0 |
| POM 620 | Management of Manufacturing Firms | 3.0 |
| POM 624 | Management of Service Firms | 3.0 |
| POM 625 | Advanced Supply Chain Management | 3.0 |
| STAT 634 | Quality & Six-Sigma | 3.0 |



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COLLEGES & SCHOOLS MAJORS MINORS GRADUATE PROGRAMS CERTIFICATE PROGRAMS ARCHIVE

Minor in Architecture

27.0 quarter credits

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.



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Minor in Art History

24.0 quarter credits

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

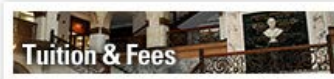
| | | |
|----------|--|-----|
| ARTH 101 | History of Art I: Ancient to Medieval | 3.0 |
| ARTH 102 | History of Art II: Renaissance to 18th Century | 3.0 |
| ARTH 103 | History of Art III: Early to Late Modern Art | 3.0 |

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



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| | | |
|-------------|---|-----|
| ARCH 141 | Architecture and Society I | 3.0 |
| ARCH 142 WI | Architecture and Society II | 3.0 |
| ARCH 143 WI | Architecture and Society III | 3.0 |
| ARCH 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 | Visual Culture: Interiors | 3.0 |
| INTR 305 WI | Visual Culture: Furniture | 3.0 |

History of Graphic Design

| | | |
|-------------|---|-----|
| VSCM 350 WI | Graphic Design: 20th Century and Beyond | 3.0 |
|-------------|---|-----|

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 fulfill requirements for the Art History minor. However, any course which is not explicitly on this list must be approved by program coordinator.



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Minor in Dance

24.0 quarter credits

The minor in dance offers students an opportunity to explore dance in the studio through technique classes, and in the classroom through academic classes in dance. Participation in the dance ensemble class (DANC 131) is required, although performance with the ensemble is not. There is no audition for the dance minor program.

Required courses

| | | |
|-------------|--|-----|
| DANC 140 | Ballet Technique I | 2.0 |
| DANC 150 | Modern Dance Technique I | 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) | 3.0 |
| | Dance practicum (6 terms from DANC 131-DANC 133) | 0.0 |



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Minor in Digital Media - 3D and Animation

24.0 quarter credits

Students enrolled in the Digital Media - Animation Minor are required to choose an area of concentration. In addition to the three concentrations listed below, students have the option to elect to design their own 12.0 credit concentration from the concentration courses listed below (as long as all prerequisites are satisfied).

| Required courses | | 12.0 Credits |
|--------------------------|-------------------------------|--------------|
| DIGM 110 | Digital Spatial Visualization | 3.0 |
| ANIM 141 | Computer Graphic Imagery | 3.0 |
| ANIM 211 | Computer Animation I | 3.0 |
| ANIM 212 | Computer Animation II | 3.0 |

Concentration courses (Students select 1 of the 3 following concentrations): **12.0 Credits**

Advanced 3D Modeling and Animation Concentration

| | | |
|--------------------------|------------------------|-----|
| ANIM 215 | History of Animation | 3.0 |
| ANIM 219 | Digital Compositing | 3.0 |
| ANIM 388 | Spatial Design Capture | 3.0 |
| ANIM 410 | Visual Effects | 3.0 |

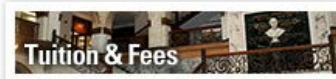
Basic Interactive Authoring and Web Development Concentration

| | | |
|--------------------------|----------------------|-----|
| DIGM 100 | Digital Design Tools | 3.0 |
| WBDV 240 | Web Authoring I | 3.0 |
| WBDV 241 | Vector Authoring II | 3.0 |
| WBDV 242 | Vector Authoring II | 3.0 |

Game Art and Production Concentration*

| | | |
|--------------------------|-------------------------------|-----|
| GMAP 260 | Overview of Computer Gaming | 3.0 |
| GMAP 345 | Game Development Foundations | 3.0 |
| GMAP 377 | Game Development: Workshop I | 3.0 |
| GMAP 378 | Game Development: Workshop II | 3.0 |

* Students should note this concentration requires completing CS 130 & CS 131 (or) CS 171 and CS 172 as prerequisites to these courses.



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Minor in Digital Media - Interactive Media

24.0 quarter credits

Students enrolled in the Digital Media - Interactive Media Minor are required to choose an area of concentration. In addition to the three concentrations listed below, students have the option to elect to design their own 12.0 credit concentration from the concentration courses listed below (as long as all prerequisites are satisfied).

| Required courses | 12.0 Credits |
|---|--------------|
| DIGM 100 Digital Design Tools | 3.0 |
| DIGM 223 Creative Concept Development | 3.0 |
| WBDV 240 Web Authoring I | 3.0 |
| WBDV 241 Vector Authoring II | 3.0 |

Concentration courses (Students select 1 of the 3 following concentrations): **12.0 Credits**

Web Development Concentration*

| | |
|---|-----|
| WBDV 242 Vector Authoring II | 3.0 |
| WBDV 243 Web Authoring II | 3.0 |
| WBDV 370 Mobile Interactive Development | 3.0 |
| WBDV 448 Web Development: Workshop I | 3.0 |

* Students should note this concentration requires completing INFO 151 and INFO 152 as prerequisites to these courses.

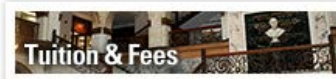
3-D Modeling and Animation Concentration

| | |
|--|-----|
| DIGM 110 Digital Spatial Visualization | 3.0 |
| ANIM 141 Computer Graphic Imagery | 3.0 |
| ANIM 211 Computer Animation I | 3.0 |
| ANIM 212 Computer Animation II | 3.0 |

Game Art and Production Concentration*

| | |
|--|-----|
| GMAP 260 Overview of Computer Gaming | 3.0 |
| GMAP 345 Game Development Foundations | 3.0 |
| GMAP 377 Game Development: Workshop I | 3.0 |
| GMAP 378 Game Development: Workshop II | 3.0 |

* Students should note this concentration requires completing CS 130 & CS 131 (or) CS 171 and CS 172 as prerequisites to these courses.



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Minor in Fine Art

24.0 quarter credits

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 |



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| | | |
|----------|----------------------------------|-----|
| 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

26.0 quarter credits

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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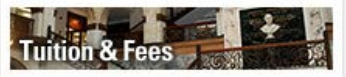
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Minor in Music

26.0 quarter credits

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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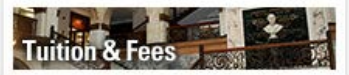
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Minor in Music Performance

26.0 quarter credits

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 quarter credits

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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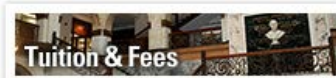
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Minor in Performing Arts

25.0 quarter credits

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 |



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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.

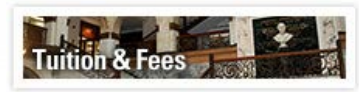
The minor is specifically created to offer students a unique multi-disciplinary studio experience. Students will develop skills in the rapid visualization of ideas, creative problem solving, transformative design thinking and an understanding of the product development process in a collaborative setting. 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

24.0 quarter 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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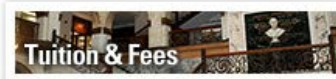
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Minor in Television Industry and Enterprise

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

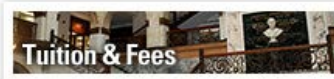
The minor requires nine courses, for a total of 27.0 credits.

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 the following courses 3.0

| | | |
|----------|--|---------|
| THTR 130 | Introduction to Theater Production Practicum | 0 - 1.0 |
| THTR 131 | Theatre Performance Practicum | 0 - 1.0 |
| THTR 132 | Theatre Production Practicum | 0 - 1.0 |

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** | 0 - 1.0 |
| THTR 132 | Production Practicum** | 0 - 1.0 |
| THTR 209 | Improvisation for the Theatre | 3.0 |
| THTR 210 | Acting: Fundamentals | 3.0 |
| THTR 211 | Acting: Scene Study | 2.0 |
| THTR 212 | Sketch Comedy | 3.0 |
| THTR 231 | Introduction to Musical Theatre | 3.0 |
| THTR 232 | Contemporary Musical Theatre | 3.0 |
| THTR 240 | Theatre Production I | 3.0 |
| THTR 241 | Theatre Production II | 3.0 |
| THTR 260 | Production Design | 3.0 |
| THTR 320 | Play Direction | 3.0 |
| THTR 360 | Lighting Design | 3.0 |
| THTR 380 | Special Topics in Theatre | 3.0 |
| THTR 495 | Directed Studies in Theatre | var. |



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* 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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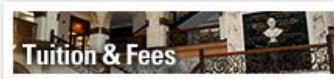
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Writing for the Media Minor

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 285 | Writing for Non-Fiction | 3.0 |
| FMVD 382 | Screenwriting Workshop I | 3.0 |
| FMVD 383 | Screenwriting Workshop II | 3.0 |
| SCRP 270 | Screenwriting I | 3.0 |
| SCRP 275 | Screenwriting I | 3.0 |
| WRIT 225 WI | Creative Writing | 3.0 |



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Certificate in Dance Studies

18.0 quarter 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 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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