DREXEL UNIVERSITY
Westphal
College of Media Arts & Design

CATALOG
2013-2014

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Animation and Visual Effects

Bachelor of Science Degree: 185.0 quarter credits

About the Program

The major in animation & visual effects major provides students with the technological, story-telling and design skills to succeed as animators and visual effects artists in the highly competitive entertainment and design worlds.

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.

Additional Information

To find out more about this major, visit the Westphal College's Animation & Visual Effects Major (http://www.drexel.edu/westphal/undergraduate/ANIM) page.

Degree Requirements

General Education Requirements

ENGL 101	Composition and Rhetoric I: Inquiry and Exploratory Research	3.0
ENGL 102	Composition and Rhetoric II: The Craft of Persuasion	3.0
ENGL 103	Composition and Rhetoric III: Thematic Analysis Across Genres	3.0
COM 230	Techniques of Speaking	3.0
MATH 101	Introduction to Analysis I	4.0
PHYS 121	Physical Science for Design I	4.0
PHYS 122	Physical Science for Design II	4.0
UNIV A101	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

Art and Art History Requirements

ARTH 102	History of Art II: High Renaissance to Modern	3.0
ARTH 103	History of Art- Early to Late Modern	3.0
ARTH 300 [WI]	History of Modern Design	3.0
VSST 108	Design I for Media	3.0
VSST 109	Design II for Media	3.0
VSST 110	Introductory Drawing	3.0
VSST 111	Figure Drawing I	3.0

Media and Computer Science Requirements

FMVD 110	Basic Shooting and Lighting	3.0
FMVD 206	Audio Production and Post	3.0
VSCM 240	Typography I	3.0
SCRP 270 [WI]	Screenwriting I	3.0
Select one of the following Computer Science sequences:		6.0
Computer Programming Option I		
CS 280	Special Topics in Computer Science (Introduction to Programming with Media: Python)	
CS 280	Special Topics in Computer Science (Computer Programming Fundamentals)	
Computer Programming Option II		
CS 171	Computer Programming I	
CS 172	Computer Programming II	

Digital Media Core Requirements

ANIM 140	Computer Graphics Imagery I	3.0
ANIM 141	Computer Graphic Imagery II	3.0
ANIM 152	Multimedia Timeline Design	3.0
ANIM 211	Animation I	3.0
DIGM 100	Digital Design Tools	3.0
DIGM 105	Overview of Digital Media	3.0
DIGM 223	Creative Concept Design	3.0
DIGM 250	Professional Practices	3.0
DIGM 350 [WI]	Digital Storytelling	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

Animation Requirements

ANIM 212	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

Select two of the following:		6.0
ANIM 248	Advanced Lighting	
ANIM 315	Character Animation II	
ANIM 321	Immersive Animation	
ANIM 388	Spatial Data Capture	
ANIM 435	Technical Directing for Animation	
Total Credits		**185.0**

Sample Plan of Study

Term 1		Credits
DIGM 100	Digital Design Tools	3.0
DIGM 105	Overview of Digital Media	3.0
ENGL 101	Composition and Rhetoric I: Inquiry and Exploratory Research	3.0
PHYS 121	Physical Science for Design I	4.0
UNIV A101	The Drexel Experience	1.0
VSST 110	Introductory Drawing	3.0
	Term Credits	**17.0**

Term 2		
ANIM 140	Computer Graphics Imagery I	3.0
ENGL 102	Composition and Rhetoric II: The Craft of Persuasion	3.0
FMVD 110	Basic Shooting and Lighting	3.0
PHYS 122	Physical Science for Design II	4.0
VSST 108	Design I for Media	3.0
UNIV A101	The Drexel Experience	1.0
	Term Credits	**17.0**

Term 3		
ANIM 141	Computer Graphic Imagery II	3.0
ANIM 152	Multimedia Timeline Design	3.0
ENGL 103	Composition and Rhetoric III: Thematic Analysis Across Genres	3.0
MATH 101	Introduction to Analysis I	4.0
VSST 109	Design II for Media	3.0
	Term Credits	**16.0**

Term 4		
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
Computer Science (CS) sequence course[*]		3.0
	Term Credits	**15.0**

Term 5		
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 and Professional Development	0.0
WBDV 241	Vector Authoring I	3.0
Computer Science (CS) sequence course[*]		3.0
	Term Credits	**15.0**

Term 6		
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 [WI]	Screenwriting I	3.0
VSCM 240	Typography I	3.0
	Term Credits	**15.0**

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

Term 8		
ANIM 314	Character Animation I	3.0
ARTH 300 [WI]	History of Modern Design	3.0
DIGM 451 [WI]	Explorations in New Media	3.0
Free elective		3.0
Animation elective[*]		3.0
	Term Credits	**15.0**

Term 9		
ANIM 410	Visual Effects	3.0
Social Science elective		3.0
Arts and Humanities elective		3.0
Animation elective[*]		3.0
Free elective		3.0
	Term Credits	**15.0**

Term 10		
ANIM 411	Advanced Animation	3.0
DIGM 492	Senior Project in Digital Media I	3.0
Social Science elective		3.0
Arts and Humanities elective		3.0
Free elective		3.0
	Term Credits	**15.0**

Term 11		
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		
DIGM 494	Senior Project in Digital Media III	3.0
DIGM 475 [WI]	Seminar: The Future of Digital Media	3.0
Arts and Humanities elective		3.0
Free electives		6.0
	Term Credits	**15.0**

Total Credit: 185.0

[*]   See degree requirements (p. 4).

Dual/Accelerated Degrees

The accelerated degree program enables academically qualified students to earn both their bachelor's degree and a master's degree in digital media — graduating sooner than they would in traditional programs.

Current Drexel animation and visual effects students may apply for the accelerated BS/MS degree through the Office of Graduate Studies after

completing 90.0 credits, but no more than 120.0 credits. Contact the Office of Graduate Studies for further information.

Facilities

Our facilities include more than 100 triple-boot MacPro and Boxx Technology workstations, a 16 camera Vicon motion capture studio, green screen room, a 2-ton motion platform theme park ride, FTIR multitouch displays, laser scanner, stereoscopic projector, eye tracker, fNIR and EEG brain interfaces, and 3D theater, recording studios, etc. Students use professional software including Unreal, Unity3D, Maya, 3D Studio Max, Houdini, Massive, etc.

More information can be found at Drexel RePlay Lab's Facilities (http://replay.drexel.edu/facilities.html) page.

Architecture

Bachelor of Architecture Degree (BArch): 227.0 quarter credits

About the Program

The practice of architecture requires a unique skill set—creative thinking and aesthetic sensitivity balanced with technical knowledge, cultural understanding, and social responsibility. Critical thinking and communication skills are needed. Drexel's Bachelor of Architecture program encompasses foundation courses in the applied and social sciences, the humanities, and a wide range of professional architecture courses to prepare students for careers in architecture and related fields. At the heart of the curriculum are the design studios where students are challenged to apply their knowledge acquired from the above disciplines to consequential design problems.

Drexel's work/study program is an experiential-based learning model that complements and provides an alternative to traditional full-time academic architecture programs. The Drexel model provides a practical, high-quality education to those students who seek early exposure to daily architectural practice as well as an affordable alternative to students who could not otherwise be able to enter the profession.

At Drexel there are two paths to an accredited Bachelor of Architecture degree, serving two distinct populations: the 2+4 option and the part-time evening option.

The Architecture Program's advising guidelines (http://www.drexel.edu/westphal/undergraduate/ARCH/Curriculum/#c3) include scheduling guidelines, studio advancement requirements, and general studio policies.

Accreditation

In the United States, most state registration boards require a degree from an accredited professional degree program as a prerequisite for licensure. The National Architectural Accrediting Board (http://www.naab.org) (NAAB), which is the sole agency authorized to accredit US professional degree programs in architecture, recognizes three types of degrees: the Bachelor of Architecture, the Master of Architecture, and the Doctor of Architecture. A program may be granted a 6-year, 3-year, or 2-year term of accreditation, depending on the extent of its conformance with established educational standards.

Doctor of Architecture and Master of Architecture programs may consist of a pre-professional undergraduate degree and a professional graduate degree that, when earned sequentially, constitute an accredited professional education. However, the pre-professional degree is not, by itself, recognized as an accredited degree.

Drexel University, Antoinette Westphal College of Media Arts & Design, Department of Architecture + Interiors offers the following NAAB-accredited degree program(s):

2+4 Option: 6 year program (2 years full-time, 4 years part-time)
Bachelor of Architecture
227.0 undergraduate quarter-term credits

Part-Time Evening Option: 7 year part-time program
Bachelor of Architecture
227.0 undergraduate quarter-term credits

Next accreditation visit for both tracks: 2018

About the 2+4 Option

The 2+4 option is an accelerated route designed for a small class of well-prepared students entering directly from high school. In this program two years of full-time coursework address the basic principles of architectural design and satisfy fundamental University core requirements in the arts and sciences as well as those job-related skills that are needed for entry-level professional positions. A comprehensive review of performance will take place after each year to ensure that students are making sufficient progress in all areas. After successfully completing the minimum requirements of the full-time phase, students find full-time employment in the building industry, including architecture firms, while continuing their academic program part-time in the evening for four additional years. By combining work and study, Drexel students may be able to simultaneously satisfy their required internship for licensure (IDP) while completing their professional degree, thus qualifying for the registration exam on graduation in most jurisdictions.

About the Part-time Evening Program

The part-time evening option is one of only two part-time evening architectural programs in the United States, leading to an accredited Bachelor of Architecture degree. Designed for non-traditional and transfer students, this program offers all courses part-time in the evening, enabling students to work full-time. The evening program sequence is seven years, but transfer students with university-level design credits can reduce its length by meeting specific program requirements through transcript and portfolio review. All part-time evening courses are offered through Goodwin College of Professional Studies.

Both tracks of the Bachelor of Architecture program are accredited by the National Architectural Accrediting Board (NAAB). All Drexel architecture students may be able to receive credit in the Intern Development Program (IDP) for work experience obtained before graduation, which is part of most state licensure requirements.

Additional Information

For more information, visit Architecture Program website. For advising and transfer information please review the Architecture Program's curriculum page.

Facilities

The Department's offices, studios and teaching facilities are located on the 4th floor f the URBN Center at 3501 Market Street. Additional teaching facilities are located on the ground floor, on the 3rd floor and on the 3rd and 4th mezzanine levels of the same 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.

Degree Requirements (2 + 4 Option)

General Education Requirements

ENGL 101	Composition and Rhetoric I: Inquiry and Exploratory Research	3.0
ENGL 102	Composition and Rhetoric II: The Craft of Persuasion	3.0
ENGL 103	Composition and Rhetoric III: Thematic Analysis Across Genres	3.0
MATH 101	Introduction to Analysis I	4.0
MATH 102	Introduction to Analysis II	4.0
PHIL 317	Ethics and Design Professions	3.0
PHYS 103	General Physics I	4.0
PHYS 104	General Physics II	4.0
UNIV A101	The Drexel Experience	2.0
Humanties electives		6.0
Social Science electives		9.0
Free electives		24.0

Studios (must be taken in order)

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

Thesis Sequence

ARCH 496	Thesis I *	8.0
ARCH 497	Thesis II	8.0
ARCH 498	Thesis III	8.0

Required Professional Courses (2 + 4 Option)

ARCH 131	Architectural Representation I-Drawing Basics	3.0
ARCH 132	Architectural Representation II-Drawing	3.0
ARCH 133	Architectural Representation III-Digital	4.0
ARCH 134	Architectural Representation IV-3D Modeling	4.0
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 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 271	Materials & Structural Behavior I	3.0
ARCH 272	Materials & Structural Behavior II	3.0
ARCH 273	Materials & Structural Behavior III	3.0
ARCH 335	Professional Practice I	3.0
ARCH 336	Professional Practice II	3.0

History and Theory Electives

Select one of the following:		3.0
ARCH 343	Theories of Architecture III	
ARCH 344 [WI]	History of Modern Architecture I	
ARCH 345 [WI]	History of Modern Architecture II	
Select three of the following:		9.0
ARCH 341 [WI]	Theories of Architecture I	
ARCH 342 [WI]	Theories of Architecture II	
ARCH 346 [WI]	History of Philadelphia Architecture	
ARCH 347 [WI]	Summer Study Tour Abroad	
ARCH 348	Studies in Vernacular Architecture	
ARCH 421 [WI]	Environmental Psychology and Design Theory	
ARCH 441	Urban Design Seminar I	
ARCH 442	Urban Design Seminar II	
ARCH 499 [WI]	Special Topics in Architecture	

Professional Electives

Select three of the following:		9.0
ARCH 135	Architectural Representation V-Advanced Methods	
ARCH 171	Design Build	
ARCH 431	Architectural Programming	
ARCH 432	The Development Process	
ARCH 451	Advanced Drawing	
ARCH 455	Computer Applications in Architecture I	
ARCH 456	Computer Applications in Architecture II	
ARCH 463	Emerging Architectural Technology	
ARCH 464	Building Enclosure Design	
ARCH 465	Energy and Architecture	

ARCH 491	Advanced Topics in Architecture	
ARCH 499 [WI]	Special Topics in Architecture	
An approved Construction Management (CMGT) course		
Total Credits		227.0

*   Prior to taking this course student must meet the Architecture Program's minimum studio advancement requirements. See the Program's <u>Advising Guidelines</u> for more details.

Sample Plan of Study (2 + 4) Option

Freshman

Term 1 — **Credits**

ARCH 101	Studio 1-A	4.5
ARCH 131	Architectural Representation I-Drawing Basics	3.0
ENGL 101	Composition and Rhetoric I: Inquiry and Exploratory Research	3.0
MATH 101	Introduction to Analysis I	4.0
UNIV A101	The Drexel Experience	1.0
	Term Credits	**15.5**

Term 2

ARCH 102	Studio 1-B	4.5
ARCH 132	Architectural Representation II-Drawing	3.0
ENGL 102	Composition and Rhetoric II: The Craft of Persuasion	3.0
MATH 102	Introduction to Analysis II	4.0
UNIV A101	The Drexel Experience	1.0
	Term Credits	**15.5**

Term 3

ARCH 103	Studio 2-A	4.5
ARCH 133	Architectural Representation III-Digital	4.0
ENGL 103	Composition and Rhetoric III: Thematic Analysis Across Genres	3.0
Humanities elective		3.0
Free elective		3.0
	Term Credits	**17.5**

Sophomore

Term 4

ARCH 104*	Studio 2-B	4.5
ARCH 141	Architecture and Society I	3.0
ARCH 161	Architectural Construction	3.0
PHYS 103	General Physics I	4.0
Free elective		3.0
	Term Credits	**17.5**

Term 5

ARCH 105	Studio 3-A	4.5
ARCH 134	Architectural Representation IV-3D Modeling	4.0
ARCH 142	Architecture and Society II	3.0
PHYS 104	General Physics II	4.0
Free elective		3.0
	Term Credits	**18.5**

Term 6

ARCH 106	Studio 3-B	4.5
ARCH 143	Architecture and Society III	3.0
Social science elective		3.0
Free electives		6.0
	Term Credits	**16.5**

Third Year (Part-Time)

Term 7

ARCH 241*	Studio 4-1	4.0
ARCH 271	Materials & Structural Behavior I	3.0
	Term Credits	**7.0**

Term 8

ARCH 242	Studio 4-2	4.0
ARCH 272	Materials & Structural Behavior II	3.0
	Term Credits	**7.0**

Term 9

ARCH 243	Studio 4-3	4.0
ARCH 273	Materials & Structural Behavior III	3.0
	Term Credits	**7.0**

Term 10

Summer Quarter

History/Theory elective		3.0
Humanities elective		3.0
Professional elective		3.0
	Term Credits	**9.0**

Fourth Year (Part-Time)

Term 11

ARCH 351*	Studio 5-1	4.0
ARCH 261	Environmental Systems I	3.0
	Term Credits	**7.0**

Term 12

ARCH 352	Studio 5-2	4.0
ARCH 262	Environmental Systems II	3.0
	Term Credits	**7.0**

Term 13

ARCH 353	Studio 5-3	4.0
ARCH 263	Environmental Systems III	3.0
	Term Credits	**7.0**

Term 14

Summer Quarter		
Two History/Theory electives		6.0
Social science elective		3.0
	Term 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
	Term Credits	**10.0**

Term 16

ARCH 362	Studio 6-2	4.0
ARCH 336	Professional Practice II	3.0
Social science elective		3.0
	Term Credits	**10.0**

Term 17

ARCH 363	Studio 6-3	4.0
PHIL 317	Ethics and Design Professions	3.0
	Term Credits	**7.0**

Term 18

Summer Quarter		
Professional elective		3.0
Free elective		3.0
	Term Credits	**6.0**

Sixth Year (Part-Time)

Term 19

ARCH 496[*]	Thesis I	8.0
History/Theory elective		3.0
	Term Credits	**11.0**

Term 20

ARCH 497	Thesis II	8.0
Professional elective		3.0
	Term Credits	**11.0**

Term 21

ARCH 498	Thesis III	8.0
Professional elective		3.0
	Term Credits	**11.0**

Total Credit: 227.0

* Prior to taking this course student must meet program's minimum studio advancement requirements. Confirm with the Architecture Department (http://www.drexel.edu/westphal/undergraduate/ARCH) and their advising guidelines for more details.

** See degree requirements (p. 7).

Degree Requirements (Part-time Evening Option)

General Education Requirements

ENGL 101	Composition and Rhetoric I: Inquiry and Exploratory Research	3.0
ENGL 102	Composition and Rhetoric II: The Craft of Persuasion	3.0
ENGL 103	Composition and Rhetoric III: Thematic Analysis Across Genres	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 Design Professions	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)		
ARCH 111	Studio 1-1	3.0
ARCH 112	Studio 1-2	3.0
ARCH 113	Studio 1-3	3.0
ARCH 121	Studio 2-1 [*]	3.0
ARCH 122	Studio 2-2	3.0
ARCH 123	Studio 2-3	3.0
ARCH 231	Studio 3-1 [*]	3.0
ARCH 232	Studio 3-2	3.0
ARCH 233	Studio 3-3	3.0
ARCH 241	Studio 4-1 [*]	4.0
ARCH 242	Studio 4-2	4.0
ARCH 243	Studio 4-3	4.0
ARCH 351	Studio 5-1 [*]	4.0
ARCH 352	Studio 5-2	4.0
ARCH 353	Studio 5-3	4.0
ARCH 361	Studio 6-1 [*]	4.0
ARCH 362	Studio 6-2	4.0

ARCH 363	Studio 6-3	4.0
Thesis Sequence		
ARCH 496	Thesis I [*]	8.0
ARCH 497	Thesis II	8.0
ARCH 498	Thesis III	8.0
Required Professional Courses (Part-time Evening Option)		
ARCH 131	Architectural Representation I-Drawing Basics	3.0
ARCH 132	Architectural Representation II-Drawing	3.0
ARCH 133	Architectural Representation III-Digital	4.0
ARCH 134	Architectural Representation IV-3D Modeling	4.0
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 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 271	Materials & Structural Behavior I	3.0
ARCH 272	Materials & Structural Behavior II	3.0
ARCH 273	Materials & Structural Behavior III	3.0
ARCH 335	Professional Practice I	3.0
ARCH 336	Professional Practice II	3.0
History and Theory Electives		
Select one of the following:		3.0
ARCH 343	Theories of Architecture III	
ARCH 344 [WI]	History of Modern Architecture I	
ARCH 345 [WI]	History of Modern Architecture II	
Select three of the following:		9.0
ARCH 341 [WI]	Theories of Architecture I	
ARCH 342 [WI]	Theories of Architecture II	
ARCH 346 [WI]	History of Philadelphia Architecture	
ARCH 347 [WI]	Summer Study Tour Abroad	
ARCH 348	Studies in Vernacular Architecture	
ARCH 421 [WI]	Environmental Psychology and Design Theory	
ARCH 441	Urban Design Seminar I	
ARCH 442	Urban Design Seminar II	
ARCH 499 [WI]	Special Topics in Architecture	
Professional Electives		
Select three of the following:		9.0
ARCH 135	Architectural Representation V-Advanced Methods	
ARCH 171	Design Build	
ARCH 431	Architectural Programming	
ARCH 432	The Development Process	
ARCH 451	Advanced Drawing	
ARCH 455	Computer Applications in Architecture I	

ARCH 456	Computer Applications in Architecture II	
ARCH 463	Emerging Architectural Technology	
ARCH 464	Building Enclosure Design	
ARCH 465	Energy and Architecture	
ARCH 499 [WI]	Special Topics in Architecture	
Total Credits		227.0

*   Prior to taking this course student must meet the Architecture Program's minimum studio advancement requirements. See the Program's Advising Guidelines (http://www.drexel.edu/westphal/ undergraduate/ARCH/Curriculum/#c3) for more details.

Sample Plan of Study (Part-time Evening Option)

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

First Year

Term 1		Credits
ARCH 111	Studio 1-1	3.0
ARCH 131	Architectural Representation I-Drawing Basics	3.0
ENGL 101	Composition and Rhetoric I: Inquiry and Exploratory Research	3.0
	Term Credits	**9.0**
Term 2		
ARCH 112	Studio 1-2	3.0
ARCH 132	Architectural Representation II-Drawing	3.0
ENGL 102	Composition and Rhetoric II: The Craft of Persuasion	3.0
	Term Credits	**9.0**
Term 3		
ARCH 113	Studio 1-3	3.0
ARCH 161	Architectural Construction	3.0
ENGL 103	Composition and Rhetoric III: Thematic Analysis Across Genres	3.0
	Term Credits	**9.0**
Term 4		
Summer Quarter		
ARCH 133	Architectural Representation III-Digital	4.0
Free elective		3.0
	Term Credits	**7.0**

Second Year

Term 5

ARCH 121[*]	Studio 2-1	3.0
ARCH 141	Architecture and Society I	3.0
MATH 183	Mathematical Analysis III	3.0
	Term Credits	**9.0**

Term 6

ARCH 122	Studio 2-2	3.0
ARCH 142	Architecture and Society II	3.0
MATH 183	Mathematical Analysis III	3.0
	Term Credits	**9.0**

Term 7

ARCH 123	Studio 2-3	3.0
ARCH 143	Architecture and Society III	3.0
MATH 182	Mathematical Analysis II	3.0
	Term Credits	**9.0**

Term 8

Summer Quarter

ARCH 134	Architectural Representation IV-3D Modeling	4.0
Social Science elective		3.0
	Term Credits	**7.0**

Third Year (Part-Time)

Term 9

ARCH 231[*]	Studio 3-1	3.0
PHYS 183	Applied Physics II	3.0
Social Science elective		3.0
	Term Credits	**9.0**

Term 10

ARCH 232	Studio 3-2	3.0
PHYS 183	Applied Physics II	3.0
Humanities elective		3.0
	Term Credits	**9.0**

Term 11

ARCH 233	Studio 3-3	3.0
PHYS 184	Applied Physics III	3.0
Humanities elective		3.0
	Term Credits	**9.0**

Term 12

Summer Quarter

| Free electives | | 6.0 |
| | **Term Credits** | **6.0** |

Fourth Year

Term 13

ARCH 241	Studio 4-1	4.0
ARCH 271	Materials & Structural Behavior I	3.0
	Term Credits	**7.0**

Term 14

ARCH 242	Studio 4-2	4.0
ARCH 272	Materials & Structural Behavior II	3.0
	Term Credits	**7.0**

Term 15

ARCH 243	Studio 4-3	4.0
ARCH 273	Materials & Structural Behavior III	3.0
	Term Credits	**7.0**

Term 16

History/Theory elective	3.0
Professional elective	3.0
Free elective	3.0
Term Credits	**9.0**

Fifth Year

Term 17

ARCH 351[*]	Studio 5-1	4.0
ARCH 261	Environmental Systems I	3.0
	Term Credits	**7.0**

Term 18

ARCH 352	Studio 5-2	4.0
ARCH 262	Environmental Systems II	3.0
	Term Credits	**7.0**

Term 19

ARCH 353	Studio 5-3	4.0
ARCH 263	Environmental Systems III	3.0
	Term Credits	**7.0**

Term 20

Summer Quarter

History/theory elective	3.0
Professional elective	3.0
Free elective	3.0
Term 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
	Term Credits	**10.0**

Term 22

ARCH 362	Studio 6-2	4.0
ARCH 336	Professional Practice II	3.0
Social Science elective		3.0
	Term Credits	**10.0**

Term 23

ARCH 363	Studio 6-3	4.0
PHIL 317	Ethics and Design Professions	3.0
	Term Credits	**7.0**

Term 24

Summer Quarter

History/Theory elective[**]		3.0
Professional elective		3.0
	Term Credits	**6.0**

Seventh Year

Term 25

ARCH 496[*]	Thesis I	8.0
History/Theory elective[**]		3.0
	Term Credits	**11.0**

Term 26

ARCH 497	Thesis II	8.0
Free elective		3.0
	Term Credits	**11.0**

Term 27

ARCH 498	Thesis III	8.0
Free elective		3.0
	Term Credits	**11.0**

Total Credit: 227.0

[*]   Prior to taking this course student must meet program's minimum studio advancement requirements. See the program's Advising Guidelines (http://www.drexel.edu/westphal/academics/undergraduate/architecture/curriculum) for more details.

[**]   See degree requirements (p. 9).

Opportunities

Drexel's work/study program is an experiential-based learning model that complements and provides an alternative to traditional full-time academic architecture programs. The Drexel model provides a practical, high-quality education to those students who seek early exposure to daily architectural practice as well as an affordable alternative to students who could not otherwise be able to enter the profession.

Ordinarily, Drexel's architecture graduates continue working for the firms that employed them during the work-study phase of their studies. In time, some architects reach positions of associate or partner in these offices, while others choose to launch their own firms. Urban design, historic preservation, interior design, and facilities management are some of the related careers that architectural graduates also pursue with similar patterns of success.

Drexel is located in University City, a Philadelphia neighborhood that includes several centers of education and research. Philadelphia itself offers an unparalleled collection of landmark architecture and urban planning that spans 300 years of development.The region has always been home to architectural firms of national and international prominence. A rich and varied environment combined with an accomplished and supportive professional community make Philadelphia an ideal laboratory for the study of architecture.

Minor in Architecture

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

The minor requires design studio courses, courses in architectural history, and architectural elective courses. No more than 9.0 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	Architecture and Society II	3.0
ARCH 143	Architecture and Society III	3.0
Elective Architecture Courses [*]		9.0
Select three of the following: [**]		9.0
ARCH 191	Studio 1-1	
ARCH 111	Studio 1-1	
ARCH 192	Studio 1-2	
ARCH 112	Studio 1-2	
ARCH 113	Studio 1-3	
ARCH 121	Studio 2-1	
ARCH 122	Studio 2-2	
ARCH 123	Studio 2-3	
Total Credits		27.0

[*]   Chosen from BArch required professional courses, history/theory electives and professional electives appearing on the degree requirements page. Selection should be made after consultation with the Program Director or Academic Advisor.

[**]   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.

Dance

Bachelor of Science Degree: 185.0 quarter credits

About the Program

The dance program at Drexel University provides intensive exploration of dance in its physical, intellectual, creative and therapeutic aspects. The major is designed for students to focus on one of three tracks: *Dance/Movement Therapy* or *Dance in Education* or *Physical Therapy.*

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 Pre-K through 4) 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 Pre-K to 4 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 (http://www.drexel.edu/westphal/academics/undergraduate/dance) page.

Degree Requirements

General Education Requirements

COOP 101	Career Management and 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	United States History to 1815	3.0
MATH 181	Mathematical Analysis I	3.0
MATH 182	Mathematical 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 I	3.0
PSY 120	Developmental Psychology	3.0
PSY 240 [WI]	Abnormal Psychology	3.0
UNIV A101	The Drexel Experience	2.0
Two Literature (ENGL) electives		6.0
Free electives		40.0
Dance Major Requirements		
Foundation Requirements		
ARTH 103	History of Art- Early to Late Modern	3.0
MUSC 231 [WI]	Music History I	3.0
MUSC 331	World Musics	3.0
NFS 101	Introduction to Nutrition & Food	3.0
SMT 280	Kinesiology	3.0
THTR 240	Theatre Production I	3.0
Theory Requirements		
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 and Movement Therapy	3.0
DANC 240	Dance Composition I	3.0
DANC 241	Dance Composition II	3.0
DANC 260	Injury Prevention for Dance	3.0
DANC 310 [WI]	Dance Aesthetics and Criticism	3.0
DANC 325 [WI]	Twentieth Century Dance	3.0
DANC 330	Introduction to Laban Movement Analysis	3.0
DANC 340	Dance Pedagogy	3.0
DANC 355	Rhythmic Study for Dance	3.0
Performance Requirements		
DANC 131	Dance Practicum in Performance (1.0 credit course repeated for a total of 12.0	12.0
or DANC 133	credits) Dance Practicum in Choreography	

Technique Requirements		
DANC 140	Ballet Technique I (2.0 credit course repeated for a total of 14.0 credits)	14.0
or DANC 141	Ballet Technique II	
DANC 150	Modern Dance Technique I (2.0 credit course repeated for a total of 14.0 credits)	14.0
or DANC 151	Modern Dance Technique II	
DANC 180	Dance Improvisation	2.0
Select three of the following:		6.0-7.0
DANC 110	Movement for Actors	
DANC 160	Jazz Dance Technique I	
DANC 161	Jazz Dance Technique II	
DANC 170	Hip-Hop Dance Technique I	
Total Credits		185.0-186.0

Sample Plan of Study

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
DANC 131 or 133	Dance Practicum in Performance Dance Practicum in Choreography	1.0
DANC 140 or 141	Ballet Technique I Ballet Technique II	2.0
DANC 150 or 151	Modern Dance Technique I Modern Dance Technique II	2.0
UNIV A101	The Drexel Experience	1.0
	Term Credits	**15.0**

Term 2		
DANC 355	Rhythmic Study for Dance	3.0
ENGL 102	Persuasive Writing and Reading	3.0
MATH 182	Mathematical Analysis II	3.0
NFS 101	Introduction to Nutrition & Food	3.0
DANC 140 or 141	Ballet Technique I Ballet Technique II	2.0
DANC 131 or 133	Dance Practicum in Performance Dance Practicum in Choreography	1.0
UNIV A101	The Drexel Experience	1.0
	Term Credits	**16.0**

Term 3		
ARTH 103	History of Art- Early to Late Modern	3.0
DANC 210	Introduction to Dance	3.0
ENGL 103	Analytical Writing and Reading	3.0
DANC 131	Dance Practicum in Performance	1.0
DANC 140	Ballet Technique I	2.0
Select one of the following:		2.0-3.0
DANC 110	Movement for Actors	
DANC 160	Jazz Dance Technique I	
DANC 161	Jazz Dance Technique II	
DANC 170	Hip-Hop Dance Technique I	
Free Elective		3.0
	Term Credits	**17.0-18.0**

Term 4		
DANC 180	Dance Improvisation	2.0
DANC 325 [WI]	Twentieth Century Dance	3.0
DANC 330	Introduction to Laban Movement Analysis	3.0
PHYS 121	Physical Science for Design I	4.0
PSY 120	Developmental Psychology	3.0
DANC 131 or 133	Dance Practicum in Performance Dance Practicum in Choreography	1.0
DANC 150 or 151	Modern Dance Technique I Modern Dance Technique II	2.0
	Term Credits	**18.0**

Term 5		
DANC 230	Survey of Dance and Movement Therapy	3.0
DANC 240	Dance Composition I	3.0
HIST 201	United States History to 1815	3.0
PHYS 122	Physical Science for Design II	4.0
DANC 131 or 133	Dance Practicum in Performance Dance Practicum in Choreography	1.0
Select one of the following:		2.0-3.0
DANC 110	Movement for Actors	
DANC 160	Jazz Dance Technique I	
DANC 161	Jazz Dance Technique II	
DANC 170	Hip-Hop Dance Technique I	
	Term Credits	**16.0-17.0**

Term 6		
DANC 201 [WI]	Dance Appreciation	3.0
DANC 340	Dance Pedagogy	3.0
PSY 240 [WI]	Abnormal Psychology	3.0
THTR 240	Theatre Production I	3.0
DANC 140 or 141	Ballet Technique I Ballet Technique II	2.0
DANC 150 or 151	Modern Dance Technique I Modern Dance Technique II	2.0
DANC 131 or 133	Dance Practicum in Performance Dance Practicum in Choreography	1.0
	Term Credits	**17.0**

Term 7		
COOP 101	Career Management and Professional Development	0.0
DANC 260	Injury Prevention for Dance	3.0
DANC 310 [WI]	Dance Aesthetics and Criticism	3.0
DANC 140 or 141	Ballet Technique I Ballet Technique II	2.0
DANC 131 or 133	Dance Practicum in Performance Dance Practicum in Choreography	1.0
Free Elective		3.0
Literature (ENGL) Elective		3.0
	Term Credits	**15.0**

Term 8

DANC 140	Ballet Technique I	2.0
or 141	Ballet Technique II	
DANC 150	Modern Dance Technique I	2.0
or 151	Modern Dance Technique II	
DANC 131	Dance Practicum in Performance	1.0
or 133	Dance Practicum in Choreography	
Free Electives		9.0
	Term Credits	**14.0**

Term 9

DANC 225	Dance Repertory	3.0
DANC 140	Ballet Technique I	2.0
or 141	Ballet Technique II	
DANC 150	Modern Dance Technique I	2.0
or 151	Modern Dance Technique II	
DANC 131	Dance Practicum in Performance	1.0
or 133	Dance Practicum in Choreography	
Free Electives		6.0
	Term Credits	**14.0**

Term 10

DANC 241	Dance Composition II	3.0
MUSC 231 [WI]	Music History I	3.0
Select one of the following:		2.0-3.0
DANC 110	Movement for Actors	
DANC 160	Jazz Dance Technique I	
DANC 161	Jazz Dance Technique II	
DANC 170	Hip-Hop Dance Technique I	
DANC 150	Modern Dance Technique I	2.0
or 151	Modern Dance Technique II	
DANC 131	Dance Practicum in Performance	1.0
or 133	Dance Practicum in Choreography	
Free Elective		3.0
	Term Credits	**14.0-15.0**

Term 11

Free Electives		10.0
DANC 131	Dance Practicum in Performance	1.0
or 133	Dance Practicum in Choreography	
DANC 150	Modern Dance Technique I	2.0
or 151	Modern Dance Technique II	
	Term Credits	**13.0**

Term 12

MUSC 331	World Musics	3.0
SMT 280	Kinesiology	3.0
DANC 131	Dance Practicum in Performance	1.0
or 133	Dance Practicum in Choreography	
Literature (ENGL) Elective		3.0
Free Electives		6.0
	Term Credits	**16.0**

Total Credit: 185.0-188.0

Co-op/Career Opportunities

The dance major is designed for students to focus on one of three career options. Each option can lead to graduate study at Drexel or be completed at the end of four years. Each also includes a co-op experience that allows for extended interaction with the professional dance therapy, physical therapy and education communities. Students wishing to change career focus throughout the course of the undergraduate curriculum will have the option to do so.

Students focusing on **dance/movement therapy** participate in a six month co-op experience during the spring and summer terms of their junior year. These students may participate in co-op with a practicing dance/movement therapist, community dance artist, or mental health professional in a mental health, social service, rehabilitation, medical, special education or community arts setting.

Students focusing on **physical therapy**, will participate in a six month co-op in which they work in a setting with a physical therapist, such as a hospital, treatment center, school, or private practice. Co-op experiences where students are able to work with physical therapists working on dancers as clients will be encouraged. Students choosing this option may participate in either co-op cycle.

Students focusing on **dance in education** participate in after school dance clubs, artist in residence school programs and auditorium lecture demonstration programs as part of a community outreach dance company run by the dance program at Drexel, or other dance education focused activities in a school or studio setting, during the fall and winter of their junior year as their co-op experience.
Visit the Drexel Steinbright Career Development Center (http://www.drexel.edu/scdc) page for more detailed information on co-op and post-graduate opportunities.

Dual-Degree Option

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.

BS in Dance

Incoming students, 2012/2013
Bachelor of Science Degree: 185.0 quarter credits

General Education Requirements

COOP 101	Career Management and Professional Development	0.0
ENGL 101	Composition and Rhetoric I: Inquiry and Exploratory Research	3.0
ENGL 102	Composition and Rhetoric II: The Craft of Persuasion	3.0
ENGL 103	Composition and Rhetoric III: Thematic Analysis Across Genres	3.0
HIST 201	United States History to 1815	3.0

MATH 181	Mathematical Analysis I	3.0
MATH 182	Mathematical 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 I	3.0
PSY 120	Developmental Psychology	3.0
PSY 240 [WI]	Abnormal Psychology	3.0
UNIV 101	The Drexel Experience	0.5-2.0
Two Literature (ENGL) Electives		6.0
Free Electives		40.0
Dance Major Requirements		
Foundation Requirements		
ARTH 103	History of Art: Early to Late Modern	3.0
MUSC 231 [WI]	Music History I	3.0
MUSC 331	World Musics	3.0
NFS 101	Introduction to Nutrition & Food	3.0
SMT 280	Kinesiology	3.0
THTR 240	Theatre Production I	3.0
Theory Requirements		
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 and Movement Therapy	3.0
DANC 240	Dance Composition I	3.0
DANC 241	Dance Composition II	3.0
DANC 260	Injury Prevention for Dance	3.0
DANC 310 [WI]	Dance Aesthetics and Criticism	3.0
DANC 325 [WI]	Twentieth Century Dance	3.0
DANC 330	Introduction to Laban Movement Analysis	3.0
DANC 340	Dance Pedagogy	3.0
DANC 355	Rhythmic Study for Dance	3.0
Performance Requirements		
DANC 131	Dance Practicum in Performance	12.0
or DANC 133	Dance Practicum in Choreography	
Technique Requirements		
DANC 140	Ballet Technique I	14.0
or DANC 141	Ballet Technique II	
DANC 150	Modern Dance Technique I	14.0
or DANC 151	Modern Dance Technique II	
DANC 180	Dance Improvisation	2.0
Select three of the following:		6.0-7.0
DANC 110	Movement for Actors	
DANC 160	Jazz Dance Technique I	
DANC 161	Jazz Dance Technique II	
DANC 170	Hip-Hop Dance Technique I	
Total Credits		183.5-186.0

MS in Science of Instruction

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.

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 & Instruction	3.0
EDUC 525	Multi-Media Instructional Design	3.0
EDUC 526	Language Arts Processes	3.0
EDUC 540	Field Experience [*]	3.0
Total Credits		22.0

[*] 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.

1. Mathematics and science
2. Technological pedagogy
3. 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 15.0 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.

Minor in Dance

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(s) 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 Dance Technique I	
DANC 210	Introduction to Dance	3.0
DANC 240	Dance Composition I	3.0
DANC 325 [WI]	Twentieth Century Dance	3.0
DANC 355	Rhythmic Study for Dance	3.0
THTR 240	Theatre Production I	3.0
Electives in Dance (DANC 140-DANC 495)		3.0
Dance Practicum (6 terms from DANC 131-DANC 133)		0.0
Total Credits		24.0

Design & Merchandising

Bachelor of Science Degree: 180.0 quarter credits

About the Program

Students in the Design & Merchandising program develop an appreciation for style and product quality, learn to communicate verbally and visually about design across traditional and emerging media, and gain the business knowledge and skills required to promote an aesthetically grounded point of view in the global marketplace.

The Design & Merchandising program at Drexel University's Antoinette Westphal College of Media Arts & Design educates and prepares students to effect change via creative problem-solving in design and commerce. Through an interdisciplinary approach, we strive to graduate adaptable, creative, confident and passionate professionals who are technologically adept and globally aware.

Through the classroom, co-op experience and study abroad opportunities, the program prepares students to create, merchandise, market, promote and distribute fashion product, based on a knowledge of visual/aesthetic and business considerations. Design & Merchandising students graduate with the knowledge and skills needed for success in traditional and emerging roles in the global marketplace, and as practical and responsible corporate citizens who will make the world a more compelling, beautiful place in which to live and work.

Design & Merchandising majors typically focus study in the areas of fashion and fashion-related retail merchandising, product development and product promotions. 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 & Merchandising (http://www.drexel.edu/westphal/academics/undergraduate/designmerch) page.

Degree Requirements

Students pursuing the Bachelor of Science in Design & 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 (catalog, 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

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 A101	The Drexel Experience	2.0
Arts and Humanities Electives [*]		9.0
Social Science Electives [**]		9.0
Free Electives		31.0
Visual Studies Requirements		
ARTH 101	History of Art I: Ancient to Medieval	3.0
ARTH 102	History of Art II: High Renaissance to Modern	3.0
ARTH 103	History of Art- Early to Late Modern	3.0
PHTO 110	Photography	3.0
or PHTO 115	Photographic Principles	
VSST 101	Design I	4.0
VSST 102	Design II	4.0
VSST 103	Design III	4.0
VSST 110	Introductory Drawing	3.0
VSST 111	Figure Drawing I	3.0
VSST 201	Multimedia: Performance	4.0
VSST 202	Multimedia: Space	4.0
VSST 203	Multimedia: Materials	4.0
Professional Requirements		
ACCT 115	Financial Accounting Foundations	4.0
ARTH 300 [WI]	History of Modern Design	3.0
DSMR 100	Computer Imaging I	3.0
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 and Merchandising	3.0
DSMR 231	Retail Principles	3.0
DSMR 232	Retail Merchandise Planning	4.0
DSMR 310	Computer Integrated Merchandising 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
Total Credits		180.0

[*] Suggested arts and humanities electives: ENGL 303 Science Fiction; ENGL 335 Mythology (Women in Literature); HIST 163 Themes in World Civilization III; HIST 220 History of American Business; HIST 224 Women in American History; ENGL 335 Mythology; any foreign language.

[**] Suggested social science electives: SOC 210 Race and Ethnic Relations; SOC 215 Industrial Sociology; SOC 240 Urban Sociology; SOC 345 Sociology for the Environment; SOC 340 Globalization; SOC 495 Directed Studies in Sociology.

[***] Suggested art history electives: ARTH 335 History of Costume I: Preclassical to Directoire [WI]; ARTH 336 History of Costume II: Directoire to World War I [WI]; ARTH 477 Art History Seminar.

Concentration Options

Retail Buying & Merchandising Concentration

Required Courses

DSMR 313	International Fashion Merchandising	3.0
DSMR 314	Visual Merchandising III	4.0
DSMR 324	Retail Directions	3.0
DSMR 325	Retail Buying and Assortment Strategies	4.0
Select three from the following:		11.0
DSMR 309	Color and Trend Forecasting	
DSMR 326	Fashion Product Promotion	
MKTG 324	Marketing Channels and Distribution Systems	
MKTG 344	Professional Personal Selling	
MKTG 355	Interactive Marketing	
MKTG 356	Consumer Behavior	
Total Credits		25.0

Fashion Product Development Concentration

Required Courses

DSMR 313	International Fashion Merchandising	3.0
DSMR 320	Merchandising and Design Directions	3.0
DSMR 434	Fashion Product Sourcing	3.0
Select four from the following:		14.0
COM 362	International Negotiations	
DSMR 326	Fashion Product Promotion	
IAS 359	Culture and Values	
INTB 200	International Business	
INTB 334	International Trade	
MKTG 347	New Product Development	
MKTG 357	Global Marketing	
Total Credits		23.0

Fashion Promotion and Special Events Concentration

Required Courses

DSMR 205	eFashion Promotion	3.0
DSMR 326	Fashion Product Promotion	4.0
Select one of the following:		2.0-3.0
DSMR 312	Visual Merchandising II	
DSMR 315 [WI]	Media Merchandising I	
DSMR 321 [WI]	Fashion Show Production I	
Select 13.0 - 14 additional credits from the following:		13.0-14.0
COM 260 [WI]	Fundamentals of Journalism	
COM 280	Public Relations Principles and Theory	
COM 350 [WI]	Message Design and Evaluation	
COM 361	International Public Relations	
DSMR 316	Media Merchandising II	
DSMR 317	Media Merchandising III	

DSMR 318	Music Merchandising	
DSMR 322	Fashion Show Production II	
FASH 467	Style and the Media	
MKTG 322	Advertising & Integrated Marketing Communications	
MKTG 356	Consumer Behavior	
Total Credits		23.0

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

Merchandising Technologies Concentration

Required Courses

DSMR 205	eFashion Promotion	3.0
DSMR 305	eTailing	3.0
Select a minimum of 5 from the following:		15.0
COM 300 [WI]	On-line Journalism *	
COM 335	Electronic Publishing	
CT 230	Web Development I	
CT 240	Web Development II **	
CT 385	Web Development III ***	
DIGM 105	Overview of Digital Media	
DIGM 350 [WI]	Digital Storytelling	
DIGM 451 [WI]	Explorations in New Media	
DSMR 312	Visual Merchandising II	
DSMR 316	Media Merchandising II	
DSMR 317	Media Merchandising III	
Total Credits		21.0

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

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

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

Design Management in Design & Merchandising Concentration

Required Courses

DSMR 205	eFashion Promotion	3.0
DSMR 305	eTailing	3.0
DSMR 313	International Fashion Merchandising	3.0
DSMR 434	Fashion Product Sourcing	3.0
Choose 11.0 -12.0 additional credits from the following:		11.0-12.0
BLAW 201	Business Law I	
COM 361	International Public Relations	
COM 362	International Negotiations	
IAS 359	Culture and Values	
INTB 200	International Business	
INTB 334	International Trade	
MGMT 364	Technology Management	
MKTG 347	New Product Development	
MKTG 357	Global Marketing	
Total Credits		23.0

Sample Plans of Study

Fall/Winter Co-op (Cycle A)

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 A101	The Drexel Experience	1.0
VSST 101	Design I	4.0
	Term Credits	**15.0**
Term 2		
ENGL 102	Persuasive Writing and Reading	3.0
PHYS 122	Physical Science for Design II	4.0
UNIV A101	The Drexel Experience	1.0
VSST 102	Design II	4.0
VSST 110	Introductory Drawing	3.0
	Term Credits	**15.0**
Term 3		
DSMR 100	Computer Imaging I	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		
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		
ARTH 102	History of Art II: High Renaissance to Modern	3.0
COOP 101	Career Management and 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		
DSMR 201	Analysis of Product	3.0
DSMR 210	Presentation Techniques Design and Merchandising	3.0
DSMR 230	Textiles for Design and Merchandising	3.0
VSST 201	Multimedia: Performance	4.0
Free Elective		3.0
	Term Credits	**16.0**
Term 7		
ARTH 300 [WI]	History of Modern Design	3.0
VSST 203	Multimedia: Materials	4.0
PHTO 115 or 110	Photographic Principles Photography	3.0
Free Elective		3.0

Arts and Humanities Elective		3.0
Term Credits		**16.0**
Term 8		
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		
DSMR 311	Visual Merchandising	4.0
DSMR 477 [WI]	Design and 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		
DSMR 496 [WI]	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		
VSST 202	Multimedia: Space	4.0
Social Science Elective		3.0
Free Electives		9.0
Term Credits		**16.0**
Term 12		
Free Electives		9.0
Arts and Humanities Elective		3.0
Term Credits		**12.0**

Total Credit: 182.0

Fall/Winter Co-op (Cycle A - London Option)

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 A101	The Drexel Experience	1.0
VSST 101	Design I	4.0
Term Credits		**15.0**
Term 2		
ENGL 102	Persuasive Writing and Reading	3.0
PHYS 122	Physical Science for Design II	4.0
VSST 102	Design II	4.0
UNIV A101	The Drexel Experience	1.0
VSST 110	Introductory Drawing	3.0
Term Credits		**15.0**
Term 3		
DSMR 100	Computer Imaging I	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		
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		
ARTH 102	History of Art II: High Renaissance to Modern	3.0
COOP 101	Career Management and 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		
DSMR 201	Analysis of Product	3.0
DSMR 230	Textiles for Design and Merchandising	3.0
DSMR 232	Retail Merchandise Planning	4.0
VSST 201	Multimedia: Performance	4.0
Term Credits		**14.0**
Term 7		
DSMR 477 [WI]	Design and Merchandising Seminar	3.0
VSST 203	Multimedia: Materials	4.0
PHTO 115 or 110	Photographic Principles Photography	3.0
Arts and Humanities Elective		3.0
Art History (ARTH) Elective		3.0
Term Credits		**16.0**
Term 8		
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		
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		
ARTH 103	History of Art- Early to Late Modern	3.0
DSMR 496 [WI]	Senior Problem in Design and Merchandising	3.0
Free Electives		3.0
Social Science Elective		3.0
Term Credits		**12.0**

Term 11

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

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 Credit: 180.0

Spring/Summer (Co-op Cycle B)

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 A101	The Drexel Experience	1.0
VSST 101	Design I	4.0
	Term Credits	**15.0**

Term 2

ENGL 102	Persuasive Writing and Reading	3.0
PHYS 122	Physical Science for Design II	4.0
UNIV A101	The Drexel Experience	1.0
VSST 102	Design II	4.0
VSST 110	Introductory Drawing	3.0
	Term Credits	**15.0**

Term 3

DSMR 100	Computer Imaging I	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

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

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

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 and Merchandising	3.0
VSST 201	Multimedia: Performance	4.0
	Term Credits	**16.0**

Term 7

ARTH 300 [WI]	History of Modern Design	3.0
COOP 101	Career Management and Professional Development	0.0
VSST 203	Multimedia: Materials	4.0
PHTO 115 or 110	Photographic Principles Photography	3.0
Free Elective		3.0
Arts and Humanities Elective		3.0
	Term Credits	**16.0**

Term 8

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

DSMR 311	Visual Merchandising	4.0
DSMR 477 [WI]	Design and 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

DSMR 496 [WI]	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

VSST 202	Multimedia: Space	4.0
Free Electives		8.0
Social Science Elective		3.0
	Term Credits	**15.0**

Term 12

Free Electives		11.0
Arts and Humanities Elective		3.0
	Term Credits	**14.0**

Total Credit: 183.0

Co-op/Career Opportunities

Opportunities

An education in Design & Merchandising prepares individuals for a wide variety of career paths. Graduates often pursue opportunities in

retail operations and buying, fashion and home product development, fashion product promotion. More recently graduates select careers in merchandising technologies, or design management. Each of these areas is offered as a concentration, or the student may elect to choose a minor opening up an unlimited number of options.

Co-Op Experiences

Some past co-op employments of design and merchandising students include:

- Product Development Assistant, American Merchandising Corporation (AMC), New York, NY
- Assistant Buyer, Urban Outfitters/Anthropologie, Philadelphia, PA
- Product Development Assistant, Charming Shoppes, Bensalem, PA
- Design and Merchandising Assistant, Jones New York, New York, NY
- Public Relations Assistant, QVC, West Chester, PA
- Assistant Fashion Coordinator, Special Events Department, Saks Fifth Avenue
- Marketing Assistant, Lighting Design Collaborative, Philadelphia, PA
- Public Relations Assistant, Neiman Marcus, King of Prussia, PA
- Sales Associate, Neiman Marcus, King of Prussia, PA
- Assistant Buyer, Mothers Work, Philadelphia, PA
- Retail/Manufacturing/Merchandising Asst., Nicole Miller, Philadelphia PA

Visit the Drexel Steinbright Career Development Center (http://www.drexel.edu/scdc) page for more detailed information on co-op and post-graduate opportunities.

Dual/Accelerated Degree Program

Only available to Design & 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

The degree requirements for each program are located on the following pages:

- BS in Design & Merchandising Requirements (http://www.drexel.edu/catalog/degree/dsmr.htm)
- MBA Requirements

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 of 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 (http://www.drexel.edu/undergrad/academics/colleges-schools/westphal) for more information.

Entertainment and Arts Management

Bachelor of Science Degree: 184.0 - 189.0 quarter credits

About the Program

Students in Drexel's Entertainment and Arts Management major choose an area of concentration in media management, performing arts management, or visual arts management. The curriculum is designed to prepare students to lead and manage in both non-profit and for-profit areas of the field. Concentrations are available in: Visual Arts; Performing Arts; Dance; Theatre; Digital Media; Cinema and Television; and Sports Entertainment. Coursework in the Entertainment and Arts Management program includes general education, core requirements and a minor in business as well as specialized coursework within the student's chosen area of concentration.
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 who apply to the MS in Arts Administration (p. 70) are automatically accepted into the MS 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 MBA 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 (http://www.drexel.edu/westphal/academics/undergraduate/eam) page.

Degree Requirements

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
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
Select one of the following sequences:		6.0-8.0
Biology		
BIO 100	Applied Cells, Genetics & Physiology	
BIO 101	Applied Biological Diversity, Ecology & Evolution	
Physics		
PHYS 121	Physical Science for Design I	
PHYS 122	Physical Science for Design II	
Arts/Humanities Requirements		
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 A101	The Drexel Experience	2.0
Co-op 101		0.0
Free electives *		21.0-26.0
Entertainment and Arts Management Core Requirements		
ACCT 115	Financial Accounting Foundations	4.0
BLAW 201	Business Law I	4.0
DSMR 100	Computer Imaging I	3.0
EAM 130	Overview of Entertainment and Arts Management	3.0

EAM 211	Strategic Management for Entertainment and Arts Management	3.0
EAM 261	Copyrights and Trademarks	3.0
EAM 361	Law for Entertainment and Arts Management Managers	3.0
EAM 391 [WI]	Promotion, Press and Publicity	3.0
EAM 461	Entertainment Publishing	3.0
EAM 491	Entertainment and Arts Management Senior Project **	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
Select one of the following:		4.0
ACCT 116	Managerial Accounting Foundations	
BUSN 301	Accounting and Finance for Nonfinancial Professionals	
MKTG 356	Consumer Behavior	
Select two of the following: ***		8.0
ECON 202	Principles of Macroeconomics	
FIN 301	Introduction to Finance	
MIS 200	Management Information Systems	
OPM 200	Operations Management	
STAT 201	Introduction to Business Statistics	
STAT 202	Business Statistics II	
Total Credits		193.0-200.0

* Minimum number of free electives depends on chosen concentration.

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

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

Concentration Requirements

A. Visual Arts Management Concentration

ARTH 101	History of Art I: Ancient to Medieval	3.0
ARTH 102	History of Art II: High Renaissance to Modern	3.0
ARTH 103	History of Art- Early to Late Modern	3.0
EAM 270	Audience Development for Arts	3.0
EAM 301	Gallery and Collection Management	3.0
EAM 302	Exhibition Design	3.0
EAM 312	Introduction to Fund Development for the Arts	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:		24.0
ARTH 300 [WI]	History of Modern Design	
INTR 200	History of Modern Architecture and Interiors	
PHTO 110	Photography	
PHTO 115	Photographic Principles	

PHTO 210	Intermediate Photography	
PHTO 275 [WI]	History of Photography I	
PHTO 276	History of Photography II	
VSST 101	Design I	
VSST 102	Design II	
VSST 103	Design III	
VSST 110	Introductory Drawing	
VSST 111	Figure Drawing I	
VSST 112	Figure Drawing II	
VSST 301	Painting I	
VSST 302	Painting II	
VSST 303	Painting III	
Total Credits		**57.0**

B. Performing Arts Management
1. Dance Concentration

DANC 140	Ballet Technique I	2.0
DANC 150	Modern Dance Technique I	2.0
DANC 160 or DANC 170	Jazz Dance Technique I Hip-Hop Dance Technique I	2.0
DANC 201 [WI]	Dance Appreciation	3.0
DANC 210	Introduction to Dance	3.0
DANC 240	Dance Composition I	3.0
DANC 325 [WI]	Twentieth Century Dance	3.0
DANC 355	Rhythmic Study for Dance	3.0
EAM 270	Audience Development for Arts	3.0
EAM 312	Introduction to Fund Development for the Arts	3.0
EAM 313	Volunteer and Board Management	3.0
EAM 321	Box Office and Venue Management	3.0
EAM 322	Performing Arts Touring and 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 Electives		6.0
Six terms of Dance ensembles (DANC 131 -132)		3.0
Total Credits		**60.0**

2. Performing Arts Concentration

DANC 201 [WI]	Dance Appreciation	3.0
DANC 210	Introduction to Dance	3.0
DANC 325 [WI]	Twentieth Century Dance	3.0
EAM 270	Audience Development for Arts	3.0
EAM 312	Introduction to Fund Development for the Arts	3.0
EAM 313	Volunteer and Board Management	3.0
EAM 321	Box Office and Venue Management	3.0
EAM 322	Performing Arts Touring and 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 USA	3.0
MUSC 338 [WI]	American Popular Music	3.0
THTR 115	Theatrical Experience	3.0
THTR 210	Acting: Fundamentals	3.0
THTR 240	Theatre Production I	3.0
THTR Theatre Elective		3.0
Six terms of Performing Arts ensembles (3 classes must be taken for 1 credit each. One must be THTR 130)		3.0
Total Credits		**60.0**

3. Theatre Concentration

EAM 270	Audience Development for Arts	3.0
EAM 312	Introduction to Fund Development for the Arts	3.0
EAM 313	Volunteer and Board Management	3.0
EAM 321	Box Office and Venue Management	3.0
EAM 322	Performing Arts Touring and 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
Two Theatre (THTR) electives		6.0
Six terms of Theatre Practicum Courses [*]		4.0
Total Credits		**57.0**

[*] THTR 130, THTR 131, THTR 132

C. Media Management
1. Digital Media Concentration

ANIM 141	Computer Graphic Imagery	3.0
ANIM 211	Animation I	3.0
ANIM 212	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	Electronic Publishing	3.0
DIGM 100	Digital Design Tools	3.0
DIGM 110	Digital 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 & 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
One Digital Media (ANIM. GMAP, WBDV) elective		3.0
Digital Media track students also select one course from the following:		3.0
ANIM 219	Digital Compositing	
DIGM 350 [WI]	Digital Storytelling	
WBDV 242	Vector Authoring II	
DIGM 451 [WI]	Explorations in New Media	
Total Credits		58.0

2. Cinema and Television Concentration

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	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 & Integrated Marketing Communications	4.0
SCRP 270 [WI]	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
Select three from the following:		9.0
FMVD 210	Documentary Video Production	
FMVD 215	Narrative Video Production	
FMVD 220	Experimental Video Production	
FMVD 235	Intermediate Lighting	
FMVD 237	Intermediate Editing	
FMVD 286	Producing for Features	
FMVD 305	Special Effects Make-up	
FMVD 365	Special Topics in Production	
SCRP 241	Writing TV Comedy	
SCRP 242	Writing TV Drama	
SCRP 275 [WI]	Screenwriting II	
SCRP 280 [WI]	Writing the Short Film	
SCRP 310	Literature for Screenwriters	
SCRP 370	Screenplay Story Development	
SCRP 380	Screenwriting Workshop I	
SCRP 381	Screenwriting Workshop II	
TVIE 280	Research, Sales and Programming	
TVPR 100	TV Studio: Basic Operations	
TVPR 200	TV Studio: Live Directing	
TVPR 230	TV Field: Drama	
TVPR 232	TV Field: Industrials	
TVPR 236	TV Field: Nonfiction	

TVPR 240	Producing for Television	
Total Credits		55.0

D. Sports Entertainment

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	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	Principles of Coaching	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:		9.0
SMT 200	Introduction to Sport Facility and Event Management	
SMT 225	Sports Budgeting	
SMT 230	Sports and the Law	
SMT 240	Olympic Games	
SMT 260	Sports Agents & Labor Relations	
SMT 305	Fundraising in Sports	
SMT 307	Corporate Sponsorship in Sports	
SMT 309	Capital Campaigns in Athletics	
SMT 310	Sports Contracts	
SMT 315	Sports Publications & Graphics	
SMT 320	Economic Aspects of Sports Management	
SMT 337	Risk Management in Sports	
SMT 345	Fan Experience Management	
SMT 347	Sport Tourism	
TVPR 200	TV Studio: Live Directing	
TVST 260	History of Television	
Total Credits		60.0

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

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 A101	The Drexel Experience	1.0
	Term Credits	**15.0**
Term 2		
ACCT 115	Financial Accounting Foundations	4.0
ENGL 102	Persuasive Writing and Reading	3.0
MATH 102	Introduction to Analysis II	4.0
UNIV A101	The Drexel Experience	1.0
Free elective		3.0
	Term Credits	**15.0**
Term 3		
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		
BLAW 201	Business Law I	4.0
COOP 101	Career Management and Professional Development	0.0
EAM 391 [WI]	Promotion, Press and Publicity	3.0
VSCM 100	Computer Imaging I	3.0
PHYS 121 or BIO 100	Physical Science for Design I Applied Cells, Genetics & Physiology	4.0
Social science elective		3.0
	Term Credits	**17.0**
Term 5		
EAM 261	Copyrights and Trademarks	3.0
EAM 270	Audience Development for Arts	3.0
EAM 312	Introduction to Fund Development for the Arts	3.0
PHYS 122 or BIO 101	Physical Science for Design II Applied Biological Diversity, Ecology & Evolution	4.0
Visual Arts Track elective[*]		3.0
	Term Credits	**16.0**
Term 6		
COM 230	Techniques of Speaking	3.0
EAM 313	Volunteer and Board Management	3.0
EAM 361	Law for Entertainment and Arts Management Managers	3.0
Social science elective		3.0
Visual Arts Track elective[*]		3.0
	Term Credits	**15.0**
Term 7		
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[*]		3.0
Business elective[*]		4.0
	Term Credits	**16.0**

Term 8		
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 [WI]	Organizational Behavior	4.0
Visual Arts Track elective[*]		3.0
	Term Credits	**17.0**
Term 9		
EAM 350	Arts, Culture and Society	3.0
ARTH 103	History of Art- Early to Late Modern	3.0
Visual Arts Track elective[*]		3.0
Arts and Humanities elective		3.0
Business elective[*]		4.0
	Term Credits	**16.0**
Term 10		
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[*]		3.0
	Term Credits	**14.0**
Term 11		
EAM 461	Entertainment Publishing	3.0
EAM 472	Trends in Visual Arts	3.0
EAM 491	Entertainment and Arts Management Senior Project	1.0
Visual Arts Track elective[*]		3.0
Free electives		6.0
	Term Credits	**16.0**
Term 12		
EAM 491	Entertainment and Arts Management Senior Project	1.0
Visual Arts Track elective[*]		3.0
Free electives		6.0
Business elective[*]		4.0
	Term Credits	**14.0**

Total Credit: 186.0

(B) Performing Arts Management

(1.) Dance Concentration

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 A101	The Drexel Experience	1.0
	Term Credits	**15.0**
Term 2		
ACCT 115	Financial Accounting Foundations	4.0
ENGL 102	Persuasive Writing and Reading	3.0

MATH 102	Introduction to Analysis II	4.0
UNIV A101	The Drexel Experience	1.0
Free elective		3.0
	Term Credits	**15.0**
Term 3		
EAM 211	Strategic Management for Entertainment and Arts Management	3.0
ENGL 103	Analytical Writing and Reading	3.0
Free elective		3.0
Arts and Humanities elective		3.0
Social science elective		3.0
	Term Credits	**15.0**
Term 4		
BLAW 201	Business Law I	4.0
COOP 101	Career Management and Professional Development	0.0
DSMR 100	Computer Imaging I	3.0
EAM 391 [WI]	Promotion, Press and Publicity	3.0
PHYS 121	Physical Science for Design I	4.0
or BIO 100	Applied Cells, Genetics & Physiology	
Social science elective		3.0
	Term Credits	**17.0**
Term 5		
EAM 261	Copyrights and Trademarks	3.0
EAM 270	Audience Development for Arts	3.0
EAM 312	Introduction to Fund Development for the Arts	3.0
THTR 240	Theatre Production I	3.0
PHYS 122	Physical Science for Design II	4.0
or BIO 101	Applied Biological Diversity, Ecology & Evolution	
	Term Credits	**16.0**
Term 6		
COM 230	Techniques of Speaking	3.0
DANC 210	Introduction to Dance	3.0
EAM 313	Volunteer and 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		
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 160	Jazz Dance Technique I	
Required ensemble		1.0
Business elective[*]		4.0
	Term Credits	**17.0**
Term 8		
DANC 355	Rhythmic Study for Dance	3.0
EAM 322	Performing Arts Touring and Promotion	3.0
MKTG 301	Introduction to Marketing Management	4.0

ORGB 300 [WI]	Organizational Behavior	4.0
Required ensemble		1.0
	Term Credits	**15.0**
Term 9		
DANC 201 [WI]	Dance Appreciation	3.0
EAM 321	Box Office and 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[*]		4.0
	Term Credits	**17.0**
Term 10		
DANC 325 [WI]	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		
DANC 240	Dance Composition I	3.0
EAM 461	Entertainment Publishing	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		
EAM 491	Entertainment and Arts Management Senior Project	1.0
Ensemble		0.0
Free electives		6.0
Business elective[*]		4.0
Dance (DANC) elective		3.0
	Term Credits	**14.0**

Total Credit: 186.0

(2.) Performing Arts Concentration

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 A101	The Drexel Experience	1.0
	Term Credits	**15.0**
Term 2		
ACCT 115	Financial Accounting Foundations	4.0
ENGL 102	Persuasive Writing and Reading	3.0
MATH 102	Introduction to Analysis II	4.0
UNIV A101	The Drexel Experience	1.0

Free elective		3.0
	Term Credits	**15.0**
Term 3		
EAM 211	Strategic Management for Entertainment and Arts Management	3.0
ENGL 103	Analytical Writing and Reading	3.0
Free elective		3.0
Arts and Humanities elective		3.0
Social science elective		3.0
	Term Credits	**15.0**
Term 4		
BLAW 201	Business Law I	4.0
COOP 101	Career Management and Professional Development	0.0
DSMR 100	Computer Imaging I	3.0
EAM 391 [WI]	Promotion, Press and Publicity	3.0
THTR 130	Introduction to Theater 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	
	Term Credits	**18.0**
Term 5		
EAM 261	Copyrights and Trademarks	3.0
EAM 270	Audience Development for Arts	3.0
EAM 312	Introduction to Fund Development for the Arts	3.0
PHYS 122	Physical Science for Design II	4.0
or BIO 101	Applied Biological Diversity, Ecology & Evolution	
Social science elective		3.0
	Term Credits	**16.0**
Term 6		
COM 230	Techniques of Speaking	3.0
DANC 201 [WI]	Dance Appreciation	3.0
EAM 313	Volunteer and 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		
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[*]		4.0
Required ensemble		1.0
	Term Credits	**17.0**
Term 8		
EAM 322	Performing Arts Touring and Promotion	3.0
MKTG 301	Introduction to Marketing Management	4.0
MUSC 331	World Musics	3.0

ORGB 300 [WI]	Organizational Behavior	4.0
Required ensemble		1.0
	Term Credits	**15.0**
Term 9		
DANC 210	Introduction to Dance	3.0
EAM 321	Box Office and 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 USA	3.0
Required ensemble		0.0
	Term Credits	**15.0**
Term 10		
DANC 325 [WI]	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[*]		4.0
	Term Credits	**15.0**
Term 11		
EAM 461	Entertainment Publishing	3.0
EAM 491	Entertainment and Arts Management Senior Project	1.0
Free electives		6.0
Theatre elective[*]		3.0
Ensemble		0.0
	Term Credits	**13.0**
Term 12		
EAM 491	Entertainment and Arts Management Senior Project	1.0
MUSC 338 [WI]	American Popular Music	3.0
Free electives		6.0
Business elective[*]		4.0
	Term Credits	**14.0**

Total Credit: 186.0

(3.) Theatre Concentration

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 A101	The Drexel Experience	1.0
	Term Credits	**15.0**
Term 2		
ACCT 115	Financial Accounting Foundations	4.0
ENGL 102	Persuasive Writing and Reading	3.0
MATH 102	Introduction to Analysis II	4.0

UNIV A101	The Drexel Experience	1.0
Free elective		3.0
	Term Credits	**15.0**
Term 3		
EAM 211	Strategic Management for Entertainment and Arts Management	3.0
ENGL 103	Analytical Writing and Reading	3.0
Free elective		3.0
Social science elective		3.0
Arts and Humanities elective		3.0
	Term Credits	**15.0**
Term 4		
BLAW 201	Business Law I	4.0
COOP 101	Career Management and Professional Development	0.0
DSMR 100	Computer Imaging I	3.0
EAM 391 [WI]	Promotion, Press and Publicity	3.0
THTR 130	Introduction to Theater Production Practicum	1.0
THTR 240	Theatre Production I	3.0
PHYS 121 or BIO 100	Physical Science for Design I Applied Cells, Genetics & Physiology	4.0
	Term Credits	**18.0**
Term 5		
EAM 261	Copyrights and Trademarks	3.0
EAM 270	Audience Development for Arts	3.0
EAM 312	Introduction to Fund Development for the Arts	3.0
THTR 221 [WI]	Theatre History I	3.0
PHYS 122 or BIO 101	Physical Science for Design II Applied Biological Diversity, Ecology & Evolution	4.0
	Term Credits	**16.0**
Term 6		
COM 230	Techniques of Speaking	3.0
EAM 313	Volunteer and Board Management	3.0
EAM 361	Law for Entertainment and Arts Management Managers	3.0
THTR 121 [WI]	Dramatic Analysis	3.0
Required ensemble		0.0
Social science elective		3.0
	Term Credits	**15.0**
Term 7		
EAM 401	Writing for Arts Managers	3.0
THTR 210	Acting: Fundamentals	3.0
Arts and Humanities elective		3.0
Business elective[*]		4.0
Theatre elective[*]		3.0
Required ensemble		1.0
	Term Credits	**17.0**
Term 8		
EAM 322	Performing Arts Touring and Promotion	3.0
MKTG 301	Introduction to Marketing Management	4.0

ORGB 300 [WI]	Organizational Behavior	4.0
THTR 222 [WI]	Theatre History II	3.0
Required ensemble		1.0
	Term Credits	**15.0**
Term 9		
EAM 321	Box Office and 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[*]		4.0
	Term Credits	**15.0**
Term 10		
EAM 491	Entertainment and Arts Management Senior Project	1.0
HRMT 323	Principles of Human Resource Administration	4.0
THTR 320	Play Direction	3.0
Arts and Humanities elective		3.0
Ensemble		0.0
Free elective		3.0
	Term Credits	**14.0**
Term 11		
EAM 461	Entertainment Publishing	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		
EAM 491	Entertainment and Arts Management Senior Project	1.0
Theatre elective[*]		3.0
Free electives		6.0
Business elective[*]		4.0
	Term Credits	**14.0**

Total Credit: 185.0

(C) Media Management

(1.) Digital Media Concentration

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 A101	The Drexel Experience	1.0
	Term Credits	**15.0**
Term 2		
ACCT 115	Financial Accounting Foundations	4.0
ENGL 102	Persuasive Writing and Reading	3.0

MATH 102	Introduction to Analysis II	4.0
UNIV A101	The Drexel Experience	1.0
Free elective		3.0
	Term Credits	**15.0**

Term 3

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

BLAW 201	Business Law I	4.0
COOP 101	Career Management and Professional Development	0.0
DIGM 100	Digital Design Tools	3.0
DSMR 100	Computer Imaging I	3.0
VSST 110	Introductory Drawing	3.0
PHYS 121 or BIO 100	Physical Science for Design I Applied Cells, Genetics & Physiology	4.0
	Term Credits	**17.0**

Term 5

COM 111	Principles of Communication	3.0
DIGM 110	Digital Spatial Visualization	3.0
EAM 261	Copyrights and Trademarks	3.0
EAM 391 [WI]	Promotion, Press and Publicity	3.0
PHYS 122 or BIO 101	Physical Science for Design II Applied Biological Diversity, Ecology & Evolution	4.0
	Term Credits	**16.0**

Term 6

DIGM 252	Multimedia Timeline Design	3.0
EAM 361	Law for Entertainment and Arts Management Managers	3.0
EAM 365	Media and Entertainment Business	3.0
COM 230	Techniques of Speaking	3.0
COM 150	Mass Media and Society	3.0
	Term Credits	**15.0**

Term 7

COM 240	New Technologies In Communication	3.0
WBDV 240	Web Authoring I	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

MKTG 301	Introduction to Marketing Management	4.0
ORGB 300 [WI]	Organizational Behavior	4.0
WBDV 241	Vector Authoring I	3.0
Free electives		6.0
	Term Credits	**17.0**

Term 9

EAM 340	Artist Representation and Management	3.0
MKTG 322	Advertising & Integrated Marketing Communications	4.0
Digital Media Track elective[*]		3.0
Business elective[*]		4.0
	Term Credits	**14.0**

Term 10

ANIM 141	Computer Graphic Imagery	3.0
COM 270 [WI]	Business Communication	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

ANIM 211	Animation I	3.0
EAM 461	Entertainment Publishing	3.0
EAM 491	Entertainment and Arts Management Senior Project	1.0
Free electives		9.0
	Term Credits	**16.0**

Term 12

ANIM 212	Animation II	3.0
COM 335	Electronic Publishing	3.0
EAM 491	Entertainment and Arts Management Senior Project	1.0
Business elective[*]		4.0
Social science elective		3.0
	Term Credits	**14.0**

Total Credit: 184.0

(2.) Cinema and Television Concentration

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 A101	The Drexel Experience	1.0
	Term Credits	**15.0**

Term 2

ACCT 115	Financial Accounting Foundations	4.0
ENGL 102	Persuasive Writing and Reading	3.0
MATH 102	Introduction to Analysis II	4.0
UNIV A101	The Drexel Experience	1.0
Free elective		3.0
	Term Credits	**15.0**

Term 3

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		
BLAW 201	Business Law I	4.0
COOP 101	Career Management and Professional Development	0.0
DSMR 100	Computer Imaging I	3.0
EAM 391 [WI]	Promotion, Press and Publicity	3.0
PHYS 121 or BIO 100	Physical Science for Design I Applied Cells, Genetics & Physiology	4.0
Term Credits		**14.0**
Term 5		
COM 111	Principles of Communication	3.0
EAM 261	Copyrights and Trademarks	3.0
FMVD 110	Basic Shooting and Lighting	3.0
SCRP 270 [WI]	Screenwriting I	3.0
PHYS 122 or BIO 101	Physical Science for Design II Applied Biological Diversity, Ecology & Evolution	4.0
Term Credits		**16.0**
Term 6		
COM 150	Mass Media and Society	3.0
COM 230	Techniques of Speaking	3.0
EAM 361	Law for Entertainment and Arts Management Managers	3.0
EAM 365	Media and Entertainment Business	3.0
FMVD 115	Basic Editing	3.0
TVIE 290	Introduction to Money and the Media	3.0
Term Credits		**18.0**
Term 7		
COM 240	New Technologies In Communication	3.0
FMVD 120	Basic Sound	3.0
Business elective[*]		4.0
Free elective		3.0
Cinema and Television elective[*]		3.0
Term Credits		**16.0**
Term 8		
MKTG 301	Introduction to Marketing Management	4.0
ORGB 300 [WI]	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		
EAM 340	Artist Representation and Management	3.0
MKTG 322	Advertising & Integrated Marketing Communications	4.0
Business elective[*]		4.0
Cinema and Television elective[*]		3.0
Term Credits		**14.0**

Term 10		
COM 270 [WI]	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		
EAM 461	Entertainment Publishing	3.0
EAM 491	Entertainment and Arts Management Senior Project	1.0
Cinema and Television elective[*]		3.0
Social science elective		3.0
Free electives		6.0
Term Credits		**16.0**
Term 12		
EAM 491	Entertainment and Arts Management Senior Project	1.0
Social science elective		3.0
Business elective[*]		4.0
Free electives		6.0
Term Credits		**14.0**

Total Credit: 184.0

(D.) Sports Entertainment Concentration

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 A101	The Drexel Experience	1.0
Term Credits		**15.0**
Term 2		
ACCT 115	Financial Accounting Foundations	4.0
ENGL 102	Persuasive Writing and Reading	3.0
MATH 102	Introduction to Analysis II	4.0
UNIV A101	The Drexel Experience	1.0
Free elective		3.0
Term Credits		**15.0**
Term 3		
EAM 211	Strategic Management for Entertainment and Arts Management	3.0
ENGL 103	Analytical Writing and Reading	3.0
Free elective		3.0
Social science elective		3.0
Arts and Humanities elective		3.0
Term Credits		**15.0**
Term 4		
BIO 100	Applied Cells, Genetics & Physiology	3.0
BLAW 201	Business Law I	4.0

COOP 101	Career Management and Professional Development	0.0
DSMR 100	Computer Imaging I	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		
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 [WI]	Promotion, Press and 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		
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	Basic Editing	3.0
SMT 215	Sports Ticket Sales & Operations	3.0
	Term Credits	**18.0**
Term 7		
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		
MKTG 301	Introduction to Marketing Management	4.0
ORGB 300 [WI]	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		
EAM 340	Artist Representation and Management	3.0
Business elective		4.0
Sports Entertainment elective		3.0
Free electives		6.0
	Term Credits	**16.0**
Term 10		
COM 270 [WI]	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		
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		
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 Credit: 194.0

*   See degree requirements (p. 22).

Co-op/Career Opportunities

A major entertainment and arts management prepares students for a variety of careers in both for-profit and nonprofit organizations; from creative, hands-on positions to administrative and management roles.

The career possibilities in this field are extensive and include the following positions:

- Artistic or creative director
- Concert and live events manager
- Gallery owner
- Grant writer
- Marketing coordinator
- Production and development executive
- Promoter • Publicist
- Talent agent

Visit the Drexel Steinbright Career Development Center (http://www.drexel.edu/scdc) page for more detailed information on co-op and post-graduate opportunities.

About the Accelerated Degree Program (BS/MBA)

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 (http://www.drexel.edu/catalog/degree/eam.htm)

MBA (http://catalog.drexel.edu/graduate/collegeofbusiness/businessadministration)

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 (http://www.lebow.drexel.edu/PDF/Docs/Grad/CurriculumStanding.pdf) 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 of 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 (http://www.drexel.edu/undergrad/academics/colleges-schools/westphal) for more information.

College of Media Arts and Design Facilities

The college offers many state-of-the-art facilities and resources to its students including:

- Drexel Historic Costume Collection (http://digimuse.cis.drexel.edu)
- Design and Imaging Studios (http://www.drexel.edu/academics/comad/D_Iweb)
- DUTV (http://www.dutv.org), student-run cable television station
- Leornard Pearlstein Art Gallery (http://drexel.edu/academics/comad/gallery)
- MAD Dragon Records Label (http://www.maddragonrecords.com)
- Mandell Theater
- Paul F. Harron Studios
- Rudman Institute for Entertainment Industry Studies (http://www.drexel.edu/academics/comad/also_in_comad/rudman_institute)
- WKDU (http://www.wkdu.org), Drexel's student-run radio station

Fashion Design

Bachelor of Science Degree: 182.0 quarter credits

About the Program

The Fashion Design Program at Drexel University's Antoinette Westphal College (http://www.drexel.edu/westphal/undergraduate/FASH) of Media Arts & Design educates and trains visionary designers to use an integrated approach toward the creation of contemporary fashion within the context of an expanding, yet converging global economy and society. The fusion of art, design, science and technology serves as a springboard for the production of unique apparel for the 21st century, and represents a trans-disciplinary approach that requires flexibility and focus. Over the past two decades, Drexel's Fashion Design program has developed a stellar, international reputation and is ranked in the top five nationally and 16th worldwide. That is due in part, to a passionate and experienced faculty, novel approaches to pedagogy, and participation in national and international competitions. Faculty and alumni connections to industry leaders strongly augment and catalyze the program, the strength of which is closely linked to the philosophy that each student has a distinct vision and a unique aesthetic that must be cultivated on an individual basis.

Within the beautiful new studios and specialized labs in the URBN Center (http://drexel.edu/IA/URBN/Facilities.html), students learn to master skills and push the boundaries using those skills. Students can engage in collaborative University wide research through the use of the exCITe Center (http://drexel.edu/excite) located next door and the Hybrid Making Lab (http://www.drexel.edu/westphal/resources/making_spaces/HybridMakingLab) located on the URBN Center's first floor. They acquire detailed knowledge about industrial productions, advanced technologies in design, collaborative design, materials and processes, and the marketing and merchandising of clothing. Accordingly, our future fashion designers, both undergraduates and graduates alike, develop an intuitive and practical understanding of design through a fine arts foundation, while studying the psychological, social and historical contexts of fashion through the world-renowned Drexel Historic Costume Collection (http://www.drexel.edu/westphal/resources/initiatives/DHCC) (DHCC). Importantly, the students are provided with commercial studio/ atelier training that goes hand-in-hand with classroom instruction through the University's cooperative education program (http://www.drexel.edu/westphal/forStudents/co-op). Cooperative education offers invaluable opportunities for students to observe and participate in the fashion industry at the ground level. Critiques by visiting professionals are included in all upper level courses and provide valuable "real world" input, as well as future career connections. A large percentage of students spend a term studying abroad (http://www.drexel.edu/studyabroad) in the world's great fashion capitals, including London (https://studyabroad.drexel.edu), England and Florence, Italy. Upon graduation, students show their collections (http://www.drexel.edu/westphal/creative/fash) in the annual fashion show.

For more information about this major, visit the College's Fashion Design (http://www.drexel.edu/westphal/academics/undergraduate/fashion) page.

Degree Requirements

General education requirements

ENGL 101	Expository Writing and Reading	3.0
ENGL 102	Persuasive Writing and Reading	3.0
ENGL 103	Analytical Writing and Reading	3.0
MATH 119	Mathematical Foundations for Design	4.0
PHYS 121	Physical Science for Design I	4.0

PHYS 122	Physical Science for Design II	4.0
UNIV A101	The Drexel Experience	2.0
Arts and humanities electives		9.0
Social science electives		9.0
Free electives		24.0
Visual studies requirements		
ARTH 101	History of Art I: Ancient to Medieval	3.0
ARTH 102	History of Art II: High Renaissance to Modern	3.0
ARTH 103	History of Art- Early to Late Modern	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
Select one of the following Multimedia courses:		4.0
VSST 201	Multimedia: Performance	
VSST 202	Multimedia: Space	
VSST 203	Multimedia: Materials	
Fashion design requirements		
ARTH 335 [WI]	History of Costume I: Preclassical to Directoire	3.0
ARTH 336 [WI]	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	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	Computer Aided Design for Patternmaking	3.0
or FASH 316	Computer Aided Design for Fashion Design	
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 I	4.0
FASH 492	Senior Problem in Fashion Design II	3.0
VSST 112	Figure Drawing II	3.0
Total Credits		182.0

Sample Plans of Study

Standard Plan

(See below for Study Abroad plan of study)

Term 1		Credits
FASH 201	Survey of the Fashion Industry	3.0
PHYS 121	Physical Science for Design I	4.0
UNIV A101	The Drexel Experience	1.0
VSST 101	Design I	4.0
VSST 110	Introductory Drawing	3.0
	Term Credits	**15.0**
Term 2		
FASH 241	Construction Skills	4.0
PHYS 122	Physical Science for Design II	4.0
UNIV A101	The Drexel Experience	1.0
VSST 102	Design II	4.0
VSST 111	Figure Drawing I	3.0
	Term Credits	**16.0**
Term 3		
FASH 341	Flat Pattern Design	4.0
MATH 119	Mathematical Foundations for Design	4.0
VSST 103	Design III	4.0
VSST 112	Figure Drawing II	3.0
	Term Credits	**15.0**
Term 4		
ENGL 101	Expository Writing and Reading	3.0
FASH 210	Presentation Techniques in Fashion	3.0
FASH 211	Fashion Drawing I	3.0
FASH 342	Draping Design	4.0
VSST 204	Materials Exploration	4.0
	Term Credits	**17.0**
Term 5		
ARTH 101	History of Art I: Ancient to Medieval	3.0
COOP 101	Career Management and 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		
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		
ENGL 103	Analytical Writing and Reading	3.0
VSST 301	Painting I	4.0
Select one of the following:		4.0
VSST 201	Multimedia: Performance	
VSST 203	Multimedia: Materials	
VSST 202	Multimedia: Space	
Social science elective		3.0
	Term Credits	**14.0**

Term 8

ARTH 103	History of Art- Early to Late Modern	3.0
ARTH 335 [WI]	History of Costume I: Preclassical to Directoire	3.0
FASH 343	Tailoring and Design	4.0
	Arts and Humanities elective	3.0
FASH 315 (or elective)	Computer Aided Design for Patternmaking	3.0
	Term Credits	**16.0**

Term 9

ARTH 336 [WI]	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

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

FASH 491	Senior Problem in Fashion Design I	4.0
FASH 316 (or elective)	Computer Aided Design for Fashion Design	3.0
	Free elective	3.0
	Social science elective	3.0
	Term Credits	**13.0**

Term 12

FASH 492	Senior Problem in Fashion Design II	3.0
	Free electives	12.0
	Term Credits	**15.0**

Total Credit: 182.0

Study Abroad

Term 1

		Credits
FASH 201	Survey of the Fashion Industry	3.0
PHYS 121	Physical Science for Design I	4.0
UNIV A101	The Drexel Experience	1.0
VSST 101	Design I	4.0
VSST 110	Introductory Drawing	3.0
	Term Credits	**15.0**

Term 2

FASH 241	Construction Skills	4.0
PHYS 122	Physical Science for Design II	4.0
UNIV A101	The Drexel Experience	1.0
VSST 102	Design II	4.0
VSST 111	Figure Drawing I	3.0
	Term Credits	**16.0**

Term 3

FASH 341	Flat Pattern Design	4.0
MATH 119	Mathematical Foundations for Design	4.0
VSST 103	Design III	4.0
VSST 112	Figure Drawing II	3.0
	Term Credits	**15.0**

Term 4

COOP 101	Career Management and 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

	Free electives	12.0
	Term Credits	**12.0**

Term 6

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

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

ARTH 103	History of Art- Early to Late Modern	3.0
ARTH 335 [WI]	History of Costume I: Preclassical to Directoire	3.0
FASH 343	Tailoring and Design	4.0
	Select one of the following:	4.0
VSST 201	Multimedia: Performance	
VSST 203	Multimedia: Materials	
VSST 202	Multimedia: Space	
FASH 315 (or elective)	Computer Aided Design for Patternmaking	3.0
	Term Credits	**17.0**

Term 9

ARTH 336 [WI]	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

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

FASH 491	Senior Problem in Fashion Design I	4.0
VSST 301	Painting I	4.0
FASH 316 (or elective)	Computer Aided Design for Fashion Design	3.0
Arts and Humanities elective		3.0
	Term Credits	**14.0**

Term 12

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 Credit: 182.0

Co-op/Career Opportunities

Drexel Co-op is a renowned collegiate program. Students spend a minimum of 6 months either in the US (http://www.drexel.edu/westphal/forStudents/co-op) or abroad (http://drexel.edu/scdc/internationalcoop) where they can apply their skills in the challenging and exciting fashion industry. Areas of opportunity include garment design, concept design, product development, production, textile design, costume design, technical design, CAD, publishing, curatorial work, promotion and marketing. During the cooperative education program students apply their industry knowledge and gain experience in the diverse, fast paced global world of fashion. Students forge long lasting relationships with alumni and other industry professionals.

Co-Op Experiences

Some past co-op employers of fashion design students include:

- Michael Kors, New York
- Destination Maternity Corporation, Philadelphia
- Nanette Lepore, New York
- Shehu, Philadelphia
- Charlotte Ronson, New York
- SVA Holdings Corporation, Philadelphia
- Abercrombie & Fitch, Ohio
- Calvin Klein, New York
- Carole Hochman Design Group, New York
- Dennis Basso/Stallion Inc., New York
- OneStop Inc., New York
- A Wish Come True, Greater Philadelphia Area
- Alexander McQueen, United Kingdom, Great Britain
- Derek Lam, New York
- Lilly Pulitzer, Greater Philadelphia Area
- M. PATMOS, New York

- Milly LLC, New York
- Printfresh, LLC, Greater Philadelphia Area
- Shima Seiki USA, Inc., South New Jersey
- Althea Harper, New York
- Amsale, New York
- Anna Sui Corp, New York
- BCBG Max Azria, California
- Bioko Biodiversity Protection Program, Equatorial Guinea
- Blazina International, Philadelphia

Visit the Drexel Steinbright Career Development Center (http://www.drexel.edu/scdc) page for more detailed information on co-op and post-graduate opportunities.

Facilities

Drexel University's Antoinette Westphal College of Media Arts & Design is located in the new URBN Center (http://drexel.edu/IA/URBN/Facilities.html) at 3501 Market Street in Philadelphia. The URBN Center is a 140,000 square foot state-of-the art facility where the Fashion Design studios are located on the 3rd floor.

Classes are held in fully equipped studios for design and construction, pattern drafting, CAD design, and textile design including a dedicated senior and graduate design studio. Other studios on the 3rd floor include a specialty equipment lab, computer lab, knitwear studio, a fabric dying and research lab, fashion drawing studio, and the Charles Evans Library. The Drexel Historic Costume Collection (http://www.drexel.edu/westphal/resources/initiatives/DHCC/Eductation) (DHCC), currently estimated to hold more than 12,000 objects, is located on the first floor and is an invaluable library, archive and educational tool for our students as well as scholars, historians, artists and designers in the national and international community. Also located on the first floor is the Hybrid Making Lab (http://www.drexel.edu/westphal/resources/making_spaces/HybridMakingLab). This lab provides collaborative design and research opportunities both within Westphal College and University wide. The exCITe Center (http://drexel.edu/excite) (Expressive and Creative Interaction Technologies), located next door at 3401 Market Street, welcomes students and faculty from across the University as well as the community.

The open environment of the URBN Center provides opportunity for collaboration with all of the programs at the Westphal College. Design & Merchandising is on the first floor, opposite the main lobby where work from all of the College's students is regularly displayed. Digital Media, Animation & Visual Effects, Game Art & Production, Web Development & Interaction Design, Product Design, Graphic Design, Interiors, and Architecture's studios and labs are also located in the URBN Center. The Center encourages anyone interested to schedule a visit (http://www.drexel.edu/westphal/contact) to experience the creativity, technology, innovation and resulting excitement.

Film & Video

Bachelor of Science Degree: 185.0 quarter credits

About the Program

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.

This highly competitive program, with only sixty-four freshmen accepted annually, features smaller classes that foster student-faculty interaction and mentoring, as well as ample access to excellent equipment. The unique Drexel co-op enhances education by providing students with professional employment experience.

The Film and Video program also offers several related minors, including cinema studies, video production and writing for the media.

Additional Information

For more information about this program, contact the program director:

Karin Kelly
Film & Video
Department of Cinema and Television
Antoinette Westphal College of Media Arts and Design
kpk23@drexel.edu

For more details, visit the College's Film and Video (http://www.drexel.edu/westphal/academics/undergraduate/film) page.

Degree Requirements

General Education Requirements

ENGL 101	Expository Writing and Reading	3.0
ENGL 102	Persuasive Writing and Reading	3.0
ENGL 103	Analytical Writing and Reading	3.0
MATH 119	Mathematical Foundations for Design	4.0
UNIV A101	The Drexel Experience	2.0
Arts and humanities electives		9.0
English elective		3.0
History elective		3.0
Mathematics electives		8.0
Philosophy elective		3.0
Social science electives		9.0
Electives		24.0
Co-operative education (two terms)		0.0

AWCOMAD Requirements

ARTH 102	History of Art II: High Renaissance to Modern	3.0
ARTH 103	History of Art- Early to Late Modern	3.0
DIGM 100	Digital Design Tools	3.0
PHTO 110	Photography	3.0
VSST 108	Design I for Media	3.0
VSST 109	Design II for Media	3.0
WBDV 240	Web Authoring I	3.0

Film and Video Core Courses

FMST 101	Film History I: Emergence	3.0
FMST 102	Film History II: New Waves	3.0
FMST 103	Film History III: Trends	3.0
FMVD 110	Basic Shooting and Lighting	3.0
FMVD 115	Basic Editing	3.0
FMVD 120	Basic Sound	3.0
FMVD 200	Acting for the Screen	3.0
FMVD 202	Directing for the Screen	3.0
FMVD 210	Documentary Video Production	3.0
FMVD 215	Narrative Video Production	3.0
FMVD 218	Intermediate Cinematography	3.0
FMVD 220	Experimental Video Production	3.0
FMST 250	The Documentary Tradition	3.0
FMVD 235	Intermediate Lighting	3.0
FMVD 237	Intermediate Editing	3.0
FMVD 286	Producing for Features	3.0
FMST 304	Film Voice and Style	3.0
FMVD 322	Production Workshop I	3.0
FMVD 323	Production Workshop II	3.0
FMVD 495	Senior Project in Film and Video (3 semesters at 3.0 credits)	9.0
SCRP 270 [WI]	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
Three Advanced Production Choice Courses		**9.0**

Includes TVPR-TV Studio 200 level course and any non-required TVPR or FMVD course at 300 level or above. Also includes SCRP courses at 300 level or above. Does not include FMVD 399 or FMVD 490.

Film Studies or Television Studies Course		**3.0**

Select any Film Studies (FMST) or Television Studies (TVST) course not already listed as required.

Total Credits	185.0

Sample Plans of Study

Co-op Cycle A

(See below this plan for Co-op Cycle B)

Term 1		Credits
DIGM 100	Digital Design Tools	3.0
ENGL 101	Expository Writing and Reading	3.0
FMST 101	Film History I: Emergence	3.0
FMVD 110	Basic Shooting and Lighting	3.0
UNIV A101	The Drexel Experience	1.0
VSST 108	Design I for Media	3.0
	Term Credits	**16.0**
Term 2		
ENGL 102	Persuasive Writing and Reading	3.0
FMST 102	Film History II: New Waves	3.0
FMVD 120	Basic Sound	3.0
SCRP 270 [WI]	Screenwriting I	3.0
UNIV A101	The Drexel Experience	1.0
VSST 109	Design II for Media	3.0
	Term Credits	**16.0**
Term 3		
ARTH 102	History of Art II: High Renaissance to Modern	3.0
ENGL 103	Analytical Writing and Reading	3.0

FMVD 115	Basic Editing	3.0
MATH 119	Mathematical Foundations for Design	4.0
TVPR 100	TV Studio: Basic Operations	3.0
	Term Credits	**16.0**
Term 4		
ARTH 103	History of Art- Early to Late Modern	3.0
FMVD 218	Intermediate Cinematography	3.0
FMST 250	The Documentary Tradition	3.0
FMVD 286	Producing for Features	3.0
WBDV 240	Web Authoring I	3.0
Arts and Humanities elective		3.0
	Term Credits	**18.0**
Term 5		
COOP 101	Career Management and Professional Development	0.0
FMVD 202	Directing for the Screen	3.0
PHTO 110	Photography	3.0
Arts and humanities elective		3.0
Natural science elective		4.0
Social science elective		3.0
	Term Credits	**16.0**
Term 6		
FMST 103	Film History III: Trends	3.0
FMVD 200	Acting for the Screen	3.0
FMVD 215	Narrative Video Production	3.0
SCRP 280 [WI]	Writing the Short Film	3.0
Natural science elective		4.0
	Term Credits	**16.0**
Term 7		
FMVD 210	Documentary Video Production	3.0
FMVD 235	Intermediate Lighting	3.0
FMVD 237	Intermediate Editing	3.0
Arts and humanities elective		3.0
Social science elective		3.0
	Term Credits	**15.0**
Term 8		
FMST 304	Film Voice and Style	3.0
FMVD 220	Experimental Video Production	3.0
FMVD 322	Production Workshop I	3.0
SCRP 370	Screenplay Story Development	3.0
Advanced Production elective[*]		3.0
	Term Credits	**15.0**
Term 9		
FMVD 323	Production Workshop II	3.0
Film Studies/Television Studies elective[*]		3.0
Arts and humanities elective		3.0
Social science elective		3.0
Free elective		3.0
	Term Credits	**15.0**
Term 10		
FMVD 495	Senior Project in Film and Video	3.0

Advanced Production elective[*]		3.0
Arts and humanities elective		3.0
Free electives		6.0
	Term Credits	**15.0**
Term 11		
FMVD 495	Senior Project in Film and Video	3.0
Advanced Production elective[*]		3.0
Arts and humanities elective		3.0
Free electives		6.0
	Term Credits	**15.0**
Term 12		
FMVD 495	Senior Project in Film and Video	3.0
Free electives		9.0
	Term Credits	**12.0**

Total Credit: 185.0

Co-op Cycle B

Term 1		**Credits**
ENGL 101	Expository Writing and Reading	3.0
FMST 101	Film History I: Emergence	3.0
FMVD 110	Basic Shooting and Lighting	3.0
FMVD 120	Basic Sound	3.0
VSST 108	Design I for Media	3.0
UNIV A101	The Drexel Experience	1.0
	Term Credits	**16.0**
Term 2		
ENGL 102	Persuasive Writing and Reading	3.0
FMST 102	Film History II: New Waves	3.0
SCRP 270 [WI]	Screenwriting I	3.0
TVPR 100	TV Studio: Basic Operations	3.0
VSST 109	Design II for Media	3.0
UNIV A101	The Drexel Experience	1.0
	Term Credits	**16.0**
Term 3		
ARTH 102	History of Art II: High Renaissance to Modern	3.0
ENGL 103	Analytical Writing and Reading	3.0
DIGM 100	Digital Design Tools	3.0
FMVD 115	Basic Editing	3.0
MATH 119	Mathematical Foundations for Design	4.0
	Term Credits	**16.0**
Term 4		
ARTH 103	History of Art- Early to Late Modern	3.0
FMST 250	The Documentary Tradition	3.0
FMVD 215	Narrative Video Production	3.0
FMVD 286	Producing for Features	3.0
Arts and humanities elective		3.0
	Term Credits	**15.0**
Term 5		
FMVD 210	Documentary Video Production	3.0
FMVD 237	Intermediate Editing	3.0
PHTO 110	Photography	3.0

SCRP 280 [WI]	Writing the Short Film	3.0
Natural science elective		4.0
	Term Credits	**16.0**
Term 6		
FMST 103	Film History III: Trends	3.0
FMVD 218	Intermediate Cinematography	3.0
WBDV 240	Web Authoring I	3.0
Arts and humanities elective		3.0
Natural science elective		4.0
	Term Credits	**16.0**
Term 7		
COOP 101	Career Management and 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 electives		6.0
Free elective		3.0
	Term Credits	**18.0**
Term 8		
FMST 304	Film Voice and Style	3.0
FMVD 220	Experimental Video Production	3.0
FMVD 322	Production Workshop I	3.0
SCRP 370	Screenplay Story Development	3.0
Social science elective		3.0
	Term Credits	**15.0**
Term 9		
FMVD 323	Production Workshop II	3.0
Film Studies/Television Studies elective [*]		3.0
Advanced Production elective [*]		3.0
Arts and humanities elective		3.0
Social science elective		3.0
	Term Credits	**15.0**
Term 10		
FMVD 495	Senior Project in Film and Video	3.0
Advanced Production elective [*]		3.0
Arts and humanities elective		3.0
Free electives		6.0
	Term Credits	**15.0**
Term 11		
FMVD 495	Senior Project in Film and Video	3.0
Advanced Production elective [*]		3.0
Arts and humanities elective		3.0
Free electives		6.0
	Term Credits	**15.0**
Term 12		
FMVD 495	Senior Project in Film and Video	3.0
Free electives		9.0
	Term Credits	**12.0**

Total Credit: 185.0

[*]   See degree requirements (p. 37).

Co-Op/Career Opportunities

Opportunities

Students who study film and video can move on to careers as film or video directors, producers, video or film editors, directors of photography (film), camerawork, as well as grips and special effects coordinators.

Co-Op Experiences

Some past co-op employers of film and video students include:

- USA Network, New York
- Comcast, Philadelphia
- Bad Robot, Los Angeles
- ICM, Los Angeles
- Focus Features, New York
- Law & Order, New York
- NFL Films, Mount Laurel, New Jersey
- Tribecca Film Center, New York
- National Geographic Television, Washington DC
- NBC, New York
- Paramount Studios, Los Angeles
- MTV, New York

Visit the Drexel Steinbright Career Development Center (http://www.drexel.edu/scdc) page for more detailed information on co-op and post-graduate opportunities.

Facilities

Film and video facilities include a shooting studio with a green screen, large and small screening rooms, a fully equipped television studio; two digital editing facilities; specially outfitted multimedia rooms for all HD courses; digital video cameras; 16mm film cameras, and lighting and audio equipment.

Additionally, the college operates DUTV (http://www.dutv.org), a cable television station reaching over 350,000 households.

Game Art and Production

Bachelor of Science Degree: 185.0 quarter credits

About the Program

Drexel's nationally-ranked Game Art & Production program combines a strong comprehension of animation and interactivity, along with an understanding of design, programming, and production.

The major 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 is offered as part of Drexel's major in computer science (http://catalog.drexel.edu/undergraduate/collegeofengineering/computerscience).

Additional Information

To find out more about this major, visit the Westphal College's Game Art and Production Major (http://www.drexel.edu/westphal/academics/undergraduate/gameartproduction) page.

Degree Requirements

General education requirements

ENGL 101	Composition and Rhetoric I: Inquiry and Exploratory Research	3.0
ENGL 102	Composition and Rhetoric II: The Craft of Persuasion	3.0
ENGL 103	Composition and Rhetoric III: Thematic Analysis Across Genres	3.0
COM 230	Techniques of Speaking	3.0
MATH 101	Introduction to Analysis I	4.0
PHYS 121	Physical Science for Design I	4.0
PHYS 122	Physical Science for Design II	4.0
UNIV A101	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
Art and art history Requirements		
ARTH 102	History of Art II: High Renaissance to Modern	3.0
ARTH 103	History of Art- Early to Late Modern	3.0
ARTH 300 [WI]	History of Modern Design	3.0
VSST 108	Design I for Media	3.0
VSST 109	Design II for Media	3.0
VSST 110	Introductory Drawing	3.0
VSST 111	Figure Drawing I	3.0
Media and computer science requirements		
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 [WI]	Screenwriting I	3.0
Digital media core requirements		
ANIM 140	Computer Graphics Imagery I	3.0
ANIM 141	Computer Graphic Imagery II	3.0
ANIM 152	Multimedia Timeline Design	3.0
ANIM 211	Animation I	3.0
DIGM 100	Digital Design Tools	3.0

DIGM 105	Overview of Digital Media	3.0
DIGM 223	Creative Concept Design	3.0
DIGM 250	Professional Practices	3.0
DIGM 350 [WI]	Digital Storytelling	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
Gaming requirements		
ANIM 212	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
Select two of the following Gaming Electives:		6.0
GMAP 347	Serious Games	
GMAP 348	Experimental Games	
GMAP 367	Character Animation for Gaming	
GMAP 368	Artificial Intelligence in Gaming	
GMAP 369	Mobile Game Development	
Total Credits		185.0

Sample Plan of Study

Term 1		Credits
DIGM 100	Digital Design Tools	3.0
DIGM 105	Overview of Digital Media	3.0
ENGL 101	Composition and Rhetoric I: Inquiry and Exploratory Research	3.0
PHYS 121	Physical Science for Design I	4.0
UNIV A101	The Drexel Experience	1.0
VSST 110	Introductory Drawing	3.0
	Term Credits	**17.0**
Term 2		
ANIM 140	Computer Graphics Imagery I	3.0
ENGL 102	Composition and Rhetoric II: The Craft of Persuasion	3.0
FMVD 110	Basic Shooting and Lighting	3.0
PHYS 122	Physical Science for Design II	4.0
UNIV A101	The Drexel Experience	1.0
VSST 108	Design I for Media	3.0
	Term Credits	**17.0**
Term 3		
ANIM 141	Computer Graphic Imagery II	3.0
ANIM 152	Multimedia Timeline Design	3.0

ENGL 103	Composition and Rhetoric III: Thematic Analysis Across Genres	3.0
MATH 101	Introduction to Analysis I	4.0
VSST 109	Design II for Media	3.0
	Term Credits	**16.0**
Term 4		
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		
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 and Professional Development	0.0
CS 172	Computer Programming II	3.0
WBDV 241	Vector Authoring I	3.0
	Term Credits	**15.0**
Term 6		
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
SCRP 270 [WI]	Screenwriting I	3.0
VSCM 240	Typography I	3.0
	Term Credits	**15.0**
Term 7		
ANIM 388	Spatial Data Capture	3.0
COM 230	Techniques of Speaking	3.0
DIGM 250	Professional Practices	3.0
DIGM 350 [WI]	Digital Storytelling	3.0
VSST 111	Figure Drawing I	3.0
	Term Credits	**15.0**
Term 8		
ARTH 300 [WI]	History of Modern Design	3.0
DIGM 451 [WI]	Explorations in New Media	3.0
GMAP 377	Game Development: Workshop I	3.0
	Free elective	3.0
	Gaming elective[*]	3.0
	Term Credits	**15.0**
Term 9		
GMAP 378	Game Development: Workshop II	3.0
	Social science elective	3.0
	Arts and Humanities elective	3.0
	Gaming elective[*]	3.0
	Free elective	3.0
	Term Credits	**15.0**

Term 10		
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
	Free elective	3.0
	Term Credits	**15.0**
Term 11		
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		
DIGM 475 [WI]	Seminar: The Future of Digital Media	3.0
DIGM 494	Senior Project in Digital Media III	3.0
	Arts and Humanities elective	3.0
	Free electives	6.0
	Term Credits	**15.0**

Total Credit: 185.0

[*] See degree requirements (p. 40).

Co-Op/Career Opportunities

Drexel students have broad training in all areas of game design and production, and our students have career opportunities in both entertainment gaming and the broader simulation/training industries.

Co-Op Experiences

In an industry where the process of building a career often begins with a few key contacts, the co-op program gives Drexel students the chance to begin meeting people and networking. A recent co-op student at Microsoft Studios worked with producers on several different titles and was offered a job in his junior year that was waiting for him after he completed his senior year.

In addition to the large entertainment companies, students have opportunities to explore how game design is applicable to many local industries ranging from pharmaceuticals to aircraft.

Career Experiences

Our students work in leading entertainment companies including Microsoft Studios, Disney, EA GAmes, Blizzard, Zynga, 343 Industries, Midway, and NCsoft. Other students chose smaller studios or launch their own companies. Many students chose to work outside of the leading studios by applying their game production skills to more serious endeavors for companies including Lockheed, Comcast, Vanguard, and The Ride Works.

Jobs titles range from Technical Artist, Lead Cinematic Animator, Program Manager, Associate Producer, Marketing Manager, Animator, Facial Capture Artist, Motion Capture Associate, Simulation Developer, etc. Visit the Drexel Steinbright Career Development Center (http://www.drexel.edu/scdc) page for more detailed information on co-op and post-graduate opportunities, or Drexel's RePlay Lab careers (http://www.replay.drexel.edu/careers.html) page.

Dual Accelerated Degrees

BS/MS in Digital Media

The accelerated degree programs enable academically qualified students to earn both a bachelor's and a master's degree in five years instead of six — graduating sooner than they would in traditional programs. In addition, the graduate-level courses students take in their junior and senior years are included in their undergraduate tuition, which saves almost a year's worth of their MS tuition.

Current Drexel students may apply for the an accelerated degree programs through the Office of Graduate Studies after completing 90.0 credits, but no more than 120.0 credits. Many of our accelerated students have gone on to careers at leading companies including Pixar, Microsoft Studios, Dreamworks, NCSoft, and Disney.

Facilities

Our facilities include more than 100 triple-boot MacPro and Boxx Technology workstations, a 16 camera Vicon motion capture studio, green screen room, a 2-ton motion platform theme park ride, FTIR multitouch displays, laser scanner, stereoscopic projector, eye tracker, fNIR and EEG brain interfaces, and 3D theater, recording studios, etc. Students use professional software including Unreal, Unity3D, Maya, 3D Studio Max, Houdini, Massive, etc.

More information can be found at Drexel RePlay Lab's Facilities (http://replay.drexel.edu/facilities.html) page.

Graphic Design

Bachelor of Science Degree: 182.0 quarter credits

About the Program

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, web design, 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 pursue advanced elective coursework in web & motion graphic design, environmental graphic design (wayfinding systems, exhibition design, identity graphics), experimental publication design and other interdisciplinary special topics projects.

Additional Information

For more information about the major, visit the Graphic Design (http://www.drexel.edu/westphal/academics/undergraduate/graphicdesign) program online.

Degree Requirements

General Education Requirements

ENGL 101	Composition and Rhetoric I: Inquiry and Exploratory Research	3.0
ENGL 102	Composition and Rhetoric II: The Craft of Persuasion	3.0
ENGL 103	Composition and Rhetoric III: Thematic Analysis Across Genres	3.0
MATH 119	Mathematical Foundations for Design	4.0
PHYS 121	Physical Science for Design I	4.0
UNIV A101	The Drexel Experience	2.0
Arts and humanities electives		9.0
Natural science elective		4.0
Social science electives		9.0
Free electives		23.0
Co-operative education (two terms)		0.0
Visual Studies Requirements		
ARTH 101	History of Art I: Ancient to Medieval	3.0
ARTH 102	History of Art II: High Renaissance to Modern	3.0
ARTH 103	History of Art- Early to Late Modern	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 321	Screenprint I	4.0
Visual Studies (VSST) elective		4.0
Graphic Design Requirements		
ARTH 300 [WI]	History of Modern Design	3.0
PHTO 210	Intermediate Photography	3.0
VSCM 100	Computer Imaging I	3.0
VSCM 200	Computer Imaging II	3.0
VSCM 230	Visual Communication I	4.0
VSCM 231	Visual Communication II	4.0
VSCM 232	Visual Communication III	4.0
VSCM 240	Typography I	3.0
VSCM 241	Production	3.0
VSCM 242	Typography II	3.0
VSCM 330	Visual Communication IV	4.0
VSCM 331	Visual Communication V	4.0
VSCM 340	Typography III	3.0
VSCM 350 [WI]	Graphic Design: 20th Century and Beyond	3.0
VSCM 430	Visual Communication VI	4.0
VSCM 450 or VSCM 455	Professional Portfolio Electronic Portfolio	3.0
VSCM 460 or VSCM 477	Professional Practice Graphic Design Seminar	3.0
VSCM 496	Senior Thesis Graphic Design	3.0
VSCM 440	Book Design	4.0
WMGD 210	Motion Graphics I	4.0

WMGD 220	Web Graphics I	4.0
Graphic Design Elective		**4.0**
Select from the following recommended courses:		
ADGD 200	Introduction to Advertising	
ADGD 210	Print Advertising I	
ADGD 310	Television and Web Advertising	
ADGD 320	Print Advertising II	
EVGD 210	Architectural Signage	
EVGD 200	Introduction to Environmental Graphic Design	
EVGD 220	Wayfinding	
EVGD 310	Design Techniques and Materials	
EVGD 320	Exhibit Design	
EVGD 421	Environmental Branding	
WMGD 330	Web Graphics II	
WMGD 421	Motion Graphics II	
WMGD 465	Special Topics	
Total Credits		182.0

Sample Plan of Study

BS in Graphic Design: General Plan of Study

Term 1		Credits
ENGL 101	Composition and Rhetoric I: Inquiry and Exploratory Research	3.0
PHYS 121	Physical Science for Design I	4.0
UNIV A101	The Drexel Experience	1.0
VSST 101	Design I	4.0
VSST 110	Introductory Drawing	3.0
	Term Credits	**15.0**
Term 2		
ARTH 101	History of Art I: Ancient to Medieval	3.0
ENGL 102	Composition and Rhetoric II: The Craft of Persuasion	3.0
UNIV A101	The Drexel Experience	1.0
VSST 102	Design II	4.0
Natural science elective		4.0
	Term Credits	**15.0**
Term 3		
ARTH 102	History of Art II: High Renaissance to Modern	3.0
ENGL 103	Composition and Rhetoric III: Thematic Analysis Across Genres	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		
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		
COOP 101	Career Management and Professional Development	0.0
PHTO 210	Intermediate Photography	3.0
VSCM 231	Visual Communication II	4.0
VSCM 242	Typography II	3.0
VSST 111	Figure Drawing I	3.0
	Term Credits	**13.0**
Term 6		
VSCM 232	Visual Communication III	4.0
VSCM 241	Production	3.0
WMGD 220	Web Graphics I	4.0
Free elective		3.0
	Term Credits	**14.0**
Term 7		
ARTH 300 [WI]	History of Modern Design	3.0
VSST 321	Screenprint I	4.0
WMGD 210	Motion Graphics I	4.0
Arts and Humanities elective		3.0
Graphic Design elective [*]		4.0
	Term Credits	**18.0**
Term 8		
VSCM 330	Visual Communication IV	4.0
VSCM 340	Typography III	3.0
Visual Studies (VSST) elective[**]		4.0
Arts and Humanities elective		3.0
Social science elective		3.0
	Term Credits	**17.0**
Term 9		
VSST 301	Painting I	4.0
VSCM 331	Visual Communication V	4.0
VSCM 350 [WI]	Graphic Design: 20th Century and Beyond	3.0
Social science elective		3.0
Arts and Humanities elective		3.0
	Term Credits	**17.0**
Term 10		
VSCM 430	Visual Communication VI	4.0
VSCM 440	Book Design	4.0
Social science elective		3.0
Free elective		3.0
	Term Credits	**14.0**
Term 11		
VSCM 450 or 455	Professional Portfolio Electronic Portfolio	3.0
Free electives		9.0
	Term Credits	**12.0**
Term 12		
VSCM 460 or 477	Professional Practice Graphic Design Seminar	3.0
VSCM 496	Senior Thesis Graphic Design	3.0

| Free electives | | 8.0 |
| **Term Credits** | | **14.0** |

Total Credit: 182.0

*   See degree requirements (p. 42) for list of Graphic Design electives.

**   Visual Studies (VSST) elective: choose from any upper-level VSST course.

Co-op/Career Opportunities

Potential employers include advertising agencies, publishers, printers, independent and in-house design studios, museums and galleries, magazines and newspapers, and television. Training in visual communication prepares an individual for careers in many fields because the problem-solving methods and organizational skills it builds are widely applicable.

Co-Op Experiences

Some past co-op employers of graphic design students include:

- The Franklin Institute
- Philadelphia Museum of Art
- Quirk Books
- Esquire
- Electronic Ink
- Razorfish
- Happy Cog
- Philadelphia Union
- McGraw-Hill Publishing
- Comcast
- The Academy of Natural Sciences of Drexel University

Visit the Drexel Steinbright Career Development Center (http://www.drexel.edu/scdc) page for more detailed information on co-op and post-graduate opportunities.

Facilities

The Graphic Design classrooms are located on the fourth floor of the URBN Center in the Antoinette Westphal College of Media Arts and Design. There are five dedicated classroom workspaces equipped with up-to-date electronic and traditional tools. Classrooms have work surfaces for traditional practices that will accommodate 15 students, and wall surfaces for critiques or posting examples of printed work. In addition, students have access to a dedicated, non-scheduled Graphic Design "Open Lab" equipped with all necessary technology and work surfaces.

Interactive Digital Media

Bachelor of Science Degree: 185.0 quarter credits

About the Major

The field of web development has expanded beyond a simple online presence to fully dynamic experiences; from solely mouse-based interfaces, to touch, gestural and beyond. The major in interactive digital media prepares students for positions in an ever-changing field that requires an understanding of both the aesthetics of visual design for user interfaces as well as the technical knowledge to program both the font- and back-end system that bring the content to life. Students hone and apply their strategic and creative skills to all aspects of the field. At Drexel, the methodology coincides with the direction of the industry, where web developers are often in charge of design, development and the implementation of 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. To best prepare themselves for careers in these cutting-edge disciplines, students pursue a foundation of design and technology, 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. Within their coursework, students develop engaging modern web sites, create web based and native applications for mobile devices, explore content management systems, build rich Internet applications, harness server technologies that drive aesthetic content, and experiment with emerging technologies.

Additional Information

To find out more, visit the Westphal College's Interactive Digital Media Major (http://www.drexel.edu/westphal/academics/undergraduate/web) page.

Degree Requirements

General Education Requirements

ENGL 101	Composition and Rhetoric I: Inquiry and Exploratory Research	3.0
ENGL 102	Composition and Rhetoric II: The Craft of Persuasion	3.0
ENGL 103	Composition and Rhetoric III: Thematic Analysis Across Genres	3.0
COM 230	Techniques of Speaking	3.0
MATH 101	Introduction to Analysis I	4.0
PHYS 121	Physical Science for Design I	4.0
PHYS 122	Physical Science for Design II	4.0
UNIV A101	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		23.0
Art and Art History Requirements		
ARTH 102	History of Art II: High Renaissance to Modern	3.0
ARTH 103	History of Art- Early to Late Modern	3.0
ARTH 300 [WI]	History of Modern Design	3.0
VSST 108	Design I for Media	3.0
VSST 109	Design II for Media	3.0
VSST 110	Introductory Drawing	3.0
Media and Information Science Requirements		
DIGM 220	Digital Still Imaging I	3.0
INFO 110	Human-Computer Interaction I	3.0

INFO 151	Web Systems and Services I	3.0
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
VSCM 240	Typography I	3.0
VSCM 247	On Screen Typography	3.0
WMGD 220	Web Graphics I	4.0
Digital Media Core Requirements		
ANIM 140	Computer Graphics Imagery I	3.0
ANIM 152	Multimedia Timeline Design	3.0
DIGM 100	Digital Design Tools	3.0
DIGM 105	Overview of Digital Media	3.0
DIGM 223	Creative Concept Design	3.0
DIGM 250	Professional Practices	3.0
DIGM 350 [WI]	Digital Storytelling	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		
WBDV 216	History of Web Development	3.0
WBDV 220	User Experience	3.0
WBDV 242	Dynamic Vector Graphics	3.0
WBDV 243	Content Management Systems	3.0
WBDV 265	Web Game Design	3.0
WBDV 370	Mobile Interactive Design I	3.0
WBDV 448	Interactive Digital Media Workshop I	3.0
Select two of the following:		6.0
WBDV 332	Rich Internet Applications	
WBDV 371	Mobile Interactive Design II	
WBDV 449	Interactive Digital Media Workshop II	
WBDV 452	Web Information Database Applications	
WBDV 460	Experimental Web Technologies	
Total Credits		185.0

Sample Plan of Study

Term 1		Credits
DIGM 100	Digital Design Tools	3.0
DIGM 105	Overview of Digital Media	3.0
ENGL 101	Composition and Rhetoric I: Inquiry and Exploratory Research	3.0
PHYS 121	Physical Science for Design I	4.0
UNIV A101	The Drexel Experience	1.0
VSST 110	Introductory Drawing	3.0
	Term Credits	**17.0**
Term 2		
ANIM 140	Computer Graphics Imagery I	3.0

ENGL 102	Composition and Rhetoric II: The Craft of Persuasion	3.0
FMVD 110	Basic Shooting and Lighting	3.0
PHYS 122	Physical Science for Design II	4.0
UNIV A101	The Drexel Experience	1.0
VSST 108	Design I for Media	3.0
	Term Credits	**17.0**
Term 3		
ANIM 152	Multimedia Timeline Design	3.0
ENGL 103	Composition and Rhetoric III: Thematic Analysis Across Genres	3.0
INFO 110	Human-Computer Interaction I	3.0
MATH 101	Introduction to Analysis I	4.0
VSST 109	Design II for Media	3.0
	Term Credits	**16.0**
Term 4		
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 220	User Experience	3.0
WBDV 240	Web Authoring I	3.0
	Term Credits	**15.0**
Term 5		
ARTH 102	History of Art II: High Renaissance to Modern	3.0
COOP 101	Career Management and 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		
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	Dynamic Vector Graphics	3.0
	Term Credits	**15.0**
Term 7		
COM 230	Techniques of Speaking	3.0
DIGM 250	Professional Practices	3.0
WBDV 243	Content Management Systems	3.0
WBDV 265	Web Game Design	3.0
WMGD 220	Web Graphics I	4.0
	Term Credits	**16.0**
Term 8		
ARTH 300 [WI]	History of Modern Design	3.0
DIGM 451 [WI]	Explorations in New Media	3.0
WBDV 448	Interactive Digital Media Workshop I	3.0
Arts and Humanities elective		3.0

Free elective		3.0
	Term Credits	**15.0**
Term 9		
DIGM 350 [WI]	Digital Storytelling	3.0
WBDV 370	Mobile Interactive Design I	3.0
Social science elective		3.0
Free elective		3.0
Web development elective		3.0
	Term Credits	**15.0**
Term 10		
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
Free elective		3.0
	Term Credits	**15.0**
Term 11		
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		
DIGM 494	Senior Project in Digital Media III	3.0
DIGM 475 [WI]	Seminar: The Future of Digital Media	3.0
Arts and Humanities elective		3.0
Free electives		5.0
	Term Credits	**14.0**

Total Credit: 185.0

Co-Op/Career Opportunities

Students who study interactive digital media can move on to careers as web designers, graphic designers, digital media designers, user research & experience specialists, multimedia artists, interactive designers, web programmers, and web user interface designers.

Co-Op Experiences

Some past co-op employers of film and video students include:

- Electronic Ink
- eCity Interactive
- Comcast
- Digitas Health
- Happy Cog

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

Dual Accelerated Degree

The accelerated degree program enables academically qualified students to earn both their bachelor's degree and a master's degree in digital media — graduating sooner than they would in traditional programs.

Current Drexel digital media students may apply for the accelerated BS/MS degree through the Office of Graduate Studies after completing 90.0 credits, but no more than 120.0 credits. Contact the Office of Graduate Studies for further information.

Facilities

Digital media program facilities include a motion capture and green screen studio, a screening room, DSLR digital still cameras, HD video cameras and lighting equipment, triple boot PowerMac stations (Mac / Windows / Unix) with dual monitors, wacom tablets, game consoles, mobile devices, and 2 undergraduate open labs with 24/7 access.

Additionally, the program houses the RePlay Lab in the URBN Center which is a collaborative effort between the Digital Media program and the Computer Science department (in the College of Engineering). At Drexel University, game development does not "live" in solely one department, and so mirrors the true nature of game development in commercial settings.

Interactive Digital Media

Bachelor of Science Degree: 185.0 quarter credits

About the Major

The field of web development has expanded beyond a simple online presence to fully dynamic experiences; from solely mouse-based interfaces, to touch, gestural and beyond. The major in interactive digital media prepares students for positions in an ever-changing field that requires an understanding of both the aesthetics of visual design for user interfaces as well as the technical knowledge to program both the font- and back-end system that bring the content to life. Students hone and apply their strategic and creative skills to all aspects of the field. At Drexel, the methodology coincides with the direction of the industry, where web developers are often in charge of design, development and the implementation of 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. To best prepare themselves for careers in these cutting-edge disciplines, students pursue a foundation of design and technology, 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. Within their coursework, students develop engaging modern web sites, create web based and native applications for mobile devices, explore content management systems, build rich Internet applications, harness server technologies that drive aesthetic content, and experiment with emerging technologies.

Additional Information

To find out more, visit the Westphal College's Interactive Digital Media Major (http://www.drexel.edu/westphal/academics/undergraduate/web) page.

Degree Requirements

General Education Requirements

ENGL 101	Composition and Rhetoric I: Inquiry and Exploratory Research	3.0
ENGL 102	Composition and Rhetoric II: The Craft of Persuasion	3.0
ENGL 103	Composition and Rhetoric III: Thematic Analysis Across Genres	3.0
COM 230	Techniques of Speaking	3.0
MATH 101	Introduction to Analysis I	4.0
PHYS 121	Physical Science for Design I	4.0
PHYS 122	Physical Science for Design II	4.0
UNIV A101	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		23.0

Art and Art History Requirements

ARTH 102	History of Art II: High Renaissance to Modern	3.0
ARTH 103	History of Art- Early to Late Modern	3.0
ARTH 300 [WI]	History of Modern Design	3.0
VSST 108	Design I for Media	3.0
VSST 109	Design II for Media	3.0
VSST 110	Introductory Drawing	3.0

Media and Information Science Requirements

DIGM 220	Digital Still Imaging I	3.0
INFO 110	Human-Computer Interaction I	3.0
INFO 151	Web Systems and Services I	3.0
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
VSCM 240	Typography I	3.0
VSCM 247	On Screen Typography	3.0
WMGD 220	Web Graphics I	4.0

Digital Media Core Requirements

ANIM 140	Computer Graphics Imagery I	3.0
ANIM 152	Multimedia Timeline Design	3.0
DIGM 100	Digital Design Tools	3.0
DIGM 105	Overview of Digital Media	3.0
DIGM 223	Creative Concept Design	3.0
DIGM 250	Professional Practices	3.0
DIGM 350 [WI]	Digital Storytelling	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

WBDV 216	History of Web Development	3.0
WBDV 220	User Experience	3.0
WBDV 242	Dynamic Vector Graphics	3.0
WBDV 243	Content Management Systems	3.0
WBDV 265	Web Game Design	3.0
WBDV 370	Mobile Interactive Design I	3.0
WBDV 448	Interactive Digital Media Workshop I	3.0
Select two of the following:		6.0
WBDV 332	Rich Internet Applications	
WBDV 371	Mobile Interactive Design II	
WBDV 449	Interactive Digital Media Workshop II	
WBDV 452	Web Information Database Applications	
WBDV 460	Experimental Web Technologies	
Total Credits		**185.0**

Sample Plan of Study

Term 1		Credits
DIGM 100	Digital Design Tools	3.0
DIGM 105	Overview of Digital Media	3.0
ENGL 101	Composition and Rhetoric I: Inquiry and Exploratory Research	3.0
PHYS 121	Physical Science for Design I	4.0
UNIV A101	The Drexel Experience	1.0
VSST 110	Introductory Drawing	3.0
	Term Credits	**17.0**
Term 2		
ANIM 140	Computer Graphics Imagery I	3.0
ENGL 102	Composition and Rhetoric II: The Craft of Persuasion	3.0
FMVD 110	Basic Shooting and Lighting	3.0
PHYS 122	Physical Science for Design II	4.0
UNIV A101	The Drexel Experience	1.0
VSST 108	Design I for Media	3.0
	Term Credits	**17.0**
Term 3		
ANIM 152	Multimedia Timeline Design	3.0
ENGL 103	Composition and Rhetoric III: Thematic Analysis Across Genres	3.0
INFO 110	Human-Computer Interaction I	3.0
MATH 101	Introduction to Analysis I	4.0
VSST 109	Design II for Media	3.0
	Term Credits	**16.0**
Term 4		
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 220	User Experience	3.0
WBDV 240	Web Authoring I	3.0
	Term Credits	**15.0**
Term 5		
ARTH 102	History of Art II: High Renaissance to Modern	3.0

COOP 101	Career Management and 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		
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	Dynamic Vector Graphics	3.0
	Term Credits	**15.0**
Term 7		
COM 230	Techniques of Speaking	3.0
DIGM 250	Professional Practices	3.0
WBDV 243	Content Management Systems	3.0
WBDV 265	Web Game Design	3.0
WMGD 220	Web Graphics I	4.0
	Term Credits	**16.0**
Term 8		
ARTH 300 [WI]	History of Modern Design	3.0
DIGM 451 [WI]	Explorations in New Media	3.0
WBDV 448	Interactive Digital Media Workshop I	3.0
Arts and Humanities elective		3.0
Free elective		3.0
	Term Credits	**15.0**
Term 9		
DIGM 350 [WI]	Digital Storytelling	3.0
WBDV 370	Mobile Interactive Design I	3.0
Social science elective		3.0
Free elective		3.0
Web development elective		3.0
	Term Credits	**15.0**
Term 10		
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
Free elective		3.0
	Term Credits	**15.0**
Term 11		
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		
DIGM 494	Senior Project in Digital Media III	3.0

DIGM 475 [WI]	Seminar: The Future of Digital Media	3.0
Arts and Humanities elective		3.0
Free electives		5.0
	Term Credits	**14.0**

Total Credit: 185.0

Co-Op/Career Opportunities

Students who study interactive digital media can move on to careers as web designers, graphic designers, digital media designers, user research & experience specialists, multimedia artists, interactive designers, web programmers, and web user interface designers.

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Some past co-op employers of film and video students include:

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- Digitas Health
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Dual Accelerated Degree

The accelerated degree program enables academically qualified students to earn both their bachelor's degree and a master's degree in digital media — graduating sooner than they would in traditional programs.

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Facilities

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Additionally, the program houses the RePlay Lab in the URBN Center which is a collaborative effort between the Digital Media program and the Computer Science department (in the College of Engineering). At Drexel University, game development does not "live" in solely one department, and so mirrors the true nature of game development in commercial settings.

Photography

Bachelor of Science: 180.0 quarter credits

About the Program

The photography curriculum is designed to provide the basis for both technical and aesthetic proficiency. Through a hands-on program blending traditional processes with the latest digital technologies, the photography curriculum provides all the tools necessary for aspiring

artists/photographers to achieve a breadth of experience not generally developed in traditional fine art or commercial photography programs.

The photography major provides students with a unified fine arts/ professional curriculum offering a wide range of studio, real-world, and academic experiences— intermixed with ongoing critiques and evaluation —including the studio, the darkroom, and the computer. The major prepares students to understand photography as a system of visual communication with its foundation in an ever-changing technology. Graduates may be employed in a variety of photo-related businesses, initiate their own photographic enterprises, or choose to go on to advanced studies.

The College's extensive photographic facilities (http://www.drexel.edu/ westphal/undergraduate/PHTO/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.

Additional Information

For more information about this major, visit the College's Photography (http://www.drexel.edu/westphal/undergraduate/PHTO) website.

Degree Requirements

General education requirements

ENGL 101	Expository Writing and Reading	3.0
ENGL 102	Persuasive Writing and Reading	3.0
ENGL 103	Analytical Writing and Reading	3.0
MATH 119	Mathematical Foundations for Design	4.0
PHYS 121	Physical Science for Design I	4.0
COOP 101	Career Management and Professional Development	0.0
UNIV A101	The Drexel Experience	2.0
Arts and humanities electives		9.0
Natural science elective		3.0-4.0
Social science electives		9.0
Free electives		24.0
Visual Studies requirements		
ARTH 101	History of Art I: Ancient to Medieval	3.0
ARTH 102	History of Art II: High Renaissance to Modern	3.0
ARTH 103	History of Art- Early to Late Modern	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
Visual Studies electives		12.0
Students select three additional visual studies (VSST) courses as electives.		
Photography requirements		
PHTO 110	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 336	Assignment Photography	3.0
PHTO 340	Digital Photography III	4.0
PHTO 361	Advanced Photography	4.0
PHTO 392	Junior Project in Photography	3.0
PHTO 451	Photography and Business	3.0
PHTO 452	History of 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
Photography electives		9.0
Students select three courses from the following:		
PHTO 335	Portraiture	
PHTO 453	Photography Production	
PHTO 455	Landscape Photography	
PHTO 456	Fashion Photography	
PHTO 457	Palladium Printing	
PHTO 458	Advertising Portfolio Development	
PHTO 459	Marketing for Photographers	
Total Credits		180.0

Sample Plan of Study

Term 1		Credits
ENGL 101	Expository Writing and Reading	3.0
PHTO 110	Photography	3.0
PHYS 121	Physical Science for Design I	4.0
VSST 101	Design I	4.0
UNIV A101	The Drexel Experience	1.0
	Term Credits	**15.0**
Term 2		
ARTH 101	History of Art I: Ancient to Medieval	3.0
ENGL 102	Persuasive Writing and Reading	3.0
PHTO 140	Digital Photography I	4.0
VSST 102	Design II	4.0
UNIV A101	The Drexel Experience	1.0
	Term Credits	**15.0**
Term 3		
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 210	Intermediate Photography	3.0
Natural science elective		3.0
	Term Credits	**16.0**
Term 4		
ARTH 103	History of Art- Early to Late Modern	3.0
PHTO 233	Large Format Photography,	4.0

PHTO 253	Fine Black and White Printing	3.0
VSST 110	Introductory Drawing	3.0
Free elective		3.0
	Term Credits	**16.0**
Term 5		
COOP 101	Career Management and Professional Development	0.0
PHTO 236	Photojournalism	4.0
PHTO 275 [WI]	History of Photography I	3.0
VSST 111	Figure Drawing I	3.0
Social science elective		3.0
Free elective		3.0
	Term Credits	**16.0**
Term 6		
PHTO 231	Color Photography	4.0
PHTO 240	Digital Photography II	4.0
PHTO 276	History of Photography II	3.0
Arts and Humanities elective		3.0
Social science elective		3.0
	Term Credits	**17.0**
Term 7		
PHTO 234	Studio Photography	4.0
PHTO 451	Photography and Business	3.0
VSST elective [*]		4.0
Free elective		3.0
	Term Credits	**14.0**
Term 8		
PHTO 334	Advanced Studio Photography	4.0
PHTO 361	Advanced Photography	4.0
PHTO 392	Junior Project in Photography	3.0
Arts and Humanities elective		3.0
VSST elective [*]		4.0
	Term Credits	**18.0**
Term 9		
PHTO 336	Assignment Photography	3.0
Arts and Humanities elective		3.0
Social science elective		3.0
VSST elective [*]		4.0
	Term Credits	**13.0**
Term 10		
PHTO 340	Digital Photography III	4.0
PHTO 452	History of Contemporary Photography	3.0
PHTO 492	Senior Thesis in Photography I	3.0
Photography elective [*]		3.0
Free elective		3.0
	Term Credits	**16.0**
Term 11		
PHTO 493	Senior Thesis in Photography II	3.0
Photography elective [*]		3.0

Free electives		6.0
	Term Credits	**12.0**
Term 12		
PHTO 495	Senior Thesis in Photography III	3.0
Photography elective [*]		3.0
Free electives		6.0
	Term Credits	**12.0**

Total Credit: 180.0

[*]   See degree requirements (p. 49).

Co-op/Career Opportunities

Photographers pursue careers in a wide variety of fields. Primary choices among Drexel graduates include journalism, illustration, fashion and advertising, and fine arts.

Recent co-op placements have included:

- Micheal Creagh, New York City
- The Edywnn Houk Gallery, New York City
- Jonathan Pushnik, Advertising Photographer, Philadelphia, PA
- Philadelphia Magazine, Philadelphia, PA
- Jason Varney, Editorial Photographer, Philadelphia

Visit the Drexel Steinbright Career Development Center (http://www.drexel.edu/scdc) page for more detailed information on co-op and post-graduate opportunities.

Minor in Photography

The minor in photography gives students a thorough understanding of photographic practices using a combination of aesthetics and technology. This flexible minor has been developed to accommodate both Antoinette Westphal College of Media Arts and Design majors as well as majors from any other college. It is an excellent choice for students who are majoring in marketing, communications and journalism. Many employers in these fields are now routinely request that candidates have a good working knowledge of Photoshop and photographic practices.

PHTO 110	Photography	3.0
PHTO 140	Digital Photography I	4.0
PHTO 210	Intermediate Photography	3.0
PHTO 231	Color Photography	4.0
PHTO 240	Digital Photography II	4.0
PHTO 234	Studio Photography	4.0
PHTO 236	Photojournalism	4.0
Additional Suggested Electives (Optional)		
PHTO 275 [WI]	History of Photography I	
PHTO 276	History of Photography II	
PHTO 451	Photography and Business	
PHTO 452 [WI]	History of Contemporary Photography	
Total Credits		26.0

Product Design

Bachelor of Science Degree: 187.0 quarter credits

About the Program

Product design combines the fields of art, business, and engineering to design the products people use every day. The program in product design focuses creativity and intellect, and prepares students for careers in a range of product design fields including corporate product design, design consulting, entrepreneurial endeavors, sustainable product development, and global design initiatives.

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 (http://www.drexel.edu/westphal/academics/undergraduate/productdesign) page.

Degree Requirements

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

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 I	3.0
PSY 332	Human Factors and Cognitive Engineering	3.0
UNIV A101	The Drexel Experience	2.0
Arts and humanities electives		9.0
Free electives		27.0
Visual studies requirements		
ARTH 102	History of Art II: High Renaissance to Modern	3.0
ARTH 103	History of Art- Early to Late Modern	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	4.0
VSCM 240	Typography I	3.0
VSST 101	Design I	4.0
VSST 102	Design II	4.0
VSST 103	Design III	4.0
VSST 110	Introductory Drawing	3.0
VSST 111	Figure Drawing I	3.0
Select one of the following:		4.0
VSST 201	Multimedia: Performance	
VSST 202	Multimedia: Space	
VSST 203	Multimedia: Materials	
Product Design requirements		
ECON 201	Principles of Microeconomics	4.0
ENGR 220	Fundamentals of Materials	4.0
DSMR 201	Analysis of Product	3.0
MEM 201	Foundations 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 Imagining 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 Production Design	
PROD 350	Sponsored Product Design Studio	
PROD 399	Independent Study in Product Design	
PROD 465	Special Topics in Product Design	
Total Credits		187.0

Sample Plan of Study

Term 1		Credits
ENGL 101	Expository Writing and Reading	3.0
PROD 101	History and Analysis of Product Design	3.0
UNIV A101	The Drexel Experience	1.0
VSST 101	Design I	4.0

VSST 110	Introductory Drawing	3.0
	Term Credits	**14.0**

Term 2

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 A101	The Drexel Experience	1.0
VSST 102	Design II	4.0
Arts and Humanities elective		3.0
	Term Credits	**17.0**

Term 3

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
	Term Credits	**17.0**

Term 4

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
	Term Credits	**16.0**

Term 5

COOP 101	Career Management and 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
	Term Credits	**15.0**

Term 6

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 Imagining in Product Design	3.0
PROD 230	Product Design Process Studio	4.0
	Term Credits	**17.0**

Term 7

PHTO 110	Photography	3.0
PROD 245	Seminar Professional Landscape	3.0
PROD 255	Applied Materials in Product Design	3.0
Select one of the following:		4.0
VSST 202	Multimedia: Space	
VSST 201	Multimedia: Performance	
VSST 203	Multimedia: Materials	
Free elective		3.0
	Term Credits	**16.0**

Term 8

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

COM 220	Qualitative Research Methods	3.0
PROD 345	Applied Human Centered Design	3.0
PSY 332	Human Factors and Cognitive Engineering	3.0
Social science elective		3.0
Free elective		3.0
	Term Credits	**15.0**

Term 10

ARTH 300 [WI]	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

MGMT 260	Introduction to Entrepreneurship	4.0
PROD 470	Create Build Studio	4.0
Free electives		6.0
	Term Credits	**14.0**

Term 12

PROD 475	Professional Practice in Product Design	3.0
PROD 480	Exhibition Studio	4.0
Free electives		6.0
	Term Credits	**13.0**

Total Credit: 187.0

Co-op/Career Opportunities

Product designers have careers in a wide range of industries including consumer electronics, housewares, furniture, fashion accessories, medical devices, toys, automotive and transportation. The work of product designers improves the usefulness and appearance of countless products that contribute to the quality of our work and personal lives.

Visit the Drexel Steinbright Career Development Center (http://www.drexel.edu/scdc) page for more detailed information on co-op and post-graduate opportunities.

Minor in Product Design

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. No pre-requisite courses are required. Students may be encouraged to augment or prepare for this minor. 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

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 Production 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
Total Credits		24.0

Screenwriting and Playwriting

Bachelor of Science Degree: 182.0 quarter credits

About the Program

The Westphal College Screenwriting & Playwriting program is designed to guide and prepare students for a writing career for the stage or screen. The program emphasizes both the principles of dramatic writing and a practical hands-on approach to instruction. Graduates are armed with the skills, experience, and confidence to gain an edge in a growing and competitive field.

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 performance. Students learn to create scripts that meet industry standards for theater, feature film and television and acquire hands-on experience in the techniques of stage, 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 (http://www.drexel.edu/westphal/undergraduate/SCRP) page.

Degree Requirements

General education requirements

ENGL 101	Composition and Rhetoric I: Inquiry and Exploratory Research	3.0
ENGL 102	Composition and Rhetoric II: The Craft of Persuasion	3.0
ENGL 103	Composition and Rhetoric III: Thematic Analysis Across Genres	3.0
MATH 119	Mathematical Foundations for Design	4.0
UNIV A101	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
Visual Studies Requirements		
ARTH 102	History of Art II: High Renaissance to Modern	3.0
ARTH 103	History of Art- Early to Late Modern	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		
Literature requirements		
ENGL 315 [WI]	Shakespeare	3.0
Select one of the following Western Literature survey courses:		3.0
ENGL 200 [WI]	Classical to Medieval Literature	
ENGL 201	Renaissance to the Enlightenment	
ENGL 202 [WI]	Romanticism to Modernism	
Select one of the following Non-Western Literature survey courses:		3.0
ENGL 203 [WI]	Post-Colonial Literature I	
or ENGL 204	Post-Colonial Literature II	
Literature (ENGL) electives		6.0
Cinema studies/Theatre studies requirements		
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		
FMVD 110	Basic Shooting and 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		
SCRP 220	Playwriting I	3.0
SCRP 225	Playwriting II	3.0
SCRP 270 [WI]	Screenwriting I	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 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: select one of the following courses:		3.0
COM 260 [WI]	Fundamentals of Journalism	
COM 280	Public Relations Principles and Theory	
WRIT 220 [WI]	Creative Nonfiction Writing	
Select one of the following two-course sequences:		6.0
SCRP 382 & SCRP 383	Playwriting Workshop I and Playwriting Workshop II	
SCRP 380 & SCRP 381	Screenwriting Workshop I and Screenwriting Workshop II	
Total Credits		182.0

Sample Plan of Study

Term 1		Credits
ENGL 101	Composition and Rhetoric I: Inquiry and Exploratory Research	3.0
FMST 150	American Classic Cinema	3.0
SCRP 220	Playwriting I	3.0
THTR 121 [WI]	Dramatic Analysis	3.0
UNIV A101	The Drexel Experience	1.0
	Term Credits	**13.0**
Term 2		
ENGL 102	Composition and Rhetoric II: The Craft of Persuasion	3.0
SCRP 225	Playwriting II	3.0
VSST 108	Design I for Media	3.0
UNIV A101	The Drexel Experience	1.0
Natural science elective		4.0
	Term Credits	**14.0**
Term 3		
ENGL 103	Composition and Rhetoric III: Thematic Analysis Across Genres	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		
FMVD 115	Basic Editing	3.0
MUSC 130	Introduction to Music	3.0
SCRP 270 [WI]	Screenwriting I	3.0
ENGL 204 or 203 [WI]	Post-Colonial Literature II Post-Colonial Literature I	3.0
Literature (ENGL) elective		3.0
	Term Credits	**15.0**

Term 5		
ARTH 102	History of Art II: High Renaissance to Modern	3.0
COOP 101	Career Management and Professional Development	0.0
ENGL 216 [WI]	Readings in Drama	3.0
FMST 160	European Cinema	3.0
SCRP 275 [WI]	Screenwriting II	3.0
THTR 210	Acting: Fundamentals	3.0
	Term Credits	**15.0**
Term 6		
ARTH 103	History of Art- Early to Late Modern	3.0
FMVD 120	Basic Sound	3.0
SCRP 370	Screenplay Story Development	3.0
THTR 211	Acting: Scene Study	2.0
Western literature survey course[*]		3.0
	Term Credits	**14.0**
Term 7		
DIGM 220	Digital Still Imaging I	3.0
SCRP 280 [WI]	Writing the Short Film	3.0
SCRP 310	Literature for Screenwriters	3.0
Film Studies/Television Studies elective[*]		3.0
Free elective		3.0
	Term Credits	**15.0**
Term 8		
ENGL 315 [WI]	Shakespeare	3.0
THTR 240	Theatre Production I	3.0
THTR 320	Play Direction	3.0
SCRP 382 or 380	Playwriting Workshop I Screenwriting Workshop I	3.0
Arts and Humanities elective (excluding ENGL courses)		3.0
Free elective		3.0
	Term Credits	**18.0**
Term 9		
SCRP 383 or 381	Playwriting Workshop II 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		
SCRP 495	Senior Project in Dramatic Writing I	3.0
WRIT 225 [WI]	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

SCRP 496	Senior Project in Dramatic Writing II	3.0
Free electives		6.0
Theatre elective[*]		3.0
Social science elective		3.0
Term Credits		**15.0**

Term 12

SCRP 497	Senior Project in Dramatic Writing III	3.0
Free electives		13.0
Term Credits		**16.0**

Total Credit: 182.0

[*]   See degree requirements (http://catalog.drexel.edu/
undergraduate/collegeofmediaartsanddesign/screenandplaywriting/
#degreerequirementsbstext).

Co-op/Career Opportunities

Dramatic writing is writing for production — work intended for performance on the stage or screen. These days, "screen" can mean movie,TV, or computer, and the work can be anything from full three-act stage plays to 15-second commercials.

Co-Op Experiences

By working for professional writers, entertainment management companies, television stations, magazines and advertising and public relations firms, Screenwriting & Playwriting students gain valuable insights into how the entertainment industry works.

In an industry where the process of building a career often begins with a few key contacts, the co-op program gives Drexel students the chance to begin meeting people and networking.

In the Program's first few years, co-op students were placed with Disney Video Animation, several prominent Hollywood talent managers, the editor and publisher of a screenwriters' magazine, at Marvel Comics and in the production office of "Star Trek: Enterprise. "
Visit the Drexel Steinbright Career Development Center (http://www.drexel.edu/scdc) page for more detailed information on co-op and post-graduate opportunities.

TV Production & Media Management

Bachelor of Science Degree: 188.0 quarter credits

About the Program

The TV Production and Media Management program educates students to conceive, produce, and market entertainment and information through current and evolving television platforms. The program addresses the creative aspects, the craft, and the business of producing fictional and nonfictional content, and prepares students to work in all distribution formats.

The TV Production and Media Management program combines the resources of DUTV, Drexel's fully-equipped, high-definition 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 18.0 credits with tracks in Comedy & Drama Production, New & Non-Fiction Production, and Industry & Enterprise. Students are taught by and work with a faculty of notable industry professionals whose experience, passion, and contacts help prepare them to enter and navigate the competitive world of television. The major is designed as a four year, co-op program. For more information about this major, visit the College's TV Production and Media Management (http://www.drexel.edu/westphal/academics/undergraduate/television) page.

Degree Requirements

All TV Production & Media Management 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.

Degree Requirements

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
or MATH 119	Mathematical Foundations for Design	
Two natural science electives		6.0-8.0
Arts/Humanities Requirements		
HIST 203	United States History since 1900	3.0
or HIST 268	Twentieth Century World II	
English (ENGL) elective		3.0
Arts and Humanities elective		3.0
Social Science Requirements		
ECON 201	Principles of Microeconomics	4.0

ECON 202	Principles of Macroeconomics	4.0
Social Science elective		3.0-4.0
University Seminar Requirements		
Co-op 101: Career Management/Professional Development		0.0
UNIV A101	The Drexel Experience	2.0
Free electives		24.0
Visual Studies Requirements		
ARTH 102	History of Art II: High Renaissance to Modern	3.0
ARTH 103	History of Art- Early to Late Modern	3.0
DIGM 220	Digital Still Imaging I	3.0
VSST 108	Design I for Media	3.0
VSST 109	Design II for Media	3.0
Communications Requirements		
COM 150	Mass Media and Society	3.0
COM 230	Techniques of Speaking	3.0
Television Core Requirements		
DIGM 100	Digital Design Tools	3.0
FMVD 110	Basic Shooting and Lighting	3.0
FMVD 115	Basic Editing	3.0
FMVD 120	Basic Sound	3.0
SCRP 270 [WI]	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
WBDV 240	Web Authoring I	3.0
Select three of the following:		9.0
Students select any three DIGM, EAM, FMVD, FMST, SCRP, TVIE, TVIT, TVPR, or TVST courses.		
Concentration Requirements		51.0
Total Credits		188.0

TV Comedy & Drama Production Concentration Requirements

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: 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	
Total Credits		51.0

TV Industry & Enterprise Concentration Requirements

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 [WI]	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		
Select three of the TVIE practicum courses:		9.0
TVIE 390	Practicum: Promotions (example)	
TVIE 391	Practicum: Programming (example)	
TVIE 392	Practicum: New Media Management (example)	
Total Credits		51.0

TV News & Nonfiction Production Concentration Requirements

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
Total Credits		51.0

Sample Plans of Study

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
VSST 108	Design I for Media	3.0
UNIV A101	The Drexel Experience	1.0
	Term Credits	**16.0**

Term 2		
ARTH 102	History of Art II: High Renaissance to Modern	3.0
ENGL 102	Persuasive Writing and Reading	3.0
FMVD 115	Basic Editing	3.0
TVPR 100	TV Studio: Basic Operations	3.0
UNIV A101	The Drexel Experience	1.0
VSST 109	Design II for Media	3.0
	Term Credits	**16.0**

Term 3		
ARTH 103	History of Art- Early to Late Modern	3.0
DIGM 100	Digital Design Tools	3.0
ENGL 103	Analytical Writing and Reading	3.0
TVIE 180	TV Industry Overview	3.0
Mathematics course		4.0
	Term Credits	**16.0**

Term 4		
DIGM 220	Digital Still Imaging I	3.0
ECON 201	Principles of Microeconomics	4.0
SCRP 270 [WI]	Screenwriting I	3.0
TVIE 280	Research, Sales and Programming	3.0
HIST 268 or 203	Twentieth Century World II / United States History since 1900	3.0
	Term Credits	**16.0**

Term 5		
COOP 101	Career Management and Professional Development	0.0
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
WBDV 240	Web Authoring I	3.0
	Term Credits	**16.0**

Term 6		
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 or 241	Writing TV Drama / Writing TV Comedy	3.0
	Term Credits	**15.0**

Term 7		
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 or 201	TV Studio: Drama / TV Studio: Comedy	3.0
	Term Credits	**15.0**

Term 8		
COM 230	Techniques of Speaking	3.0
TVPR 351 or 354	TV Comedy Series I / TV Drama Series I	3.0
TVST 361 or 362	Art of TV Comedy / 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		
TVPR 315	Episodic Webisode Production	3.0
TVPR 355 or 352	TV Drama Series II / 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		
TVIE 480	TV Professions and 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		
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		
TVPR 497	Senior Project: TV Production III	3.0
Free electives		12.0
	Term Credits	**15.0**

Total Credit: 188.0

TV Industry and 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 A101	The Drexel Experience	1.0

VSST 108	Design I for Media	3.0
	Term Credits	**16.0**
Term 2		
ARTH 102	History of Art II: High Renaissance to Modern	3.0
ENGL 102	Persuasive Writing and Reading	3.0
FMVD 115	Basic Editing	3.0
TVPR 100	TV Studio: Basic Operations	3.0
UNIV A101	The Drexel Experience	1.0
VSST 109	Design II for Media	3.0
	Term Credits	**16.0**
Term 3		
ARTH 103	History of Art- Early to Late Modern	3.0
DIGM 100	Digital Design Tools	3.0
ENGL 103	Analytical Writing and Reading	3.0
TVIE 180	TV Industry Overview	3.0
Mathematics course		4.0
	Term Credits	**16.0**
Term 4		
DIGM 220	Digital Still Imaging I	3.0
ECON 201	Principles of Microeconomics	4.0
SCRP 270 [WI]	Screenwriting I	3.0
TVIE 280	Research, Sales and Programming	3.0
HIST 268 or 203	Twentieth Century World II United States History since 1900	3.0
	Term Credits	**16.0**
Term 5		
COOP 101	Career Management and Professional Development	0.0
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
WBDV 240	Web Authoring I	3.0
	Term Credits	**16.0**
Term 6		
EAM 211	Strategic Management for Entertainment and Arts Management	3.0
EAM 365	Media and Entertainment Business	3.0
MGMT 260	Introduction to Entrepreneurship	4.0
TVIE 290	Introduction to Money and the Media	3.0
TVST 261	History of TV Journalism	3.0
	Term Credits	**16.0**
Term 7		
BLAW 201	Business Law I	4.0
EAM 391 [WI]	Promotion, Press and Publicity	3.0
TVIT 270	Digital Content Delivery	3.0
Select one of the following:		3.0
TVIE 390	Practicum: Promotions	
TVIE 392	Practicum: New Media Management	
TVIE 391	Practicum: Programming	
Social science elective		4.0
	Term Credits	**17.0**

Term 8		
COM 230	Techniques of Speaking	3.0
Select one of the following:		3.0
TVIE 390	Practicum: Promotions	
TVIE 391	Practicum: Programming	
TVIE 392	Practicum: New Media Management	
TVST 361 or 362	Art of TV Comedy 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		
MKTG 301	Introduction to Marketing Management	4.0
Select one of the following:		3.0
TVIE 390	Practicum: Promotions	
TVIE 392	Practicum: New Media Management	
TVIE 391	Practicum: Programming	
Arts and Humanities elective		3.0
Natural science elective		4.0
Free elective		3.0
	Term Credits	**17.0**
Term 10		
TVIE 480	TV Professions and 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		
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**
Term 12		
TVIE 497	Senior Project: TV Enterprise III	3.0
Free electives		9.0
	Term Credits	**12.0**

Total Credit: 188.0

TV News and Nonfiction 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 A101	The Drexel Experience	1.0
VSST 108	Design I for Media	3.0
	Term Credits	**16.0**
Term 2		

ARTH 102	History of Art II: High Renaissance to Modern	3.0
ENGL 102	Persuasive Writing and Reading	3.0
FMVD 115	Basic Editing	3.0
TVPR 100	TV Studio: Basic Operations	3.0
VSST 109	Design II for Media	3.0
UNIV A101	The Drexel Experience	1.0
	Term Credits	**16.0**
Term 3		
ARTH 103	History of Art- Early to Late Modern	3.0
DIGM 100	Digital Design Tools	3.0
ENGL 103	Analytical Writing and Reading	3.0
TVIE 180	TV Industry Overview	3.0
Mathematics course		4.0
	Term Credits	**16.0**
Term 4		
DIGM 220	Digital Still Imaging I	3.0
ECON 201	Principles of Microeconomics	4.0
SCRP 270 [WI]	Screenwriting I	3.0
TVIE 280	Research, Sales and Programming	3.0
HIST 268 or 203	Twentieth Century World II United States History since 1900	3.0
	Term Credits	**16.0**
Term 5		
COOP 101	Career Management and Professional Development	0.0
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
WBDV 240	Web Authoring I	3.0
	Term Credits	**16.0**
Term 6		
COM 260 [WI]	Fundamentals of Journalism	3.0
FMVD 210	Documentary Video Production	3.0
TVPR 200	TV Studio: Live Directing	3.0
TVPR 220	TV News Writing	3.0
TVST 261	History of TV Journalism	3.0
	Term Credits	**15.0**
Term 7		
FMVD 235	Intermediate Lighting	3.0
FMVD 237	Intermediate Editing	3.0
TVPR 205	TV Studio: Advanced Live Directing	3.0
TVPR 221	TV News Production	3.0
TVPR 236	TV Field: Nonfiction	3.0
	Term Credits	**15.0**
Term 8		
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		
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		
TVIE 480	TV Professions and 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		
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		
TVPR 497	Senior Project: TV Production III	3.0
Free electives		12.0
	Term Credits	**15.0**

Total Credit: 188.0

Co-op/Career Opportunities

As the fourth largest television market and home of Comcast, one of the most rapidly expanding cable companies in the United States, Philadelphia is a major national television center. The TV Production & Media Management program takes advantage of this in numerous ways, including adjunct faculty, guest speakers, scholarship possibilities, internships, co-op experiences, and joint ventures.

The major interacts with the Paul F. Harron TV Studios, which houses DUTV (http://dutv.drexel.edu/television/Main.html) and two television studios. Students produce projects in the TV studios as part of their course work. As for DUTV, it will provide a laboratory in which students can learn, and will also benefit from the productions that students will work on, and in some cases, produce, themselves.

Drexel also offers a graduate level program in Television Management, and some students in the undergraduate major may wish to apply to the graduate program.

Visit the Drexel Steinbright Career Development Center (http://www.drexel.edu/scdc) page for more detailed information on co-op and post-graduate opportunities.

Television Facilities

DUTV, an educational access channel operated by Drexel University, provides a laboratory for students majoring in Television. The Paul F.

Harron TV Studios houses DUTV as well as two television studios (newly renovated with a one million dollar gift to the College) providing students with workspace as well as hands-on management experience that is so essential to the program.

Film and video facilities include a shooting studio with a green screen, large and small screening rooms, a fully equipped television studio; digital editing facilities; specially outfitted multimedia rooms for all courses; digital video camcorders; 16mm film cameras, and lighting and audio equipment.

Westphal Studies Program

Bachelor of Science Degree: 180.0 quarter credits

About the Program

The Westphal Studies program provides an individualized course of study initiated by a student. The student must have completed two terms of the junior year in an Antoinette Westphal College of Media Arts and Design major to be eligible for admission into this major.

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.

Degree Requirements

General Education Requirements

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 A101	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
Total Credits		41.0

[*]   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

Requirements	Hours
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.

Minor in Art History

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

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

Required Courses

ARTH 101	History of Art I: Ancient to Medieval	3.0
ARTH 102	History of Art II: High Renaissance to Modern	3.0
ARTH 103	History of Art- Early to Late Modern	3.0
Select five of the following: [*]		15.0

Art History

ARTH 300 [WI]	History of Modern Design
ARTH 301	Asian Art and Culture
ARTH 302	Art of India
ARTH 303	Art of China
ARTH 304	Art of Japan
ARTH 320	Art in the Age of Technology
ARTH 335 [WI]	History of Costume I: Preclassical to Directoire
ARTH 336 [WI]	History of Costume II: Directoire to World War I
ARTH 337	History of Costume: Post World War I to Present
ARTH 340	Women in Art
ARTH 399	Independent Study In Art His
ARTH 465 [WI]	Special Topics in Art History
ARTH 477	Art History Seminar

History of Architecture

ARCH 141	Architecture and Society I
ARCH 142	Architecture and Society II
ARCH 143	Architecture and Society III
ARCH 341 [WI]	Theories of Architecture I
ARCH 342 [WI]	Theories of Architecture II
ARCH 343	Theories of Architecture III
ARCH 344 [WI]	History of Modern Architecture I

ARCH 345 [WI]	History of Modern Architecture II
ARCH 346 [WI]	History of Philadelphia Architecture
ARCH 347 [WI]	Summer Study Tour Abroad
ARCH 348	Studies in Vernacular Architecture
ARCH 399	Independent Study in Architecture
ARCH 421 [WI]	Environmental Psychology and Design Theory
ARCH 441	Urban Design Seminar I
ARCH 442	Urban Design Seminar II
ARCH 499 [WI]	Special Topics in Architecture

History of Film

FMST 150	American Classic Cinema
FMST 250	The Documentary Tradition
FMST 255	Hitchcock
FMST 260	The Western
FMST 265	Special Topics in Cinema Studies
FMVD 335	The 16mm Film Project

History of Interior Design

INTR 200	History of Modern Architecture and Interiors
INTR 300 [WI]	Visual Culture: Interiors
INTR 305 [WI]	Visual Culture: Furniture

History of Graphic Design

VSCM 350 [WI]	Graphic Design: 20th Century and Beyond

History of Theatre

THTR 221 [WI]	Theatre History I
THTR 222 [WI]	Theatre History II

History of Photography

PHTO 275 [WI]	History of Photography I
PHTO 276	History of Photography II
PHTO 452	History of Contemporary Photography

Total Credits	24.0

Minor in Digital Media - 3D Modeling and Animation

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 concentration from the concentration courses listed below (as long as all prerequisites are satisfied).

Required Courses

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

Concentration Courses

Select one of the following concentrations:	12.0

Advanced 3D Modeling and Animation Concentration

ANIM 215	History of Animation	
ANIM 219	Digital Compositing	
ANIM 388	Spatial Data Capture	
ANIM 410	Visual Effects	

Basic Interactive Authoring and Web Development Concentration

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

Game Art and Production Concentration [*]

GMAP 260	Overview of Computer Gaming	
GMAP 345	Game Development Foundations	
GMAP 377	Game Development: Workshop I	
GMAP 378	Game Development: Workshop II	
Total Credits		24.0

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

Minor in Digital Media - Interactive Media

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).

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

DIGM 100	Digital Design Tools	3.0
DIGM 223	Creative Concept Design	3.0
WBDV 240	Web Authoring I	3.0
WBDV 241	Vector Authoring I	3.0

Concentration Courses

Select one of the following concentrations:		12.0

Web Development Concentration [*]

WBDV 242	Vector Authoring II	
WBDV 243	Web Authoring II	
WBDV 370	Mobile Interactive Design	
WBDV 448	Web Development: Workshop I	

3-D Modeling and Animation Concentration

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

Game Art and Production Concentration

GMAP 260	Overview of Computer Gaming	
GMAP 345	Game Development Foundations	
GMAP 377	Game Development: Workshop I	
GMAP 378	Game Development: Workshop II	
Total Credits		24.0

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

Minor in Fine Art

To be eligible for the minor in fine art, a student must have completed 30.0 undergraduate credits, have a declared major, and have a minimum GPA of 2.7. The academic credit requirements 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 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
or VSST 108	Design I for Media	
VSST 110	Introductory Drawing	3.0
Select a minimum of an additional 17.0 credits from the following:		17.0
VSST 102	Design II	
VSST 103	Design III	
VSST 111	Figure Drawing I	
VSST 109	Design II for Media	
VSST 112	Figure Drawing II	
VSST 201	Multimedia: Performance	
VSST 202	Multimedia: Space	
VSST 203	Multimedia: Materials	
VSST 204	Materials Exploration	
VSST 301	Painting I	
VSST 302	Painting II	
VSST 303	Painting III	
VSST 310	Sculpture: Metal Fabrication	
VSST 311	Sculpture I	
VSST 312	Sculpture II	
VSST 313	Sculpture III	
VSST 321	Screenprint I	
VSST 322	Printmaking I	
VSST 323	Printmaking II	
VSST 324	Advanced Printmaking	
VSST 325	Screenprint II	
VSST 399	Independent Study: Visual Studies	
VSST 465	Special Topics in Visual Studies	
PHTO 110	Photography	
PHTO 115	Photographic Principles	

PHTO 210	Intermediate Photography	
PHTO 233	Large Format Photography,	
PHTO 253	Fine Black and White Printing	
Total Credits		24.0

Minor in Jazz and African-American Music

The minor in jazz and African-American music takes advantage of our faculty expertise in those areas. This minor can include course work in jazz history, African-American music, jazz theory, private study in jazz performance, and ensemble work in several ensembles devoted to jazz.

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 190	Class Piano I	2.0
MUSC 241	Applied Music (3 terms)	6.0
MUSC 331	World Musics	3.0
Music electives in Jazz or African American Music		9.0
Ensembles (6 terms from MUSC 101 to MUSC 115)		0.0
Total Credits		28.0

The Antoinette Westphal College of Media Arts and Design

The Antoinette Westphal College of Media Arts and Design curricula include general studies in liberal arts and science, and experiential learning in studio, lab, and classroom settings within the disciplines.

Mission Statement

The Antoinette Westphal College of Media Arts & Design (http://www.drexel.edu/westphal) (The Westphal College) is a community of learning within the areas of media, design, fine arts, performing arts, and the management of creative enterprise that values experiential and immersive education. Students are encouraged to give form to ideas by learning to recognize invention and innovation in a rapidly changing world through creative, critical, and collaborative approaches. The Westphal College's diverse programs seek to foster innovation and leadership in progressively interconnected disciplines and areas of study.

The 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. The College is committed to continual review of curricula, processes and outcomes in order make those improvements and refinements necessary to further enrich the students' education, and to continue to foster independent thinkers, astute leaders, and creative problem solvers.

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Certificate

- Dance Studies (p. 69)

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 College 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, work with other professionals, and 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 (http://www.drexel.edu/scdc) page for more detailed information on co-op and post-graduate opportunities.

Special Programs

The Westphal College offers a number of special programs including Study Abroad, Accelerated Dual Degree, Accelerated Summer Courses, Enrichment Programs and Dance for Professionals.

Study Abroad

Many students in the College participate in study abroad ranging from ten days to two terms. Some of the more popular programs are: Drexel in London, Fashion in London, Australia, Rome, France and Prague. Students interested in study abroad should consult with their Program Director, Academic Advisor and the Study Abroad Office, 215-895-1704.

Enrichment Programs

The Department of Architecture & Interiors 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.

Accelerated Dual Degree Programs

Dual degree programs enable academically qualified students to earn both a bachelor's and an advanced degree in five years.

The following Accelerated Degree Programs are available to qualified High School students entering their freshman year in the Westphal College:

- **BS Music Industry/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 qualified Music Industry majors.
- **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 qualified Entertainment & Arts management majors.
- **BS in Design & Merchandising/MBA**: This program combines study in the area of fashion retail merchandising with the MBA degree. The program is available to qualified Design and Merchandising majors.

The following Accelerated Degree Programs are available to qualified matriculated students in the Westphal College:

- **BS/MS in Digital Media Programs**: This program allows highly motivated students to complete both the BS (Animation & Visual Effects, Game Art & Production Web Development & Interaction Design) 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 Pre-Kindergarten through 4) 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 Teaching, Learning and Curriculum-Teacher Certification through the School of Education.
- **BS Entertainment & Arts Management/MS in Arts Administration**: While not an accelerated program, students who complete the EAM program may also choose to pursue a graduate degree at Drexel in Arts Administration. Students who apply for the graduate Arts Administration program and graduate with a 3.5 GPA in the last two years of the EAM degree program are automatically accepted into the program.

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 and Figure Drawing I. These courses primarily 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.

Dance Part Time Professionals

The Part Time Professional Option of the Dance Major is designed for professional dancers interested in pursuing a BS degree in Dance while continuing their performance careers, or at the conclusion of their performing careers. This program grants "professional life experience" credits and an extended period of time to fulfill the remaining required courses.

Ensembles
Choral Ensembles

University Chorus (MUSC 101/001) Dr. Steven Powell, Director
As auditioned, 60-voice group which performs concert choir literature, both a cappella and with instrumental accompaniment.

Chamber Singers (MUSC 102/001) Dr. Steven Powell, Director
A select group of 18 singers chosen by audition from the University Chorus. They perform secular music from the Renaissance period (Madrigals).

Vocal Jazz Ensemble (MUSC 107/004) Dr. Steven Powell, Director
A select group of 16 singers chosen by audition from the University Chorus. They perform "anything that swings," doing a variety of pieces from the 20's to the 10's with a three-piece back-up band.

All College Choir (MUSC 101/002) Scott Bacon, Director
A large un-auditioned choir that performs a varied repertoire including light classics, spirituals, and popular music.

Gospel Choir (MUSC 115) Rev. Greg Ross, Director

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

Instrumental Ensembles

Concert Band (MUSC 105/001) Dr. Wesley Broadnax, Director
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 105/002) Dr. Wesley Broadnax, Director
This band is made up of brass players, saxophone players, and trap drummers drawn from the membership of the Concert Band.

Jazz Orchestra (MUSC 107/001) Dr. George Starks, Director
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 107/002) Dr. George Starks, Director
This ensemble performs small group masterpieces such as literature associated with Art Blakey, Horace Silver, Clifford Brown, John Coltrane, and others.

String Ensemble [University Orchestra] (MUSC 109/001)
This is a full orchestra centered around the nucleus of a full compliment of strings. Winds, brass, and percussionists are drawn from the Concert Band as repertoire demands.

Fusion Band (MUSC 113) Lynn Riley, Director
A small combo utilizing a rhythm section and any varying combination of saxes and brass. The repertoire includes music of the styles of jazz, Latin, funk, and rock.

Percussion Ensemble (MUSC 113/001) Mark Beecher, Director
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 (MUSC 113/002) Bruce Kaminsky, Director
Students perform traditional music from Southeastern Europe, the Middle East and Northern Africa. All traditional and 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.

Guitar Ensemble II (MUSC 106/002) Joe Napoli, Director
An auditioned group of approximately ten guitarists plus bass players and a drummer. Repertoire includes a side range of styles utilizing music reading ability and improvisation skills

Guitar Ensemble I (MUSC 106/001) Greg Wright, Director
An un-auditioned group of ten to fifteen guitarists who use repertoire to sharpen their musical and technical skills.

Keyboard Ensemble (MUSC 110) Wanda Canfield, Director
A group of twelve keyboardists who utilize acoustic and electronic pianos to play a variety of repertoire.

Rock Ensemble (MUSC 111) Joe Napoli, Director
A small combo of vocalists, guitarists, bassists, keyboardist, and drummers who perform repertoire ranging from classic rock to alternative.

Drexel University Dance Program

Dr. Miriam Giguere, Director, Dance Ensemble (DANC 131\)
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.

The Drexel Dance Ensemble DANC 131
A professional caliber dance company presenting two fully-produced concerts in the Mandell Theater each year. Students participating in the 60 member ensemble are given the opportunity to explore their artistry through working with professional choreographers, both faculty and guests artists, as well as a selection of student choreographers. The diversity of choreographic talent promises a show with dimension and unique perspectives on contemporary and classical dance forms. Entrance into this company is open to any dancers beyond their freshman year by audition twice yearly.

T*he FreshDance Ensemble* DANC 131A
dance company open exclusively to freshmen at Drexel. The 30 dancers in the ensemble perform two fully produced concerts at the Mandell Theater each year. Works by both professional and student choreographers are performed in a variety of genres including ballet, modern, jazz and hip-hop. Entrance into the company is open twice yearly by audition.

T*he Youth Performance Exchange Touring Ensemble* DANC 131

This 8-10 member dance troupe performs assembly style lecture demonstration programs introducing student K-8 to the art of dance. Students learn the program each fall and perform for 15-20 elementary and middle school each Friday morning in winter and spring terms. Open by audition each fall term.

Drexel University Theatre Program

Mr. Nick Anselmo, Director of Theatre Programs

Main Stage Performance (THTR 131/001)
Studio Performance (THTR 131/002)
Theater Performance Ensemble (THTR 131/002)
Main Stage Production (THTR 132/001)
Late Night Open Mic (THTR 132/002)
Studio Production (THTR 132/003)

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

Facilities

Designed to be an incubator for tomorrow's creative leaders, The URBN Center is the new home for several programs in the Antoinette Westphal College of Media Arts & Design, providing students with rigorous, studio intensive instruction with the latest technological resources. Majors that will share this space include Animation & Visual Effects, Architecture, Arts Administration, Design & Merchandising, Digital Media, Entertainment & Arts Management, Fashion Design, Game Art & Production, Graphic

Design, Interior Design, Music Industry, Product Design, and Web Development & Interaction.

The URBN Center will also provide a black box theater for our Theatre program, a greatly expanded Leonard Pearlstein Gallery, two MIDI labs and MAD Dragon Records Suite, the Drexel Historic Costume Collection, the Charles Evans Fashion Design Library, a multi-use screening & lecture room, and offices for the College's administrative functions.

The Paul Peck Problem Solving & Research Building is home to our Photography major and Department of Art & Art History. Within this facility, the Westphal College occupies a 10,000- square-foot photography lab, lighting studios, two digital imaging labs, as well as six lecture/ laboratory spaces for our Visual Studies courses.

In University Crossings, a 25,000 square foot space houses offices for Film & Video, Screenwriting & Playwriting and Television faculty. Also in this building are two state-of-the-art digital editing facilities, a shooting and motion capture studio with special effects capability, two screening rooms, a digital audio post production studio, 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.

MacAlister Hall serves students in the Westphal College with: digital audio labs and recording studios; The Mandell Theater, a 420-seat proscenium theater with scene shop and dressing rooms; the Ellen Forman Memorial Dance Studio; and studio space for our college-operated television station, DUTV, which reaches over 400,000 households.

Minor in Music Performance

The minor in music performance requires two years of private lessons study with our artist faculty, culminating in a recital. The Music Program will provide support for the recital venue and accompanist.

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 241	Applied Music (5 terms)	10.0
MUSC 331	World Musics	3.0
MUSC 342	Applied Music-Recital	2.0
Music elective		3.0
Ensembles (six terms from MUSC 101 to MUSC 115)		0.0
Total Credits		26.0

Music Theory and Composition

The minor in music theory and composition is aimed at people who are writing their own music or who would like to begin doing so. You'll take courses in music theory, arranging, composition, and digital composition, and end with a portfolio of several completed pieces.

Requirements

MUSC 121	Music Theory I	3.0
MUSC 122	Music Theory II	3.0
MUSC 229	Modern Arranging Techniques	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	Music Composition	3.0
MUSC 331	World Musics	3.0
MUSC 241	Private Lesson (*)	2.0
Ensembles [**]		
Music Elective		3.0
Total Credits		27.0

*   Students are strongly encouraged to register for the section designated for composition.

**   Ensembles (6 terms from MUSC 101 to MUSC 115)

Minor in Performing Arts

Designed for the student who wishes to explore the fields of dance, music and theater rather than specialize in one area, the minor in performing arts provides motivated students the opportunity to learn about all three areas while performing for two years in one or more of the department's performing groups.

Required Courses

DANC 210	Introduction to Dance	3.0
MUSC 130	Introduction to Music	3.0
Applied music (two terms selected from MUSC 241/242)		4.0
THTR 115	Theatrical Experience	3.0
Theatre Elective		3.0
Dance Elective		3.0
Performing Arts Electives		7.0
Performing Arts Practicum [*]		0.0
Total Credits		26.0

*   Performing arts practicum (6 terms from MUSC 101 - MUSC 115, THTR 130 , and/or DANC 131 - DANC 133).

Minor in Sustainabililty in the Built Environment

The intent of this minor is to prepare students to engage and analyze future design challenges from a sustainability perspective. Students completing this program will be able to approach challenges in a resourceful and insightful way, with a solid foundation of sustainability principles. The emphasis on collaboration and trans-disciplinary teamwork will allow students to serve as agile leaders in their future careers and be active participants in the critical discourse of their field.

In addition to the 15.0 credits of core courses, students select 9.0 credits of electives. The list below will be updated as new courses in sustainability become available. Students having a question about the inclusion of a course not currently listed as a possible elective should check with the coordinator for this minor.

Additional Information

For additional information about this program, visit the College's Sustainability in the Built Environment web page. Or contact the program's advisor:

Diana Nicholas
URBN Center, Suite 410
Phone: 215.571.4432
dsn35@drexel.edu

Required Courses

ARCH 315	Sustainable Built Environment I	3.0
ARCH 320	Sustainable Built Environment II	3.0
INTR 310	Sustainability: History, Theory and Critic	3.0
INTR 410	Collaborative Research in Sustainability	3.0
Arts and Sciences Course		**3.0**

Students must select one of the following courses from the Arts and Science College or an approved substitute with the permission of the advisor for this minor:

ANTH 360	Culture and the Environment
ENVS 260	Environmental Science and Society
PHIL 341	Philosophy of the Environment
SOC/ENVP 345	Sociology of the Environment

Additional Electives [*]		**9.0**

Students select three of the following (or alternative options with the permission of the advisor for this minor):

ANTH 360	Culture and the Environment
ARCH 348	Studies in Vernacular Architecture
ARCH 463	Emerging Architectural Technology
ARCH 465	Energy and Architecture
CAEE 201	Introduction to Infrastructure Engineering
COM 317 [WI]	Environmental Communication
INTR 465/ ENVP 360	Special Topics in Interior Design
ENVS 260	Environmental Science and Society
PHIL 341	Philosophy of the Environment
SOC 341	Environmental Movements in America
SOC/ENVP 345	Sociology of the Environment

Total Credits	24.0

[*]   The elective list will be updated as new courses in sustainability become available. If a student has questions regarding inclusion of a course not on this list, he or she should see the Advisor for the Sustainability in the Built Environment Minor Program.

Minor in Television Industry and Enterprise

Students with a 3.0 or higher G.P.A. may apply for the TV Industry & Enterprise minor program. Once accepted, they take 21.0 credits of required courses that provide a basic foundation in the historical, financial, and programming elements of the television industry. The remaining 6.0 credits of study provide students the opportunity to have more hands-on production experience and/or to delve more deeply into the academic study of a specific area of interest.

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
One of the following courses:		3.0
TVST 261	History of TV Journalism	
TVST 361	Art of TV Comedy	
TVST 362	Art of TV Drama	
Three of the following courses:		9.0
EAM 211	Strategic Management for Entertainment and Arts Management	
EAM 365	Media and Entertainment Business	
EAM 391 [WI]	Promotion, Press and Publicity	
FMVD 110	Basic Shooting and Lighting	
FMVD 115	Basic Editing	
FMVD 120	Basic Sound	
SCRP 270 [WI]	Screenwriting I	
TVIE 365	Special Topics: TVIE	
TVPR 100	TV Studio: Basic Operations	
TVPR 200	TV Studio: Live Directing	
TVPR 201	TV Studio: Comedy	
TVPR 202	TV Studio: Drama	
TVPR 205	TV Studio: Advanced Live Directing	
TVPR 240	Producing for Television	

Total Credits	27.0

Minor in Theatre

The minor in theatre consists of two distinct, yet closely integrated components: academics and performance. The intertwining of foundation studies and practical application empowers students to discover and develop their own voice and style in their art.

Required Courses

THTR 121 [WI]	Dramatic Analysis	3.0
THTR 221 [WI]	Theatre History I	3.0
THTR 222 [WI]	Theatre History II	3.0
Select three of the following:		3.0
THTR 130	Introduction to Theater Production Practicum	
THTR 131	Theatre Performance Practicum	
THTR 132	Theatre Production Practicum	
Select 12 credits from the following:		12.0
THTR 110	Voice and Articulation	
THTR 115	Theatrical Experience	
THTR 116	Philadelphia Theatre Let's Go!	
THTR 131	Theatre Performance Practicum	
THTR 132	Theatre Production Practicum	
THTR 209	Improvisation for the Theatre	
THTR 210	Acting: Fundamentals	
THTR 211	Acting: Scene Study	
THTR 212	Sketch Comedy	
THTR 231	Introduction to Musical Theatre	
THTR 232	Contemporary Musical Theatre	

THTR 240	Theatre Production I	
THTR 241	Theatre Production II	
THTR 260	Production Design	
THTR 320	Play Direction	
THTR 360	Lighting Design	
THTR 380	Special Topics in Theatre	
THTR 495	Directed Studies in Theatre	
Total Credits		**24.0**

Minor in Video Production

Professors in the Film & Video program are working filmmakers and writers who provide hands-on learning in film and video production.

Required Courses

FMVD 110	Basic Shooting and Lighting	3.0
FMVD 115	Basic Editing	3.0
FMVD 120	Basic Sound	3.0
SCRP 270 [WI]	Screenwriting I	3.0
Four of the following courses:		**12.0**
FMVD 210	Documentary Video Production	
FMVD 215	Narrative Video Production	
FMVD 220	Experimental Video Production	
FMVD 235	Intermediate Lighting	
FMVD 305	Special Effects Make-up	
FMVD 365	Special Topics in Production	
SCRP 280 [WI]	Writing the Short Film	
TVPR 100	TV Studio: Basic Operations	
TVPR 200	TV Studio: Live Directing	
Total Credits		**24.0**

Minor in Writing for the Media

Required Courses

FMVD 110	Basic Shooting and Lighting	3.0
FMST 150	American Classic Cinema	3.0
SCRP 270 [WI]	Screenwriting I	3.0
SCRP 275 [WI]	Screenwriting II	3.0
WRIT 225 [WI]	Creative Writing	3.0
SCRP 280 [WI]	Writing the Short Film	3.0
SCRP 380	Screenwriting Workshop I	3.0
SCRP 381	Screenwriting Workshop II	3.0
Total Credits		**24.0**

Dance Studies

Professional Dance Certificate Program

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 (http://www.drexel.edu/catalog/ug/comad/dance-).

General Requirements

DANC 100	Survey of Dance Studies	3.0
DANC 260	Injury Prevention for Dance	3.0
DANC 201 [WI]	Dance Appreciation	3.0
DANC 210	Introduction to Dance	3.0
DANC 330	Introduction to Laban Movement Analysis	3.0
DANC 355	Rhythmic Study for Dance	3.0
Total Credits		18.0

Master of Science in Arts Administration

Master of Science: 45.0 quarter credits

About the Program

The MS in Arts Administration program is designed to provide academic preparation for leadership positions with nonprofit organizations, foundations, corporations, and government agencies involved in the visual and performing arts.

Students may enroll in the program on a full- or part-time basis. Classes are offered in the evening or online. With the exception of the internship, which is geared to the student's schedule and interests, the entire program can be completed in the evening or online to accommodate working students. Students should plan to enter the program at the start of the fall term. Full-time arts administration students may complete the degree in five consecutive terms when beginning in the fall term.

Professional Opportunities

Graduates of the program serve in various administrative capacities with museums, galleries, historical societies, government agencies, performing arts organizations, arts centers, and philanthropic and corporate foundations.

Admission Requirements

Requirements for Admission

In addition to meeting the general requirements for admission to graduate studies, applicants should present a résumé demonstrating a strong affinity for the field through work, volunteer experiences, education, or special training. Undergraduate preparation must include at least one course in financial accounting, two courses in the history or literature of an art form, and/or two courses in the practical or creative aspects of an art. Applicants who lack this preparation (or the equivalent) must complete work in the above areas during the first two terms in the program.

An important part of the admissions process is a personal interview with the Program Director. Potential applicants will be contacted to schedule an interview through the Department of Arts & Entertainment Enterprise 215.895.2453 once the application is processed through Graduate Admissions.

Financial Assistance

A limited number of assistantships are available to students in the campus program. Students should have experience in gallery management, public relations or newsletter writing/editing, and should indicate their interest in these positions in their initial letters of inquiry. Students are also encouraged to explore other assistantships available across the University. In the past, arts administration students have held positions in the honors program, the Greek Life Office, the Leadership Program, and the College of Evening and Professional Studies. Awards are made annually on a competitive basis.

Students in the online program only may qualify for a tuition discount through Drexel's partnership with Americans for the Arts.

Dean's Fellowship

In addition to teaching and research assistantships, the College of Arts and Sciences also awards 10 Dean's Fellowships per year to full-time students in the campus program. These highly competitive awards are granted across the College, and come with a $5,000 stipend supplement for each of the first two years of study in addition to any other support a student receives.

For additional information on requirements and how to apply, visit Graduate Admissions (http://www.drexel.edu/grad/programs/westphal/arts-administration) at Drexel University.

Degree Requirements

Each student is assisted with the planning and completion of a program of study in accordance with the student's needs and career goals. Each candidate for the MS in arts administration must complete 45 credits, including courses in cultural policy, management skills, and fund development. To enable the student to tailor the program of study to meet his or her career goals, a variety of electives are offered. Students may identify tracks in marketing, fund development, finance, or research through their selection of electives.

Many of our students work in an appropriate related arts job associated with a professional arts organization. After completing all core courses, some students choose to complete an internship within the arts and cultural community. The student's thesis grows out of the internship experience or can address a research topic that the student chooses to explore further.

Curriculum

Professional Requirements

AADM 505	Overview Of Arts Administration	3.0
AADM 510	Writing for the Arts	3.0
AADM 610	Financial Accounting for Non-Profit Arts Organizations	3.0
AADM 620	Law and the Arts	3.0
AADM 650	Fund Development for the Arts	3.0
AADM 670	Audience Development	3.0
AADM 710	Strategic Planning and Evaluation	3.0
AADM 750	Arts Administration Seminar	3.0
AADM 751	Management Techniques In the Arts	3.0
AADM 770	Technology and the Marketing of the Arts	3.0
AADM 798	Thesis and Internship	2.0
AADM 799	Thesis Completion	1.0
Electives [*]		12.0

Sample Elective Offerings

AADM 660	International Cultural Policy
AADM 680	Trends in Fund Development
AADM 720	Leadership in the Arts
AADM 740	Production Laboratory in the Performing Arts
AADM 753	Visual Arts Organization Management
AADM 760	Special Problems in Arts Management
AADM 752	Performing Arts Management
AADM 755	Community Cultural Planning
AADM 757	Political Activism in the Arts

AADM 775	Technology Management in the Arts	
AADM 731	Human Resources Management in the Arts	
HRMT 622	Human Resource Administration	
MGMT 680	Leading for Innovation	
VSST 501	Contemporary Art Issues	
Total Credits		**45.0**

* All Business electives must be approved by advisor and require registration through the MBA office.
   Additional Electives not on the pre-approved list must be at the 600 level or above and require advisor approval.

Master of Science in Digital Media

About the Program

Master of Science: 63.0 quarter credits
Digital Media, also known as New Media, is an exciting, and rapidly expanding hybrid field of research, study and practice. Over the past decade, it has grown from a highly specialized activity to an approachable subject that sparks global attention in areas of entertainment, business, engineering and health care.

The MS in digital media is a hybrid course of study created to offer students research and career opportunities in 21st century media applications. This two-year program offers comprehensive studies in advanced digital design including 3D modeling, animation, interactivity, gaming and digital media history, theory and methods.

The curriculum for the Master of Science in Digital Media offers a mix of academic course work and project-related activities. Projects consist of funded grant research opportunities, industry-sponsored projects and independent, student-generated and faculty-approved projects.

Professional Opportunities

Opportunities abound for individuals who master the artistic and the interactive aspects of digital media design. Three-dimensional, fully interactive and immersive environments have become the norm in research and practical applications. As the field expands, the need for qualified artists, researchers and New Media entrepreneurs grows.

For more information, visit Drexel's Graduate Studies in Digital Media (http://www.drexel.edu/westphal/academics/graduate/digitalmedia) web page.

Admission Requirements

The MS in Digital Media is an advance course of study. A successful applicant for admission will have a baccalaureate degree, a minimum 3.2 undergraduate G.P.A. and assumed production skills in 3-D modeling, animation and interactivity.

Proof of basic competencies is demonstrated by undergraduate transcript and/or portfolio review. For qualified candidates lacking production skills, we offer a series of pre-graduate classes. Satisfactory completion of the classes qualifies one to apply for graduate admission. Pre-graduate classes may include some or all for the following:

CS 171	Computer Programming I	3.0
CS 172	Computer Programming II	3.0
DIGM 100	Digital Design Tools	3.0
DIGM 505	Design and Interactivity	3.0
DIGM 506	Animation and Game Design	3.0

For additional information on requirements and how to apply, visit Graduate Admissions at Drexel University (http://www.drexel.edu/grad/programs/westphal).

Degree Requirements

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.

Summer Prerequisite Courses		
DIGM 505	Design and Interactivity	
DIGM 506	Animation and Game Design	
Required Courses		
DIGM 501	New Media: History, Theory and Methods	3.0
DIGM 502	Advanced New Media Topics	3.0
DIGM 520	Advanced Interactivity I	3.0
DIGM 525	Advanced Animation I	3.0
DIGM 526	Advanced Animation II	3.0
DIGM 530	Advanced Game Design I	3.0
DIGM 531	Advanced Game Design II	3.0
DIGM 580	Thesis Preparation	3.0
DIGM 540	New Media Project (3.0 credits, taken 3 terms)	9.0

DIGM 620	Digital Media Workshop	3.0
DIGM 630	Digital Media Group Workshop	3.0
DIGM 650	Public Venue Seminar	3.0
DIGM 651	Publication and Presentation	3.0
Thesis		9.0
Directed Studies		9.0
Total Credits		63.0

Sample Plan of Study

Students must complete two prerequisite courses in the summer, prior to beginning the graduate program: DIGM 505 Design and Interactivity and DIGM 506 Animation and Game Design.

First Year

Fall		**Credits**
DIGM 501	New Media: History, Theory and Methods	3.0
DIGM 520	Advanced Interactivity I	3.0
DIGM 525	Advanced Animation I	3.0
	Term Credits	**9.0**
Winter		
DIGM 526	Advanced Animation II	3.0
DIGM 530	Advanced Game Design I	3.0
DIGM 540	New Media Project	3.0
	Term Credits	**9.0**
Spring		
DIGM 502	Advanced New Media Topics	3.0
DIGM 531	Advanced Game Design II	3.0
DIGM 540	New Media Project	3.0
	Term Credits	**9.0**
Summer		
DIGM 540	New Media Project	3.0
DIGM 580	Thesis Preparation	3.0
Directed studies		3.0
	Term Credits	**9.0**

Second Year

Fall		
DIGM 620	Digital Media Workshop	3.0
DIGM 680	Thesis Development	3.0
Directed studies		3.0
	Term Credits	**9.0**
Winter		
DIGM 630	Digital Media Group Workshop	3.0
DIGM 680	Thesis Development	3.0
Directed studies		3.0
	Term Credits	**9.0**
Spring		
DIGM 650	Public Venue Seminar	3.0
DIGM 651	Publication and Presentation	3.0
DIGM 630	Digital Media Group Workshop	3.0
	Term Credits	**9.0**

Total Credit: 63.0

Facilities

The Digital Media Program operates several labs including a state of the art combined green screen/motion capture studio as well as 2.5 ton 3-degree-of-freedom motion platform. All labs and classrooms are equipped with powerful Dell and Boxx Technologies Workstations running Windows and Unix operating systems and Mac computers running OS X. Software includes a host of Adobe products and Autodesk 3ds Max and Combustion; Alias Maya; Softimage XSI and Behavior, Pixar RenderMan Pro Server along with RenderMan Artist Tools for Maya and RenderMan for Maya; Pixologic Z-Brush; Apple Shake; MotionBuilder; GarageGames; NextLimit RealFlow, and SideEffect's Houdini.

Master of Science in Fashion Design

Master of Science: 48.0 quarter credits

About the Program

The MS in Fashion Design is a full-time program that stresses the development of technical skills and research and experimentation. A typical graduate sequence may consist of seven terms of graduate courses and four terms of prerequisite coursework, beginning with the summer term accelerated design and drawing courses.

The curriculum is organized so that studio, laboratory, and classroom work give the graduate student a directed experience in the study of aesthetics, criticism, and contemporary art concepts; contemporary and historic art and design; current technology; the discipline of drawing; and the making of art. Students learn to integrate design's aesthetic, psychological, and social needs with the construction of clothing.

The goal of the MS program in fashion design is to integrate the understanding of design with the construction of clothing so that the final products answer physical, aesthetic, psychological, and social needs within the context of contemporary fashion and industrial limitations. This approach provides a sound basis for a broad range of employment in the fashion industry and in education. Other professional opportunities lie in merchandising, costume design, curatorial work, and computer-aided design.

The faculty of the Department of Fashion, Product and Design & Merchandising includes art historians, CAD specialists, designers, fiber artists, merchandising specialists, painters, and sculptors. The department also draws on practicing professionals as adjunct professors for specialized coursework and for critique of student work.

A limited number of graduate assistantships are available to students after completing the first year.

The Fashion and Design & Merchandising programs produce a professionally juried annual fashion show which provides competitive fashion industry and department awards and excellent exposure for the graduate students' design thesis . At Drexel, students can participate in the activities of the Fashion Group of Philadelphia, the local chapter of an international fashion industry organization. Students may also participate in the Fashion and Design Student Organization and attend trips to fashion events in New York City.

The 48.0 graduate quarter credits does not include any of the required prerequisite coursework. See the Admission Requirements for a list of

courses students are expected to have completed prior to beginning their graduate study.

Additional Information

For more information about this program, please contact the Program Director:
Kathi Martin
martink@drexel.edu

Admission Requirements

Students enter the program from diverse backgrounds, including liberal arts, fine arts, and business. A personal interview is required. The admission criteria for the graduate program consist of the requirements of the University for graduate admission plus satisfaction of undergraduate coursework in basic fashion design skills and concepts. These prerequisites comprise 31 credits in design, drawing, and art history in addition to 32 credits in specific undergraduate fashion design professional courses, or their equivalent.

Prerequisite Undergraduate Coursework

ARTH 335 [WI]	History of Costume I: Preclassical to Directoire	3.0
ARTH 336 [WI]	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	3.0
FASH 211	Fashion Drawing I	3.0
FASH 212	Fashion Drawing II	3.0
FASH 230	Textiles for Fashion Design	3.0
FASH 241	Construction Skills	4.0
FASH 251	Fashion Design I	4.0
FASH 341	Flat Pattern Design	4.0
FASH 342	Draping Design	4.0
FASH 343	Tailoring and Design	4.0
VSST 104	Accelerated Design I [*]	2.0
VSST 105	Accelerated Design II [*]	2.0
VSST 106	Accelerated Design III [*]	2.0
VSST 110	Introductory Drawing	3.0
VSST 111	Figure Drawing I	3.0
VSST 204	Materials Exploration	4.0
Select two of the following:		6.0
ARTH 101	History of Art I: Ancient to Medieval	
ARTH 102	History of Art II: High Renaissance to Modern	
ARTH 103	History of Art: Early to Late Modern	
Total Credits		63.0

[*] Or VSST 101, VSST 102, VSST 103 (Design I, II, III; 12.0 credits).

Beginning in the summer term, the department offers a four-term prerequisite year to prepare candidates for the graduate coursework. A portfolio review and departmental evaluation determine what prerequisites have been satisfied. Contact the graduate advisor for specific information about prerequisites or to make an appointment for evaluation.

For additional information on requirements and how to apply, visit Graduate Admissions at Drexel University (http://www.drexel.edu/grad/programs/westphal).

Degree Requirements

The two years of full-time graduate coursework combine four terms of faculty-directed studio work in fashion design and two terms of student-directed independent studio work with required courses in design, aesthetics, and the art process. Elective coursework in fashion or specific topics; advanced studies in art, computer-aided design, art history, and fashion design; and independent studies allow individual flexibility in curriculum design.

Graduate Problems in Fashion Design I and II (FASH 865 and FASH 866) emphasize the development of an original statement of design intent, allowing students to synthesize their academic experiences and prepare for the marketplace. Each graduate student develops his or her personal collection which is then produced and presented in a professional fashion show.

Professional Portfolio (FASH 864) is a capstone course in which students create a professional quality collection of drawings geared to their market preferences.

Students are required to participate in at least three national and international fashion design competitions (FASH 899). These competitions provide awareness of world-wide design sensibilities and the overall level of competition in various facets of the marketplace.

The fashion industry internship (FASH 600) promotes spirit of entrepreneurship and provides perspective on success in the fashion industry. A full-time ten week position in industry is required and provides experience in design and production processes.

Fashion Design Studios

FASH 600	Fashion Industry Internship	0.0
FASH 611	Textile Design	3.0
FASH 615	Computer Aided Design for Patternmaking	3.0
FASH 616	Computer Aided Design for Fashion Design	3.0
FASH 630	Fashion Design A	3.0
FASH 631	Fashion Design B	3.0
FASH 632	Drawing for Industry	3.0
FASH 730	Fashion Design C	3.0
FASH 731	Fashion Design D	3.0
FASH 765	Fashion Presentation	3.0
FASH 766	Fashion Business Topics	3.0
FASH 864	Professional Portfolio	3.0
FASH 865	Problems in Fashion Design Phase I	3.0
FASH 866	Problems in Fashion Design Phase II	3.0
FASH 899	Comprehensive Examination in Fashion Design	0.0
ARTH 530	History of Modern Design	3.0
Electives		6.0
Total Credits		48.0

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 (http://www.drexel.edu/westphal/about/facilities/mandell) 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 (http://digimuse.cis.drexel.edu/home.html).

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.

Master of Science in Interior Architecture and Design

Master of Science: 63.0 quarter credits

About the Program

The Master of Science program in Interior Architecture & Design at Drexel is an internationally recognized CIDA accredited First Professional MS degree that prepares students of diverse undergraduate backgrounds to become leaders in the field of interior design. Through an integrated studio approach, coursework teaches application of design concepts, technical information and hands-on skills to create a range of public, commercial, residential and institutional spaces. Students learn to transform space to address aesthetic, social, physical and psychological needs. In conjunction with the integrated studio, the program emphasizes independent research culminating in a master's thesis.

Comprised of 63.0 graduate credits, most students complete the MS Interior Architecture & Design program in two to three years, depending upon individual student backgrounds and the completion of all necessary prerequisites.

Student Background

MS Interior Architecture & Design students come to the program with undergraduate degrees in a wide variety of fields. With more than 90% of the applicants having backgrounds in a non-design related field and on average 10% being international students, the graduate student body brings rich and diverse life and cultural experiences to the Department and the College. Open mindedness and the desire and commitment to acquire knowledge through various avenues ensure that all students enrich the exchange of ideas and professional development.

Professional Opportunities

Alumni are principals of their own interior design firms, project managers in major design and architectural firms, facilities managers, and design coordinators. About one-third of the students obtain entry-level employment before graduation from the program; within five years, many hold managerial positions.

Professional exposure occurs in exchanges with practitioners through professional jurying of all major student projects. Students are also encouraged to become members of local, national, and international interior design professional organizations.

For more information, visit Drexel's Graduate Studies in Interior Architecture + Design (http://www.drexel.edu/westphal/academics/graduate/interiordesign) web page.

Admission Requirements

Admission criteria for the graduate program consist of the requirements of the University for graduate admission plus satisfaction of basic interior design undergraduate coursework. These prerequisites include courses in design, drawing, and art history.

Prerequisite Undergraduate Coursework

VSST 104	Accelerated Design I [*]	2.0
VSST 105	Accelerated Design II [*]	2.0
VSST 106	Accelerated Design III [*]	2.0
VSST 110	Introductory Drawing	3.0
INTR 231	Structure	4.0
INTR 232	Interior Studio I	4.0
INTR 220	Visualization II: Orthographic	3.0

INTR 241	Visualization III: Digital	3.0
INTR 200	History of Modern Architecture and Interiors	3.0
INTR 305 [WI] or INTR 300	Visual Culture: Furniture Visual Culture: Interiors	3.0
ARTH 103	History of Art: Early to Late Modern	3.0

*   Or VSST 101, VSST 102, VSST 103 (Design I, II, III; 12.0 credits).

The program begins in the summer term with three terms of prerequisite coursework that prepares candidates for the graduate coursework. A portfolio review or evaluation by the Associate Director of the Interior Architecture & Design program determines what prerequisites have been satisfied. Contact the Graduate Studies in Interior Architecture + Design (http://www.drexel.edu/westphal/academics/graduate/interiordesign) for specific information about prerequisites or to make an appointment for review and evaluation.

For additional information on requirements and how to apply, visit Graduate Admissions (http://www.drexel.edu/grad/programs/westphal/interior-architecture-and-design) at Drexel University.

Degree Requirements

The full-time graduate coursework combines seven terms of faculty-directed coursework in interior design, including a student-initiated thesis.

The 63.0 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

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
INTR 898	Thesis - Documentation	3.0
Comprehensive Exam		

INTR 899	Comp Exam for Interior Design [*]	0.0
Graduate Review [*]		
Total Credits		63.0

*   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.

Facilities

The interior design program is housed in the new URBN Center, a state of the art design and arts facility on Drexel's campus. The URBN Center officially opened in September 2012. A hub for creative minds to gather, share ideas and work together to bring those ideas from the mind to the page, and into the world of tomorrow, interiors students benefit from a wide-range of resources including interior design studios, the interior design resource library, a hybrid making lab, and state-of-the-art computer laboratories. College lab equipment includes scanners, printers, plotters, laser cutters, 3-d printers, computer/video projection systems and other peripheral devices as appropriate to each major.

The URBN Annex houses a black box theater, screening room and the Leonard Pearlstein Gallery. Additional studio and classroom space in the Peck Problem Solving and Research Center and the Design Arts Annex accommodate photography, basic design, painting, sculpture and a large woodworking shop with industrial-quality equipment. The woodshop is available for use by students for three-dimensional coursework or individual projects.

Philadelphia, one of the nation's major design centers, gives interior design students the vitality of the contemporary arts at local galleries; easy access to many museums, libraries, renowned buildings, and access to the resources of The Marketplace, as well as design centers located in New York City and Washington, D.C.

Paul F. Harron Television Management Program

Master of Science Degree: 49.0 quarter credits
Dual MS/MBA: 79.0 quarter credits

About the Program

The Paul F. Harron Television Management program offers two approaches to graduate study: the MS in Television Management and the dual MS/MBA degree option.

The stand-alone MS degree prepares students with a solid grounding in business management and specialized courses in the management of television and converging media. The program integrates business course content with current practices in television and new media industries that deliver content across multiple digital platforms. Students interact with leading working professionals on campus and in the field through internships.

The dual degree option includes a full MBA. Students in both programs gain hands-on management experience through internships in broadcast television stations and networks, cable companies, independent production companies and evolving media hybrids that operate in the region and beyond. The program combines practical and academic

experience, including courses designed to challenge students to discover the critical interplay between creative process and the business skills required to manage successful media companies.

About the Curriculum

Today's television and media industries are some of the most competitive and fastest growing in the world, and this has created new opportunities for those who can manage, market and create for the world of converged media. The Paul F. Harron Graduate Program in Television Management offers two graduate study options to prepare students for the demanding television and media industries: the MS in Television Management and the dual MS/MBA.

The stand-alone MS degree offers a solid grounding in business management and specialized courses in the management of television and evolving media hybrids. The dual MS/MBA option allows students to integrate business course content with the practices of television and new media industries, and provides graduates the advantages of also having the renowned Drexel MBA.

Ultimately, we believe the way people learn is by doing. Students receive hands-on management experience through internships in broadcast television stations and networks, cable companies, independent production companies, and evolving media hybrids that operate in the region and beyond. The program combines practical and academic experience in courses such as Television Production, Audience Measurement, Structure of TV Organizations, Media Law, Media Sales, Money and the Media, Social TV, Emerging TV Technology, and Media Ethics. These courses challenge participants to discover the critical interplay between creative process and the business skills required to manage successful media companies.

Program Features

Features of the program include the availability of Fellowships and Graduate Assistantships, flexible scheduling with part-time and full-time options, evening classes, rolling admissions (allowing students to start in any term, including summer) as well as professional internships. Philadelphia is the fourth largest television market and home to Comcast, Banyan Productions, Center City Video, Shooters, broadcast network affiliates, three public television organizations, Tierney Communications, Harmelin Media, Star Group, Domus, and innovative web-streaming and specialized digital content producers and online agencies such as 03World. Students find internships and employment with major broadcast, multichannel, and new media companies in Philadelphia, New York, Washington, Los Angeles, Beijing, and beyond, including Sony, Harmelin Media, Discovery Channel, Reign Deer Entertainment, PBS/Sprout, Philly.com, Comcast, SportsNet, NBC Sports, MTV Networks, Sesame Workshop, Pro Mobile Productions, Sony, PHL 17, NBC10, CBS3/CW, WPV16, WYBE35, Center City Video, CCTV, National Geographic Channel, Univision, Telemundo, Dreamworks, and many others.

Additional Information

For information about Television Management students, faculty, alumni, internships and the structure and operation of the program, please visit the Graduate Television Management (http://www.drexel.edu/westphal/graduate/TVMN) website.

Admission Requirements

For information regarding admission to the program, contact:

Albert Tedesco
Program Director, Paul F. Harron Television Management Graduate Program
Antoinette Westphal College of Media Arts and Design
Office: University Crossings 049
(215) 895-2180
ast33@drexel.edu

or
David Miller
Director of Recruitment
The Antoinette Westphal College of Media Arts and Design
Nesbitt Hall 12-503
Philadelphia, PA 19104
(215) 895-1675

Forms, additional application requirements, and information about application deadlines are all available on the Graduate Admissions at Drexel University (http://www.drexel.edu/grad/programs/westphal) website.

For more information about the program, visit Drexel's Graduate Studies in Television Management (http://www.drexel.edu/grad/programs/westphal/television-management) web page.

Degree Requirements

Master of Science Degree: 49.0 quarter credits

Required Courses

TVMN 605	Foundation Seminar in TV Management	3.0
TVMN 610	Media Law for Television Management	3.0
TVMN 620	Audience Measurement	3.0
TVMN 640	Media Ethics of Television Management	3.0
TVMN 650	Structure of Television Organizations	3.0
TVMN 710	Television Programming	3.0
TVMN 730	Emerging TV Technology	3.0
TVMN 740	Money and the Media	3.0
TVMN 790	Thesis in TV Management	3.0
TVMN 791	Thesis Completion [*]	1.0
Select two of the following:		6.0
TVMN 600	Television Management Colloquium	
TVMN 630	Television Production	
TVMN 660	The Social Impact of TV	
TVMN 670	The Art of Television	
TVMN 680	Management of News and Sports Programming	
TVMN 698	Special Topics in TV Mgmt	
TVMN 699	Independent Study in TV Mgmt	
TVMN 700	Television Practicum	
TVMN 720	Television Organization and Operations	
TVMN 750	Current Issues in TV Management	
TVMN 770	Promotion and PR in the Media	
Required Business Courses		
ACCT 601	Managerial Accounting	3.0
MGMT 652	New Venture Planning	3.0
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
MKTG 601	Marketing Strategy & Planning	3.0
Total Credits		49.0

* TVMN 791 is repeatable for credit, at .5 credits per quarter, as needed for thesis completion. Students must enroll for a minimum of 2 quarters.

Master of Science Degree (Stand-alone program)

First Year

Fall		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
TVMN 605	Foundation Seminar in TV Management	3.0
TVMN 710	Television Programming	3.0
	Term Credits	**12.0**
Winter		
MGMT 652	New Venture Planning	3.0
MKTG 601	Marketing Strategy & Planning	3.0
TVMN 620	Audience Measurement	3.0
TVMN 650	Structure of Television Organizations	3.0
	Term Credits	**12.0**
Spring		
ACCT 601	Managerial Accounting	3.0
TVMN 730	Emerging TV Technology	3.0
TVMN 740	Money and the Media	3.0
Television Management (TVMN) elective		3.0
	Term Credits	**12.0**
Summer		
TVMN 610	Media Law for Television Management	3.0
TVMN 640	Media Ethics of Television Management	3.0
TVMN 790	Thesis in TV Management	3.0
Television Management (TVMN) elective		3.0
	Term Credits	**12.0**
Second Year		
Fall		
TVMN 791 (repeatable for credit)	Thesis Completion	0.5
	Term Credits	**0.5**
Winter		
TVMN 791 (repeatable for credit)	Thesis Completion	0.5
	Term Credits	**0.5**

Total Credit: 49.0

Degree Requirements

Dual MS/MBA: 79.0 quarter credits

Required Courses

TVMN 605	Foundation Seminar in TV Management	3.0
TVMN 610	Media Law for Television Management	3.0
TVMN 620	Audience Measurement	3.0
TVMN 640	Media Ethics of Television Management	3.0
TVMN 650	Structure of Television Organizations	3.0
TVMN 710	Television Programming	3.0
TVMN 730	Emerging TV Technology	3.0
TVMN 740	Money and the Media	3.0
TVMN 790	Thesis in TV Management	3.0
TVMN 791	Thesis Completion *	1.0
Television Management Electives		
Select two of the following:		6.0
TVMN 600	Television Management Colloquium	
TVMN 630	Television Production	
TVMN 660	The Social Impact of TV	
TVMN 670	The Art of Television	
TVMN 680	Management of News and Sports Programming	
TVMN 698	Special Topics in TV Mgmt	
TVMN 699	Independent Study in TV Mgmt	
TVMN 700	Television Practicum	
TVMN 720	Television Organization and Operations	
TVMN 750	Current Issues in TV Management	
TVMN 770	Promotion and PR in the Media	
Required Business Courses		
ACCT 601	Managerial Accounting	3.0
ECON 601	Managerial Economics	3.0
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
FIN 601	Corporate Financial Management	3.0
MGMT 602	Managing Technology Innovation	3.0
MGMT 652	New Venture Planning	3.0
MGMT 780	Strategic Management	3.0
MKTG 601	Marketing Strategy & Planning	3.0
MIS 611	Management Information Systems	3.0
ORGB 625	Leadership and Professional Development	3.0
ORGB 631	Leading Effective Organizations	3.0
POM 601	Operations Management	3.0
STAT 601	Business Statistics	3.0
Business Elective		3.0
Suggested Business Electives:		
FIN 640	Mergers and Acquisitions	
MKTG 622	Buyer Behavior Theory	
MKTG 634	Integrated Marketing Communications Management	
MKTG 646	Services Marketing	

MGMT 640	Strategic Human Resource Management
Total Credits	79.0

*   TVMN 791 is repeatable for credit, at .5 credits per quarter, as
      necessary for thesis completion. Students must enroll for a minimum
      of 2 quarters.

Dual MS/MBA Plan of Study

Facilities

Facilities and opportunities for the program include:

- The LeBow College of Business (http://www.lebow.drexel.edu)
- The Laurence A. Baiada Institure for Entrepreneurship (http://www.lebow.drexel.edu/Centers/Baiada)
- Business planning courses
- Incubator competitions sponsored by the Baiada Center
- The Henderson Challenge (business plan competition)
- The Rudman Institute for Entertainment Industry Studies (http://www.drexel.edu/westphal/about/resources/rudman/about_the_institute)
- DUTV (http://dutv.drexel.edu/homepage/DUTV.html), Drexel's educational cable access channel

As part of their MBA course of study, students take full advantage of the new fifteen million dollar Leonard Pearlstein Business Learning Center (http://www.lebow.drexel.edu/new_bldg.html), which includes The George and Lois Krall Center for Executive Education, state-of-the-art classrooms, learning facilities, conference rooms, and technology upgrades to meet the needs of MBA students so they can compete aggressively in the global marketplace.

Post-Baccalaureate Certificate in Digital Media

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

Upon transcript and portfolio review, up to 12.0 credits may be transferred into the program. For additional information on requirements and how to apply, visit the Drexel Admissions page for Digital Media (http://www.drexel.edu/grad/programs/westphal/digital-media).

Required Courses

ANIM 141	Computer Graphic Imagery	3.0
ANIM 211	Animation I	3.0
ANIM 212	Animation II	3.0
DIGM 100	Digital Design Tools	3.0
DIGM 110	Digital Spatial Visualization	3.0
DIGM 252	Multimedia Timeline Design	3.0
WBDV 240	Web Authoring I	3.0
WBDV 241	Vector Authoring I	3.0
Select one the following courses:		3.0
ANIM 219	Digital Compositing	
DIGM 350 [WI]	Digital Storytelling	
DIGM 451 [WI]	Explorations in New Media	
GMAP 260	Overview of Computer Gaming	
WBDV 242	Vector Authoring II	
Select one of the following computer programming sequences:		6.0-9.0
CS 171 & CS 172	Computer Programming I and Computer Programming II	
CS 131 & CS 132 & CS 133	Computer Programming A and Computer Programming B and Computer Programming C	
Total Credits		33.0-36.0

Undergraduate Course Descriptions

Advertising Design

Courses

ADGD 200 Introduction to Advertising 4.0 Credits
Examines effective targets advertising and the working relationships
between art direction and copywriting. Art direction and graphic design
techniques for creative strategies are explored.
College/Department: Antoinette Westphal College of Media Arts Design
Repeat Status: Not repeatable for credit
Restrictions: Can enroll if major is GRDS.
Prerequisites: VSCM 230 [Min Grade: D] and VSCM 240 [Min Grade: D]

ADGD 210 Print Advertising I 4.0 Credits
This course examines the creative process and research for creating
innovative advertising. Students design and create a series of ads in
market segments that include retail, trade, corporate identity, non-profit,
and public service.
College/Department: Antoinette Westphal College of Media Arts Design
Repeat Status: Not repeatable for credit
Restrictions: Can enroll if major is GRDS.
Prerequisites: VSCM 240 [Min Grade: D] and VSCM 242 [Min Grade: D]

ADGD 310 Television and Web Advertising 4.0 Credits
A concept-focused exploration of the creative process essential to
creating effective ads for TV and new media.
College/Department: Antoinette Westphal College of Media Arts Design
Repeat Status: Not repeatable for credit
Restrictions: Can enroll if major is GRDS.
Prerequisites: ADGD 210 [Min Grade: D] or WMGD 210 [Min Grade: D]

ADGD 320 Print Advertising II 4.0 Credits
Advanced advertising design class instruction that will result in a portfolio
of design work that demonstrates innovative solutions and visual systems.
College/Department: Antoinette Westphal College of Media Arts Design
Repeat Status: Not repeatable for credit
Restrictions: Can enroll if major is GRDS.
Prerequisites: ADGD 210 [Min Grade: D] and VSCM 230 [Min Grade: D]
and VSCM 240 [Min Grade: D]

ADGD 496 Senior Thesis in Advertising Design 3.0 Credits
Students will meet with faculty advisors to create a comprehensive self-
described project. Proposals must be approved by faculty.
College/Department: Antoinette Westphal College of Media Arts Design
Repeat Status: Not repeatable for credit
Restrictions: Can enroll if major is GRDS.
Prerequisites: ADGD 310 [Min Grade: D]

Animation

Courses

ANIM 140 Computer Graphics Imagery I 3.0 Credits
Students learn to represent 3D objects and spaces in 2D media using
a variety of drawing and computer graphic techniques. This course lays
important foundations for subsequent courses in 3D computer modeling
and animation.
College/Department: Antoinette Westphal College of Media Arts Design
Repeat Status: Not repeatable for credit
Prerequisites: DIGM 100 [Min Grade: D]

ANIM 141 Computer Graphic Imagery II 3.0 Credits
This course will introduce students to the principles and techniques of 3D
virtual scene building for animation, visualization and game development.
College/Department: Antoinette Westphal College of Media Arts Design
Repeat Status: Not repeatable for credit
Prerequisites: DIGM 110 [Min Grade: D] or ANIM 140 [Min Grade: D]

ANIM 152 Multimedia Timeline Design 3.0 Credits
Introduces basic design concepts and tools to create time based 2D and
3D multimedia. Addresses issues from pre-production planning, through,
post-production and delivery; emphasis on time-based multimedia.
College/Department: Antoinette Westphal College of Media Arts Design
Repeat Status: Not repeatable for credit
Prerequisites: DIGM 100 [Min Grade: D] and VSST 110 [Min Grade: D]

ANIM 211 Animation I 3.0 Credits
Explores computer animation with an introduction to concepts of 3D
animation. Includes narrative structure, storyboarding, and development.
Emphasizes aesthetic, technical and conceptual issues. Requires
students to create shorty animations in tiemline based software.
College/Department: Antoinette Westphal College of Media Arts Design
Repeat Status: Not repeatable for credit
Restrictions: Cannot enroll if classification is Freshman
Prerequisites: ANIM 141 [Min Grade: D] or DIGM 141 [Min Grade: D]

ANIM 212 Animation II 3.0 Credits
Builds on topics introduced in ANIM 211 Animation I, incorporating
advanced animation techniques such as inverse kinematics and
dynamics. Requires students to propose, design, and produce a short
animation.
College/Department: Antoinette Westphal College of Media Arts Design
Repeat Status: Not repeatable for credit
Restrictions: Cannot enroll if classification is Freshman
Prerequisites: ANIM 211 [Min Grade: D] or DIGM 211 [Min Grade: D]

ANIM 215 History of Animation 3.0 Credits
Students learn the pre-cursors to modern animation and the evolution of
the art since the beginning of the 20th century. Concepts in both 2D and
3D animation will be covered.
College/Department: Antoinette Westphal College of Media Arts Design
Repeat Status: Not repeatable for credit
Restrictions: Cannot enroll if classification is Freshman

ANIM 219 Digital Compositing 3.0 Credits
Examines digital compositing possibilities through the manipulation and recombination of acquired and produced digital imagery, including 3D models/animations, and video.
College/Department: Antoinette Westphal College of Media Arts Design
Repeat Status: Not repeatable for credit
Restrictions: Cannot enroll if classification is Freshman
Prerequisites: ANIM 211 [Min Grade: D] or DIGM 211 [Min Grade: D]

ANIM 247 Organic Modeling 3.0 Credits
This course will be an intensive exploration of organic modeling. Students will learn the best approaches to modeling organic forms and why these approaches are relevant. There will be considerable emphasis on anatomical forms.
College/Department: Antoinette Westphal College of Media Arts Design
Repeat Status: Not repeatable for credit
Restrictions: Cannot enroll if classification is Freshman
Prerequisites: ANIM 141 [Min Grade: D] or DIGM 141 [Min Grade: D]

ANIM 248 Advanced Lighting 3.0 Credits
Students will learn to integrate production-oriented lighting techniques into animation. Techniques utilizing both point-based and raytraced global illumination will be covered, and how to optimize pipelines for animation. Basic shader development will also be covered.
College/Department: Antoinette Westphal College of Media Arts Design
Repeat Status: Not repeatable for credit
Restrictions: Cannot enroll if classification is Freshman
Prerequisites: ANIM 141 [Min Grade: D] or DIGM 141 [Min Grade: D]

ANIM 314 Character Animation I 3.0 Credits
Examines issues and processed of 3D character development. Addresses various modes of 3D data wrangling for highly detailed, articulated character controls.
College/Department: Antoinette Westphal College of Media Arts Design
Repeat Status: Not repeatable for credit
Restrictions: Cannot enroll if classification is Freshman
Prerequisites: ANIM 212 [Min Grade: D] or DIGM 212 [Min Grade: D]

ANIM 315 Character Animation II 3.0 Credits
Covers advanced techniques of inverse and forward kinematics, full-character skeletal setup, development of animation, and puppeteer controls. Explores levels of reality, and world interatction within scope of character.
College/Department: Antoinette Westphal College of Media Arts Design
Repeat Status: Not repeatable for credit
Restrictions: Cannot enroll if classification is Freshman
Prerequisites: ANIM 314 [Min Grade: D] or DIGM 314 [Min Grade: D]

ANIM 321 Immersive Animation 3.0 Credits
Students will explore and experiment with non-planar multi-perspective projection to develop a unique and powerful immersive animation experience. Focus will be on the production of animations for both irregular architectural surfaces and conventional projection environments such as fulldome.
College/Department: Antoinette Westphal College of Media Arts Design
Repeat Status: Not repeatable for credit
Restrictions: Cannot enroll if classification is Freshman
Prerequisites: ANIM 212 [Min Grade: D] or DIGM 212 [Min Grade: D]

ANIM 388 Spatial Data Capture 3.0 Credits
Students learn about the tools available to integrate components from the physical environment into computer animations and games. Aspects covered will be 3D scanning, motion capture and imaging techniques.
College/Department: Antoinette Westphal College of Media Arts Design
Repeat Status: Not repeatable for credit
Prerequisites: DIGM 212 [Min Grade: D] or ANIM 212 [Min Grade: D]

ANIM 399 Independent Project in Animation 0.5-12.0 Credits
Supervised planning and execution of a project in the area of Animation.
College/Department: Antoinette Westphal College of Media Arts Design
Repeat Status: Can be repeated multiple times for credit
Restrictions: Cannot enroll if classification is Freshman

ANIM 410 Visual Effects 3.0 Credits
Students learn to create detailed visual effects, and the best methods to integrate them into live-action plates. Drawing on existing compositing and animation knowledge, students will work in groups to prodce short visual effects sequences.
College/Department: Antoinette Westphal College of Media Arts Design
Repeat Status: Not repeatable for credit
Restrictions: Can enroll if classification is Junior or Senior.
Prerequisites: (ANIM 219 [Min Grade: D] or DIGM 302 [Min Grade: D]) and (ANIM 212 [Min Grade: D] or DIGM 212 [Min Grade: D])

ANIM 411 Advanced Animation 3.0 Credits
This course explores a wide range of visual effects assets, both practical and synthetic. Projects focus on the creation of a comprehensive short animation.
College/Department: Antoinette Westphal College of Media Arts Design
Repeat Status: Not repeatable for credit
Restrictions: Can enroll if classification is Junior or Senior.
Prerequisites: ANIM 410 [Min Grade: D] or DIGM 302 [Min Grade: D] or ANIM 219 [Min Grade: D]

ANIM 435 Technical Directing for Animation 3.0 Credits
Students learn the necessary toolsets for technical direction of animated films and visual effects. The topics covered include Pythos scripting, pipeline development and integration and creation of custom shaders to streamline production processes.
College/Department: Antoinette Westphal College of Media Arts Design
Repeat Status: Not repeatable for credit
Prerequisites: ANIM 219 [Min Grade: D] or DIGM 302 [Min Grade: D]

ANIM 465 Special Topics in Animation 3.0 Credits
Addresses current topics in Animation. May be repeated for credit if topics vary.
College/Department: Antoinette Westphal College of Media Arts Design
Repeat Status: Can be repeated multiple times for credit
Restrictions: Cannot enroll if classification is Freshman

Architecture

Courses

ARCH 101 Studio 1-A 4.5 Credits
2+4 Option architecture majors only. Introduces basic architectural design principles. Elementary concepts of space, surface, and form will be explored in two-and three-dimensional abstract exercises. Incorporates observational analysis and graphic skills.
College/Department: Antoinette Westphal College of Media Arts Design
Repeat Status: Not repeatable for credit
Restrictions: Can enroll if major is ARCH.
Prerequisites: ARCH 131 [Min Grade: D] or ARCH 151 [Min Grade: D] or ARCH 155 [Min Grade: D]

ARCH 102 Studio 1-B 4.5 Credits
2+4 Option architecture majors only. Continues ARCH 101. Makes a transition from abstract principles to simple architectural exercises that add issues of function, scale, and structure to concepts of space, surface, and form.
College/Department: Antoinette Westphal College of Media Arts Design
Repeat Status: Not repeatable for credit
Restrictions: Can enroll if major is ARCH.
Prerequisites: ARCH 101 [Min Grade: C-] and (ARCH 131 [Min Grade: C-] or ARCH 151 [Min Grade: C-])
Corequisite: ARCH 132

ARCH 103 Studio 2-A 4.5 Credits
2+4 Option architecture majors only. Continues ARCH 102. Introductory architectural design studio in which simple architectural problems develop issues of context and the use of materials with issues of space and human activity.
College/Department: Antoinette Westphal College of Media Arts Design
Repeat Status: Not repeatable for credit
Restrictions: Can enroll if major is ARCH.
Prerequisites: ARCH 102 [Min Grade: C-] and (ARCH 132 [Min Grade: C-] or ARCH 152 [Min Grade: C-])
Corequisite: ARCH 133

ARCH 104 Studio 2-B 4.5 Credits
2+4 Option architecture majors only. Continues ARCH 103. Introductory architectural design studio in which issues of architectural form are balanced with site and programmatic concerns.
College/Department: Antoinette Westphal College of Media Arts Design
Repeat Status: Not repeatable for credit
Restrictions: Can enroll if major is ARCH.
Prerequisites: ARCH 103 [Min Grade: C-] and (ARCH 133 [Min Grade: C-] or ARCH 150 [Min Grade: C-])
Corequisite: ARCH 161

ARCH 105 Studio 3-A 4.5 Credits
2+4 Option architecture majors only. Continues ARCH 104. Covers intermediate architectural design problems of increasing complexity that emphasize the nature of function, structure, and material and their impact on the design process.
College/Department: Antoinette Westphal College of Media Arts Design
Repeat Status: Not repeatable for credit
Restrictions: Can enroll if major is ARCH.
Prerequisites: ARCH 104 [Min Grade: C-] and ARCH 161 [Min Grade: C-]
Corequisite: ARCH 134

ARCH 106 Studio 3-B 4.5 Credits
2+4 Option architecture majors only. Continues ARCH 105. Continues exploration of intermediate architectural design problems that present a full range of challenges in the areas of organization, context, and expression.
College/Department: Antoinette Westphal College of Media Arts Design
Repeat Status: Not repeatable for credit
Restrictions: Can enroll if major is ARCH.
Prerequisites: ARCH 105 [Min Grade: C-] and (ARCH 134 [Min Grade: C-] or ARCH 153 [Min Grade: C-])

ARCH 111 Studio 1-1 3.0 Credits
Investigates basic design principles using three-dimensional abstract and applied projects. Exercises heighten observation and graphic skills while establishing an architectural vocabulary. Fall, Winter.
College/Department: Antoinette Westphal College of Media Arts Design
Repeat Status: Not repeatable for credit
Restrictions: Can enroll if major is ARCH.
Corequisite: ARCH 131

ARCH 112 Studio 1-2 3.0 Credits
Continues ARCH 111. Architectural problems emphasize the nature of function, structure, and material and their impact on the design process, and therefore their solutions to the problems. Winter, Spring.
College/Department: Antoinette Westphal College of Media Arts Design
Repeat Status: Not repeatable for credit
Prerequisites: ARCH 111 [Min Grade: C-] and (ARCH 131 [Min Grade: C-] or ARCH 155 [Min Grade: C-])
Corequisite: ARCH 132

ARCH 113 Studio 1-3 3.0 Credits
Continues ARCH 112. Simple architectural problems investigate the interrelationships of scale, context, and building elements and the nature of materials and structure and their impact on the process of creating architecture. Spring, Summer.
College/Department: Antoinette Westphal College of Media Arts Design
Repeat Status: Not repeatable for credit
Prerequisites: ARCH 112 [Min Grade: C-] and (ARCH 132 [Min Grade: C-] or ARCH 156 [Min Grade: C-])
Corequisite: ARCH 161

ARCH 121 Studio 2-1 3.0 Credits
Stresses the impact of function, materials, and the issue of building image on the design process. Fall.
College/Department: Antoinette Westphal College of Media Arts Design
Repeat Status: Not repeatable for credit
Restrictions: Can enroll if major is ARCH.
Prerequisites: ARCH 113 [Min Grade: C-] and (ARCH 133 [Min Grade: C-] or ARCH 150 [Min Grade: C-]) and ARCH 161 [Min Grade: C-]
Corequisite: ARCH 141

ARCH 122 Studio 2-2 3.0 Credits
Continues ARCH 121. Investigates projects of greater programmatic complexity and more stringent site constraints. Projects begin to deal with buildings in an urban context. Winter.
College/Department: Antoinette Westphal College of Media Arts Design
Repeat Status: Not repeatable for credit
Prerequisites: ARCH 121 [Min Grade: C-]
Corequisite: ARCH 142

ARCH 123 Studio 2-3 3.0 Credits
Continues ARCH 122. Poses design problems of increased complexity to enable students to explore in greater detail the issues presented in the previous term. Spring.
College/Department: Antoinette Westphal College of Media Arts Design
Repeat Status: Not repeatable for credit
Prerequisites: ARCH 122 [Min Grade: C-]
Corequisite: ARCH 143

ARCH 131 Architectural Representation I-Drawing Basics 3.0 Credits
Introduces the basic skills of architectural representation through drawing, including drafted and freehand techniques in a variety of media. Also introduces techniques of digital documentation.
College/Department: Antoinette Westphal College of Media Arts Design
Repeat Status: Not repeatable for credit
Restrictions: Can enroll if major is ARCH.
Prerequisites: ARCH 101 [Min Grade: D], ARCH 111 [Min Grade: D] (Can be taken Concurrently)

ARCH 132 Architectural Representation II-Drawing 3.0 Credits
Continues ARCH 131 Architectural Representation I. Introduces advanced skills of architectural representation through drawing, including drafted and freehand techniques in a variety of media. Also introduces advanced techniques of digital documentation.
College/Department: Antoinette Westphal College of Media Arts Design
Repeat Status: Not repeatable for credit
Restrictions: Can enroll if major is ARCH.
Prerequisites: ARCH 102 [Min Grade: C-], ARCH 112 [Min Grade: C-] (Can be taken Concurrently)(ARCH 101 [Min Grade: C-] or ARCH 111 [Min Grade: C-]) and (ARCH 131 [Min Grade: C-] or ARCH 151 [Min Grade: C-] or ARCH 155 [Min Grade: C-])

ARCH 133 Architectural Representation III-Digital 4.0 Credits
Continues ARCH 132 Architectural Representation II. Introduces basic digital representation skills in 2D and 3D, the creation and manipulation of three-dimensional architectural models and the resultant two-dimensional drawings as well as renderings using various computer techniques and software programs.
College/Department: Antoinette Westphal College of Media Arts Design
Repeat Status: Not repeatable for credit
Restrictions: Can enroll if major is ARCH.
Prerequisites: (ARCH 102 [Min Grade: C-] or ARCH 113 [Min Grade: C-]) and (ARCH 132 [Min Grade: C-] or ARCH 152 [Min Grade: C-] or ARCH 156 [Min Grade: C-])

ARCH 134 Architectural Representation IV-3D Modeling 4.0 Credits
Continues ARCH 133. Further investigates and demonstrates the computer's capabilities in architectural design, 3D modeling and representation using various computer techniques and software programs. May also introduce digital fabrication techniques.
College/Department: Antoinette Westphal College of Media Arts Design
Repeat Status: Not repeatable for credit
Restrictions: Can enroll if major is ARCH.
Prerequisites: (ARCH 104 [Min Grade: C-] or ARCH 113 [Min Grade: C-]) and (ARCH 133 [Min Grade: C-] or ARCH 150 [Min Grade: C-])

ARCH 135 Architectural Representation V-Advanced Methods 3.0 Credits
Continues ARCH 134. Examines advanced techniques of architectural representation and visual communications for use in the architectural design process. Emphasizes presentation methods to describe design concepts. Content may vary. Contact Architecture program for details. Professional elective.
College/Department: Antoinette Westphal College of Media Arts Design
Repeat Status: Not repeatable for credit
Restrictions: Can enroll if major is ARCH.
Prerequisites: (ARCH 106 [Min Grade: C-] or ARCH 233 [Min Grade: C-]) and (ARCH 134 [Min Grade: C-] or ARCH 153 [Min Grade: C-])

ARCH 141 Architecture and Society I 3.0 Credits
Examines the evolution of Western architectural thought, form, space, and structures in light of changing human values and institutions. Covers Western architecture from the prehistoric era through the Romanesque, and contemporary architecture in Asia and Central America as well as Islamic architecture in the Middle East and Spain.
College/Department: Antoinette Westphal College of Media Arts Design
Repeat Status: Not repeatable for credit

ARCH 142 Architecture and Society II 3.0 Credits
Continues ARCH 141. Covers the evolution of Western architecture from Gothic to Baroque, as well as developments in Central and South America, the Middle East, and Japan.
College/Department: Antoinette Westphal College of Media Arts Design
Repeat Status: Not repeatable for credit
Prerequisites: ARCH 141 [Min Grade: C-]

ARCH 143 Architecture and Society III 3.0 Credits
Continues ARCH 142. Covers the evolution of Western architecture from the 18th century to the mid-20th century.
College/Department: Antoinette Westphal College of Media Arts Design
Repeat Status: Not repeatable for credit
Prerequisites: ARCH 142 [Min Grade: C-]

ARCH 161 Architectural Construction 3.0 Credits
Architecture majors only. Covers basic construction principles and the
use of materials in developing architectural assemblies, providing a
conceptual framework to integrate construction and design.
College/Department: Antoinette Westphal College of Media Arts Design
Repeat Status: Not repeatable for credit
Restrictions: Can enroll if major is ARCH.
Prerequisites: (ARCH 103 [Min Grade: C-] or ARCH 112 [Min Grade: C-])
and (ARCH 132 [Min Grade: C-] or ARCH 152 [Min Grade: C-] or ARCH
156 [Min Grade: C-])

ARCH 171 Design Build 3.0 Credits
Provides an opportunity for students to experience the entire building
process of design, construction documentation, cost estimating, and
construction of a simple structure. Professional Elective. Spring.
College/Department: Antoinette Westphal College of Media Arts Design
Repeat Status: Not repeatable for credit
Restrictions: Can enroll if major is ARCH.
Prerequisites: ARCH 105 [Min Grade: C-] or ARCH 232 [Min Grade: C-]
Corequisite: CIVE 262

ARCH 191 Studio 1-1 3.0 Credits
Architectural engineering majors only. Covers basic design principles
using three-dimensional abstract and applied projects. Exercises heighten
observation skills.
College/Department: Antoinette Westphal College of Media Arts Design
Repeat Status: Not repeatable for credit
Restrictions: Can enroll if major is AE.

ARCH 192 Studio 1-2 3.0 Credits
Architectural engineering majors only. Continues ARCH 191. Uses design
exercises to emphasize the nature of function, structure, and material and
their impact on the design process.
College/Department: Antoinette Westphal College of Media Arts Design
Repeat Status: Not repeatable for credit
Restrictions: Can enroll if major is AE.
Prerequisites: ARCH 191 [Min Grade: D] or (ARCH 111 [Min Grade: D]
and ARCH 131 [Min Grade: C-])

ARCH 231 Studio 3-1 3.0 Credits
Investigates specific building types to help students reach a basic level
of competence in the language of architecture, problem-solving, and the
means of communicating design solutions. Fall.
College/Department: Antoinette Westphal College of Media Arts Design
Repeat Status: Not repeatable for credit
Restrictions: Can enroll if major is ARCH.
Prerequisites: ARCH 123 [Min Grade: C-] and ARCH 143 [Min Grade:
C-] and ARCH 161 [Min Grade: C-] and (ARCH 134 [Min Grade: C-] or
ARCH 153 [Min Grade: C-])

ARCH 232 Studio 3-2 3.0 Credits
Continues ARCH 231. Design projects expand students' vocabulary and
understanding of the process of creating solutions to the problems of
architecture. Winter.
College/Department: Antoinette Westphal College of Media Arts Design
Repeat Status: Not repeatable for credit
Prerequisites: ARCH 231 [Min Grade: C-]

ARCH 233 Studio 3-3 3.0 Credits
Continues ARCH 232. Addresses the interaction and coordination
between the language of architecture and the languages of the other
disciplines that influence the process of design. More complex programs
are assigned. Spring.
College/Department: Antoinette Westphal College of Media Arts Design
Repeat Status: Not repeatable for credit
Prerequisites: ARCH 232 [Min Grade: C-]

ARCH 241 Studio 4-1 4.0 Credits
Investigates the design relationship between the man-made and the
natural environment in a study of large-scale site design and building
development in relation to natural forces. Fall.
College/Department: Antoinette Westphal College of Media Arts Design
Repeat Status: Not repeatable for credit
Restrictions: Can enroll if major is ARCH.
Prerequisites: (ARCH 106 [Min Grade: C-] or ARCH 233 [Min Grade: C-])
and (PHYS 104 [Min Grade: C-] or PHYS 184 [Min Grade: C-])

ARCH 242 Studio 4-2 4.0 Credits
Continues ARCH 241. Studies the relationship between building and
site. A series of smaller-scale problems in site design investigates the
architecture of the exterior. Winter.
College/Department: Antoinette Westphal College of Media Arts Design
Repeat Status: Not repeatable for credit
Prerequisites: ARCH 241 [Min Grade: D] and CIVE 261 [Min Grade: C-]

ARCH 243 Studio 4-3 4.0 Credits
Addresses architectural problems with specific environmental and site
restraints and criteria. Issues of sustainable design will also be explored.
Spring.
College/Department: Antoinette Westphal College of Media Arts Design
Repeat Status: Not repeatable for credit
Prerequisites: ARCH 242 [Min Grade: D] and CIVE 262 [Min Grade: C-]
Corequisite: CIVE 263

ARCH 261 Environmental Systems I 3.0 Credits
Introduces heating, ventilation, and air conditioning systems and site utility
planning. Fall.
College/Department: Antoinette Westphal College of Media Arts Design
Repeat Status: Not repeatable for credit
Prerequisites: PHYS 104 [Min Grade: C-] or PHYS 184 [Min Grade: C-]

ARCH 262 Environmental Systems II 3.0 Credits
Introduces plumbing systems, including site distribution, water distribution,
and waste systems. Fire protection is also covered. Winter.
College/Department: Antoinette Westphal College of Media Arts Design
Repeat Status: Not repeatable for credit
Prerequisites: PHYS 104 [Min Grade: C-] or PHYS 184 [Min Grade: C-]

ARCH 263 Environmental Systems III 3.0 Credits
Covers application of electrical systems and lighting to architectural
design and construction. Spring.
College/Department: Antoinette Westphal College of Media Arts Design
Repeat Status: Not repeatable for credit
Prerequisites: PHYS 104 [Min Grade: C-] or PHYS 184 [Min Grade: C-]

ARCH 271 Materials & Structural Behavior I 3.0 Credits
Introduces the basics of construction (timber, masonry, steel, and concrete). Covers their behavior as ingredients of the structural system.
College/Department: Antoinette Westphal College of Media Arts Design
Repeat Status: Not repeatable for credit
Prerequisites: (PHYS 182 [Min Grade: D] and PHYS 184 [Min Grade: D]) or (PHYS 103 [Min Grade: D] and PHYS 104 [Min Grade: D])

ARCH 272 Materials & Structural Behavior II 3.0 Credits
Second part of a three course sequence that introduces students to building structures and materials. The course will introduce structural design methodologies and students will learn how to design wood floor systems, beams, columns, steel beams and tension elements.
College/Department: Antoinette Westphal College of Media Arts Design
Repeat Status: Not repeatable for credit
Prerequisites: ARCH 271 [Min Grade: C-] or CIVE 261 [Min Grade: D]

ARCH 273 Materials & Structural Behavior III 3.0 Credits
Third part of a three course sequence that introduces students to building structures and materials. The course will introduce masonry and foundation design. Students will learn how to design concrete beams and columns.
College/Department: Antoinette Westphal College of Media Arts Design
Repeat Status: Not repeatable for credit
Prerequisites: ARCH 272 [Min Grade: C-] or CIVE 262 [Min Grade: D]

ARCH 315 Sustainable Built Environment I 3.0 Credits
Provides an overview of contemporary sustainable design principles and systems involved to posit novel solutions to various design challenges. Combining theoretical knowledge, field trips and case studies enabling students to critically assess sustainability as it relates to the built environment through five key subsystems: materials, air, water, energy and life.
College/Department: Antoinette Westphal College of Media Arts Design
Repeat Status: Not repeatable for credit
Restrictions: Cannot enroll if classification is Freshman

ARCH 320 Sustainable Built Environment II 3.0 Credits
Students will examine the work of scientists, designers, authors, artists, architects, engineers, planners, etc to gain a deeper conceptual understanding of current and emerging strategies in sustainability and the complex and integrated systems approach to the built environment in the present and near future.
College/Department: Antoinette Westphal College of Media Arts Design
Repeat Status: Not repeatable for credit
Restrictions: Cannot enroll if classification is Freshman
Prerequisites: ARCH 315 [Min Grade: C-]

ARCH 321 General Lecture Series I 3.0 Credits
This course sequence examines areas of intellectual concern from disciplines other than architecture. Guest lecturers discuss significant aspects of the humanities, the sciences, and the arts. Addresses questions of knowledge. Fall. This is a writing intensive course.
College/Department: Antoinette Westphal College of Media Arts Design
Repeat Status: Not repeatable for credit
Prerequisites: ARCH 143 [Min Grade: C-]

ARCH 322 General Lecture Series II 3.0 Credits
Continues ARCH 321. Addresses questions of creativity in art. Winter. This is a writing intensive course.
College/Department: Antoinette Westphal College of Media Arts Design
Repeat Status: Not repeatable for credit
Prerequisites: ARCH 143 [Min Grade: C-]

ARCH 335 Professional Practice I 3.0 Credits
This seminar is the first of a two-course sequence that introduces students to varying topics related to architectural practice in today's society. It addresses the following issues: Community and Social Responsibility, Leadership, Ethics & Professional Judgment, Client Role in Architecture, Basic Principles of Architectural Practice.
College/Department: Antoinette Westphal College of Media Arts Design
Repeat Status: Not repeatable for credit
Restrictions: Can enroll if major is ARCH or major is INTR.
Prerequisites: ARCH 243 [Min Grade: C-]

ARCH 336 Professional Practice II 3.0 Credits
This seminar is the second of a two-course sequence that introduces students to varying topics related to architectural practice in today's society. It addresses the following issues: Practice Management, Project Management, Financial Considerations, Legal Responsibilities, Ethics & Professional Judgment.
College/Department: Antoinette Westphal College of Media Arts Design
Repeat Status: Not repeatable for credit
Restrictions: Can enroll if major is ARCH or major is INTR.
Prerequisites: ARCH 335 [Min Grade: C-]

ARCH 341 [WI] Theories of Architecture I 3.0 Credits
Seminar that examines theories and principles of Western architecture before 1700. History/theory elective. Fall. This is a writing intensive course.
College/Department: Antoinette Westphal College of Media Arts Design
Repeat Status: Not repeatable for credit
Prerequisites: ARCH 143 [Min Grade: C-]

ARCH 342 [WI] Theories of Architecture II 3.0 Credits
Continues ARCH 341. Seminar that examines theories and principles of Western architecture from the Baroque era of the 17th century to the beginning of Modernism in the 20th century. History/theory elective. Winter. This is a writing intensive course.
College/Department: Antoinette Westphal College of Media Arts Design
Repeat Status: Not repeatable for credit
Prerequisites: ARCH 143 [Min Grade: C-]

ARCH 343 Theories of Architecture III 3.0 Credits
Seminar that examines 20th-century theories of architecture, including analysis and discussion of current theoretical positions. History/theory elective. Spring.
College/Department: Antoinette Westphal College of Media Arts Design
Repeat Status: Not repeatable for credit
Prerequisites: ARCH 143 [Min Grade: C-]

ARCH 344 [WI] History of Modern Architecture I 3.0 Credits
Surveys the crucial buildings and thematic development of modern
architecture and urbanism beginning in the late nineteenth Century
continuing through the mid-20th Century. History/theory elective.
College/Department: Antoinette Westphal College of Media Arts Design
Repeat Status: Not repeatable for credit
Prerequisites: ARCH 143 [Min Grade: C-]

ARCH 345 [WI] History of Modern Architecture II 3.0 Credits
Continuation of ARCH 344. Surveys the crucial buildings and thematic
development of modern architecture and urbanism from the mid-20th
Century to the present. History/theory elective. This is a writing intensive
course.
College/Department: Antoinette Westphal College of Media Arts Design
Repeat Status: Not repeatable for credit
Prerequisites: ARCH 143 [Min Grade: C-]

ARCH 346 [WI] History of Philadelphia Architecture 3.0 Credits
Covers the architecture of the city of Philadelphia from 1682, examining
its architects, styles, and sources through lectures, walking tours, and
student reports. History/theory elective. Fall. Alternate years. This is a
writing intensive course.
College/Department: Antoinette Westphal College of Media Arts Design
Repeat Status: Not repeatable for credit
Prerequisites: ARCH 143 [Min Grade: C-]

ARCH 347 [WI] Summer Study Tour Abroad 6.0 Credits
An intensive three-week study tour in a major European city. Combines
site visits, sketching, and analysis with lectures by local experts.
The travel portion of the course is preceded by lectures and reading
assignments and is followed by preparation of analytical reports. History/
theory elective. Summer. This is a writing intensive course.
College/Department: Antoinette Westphal College of Media Arts Design
Repeat Status: Can be repeated multiple times for credit
Prerequisites: ARCH 143 [Min Grade: C-]

ARCH 348 Studies in Vernacular Architecture 3.0 Credits
A topical survey of world traditions of vernacular architecture, with
emphasis on houses and dwelling environments. The survey topics
include basics of shelter, construction methods, response to climate,
patterns of settlement, social and economic organization, cultural
expression, and methods of research and analysis.
College/Department: Antoinette Westphal College of Media Arts Design
Repeat Status: Not repeatable for credit
Prerequisites: ARCH 143 [Min Grade: C-]

ARCH 351 Studio 5-1 4.0 Credits
Poses problems that address the relationship of form, site, program, and
theory within the constraints of the basic systems (structural, mechanical,
etc.). Fall.
College/Department: Antoinette Westphal College of Media Arts Design
Repeat Status: Not repeatable for credit
Restrictions: Can enroll if major is ARCH.
Prerequisites: CIVE 263 [Min Grade: C-] and ARCH 243 [Min Grade: D]
Corequisite: ARCH 261

ARCH 352 Studio 5-2 4.0 Credits
Continues ARCH 351. Emphasizes the strengthening of students'
ability to solve complex problems in architecture. Expects students to
demonstrate understanding and control of basic architectural systems.
Winter.
College/Department: Antoinette Westphal College of Media Arts Design
Repeat Status: Not repeatable for credit
Prerequisites: ARCH 351 [Min Grade: D] and ARCH 261 [Min Grade: C-]
Corequisite: ARCH 262

ARCH 353 Studio 5-3 4.0 Credits
Continues ARCH 352. Stresses the coordination of all architectural criteria
in a large-scale and complex architectural problem. Spring.
College/Department: Antoinette Westphal College of Media Arts Design
Repeat Status: Not repeatable for credit
Prerequisites: ARCH 352 [Min Grade: D] and ARCH 262 [Min Grade: C-]
Corequisite: ARCH 263

ARCH 361 Studio 6-1 4.0 Credits
Introduces problems of urban design. Case studies demonstrate
the relationship between the manmade environment and the natural
environment as well as the relationship between many buildings and other
manmade environments and the natural environment. Fall.
College/Department: Antoinette Westphal College of Media Arts Design
Repeat Status: Not repeatable for credit
Restrictions: Can enroll if major is ARCH.
Prerequisites: ARCH 353 [Min Grade: D] and ARCH 263 [Min Grade: C-]
Corequisite: ARCH 335

ARCH 362 Studio 6-2 4.0 Credits
Continues ARCH 361. A large urban-design project is undertaken to learn
the design process required to solve problems of such magnitude. Winter.
College/Department: Antoinette Westphal College of Media Arts Design
Repeat Status: Not repeatable for credit
Prerequisites: ARCH 361 [Min Grade: D]
Corequisite: ARCH 336

ARCH 363 Studio 6-3 4.0 Credits
Continues ARCH 362. Requires students to develop architectural
solutions for a portion of the problem addressed in Studio 6-2,
demonstrating an understanding of the relationship between buildings and
the exterior environment established in the previous course. Spring.
College/Department: Antoinette Westphal College of Media Arts Design
Repeat Status: Not repeatable for credit
Prerequisites: ARCH 362 [Min Grade: D]
Corequisite: PHIL 317

ARCH 399 Independent Study in Architecture 0.5-12.0 Credits
Independent study on a topic selected by the student. Independent study
is supervised by a faculty member and guided by a plan of study.
College/Department: Antoinette Westphal College of Media Arts Design
Repeat Status: Can be repeated multiple times for credit
Restrictions: Cannot enroll if classification is Freshman

ARCH 421 [WI] Environmental Psychology and Design Theory 3.0 Credits
Examines the relationship between human behavior and architecture from the perspective of environmental psychology. Topics include aesthetics, environmental experience, social interaction, social organization, and culture. Seminar. Professional elective. Summer. This is a writing intensive course.
College/Department: Antoinette Westphal College of Media Arts Design
Repeat Status: Not repeatable for credit
Prerequisites: ARCH 233 [Min Grade: D]

ARCH 431 Architectural Programming 3.0 Credits
Introduces current techniques of building programming and their relationship to building design. Recommended for students who will attempt their thesis projects in the following academic year. Professional elective. Spring.
College/Department: Antoinette Westphal College of Media Arts Design
Repeat Status: Not repeatable for credit

ARCH 432 The Development Process 3.0 Credits
Introduces the process of land development. Explores traditional and emerging development models (the architect as the equity participant and developer) in relation to new construction and rehabilitation. Covers various methods of initiating building projects and financing and tax issues. Professional elective. Spring.
College/Department: Antoinette Westphal College of Media Arts Design
Repeat Status: Not repeatable for credit

ARCH 441 Urban Design Seminar I 3.0 Credits
Expands the concept of architecture to urban design scale and presents the principles of city planning through a series of case studies. History/Theory elective. Fall. Alternate years.
College/Department: Antoinette Westphal College of Media Arts Design
Repeat Status: Not repeatable for credit
Prerequisites: ARCH 353 [Min Grade: D]

ARCH 442 Urban Design Seminar II 3.0 Credits
Continues ARCH 441. History/Theory elective. Winter.
College/Department: Antoinette Westphal College of Media Arts Design
Repeat Status: Not repeatable for credit
Prerequisites: ARCH 353 [Min Grade: D]

ARCH 451 Advanced Drawing 3.0 Credits
Covers advanced architectural rendering, concentrating on the effects of light, shade, and color using the techniques of water-color rendering. Professional elective. Spring.
College/Department: Antoinette Westphal College of Media Arts Design
Repeat Status: Not repeatable for credit
Prerequisites: ARCH 131 [Min Grade: C-] or ARCH 156 [Min Grade: C-]

ARCH 455 Computer Applications in Architecture I 3.0 Credits
Covers two-dimensional and three-dimensional computer representations and applications. Professional elective.
College/Department: Antoinette Westphal College of Media Arts Design
Repeat Status: Not repeatable for credit
Prerequisites: ARCH 134 [Min Grade: C-] or ARCH 153 [Min Grade: C-]

ARCH 456 Computer Applications in Architecture II 3.0 Credits
Continues ARCH 455. Further investigates and demonstrates the computer's capabilities in architectural design and representation. Professional elective.
College/Department: Antoinette Westphal College of Media Arts Design
Repeat Status: Not repeatable for credit
Prerequisites: ARCH 134 [Min Grade: C-] or ARCH 153 [Min Grade: C-]

ARCH 463 Emerging Architectural Technology 3.0 Credits
A holistic study of design and construction technology of significant buildings by leading architects.
College/Department: Antoinette Westphal College of Media Arts Design
Repeat Status: Not repeatable for credit
Restrictions: Can enroll if major is ARCH.
Prerequisites: ARCH 143 [Min Grade: C-]

ARCH 464 Building Enclosure Design 3.0 Credits
Examines the integrations of aesthetics, building science, and technology in the design of building enclosures. Professional Elective. Summer.
College/Department: Antoinette Westphal College of Media Arts Design
Repeat Status: Not repeatable for credit
Restrictions: Can enroll if major is ARCH.
Prerequisites: ARCH 143 [Min Grade: C-] and ARCH 161 [Min Grade: C-]

ARCH 465 Energy and Architecture 3.0 Credits
Creates an awareness of the availability of energy resources and their effect on the built environment. Discusses alternative sources of energy. Professional elective. Summer.
College/Department: Antoinette Westphal College of Media Arts Design
Repeat Status: Not repeatable for credit
Prerequisites: ARCH 261 [Min Grade: C-] and ARCH 262 [Min Grade: C-] and ARCH 263 [Min Grade: C-] and ARCH 161 [Min Grade: C-]

ARCH 491 Advanced Topics in Architecture 3.0 Credits
Covers advanced topics in architectural design, practice, technology or history and theory that satisfy professional or historical/theory elective requirements. Course may be repeated for credit when different topics are offered. Fall, Winter, Spring, Summer.
College/Department: Antoinette Westphal College of Media Arts Design
Repeat Status: Can be repeated multiple times for credit
Prerequisites: ARCH 143 [Min Grade: C-]

ARCH 496 Thesis I 8.0 Credits
An individually structured year-long design problem that enables students to work independently and explore complex issues in depth. Periodic individual review sessions are scheduled with faculty adviser. Fall.
College/Department: Antoinette Westphal College of Media Arts Design
Repeat Status: Not repeatable for credit
Restrictions: Can enroll if major is ARCH.
Prerequisites: ARCH 363 [Min Grade: D] and ARCH 143 [Min Grade: C-] and (ARCH 134 [Min Grade: C-] or ARCH 153 [Min Grade: C-]) and ARCH 263 [Min Grade: C-] and CIVE 263 [Min Grade: C-]

ARCH 497 Thesis II 8.0 Credits
Continues ARCH 496. Winter.
College/Department: Antoinette Westphal College of Media Arts Design
Repeat Status: Not repeatable for credit
Prerequisites: ARCH 496 [Min Grade: C-]

ARCH 498 Thesis III 8.0 Credits
Continues ARCH 497. Spring.
College/Department: Antoinette Westphal College of Media Arts Design
Repeat Status: Not repeatable for credit
Prerequisites: ARCH 497 [Min Grade: C-]

ARCH 499 [WI] Special Topics in Architecture 3.0 Credits
Covers special topics in architectural history, theory, or technology that
satisfy history/theory or professional elective requirements and university
writing intensive requirements. Course may be repeated for credit when
different topics are offered. Fall, Winter, Spring, Summer. This is a writing
intensive course.
College/Department: Antoinette Westphal College of Media Arts Design
Repeat Status: Can be repeated multiple times for credit
Prerequisites: ARCH 143 [Min Grade: C-]

Art History

Courses

ARTH 101 History of Art I: Ancient to Medieval 3.0 Credits
Traces the rise of Western civilization from ancient Egypt and
Mesopotamia, through Greek and Roman culture to the late Middle Ages,
with an emphasis on the evolution of style and symbolism in art.
College/Department: Antoinette Westphal College of Media Arts Design
Repeat Status: Not repeatable for credit

ARTH 102 History of Art II: High Renaissance to Modern 3.0 Credits
Surveys painting and sculpture created between the 15th century and
the mid-19th century, placing artists such as Donatello, Michelangelo,
Rubens, and Rembrandt in the context of the evolution of style and
symbolism in Western culture.
College/Department: Antoinette Westphal College of Media Arts Design
Repeat Status: Not repeatable for credit

ARTH 103 History of Art: Early to Late Modern 3.0 Credits
Examines the history of modern painting and sculpture from 1850 to the
present and the phenomenon of Modernism in terms of individual artists,
movements, attitudes, and values. Movements to be covered include
Impressionism, Symbolism, Expressionism, Cubism, Surrealism, Non-
figurative Abstraction, the New York School, and Postmodernism.
College/Department: Antoinette Westphal College of Media Arts Design
Repeat Status: Not repeatable for credit

ARTH 300 [WI] History of Modern Design 3.0 Credits
Examines the products of applied design during the past 150 years,
including examples of furnishings, industrial design, fashion, and graphic
design, in relation to demand, technology and production, standards,
fine art, social reform, and the dynamics of consumption. This is a writing
intensive course.
College/Department: Antoinette Westphal College of Media Arts Design
Repeat Status: Not repeatable for credit
Restrictions: Cannot enroll if classification is Freshman

ARTH 301 Asian Art and Culture 3.0 Credits
Explores the diverse visual languages and cultures of Asia including
the Buddhist and Hindu traditions from India and Southeast Asia, the
imperial art of China with its refined taste for ceramics and painting, and
the Japanese.
College/Department: Antoinette Westphal College of Media Arts Design
Repeat Status: Not repeatable for credit

ARTH 302 Art of India 3.0 Credits
This course explores the diverse artistic traditions of the Indian
subcontinent from ancient times to the modern period, focusing on the art
of the Buddhist, Hindu and Islamic communities. The survey ends with an
examination of the colonial, post-colonial and contemporary art scene.
College/Department: Antoinette Westphal College of Media Arts Design
Repeat Status: Not repeatable for credit

ARTH 303 Art of China 3.0 Credits
From the first empires to modern times, this course explores the art of
painting ceramics, as well as the sculptural and architectural traditions of
China.
College/Department: Antoinette Westphal College of Media Arts Design
Repeat Status: Not repeatable for credit

ARTH 304 Art of Japan 3.0 Credits
This course examines the art of Japan from the Shinto traditional forms to
the creation of a Buddhist Japanese idiom, from the courtly and military
art to the Zen aesthetics and the establishment of a modern urban culture.
College/Department: Antoinette Westphal College of Media Arts Design
Repeat Status: Not repeatable for credit

ARTH 320 Art in the Age of Technology 3.0 Credits
An inquiry into the ideas, concerns, and values that constitute the
worldview of modern Western science and technology and the impact that
this view, as well as specific technologies, have had upon the visual arts.
College/Department: Antoinette Westphal College of Media Arts Design
Repeat Status: Not repeatable for credit

ARTH 330 History of Interior Space and Furnishings 3.0 Credits
Examines social and architectural influences from preclassical through
Classic Revival, including materials, workmanship, resulting forms, and
design influence on subsequent periods.
College/Department: Antoinette Westphal College of Media Arts Design
Repeat Status: Not repeatable for credit
Restrictions: Cannot enroll if classification is Freshman
Prerequisites: ARTH 101 [Min Grade: D] or ARTH 102 [Min Grade: D]

**ARTH 335 [WI] History of Costume I: Preclassical to Directoire 3.0
Credits**
Examines costumes of the ancient world and Western civilization through
the Directoire period, including political, economic, and social influence on
aesthetic development in dress. This is a writing intensive course.
College/Department: Antoinette Westphal College of Media Arts Design
Repeat Status: Not repeatable for credit
Restrictions: Cannot enroll if classification is Freshman
Prerequisites: ARTH 101 [Min Grade: D] or ARTH 102 [Min Grade: D]

ARTH 336 [WI] History of Costume II: Directoire to World War I 3.0 Credits
Examines political, social, and economic influences on costume. Uses the Drexel Historic Costume collection as primary source material. This is a writing intensive course.
College/Department: Antoinette Westphal College of Media Arts Design
Repeat Status: Not repeatable for credit
Restrictions: Cannot enroll if classification is Freshman
Prerequisites: ARTH 335 [Min Grade: D]

ARTH 337 History of Costume: Post World War I to Present 3.0 Credits
Examines major trends in mid-to-late 20th-century fashionable apparel in their sociocultural, political, and economic contexts. Also examines counter-fashion movements and explores current media and marketing influences.
College/Department: Antoinette Westphal College of Media Arts Design
Repeat Status: Not repeatable for credit
Restrictions: Cannot enroll if classification is Freshman
Prerequisites: ARTH 103 [Min Grade: D]

ARTH 340 Women in Art 3.0 Credits
A historical survey of the art created by women in Western civilization, with a special focus upon the art created since the women's movement of the 1970s. Images are analyzed in relation to the sociopolitical and psychological context of Western, patriarchal culture.
College/Department: Antoinette Westphal College of Media Arts Design
Repeat Status: Not repeatable for credit

ARTH 399 Independent Study In Art His 0.5-12.0 Credits
Provides individualized study in art history in a specialized area. May be repeated for credit.
College/Department: Antoinette Westphal College of Media Arts Design
Repeat Status: Can be repeated multiple times for credit
Restrictions: Cannot enroll if classification is Freshman

ARTH 465 [WI] Special Topics in Art History 3.0 Credits
Provides study in art history on a special topic or on an experimental basis. May be repeated for credit. This is a writing intensive course.
College/Department: Antoinette Westphal College of Media Arts Design
Repeat Status: Can be repeated multiple times for credit
Restrictions: Cannot enroll if classification is Freshman

ARTH 477 Art History Seminar 3.0 Credits
Provides reading, discussion, and research on pertinent topics in art history.
College/Department: Antoinette Westphal College of Media Arts Design
Repeat Status: Can be repeated multiple times for credit
Restrictions: Can enroll if classification is Junior or Senior.

General Design Arts

Courses

CDA 399 Independent Study 0.5-12.0 Credits
Provides individualized study in an area related to a major within the College of Design Arts. May be repeated for credit.
College/Department: Antoinette Westphal College of Media Arts Design
Repeat Status: Can be repeated multiple times for credit
Restrictions: Can enroll if classification is Junior or Senior.

CDA 465 Special Topics 12.0 Credits
Provides study on a special topic or on an experimental basis. May be repeated for credit.
College/Department: Antoinette Westphal College of Media Arts Design
Repeat Status: Can be repeated multiple times for credit
Restrictions: Can enroll if classification is Junior or Senior.

Dance

Courses

DANC 100 Survey of Dance Studies 3.0 Credits
This course will include lecture, reading assignments, writing assignments and self-reflection activities to introduce students to academic dance coursework in higher education.
College/Department: Antoinette Westphal College of Media Arts Design
Repeat Status: Not repeatable for credit

DANC 101 Introduction to Dance Studies 3.0 Credits
This course will include lecture, reading assignments, writing assignments and self-reflection activities to introduce potential part-time professional dance program participants to coursework in higher education.
College/Department: Antoinette Westphal College of Media Arts Design
Repeat Status: Not repeatable for credit

DANC 110 Movement for Actors 3.0 Credits
Employs specific exercises designed to increase the actor's ability to move freely and with expression and to appreciate the role of movement in the making of theater.
College/Department: Antoinette Westphal College of Media Arts Design
Repeat Status: Not repeatable for credit

DANC 131 Dance Practicum in Performance 1.0 Credit
Provides practical experience as a dancer in a Department of Performing Arts dance production. Includes helping with preperformance production, attending all rehearsals, and performing in the concerts. May be repeated for credit.
College/Department: Antoinette Westphal College of Media Arts Design
Repeat Status: Can be repeated multiple times for credit

DANC 132 Dance Practicum in Production 1.0 Credit
Provides practical experience in dance production, including participation in publicity, costume construction, lighting design, box office, and program production for a Drexel University Dance Ensemble concert. May be repeated for credit.
College/Department: Antoinette Westphal College of Media Arts Design
Repeat Status: Can be repeated multiple times for credit

DANC 133 Dance Practicum in Choreography 1.0 Credit
Covers the process of developing an idea into a finished dance through close work with the artistic director, including selecting dancers and music; teaching the movement; planning costumes, lighting, and sets; polishing the work; and presenting it to an audience during a Drexel University Dance Ensemble concert. May be repeated for credit.
College/Department: Antoinette Westphal College of Media Arts Design
Repeat Status: Can be repeated multiple times for credit

DANC 140 Ballet Technique I 2.0 Credits
Introduces ballet dance vocabulary including alignment, stretching and
strengthening, line, flexibility and movement phrases.
College/Department: Antoinette Westphal College of Media Arts Design
Repeat Status: Can be repeated 7 times for 14 credits

DANC 141 Ballet Technique II 2.0 Credits
Studio course in intermediate level ballet technique. Further develops
students' alignment, line, muscular stamina, flexibility and movement
vocabulary.
College/Department: Antoinette Westphal College of Media Arts Design
Repeat Status: Can be repeated 7 times for 14 credits
Prerequisites: DANC 140 [Min Grade: D]

DANC 150 Modern Dance Technique I 2.0 Credits
Introduces modern dance vocabulary, including stretching and
strengthening exercises, alignment, movement phrases, and basic
locomotor skills. Includes performances and discussion.
College/Department: Antoinette Westphal College of Media Arts Design
Repeat Status: Can be repeated 7 times for 14 credits

DANC 151 Modern Dance Technique II 2.0 Credits
Covers advanced modern dance vocabulary, including stretching and
strengthening exercises, alignment, movement phrases and basic
locomotor skills.
College/Department: Antoinette Westphal College of Media Arts Design
Repeat Status: Can be repeated 7 times for 14 credits
Prerequisites: DANC 150 [Min Grade: D]

DANC 160 Jazz Dance Technique I 2.0 Credits
Introduces jazz dance style, concentrating on body isolations, movement
vocabulary and the development of movement phrases.
College/Department: Antoinette Westphal College of Media Arts Design
Repeat Status: Can be repeated 3 times for 6 credits

DANC 161 Jazz Dance Technique II 2.0 Credits
Covers advanced jazz dance style, concentrating on body isolations,
movement vocabulary, and the development of movement phrases,
syncopation and flexibility.
College/Department: Antoinette Westphal College of Media Arts Design
Repeat Status: Can be repeated 3 times for 6 credits
Prerequisites: DANC 160 [Min Grade: D]

DANC 170 Hip-Hop Dance Technique I 2.0 Credits
Introduces hip-hop dance technique, vocabulary, movement principles,
muscle control, and body alignment. Includes appreciation for funk and
hip-hop with historical and cultural contexts.
College/Department: Antoinette Westphal College of Media Arts Design
Repeat Status: Can be repeated 3 times for 6 credits

DANC 180 Dance Improvisation 2.0 Credits
A studio course in creative movement. Uses contact and structured
improvisational problems, interaction between dances and the elements of
time, space and force.
College/Department: Antoinette Westphal College of Media Arts Design
Repeat Status: Can be repeated 3 times for 6 credits

DANC 190 African Dance Technique I 2.0 Credits
This studio course is designed to explore the aesthetic, movement, music
and rituals found in African Dance forms.
College/Department: Antoinette Westphal College of Media Arts Design
Repeat Status: Can be repeated 3 times for 6 credits

DANC 201 [WI] Dance Appreciation 3.0 Credits
Teaches students to look at dance as an art form, emphasizing the ability
to analyze and understand various dance styles. Includes films, readings,
performances, and discussion. This is a writing intensive course.
College/Department: Antoinette Westphal College of Media Arts Design
Repeat Status: Not repeatable for credit

DANC 210 Introduction to Dance 3.0 Credits
A studio and classroom course. Examines the elements of dance through
study and participation in classical, theatrical, and social forms. Includes
readings, films, and discussion.
College/Department: Antoinette Westphal College of Media Arts Design
Repeat Status: Not repeatable for credit

DANC 220 History of Dance 3.0 Credits
Broadly surveys dance from ancient times to the present, including
development of the European aesthetic. Examines the cultural
significance of dance through the ages. Includes films, performances, and
discussion.
College/Department: Antoinette Westphal College of Media Arts Design
Repeat Status: Not repeatable for credit

DANC 225 Dance Repertory 3.0 Credits
This course allows dancers to synthesize their technical abilities with their
knowledge of dance history as they learn the works of major historical
choreographers.
College/Department: Antoinette Westphal College of Media Arts Design
Repeat Status: Can be repeated 2 times for 6 credits

DANC 230 Survey of Dance and Movement Therapy 3.0 Credits
This course investigates the use of dance as a diagnostic and therapeutic
tool for psychological health and recovery.
College/Department: Antoinette Westphal College of Media Arts Design
Repeat Status: Not repeatable for credit

DANC 240 Dance Composition I 3.0 Credits
Explores the basic traditional forms of solo and group composition through
improvisation, manipulation of movement phrases and critique.
College/Department: Antoinette Westphal College of Media Arts Design
Repeat Status: Not repeatable for credit

DANC 241 Dance Composition II 3.0 Credits
This course explores the advanced forms of solo or group choreography
including narrative, abstract and musical interactions.
College/Department: Antoinette Westphal College of Media Arts Design
Repeat Status: Can be repeated 2 times for 6 credits
Prerequisites: DANC 240 [Min Grade: D]

DANC 260 Injury Prevention for Dance 3.0 Credits
This course uses physical and intellectual exploration to create individual flexibility and injury prevention plans that meet the student's goals. It is particularly targeted to dancers who use their bodies intensively. Techniques for injury prevention and recovery are emphasized.
College/Department: Antoinette Westphal College of Media Arts Design
Repeat Status: Not repeatable for credit

DANC 310 [WI] Dance Aesthetics and Criticism 3.0 Credits
This course is designed to introduce students to the concepts of aesthetics which affect the ways in which dance in created, performed and viewed. Issues of dance criticism and how this pertains to aesthetic judgment will also be addressed. This is a writing intensive course.
College/Department: Antoinette Westphal College of Media Arts Design
Repeat Status: Not repeatable for credit

DANC 325 [WI] Twentieth Century Dance 3.0 Credits
Covers the history of Western theatrical dance from the beginning of the century to contemporary times. Emphasizes the development of modern dance in the United States. Includes films, performances, and discussion. This is a writing intensive course.
College/Department: Antoinette Westphal College of Media Arts Design
Repeat Status: Not repeatable for credit

DANC 330 Introduction to Laban Movement Analysis 3.0 Credits
This course introduces the principles of movement analysis by Rudolph Von Laban including an exploration of effort - shape, space and body as introduced by physical therapist Irmgard Bartenieff.
College/Department: Antoinette Westphal College of Media Arts Design
Repeat Status: Not repeatable for credit

DANC 340 Dance Pedagogy 3.0 Credits
This course explores the social and physical development of children as it relates to the teaching of dance. Develops a repertoire of techniques for teaching children and adults.
College/Department: Antoinette Westphal College of Media Arts Design
Repeat Status: Not repeatable for credit

DANC 355 Rhythmic Study for Dance 3.0 Credits
Covers rhythmic structures that can accompany dance, including sight reading and eurhythmics.
College/Department: Antoinette Westphal College of Media Arts Design
Repeat Status: Not repeatable for credit

DANC 380 Special Topics in Dance 0.5-3.0 Credits
Covers selected topics in dance. May be repeated for credit if topics vary.
College/Department: Antoinette Westphal College of Media Arts Design
Repeat Status: Can be repeated multiple times for credit

DANC 495 Directed Studies in Dance 0.5-12.0 Credits
Offers supervised individual study of special subjects in dance. May be repeated for credit. Department permission required.
College/Department: Antoinette Westphal College of Media Arts Design
Repeat Status: Can be repeated multiple times for credit

Digital Media

Courses

DIGM 100 Digital Design Tools 3.0 Credits
Students learn the basics of visual design within the digital realm. Software tools such as Adobe Photoshop and Illustrator are utilized.
College/Department: Antoinette Westphal College of Media Arts Design
Repeat Status: Not repeatable for credit

DIGM 105 Overview of Digital Media 3.0 Credits
Surveys the history, theory, practice, technologies, and related social issues associated with the growth of digital media.
College/Department: Antoinette Westphal College of Media Arts Design
Repeat Status: Not repeatable for credit

DIGM 110 Digital Spatial Visualization 3.0 Credits
Students learn to represent 3D objects and spaces in 2D media using a variety of drawing and computer graphic techniques. This course lays important foundations for subsequent courses in 3D computer modeling and animation.
College/Department: Antoinette Westphal College of Media Arts Design
Repeat Status: Not repeatable for credit
Prerequisites: DIGM 100 [Min Grade: D] and VSST 110 [Min Grade: D]

DIGM 220 Digital Still Imaging I 3.0 Credits
Introduces the still image for majors in screen-based visual media. Covers the making, appreciation, and critical analysis of images produced by still cameras using both film and digital capture. Screen-based presentation is primary, but a number of print-based projects are included.
College/Department: Antoinette Westphal College of Media Arts Design
Repeat Status: Not repeatable for credit
Prerequisites: DIGM 100 [Min Grade: D] and (VSST 101 [Min Grade: D] or VSST 108 [Min Grade: D])

DIGM 221 Digital Still Imaging II 3.0 Credits
Second course on the still image for majors in screen-based visual media. Continues the investigation begun in DIGM 220 Digital Sill Imaging I. Introduces color and imaging and explores in greater depth the potentials of digital imaging applications for manipulation, enhancement, creative interpretation. Includes image preparation for the Web.
College/Department: Antoinette Westphal College of Media Arts Design
Repeat Status: Not repeatable for credit
Prerequisites: DIGM 220 [Min Grade: D]

DIGM 223 Creative Concept Design 3.0 Credits
This course explores methods to develop design concepts on demand. Topics to be considered include recognizing one's imaginative potential, expanding fanciful memory, and maintaining a creative ecology of mind.
College/Department: Antoinette Westphal College of Media Arts Design
Repeat Status: Not repeatable for credit

DIGM 250 Professional Practices 3.0 Credits
Provides a professional orientation to the field through an exploration of
a variety of digital media projects. In addition to lecture and discussions,
allows students to take active part in role plays and presentations to
achieve an understanding of the importance of team building, team work,
and team management in all phases of digital media production from
proposals to product delivery.
College/Department: Antoinette Westphal College of Media Arts Design
Repeat Status: Not repeatable for credit
Restrictions: Cannot enroll if classification is Freshman
Prerequisites: DIGM 242 [Min Grade: D]

DIGM 252 Multimedia Timeline Design 3.0 Credits
Introduces basic design concepts and tools to create time based 2D and
3D multimedia. Addresses issues from pre-production planning, through,
post-production and delivery; emphasis on time-based multimedia.
College/Department: Antoinette Westphal College of Media Arts Design
Repeat Status: Not repeatable for credit
Prerequisites: DIGM 100 [Min Grade: D]

DIGM 281 Interactive TV DVD-ROM 3.0 Credits
Students work to develop strategies for meaningful retrieval of mass
amounts of media (video, still images, sounds, and text) for television
DVD-ROM players. This course will cover basic forms of digital
information storage and retrieval to and from TV DVD-ROM media.
College/Department: Antoinette Westphal College of Media Arts Design
Repeat Status: Not repeatable for credit
Restrictions: Can enroll if major is DIGM or major is EAM or major is
FMVD.
Prerequisites: DIGM 100 [Min Grade: D]

DIGM 291 Internship in Digital Media 0.5-12.0 Credits
Provides an internship in the field of digital media, with a minimum of 100
hours for 3 credits in a ten-week term. Requires students to provide an
initial informational sheet on the internship and submit a final paper on the
experience. Department permission required.
College/Department: Antoinette Westphal College of Media Arts Design
Repeat Status: Can be repeated multiple times for credit
Restrictions: Cannot enroll if classification is Freshman

DIGM 350 [WI] Digital Storytelling 3.0 Credits
By surfing the internet and playing computer games, by lectures, assigned
readings, class screening, and research projects, this class explores the
impact of digital media on art, design and daily living. This is a writing
intensive course.
College/Department: Antoinette Westphal College of Media Arts Design
Repeat Status: Not repeatable for credit
Restrictions: Cannot enroll if classification is Freshman

DIGM 399 Independent Project-Digital Media 2.0-12.0 Credits
Supervised planning and execution of a project in the area of digital
media. Department permission required.
College/Department: Antoinette Westphal College of Media Arts Design
Repeat Status: Can be repeated multiple times for credit
Restrictions: Cannot enroll if classification is Freshman

DIGM 451 [WI] Explorations in New Media 3.0 Credits
Through class presentations, field trips, discussions, readings, screenings
and guest speakers; this class bridges artistic and technical aspects of
new media in theory and practice. This is a writing intensive course.
College/Department: Antoinette Westphal College of Media Arts Design
Repeat Status: Not repeatable for credit
Restrictions: Cannot enroll if classification is Freshman

DIGM 465 Special Topics-Digital Media 3.0 Credits
Addresses current topics in a rapidly changing field. Possible offerings
include multimedia databases, virtual reality modeling language (VRML),
real-time 3-D graphics, open GL programming, interactive art in virtual
space, and multithreaded narrative. May be repeated for credit if topics
vary.
College/Department: Antoinette Westphal College of Media Arts Design
Repeat Status: Can be repeated multiple times for credit
Restrictions: Cannot enroll if classification is Freshman

DIGM 475 [WI] Seminar: The Future of Digital Media 3.0 Credits
Focuses on current and anticipated issues in digital media. Involves
reading and discussion of news, product announcements, articles, and
predictions related to digital media. Provides a comprehensive and up-
to-date understanding of digital media, including its likely directions in the
immediate future and long-term possibilities. This is a writing intensive
course.
College/Department: Antoinette Westphal College of Media Arts Design
Repeat Status: Not repeatable for credit
Prerequisites: DIGM 492 [Min Grade: D]

DIGM 492 Senior Project in Digital Media I 3.0 Credits
The first of a two-course sequence. Requires a project that demonstrates
the integration of the academic and practical knowledge the student has
acquired in the overall field as well as in one or more specializations.
College/Department: Antoinette Westphal College of Media Arts Design
Repeat Status: Not repeatable for credit
Restrictions: Can enroll if classification is Senior.

DIGM 493 Senior Project in Digital Media II 3.0 Credits
The second of a two-course sequence.
College/Department: Antoinette Westphal College of Media Arts Design
Repeat Status: Not repeatable for credit
Restrictions: Can enroll if major is DIGM and classification is Senior.
Prerequisites: DIGM 492 [Min Grade: D]

DIGM 494 Senior Project in Digital Media III 3.0 Credits
The third of a three-course sequence. Requires a project that
demonstrates the integration of the academic and pratical knowledge
the student has acquired in the over all field as well as in one or more
specializations.
College/Department: Antoinette Westphal College of Media Arts Design
Repeat Status: Not repeatable for credit
Restrictions: Can enroll if major is DIGM and classification is Senior.
Prerequisites: DIGM 493 [Min Grade: D]

Design & Merchandising

Courses

DSMR 100 Computer Imaging I 3.0 Credits
This course explores current potentials, limitations, and issues related to use of computer design software applications. Projects include graphics creation and manipulation; image acquisition, text creation and manipulation; typography; input and output options and control; hardware/software/system fundamentals; and troubleshooting as they relate to the D&M Major.
College/Department: Antoinette Westphal College of Media Arts Design
Repeat Status: Not repeatable for credit
Restrictions: Can enroll if major is DSMR or major is EAM.

DSMR 201 Analysis of Product 3.0 Credits
This course examines the methods by which non-apparel products are conceived, designed and brought to market. Students learn to recognize the importance of design integrity in the areas of home furnishing, cosmetics, accessories, paper products, footwear, and industrial design.
College/Department: Antoinette Westphal College of Media Arts Design
Repeat Status: Not repeatable for credit

DSMR 205 eFashion Promotion 3.0 Credits
Utilizing current and commonly available technologies, students develop a communication plan to disseminate current trend and style information to end use customers. Students explore past, analyze and participate in the present and consider the future uses of new technologies in merchandising fashion apparel, accessories and home products.
College/Department: Antoinette Westphal College of Media Arts Design
Repeat Status: Not repeatable for credit
Restrictions: Cannot enroll if classification is Freshman

DSMR 210 Presentation Techniques Design and Merchandising 3.0 Credits
This course explores the various types of presentation/storyboard formats used within the industry in merchandising product. The student learns to create an array of presentations used for visual communication among all facets of the workplace as well as market research specific to the design industry.
College/Department: Antoinette Westphal College of Media Arts Design
Repeat Status: Not repeatable for credit
Prerequisites: (VSST 102 [Min Grade: D] or VSST 105 [Min Grade: D]) and (VSCM 100 [Min Grade: D] or DSMR 100 [Min Grade: D])

DSMR 211 Computer Design for Design and Merchandising 3.0 Credits
This course addresses the use of computer design as a merchandising and design tool for branding and promoting a vendor or retail merchandising business. The student is introduced to the branding process from a visual and marketing viewpoint and will create specific marketing materials through the use of an assortment of computer software programs.
College/Department: Antoinette Westphal College of Media Arts Design
Repeat Status: Not repeatable for credit
Prerequisites: VSCM 100 [Min Grade: D] or DSMR 100 [Min Grade: D]

DSMR 230 Textiles for Design and Merchandising 3.0 Credits
Examines the textile manufacturing industry and the fundamental processes involved in producing natural and man-made fabrics as they relate to Design & Merchandising. Includes basic terminology and production processes as well as selection and evaluation of fabrics based on aesthetics, performance and care characteristics.
College/Department: Antoinette Westphal College of Media Arts Design
Repeat Status: Not repeatable for credit
Restrictions: Can enroll if major is DSMR.
Cannot enroll if classification is Freshman

DSMR 231 Retail Principles 3.0 Credits
Examines retail philosophies within a marketing context, including understanding of how consumer behavior, present and future, determines retailers' marketing strategies; knowledge of product mix and product assortment; and understanding of operating retail ventures in the global marketplace.
College/Department: Antoinette Westphal College of Media Arts Design
Repeat Status: Not repeatable for credit
Restrictions: Cannot enroll if classification is Freshman

DSMR 232 Retail Merchandise Planning 4.0 Credits
Provides a working knowledge of merchandise planning, flow, and distribution in the retail setting. Covers profitable merchandise and assortment planning and control in both conceptual and technical formats. Final project incorporates six-month financial, classification, and assortment planning.
College/Department: Antoinette Westphal College of Media Arts Design
Repeat Status: Not repeatable for credit
Prerequisites: ACCT 115 [Min Grade: D] or ECON 201 [Min Grade: D] or DSMR 231 [Min Grade: D]

DSMR 233 [WI] Retail Image Analysis 3.0 Credits
Students will perform an in-depth analysis of theoretical and applied retail product and brand research. Qualitative, quantitative and triangulation methods of research will be discussed. The course focuses on researching, writing and presenting various topics in a professional environment. This is a writing intensive course.
College/Department: Antoinette Westphal College of Media Arts Design
Repeat Status: Not repeatable for credit

DSMR 305 eTailing 3.0 Credits
Students explore and analyze past, current and future trends in ecommerce technologies that primarily support the back end inventory, logistics and front end operations of the fashion apparel, accessory and home products industries.
College/Department: Antoinette Westphal College of Media Arts Design
Repeat Status: Not repeatable for credit
Restrictions: Cannot enroll if classification is Freshman

DSMR 309 Color and Trend Forecasting 3.0 Credits
This course provides an overview of the fashion forecasting function in Fashion, Design & Merchandising. Students investigate color and trend forecasting, design research and concepts, and fabric direction. Students apply their knowledge in "hands on" color cards and development of a trend book.
College/Department: Antoinette Westphal College of Media Arts Design
Repeat Status: Not repeatable for credit
Prerequisites: DSMR 210 [Min Grade: D]

DSMR 310 Computer Integrated Merchandising Management 3.0 Credits
This course focuses on the relationships between the merchandising, production and promotional elements of the apparel chain. Forecasting, line development, line production revisions, allocation of inventory, coordinated visual presentation and problem solving anomalies in the supply chain are integrated through the use of an assortment of computer programs.
College/Department: Antoinette Westphal College of Media Arts Design
Repeat Status: Not repeatable for credit
Prerequisites: DSMR 211 [Min Grade: D] and DSMR 232 [Min Grade: D]

DSMR 311 Visual Merchandising 4.0 Credits
Investigates merchandise presentation, analysis and experimentation, and field research.
College/Department: Antoinette Westphal College of Media Arts Design
Repeat Status: Not repeatable for credit
Restrictions: Cannot enroll if classification is Freshman
Prerequisites: (VSST 103 [Min Grade: D] or VSST 106 [Min Grade: D]) and DSMR 211 [Min Grade: D]

DSMR 312 Visual Merchandising II 3.0 Credits
Visual merchandising II is an in-depth look at exhibit design, where students explore the traditions, expectations and norms of exhibit design. Technological advances in exhibit design will be introduces and utilized to produce a visual outcome/presentation for exhibition purpose.
College/Department: Antoinette Westphal College of Media Arts Design
Repeat Status: Not repeatable for credit
Prerequisites: (VSST 103 [Min Grade: D] or VSST 106 [Min Grade: D]) and DSMR 210 [Min Grade: D] and DSMR 211 [Min Grade: D]

DSMR 313 International Fashion Merchandising 3.0 Credits
Introduces students already familiar with U.S. retail merchandising to global retail merchandising. Develops a framework for the international merchandising process and discusses effects of globalization.
College/Department: Antoinette Westphal College of Media Arts Design
Repeat Status: Not repeatable for credit
Prerequisites: DSMR 231 [Min Grade: D]

DSMR 314 Visual Merchandising III 4.0 Credits
Assuming the role of the Visual Merchandiser students apply Visual Merchandising principles to the area of store planning and design, analyze leading retailers and trends, develop an understanding of the use of materials and lighting "in store,"and learn to use industry software. This course is inter-disciplinary with Interior Design.
College/Department: Antoinette Westphal College of Media Arts Design
Repeat Status: Not repeatable for credit
Restrictions: Can enroll if major is DSMR or major is INTR and classification is Junior or Senior.
Prerequisites: DSMR 311 [Min Grade: D]

DSMR 315 [WI] Media Merchandising I 3.0 Credits
Media Merchandising I explores the process of creating, designing and publishing the annual D & M Magazine and accompanying media. The students develop all content organized around theses of school, city, fashion, product and technology, their various intersections as it relates to design and merchandising. This is a writing intensive course.
College/Department: Antoinette Westphal College of Media Arts Design
Repeat Status: Can be repeated 1 times for 6 credits
Restrictions: Can enroll if classification is Junior or Senior.
Prerequisites: VSST 103 [Min Grade: D] and DSMR 210 [Min Grade: D] and DSMR 211 [Min Grade: D] and ENGL 103 [Min Grade: D]

DSMR 316 Media Merchandising II 3.0 Credits
Media Merchandising II is a continuation of Media Merchandising I, where critical decisions with regard to informational articles, interviews, photography, graphic design, interactive media and paid advertisement are completed. The end result is the D & M Magazine, a distributable product with actual marketing potential.
College/Department: Antoinette Westphal College of Media Arts Design
Repeat Status: Can be repeated 1 times for 6 credits
Restrictions: Can enroll if classification is Junior or Senior.
Prerequisites: DSMR 315 [Min Grade: D]

DSMR 317 Media Merchandising III 3.0 Credits
Students work in interdisciplinary groups to develop and produce episode based style programming for delivery on DUTV and through other media broadcast media outlets. Students will develop a promotional package for the overall program series.
College/Department: Antoinette Westphal College of Media Arts Design
Repeat Status: Not repeatable for credit
Restrictions: Can enroll if major is DSMR or major is FMVD and classification is Junior or Senior.

DSMR 318 Music Merchandising 3.0 Credits
Students work in interdisciplinary groups with Music Industry Program artists to create a comprehensive merchandise extension program including product selection, production, distribution and promotion within the context of the artists' overall brand package.
College/Department: Antoinette Westphal College of Media Arts Design
Repeat Status: Not repeatable for credit
Restrictions: Can enroll if major is DSMR or major is EAM or major is MUSI and classification is Junior or Senior.

DSMR 320 Merchandising and Design Directions 3.0 Credits
Merchandising and Design Directions addresses the production of prototypes for a small collection of accessories or home products. The necessary collateral promotional materials for marketing these designs to a specific target market and retail outlet will also be created.
College/Department: Antoinette Westphal College of Media Arts Design
Repeat Status: Can be repeated 1 times for 6 credits
Restrictions: Can enroll if classification is Junior or Senior.
Prerequisites: VSST 103 [Min Grade: D] and DSMR 210 [Min Grade: D] and DSMR 211 [Min Grade: D]

DSMR 321 [WI] Fashion Show Production I 2.0 Credits
Limited enrollment. Covers planning and examination of the fashion show as a sales and marketing tool. Allows students to discuss and experience all aspects of a professional fashion show: set design, lighting, music, advertising and public relations, ticket sales and seating, organization of garments and accessories, choreography, models, judging, and hospitality. This is a writing intensive course.
College/Department: Antoinette Westphal College of Media Arts Design
Repeat Status: Not repeatable for credit
Restrictions: Can enroll if classification is Junior or Senior.

DSMR 322 Fashion Show Production II 2.0 Credits
Requires execution of the plans of Phase I. Involves rehearsals and production of the Annual Fashion Show.
College/Department: Antoinette Westphal College of Media Arts Design
Repeat Status: Not repeatable for credit
Restrictions: Can enroll if classification is Junior or Senior.
Prerequisites: DSMR 321 [Min Grade: D]

DSMR 324 Retail Directions 3.0 Credits
Students will explore current social and cultural topics and their impact on the Retail Industry.
College/Department: Antoinette Westphal College of Media Arts Design
Repeat Status: Not repeatable for credit
Prerequisites: DSMR 231 [Min Grade: D]

DSMR 325 Retail Buying and Assortment Strategies 4.0 Credits
Advanced buying strategies focuses on in-season merchant operations of the merchant organization. Students develop assortment and promotional plans and learn to react to changes in their plans as the season unfolds. Students perform "hands on" tasks in conjunction with the D & M retail outlets.
College/Department: Antoinette Westphal College of Media Arts Design
Repeat Status: Not repeatable for credit
Prerequisites: DSMR 232 [Min Grade: D]

DSMR 326 Fashion Product Promotion 4.0 Credits
This course examines aspects of Fashion Product Promotion in Design & Merchandising. Students will study a "host" city which will become integral in their retail promotional strategy. This course offers an optional field trip to the host city.
College/Department: Antoinette Westphal College of Media Arts Design
Repeat Status: Can be repeated 1 times for 4 credits

DSMR 333 Fashion Product Development 3.0 Credits
Provides an overview of both knitted and woven apparel. Covers the procedures and processes involved in apparel product development, particularly as related to retail merchandising and marketing. Considers styling as a reflection and a reinterpretation of current trends in specific markets.
College/Department: Antoinette Westphal College of Media Arts Design
Repeat Status: Not repeatable for credit
Restrictions: Cannot enroll if classification is Freshman
Prerequisites: FASH 201 [Min Grade: D]

DSMR 399 Independent Study in Design and Merchandising 12.0 Credits
Provides individualized study in design and merchandising in a specialized area of study. May be repeated for credit. Department permission required.
College/Department: Antoinette Westphal College of Media Arts Design
Repeat Status: Can be repeated multiple times for credit
Restrictions: Can enroll if classification is Junior or Senior.

DSMR 410 Career Strategies for Design and Merchandising 3.0 Credits
Course develops skills that enable the student to put into place an effective job search strategy. Specifically geared to the D&M professions, students develop comprehensive area of expertise including networking, industry research, and industry hiring trends.
College/Department: Antoinette Westphal College of Media Arts Design
Repeat Status: Not repeatable for credit
Restrictions: Can enroll if classification is Senior.

DSMR 411 Design and Merchandising Portfolio Design 3.0 Credits
Students will prepare a complete visual showcase of their marketability and skills. Accepted industry standards, targeting visual elements to specific job goals and self-promotion will be emphasized.
College/Department: Antoinette Westphal College of Media Arts Design
Repeat Status: Not repeatable for credit

DSMR 434 Fashion Product Sourcing 3.0 Credits
This course explores the history and growth of sourcing. Students consider the consumer benefits in terms of lower prices and quality. Sourcing is analyzed from the retail/product development point of view and will examine challenges they face in the global arena.
College/Department: Antoinette Westphal College of Media Arts Design
Repeat Status: Not repeatable for credit
Prerequisites: DSMR 333 [Min Grade: D]

DSMR 465 Special Topics in Design and Merchandising 0.5-12.0 Credits
Provides study in design and merchandising on a special topic or on an experimental basis. May be repeated for credit if topics vary.
College/Department: Antoinette Westphal College of Media Arts Design
Repeat Status: Can be repeated multiple times for credit
Restrictions: Cannot enroll if classification is Freshman

DSMR 477 [WI] Design and Merchandising Seminar 3.0 Credits
Provides reading and discussion of pertinent topics of current concern in the professional area of design and merchandising. This is a writing intensive course.
College/Department: Antoinette Westphal College of Media Arts Design
Repeat Status: Not repeatable for credit
Restrictions: Can enroll if major is DSMR.
Cannot enroll if classification is Freshman

DSMR 496 [WI] Senior Problem in Design and Merchandising 3.0 Credits
Provides an opportunity for the student to research, independently or within a group, an idea within the field of design-merchandising, synthesizing material and developing a presentation of that concept. This is a writing intensive course.
College/Department: Antoinette Westphal College of Media Arts Design
Repeat Status: Not repeatable for credit
Restrictions: Can enroll if classification is Junior or Senior.

Entertainment & Arts Management

Courses

EAM 130 Overview of Entertainment and Arts Management 3.0 Credits
Students acquire an understanding of the profit and non-profit organization within a social and governmental context. Of primary focus are the arts organization as an entity, how they are organized and the impact and place they have within the community.
College/Department: Antoinette Westphal College of Media Arts Design
Repeat Status: Not repeatable for credit
Restrictions: Can enroll if major is EAM.

EAM 200 Introduction to the Music Industry 3.0 Credits
This course offers an introduction to four key areas of the music business - The recording industry, entertainment contracts, publishing, touring and concert production. Students will be taught by experts in each topic.
College/Department: Antoinette Westphal College of Media Arts Design
Repeat Status: Not repeatable for credit
Restrictions: Can enroll if major is EAM.

EAM 211 Strategic Management for Entertainment and Arts Management 3.0 Credits
Explores the concepts of planning and evaluation as it relates to the arts. Instruction will focus on the development of business plans, including research, organization, competition, marketing, staffing, and financial issues (i.e. budgets, etc.). Students present and defend the elements of their plans. Other topics discussed will be leadership skills decision-making, and managing change.
College/Department: Antoinette Westphal College of Media Arts Design
Repeat Status: Not repeatable for credit
Restrictions: Can enroll if classification is Freshman or Sophomore .

EAM 261 Copyrights and Trademarks 3.0 Credits
This is the introductory law course for EAM managers and discusses topics relating to copyrights, intellectual property rights, and royalties.
College/Department: Antoinette Westphal College of Media Arts Design
Repeat Status: Not repeatable for credit
Prerequisites: BLAW 201 [Min Grade: D]

EAM 270 Audience Development for Arts 3.0 Credits
This course emphasizes the usefulness and application of marketing theories and concepts to develop audiences and promotes the arts as a valuable social sector, with a focus on marketing planning and strategy development. Focus is placed on marketing research, analysis, planning, strategy development, and development of marketing plans.
College/Department: Antoinette Westphal College of Media Arts Design
Repeat Status: Not repeatable for credit
Prerequisites: EAM 211 [Min Grade: D]

EAM 301 Gallery and Collection Management 3.0 Credits
Discusses the professional operation of museums and commercial art galleries including advocacy, legal, administration, curatorial, exhibition, and public issues by examining the questions: What are the challenges of managing a museum's collection including acquisition policies, insurance, conservation and storage of art? What resources are needed to manage a gallery?.
College/Department: Antoinette Westphal College of Media Arts Design
Repeat Status: Not repeatable for credit
Prerequisites: EAM 211 [Min Grade: D]

EAM 302 Exhibition Design 3.0 Credits
Discuss key issues in exhibition presentation including visual design elements, accessibility, and approachable presentation strategies. This course also explores theoretical and ethical issues related to museums, art collecting, cultural patrimony, curatorial authority, and diversity.
College/Department: Antoinette Westphal College of Media Arts Design
Repeat Status: Not repeatable for credit
Prerequisites: EAM 301 [Min Grade: D]

EAM 312 Introduction to Fund Development for the Arts 3.0 Credits
Course provides an overview of basic fund-raising techniques for non-profit arts organizations. Strategies for raising funds from individuals, corporations, foundations, and government funding sources are reviewed and analyzed. Methodologies for developing a complete fund-raising plan are studied.
College/Department: Antoinette Westphal College of Media Arts Design
Repeat Status: Not repeatable for credit
Restrictions: Can enroll if major is EAM.
Prerequisites: EAM 130 [Min Grade: D]

EAM 313 Volunteer and Board Management 3.0 Credits
This course continues the work of EAM 312- Intro to Fund Development for the Arts. It will build on that course by focusing on the area of volunteers for nonprofit organizations. Content will examine the board of directors and other volunteers in relation to governing, managing, operating a nonprofit arts entity.
College/Department: Antoinette Westphal College of Media Arts Design
Repeat Status: Not repeatable for credit
Restrictions: Can enroll if major is EAM.
Prerequisites: EAM 312 [Min Grade: D]

EAM 321 Box Office and Venue Management 3.0 Credits
Focuses on the operational management tasks. Students explore the marketing and promotional component of box office management, the use of technology and ticket sales, and managing people.
College/Department: Antoinette Westphal College of Media Arts Design
Repeat Status: Not repeatable for credit
Prerequisites: EAM 211 [Min Grade: D]

EAM 322 Performing Arts Touring and Promotion 3.0 Credits
This course provides an overview of organizing performing arts tours and events by discussing administrative and management responsibilities of touring including booking, logistics, staffing, promotion and decision making.
College/Department: Antoinette Westphal College of Media Arts Design
Repeat Status: Not repeatable for credit
Restrictions: Can enroll if classification is Junior.

EAM 340 Artist Representation and Management 3.0 Credits
This course teaches EAM students who will be representing or managing artists, or will be working with agents or artist managers, the nature of those jobs and the challenges of successfully working with talent to promote and monetize their careers.
College/Department: Antoinette Westphal College of Media Arts Design
Repeat Status: Not repeatable for credit
Restrictions: Can enroll if major is EAM and classification is Junior or Senior.

EAM 350 Arts, Culture and Society 3.0 Credits
Examines the role of arts¿ impact on society, exploring key cultural policy issues including community standards and censorship, and different approaches to funding. Readings, films, discussions and projects explore questions as the social functions of the arts, the use of art for advocacy and patronage over the world.
College/Department: Antoinette Westphal College of Media Arts Design
Repeat Status: Not repeatable for credit
Restrictions: Cannot enroll if classification is Freshman

EAM 361 Law for Entertainment and Arts Management Managers 3.0 Credits
Examines the relationship between the arts and law, including contracts, license fees, labor-management agreements, liability, immigration law, use fees, first amendment issues, and the formation of partnerships and corporations.
College/Department: Antoinette Westphal College of Media Arts Design
Repeat Status: Not repeatable for credit
Prerequisites: EAM 261 [Min Grade: D]

EAM 365 Media and Entertainment Business 3.0 Credits
This course focuses on media networks and other major players in the media and entertainment business, examining their interdependence, and discussing major trends and tendencies on the market and their impact on the art and entertainment field.
College/Department: Antoinette Westphal College of Media Arts Design
Repeat Status: Not repeatable for credit

EAM 391 [WI] Promotion, Press and Publicity 3.0 Credits
This course addresses media positioning and addresses relationship development, press releases, PSA's, CD promotional development and other methods for promoting arts and entertainment. This is a writing intensive course.
College/Department: Antoinette Westphal College of Media Arts Design
Repeat Status: Not repeatable for credit

EAM 399 Independent Study in Entertainment and Arts Management 12.0 Credits
Provides individualized study in entertainment and arts management in a specialized area of study. May be repeated for credit. Department permission required.
College/Department: Antoinette Westphal College of Media Arts Design
Repeat Status: Can be repeated 4 times for 12 credits
Restrictions: Cannot enroll if classification is Freshman

EAM 401 Writing for Arts Managers 3.0 Credits
Focuses on non-marketing writing, with a significant portion of the class focusing on the development and writing of proposals seeking funding for arts organizations. The course covers in-depth the standard elements of a complete professionally prepared proposal, as well as exposing students to alternate formats.
College/Department: Antoinette Westphal College of Media Arts Design
Repeat Status: Not repeatable for credit
Prerequisites: (ENGL 103 [Min Grade: D] or ENGL 105 [Min Grade: A] or HUM 108 [Min Grade: D]) and EAM 312 [Min Grade: D]

EAM 461 Entertainment Publishing 3.0 Credits
A detailed look at the publishing industry, including history and economics of publishing. Industry segments to be covered include books, periodicals and new media. Topics include developer/publisher issues, laws, industry operating characteristics, distribution and industry trends.
College/Department: Antoinette Westphal College of Media Arts Design
Repeat Status: Not repeatable for credit
Prerequisites: EAM 361 [Min Grade: D]

EAM 465 Special Topics in Entertainment and Arts Management 1.0-3.0 Credit
Provides study in entertainment and arts management on a special topic. This course may be a lecture or laboratory course. May be repeated for credit if topics vary.
College/Department: Antoinette Westphal College of Media Arts Design
Repeat Status: Can be repeated 5 times for 15 credits

EAM 471 Fine Arts Market Development 3.0 Credits
Examines the dynamics of the commercial visual arts market, including international auction houses such as Sotheby's and major private collectors. Answers questions like: How is the market value (price) of art works determined?.
College/Department: Antoinette Westphal College of Media Arts Design
Repeat Status: Not repeatable for credit
Prerequisites: EAM 301 [Min Grade: D]

EAM 472 Trends in Visual Arts 3.0 Credits
Exploration of recent developments in the visual arts in the US and abroad. Includes the reviewing of major visual arts exhibitions and emerging artists and artistic trends within the decade. Field trips to area galleries and art museums are included.
College/Department: Antoinette Westphal College of Media Arts Design
Repeat Status: Not repeatable for credit
Prerequisites: EAM 471 [Min Grade: D]

EAM 491 Entertainment and Arts Management Senior Project 1.0 Credit
Senior Project is a thesis course on a topic of the student's choice over the three quarters of senior year in close cooperation with a faculty advisor. The student will present their final product to a jury in their final quarter of senior year.
College/Department: Antoinette Westphal College of Media Arts Design
Repeat Status: Can be repeated 3 times for 3 credits
Restrictions: Can enroll if major is EAM and classification is Senior.

Environmental Graphic Design

Courses

EVGD 200 Introduction to Environmental Graphic Design 4.0 Credits
This course is an introduction to the Environmental Graphic Design specialty including wayfinding systems, architectural graphics, signage, exhibit design, and mapped and themed environments.
College/Department: Antoinette Westphal College of Media Arts Design
Repeat Status: Not repeatable for credit
Restrictions: Can enroll if major is GRDS.
Prerequisites: VSCM 230 [Min Grade: D] and VSCM 240 [Min Grade: D]

EVGD 210 Architectural Signage 4.0 Credits
Architectural Signage focuses on identification and wayfinding systems within a built environment. This course explores means and methods through class exercises and assigned projects.
College/Department: Antoinette Westphal College of Media Arts Design
Repeat Status: Not repeatable for credit
Restrictions: Can enroll if major is GRDS.
Prerequisites: EVGD 200 [Min Grade: D]

EVGD 220 Wayfinding 4.0 Credits
This course explores the discipline of wayfinding in an urban environment through the use of visual clues and directional hierarchy, including typography, symbols, and color.
College/Department: Antoinette Westphal College of Media Arts Design
Repeat Status: Not repeatable for credit
Restrictions: Can enroll if major is GRDS.
Prerequisites: EVGD 210 [Min Grade: D]

EVGD 310 Design Techniques and Materials 3.0 Credits
This course introduces a wide range of materials and techniques and explores how they may be applied to develop a successful environmental graphics project.
College/Department: Antoinette Westphal College of Media Arts Design
Repeat Status: Not repeatable for credit
Restrictions: Can enroll if major is GRDS.
Prerequisites: EVGD 220 [Min Grade: D]

EVGD 320 Exhibit Design 4.0 Credits
This exploration of exhibit design focuses on communicating a narrative visually through the design of space, graphics, objects, and interactivity.
College/Department: Antoinette Westphal College of Media Arts Design
Repeat Status: Not repeatable for credit
Restrictions: Can enroll if major is GRDS.
Prerequisites: VSCM 230 [Min Grade: D] and VSCM 240 [Min Grade: D] and EVGD 200 [Min Grade: D]

EVGD 421 Environmental Branding 4.0 Credits
This course explores the marketing power of a branded identity when it is visually and spatially applied to a retail environment.
College/Department: Antoinette Westphal College of Media Arts Design
Repeat Status: Not repeatable for credit
Restrictions: Can enroll if major is GRDS.
Prerequisites: EVGD 320 [Min Grade: D]

EVGD 496 Senior Thesis in Environmental Graphic Design 3.0 Credits
Senior Thesis is a personal investigation that evidences advanced problem solving in Environmental Graphic Design. Proposals must have faculty approval.
College/Department: Antoinette Westphal College of Media Arts Design
Repeat Status: Not repeatable for credit
Restrictions: Can enroll if major is GRDS.
Prerequisites: EVGD 320 [Min Grade: D] and EVGD 421 [Min Grade: D]

Fashion Design

Courses

FASH 201 Survey of the Fashion Industry 3.0 Credits
Introduces the materials and methods used to design, develop, and market the fashion product, including current vocabulary and foundation of knowledge about industry practices and career opportunities.
College/Department: Antoinette Westphal College of Media Arts Design
Repeat Status: Not repeatable for credit

FASH 210 Presentation Techniques in Fashion 3.0 Credits
Introduces the presentation techniques and skills used for communication in the fashion industry.
College/Department: Antoinette Westphal College of Media Arts Design
Repeat Status: Not repeatable for credit
Restrictions: Cannot enroll if classification is Freshman
Prerequisites: (VSST 102 [Min Grade: D] or VSST 105 [Min Grade: D]) and FASH 201 [Min Grade: D]

FASH 211 Fashion Drawing I 3.0 Credits
Examines the fashion figure, fabrication, and conceptual design through the use of black, white, and gray media. Includes classroom drawing from a live model and weekly critiques.
College/Department: Antoinette Westphal College of Media Arts Design
Repeat Status: Not repeatable for credit
Restrictions: Cannot enroll if classification is Freshman
Prerequisites: VSST 111 [Min Grade: D]

FASH 212 Fashion Drawing II 3.0 Credits
Examines fashion forms, fabrication, and conceptual design through the use of color and mixed media. Works toward the development of a personal "fashion look" and an understanding of drawing as it relates to the fashion industry. Includes live model.
College/Department: Antoinette Westphal College of Media Arts Design
Repeat Status: Not repeatable for credit
Restrictions: Cannot enroll if classification is Freshman
Prerequisites: FASH 211 [Min Grade: D]

FASH 220 Textile Design 3.0 Credits
Instructs the student in both traditional and digital techniques of textile design. Investigates layout, repeats, and coordinated fabric groups.
College/Department: Antoinette Westphal College of Media Arts Design
Repeat Status: Not repeatable for credit
Prerequisites: VSST 102 [Min Grade: D] or VSST 105 [Min Grade: D]

FASH 230 Textiles for Fashion Design 3.0 Credits
Examines the textile manufacturing industry and the fundamental processes involved in producing fabrics made of natural or manufactured fibers. Includes basic textile terminology and production processes as well as selection and evaluation of fabrics based on aesthetics, performance and care characteristics.
College/Department: Antoinette Westphal College of Media Arts Design
Repeat Status: Not repeatable for credit
Restrictions: Can enroll if major is FASH.

FASH 241 Construction Skills 4.0 Credits
Develops a proficiency in basic garment construction. Emphasizes facility with industrial equipment. Introduces production techniques and an overall awareness of standards of quality.
College/Department: Antoinette Westphal College of Media Arts Design
Repeat Status: Not repeatable for credit

FASH 251 Fashion Design I 4.0 Credits
Poses fashion problems to be solved, with an emphasis on elements of design. Explores use of half-scale experimentation and development of "studies" as an aid in developing design ideas.
College/Department: Antoinette Westphal College of Media Arts Design
Repeat Status: Not repeatable for credit
Restrictions: Cannot enroll if classification is Freshman
Prerequisites: VSST 204 [Min Grade: D]

FASH 252 Fashion Design II 4.0 Credits
Explores sources of inspiration and requires students to translate and develop source material into creative garments. Stresses the extension and elaboration of ideas within a specific market.
College/Department: Antoinette Westphal College of Media Arts Design
Repeat Status: Not repeatable for credit
Restrictions: Cannot enroll if classification is Freshman
Prerequisites: FASH 251 [Min Grade: D]

FASH 313 Fashion Drawing for Industry 3.0 Credits
Covers sketching and specification drawing for the professional designer. Emphasizes communicating with manufacturers, pattern-makers, and assistants, regarding, garment construction, detailing, and fabrication.
College/Department: Antoinette Westphal College of Media Arts Design
Repeat Status: Not repeatable for credit
Restrictions: Cannot enroll if classification is Freshman
Prerequisites: FASH 210 [Min Grade: D]

FASH 314 Fashion Presentation Drawing 3.0 Credits
Requires the creation of a portfolio of original designs executed in a medium of choice. Explores various market segments of the industry and includes project reviews by critics who are specialists in these areas.
College/Department: Antoinette Westphal College of Media Arts Design
Repeat Status: Not repeatable for credit
Restrictions: Can enroll if classification is Junior or Senior.

FASH 315 Computer Aided Design for Patternmaking 3.0 Credits
Develops skills in patternmaking, markermaking, and grading, using the computer as a tool.
College/Department: Antoinette Westphal College of Media Arts Design
Repeat Status: Not repeatable for credit
Restrictions: Cannot enroll if classification is Freshman
Prerequisites: FASH 342 [Min Grade: D]

FASH 316 Computer Aided Design for Fashion Design 3.0 Credits
Explores the use of computers in the fashion industry and develops presentation skills using industrial and commercial software.
College/Department: Antoinette Westphal College of Media Arts Design
Repeat Status: Not repeatable for credit
Restrictions: Cannot enroll if classification is Freshman
Prerequisites: FASH 313 [Min Grade: D]

FASH 317 Technical Design 3.0 Credits
Technical Design is crucial in managing technical information internally and externally within a fashion design company. The student is trained in the essential skills of creating technical packages using data programs and sketching, conducting fittings, maintaining specs, and grading patterns and how to communicate information efficiently in a global fashion industry.
College/Department: Antoinette Westphal College of Media Arts Design
Repeat Status: Not repeatable for credit
Restrictions: Can enroll if major is FASH.
Cannot enroll if classification is Freshman or Pre-Junior or Sophomore
Prerequisites: FASH 342 [Min Grade: D]

FASH 341 Flat Pattern Design 4.0 Credits
Explores basic patternmaking techniques and manipulations and establishes comparisons between drafting and draping techniques in the development of standard slopers.
College/Department: Antoinette Westphal College of Media Arts Design
Repeat Status: Not repeatable for credit
Prerequisites: FASH 241 [Min Grade: D]

FASH 342 Draping Design 4.0 Credits
Covers garment development by the draping method. Advances skills of FASH 341.
College/Department: Antoinette Westphal College of Media Arts Design
Repeat Status: Not repeatable for credit
Restrictions: Cannot enroll if classification is Freshman
Prerequisites: FASH 341 [Min Grade: D]

FASH 343 Tailoring and Design 4.0 Credits
Provides intensive investigation of materials and construction techniques used in tailoring. Uses a combination of garment production methods, including a strong emphasis on couture practices.
College/Department: Antoinette Westphal College of Media Arts Design
Repeat Status: Not repeatable for credit
Restrictions: Cannot enroll if classification is Freshman
Prerequisites: FASH 342 [Min Grade: D]

FASH 351 Fashion Design III 4.0 Credits
Requires development of original designs and execution incorporating draping, drafting, and flat-pattern techniques. Facilitates the development of a realistic approach to garment design in terms of industrial restrictions, and market segmentations. Includes professional critiques.
College/Department: Antoinette Westphal College of Media Arts Design
Repeat Status: Not repeatable for credit
Restrictions: Cannot enroll if classification is Freshman
Prerequisites: FASH 252 [Min Grade: D] and FASH 343 [Min Grade: D]

FASH 352 Fashion Design IV 4.0 Credits
Expands and broadens technical skills and lays the groundwork for
development of the senior collection. Includes couture evening wear
techniques and research processes.
College/Department: Antoinette Westphal College of Media Arts Design
Repeat Status: Not repeatable for credit
Restrictions: Cannot enroll if classification is Freshman
Prerequisites: FASH 351 [Min Grade: D]

FASH 399 Independent Study in Fashion Design 0.5-12.0 Credits
Provides individualized study in fashion design in a specialized area of
study. May be repeated for credit. Department permission required.
College/Department: Antoinette Westphal College of Media Arts Design
Repeat Status: Can be repeated multiple times for credit
Restrictions: Can enroll if classification is Junior or Senior.

FASH 450 Machine Knitting 3.0 Credits
Machine Knitting is an introduction to knitwear design specialization.
Students learn to style and draw knit garments to develop a professional
portfolio. Technical information regarding yarn analysis, stitch
construction, pattern and garment construction are the focus of this class.
College/Department: Antoinette Westphal College of Media Arts Design
Repeat Status: Can be repeated 3 times for 9 credits
Restrictions: Can enroll if major is FASH.
Prerequisites: FASH 241 [Min Grade: D] and VSST 112 [Min Grade: D]

FASH 451 Accessory Design 3.0 Credits
This course provides students with concepts and skills to design
traditional and contemporary fashion accessories with emphasis in
embroidery; applique; hand painting; and clay, plastic and ceramic work.
College/Department: Antoinette Westphal College of Media Arts Design
Repeat Status: Not repeatable for credit
Prerequisites: FASH 241 [Min Grade: D]

FASH 452 Millinery Design 3.0 Credits
Familiarizes students with the techniques and processes involved in hat
making. Emphasis will be placed on historical perspectives and materials.
College/Department: Antoinette Westphal College of Media Arts Design
Repeat Status: Not repeatable for credit
Prerequisites: FASH 241 [Min Grade: D]

FASH 454 Advanced Fashion Drawing 3.0 Credits
Through in-class creative assignments with experimental techniques,
students learn to respond rapidly, originally, and with increased focus to
resolve drawing and design problems.
College/Department: Antoinette Westphal College of Media Arts Design
Repeat Status: Not repeatable for credit
Prerequisites: FASH 212 [Min Grade: D]

FASH 464 Professional Portfolio 3.0 Credits
This course will involve preparation and execution of a finished designer
portfolio for couture, 7th Avenue or the boutique American market.
Included in the preparation is research of their chosen entry into the
market via history, visuals and customer profile.
College/Department: Antoinette Westphal College of Media Arts Design
Repeat Status: Not repeatable for credit
Restrictions: Can enroll if major is FASH and classification is Senior.
Prerequisites: FASH 314 [Min Grade: D]

FASH 465 [WI] Special Topics in Fashion Design 0.5-12.0 Credits
Provides study in fashion design on a special topic or on an experimental
basis. May be repeated for credit if topics vary. This is a writing intensive
course.
College/Department: Antoinette Westphal College of Media Arts Design
Repeat Status: Can be repeated multiple times for credit
Restrictions: Can enroll if classification is Junior or Senior.

FASH 466 Business of Fashion 3.0 Credits
Presents the following topics in seminar fashion merchandising, retail
distribution, interpreting consumer demand, merchandise assortment
planning, unit and inventory control and pricing, fashion marketing and
manufacturing, including the marketing process, components of the
fashion industry, market evaluation, demographic and psychological
factors, manufacturing components and processes, and case studies.
College/Department: Antoinette Westphal College of Media Arts Design
Repeat Status: Not repeatable for credit
Restrictions: Can enroll if major is FASH and classification is Senior.

FASH 467 Style and the Media 3.0 Credits
Fashion Journalism is reading and writing about all aspects of fashion,
including reporting, criticism and commentary about photography related
to fashion published in newspapers or magazines, displayed on websites,
aired on radio and/or TV. The style of the writers and also the aspects of
dress they found significant is examined.
College/Department: Antoinette Westphal College of Media Arts Design
Repeat Status: Not repeatable for credit

FASH 477 Fashion Design Seminar 3.0 Credits
Provides reading and discussion of pertinent topics of current concern in
the professional area of fashion design.
College/Department: Antoinette Westphal College of Media Arts Design
Repeat Status: Not repeatable for credit
Restrictions: Can enroll if classification is Junior or Senior.

FASH 491 Senior Problem in Fashion Design I 4.0 Credits
The second of a three-part series in which the student develops the
senior collection. Requires the student to demonstrate the synthesis of a
personal aesthetic and technical acumen.
College/Department: Antoinette Westphal College of Media Arts Design
Repeat Status: Not repeatable for credit
Restrictions: Can enroll if classification is Senior.
Prerequisites: FASH 352 [Min Grade: D]

FASH 492 Senior Problem in Fashion Design II 3.0 Credits
Requires completion of senior collection and presentation in student
fashion show.
College/Department: Antoinette Westphal College of Media Arts Design
Repeat Status: Not repeatable for credit
Restrictions: Cannot enroll if classification is Freshman
Prerequisites: FASH 491 [Min Grade: D]

Film Studies

Courses

FMST 101 Film History I: Emergence 3.0 Credits
This course covers the emergence and evolution of film narrative in the first half of the 20th Century, as well as the core concepts of film analysis that help us understand this process. We will focus on the artistic and institutional factors contributing to the rise and decline of Classical Hollywood Cinema.
College/Department: Antoinette Westphal College of Media Arts Design
Repeat Status: Not repeatable for credit

FMST 102 Film History II: New Waves 3.0 Credits
This course investigates the liberation of film aesthetics in the latter half of the 20th Century, and how filmmakers of this era redefined their medium. Particular emphasis is placed on the "new waves" of filmmaking in Western Europe and the "New Hollywood" revolution that soon followed.
College/Department: Antoinette Westphal College of Media Arts Design
Repeat Status: Not repeatable for credit
Prerequisites: FMST 101 [Min Grade: D]

FMST 103 Film History III: Trends 3.0 Credits
This course explores recent trends in domestic and international cinema, including the independent and multi-national filmmaking movements and ideologies that flourished around the turn of the 21st Century, as well as current developments in mainstream Hollywood cinema.
College/Department: Antoinette Westphal College of Media Arts Design
Repeat Status: Not repeatable for credit
Prerequisites: FMST 102 [Min Grade: D]

FMST 150 American Classic Cinema 3.0 Credits
This course explores the richness and variety of American Classic Cinema while instructing in the basic principles of cinematic storytelling.
College/Department: Antoinette Westphal College of Media Arts Design
Repeat Status: Not repeatable for credit

FMST 160 European Cinema 3.0 Credits
This course surveys European Cinema from the period immediately after World War I to the present and looks at the work of several different directors whose work is representative of some of the dominant trends that have influenced western cinema.
College/Department: Antoinette Westphal College of Media Arts Design
Repeat Status: Not repeatable for credit

FMST 245 Non-Western Cinema 3.0 Credits
This is a survey of what has come to be considered World Cinema that originated outside of Europe and the United States. This course examines films that are great works of cinema that express the culture from which they spring as well as the unique artistic sensibilities and idea of their directors.
College/Department: Antoinette Westphal College of Media Arts Design
Repeat Status: Not repeatable for credit

FMST 250 The Documentary Tradition 3.0 Credits
Involves intensive study of major documentary film and video works. Covers topics including propaganda, documentary's relationship to social reality, documentary aesthetics, and the problem of "thruth" in documentary.
College/Department: Antoinette Westphal College of Media Arts Design
Repeat Status: Not repeatable for credit

FMST 255 Hitchcock 3.0 Credits
A study of Hitchcock's use of cinematic techniques to tell complex, provactive stories.
College/Department: Antoinette Westphal College of Media Arts Design
Repeat Status: Not repeatable for credit

FMST 260 The Western 3.0 Credits
Explores the genre of the classic American Western. Students analyze a selection of Westerns to acquire an understanding of the human and cimematic values they embody.
College/Department: Antoinette Westphal College of Media Arts Design
Repeat Status: Not repeatable for credit

FMST 262 Film Comedy 3.0 Credits
Examines a broad selection of film comedies in search of principles that underlie successful film comedy.
College/Department: Antoinette Westphal College of Media Arts Design
Repeat Status: Not repeatable for credit

FMST 263 Rock - N - Roll Cinema 3.0 Credits
This class will explore the particularly close relationship between Rock and Roll and Cinema, focusing on the various impacts one has on the other.
College/Department: Antoinette Westphal College of Media Arts Design
Repeat Status: Not repeatable for credit

FMST 264 Russian Cinema 3.0 Credits
This course is an overview of Russian cinema of the 20th century.
College/Department: Antoinette Westphal College of Media Arts Design
Repeat Status: Not repeatable for credit

FMST 265 Special Topics in Cinema Studies 3.0 Credits
Examines a particular topic in cinema studies, such as national cinemas (e.g., Australian cinema), genres (e.g., film noir), particular filmmakers (e.g., Ingmar Bergman), or particular theoretical issues (e.g., film and social change). The course, but not the same topics, may be repeated for credit.
College/Department: Antoinette Westphal College of Media Arts Design
Repeat Status: Can be repeated multiple times for credit

FMST 266 The Cinematographer's Art 3.0 Credits
This course examines the craft and style of some of the greatest feature film cinematographers.
College/Department: Antoinette Westphal College of Media Arts Design
Repeat Status: Not repeatable for credit

FMST 304 Film Voice and Style 3.0 Credits
Imitation is the sincerest form of flattery; however, filmmakers also must develop their own unique voice and style. In this course students will undertake an in-depth study of a particular filmmaker, style, genre, or movement and submit a paper, film or project that will the summation of their research.
College/Department: Antoinette Westphal College of Media Arts Design
Repeat Status: Not repeatable for credit

FMST 340 French New Wave 3.0 Credits
This course screens films by all five members of the French New Wave movement and examines the works of others who both influenced these five men and were also part of the aesthetic development in France during this period.
College/Department: Antoinette Westphal College of Media Arts Design
Repeat Status: Not repeatable for credit

FMST 345 Italian Neo Realism 3.0 Credits
Students are exposed to Italian Neorealism, its historical connection to Italy's post WWII, its technique of realism and its influence on later Italian and international films.
College/Department: Antoinette Westphal College of Media Arts Design
Repeat Status: Not repeatable for credit

FMST 352 The Horror Film 3.0 Credits
This course reviews the history of the horror film and its various sub-genres and analyzes the methods employed in the most successful films. Students dissect the representation of evil and the impact these films have on culture.
College/Department: Antoinette Westphal College of Media Arts Design
Repeat Status: Not repeatable for credit

FMST 355 Contemporary Cinema 3.0 Credits
Students interpret and assess contemporary film in light of film history and aesthetics. Includes viewing and analysis of a different current film each week.
College/Department: Antoinette Westphal College of Media Arts Design
Repeat Status: Not repeatable for credit

Film & Video

Courses

FMVD 110 Basic Shooting and Lighting 3.0 Credits
An introduction to the basics of shooting and lighting for film and video production through demonstrations, lectures, screenings and hands-on use of digital video and still cameras and lighting equipment.
College/Department: Antoinette Westphal College of Media Arts Design
Repeat Status: Not repeatable for credit

FMVD 115 Basic Editing 3.0 Credits
Theoretical and practical principles of editing using a computer-controlled and post-production system utilizing sync sound film and video material. This class is a hands-on workshop. Screenings of excerpts from feature and short films are used to demonstrate editorial concepts.
College/Department: Antoinette Westphal College of Media Arts Design
Repeat Status: Not repeatable for credit

FMVD 120 Basic Sound 3.0 Credits
A thorough analysis of sound theory and practical applications to give students the tools to understand how sound can be successfully recorded, edited, sweetened and re-recorded (mixed) for film and video.
College/Department: Antoinette Westphal College of Media Arts Design
Repeat Status: Not repeatable for credit

FMVD 200 Acting for the Screen 3.0 Credits
This course examines the issues and techniques specific to acting for the camera. Through weekly workshops students address the limitations and relationships actors face in performing for the camera. The class explores various acting styles and schools of thought and involves extensive scene study and performance in a video setting.
College/Department: Antoinette Westphal College of Media Arts Design
Repeat Status: Not repeatable for credit

FMVD 202 Directing for the Screen 3.0 Credits
This course provides students with an understanding of the role of a director in film and television. Students focus on the development of comprehensive skills for directing technical personnel, exposure to directing styles, communicating with actors and cinematic choices.
College/Department: Antoinette Westphal College of Media Arts Design
Repeat Status: Not repeatable for credit

FMVD 206 Audio Production and Post 3.0 Credits
This course is an introduction to the creation and manipulation, of digital audio files. It is geared towards the Digital Media student, with respect to applying soundtrack elements to their images. Topics will include recording dialog, location sound recording, sound effects design, music editing, and multi-track mixing.
College/Department: Antoinette Westphal College of Media Arts Design
Repeat Status: Not repeatable for credit
Restrictions: Can enroll if major is DIGM.

FMVD 207 Location Sound Recording 3.0 Credits
This course will focus on training students to record quality sound for films in any location.
College/Department: Antoinette Westphal College of Media Arts Design
Repeat Status: Not repeatable for credit
Prerequisites: FMVD 110 [Min Grade: D] and FMVD 115 [Min Grade: D] and FMVD 120 [Min Grade: D]

FMVD 210 Documentary Video Production 3.0 Credits
Builds on the knowledge of cinematic language and basic production technique learned in FMVD 105. Students become familiar with documentary shooting and editing strategies and produce final documentary projects.
College/Department: Antoinette Westphal College of Media Arts Design
Repeat Status: Not repeatable for credit
Restrictions: Cannot enroll if classification is Freshman
Prerequisites: FMVD 110 [Min Grade: D]

FMVD 215 Narrative Video Production 3.0 Credits
This course is designed to build upon the basic skills learned in Shooting and Lighting, Sound & Editing and to develop an understanding of additional production and post-production technologies. Increased emphasis is placed upon the ability of the student to use the resources of the medium in a professional manner.
College/Department: Antoinette Westphal College of Media Arts Design
Repeat Status: Not repeatable for credit
Restrictions: Cannot enroll if classification is Freshman
Prerequisites: FMVD 110 [Min Grade: D] and FMVD 115 [Min Grade: D] and FMVD 120 [Min Grade: D]

FMVD 218 Intermediate Cinematography 3.0 Credits
This course provides advanced focus in cinematic concepts and techniques and their their use in electronic filmmaking.
College/Department: Antoinette Westphal College of Media Arts Design
Repeat Status: Not repeatable for credit
Prerequisites: FMVD 110 [Min Grade: D] and FMVD 115 [Min Grade: D] and FMVD 120 [Min Grade: D]

FMVD 220 Experimental Video Production 3.0 Credits
This course explores experimental theses and techniques in video. Self discovery, working through a process, and developing varied strategies are part of each student's journey that culminates in a finished experimental film.
College/Department: Antoinette Westphal College of Media Arts Design
Repeat Status: Not repeatable for credit
Prerequisites: FMVD 110 [Min Grade: D] and FMVD 115 [Min Grade: D] and FMVD 120 [Min Grade: D]

FMVD 235 Intermediate Lighting 3.0 Credits
Emphasizes learning to model figures and shape scenery with light for film and video production. Covers methods of creating mood and atmosphere through light appropriate to the story of a particular film or video.
College/Department: Antoinette Westphal College of Media Arts Design
Repeat Status: Not repeatable for credit
Restrictions: Cannot enroll if classification is Freshman
Prerequisites: FMVD 105 [Min Grade: D] or FMVD 110 [Min Grade: D]

FMVD 237 Intermediate Editing 3.0 Credits
This course will give a basic overview of film & video editing history & aesthetics as well as advanced Final Cut Pro (FCP) techniques.
College/Department: Antoinette Westphal College of Media Arts Design
Repeat Status: Not repeatable for credit
Prerequisites: FMVD 110 [Min Grade: D] and FMVD 115 [Min Grade: D] and FMVD 120 [Min Grade: D]

FMVD 242 Film Production Design 3.0 Credits
This course is designed to instruct in the techniques and methods of designing a set for film and television.
College/Department: Antoinette Westphal College of Media Arts Design
Repeat Status: Not repeatable for credit

FMVD 286 Producing for Features 3.0 Credits
Producing will cover all aspects associated with producing a feature film in both the Hollywood and Independent arenas.
College/Department: Antoinette Westphal College of Media Arts Design
Repeat Status: Not repeatable for credit

FMVD 291 Film and Video Internship 0.5-3.0 Credits
The student does a non-paying internship in the field of film and video for academic credit, working a minimum of 100 hours in a 10-week term for 3 credits. The student provides an initial informational sheet on the internship and submits a final paper on the experience. May be repeated for credit. The first time the course may be taken for 3 credits. After that, the course may be repeated, but for 1 credit each time. Department permission required.
College/Department: Antoinette Westphal College of Media Arts Design
Repeat Status: Can be repeated multiple times for credit
Restrictions: Can enroll if major is FMVD.

FMVD 295 Hollywood 101 3.0 Credits
This course will present an overview of how the business of Hollywood is really done. We'll examine the role of producers, agents, managers, entertainment attorneys, publicists, and studio and network executives.
College/Department: Antoinette Westphal College of Media Arts Design
Repeat Status: Not repeatable for credit
Restrictions: Can enroll if major is EAM or major is FMVD or major is SCRP.

FMVD 305 Special Effects Make-up 3.0 Credits
Introduction to the materials and techniques used in the creation of a character or special effects make-up for film and video. Through demonstrations and hands-on projects, students learn the basics of cosmetic application and more specialized techniques.
College/Department: Antoinette Westphal College of Media Arts Design
Repeat Status: Not repeatable for credit

FMVD 307 Cutting Trailers 3.0 Credits
View, analyze and produce theotrical trailers and promos, as well as study the marketing methods that drive these productions. The history of trailers will also be studied.
College/Department: Antoinette Westphal College of Media Arts Design
Repeat Status: Not repeatable for credit
Prerequisites: FMVD 237 [Min Grade: D]

FMVD 310 Camera Operators Workshop 3.0 Credits
A hands-on introduction to the role of the camera operator in filmmaking.
College/Department: Antoinette Westphal College of Media Arts Design
Repeat Status: Not repeatable for credit
Restrictions: Can enroll if major is FMVD.
Prerequisites: FMVD 110 [Min Grade: D] and FMVD 115 [Min Grade: D] and FMVD 120 [Min Grade: D]

FMVD 315 Audio Post Production 3.0 Credits
Sound Post-Production is a workshop that allows students to thoroughly focus on the audio portion of editing. In this course, the individual components of sound design are presented and students in order to understand how all the components work together to form a solid soundtrack.
College/Department: Antoinette Westphal College of Media Arts Design
Repeat Status: Not repeatable for credit
Prerequisites: FMVD 110 [Min Grade: D] and FMVD 115 [Min Grade: D] and FMVD 120 [Min Grade: D]

FMVD 317 Directing the Score 3.0 Credits
This course will provide the filmmaker student with the communication tools to direct a film score composer.
College/Department: Antoinette Westphal College of Media Arts Design
Repeat Status: Not repeatable for credit
Prerequisites: FMVD 110 [Min Grade: D] and FMVD 115 [Min Grade: D] and FMVD 120 [Min Grade: D]

FMVD 320 Steadicam Workshop 3.0 Credits
A hands-on introduction to the use of the Steadicam as a creative production tool. The course will cover basic theory of operation and setup of the Steadicam with various cameras.
College/Department: Antoinette Westphal College of Media Arts Design
Repeat Status: Not repeatable for credit
Prerequisites: FMVD 230 [Min Grade: D]

FMVD 322 Production Workshop I 3.0 Credits
The first of a two-course sequence in which students produce a film or video project.
College/Department: Antoinette Westphal College of Media Arts Design
Repeat Status: Can be repeated multiple times for credit
Restrictions: Cannot enroll if classification is Freshman
Prerequisites: FMVD 210 [Min Grade: D] or FMVD 215 [Min Grade: D]

FMVD 323 Production Workshop II 3.0 Credits
The second of a two-course sequence in which students produce a film or video project.
College/Department: Antoinette Westphal College of Media Arts Design
Repeat Status: Can be repeated multiple times for credit
Prerequisites: FMVD 322 [Min Grade: D]

FMVD 325 Stop Motion Animation 3.0 Credits
This course will explore the technique and expressive possibilities of traditional Stop Motion Animation. Students will learn to shoot objects or models one frame at a time to create the illusion of movement and life.
College/Department: Antoinette Westphal College of Media Arts Design
Repeat Status: Not repeatable for credit
Prerequisites: FMVD 110 [Min Grade: D] and FMVD 115 [Min Grade: D] and FMVD 120 [Min Grade: D]

FMVD 327 Advanced Lighting 3.0 Credits
This course expands upon lighting techniques taught in FMVD 235, Basic Lighting.
College/Department: Antoinette Westphal College of Media Arts Design
Repeat Status: Not repeatable for credit
Prerequisites: FMVD 235 [Min Grade: D]

FMVD 328 New Technologies in Film 3.0 Credits
This is a hands-on course that instructs in the use of emerging technologies in the film industry.
College/Department: Antoinette Westphal College of Media Arts Design
Repeat Status: Not repeatable for credit
Restrictions: Can enroll if major is FMVD or major is TELE.
Prerequisites: FMVD 110 [Min Grade: D] and FMVD 115 [Min Grade: D] and FMVD 120 [Min Grade: D]

FMVD 332 Advanced Film 3.0 Credits
This course is designed to further broaden the skills developed in Basic Filmmaking. Students shoot synch-sound, 16 mm films and have the option of working in color. A fine cut of the final project is due at the end of the term.
College/Department: Antoinette Westphal College of Media Arts Design
Repeat Status: Not repeatable for credit
Prerequisites: FMVD 230 [Min Grade: D]

FMVD 335 The 16mm Film Project 3.0 Credits
This course will further broaden the skills developed in FMVD 332 - Advanced Film Production and provide students the opportunity to complete a short 16mm film to the fine cut stage by the end of the term.
College/Department: Antoinette Westphal College of Media Arts Design
Repeat Status: Not repeatable for credit
Prerequisites: FMVD 332 [Min Grade: D]

FMVD 341 Creating Credits and Opticals 3.0 Credits
This course is designed to present a "real world" introduction to creating open and close title sequences for film and television.
College/Department: Antoinette Westphal College of Media Arts Design
Repeat Status: Not repeatable for credit
Prerequisites: FMVD 237 [Min Grade: D]

FMVD 344 Music Video Production 3.0 Credits
This course will study the history of Music Videos. Students will then develop and produce videos for artists represented by MAD DRAGON RECORDS.
College/Department: Antoinette Westphal College of Media Arts Design
Repeat Status: Not repeatable for credit

FMVD 365 Special Topics in Production 3.0 Credits
Focuses on a particular aspect of film and video production, such as cinematography, directing, or editing. The course may be repeated for credit if topics vary.
College/Department: Antoinette Westphal College of Media Arts Design
Repeat Status: Can be repeated multiple times for credit
Restrictions: Cannot enroll if classification is Freshman
Prerequisites: FMVD 105 [Min Grade: D] or FMVD 110 [Min Grade: D]

FMVD 399 Independent Project in Film and Video 0.5-12.0 Credits
Students plan and produce a project in the area of film and video with faculty supervision. May be repeated for credit. Department permission required.
College/Department: Antoinette Westphal College of Media Arts Design
Repeat Status: Can be repeated multiple times for credit
Restrictions: Can enroll if major is FMVD.
Cannot enroll if classification is Freshman

FMVD 400 Advanced Directing 3.0 Credits
This hands-on class explores the communication between actors and directors in the film industry. In a workshop setting, using professional actors, students work on scenes rotating as directors.
College/Department: Antoinette Westphal College of Media Arts Design
Repeat Status: Not repeatable for credit
Prerequisites: FMVD 202 [Min Grade: D]

FMVD 415 Advanced Editing 3.0 Credits
This course builds upon the basic skills taught in Editing, FMVD 115. Students advance towards editing larger scale productions, focusing on aesthetics as well as challenges to specific types of projects, advanced techniques and software.
College/Department: Antoinette Westphal College of Media Arts Design
Repeat Status: Not repeatable for credit
Restrictions: Can enroll if major is FMVD and classification is Senior.

FMVD 420 Advanced Audio Post-Production 3.0 Credits
This course is designed to provide the student with an advanced understanding of the techniques and practices of the sound designer, sound editor, dialogue editor, sound effects editor, music editor, and re-recording mixer for film and television.
College/Department: Antoinette Westphal College of Media Arts Design
Repeat Status: Not repeatable for credit
Prerequisites: FMVD 315 [Min Grade: D]

FMVD 430 Advanced Cinematography 3.0 Credits
This course provides students with exposure to the principles of advanced cinematography and videography both in theory and practical experiences.
College/Department: Antoinette Westphal College of Media Arts Design
Repeat Status: Not repeatable for credit
Prerequisites: FMVD 230 [Min Grade: D]

FMVD 465 Special Topics in Film and Video 3.0 Credits
Covers special topics in the area of film and video. May be repeated for credit if topics vary.
College/Department: Antoinette Westphal College of Media Arts Design
Repeat Status: Can be repeated multiple times for credit
Restrictions: Cannot enroll if classification is Freshman
Prerequisites: FMVD 105 [Min Grade: D] or FMVD 110 [Min Grade: D]

FMVD 490 Directed Studies in Film and Video 0.5-12.0 Credits
Students undertake specified studies in the field of film and video with faculty supervision. May be repeated for credit. Department permission required.
College/Department: Antoinette Westphal College of Media Arts Design
Repeat Status: Can be repeated multiple times for credit
Restrictions: Cannot enroll if classification is Freshman

FMVD 495 Senior Project in Film and Video 3.0 Credits
The student plans and produces a long-term project during the senior year with faculty supervision. The project is expected to integrate the academic and practical knowledge the student has acquired in the area of film and video.
College/Department: Antoinette Westphal College of Media Arts Design
Repeat Status: Can be repeated 3 times for 9 credits
Restrictions: Can enroll if major is FMVD and classification is Junior or Senior.
Prerequisites: FMVD 323 [Min Grade: D]

Game Art & Production

Courses

GMAP 260 Overview of Computer Gaming 3.0 Credits
This course presents an overview of computer gaming, including its history, its foundation in traditional games and its contemporary forms. The relationship among genres, platforms and audiences are examined and critical evaluation skills are developed.
College/Department: Antoinette Westphal College of Media Arts Design
Repeat Status: Not repeatable for credit
Restrictions: Cannot enroll if classification is Freshman

GMAP 345 Game Development Foundations 3.0 Credits
This course introduces students to the computer game design process. Students also learn how the individual skills of modeling, animation, scripting, interface design and storytelling are coordinated to produce interactive media experiences.
College/Department: Antoinette Westphal College of Media Arts Design
Repeat Status: Not repeatable for credit
Prerequisites: (ANIM 141 [Min Grade: D] or DIGM 141 [Min Grade: D] or CS 265 [Min Grade: D]) and (DIGM 260 [Min Grade: D] or GMAP 260 [Min Grade: D])

GMAP 347 Serious Games 3.0 Credits
This course explores development of games for education. Goals include understanding and appreciating the psychology of play and the principles of game design in developing educational games.
College/Department: Antoinette Westphal College of Media Arts Design
Repeat Status: Not repeatable for credit
Prerequisites: GMAP 378 [Min Grade: D]

GMAP 348 Experimental Games 3.0 Credits
This course explores new ideas and innovative gameplay through constraints of team size and shortened development cycles.
College/Department: Antoinette Westphal College of Media Arts Design
Repeat Status: Not repeatable for credit
Prerequisites: GMAP 377 [Min Grade: D]

GMAP 367 Character Animation for Gaming 3.0 Credits
This course focuses on character animation techniques for real-time graphics, including cyclical animations, procedural animation, motion capture and integration into game engines.
College/Department: Antoinette Westphal College of Media Arts Design
Repeat Status: Not repeatable for credit
Prerequisites: ANIM 212 [Min Grade: D] and GMAP 345 [Min Grade: D]

GMAP 368 Artificial Intelligence in Gaming 3.0 Credits
This course teaches the use and integration of state machines into game engines, as well as other methods for creating and controlling Non Player Characters (NPCs).
College/Department: Antoinette Westphal College of Media Arts Design
Repeat Status: Not repeatable for credit
Prerequisites: GMAP 345 [Min Grade: D] and CS 172 [Min Grade: D]

GMAP 369 Mobile Game Development 3.0 Credits
This course explores development of games for mbile platforms.
Specifically addressed will be platform issues such as processor speed,
screen resolution, user interface and memory.
College/Department: Antoinette Westphal College of Media Arts Design
Repeat Status: Not repeatable for credit
Prerequisites: GMAP 377 [Min Grade: D]

GMAP 377 Game Development: Workshop I 3.0 Credits
This course examines the roles of the executive producer and the
development team in taking a computer game from concept to design
document through production. Students will work in small teams to
research andplan a production effort that results in a pre-production
prototype.
College/Department: Antoinette Westphal College of Media Arts Design
Repeat Status: Not repeatable for credit
Prerequisites: GMAP 345 [Min Grade: D] or DIGM 345 [Min Grade: D]

GMAP 378 Game Development: Workshop II 3.0 Credits
This course provides an environment in which the pre-production of
GMAP 377 Game Development: Workshop I can be taken through a
full production effort. Students work in small teams to bring a selected
prototype to completion.
College/Department: Antoinette Westphal College of Media Arts Design
Repeat Status: Not repeatable for credit
Prerequisites: GMAP 377 [Min Grade: D] or DIGM 361 [Min Grade: D]

**GMAP 399 Independent Project in Game Art and Production 0.5-12.0
Credits**
Supervised planning and execution of a project in the area of Game Art
and Production.
College/Department: Antoinette Westphal College of Media Arts Design
Repeat Status: Can be repeated multiple times for credit
Restrictions: Cannot enroll if classification is Freshman

GMAP 421 Advanced Game Art Production 3.0 Credits
This course will step through the various modules of game engines,
enabling students to gain access to real-time shaders and materials,
particle systems and animation techniques.
College/Department: Antoinette Westphal College of Media Arts Design
Repeat Status: Not repeatable for credit
Prerequisites: GMAP 377 [Min Grade: D]

GMAP 465 Special Topics in Game Production 3.0 Credits
Addresses current topics in Game Art and Production. May be repeated
for credit if topics vary.
College/Department: Antoinette Westphal College of Media Arts Design
Repeat Status: Can be repeated multiple times for credit
Restrictions: Cannot enroll if classification is Freshman

Interior Design

Courses

INTR 150 Issues of the Interior Environment 3.0 Credits
Introduces the interior design discipline. Uses lectures, guest speakers,
discussions, and assignments to examine topical issues of the profession,
teach professional responsibilities, and develop an understanding of the
history and organization of the interior design profession.
College/Department: Antoinette Westphal College of Media Arts Design
Repeat Status: Not repeatable for credit

INTR 160 Visualization I: Computer Imaging 3.0 Credits
An introductory course that explores the use of proprietary computer
applications for communications and the preparation of visual materials
in Interior Design. The course introduces and reinforces classic design
principles for expert visual communication of ideas through digital
techniques from an Interior Design perspective.
College/Department: Antoinette Westphal College of Media Arts Design
Repeat Status: Not repeatable for credit
Restrictions: Can enroll if major is INTR.

INTR 200 History of Modern Architecture and Interiors 3.0 Credits
Covers development of modern architecture and interiors in the 19th and
20th centuries. Develops a vocabulary for discussing architecture; an
understanding of how various factors affect design; and a familiarity with
names, movements, and buildings that are part of historical development.
College/Department: Antoinette Westphal College of Media Arts Design
Repeat Status: Not repeatable for credit

INTR 211 Textiles for Interiors 3.0 Credits
This course is a comprehensive introduction to textiles and their use in the
interior design profession.
College/Department: Antoinette Westphal College of Media Arts Design
Repeat Status: Not repeatable for credit
Restrictions: Cannot enroll if classification is Freshman

INTR 220 Visualization II: Orthographic 3.0 Credits
This course explores design communication skills through hand drawing
and model building exercises. Orthographic drawing skills are developed
through investigation of plan, section, elevation and three dimensional
drawings.
College/Department: Antoinette Westphal College of Media Arts Design
Repeat Status: Not repeatable for credit
Restrictions: Can enroll if major is INTR.

INTR 225 Environmental Design Theory 3.0 Credits
This course introduces design students to the relationship between
people and the build environment. Understanding how people perceive,
interact with, and are affected by their surroundings through readings and
design exercieses make evident the significance of the psychological,
pyshicological, social and cultural concepts of environmental behavior as
an integral part of the designed environment.
College/Department: Antoinette Westphal College of Media Arts Design
Repeat Status: Not repeatable for credit
Restrictions: Cannot enroll if classification is Freshman

INTR 231 Structure 4.0 Credits
Investigates structure as an organizing principle in design by man and nature. Explores the basic objective and subjective relationships between form and function. Includes professionally juried presentations.
College/Department: Antoinette Westphal College of Media Arts Design
Repeat Status: Not repeatable for credit
Restrictions: Cannot enroll if classification is Freshman
Prerequisites: VSST 103 [Min Grade: C-] or VSST 106 [Min Grade: C-]

INTR 232 Interior Studio I 4.0 Credits
Primary spatial course. Involves conscious recognition of the manipulability of space or spaces within a given volume and small-scale environmental orientation. Includes professionally juried presentations.
College/Department: Antoinette Westphal College of Media Arts Design
Repeat Status: Not repeatable for credit
Restrictions: Cannot enroll if classification is Freshman
Prerequisites: INTR 231 [Min Grade: C-]

INTR 233 Interior Studio II 4.0 Credits
Covers diagramming program requirements, designing for complex spatial requirements with an awareness of building systems (e.g., partitions, heating/ventilating/cooling, lighting), and furniture. Includes professionally juried presentations.
College/Department: Antoinette Westphal College of Media Arts Design
Repeat Status: Not repeatable for credit
Restrictions: Cannot enroll if classification is Freshman
Prerequisites: INTR 232 [Min Grade: C-]

INTR 241 Visualization III: Digital 3.0 Credits
An intensive introduction to two and three dimensional drawing and visualization through the computer. This course explores orthographic and perspective drawing conventions and techniques from a digital perspective.
College/Department: Antoinette Westphal College of Media Arts Design
Repeat Status: Not repeatable for credit
Restrictions: Cannot enroll if classification is Freshman
Prerequisites: INTR 231 [Min Grade: C-]

INTR 245 Visualization IV: 3D Modeling 3.0 Credits
An intensive introduction to advanced modeling and rendering software. Students will explore lighting, materiality, advanced form and spatial experience through realistic three-dimensional digital models.
College/Department: Antoinette Westphal College of Media Arts Design
Repeat Status: Not repeatable for credit
Restrictions: Cannot enroll if classification is Freshman
Prerequisites: INTR 241 [Min Grade: D]

INTR 250 Interior Materials 3.0 Credits
Introduces basic construction materials and how they may be used successfully by the interior designer. Includes sample materials, visual aids, and guest speakers.
College/Department: Antoinette Westphal College of Media Arts Design
Repeat Status: Not repeatable for credit
Restrictions: Cannot enroll if classification is Freshman

INTR 300 [WI] Visual Culture: Interiors 3.0 Credits
Visual Culture: Interiors addresses the interior environment by studying the role history, economics, culture, materials and technological developments, impact decisions made by designers on interior spaces. While comparing historical context with specific knowledge, this course will enable the student to be a more articulate designer by a comprehensive examination of the interiors. This is a writing intensive course.
College/Department: Antoinette Westphal College of Media Arts Design
Repeat Status: Not repeatable for credit
Restrictions: Cannot enroll if classification is Freshman

INTR 305 [WI] Visual Culture: Furniture 3.0 Credits
An overview of furniture in relationship to interiors, and its influences reaching from the roots of antiquity to the impact of technology in today's products. It is the study of artifacts from various time periods and cultures in relation to social and political developments, life and work styles, visual arts, and economic influences.
College/Department: Antoinette Westphal College of Media Arts Design
Repeat Status: Not repeatable for credit

INTR 310 Sustainability: History, Theory and Critic 3.0 Credits
Course examines the meaning and implications of sustainable design to develop an informed interpretation and working assessment of this movement. Concepts and methodologies are explored through assigned readings, class discussion, feild trips and team research.
College/Department: Antoinette Westphal College of Media Arts Design
Repeat Status: Not repeatable for credit
Restrictions: Cannot enroll if classification is Freshman

INTR 331 Residential Design Studio 4.0 Credits
Provides experience with extensive real space. Emphasizes recognizing its aesthetic quality and maximizing its potential to meet the requirements of the inhabitants, by stylistic quality and elaboration in the selection and application of furniture finishes and accessories. Includes professionally juried presentations.
College/Department: Antoinette Westphal College of Media Arts Design
Repeat Status: Not repeatable for credit
Restrictions: Cannot enroll if classification is Freshman
Prerequisites: INTR 233 [Min Grade: C-]

INTR 341 Visualization V: Methods 3.0 Credits
An advanced course in visualization for Interior Design. Hybrid representation strategies and specialized topics in digital and hand rendering will be covered.
College/Department: Antoinette Westphal College of Media Arts Design
Repeat Status: Not repeatable for credit
Prerequisites: INTR 245 [Min Grade: D]

INTR 350 Interior Detailing 3.0 Credits
Covers basic considerations of interior construction and detailing and their application.
College/Department: Antoinette Westphal College of Media Arts Design
Repeat Status: Not repeatable for credit
Prerequisites: INTR 250 [Min Grade: D] and INTR 233 [Min Grade: C-]

INTR 351 Interior Lighting 3.0 Credits
This course analyzes human needs and the perceptual responses of both general and special populations. It introduces the lighting design theory and principles and explores methods of creating mood and atmosphere with light. It develops vocabulary, documentation methods and understanding of energy conservation, lighting standards, and safety.
College/Department: Antoinette Westphal College of Media Arts Design
Repeat Status: Not repeatable for credit
Prerequisites: INTR 350 [Min Grade: D]

INTR 399 Independent Study In Interior Design 0.5-12.0 Credits
Provides individualized study in interior design in a specialized area. May be repeated for credit. Department permission required.
College/Department: Antoinette Westphal College of Media Arts Design
Repeat Status: Can be repeated multiple times for credit
Restrictions: Can enroll if classification is Junior or Senior.

INTR 410 Collaborative Research in Sustainability 3.0 Credits
This cumulative course is the advanced students' opportunity to participate in a collaborative, interdisciplinary team in which the students will be applying sustainable technical and conceptual education in the context of 3rd party competitions, internally defined design challenges or applied research.
College/Department: Antoinette Westphal College of Media Arts Design
Repeat Status: Not repeatable for credit
Restrictions: Cannot enroll if classification is Freshman or Sophomore
Prerequisites: ARCH 320 [Min Grade: C-]

INTR 430 Commercial Design Studio 4.0 Credits
Covers design of institutional-commercial interiors, including space planning, selection of materials and furnishings toward a synthesized environment, and development of specifications. Includes professionally juried presentations.
College/Department: Antoinette Westphal College of Media Arts Design
Repeat Status: Not repeatable for credit
Restrictions: Can enroll if classification is Junior or Senior.
Prerequisites: INTR 331 [Min Grade: C-]

INTR 435 Topical Issues Studio 4.0 Credits
Investigates topical issues reflective of physical, social, cultural, and psychological needs, addressing special user groups or purposes. Studio.
College/Department: Antoinette Westphal College of Media Arts Design
Repeat Status: Not repeatable for credit
Restrictions: Cannot enroll if classification is Freshman
Prerequisites: INTR 331 [Min Grade: D]

INTR 441 Furniture Design 4.0 Credits
Covers design of environmental elements, simultaneous concerns with craftsmanship and the application of materials to ideas, and development of prototypes.
College/Department: Antoinette Westphal College of Media Arts Design
Repeat Status: Not repeatable for credit
Restrictions: Can enroll if classification is Junior or Senior.
Prerequisites: VSST 203 [Min Grade: D]

INTR 442 Hospitality Design Studio 4.0 Credits
Covers design of commercial hospitality interiors, including spatial layout, custom furnishings, lighting, selection of materials, and code requirements. Includes professionally juried presentations.
College/Department: Antoinette Westphal College of Media Arts Design
Repeat Status: Not repeatable for credit
Restrictions: Can enroll if major is INTR.
Prerequisites: INTR 430 [Min Grade: C-]

INTR 445 Contract Documentation for Interior Design 3.0 Credits
Provides an understanding of the basic procedures and techniques for the development of construction drawings and furniture documentation. Requires students to use case studies to produce a set of drawings representative of current interior design industry standards.
College/Department: Antoinette Westphal College of Media Arts Design
Repeat Status: Not repeatable for credit
Restrictions: Can enroll if classification is Junior or Senior.
Prerequisites: INTR 245 [Min Grade: D] and INTR 430 [Min Grade: C-]

INTR 450 [WI] Professional Practice 3.0 Credits
Surveys contemporary business methods, practices, and procedures in the operation of a design firm, including legal and ethical implications. Examines these practices through case studies and lectures by design professionals. This is a writing intensive course.
College/Department: Antoinette Westphal College of Media Arts Design
Repeat Status: Not repeatable for credit
Restrictions: Can enroll if classification is Junior or Senior.
Prerequisites: INTR 331 [Min Grade: C-]

INTR 451 Interior Systems 3.0 Credits
Introduces building systems, mechanical, electrical, ceiling and furniture systems, and their effect on the interior environment. Includes visual aids and guest speakers.
College/Department: Antoinette Westphal College of Media Arts Design
Repeat Status: Not repeatable for credit
Restrictions: Can enroll if classification is Junior or Senior.
Prerequisites: INTR 350 [Min Grade: D]
Corequisite: INTR 430

INTR 465 Special Topics in Interior Design 1.0-12.0 Credit
Provides study in interior design on a special topic or on an experimental basis. May be repeated for credit if topics vary.
College/Department: Antoinette Westphal College of Media Arts Design
Repeat Status: Can be repeated multiple times for credit
Restrictions: Can enroll if classification is Junior or Senior.

INTR 470 Competition Studio 3.0 Credits
Competition opportunities from regional to international from professional to philanthropic allow for investigations of diverse contemporary issues surrounding the built environment. Students work under direction of a faculty member(s) to discuss, explore and develop solutions for entry into noteworthy competitions.
College/Department: Antoinette Westphal College of Media Arts Design
Repeat Status: Can be repeated 1 times for 6 credits
Restrictions: Can enroll if classification is Junior or Senior.

INTR 491 Senior Project I 3.0 Credits
Part one of the 3-term senior project where students develop a capstone independent design project from concept, research and programming to complete design development.
College/Department: Antoinette Westphal College of Media Arts Design
Repeat Status: Not repeatable for credit
Restrictions: Can enroll if major is INTR.
Prerequisites: INTR 430 [Min Grade: C-]

INTR 492 Senior Project II 3.0 Credits
Part two of the 3-term senior project where students develop a capstone independent design project from concept, research and programming to complete design development.
College/Department: Antoinette Westphal College of Media Arts Design
Repeat Status: Not repeatable for credit
Restrictions: Can enroll if major is INTR.
Prerequisites: INTR 491 [Min Grade: C-]

INTR 493 Senior Project III 3.0 Credits
Part three of the 3-term senior project where students develop a capstone independent design project from concept, research and programming to complete design development.
College/Department: Antoinette Westphal College of Media Arts Design
Repeat Status: Not repeatable for credit
Restrictions: Can enroll if major is INTR.
Prerequisites: INTR 492 [Min Grade: C-]

INTR 496 Interior Design Investigations 3.0 Credits
Requires an exploratory design project to be initiated and researched by the student under guidance of a selected resource person. Includes professionally juried presentation.
College/Department: Antoinette Westphal College of Media Arts Design
Repeat Status: Not repeatable for credit
Restrictions: Can enroll if classification is Junior or Senior.

Music Industry Program

Courses

MIP 131 History of the Music Industry 3.0 Credits
This course teaches the students the background of the recording industry, including technologies, social and political events that shaped the industry to the present.
College/Department: Antoinette Westphal College of Media Arts Design
Repeat Status: Not repeatable for credit
Restrictions: Can enroll if major is MUSI.

MIP 133 Computer and Digital Applications I 3.0 Credits
The main objective of this course is to develop an understanding of MIDI, sequencing, and digital audio in the Apple Logic platform, through the integration of in-class demonstrations, lectures, and hands-on projects and activities.
College/Department: Antoinette Westphal College of Media Arts Design
Repeat Status: Not repeatable for credit
Restrictions: Can enroll if major is MUSI.

MIP 161 Copyrights in the Music Industry 3.0 Credits
This course is an in-depth exploration of what, how, when and where intellectual property exists in the music industry, with a particular emphasis on the role that copyrights play.
College/Department: Antoinette Westphal College of Media Arts Design
Repeat Status: Not repeatable for credit
Restrictions: Can enroll if major is MUSI.

MIP 170 Radio Management 3.0 Credits
Students learn about the growth and development of radio through the 20th century to today, including current challenges and new technologies, programming and marketing techniques, payola, organizational structure, corporate consolidation, the F.C.C., podcasting, satellite, and internet radio. Students also create their own radio stations and formats.
College/Department: Antoinette Westphal College of Media Arts Design
Repeat Status: Not repeatable for credit

MIP 179 Music Recording I 3.0 Credits
Introduces the art of sound recording, including fundamentals of sound, microphone placement, acoustic environment, and recording equipment specifications and usage.
College/Department: Antoinette Westphal College of Media Arts Design
Repeat Status: Not repeatable for credit
Restrictions: Can enroll if major is MUSI.
Corequisite: MIP 227

MIP 227 Listening Techniques in Music 1.0 Credit
Students will develop critical listening skills needed for all aspects of music production. Dynamic range, harmonic timbre and frequency detection are stressed.
College/Department: Antoinette Westphal College of Media Arts Design
Repeat Status: Not repeatable for credit
Restrictions: Can enroll if major is MUSI.
Corequisite: MIP 179

MIP 233 Computer and Digital Applications II 3.0 Credits
This course covers recording, editing, and mixing music using professional digital audio equipment. Students are required to complete individual projects exploring these areas.
College/Department: Antoinette Westphal College of Media Arts Design
Repeat Status: Not repeatable for credit
Restrictions: Can enroll if major is MUSI.
Prerequisites: MIP 133 [Min Grade: D]

MIP 239 Survey of Modern Production Techniques 2.0 Credits
This class listens to various pop, R & B, and rock recordings from the 1960's to the present and discusses the production techniques used to make them.
College/Department: Antoinette Westphal College of Media Arts Design
Repeat Status: Not repeatable for credit
Restrictions: Can enroll if major is MUSI.

MIP 262 Trademarks and Patents in the Music Industry 3.0 Credits
This course is an in-depth continuation of the exploration of what, how, when and where intellectual property exists in the music industry, with a further emphasis on the use of trademarks and patents in the music and music software industries.
College/Department: Antoinette Westphal College of Media Arts Design
Repeat Status: Not repeatable for credit
Restrictions: Can enroll if major is MUSI.

MIP 263 Media Promotion 3.0 Credits
Students learn about the procedures and mechanisms used to promote music and music-related content through various media forms, primarily radio and video, and through any new media forms recently or futuristically discovered.
College/Department: Antoinette Westphal College of Media Arts Design
Repeat Status: Not repeatable for credit
Restrictions: Can enroll if major is EAM or major is MUSI.
Prerequisites: MIP 170 [Min Grade: D]

MIP 271 The Recording Industry I 3.0 Credits
This course teaches the students the fundamentals of the structure and function of the recording industry. It is a comprehensive exploration of the structure and function of the professionals in the recording industry with relation to: major labels, independent labels, and production companies with an analysis of those entities.
College/Department: Antoinette Westphal College of Media Arts Design
Repeat Status: Not repeatable for credit
Restrictions: Can enroll if major is MUSI.
Prerequisites: MIP 161 [Min Grade: D]

MIP 272 The Recording Industry II 3.0 Credits
This course is a continuation of the recording industry principles learned in MIP 271.
College/Department: Antoinette Westphal College of Media Arts Design
Repeat Status: Not repeatable for credit
Restrictions: Can enroll if major is MUSI.
Prerequisites: MIP 271 [Min Grade: D]

MIP 279 Music Recording II 3.0 Credits
Basic music recording techniques are demonstrated with in concentration toward session work-flow and signal-flow. Requires students to create several broadcast-quality recordings, including editing and mix-down of the final master.
College/Department: Antoinette Westphal College of Media Arts Design
Repeat Status: Not repeatable for credit
Restrictions: Can enroll if major is MUSI.
Cannot enroll if classification is Freshman
Prerequisites: MIP 179 [Min Grade: D]

MIP 311 Artists and Repertoire in the Music Industry I 4.0 Credits
Educates students in the art of selecting recording artists for a recording label's artist roster. It analyzes target demographics for the label, genre specificity, A&R administration processes and takes the student through the myriad duties performed by an A&R executive in the recording industry.
College/Department: Antoinette Westphal College of Media Arts Design
Repeat Status: Not repeatable for credit
Restrictions: Can enroll if major is MUSI.

MIP 312 Artists and Repertoire in the Music Industry II 4.0 Credits
This course teaches the art of selecting recording artists for a recording label's artist roster. This student in this course work directly with A&M/ Octone Records executive David Boxenbaum, to search and present artists to consider signing to the label. The class engages in weekly conference calls and presentations to Mr Boxenbaum and the staff.
College/Department: Antoinette Westphal College of Media Arts Design
Repeat Status: Not repeatable for credit
Restrictions: Can enroll if major is MUSI.

MIP 318 Music Merchandising 3.0 Credits
Students work in interdisciplinary groups with Design and Merchandising students to create a comprehensive merchandise extension program including product selection, production, distribution and promotion within the context of the artists' overall brand package.
College/Department: Antoinette Westphal College of Media Arts Design
Repeat Status: Not repeatable for credit

MIP 331 Music Venues and Concerts 3.0 Credits
Students will learn how to operate a music venue by learning how to book talent, market and promote, staff and hire personnel, create visibility, establish a long-term vision for the music venue.
College/Department: Antoinette Westphal College of Media Arts Design
Repeat Status: Not repeatable for credit
Restrictions: Can enroll if major is MUSI.

MIP 333 Computer and Digital Applications III 3.0 Credits
This course focuses on advanced Digital Audio Workstation techniques used in modern recording production with an emphasis on audio editing. Sound replacement, pitch correction and editing proficiency are all covered.
College/Department: Antoinette Westphal College of Media Arts Design
Repeat Status: Not repeatable for credit
Restrictions: Can enroll if major is MUSI.
Prerequisites: MIP 233 [Min Grade: D]

MIP 341 Touring and Booking 3.0 Credits
Educates student about the Live Performance revenue stream in the music industry, encompassing tour management, tour planning and implementation, concert promotion agreements, insurance issues and revenue breakdowns.
College/Department: Antoinette Westphal College of Media Arts Design
Repeat Status: Not repeatable for credit
Restrictions: Can enroll if major is MUSI.

MIP 343 MADKo Concert Promotions 3.0 Credits
This course teaches the students, through experiential, hands-on learning, how to organize, market, promote, advance and settle music concerts. The students conceive of, organize and book artists for concerts locally and regionally. They are responsible for every facet of the concert, from conception to final settlement.
College/Department: Antoinette Westphal College of Media Arts Design
Repeat Status: Can be repeated 3 times for 9 credits
Restrictions: Can enroll if major is MUSI.
Prerequisites: MIP 331 [Min Grade: D] or MIP 341 [Min Grade: D]

MIP 361 The Publishing Industry 3.0 Credits
This course teaches the students the fundamentals of the structure and function of the publishing industry as it relates to the music and music-related industries.
College/Department: Antoinette Westphal College of Media Arts Design
Repeat Status: Not repeatable for credit
Restrictions: Can enroll if major is MUSI.
Prerequisites: MIP 161 [Min Grade: D]

MIP 363 Legal Issues in the Music Industry 3.0 Credits
This course explores the legal issue affecting the music industry today, such as free speech in radio and music lyrics, rights if publicity for recording artists, anti-trust issues with respect to corporate consolidation of the media, fair use issue contracting with minors.
College/Department: Antoinette Westphal College of Media Arts Design
Repeat Status: Not repeatable for credit
Restrictions: Can enroll if major is MUSI.
Prerequisites: BLAW 201 [Min Grade: D] and MIP 271 [Min Grade: D] and MIP 361 [Min Grade: D]

MIP 374 Entrepreneurship in the Music Industry 3.0 Credits
Students will learn how to devise, conceive, create and implement a music industry-related business through the drafting of a business plan. This course is team-driven and will involve student discussions and critique.
College/Department: Antoinette Westphal College of Media Arts Design
Repeat Status: Not repeatable for credit
Restrictions: Can enroll if major is MUSI.
Prerequisites: FIN 301 [Min Grade: D]

MIP 375 [WI] Marketing and Promo in Music Industry 3.0 Credits
This course is designed to give the student an understanding of how songs become "hits" and how artist's build long-term careers through the use of marketing and promotion. The students will organize complete integrated marketing strategies to accompany a record release. Some or all pre-requisites may be taken as either a pre-requisite or co-requisite. Please see the department for more information. This is a writing intensive course.
College/Department: Antoinette Westphal College of Media Arts Design
Repeat Status: Not repeatable for credit
Restrictions: Can enroll if major is MUSI.
Prerequisites: MIP 272 [Min Grade: D]

MIP 377 Bantic Media 3.0 Credits
Bantic Media is the e-commerce and e-content experimental laboratory record label model wherein students are able to work on new business models focusing on viral markets for music and related content delivery uniquely in the digital space, i.e., the Internet, mobile phone, and all digital delivery mechanisms.
College/Department: Antoinette Westphal College of Media Arts Design
Repeat Status: Can be repeated 3 times for 9 credits
Restrictions: Can enroll if major is MUSI.

MIP 379 Music Recording III 3.0 Credits
This is an advanced examination of current state of the art recording techniques. Special attention is paid to digital audio editing, digital and analog mixing techniques, advanced compression and equalization techniques and time-based processing.
College/Department: Antoinette Westphal College of Media Arts Design
Repeat Status: Not repeatable for credit
Restrictions: Can enroll if major is MUSI.
Prerequisites: MIP 279 [Min Grade: D]

MIP 380 Special Topics in Music Industry 0.5-12.0 Credits
Covers special topics in music industry. May be repeated for credit if topics vary.
College/Department: Antoinette Westphal College of Media Arts Design
Repeat Status: Can be repeated multiple times for credit

MIP 381 Audio for Video 3.0 Credits
This course will introduce the student to the technological and creative aspects of developing an audio score for audio/visual elements.
College/Department: Antoinette Westphal College of Media Arts Design
Repeat Status: Not repeatable for credit
Restrictions: Can enroll if major is MUSI.
Prerequisites: MIP 233 [Min Grade: D] and MIP 279 [Min Grade: D]

MIP 382 Scoring to Picture 3.0 Credits
This course will expand the students' ability to create and produce an original score for an audio/visual element, drawing upon their creative and technological skills.
College/Department: Antoinette Westphal College of Media Arts Design
Repeat Status: Not repeatable for credit
Restrictions: Can enroll if major is MUSI.
Prerequisites: MIP 381 [Min Grade: D]

MIP 383 MAD Dragon Studios 1.0 Credit
Students are involved in the day-to-day operations of MAD Dragon Recording Studios. Students will perform the business operations such as scheduling, logistics, and promotion, as well as oversee session needs, tech requirements and supplies.
College/Department: Antoinette Westphal College of Media Arts Design
Repeat Status: Can be repeated 6 times for 6 credits
Restrictions: Can enroll if major is MUSI.
Prerequisites: MIP 279 [Min Grade: D]

MIP 384 Synthesis and Sampling 3.0 Credits
This is an advanced course focusing on the theory and operation of hardware and virtual synthesizers and digital audio samplers. Students learn how to identify and manipulate the various parameters of synthesis and sampling devices.
College/Department: Antoinette Westphal College of Media Arts Design
Repeat Status: Not repeatable for credit
Restrictions: Can enroll if major is MUSI.
Prerequisites: MIP 233 [Min Grade: D]

MIP 385 Remixing 3.0 Credits
The main objective of this course is to develop an understanding of the production of a pop or dance music remix using the Apple Logic platform. Hands-on remix projects, lectures, and in-class presentations will be integrated throughout the term.
College/Department: Antoinette Westphal College of Media Arts Design
Repeat Status: Not repeatable for credit
Prerequisites: MIP 133 [Min Grade: D]

MIP 386 Commercial Music Production 3.0 Credits
An examination of the various ways that music is composed and used in television advertising, industries, trailers/promos for film, television, and radio, including bumpers and station ids.
College/Department: Antoinette Westphal College of Media Arts Design
Repeat Status: Not repeatable for credit
Restrictions: Can enroll if major is MUSI.
Prerequisites: MIP 381 [Min Grade: D]

MIP 387 Studio Maintenance and Assisting 3.0 Credits
This course will introduce to the student the basic maintenance and assisting techniques used in the modern recording studio. Basic electronic components, measurements and calibration are covered. Assisting techniques, studio etiquette, and environment are covered.
College/Department: Antoinette Westphal College of Media Arts Design
Repeat Status: Not repeatable for credit
Restrictions: Can enroll if major is MUSI.
Prerequisites: MIP 279 [Min Grade: D]

MIP 388 Production Company Management 2.0 Credits
Students who contemplate entering the production field will learn how to create, manage and organize a production company entity. We will discuss the various deals between a producer and a record label, or a recording artist. We will explore the business of running a production company.
College/Department: Antoinette Westphal College of Media Arts Design
Repeat Status: Not repeatable for credit
Restrictions: Can enroll if major is MUSI.
Prerequisites: MIP 262 [Min Grade: D] and MIP 361 [Min Grade: D]

MIP 389 Sound Reinforcement 3.0 Credits
This course covers all aspects of sound reinforcement for live performances, including system design, equipment usage, and acoustical concerns. The course uses both lecture and hands-on components for greater student understanding.
College/Department: Antoinette Westphal College of Media Arts Design
Repeat Status: Not repeatable for credit

MIP 390 Video Game Music and Audio 3.0 Credits
The objective of this course is to give students a well-rounded understanding of the state of contemporary video game music and audio; how the game development process works; the evolution of game audio, and how to approach the creation of video game music and audio.
College/Department: Antoinette Westphal College of Media Arts Design
Repeat Status: Not repeatable for credit

MIP 433 Computer and Digital Applications IV 3.0 Credits
This course focuses on advanced Digital Audio Workstation techniques used in modern recording production with an emphasis on audio editing. Sound replacement, pitch correction and editing proficiency are covered.
College/Department: Antoinette Westphal College of Media Arts Design
Repeat Status: Not repeatable for credit
Restrictions: Can enroll if major is MUSI.
Prerequisites: MIP 233 [Min Grade: D]

MIP 440 Legal and Business Affairs for MAD Program 3.0 Credits
L&B Affairs gives students the opportunity to examine, draft, revise, and negotiate all legal agreements attendant to MAD Dragon enterprise and all of its entities. The student will participate in business negotiations for all MAD Dragon-related dealing as well as working with real-world timelines and deadlines.
College/Department: Antoinette Westphal College of Media Arts Design
Repeat Status: Can be repeated 3 times for 9 credits
Restrictions: Can enroll if major is MUSI.

MIP 441 DraKo Booking 3.0 Credits
This course teaches the students, through experiential, hands-on learning, how to effectively act as a booking agent. They do so by booking tours for the MAD Dragon Records artists.
College/Department: Antoinette Westphal College of Media Arts Design
Repeat Status: Can be repeated 3 times for 9 credits
Restrictions: Can enroll if major is MUSI.
Prerequisites: MIP 331 [Min Grade: D] or MIP 341 [Min Grade: D]

MIP 443 Entertainment Contracts I 3.0 Credits
This course encompasses drafting and negotiating the most common types of agreements in the music industry.
College/Department: Antoinette Westphal College of Media Arts Design
Repeat Status: Not repeatable for credit
Restrictions: Can enroll if major is MUSI.
Prerequisites: BLAW 201 [Min Grade: D]

MIP 444 MAD Dragon Records 3.0 Credits
MAD Dragon Records is the hands-on real-world component of the Music Industry Program as a full-service record label.
College/Department: Antoinette Westphal College of Media Arts Design
Repeat Status: Can be repeated 3 times for 9 credits
Restrictions: Can enroll if major is MUSI.
Prerequisites: MIP 271 [Min Grade: D]

MIP 445 MAD Dragon Publishing 3.0 Credits
Students engage in the everyday business of a Publishing Company, including investigating placement possibilities for songs in, e.g., movies and TV. They draft and negotiate licenses for uses, compile database, create and disseminate compilation CDs to music supervisors and like-users, and seek out and sign songwriters to the company.
College/Department: Antoinette Westphal College of Media Arts Design
Repeat Status: Can be repeated 3 times for 9 credits
Restrictions: Can enroll if major is MUSI.
Prerequisites: MIP 361 [Min Grade: D]

MIP 453 Entertainment Contracts II 3.0 Credits
This course is a continuation of Entertainment Contracts I that encompasses drafting and negotiating the most common types of entertainment agreements used by the Music Industry.
College/Department: Antoinette Westphal College of Media Arts Design
Repeat Status: Not repeatable for credit
Restrictions: Can enroll if major is MUSI.
Prerequisites: MIP 443 [Min Grade: D]

MIP 462 Global Issues in the Music Industry 3.0 Credits
This course explores global music industry issues in an historic and current context. We will discuss the EU, and international Intellectual Property-related treaties, like TRIPPS and GATT, the Berne Convention and others, and discuss global IP organizations, like WIPO, IFPI, Impala, and international mechanical rights organizations and copyright societies.
College/Department: Antoinette Westphal College of Media Arts Design
Repeat Status: Not repeatable for credit
Restrictions: Can enroll if major is MUSI.
Prerequisites: BLAW 201 [Min Grade: D]

MIP 464 Music Industry Cyberlaw 3.0 Credits
This course explores the law and legal issues that exist on the Internet, such as publication, domain names, disclaimers, liabilities of an e-commerce store or site related to the music industry.
College/Department: Antoinette Westphal College of Media Arts Design
Repeat Status: Not repeatable for credit
Restrictions: Can enroll if major is MUSI.
Prerequisites: BLAW 201 [Min Grade: D]

MIP 467 Artist Representation 3.0 Credits
Artist Representation is the culmination of all aspects related to the Music Industry. This course outlines the various components needed in assembling an artist's professional team, contacts and business entities - all elements important in securing a record deal, publicity deal and the marketing needed to succeed in the music business.
College/Department: Antoinette Westphal College of Media Arts Design
Repeat Status: Not repeatable for credit
Restrictions: Can enroll if major is MUSI.
Prerequisites: MIP 271 [Min Grade: D]

MIP 468 Music Industry E-Commerce 3.0 Credits
This course explores the inner workings of commerce in the music industry as it occurs in the Internet. The student gains an understanding of how to market and promote websites, utilize social networking sites and how digital services for the industry can serve the label, artist and/or publishing company.
College/Department: Antoinette Westphal College of Media Arts Design
Repeat Status: Not repeatable for credit
Restrictions: Can enroll if major is MUSI.
Prerequisites: MIP 272 [Min Grade: D]

MIP 477 Music Production 3.0 Credits
The students in this class learn contemporary music production techniques through a combination of lecture, demonstration and independent work.
College/Department: Antoinette Westphal College of Media Arts Design
Repeat Status: Not repeatable for credit
Restrictions: Can enroll if major is MUSI.
Prerequisites: MIP 379 [Min Grade: D]

MIP 481 Mixing and Mastering 3.0 Credits
The fine art of mixing and mastering music are covered in depth. This is an advanced record engineering course that will focus on just the mixing and mastering process of recording. Proper equipment usage, printing methods, formats, and production goals are covered.
College/Department: Antoinette Westphal College of Media Arts Design
Repeat Status: Not repeatable for credit
Restrictions: Can enroll if major is MUSI.
Prerequisites: MIP 379 [Min Grade: D]

MIP 482 Recording Session 3.0 Credits
Students will be involved in all aspects of recording production including artist selection, session planning, recording, overdubbing, editing, mixing and mastering.
College/Department: Antoinette Westphal College of Media Arts Design
Repeat Status: Can be repeated 2 times for 6 credits
Restrictions: Can enroll if major is MUSI.
Prerequisites: MIP 379 [Min Grade: D]

MIP 491 Senior Project in Music Industry 1.0 Credit
Senior Project is a thesis course in which the student engages in intensive research on a topic of his or her choice over the three quarters of senior year. The thesis will result in some form of publishable material. The student will present their thesis to a jury in their final quarter of senior year.
College/Department: Antoinette Westphal College of Media Arts Design
Repeat Status: Can be repeated 3 times for 3 credits
Restrictions: Can enroll if major is MUSI and classification is Senior.
Prerequisites: MIP 361 [Min Grade: D]

MIP 495 Directed Studies in Music Industry 0.5-12.0 Credits
Provides supervised individual study of special topics in the music industry. Departmental permission required.
College/Department: Antoinette Westphal College of Media Arts Design
Repeat Status: Can be repeated multiple times for credit
Restrictions: Can enroll if major is MUSI.

Music

The Music Program at Drexel offers students of every major the opportunity to participate in numerous ensembles, take appreciation-type courses, or study music in depth. Ensembles range in their musical style and make-up. Most perform concerts several times per year and offer students high caliber performance experiences. Courses range from appreciation-type classes to in-depth advanced musical analysis and composition. Students can take one class as an elective, or complete one of our four different music minors.

Courses

MUSC 101 University Chorus 1.0 Credit
A large chorus that studies and performs music of many styles; performs each term. May be repeated for credit.
College/Department: Antoinette Westphal College of Media Arts Design
Repeat Status: Can be repeated multiple times for credit

MUSC 102 Chamber Singers 1.0 Credit
A select choir that performs advanced choral repertoire; performs frequently on and off campus. May be repeated for credit.
College/Department: Antoinette Westphal College of Media Arts Design
Repeat Status: Can be repeated multiple times for credit

MUSC 105 Concert Band 1.0 Credit
Performs a wide variety of music written for a large band; concerts given each term. May be repeated for credit.
College/Department: Antoinette Westphal College of Media Arts Design
Repeat Status: Can be repeated multiple times for credit

MUSC 106 Guitar Ensembles 1.0 Credit
Performs a wide variety of music written for a small guitar ensemble; concerts given at least twice a year. May be repeated for credit.
College/Department: Antoinette Westphal College of Media Arts Design
Repeat Status: Can be repeated multiple times for credit

MUSC 107 Jazz Ensembles 1.0 Credit
Offers rehearsal, study, and performance of jazz compositions for both large and small ensembles; concerts given on and off campus, sometimes with guest soloists. May be repeated for credit.
College/Department: Antoinette Westphal College of Media Arts Design
Repeat Status: Can be repeated multiple times for credit

MUSC 109 String Ensembles 1.0 Credit
Performs music from 18th century to the present for various string combinations; concerts given each term. May be repeated for credit.
College/Department: Antoinette Westphal College of Media Arts Design
Repeat Status: Can be repeated multiple times for credit

MUSC 110 Keyboard Ensembles 1.0 Credit
Performs a wide variety of music written for a small keyboard ensemble; concerts given at least twice a year. May be repeated for credit.
College/Department: Antoinette Westphal College of Media Arts Design
Repeat Status: Can be repeated multiple times for credit

MUSC 111 Chamber Music Ensemble 1.0 Credit
Various small ensembles performing a variety of music of many periods and styles. May be repeated for credit.
College/Department: Antoinette Westphal College of Media Arts Design
Repeat Status: Can be repeated multiple times for credit

MUSC 112 Fusion Band 1.0 Credit
Performs a wide variety of music written for a small fusion ensemble. The Fusion Band gives concerts at least twice a year. May be repeated for credit.
College/Department: Antoinette Westphal College of Media Arts Design
Repeat Status: Can be repeated multiple times for credit

MUSC 113 Percussion Ensembles 1.0 Credit
Performs a wide variety of music written for a small percussion ensemble. The ensemble gives concerts at least twice a year. May be repeated for credit.
College/Department: Antoinette Westphal College of Media Arts Design
Repeat Status: Can be repeated multiple times for credit

MUSC 115 Gospel Choir 1.0 Credit
Performs gospel music drawn from both traditional and contemporary sources. Performance opportunities for both singers and instrumentalists. Concerts given on and off campus each term. May be repeated for credit.
College/Department: Antoinette Westphal College of Media Arts Design
Repeat Status: Can be repeated multiple times for credit

MUSC 120 Music Fundamentals 3.0 Credits
Music Fundamentals teaches students essential skills and knowledge relating to Western music. Focus is placed on ear training and core music theory concepts. This course perfectly compliments any student's musical playing ability, beginning to advanced, and is essential to further musical development.
College/Department: Antoinette Westphal College of Media Arts Design
Repeat Status: Not repeatable for credit

MUSC 121 Music Theory I 3.0 Credits
Covers basics in the materials of music, its structures, and grammar, including chords, melodic lines, and elementary rhythm.
College/Department: Antoinette Westphal College of Media Arts Design
Repeat Status: Not repeatable for credit

MUSC 122 Music Theory II 3.0 Credits
Covers organization of pitch in Western and non-Western music. Covers the major-minor key system, medieval and ethnic modes, the 12-tone system, and tuning.
College/Department: Antoinette Westphal College of Media Arts Design
Repeat Status: Not repeatable for credit
Prerequisites: MUSC 121 [Min Grade: D]

MUSC 123 Music Theory III 3.0 Credits
Covers a variety of musical forms from binary and rondo to sonata-allegro, including both sectional and continuous forms, to gain an understanding of the relationship between form and the materials of music. Studies form both in relation to its historical evolution and in terms of its generative role in the creation of music.
College/Department: Antoinette Westphal College of Media Arts Design
Repeat Status: Not repeatable for credit
Prerequisites: MUSC 122 [Min Grade: D]

MUSC 125 Ear Training I 1.0 Credit
Introduces the basics of ear training and sight singing.
College/Department: Antoinette Westphal College of Media Arts Design
Repeat Status: Not repeatable for credit
Prerequisites: MUSC 121 [Min Grade: D]

MUSC 126 Ear Training II 1.0 Credit
Continues MUSC 125.
College/Department: Antoinette Westphal College of Media Arts Design
Repeat Status: Not repeatable for credit
Prerequisites: MUSC 125 [Min Grade: D]

MUSC 127 Ear Training III 1.0 Credit
Continues MUSC 126.
College/Department: Antoinette Westphal College of Media Arts Design
Repeat Status: Not repeatable for credit
Prerequisites: MUSC 126 [Min Grade: D]

MUSC 130 Introduction to Music 3.0 Credits
Provides an introduction to music in the European classical tradition, including elements of melody, harmony, rhythm, texture, structure, history, and principal composers. Emphasizes listening with understanding.
College/Department: Antoinette Westphal College of Media Arts Design
Repeat Status: Not repeatable for credit

MUSC 190 Class Piano I 2.0 Credits
Uses a group situation to teach basic performance skills and beginning instruction on piano.
College/Department: Antoinette Westphal College of Media Arts Design
Repeat Status: Not repeatable for credit

MUSC 191 Class Guitar I 2.0 Credits
Uses a group situation to teach basic performance skills and beginning instruction on guitar.
College/Department: Antoinette Westphal College of Media Arts Design
Repeat Status: Not repeatable for credit

MUSC 192 Class Percussion I 2.0 Credits
Uses a group situation to teach basic performance skills and beginning instruction on percussion.
College/Department: Antoinette Westphal College of Media Arts Design
Repeat Status: Not repeatable for credit

MUSC 193 Class Voice I 2.0 Credits
Uses a group situation to teach basic performance skills and beginning instruction in voice.
College/Department: Antoinette Westphal College of Media Arts Design
Repeat Status: Not repeatable for credit

MUSC 194 Class Bass I 2.0 Credits
Class Bass I uses group instruction to teach basic performance skills and techniques on electric bass guitar and upright bass.
College/Department: Antoinette Westphal College of Media Arts Design
Repeat Status: Can be repeated 3 times for 6 credits

MUSC 195 Class Bass II 2.0 Credits
Class Bass II uses group instruction to teach advanced performance skills and techniques on electric bass guitar and upright bass.
College/Department: Antoinette Westphal College of Media Arts Design
Repeat Status: Can be repeated 3 times for 6 credits

MUSC 229 Modern Arranging Techniques 3.0 Credits
Modern Arranging Techniques. Discusses the capabilities and ranges of varying instruments. Students study modern arranging techniques utilizing strategies and standard music material.
College/Department: Antoinette Westphal College of Media Arts Design
Repeat Status: Not repeatable for credit
Prerequisites: MUSC 122 [Min Grade: D]

MUSC 231 [WI] Music History I 3.0 Credits
Surveys and analyzes compositions from antiquity through the Baroque period in European music history. This is a writing intensive course.
College/Department: Antoinette Westphal College of Media Arts Design
Repeat Status: Not repeatable for credit

MUSC 232 [WI] Music History II 3.0 Credits
Surveys and analyzes compositions from the classical and romantic periods in European music history as well as the development of music in the 20th century. This is a writing intensive course.
College/Department: Antoinette Westphal College of Media Arts Design
Repeat Status: Not repeatable for credit

MUSC 234 The Beatles 3.0 Credits
This course will examine the cultural phenomena of The Beatles from their early history as a band through the end of their regular collaboration in 1970. While The Beatles have been examined in many different ways, this course will concentrate on their productivity as a rock band through the single pop song, the pop album, and film. It will also serve to provide a more in depth study of the group and their influence on other popular culture.
College/Department: Antoinette Westphal College of Media Arts Design
Repeat Status: Not repeatable for credit

MUSC 236 Rock Music Through the Mid-60s 3.0 Credits
Surveys rock music from its roots through the mid-60s.
College/Department: Antoinette Westphal College of Media Arts Design
Repeat Status: Not repeatable for credit

MUSC 238 Rock Music Since the Mid-60s 3.0 Credits
Surveys rock music from the mid-60s through the mid-90s.
College/Department: Antoinette Westphal College of Media Arts Design
Repeat Status: Not repeatable for credit

MUSC 241 Private Lesson 2.0 Credits
Weekly private music lessons on an instrument or voice as indicated by the section number. Lessons are fifty minutes per week. The specific day and time is mutually agreed upon by the instructor and the student. Musical style, level of ability, and learning objectives are individually based. Students are encouraged to contact the instructor if they have questions. Students are charged a lab fee every term they register.
College/Department: Antoinette Westphal College of Media Arts Design
Repeat Status: Can be repeated multiple times for credit

MUSC 242 Applied Music V 2.0 Credits
Continuation of MUSC 242. Weekly private applied music instruction at the sophomore level. Fee requirement. May be repeated for credit.
College/Department: Antoinette Westphal College of Media Arts Design
Repeat Status: Can be repeated multiple times for credit
Prerequisites: MUSC 241 [Min Grade: D]

MUSC 243 Applied Music VI 2.0 Credits
Continuation of MUSC 242. Weekly private applied music instruction at the sophomore level. Fee requirement. May be repeated for credit.
College/Department: Antoinette Westphal College of Media Arts Design
Repeat Status: Can be repeated multiple times for credit
Prerequisites: MUSC 242 [Min Grade: D]

MUSC 249 Digital Music Composition 3.0 Credits
Digital Music Composition teaches students how to compose music intended to be produced by a computer and related to software, opposed to composing for acoustic instruments. Students will learn how to use specific music software and explore contemporary compositional techniques.
College/Department: Antoinette Westphal College of Media Arts Design
Repeat Status: Not repeatable for credit
Prerequisites: MUSC 121 [Min Grade: D]

MUSC 252 Music Composition 3.0 Credits
Music Composition engages students in writing music for ensembles ranging from solo performer to large ensemble. Techniques of the common practice period as well as modernist harmonic techniques will be introduced and applied. Live performance of student projects will be provided and is an important feature of the course.
College/Department: Antoinette Westphal College of Media Arts Design
Repeat Status: Not repeatable for credit
Prerequisites: MUSC 229 [Min Grade: D]

MUSC 290 Advanced Class Piano 2.0 Credits
Uses a group situation to teach performance skills on piano. May be repeated for credit.
College/Department: Antoinette Westphal College of Media Arts Design
Repeat Status: Can be repeated multiple times for credit
Prerequisites: MUSC 190 [Min Grade: D]

MUSC 291 Class Guitar II 2.0 Credits
Class Guitar II is a continuation of Class Guitar I. In this course students continue to work on note reading in first position, develop rhythmic skills and reading ability in different keys, learn movable barred chords and power chords, and learn basic finger picking technique.
College/Department: Antoinette Westphal College of Media Arts Design
Repeat Status: Not repeatable for credit
Prerequisites: MUSC 191 [Min Grade: D]

MUSC 292 Advanced Class Percussion 2.0 Credits
Uses a group situation to teach performance skills on percussion. May be repeated for credit.
College/Department: Antoinette Westphal College of Media Arts Design
Repeat Status: Can be repeated multiple times for credit
Prerequisites: MUSC 192 [Min Grade: D]

MUSC 300 Improvisation 3.0 Credits
Provides study and practice of various improvisatory styles in music. Includes classroom lectures, listening, and solo and ensemble performance.
College/Department: Antoinette Westphal College of Media Arts Design
Repeat Status: Not repeatable for credit

MUSC 323 Songwriting 3.0 Credits
Addresses basic songwriting techniques including form, melody, rhythm, lyrics, and production. Projects are required.
College/Department: Antoinette Westphal College of Media Arts Design
Repeat Status: Not repeatable for credit
Prerequisites: MUSC 122 [Min Grade: D]

MUSC 331 World Musics 3.0 Credits
Surveys various musical traditions from around the world in their cultural contexts. Includes selected music from Africa, the Americas, Europe, South Asia, Southeast Asia, Northeast Asia, West Asia, and Oceania.
College/Department: Antoinette Westphal College of Media Arts Design
Repeat Status: Not repeatable for credit

MUSC 333 Afro-American Music USA 3.0 Credits
Examines the African heritage and related New World forms outside the United States. Covers work songs, spirituals, blues, folk music, ragtime, gospel, rhythm and blues, jazz, etc.
College/Department: Antoinette Westphal College of Media Arts Design
Repeat Status: Not repeatable for credit

MUSC 336 History of Jazz 3.0 Credits
Surveys the music popularly known as jazz from before 1900 through the stylistic changes and trends of the 20th century. Covers precursors, early jazz, big bands, bebop, the new music, etc.
College/Department: Antoinette Westphal College of Media Arts Design
Repeat Status: Not repeatable for credit

MUSC 338 [WI] American Popular Music 3.0 Credits
Examines popular music (dances, marches, ragtime, jazz, musical comedy, movie music, swing, rock, etc.) from Colonial times to the present, with cultural-historical contexts. This is a writing intensive course.
College/Department: Antoinette Westphal College of Media Arts Design
Repeat Status: Not repeatable for credit

MUSC 341 Advanced Applied Music 2.0 Credits
Weekly private applied music instruction at the advanced level. Fee requirement. May be repeated for credit.
College/Department: Antoinette Westphal College of Media Arts Design
Repeat Status: Can be repeated multiple times for credit
Prerequisites: MUSC 243 [Min Grade: D]

MUSC 342 Applied Music-Recital 2.0 Credits
Students will present a public recital featuring significant solo repertoire. Repertoire choices for recital must be made through the Applied Music instructor.
College/Department: Antoinette Westphal College of Media Arts Design
Repeat Status: Not repeatable for credit
Prerequisites: MUSC 241 [Min Grade: D]

MUSC 380 Special Topics in Music 0.5-12.0 Credits
Covers selected topics in music. May be repeated for credit if topics vary.
College/Department: Antoinette Westphal College of Media Arts Design
Repeat Status: Can be repeated multiple times for credit

MUSC 381 MADKo Concert Promotions 1.0-3.0 Credit
Students participate in organizing, advancing, booking, promoting and implementing concerts at venues both on and off -campus.
College/Department: Antoinette Westphal College of Media Arts Design
Repeat Status: Can be repeated 9 times for 9 credits
Restrictions: Can enroll if major is EAM or major is MUSI.
Prerequisites: MUSC 262 [Min Grade: D] or MUSC 265 [Min Grade: D] or THTR 132 [Min Grade: D]

MUSC 470 Advanced Seminar in Music 3.0 Credits
Covers selected topics in music-theoretical, historical, technical, or commercial. May be repeated for credit if topics vary.
College/Department: Antoinette Westphal College of Media Arts Design
Repeat Status: Can be repeated multiple times for credit
Restrictions: Can enroll if major is MUSC or major is MUSI and classification is Junior or Senior.

MUSC 495 Directed Studies in Music 0.5-12.0 Credits
Provides supervised individual study of special subjects in music. May be repeated for credit. Department permission required.
College/Department: Antoinette Westphal College of Media Arts Design
Repeat Status: Can be repeated multiple times for credit

Photography

Courses

PHTO 110 Photography 3.0 Credits
Lecture-laboratory course in black and white photography. Coordinates a photographic visual discipline with comprehensive camera and darkroom/ digital lab experience. For PHTO Majors, a manual 35mm film camera is required. For PHTO Minors & non-majors a digital point and shoot camera or DSLR, eight megapixels or higher is required.
College/Department: Antoinette Westphal College of Media Arts Design
Repeat Status: Not repeatable for credit

PHTO 140 Digital Photography I 4.0 Credits
The objective of this course is to give you an introduction to the technical skills necessary to use computers, equipment, and software as a means of visually communicating your photographic ideas.
College/Department: Antoinette Westphal College of Media Arts Design
Repeat Status: Not repeatable for credit

PHTO 210 Intermediate Photography 3.0 Credits
Continues the aesthetic and technical investigations of black and white photography begun in PHTO 110 through a mix of lectures, slide discussions, analytical and creative projects, and group critiques. For PHTO Majors, a manual 35mm film camera is required. For PHTO minors and non-majors, a digital point and shoot camera or DSLR is required.
College/Department: Antoinette Westphal College of Media Arts Design
Repeat Status: Not repeatable for credit
Prerequisites: PHTO 110 [Min Grade: D]

PHTO 231 Color Photography 4.0 Credits
An introduction to the aesthetics and technology of color photography. There is an emphasis on color composition and theory. Class includes a variety of color processes, utilizing analog/film and digital materials.
College/Department: Antoinette Westphal College of Media Arts Design
Repeat Status: Not repeatable for credit
Prerequisites: PHTO 210 [Min Grade: D]

PHTO 233 Large Format Photography 4.0 Credits
Provides a thorough exploration of large-format camera techniques and large-format film exposure/development techniques including the zone system. Introduces the aesthetic of the large-format black-and-white photograph and expands the student's vision of the potential of the photographic image.
College/Department: Antoinette Westphal College of Media Arts Design
Repeat Status: Not repeatable for credit
Prerequisites: PHTO 210 [Min Grade: D]

PHTO 234 Studio Photography 4.0 Credits
Introduces professional studio photography practices. Continues utilization of the digital camera. Examines artifical lighting techniques and provides context for exploration of the studio as a creative photographic environment.
College/Department: Antoinette Westphal College of Media Arts Design
Repeat Status: Not repeatable for credit
Prerequisites: PHTO 231 [Min Grade: D]

PHTO 236 Photojournalism 4.0 Credits
Approaches the subject of photojournalism through lectures on its history and current practices and through application. Considers the documentary genre of photography in general.
College/Department: Antoinette Westphal College of Media Arts Design
Repeat Status: Not repeatable for credit
Prerequisites: PHTO 210 [Min Grade: D]

PHTO 240 Digital Photography II 4.0 Credits
Explores the digital image within the context of photographic practice. Examines current capabilities and future potentials in image capture, manipulation, output, and dissemination. Projects include utilization of image-manipulation programs, direct digital cameras, and hybrid film/digital approaches. Addresses aesthetic, conceptual, and professional issues.
College/Department: Antoinette Westphal College of Media Arts Design
Repeat Status: Not repeatable for credit
Prerequisites: PHTO 210 [Min Grade: D]

PHTO 253 Fine Black & White Printing 3.0 Credits
Explores the aesthetic of the fine black-and-white print, including issues of print scale, tonality, surface quality, toning, and archival techniques. Uses zone-system analysis to optimize the relationship of the negative and the print.
College/Department: Antoinette Westphal College of Media Arts Design
Repeat Status: Not repeatable for credit
Prerequisites: PHTO 210 [Min Grade: D]

PHTO 275 [WI] History of Photography I 3.0 Credits
Provides an overview of the history of photography from 1839 to approximately 1930, including technological developments, aesthetic trends, theoretical and philosophical understandings, and effects on society and culture at large. This is a writing intensive course.
College/Department: Antoinette Westphal College of Media Arts Design
Repeat Status: Not repeatable for credit
Prerequisites: ARTH 101 [Min Grade: D]

PHTO 276 History of Photography II 3.0 Credits
Provides an overview of the history of photography from approximately 1930 to the present, including technological developments, aesthetic trends, theoretical and philosophical understandings, and effects on society and culture at large.
College/Department: Antoinette Westphal College of Media Arts Design
Repeat Status: Not repeatable for credit
Prerequisites: PHTO 275 [Min Grade: D]

PHTO 291 Internship 0.5-12.0 Credits
Incorporates a nonpaying internship in the field of photography for academic credit. An initial informational sheet on the internship and a final paper on the experience are required. May be repeated for credit. Department permission required.
College/Department: Antoinette Westphal College of Media Arts Design
Repeat Status: Not repeatable for credit
Restrictions: Can enroll if major is PHTO.

PHTO 334 Advanced Studio Photography 4.0 Credits
An advanced studio photography class that will teach the student the workflow associated with high-end digital studio capture. The class will also cover various advanced studio lighting techniques. The development of a personal portfolio of work produced in the studio will be required by all students.
College/Department: Antoinette Westphal College of Media Arts Design
Repeat Status: Not repeatable for credit
Restrictions: Can enroll if major is PHTO.
Prerequisites: PHTO 234 [Min Grade: D]

PHTO 335 Portraiture 3.0 Credits
This course is devoted to the development of a single project. The course will deal in depth with issues of format, lighting and composition. The course will address ethical and legal matters in photographic portraiture. An overview of the history of photographic portrait will be covered.
College/Department: Antoinette Westphal College of Media Arts Design
Repeat Status: Not repeatable for credit
Restrictions: Can enroll if major is PHTO.
Prerequisites: PHTO 231 [Min Grade: D] and PHTO 233 [Min Grade: D] and PHTO 236 [Min Grade: D] and PHTO 253 [Min Grade: D]

PHTO 336 Assignment Photography 3.0 Credits
Assignment is simply said to be photography that supports the written word, which may be either news or advertising, article photographs, advertisements, or the cover of a magazine. The purpose of this course is to teach students how to stand out from the photographic crowd by injecting personal style.
College/Department: Antoinette Westphal College of Media Arts Design
Repeat Status: Can be repeated 1 times for 6 credits
Restrictions: Can enroll if major is PHTO and classification is Junior or Pre-Junior or Senior.
Prerequisites: PHTO 234 [Min Grade: D] and PHTO 334 [Min Grade: D]

PHTO 340 Digital Photography III 4.0 Credits
This class will build on intermediate Photoshop skills while exploring the new field of building a photographic image by using more than one frame or multiple elements. Students will be expected to produce a body of work using the skills learned. Large format printing will be stressed.
College/Department: Antoinette Westphal College of Media Arts Design
Repeat Status: Not repeatable for credit
Restrictions: Can enroll if major is PHTO and classification is Junior or Senior.
Prerequisites: PHTO 140 [Min Grade: D] and PHTO 240 [Min Grade: D]

PHTO 361 Advanced Photography 4.0 Credits
Extends study and experimentation in studio, color, and historical photography. Examines non-silver and non-traditional photographic technologies.
College/Department: Antoinette Westphal College of Media Arts Design
Repeat Status: Not repeatable for credit
Restrictions: Can enroll if major is PHTO.
Prerequisites: PHTO 233 [Min Grade: D] and PHTO 253 [Min Grade: D]

PHTO 392 Junior Project in Photography 3.0 Credits
Integrates the technical and conceptual understandings that the student has acquired in photography through development of a personally defined photographic project. Students will meet in weekly seminars to plan, discuss, and critique in-progress work.
College/Department: Antoinette Westphal College of Media Arts Design
Repeat Status: Not repeatable for credit
Restrictions: Can enroll if major is PHTO and classification is Junior.
Prerequisites: PHTO 234 [Min Grade: D]

PHTO 399 Independent Study In Photography 0.5-12.0 Credits
Provides individualized study in photography in a specialized area. May be repeated for credit. Department permission required.
College/Department: Antoinette Westphal College of Media Arts Design
Repeat Status: Can be repeated multiple times for credit
Restrictions: Can enroll if major is PHTO.

PHTO 451 Photography and Business 3.0 Credits
Seminar course with invited professionals from the photographic and business fields. Helps prospective photographers understand legal aspects of photography, freelance business practices, and potential employment possibilities and expectations.
College/Department: Antoinette Westphal College of Media Arts Design
Repeat Status: Not repeatable for credit
Prerequisites: PHTO 240 [Min Grade: D]

PHTO 452 [WI] History of Contemporary Photography 3.0 Credits
The course will focus on aesthetic and conceptual development in contemporary photographic practice. Through lectures, field trips and in-class discussions, students will learn concepts and visual trends employed in photography since 1970. Topics covered include 19th and 20th century influences, multi-cultural interpretation of genres, new approaches to representation of self.
College/Department: Antoinette Westphal College of Media Arts Design
Repeat Status: Not repeatable for credit
Prerequisites: PHTO 275 [Min Grade: D] and PHTO 276 [Min Grade: D]

PHTO 453 Photography Production 3.0 Credits
The objective of this course is to introduce prospective photographers to commercial production practices. Topics covered will include the definition and marketing of personal style, the varied roles of vendors and clients, interpreting layouts and concepts, and approaches to commercial production.
College/Department: Antoinette Westphal College of Media Arts Design
Repeat Status: Not repeatable for credit
Restrictions: Can enroll if major is PHTO and classification is Senior.
Prerequisites: PHTO 336 [Min Grade: D]

PHTO 455 Landscape Photography 3.0 Credits
This class is designed to explore the rich tradition and history of the landscape photograph and how to visually translate the contemporary landscape.
College/Department: Antoinette Westphal College of Media Arts Design
Repeat Status: Not repeatable for credit
Restrictions: Can enroll if major is PHTO and classification is Junior or Senior.
Prerequisites: PHTO 233 [Min Grade: D]

PHTO 456 Fashion Photography 3.0 Credits
The objective of this course is for students to become familiar with both the aesthetics and techniques involved in the production of fashion photographs. In addition, the history of fashion photography will be covered.
College/Department: Antoinette Westphal College of Media Arts Design
Repeat Status: Not repeatable for credit
Restrictions: Can enroll if major is PHTO and classification is Junior or Senior.
Prerequisites: PHTO 234 [Min Grade: D]

PHTO 457 Palladium Printing 3.0 Credits
This class explores the technical and aesthetic aspects of the 19th century, hand-coated palladium and platinum printing processes. Students will use large format negatives to produce a body of work. This course will include hand-coating techniques, paper and chemistry options.
College/Department: Antoinette Westphal College of Media Arts Design
Repeat Status: Not repeatable for credit
Restrictions: Can enroll if major is PHTO and classification is Junior or Senior.
Prerequisites: PHTO 234 [Min Grade: D]

PHTO 458 Advertising Portfolio Development 3.0 Credits
This course is designed to prepare students to enter the commercial market. Topics covered will include the definition and marketing of personal visual style, identity and cohesion, and contemporary self-promotion practices.
College/Department: Antoinette Westphal College of Media Arts Design
Repeat Status: Not repeatable for credit
Restrictions: Can enroll if major is PHTO and classification is Senior.
Prerequisites: PHTO 340 [Min Grade: D]

PHTO 459 Marketing for Photographers 3.0 Credits
The objective of this course is to give students practical skills about marketing, design, and production of materials you will need as a photographer. Discussions and demonstrations will show you how to use print, web, and other technologies to promote your photography.
College/Department: Antoinette Westphal College of Media Arts Design
Repeat Status: Not repeatable for credit
Restrictions: Can enroll if major is PHTO and classification is Junior or Senior.
Prerequisites: PHTO 234 [Min Grade: D]

PHTO 465 Special Topics in Photography 0.5-12.0 Credits
Provides study in photography on a special topic or on an experimental basis. May be repeated for credit if topics vary.
College/Department: Antoinette Westphal College of Media Arts Design
Repeat Status: Can be repeated multiple times for credit

PHTO 492 Senior Thesis in Photography I 3.0 Credits
Integrates the technical and conceptual understandings that the student has acquired in photography through development of a personally defined photographic project. Students will meet in weekly seminars to plan, discuss, and critique in-progress work.
College/Department: Antoinette Westphal College of Media Arts Design
Repeat Status: Not repeatable for credit
Prerequisites: PHTO 392 [Min Grade: D]

PHTO 493 Senior Thesis in Photography II 3.0 Credits
College/Department: Antoinette Westphal College of Media Arts Design
Repeat Status: Not repeatable for credit
Prerequisites: PHTO 492 [Min Grade: D]

PHTO 495 Senior Thesis in Photography III 3.0 Credits
Integrates the technical and conceptual understandings that the student has acquired in photography through development of a personally defined photographic project. Students will meet in weekly seminars to plan, discuss, and critique in-progress work.
College/Department: Antoinette Westphal College of Media Arts Design
Repeat Status: Not repeatable for credit
Restrictions: Can enroll if major is PHTO and classification is Senior.
Prerequisites: PHTO 492 [Min Grade: D] and PHTO 493 [Min Grade: D]

Performing Arts

Courses

PRFA 380 Special Topics in Performing Arts 0.5-12.0 Credits
Covers selected topics in the performing arts. May be repeated for credit.
College/Department: Antoinette Westphal College of Media Arts Design
Repeat Status: Can be repeated multiple times for credit

PRFA 495 Directed Studies in Performing Arts 0.5-12.0 Credits
Provides supervised individual study of special subjects in performing arts. May be repeated for credit.
College/Department: Antoinette Westphal College of Media Arts Design
Repeat Status: Can be repeated multiple times for credit

Product Design

Courses

PROD 101 History and Analysis of Product Design 3.0 Credits
This class studies the chronological context of the development of the product design profession, relating it to the social, cultural and economic events that helped shape our modern day society. Studies are focuses on major industrial designers and innovations. This course has both a project and written analysis paper component.
College/Department: Antoinette Westphal College of Media Arts Design
Repeat Status: Not repeatable for credit

PROD 205 Applied Making I 3.0 Credits
This course introduces the development of rapid study models and mid-fidelity prototypes related to product design. Students, through a series of exercises, build study models of products to professional standards of accuracy and finish, with an emphasis on rapid development. Aspects of workshop practice and safety are emphasized.
College/Department: Antoinette Westphal College of Media Arts Design
Repeat Status: Not repeatable for credit
Restrictions: Can enroll if major is PROD.
Prerequisites: PROD 101 [Min Grade: D]

PROD 210 Introduction to Product Design 3.0 Credits
This course introduces students to basic product design techniques. It combines lectures, demonstrations, discussions and problem solving exercises exploring product design as a creative process in the producation of simple objects. Students develop a command of product development, skills in modeling and communication of their novel solutions.
College/Department: Antoinette Westphal College of Media Arts Design
Repeat Status: Not repeatable for credit
Restrictions: Can enroll if major is PROD.
Prerequisites: PROD 101 [Min Grade: D]

PROD 215 Design Thinking in Production Design 4.0 Credits
This course is a studio-seminar introducing principles and theories of product design, systematic design process, problem-solving, decision making and design as authorship. The course uses design research methods, and topical design issues to explore and expierience design thinking.
College/Department: Antoinette Westphal College of Media Arts Design
Repeat Status: Not repeatable for credit
Restrictions: Can enroll if major is PROD.

PROD 220 Product Design Form Studio 4.0 Credits
This course uses principles of design in the visual organization of physical elements and analysis of form. Building on abstract relationships including additive and subtractive forms as well as gestalt. Students develop a sensitivity to form language, semantics and aesthetics of volumes and synthesize this abstract language into functional objects.
College/Department: Antoinette Westphal College of Media Arts Design
Repeat Status: Not repeatable for credit
Restrictions: Can enroll if major is PROD.
Prerequisites: PROD 210 [Min Grade: D] and PROD 205 [Min Grade: D] and PROD 235 [Min Grade: D]

PROD 225 Computer Aided Imagining in Product Design 3.0 Credits
This is an applied computer class in which students pursue the development of design projects using current product design photo-realistic rendering softward for object design and three-dimensional modeling of products applicable to rapid prototyping.
College/Department: Antoinette Westphal College of Media Arts Design
Repeat Status: Not repeatable for credit
Restrictions: Can enroll if major is PROD.
Prerequisites: MEM 201 [Min Grade: D]

PROD 230 Product Design Process Studio 4.0 Credits
In this course students are presented complex design issues in mass-produced objects. Students develop an understanding of the product development process focusing on the designers skills and technical knowledge to formulate appropriate design solutions. Students practice collaboration of ideas with engineers, marketing, users and shareholders.
College/Department: Antoinette Westphal College of Media Arts Design
Repeat Status: Not repeatable for credit
Restrictions: Can enroll if major is PROD.
Prerequisites: PROD 220 [Min Grade: D]

PROD 235 Applied Design Visualization 3.0 Credits
This course will provide students with schemas and strategies for using visualization as a thinking tool, as well as persuasive techniques for communicating design intent. It will put into practice the essential techniques that product designers use to think and communicate visually.
College/Department: Antoinette Westphal College of Media Arts Design
Repeat Status: Not repeatable for credit

PROD 245 Seminar Professional Landscape 3.0 Credits
In this course students explore current trends in the product design profession today. Students will research and present insights into important design issues, trends, and criticism in contemporary product design. Through extensive readings and discussions, students develop an understanding of the relationship of product design to society and culture.
College/Department: Antoinette Westphal College of Media Arts Design
Repeat Status: Not repeatable for credit
Restrictions: Can enroll if major is PROD.
Prerequisites: PROD 220 [Min Grade: D]

PROD 255 Applied Materials in Product Design 3.0 Credits
The course emphasizes the practical relationship between product design and the manufacturing industry and the technical considerations that influence the choice of material and process for small batch and mass production.
College/Department: Antoinette Westphal College of Media Arts Design
Repeat Status: Not repeatable for credit
Restrictions: Can enroll if major is PROD.
Prerequisites: PROD 235 [Min Grade: D] and ENGR 220 [Min Grade: D]

PROD 340 Interdisciplinary Product Design Studio 4.0 Credits
Through a focused design project, students of various backgrounds and departments collaborate on complex design issues as they seek to create an appropriate and novel solution to the assigned design problem. Bringing both the PROD majors and PROD minors together, students work as teams through the product development cycle.
College/Department: Antoinette Westphal College of Media Arts Design
Repeat Status: Not repeatable for credit
Restrictions: Can enroll if major is PROD.
Prerequisites: PROD 230 [Min Grade: D]

PROD 345 Applied Human Centered Design 3.0 Credits
This course explores the physical, psychological, perceptual, and behavioral characteristics of humans. Through a series of lectures and projects, this information is applied to the field of product design to develop safe and effective products.
College/Department: Antoinette Westphal College of Media Arts Design
Repeat Status: Not repeatable for credit
Prerequisites: PSY 101 [Min Grade: D]

PROD 350 Sponsored Product Design Studio 4.0 Credits
Students undertake projects that are sponsored by industry partners to investigate a broad range of design, marketing and production issues. In this course, students, working in a team environment, research user needs, human factors, aesthetic issues, manufacturing requirements, and market demands to indentify user needs and product opportunities.
College/Department: Antoinette Westphal College of Media Arts Design
Repeat Status: Not repeatable for credit
Restrictions: Can enroll if major is PROD.
Prerequisites: PROD 340 [Min Grade: D]

PROD 399 Independent Study in Product Design 3.0 Credits
Provides individualized study in product design in a specialized area of study. May be repeated for credit.
College/Department: Antoinette Westphal College of Media Arts Design
Repeat Status: Can be repeated 2 times for 6 credits
Restrictions: Can enroll if major is PROD and classification is Junior or Senior.
Prerequisites: PROD 340 [Min Grade: D]

PROD 425 Applied Design Research 3.0 Credits
This course covers diverse theories and methods for conducting product design research. Emphasis is given to understanding quantitative and qualitative research methods and the role the designer in synthesizing and applying research as a critical part of the design process. This course combines writing and short projects.
College/Department: Antoinette Westphal College of Media Arts Design
Repeat Status: Not repeatable for credit
Restrictions: Can enroll if major is PROD.
Prerequisites: COM 220 [Min Grade: D] and PROD 345 [Min Grade: D]

PROD 460 Research Synthesis Studio 4.0 Credits
In this first of two senior studios, students apply their skills to initiate research on an opportunity of their selection. Under supervision, students demonstrate control of applied design research and synthesis. This course focuses on the information gathering, study, and analysis that product designers do to inspire and inform themselves.
College/Department: Antoinette Westphal College of Media Arts Design
Repeat Status: Not repeatable for credit
Restrictions: Can enroll if major is PROD.
Prerequisites: PROD 340 [Min Grade: D]

PROD 465 Special Topics in Product Design 4.0 Credits
Provides study in product design on a special topic or on an experimental basis. May be repeated 2 times for credit if topics vary.
College/Department: Antoinette Westphal College of Media Arts Design
Repeat Status: Can be repeated 2 times for 8 credits
Restrictions: Can enroll if major is PROD and classification is Junior or Senior.
Prerequisites: PROD 340 [Min Grade: D]

PROD 470 Create Build Studio 4.0 Credits
In this second of two studios, students apply their skills to develop a solution based on the research conducted in the previous studio. Under supervision, students will demonstrate control of the product design process in the producation of a novel and appropriate user-focused solution.
College/Department: Antoinette Westphal College of Media Arts Design
Repeat Status: Not repeatable for credit
Restrictions: Can enroll if major is PROD.
Prerequisites: PROD 460 [Min Grade: D]

PROD 475 Professional Practice in Product Design 3.0 Credits
This course provides information about career planning and job seeking, including the development of cover letters, resumes, online and physical portfolios and the interview process. Practicing design professionals serve as guest speakers and conduct mock interviews to address topics relevant to the practice of product design.
College/Department: Antoinette Westphal College of Media Arts Design
Repeat Status: Not repeatable for credit
Restrictions: Can enroll if major is PROD.
Prerequisites: PROD 460 [Min Grade: D]

PROD 480 Exhibition Studio 4.0 Credits
This final studio is a culmination of the educational experience in the production of a senior exhibition highlighting the students' accomplishments. Under supervision, students work together to demonstrate control of all aspects of the design process and visual communication in the production of a graduation exhibition.
College/Department: Antoinette Westphal College of Media Arts Design
Repeat Status: Not repeatable for credit
Restrictions: Can enroll if major is PROD.
Prerequisites: PROD 470 [Min Grade: D]

Printing Technology Management

Courses

PTM 399 Independent Study in Print Technology Management 0.5-12.0 Credits
Individualized study in printing technology management in a specialized area of study. Department permission is required prior to enrolling. Can be repeated for credit.
College/Department: Antoinette Westphal College of Media Arts Design
Repeat Status: Can be repeated multiple times for credit
Restrictions: Cannot enroll if classification is Freshman

Study Abroad - Performing Arts

Courses

SAPA 395 Performing Arts in Liverpool 0.5-12.0 Credits
Provides opportunities to study at the Liverpool Institute for Performing Arts. Courses available in performing arts, popular music, enterprise management, acting, community arts, dance, performance design, and sound technology.
College/Department: Antoinette Westphal College of Media Arts Design
Repeat Status: Can be repeated multiple times for credit
Restrictions: Cannot enroll if classification is Freshman

Screenwriting & Playwriting

Courses

SCRP 220 Playwriting I 3.0 Credits
Introduces the basic tenets of playwriting and their use in writing a 10-minute play.
College/Department: Antoinette Westphal College of Media Arts Design
Repeat Status: Not repeatable for credit
Restrictions: Cannot enroll if classification is Freshman
Prerequisites: HUM 106 [Min Grade: D] or ENGL 101 [Min Grade: D] or ENGL 105 [Min Grade: D]

SCRP 225 Playwriting II 3.0 Credits
Builds on the writing tenets learned in Playwriting I. Requires students to write a one-act play.
College/Department: Antoinette Westphal College of Media Arts Design
Repeat Status: Not repeatable for credit
Prerequisites: SCRP 220 [Min Grade: D]

SCRP 241 Writing TV Comedy 3.0 Credits
Teaches the essentials of situation comedy writing for TV. Students will be expected to conceive and write their own thirty-minute pilot script plus a 'bible' for their show.
College/Department: Antoinette Westphal College of Media Arts Design
Repeat Status: Not repeatable for credit
Prerequisites: SCRP 270 [Min Grade: D]

SCRP 242 Writing TV Drama 3.0 Credits
Teaches the essentials of writing the one-hour television drama. Students will be expected to conceive and write their own thirty-minute pilot script plus a 'bible' for their show.
College/Department: Antoinette Westphal College of Media Arts Design
Repeat Status: Not repeatable for credit
Prerequisites: SCRP 270 [Min Grade: D]

SCRP 250 Creating Stand-up Comedy 3.0 Credits
Deals with the conception, writing and performance of a stand-up comedy routine. Includes exploration of creating a comic persona, structuring an act, construction of jokes, and aspects relating to perfromance. "Final exam" will be given before a live audience at a public venue.
College/Department: Antoinette Westphal College of Media Arts Design
Repeat Status: Not repeatable for credit

SCRP 270 [WI] Screenwriting I 3.0 Credits
Workshop course that covers the fundamentals of writing scripts for film and television. This is a writing intensive course.
College/Department: Antoinette Westphal College of Media Arts Design
Repeat Status: Not repeatable for credit
Prerequisites: HUM 106 [Min Grade: D] or ENGL 101 [Min Grade: D] or ENGL 105 [Min Grade: D]

SCRP 275 [WI] Screenwriting II 3.0 Credits
Workshop course that builds on the fundamentals of screenwriting learned in Screenwriting I. Each student develops and completes a short dramatic screenplay. This is a writing intensive course.
College/Department: Antoinette Westphal College of Media Arts Design
Repeat Status: Not repeatable for credit
Restrictions: Cannot enroll if classification is Freshman
Prerequisites: SCRP 270 [Min Grade: D]

SCRP 280 [WI] Writing the Short Film 3.0 Credits
This course will focus on creating scripts for films under thirty minutes in length. This is a writing intensive course.
College/Department: Antoinette Westphal College of Media Arts Design
Repeat Status: Not repeatable for credit
Prerequisites: SCRP 270 [Min Grade: D]

SCRP 310 Literature for Screenwriters 3.0 Credits
This course provides exposure to literary traditions from the classics to pop culture, analyzing how the selected books have affected the film industry, both in terms of direct adaptations and by influencing generations of filmmakers and screenwriters.
College/Department: Antoinette Westphal College of Media Arts Design
Repeat Status: Not repeatable for credit
Restrictions: Cannot enroll if classification is Freshman
Prerequisites: SCRP 270 [Min Grade: D] or FMVD 270 [Min Grade: D]

SCRP 350 Writing the TV Comedy Series 3.0 Credits
This course gives students practical experience in writing a pilot episode for an original, single-or-multiple comedic television series. Following the network primetime model and working in collaboration, students meet deadlines and operate under budget and production contraints similar to those faced by professional writers.
College/Department: Antoinette Westphal College of Media Arts Design
Repeat Status: Not repeatable for credit

SCRP 353 Writing the TV Drama Series 3.0 Credits
This course gives students practical experience in writing a pilot episode for an original dramatic television series. Following the network primetime model and working in collaboration, students meet deadlines and operate under budget and production contraints similar to those faced by professional writers.
College/Department: Antoinette Westphal College of Media Arts Design
Repeat Status: Not repeatable for credit

SCRP 370 Screenplay Story Development 3.0 Credits
This course provides a thorough understanding of methods used to develop story ideas from initial concept to complete screen story, including pitching, structuring, and creating treatments. Students pitch and develop several stories which can then be used to create full-length scripts in advanced workshops.
College/Department: Antoinette Westphal College of Media Arts Design
Repeat Status: Not repeatable for credit
Restrictions: Cannot enroll if classification is Freshman
Prerequisites: SCRP 275 [Min Grade: D] or FMVD 275 [Min Grade: D]

SCRP 380 Screenwriting Workshop I 3.0 Credits
The first of a two-course sequence in which students write a feature film script, telefilm, or television pilot.
College/Department: Antoinette Westphal College of Media Arts Design
Repeat Status: Not repeatable for credit
Restrictions: Cannot enroll if classification is Freshman
Prerequisites: SCRP 275 [Min Grade: D]

SCRP 381 Screenwriting Workshop II 3.0 Credits
The second of a two-course sequence in which students write a feature film script, telefilm, or television pilot.
College/Department: Antoinette Westphal College of Media Arts Design
Repeat Status: Not repeatable for credit
Restrictions: Cannot enroll if classification is Freshman
Prerequisites: SCRP 380 [Min Grade: D]

SCRP 382 Playwriting Workshop I 3.0 Credits
The first of a two-course sequence in which students write a 90-minute, two-act play.
College/Department: Antoinette Westphal College of Media Arts Design
Repeat Status: Not repeatable for credit
Restrictions: Cannot enroll if classification is Freshman
Prerequisites: SCRP 225 [Min Grade: D]

SCRP 383 Playwriting Workshop II 3.0 Credits
The second of a two-course sequence in which students write a 90-minute, two-act play.
College/Department: Antoinette Westphal College of Media Arts Design
Repeat Status: Not repeatable for credit
Restrictions: Cannot enroll if classification is Freshman
Prerequisites: SCRP 382 [Min Grade: D]

SCRP 399 Independent Study in SCRP 0.5-12.0 Credits
Independent study on a topic selected by the student. Independent study is supervised by a faculty member and guided by a plan of study. Department permission required.
College/Department: Antoinette Westphal College of Media Arts Design
Repeat Status: Can be repeated multiple times for credit

SCRP 465 Special Topics in SCRP 3.0 Credits
Examines a particular genre in dramatic writing (comedy, the thriller, etc.) or issues of particular interest to students interested in writing for the stage or screen (e.g., Literature for Screenwriters). The course, but not the same topics, may be repeated for credit.
College/Department: Antoinette Westphal College of Media Arts Design
Repeat Status: Can be repeated multiple times for credit
Restrictions: Cannot enroll if classification is Freshman

SCRP 495 Senior Project in Dramatic Writing I 3.0 Credits
The first of a three-course sequence in which students write a feature film script, telefilm, full-length stage play, television pilot, at least two spec episodes of an existing one-hour TV drama or four of an existing TV comedy.
College/Department: Antoinette Westphal College of Media Arts Design
Repeat Status: Not repeatable for credit
Prerequisites: SCRP 381 [Min Grade: D] or SCRP 383 [Min Grade: D]

SCRP 496 Senior Project in Dramatic Writing II 3.0 Credits
The second of a three-course sequence in which students write a feature film script, telefilm, television pilot, at least two spec episodes of an existing one-hour TV drama or four of an existing TV comedy.
College/Department: Antoinette Westphal College of Media Arts Design
Repeat Status: Not repeatable for credit
Prerequisites: SCRP 495 [Min Grade: D]

SCRP 497 Senior Project in Dramatic Writing III 3.0 Credits
The thid of a three-course sequence in which students write a feature film script, tlelfilm, full-length stage play, television pilot, at least two spec episodes of an existing one-hour TV drama or four of an existing TV comedy.
College/Department: Antoinette Westphal College of Media Arts Design
Repeat Status: Not repeatable for credit
Prerequisites: SCRP 496 [Min Grade: D]

Theatre

Courses

THTR 110 Voice and Articulation 3.0 Credits
A beginning course in speech for the stage. The study of standard American speech, techniques for vocal projection, oral interpretation and the effective use of the voice on stage.
College/Department: Antoinette Westphal College of Media Arts Design
Repeat Status: Not repeatable for credit

THTR 115 Theatrical Experience 3.0 Credits
This course explores the Theatrical Experience from a non-practitioner's perspective. Through lectures, demonstrations, slides and videos students will examine the roles of theatre artists and how they combine their efforts in creating a unique Theatrical Experience.
College/Department: Antoinette Westphal College of Media Arts Design
Repeat Status: Not repeatable for credit

THTR 116 Philadelphia Theatre Let's Go! 3.0 Credits
Philadelphia Theatre Let's Go! exposes students to the variety of theatrical opportunities available in the Philadelphia region. Through research, discussion and attendance at theatrical productions, students will enhance their abilities to discuss, evaluate and enjoy theatre.
College/Department: Antoinette Westphal College of Media Arts Design
Repeat Status: Not repeatable for credit

THTR 121 [WI] Dramatic Analysis 3.0 Credits
Through the reading of play-scripts, this course will expose students to a variety of methods of play analysis that can be applied to the various theatre disciplines (production, performance, and design). It will also provide students with the methodology to be used in the Theatre History and upper theatre courses. This is a writing intensive course.
College/Department: Antoinette Westphal College of Media Arts Design
Repeat Status: Not repeatable for credit

THTR 130 Introduction to Theater Production Practicum 1.0 Credit
Provides an introduction to the tools, equipment and basic procedures required to enable students to participate in the technical aspects of a theatrical production.
College/Department: Antoinette Westphal College of Media Arts Design
Repeat Status: Not repeatable for credit

THTR 131 Theatre Performance Practicum 1.0 Credit
Provides practical experience in acting for the stage. Requires student to play a role in a Department of Performing Arts theatre production. May be repeated for credit.
College/Department: Antoinette Westphal College of Media Arts Design
Repeat Status: Can be repeated multiple times for credit

THTR 132 Theatre Production Practicum 1.0 Credit
Provides practical experience in theatre production. Requires students to participate in planning, preparation, and completion of a realized production as a crew head or crew member. May be repeated for credit.
College/Department: Antoinette Westphal College of Media Arts Design
Repeat Status: Can be repeated multiple times for credit
Prerequisites: THTR 130 [Min Grade: D]

THTR 209 Improvisation for the Theatre 3.0 Credits
This course is designed to develop spontaneity and increase listening skills. It will begin with exercises in trust building, listening and ensemble building. It will then progress to scenes to increase skill, and by the end of the quarter students will learn long form work that will lead to performance.
College/Department: Antoinette Westphal College of Media Arts Design
Repeat Status: Not repeatable for credit

THTR 210 Acting: Fundamentals 3.0 Credits
Introductory acting course. Covers basic exercises, improvisations, fundamentals of voice production, and stage movement.
College/Department: Antoinette Westphal College of Media Arts Design
Repeat Status: Not repeatable for credit

THTR 211 Acting: Scene Study 2.0 Credits
Continues THTR 210. Intermediate course in acting, focusing on application of the techniques of acting through scene study.
College/Department: Antoinette Westphal College of Media Arts Design
Repeat Status: Can be repeated 5 times for 10 credits
Prerequisites: THTR 210 [Min Grade: D]

THTR 212 Sketch Comedy 3.0 Credits
This course explores the various techniques employed by sketch comedians to imagine and create scripts which spring from a specific point of view. Through exercises and assignments, sketch comedy will be explored as it relates to collaborates writing, improvisation, character development and the rehearsal process.
College/Department: Antoinette Westphal College of Media Arts Design
Repeat Status: Not repeatable for credit

THTR 221 [WI] Theatre History I 3.0 Credits
This course will expose students to the origins of drams from antiquity through the Jacobean period. Through the reading of plays and text, students will explore the relationship of the drama to the social, political, and trends within a given period and how they influenced one another. This is a writing intensive course.
College/Department: Antoinette Westphal College of Media Arts Design
Repeat Status: Not repeatable for credit
Prerequisites: THTR 121 [Min Grade: D] or HUM 103 [Min Grade: D] or HUM 105 [Min Grade: A] or HUM 108 [Min Grade: D] or ENGL 103 [Min Grade: D] or ENGL 105 [Min Grade: A] or ENGL 103 [Min Grade: D]

THTR 222 [WI] Theatre History II 3.0 Credits
This course continues the study of drama beginning with the Restoration and continuing through the modern era. Through the reading of plays and texts, students will explore the relationship of the drama to the social, political, and economic trends within a given period and how the influenced one another. This is a writing intensive course.
College/Department: Antoinette Westphal College of Media Arts Design
Repeat Status: Not repeatable for credit

THTR 231 Introduction to Musical Theatre 3.0 Credits
The Musical is one of America's greatest contributions to the world of theatre. Through class discussions, viewing live performance, audio/video examples, and readings students will explore the development of the American Musical from the Minstrel show through the Golden Age of the Musical.
College/Department: Antoinette Westphal College of Media Arts Design
Repeat Status: Not repeatable for credit

THTR 232 Contemporary Musical Theatre 3.0 Credits
The Musical is one of America's greatest contributions to the world of theatre. Through class discussions, viewing live performance, audio/video examples, and readings students will analyze the changes in the American Musical form beginning in the 1960s to the present and predict its future direction.
College/Department: Antoinette Westphal College of Media Arts Design
Repeat Status: Not repeatable for credit

THTR 240 Theatre Production I 3.0 Credits
Uses lectures, discussions, and practical experience to introduce the processes and equipment used in the production of plays, including scenery construction, lighting, sound, and costuming.
College/Department: Antoinette Westphal College of Media Arts Design
Repeat Status: Not repeatable for credit

THTR 241 Theatre Production II 3.0 Credits
Covers advanced applications of techniques of stagecraft, including drafting, stage machinery, lighting, painting, and property construction.
College/Department: Antoinette Westphal College of Media Arts Design
Repeat Status: Not repeatable for credit
Prerequisites: THTR 240 [Min Grade: D]

THTR 260 Production Design 3.0 Credits
This course will allow students to expand on principles learned in Dramatic Writing enabling them to develop and communicate, through a variety of means, a unified production concept for a playscript. Students will present their designs in the areas of scenery, costumes and lighting demonstrating their ability to translate their production concept into theatrical reality.
College/Department: Antoinette Westphal College of Media Arts Design
Repeat Status: Not repeatable for credit
Restrictions: Cannot enroll if classification is Freshman

THTR 320 Play Direction 3.0 Credits
Introduces the art of directing, including play analysis, interpretation, rehearsal procedures, techniques of blocking, composition, picturization, and director-actor communications.
College/Department: Antoinette Westphal College of Media Arts Design
Repeat Status: Not repeatable for credit
Prerequisites: THTR 211 [Min Grade: D] and THTR 121 [Min Grade: D]

THTR 360 Lighting Design 3.0 Credits
This course provides students with a complete introduction to the Theatrical Lighting Design, including discussions of color, composition, movement and electricity. Students apply the principles discusses in a theatre laboratory setting and are prepared to create innovative and practical designs for the stage.
College/Department: Antoinette Westphal College of Media Arts Design
Repeat Status: Not repeatable for credit
Restrictions: Cannot enroll if classification is Freshman or Sophomore

THTR 380 Special Topics in Theatre 0.5-12.0 Credits
Covers selected topics in theatre. May be repeated for credit if topics vary.
College/Department: Antoinette Westphal College of Media Arts Design
Repeat Status: Can be repeated multiple times for credit

THTR 495 Directed Studies in Theatre 12.0 Credits
Provides supervised individual study of special subjects in theatre. May be repeated for credit.
College/Department: Antoinette Westphal College of Media Arts Design
Repeat Status: Can be repeated multiple times for credit

TV Industry & Enterprise

Courses

TVIE 180 TV Industry Overview 3.0 Credits
The TV industry (broadcast, cable, satellite and internet) is explored. Topics examined include station and network relations, production, support systems, sales and promotion, revenue streams (advertiser, subscriber and hybrid), financial and legal systems that control TV, and program formats including TV content distributed by Internet, Wifi and mobile.
College/Department: Antoinette Westphal College of Media Arts Design
Repeat Status: Not repeatable for credit

TVIE 280 Research, Sales and Programming 3.0 Credits
Research, sales and programming are the core of the TV industry. Students examine the selling environment; the research process; the meaning of "audience"; metrics; the sales process; market analysis; program pomotion; and broadcast, cable, radio, and interactive media sales. Formats, day parts, scheduling, linkages and promotions are also explored.
College/Department: Antoinette Westphal College of Media Arts Design
Repeat Status: Not repeatable for credit
Prerequisites: TVIE 180 [Min Grade: D]

TVIE 285 Media Law and Ethics 3.0 Credits
This course studies the intersection of media law and ethics. Included are: current legal issues in old and new media industries, the First Amendment, Congress and the FCC, licensing and regulation of media businesses, intellectual property and rights acquisition, and the foundation for ethical actions that result from multiple cross-pressures.
College/Department: Antoinette Westphal College of Media Arts Design
Repeat Status: Not repeatable for credit
Prerequisites: TVIE 180 [Min Grade: D] or EAM 130 [Min Grade: D]

TVIE 290 Introduction to Money and the Media 3.0 Credits
This course focuses on the economics of various segments of the media business, with an emphasis on television through its past, present and future incarnations. Instruction will focus on the business models for various media, and case studies of financial decisions faced by media companies.
College/Department: Antoinette Westphal College of Media Arts Design
Repeat Status: Not repeatable for credit

TVIE 365 Special Topics: TVIE 3.0 Credits
This is a Special Topic course in the TV Industry & Enterprise Track that will have roatating topics that address current interests in the field.
College/Department: Antoinette Westphal College of Media Arts Design
Repeat Status: Can be repeated 6 times for 18 credits

TVIE 390 Practicum: Promotions 3.0 Credits
Students learn the art of promotions through industry placements, including DUTV. Students will produce promos for TV shows, create on-air branding elements for stations, design promotion materials, and complete other tasks related to promotions.
College/Department: Antoinette Westphal College of Media Arts Design
Repeat Status: Can be repeated 6 times for 18 credits
Prerequisites: FMVD 110 [Min Grade: D] and FMVD 115 [Min Grade: D] and FMVD 120 [Min Grade: D] and TVIE 180 [Min Grade: D] and TVIE 280 [Min Grade: D]

TVIE 391 Practicum: Programming 3.0 Credits
Students learn the art of programming a television station through industry placements, including DUTV. Students will aid in programming negotation and acquisition, log and systems preparation, and other programming related duties.
College/Department: Antoinette Westphal College of Media Arts Design
Repeat Status: Can be repeated 6 times for 18 credits
Prerequisites: FMVD 110 [Min Grade: D] and FMVD 115 [Min Grade: D] and FMVD 120 [Min Grade: D] and TVIE 180 [Min Grade: D] and TVIE 280 [Min Grade: D]

TVIE 392 Practicum: New Media Management 3.0 Credits
Students learn the operation of new media enterprises through industry placements, including DUTV. Students will develop ways to develop, promote, and disseminate new media content related to the television industry.
College/Department: Antoinette Westphal College of Media Arts Design
Repeat Status: Can be repeated 6 times for 18 credits
Prerequisites: DIGM 100 [Min Grade: D] and DIGM 240 [Min Grade: D] and FMVD 110 [Min Grade: D] and FMVD 115 [Min Grade: D] and FMVD 120 [Min Grade: D] and TVIE 180 [Min Grade: D] and TVIE 280 [Min Grade: D]

TVIE 399 Independent Project in TV Industry and Enterprise 0.5-12.0 Credits
This course offers students the opportunity to do an Independent Project in TV Industry & Enterprise.
College/Department: Antoinette Westphal College of Media Arts Design
Repeat Status: Can be repeated 6 times for 18 credits

TVIE 480 TV Professions and Business 3.0 Credits
An exploration of professions and opportunities for entrepreneurship in the TV industry through readings and guest lectures. After student assess their research, skills, and talents, they will research professional and business opportunities that match their future aspirations.
College/Department: Antoinette Westphal College of Media Arts Design
Repeat Status: Not repeatable for credit
Restrictions: Can enroll if major is TELE and classification is Junior or Senior.

TVIE 495 Senior Project: TV Enterprise I 3.0 Credits
This is the first course in a 3 course sequence for senior project in the TV Industry & Enterprise Track. Students will survey market opportunities, look at the competition and design a plan for new product development.
College/Department: Antoinette Westphal College of Media Arts Design
Repeat Status: Not repeatable for credit
Restrictions: Can enroll if major is TELE and classification is Senior.

TVIE 496 Senior Project: TV Enterprise II 3.0 Credits
This is the second course in a 3 course sequence for senior project in the TV Industry & Enterprise Track. Students will survey market opportunities, look at the competition and design a plan for new product development.
College/Department: Antoinette Westphal College of Media Arts Design
Repeat Status: Not repeatable for credit
Restrictions: Can enroll if major is TELE and classification is Senior.

TVIE 497 Senior Project: TV Enterprise III 3.0 Credits
This is the third course in a 3 course sequence for senior project in the TV Industry & Enterprise Track. Students will survey market opportunities, look at the competition and design a plan for new product development.
College/Department: Antoinette Westphal College of Media Arts Design
Repeat Status: Not repeatable for credit
Restrictions: Can enroll if major is TELE and classification is Senior.

TV Information & Technology

Courses

TVIT 270 Digital Content Delivery 3.0 Credits
Business models, technologies and opportunities defining digital content creation and delivery are presented as are content creation for mobile devices and electronic signage. Digital cinema and user interfaces that characterize the "N-Screen" environment are examined including revenue generation in Video on Demand, Pay Per View, and Pay Per Click platforms.
College/Department: Antoinette Westphal College of Media Arts Design
Repeat Status: Not repeatable for credit

TVIT 275 Introduction to Information Technology for TV 3.0 Credits
Functions of IT in broadcast, cable, satellite and network operations and re-purposing of TV content through web-streaming and mobile devices are studied. Digital Asset Management, legal, technical and revenue implications of IT for traffic and station management are evaluated. IT is studied as a potential profit center in TV operations.
College/Department: Antoinette Westphal College of Media Arts Design
Repeat Status: Not repeatable for credit

TVIT 365 Special Topics: TVIT 3.0 Credits
This is a Special Topic course in the TV Industry and TVPR Track that will have rotating topics that address current interests in the field.
College/Department: Antoinette Westphal College of Media Arts Design
Repeat Status: Can be repeated 6 times for 18 credits
Prerequisites: FMVD 110 [Min Grade: D] and FMVD 115 [Min Grade: D] and FMVD 120 [Min Grade: D]

TVIT 370 Monetizing TV Web Content 3.0 Credits
The course addresses streaming TV & digital media businesses, start-up funding, and venture capital firms, as well as, digital TV content delivery networks, platforms and metrics. Further topics include project management rights acquisition, intellectual property, encryption, pricing models, enterprise web casting, viral video, product placement, niche content, and user-generated video.
College/Department: Antoinette Westphal College of Media Arts Design
Repeat Status: Not repeatable for credit
Prerequisites: TVIT 270 [Min Grade: D] and TVIT 275 [Min Grade: D]

TVIT 375 Web Streaming Project 3.0 Credits
Students create a web-streaming product and the plan to monetize it. Development strategy, objectives, methodologies, project management, video, web and workflow design are central. Design and implementation of a delivery plan and a short term version of the content complete the project.
College/Department: Antoinette Westphal College of Media Arts Design
Repeat Status: Not repeatable for credit
Prerequisites: TVIT 370 [Min Grade: D]

TVIT 399 Independent Project in TV Information and Technology 0.5-12.0 Credits
This course offers students the opportunity to do an Independent Project in Information Technology (IT) for Television.
College/Department: Antoinette Westphal College of Media Arts Design
Repeat Status: Can be repeated multiple times for credit

TV Production

Courses

TVPR 100 TV Studio: Basic Operations 3.0 Credits
This course will focus on developing operational skills for all studio production facilities including camera operations and composition, microphones and audio mixers, basic lighting, teleprompter, video switcher and graphics playback.
College/Department: Antoinette Westphal College of Media Arts Design
Repeat Status: Not repeatable for credit

TVPR 200 TV Studio: Live Directing 3.0 Credits
This course is an Introduction to directing live and taped multi-camera television productions in a studio setting. The emphasis will be on developing solid, basic directing technique that will be built upon in subsequent additional directing courses. Students will direct simple programs in almost every class.
College/Department: Antoinette Westphal College of Media Arts Design
Repeat Status: Not repeatable for credit
Prerequisites: TVPR 100 [Min Grade: D]

TVPR 201 TV Studio: Comedy 3.0 Credits
This course gives students instruction and experience in producing, interpreting, staging, directing, shooting, and live-cutting scenes in a studio. Students also experience the challenge of managing a cast and crew while simultaneously dealing with the kind of time, resource, and technical limitations that exist in the professional world.
College/Department: Antoinette Westphal College of Media Arts Design
Repeat Status: Not repeatable for credit
Prerequisites: TVPR 100 [Min Grade: D] and TVPR 200 [Min Grade: D]

TVPR 202 TV Studio: Drama 3.0 Credits
This course gives students instruction and experience in producing, interpreting, staging, directing, shooting, and live-cutting and producing dramatic scenes in a studio. Students also experience the challenge of managing a cast and crew while simultaneously dealing with the kind of time, resource, and technical limitations that exist in the professional world.
College/Department: Antoinette Westphal College of Media Arts Design
Repeat Status: Not repeatable for credit
Prerequisites: TVPR 100 [Min Grade: D] and TVPR 200 [Min Grade: D]

TVPR 205 TV Studio: Advanced Live Directing 3.0 Credits
This course is designed to build on skills acquired in TVPR 200 TV Studio: Live Directing. Students will direct increasingly more complex programs, primarily news and information shows. Additional directing opportunities for the production of programming for DUTV will be offered to students taking this course.
College/Department: Antoinette Westphal College of Media Arts Design
Repeat Status: Not repeatable for credit
Prerequisites: TVPR 100 [Min Grade: D] and TVPR 200 [Min Grade: D]

TVPR 212 TV Commercials and Promos 3.0 Credits
Students will analyze and produce a wide varity of television commercials and promos. Fundamental concepts of brand marketing will be presented and utilized in the production of student's own script-to-screen commercials and promos. This history of commercials, both in the United States and worlwide, will also be studied.
College/Department: Antoinette Westphal College of Media Arts Design
Repeat Status: Not repeatable for credit
Prerequisites: FMVD 110 [Min Grade: D] and FMVD 115 [Min Grade: D] and FMVD 120 [Min Grade: D]

TVPR 220 TV News Writing 3.0 Credits
This is a basic introduction to writing for television news broadcasts. Students will learn to conceptualize, confirm and write stories on deadline, and develop basic interviewing skills. Issue of journalistic ethics will be presented and discussed. Weekly story assignments will be given to augment classroom work.
College/Department: Antoinette Westphal College of Media Arts Design
Repeat Status: Not repeatable for credit

TVPR 221 TV News Production 3.0 Credits
This course is an introduction to single camera field production for TV news, exposing students to the basics of writing, shooting, field lighting and remote news production logistics. Students will learn techniques of video and audio acquisition as well as satellite, microwave and STL type operations.
College/Department: Antoinette Westphal College of Media Arts Design
Repeat Status: Not repeatable for credit
Prerequisites: FMVD 110 [Min Grade: D] and FMVD 115 [Min Grade: D] and FMVD 120 [Min Grade: D] and TVPR 220 [Min Grade: D]

TVPR 230 TV Field: Drama 3.0 Credits
This course gives students instruction and experience in scouting, prepping, producing, interpreting, staging, directing, and shooting dramatic scenes on location. Students also experience the challenge of managing a cast and crew while simultaneously dealing with the kind of time, resource and technical limitations that exist in the professional world.
College/Department: Antoinette Westphal College of Media Arts Design
Repeat Status: Not repeatable for credit
Prerequisites: FMVD 110 [Min Grade: D] and FMVD 115 [Min Grade: D] and FMVD 120 [Min Grade: D]

TVPR 232 TV Field: Industrials 3.0 Credits
Students will learn to write, produce, and direct industrials, marketing, point of purchase and sales presentation video presentations. Strategizing, writing, shooting and editing skills will all be utilized as students produce 2 finished productions over the course of 10 weeks.
College/Department: Antoinette Westphal College of Media Arts Design
Repeat Status: Not repeatable for credit
Prerequisites: FMVD 110 [Min Grade: D] and FMVD 115 [Min Grade: D] and FMVD 120 [Min Grade: D]

TVPR 236 TV Field: Nonfiction 3.0 Credits
This course gives students instruction and experience in doing non-fiction TV shows in the field. This includes TV documentaries, reality TV shows, news stories, and field segments for magazine shows.
College/Department: Antoinette Westphal College of Media Arts Design
Repeat Status: Not repeatable for credit
Prerequisites: FMVD 110 [Min Grade: D] and FMVD 115 [Min Grade: D] and FMVD 120 [Min Grade: D]

TVPR 240 Producing for Television 3.0 Credits
This course introduces students to the art and craft of producing for television and examines every aspect of the producer's role in the developing, selling, pre-production, production, post-production, delivery, and marketing of a show. Students will also learn the functions of all other jobs involved in a producation.
College/Department: Antoinette Westphal College of Media Arts Design
Repeat Status: Not repeatable for credit

TVPR 242 TV On-Camera Performance 3.0 Credits
Students will receive practical experience in all aspects of television performance, including anchoring, reporting, announcing, hosting, and acting. This class is designed specifically for those production students with little or no acting or on-camera experience, but who will benefit from a greater understanding of the performance process.
College/Department: Antoinette Westphal College of Media Arts Design
Repeat Status: Not repeatable for credit

TVPR 315 Episodic Webisode Production 3.0 Credits
The students will experiment with many options for developing programming for streaming on the web. They will then create finished episodes that can run on Drexel's website, other on-line outlets or podcasts. The students will also devleop viral marketing strategies to promote their work.
College/Department: Antoinette Westphal College of Media Arts Design
Repeat Status: Not repeatable for credit
Prerequisites: FMVD 110 [Min Grade: D] and FMVD 115 [Min Grade: D] and FMVD 120 [Min Grade: D]

TVPR 340 Remote TV Production 3.0 Credits
Students will learn all of the skills necessary to become effective crewmembers on remote multi-camera shoots produced by the Paul F. Harron Studios and DUTV. Relevant electrical, electronic and video engineering subjects will also be covered. Safety procedures will be taught, stressed and required of all class participants.
College/Department: Antoinette Westphal College of Media Arts Design
Repeat Status: Not repeatable for credit
Prerequisites: TVPR 100 [Min Grade: D]

TVPR 347 Advanced TV Lighting 3.0 Credits
This course is designed to build on lighting skills presented in TVPR 100 TV Studio: Basic Operations. Students will design and execute progressivley more complex and demanding lighting plots and participate in lighting setups. Remote lighting concepts for both single and multi-cam production will also be presented.
College/Department: Antoinette Westphal College of Media Arts Design
Repeat Status: Not repeatable for credit
Prerequisites: TVPR 100 [Min Grade: D]

TVPR 348 TV Directing Workshop 3.0 Credits
This course provides real world experience directing television programming in both studio and remote multi-camera environments. Students will be assigned to direct a wide variety of program and promotional material for DUTV, including talk shows, news broadcasts, sports converage, musical production, narrative programs, theater and dance.
College/Department: Antoinette Westphal College of Media Arts Design
Repeat Status: Can be repeated 3 times for 9 credits
Prerequisites: TVPR 205 [Min Grade: D]

TVPR 351 TV Comedy Series I 3.0 Credits
Students will start with scripts for multiple episodes written in SCRP 350. They will do all pre-production including casting, location, scouting, budgeting, scheduling, and production design. They will then shoot every page of script, getting all the coverage needed to produce finished episodes for DUTV.
College/Department: Antoinette Westphal College of Media Arts Design
Repeat Status: Can be repeated 2 times for 6 credits
Prerequisites: FMVD 110 [Min Grade: D] and FMVD 115 [Min Grade: D] and FMVD 120 [Min Grade: D]

TVPR 352 TV Comedy Series II 3.0 Credits
This course is a continuation of "TV Comedy Series I" and will focus on post-production of the episodes. The students will log, organize, and prep the raw footage for editing. Teams of students will then work together to edit each episode. Completed episodes will be broadcast on DUTV.
College/Department: Antoinette Westphal College of Media Arts Design
Repeat Status: Can be repeated 2 times for 6 credits

TVPR 354 TV Drama Series I 3.0 Credits
Students will start with scripts for multiple episodes written in SCRP 353. They will do all pre-production including casting, location scouting, budgeting, scheduling, and production design. They will then shoot every page of script, getting all the coverage needed to produce finished episodes for DUTV.
College/Department: Antoinette Westphal College of Media Arts Design
Repeat Status: Can be repeated 2 times for 6 credits
Prerequisites: FMVD 110 [Min Grade: D] and FMVD 115 [Min Grade: D] and FMVD 120 [Min Grade: D]

TVPR 355 TV Drama Series II 3.0 Credits
This course is a continuation of "TV Drama Series I" and will focus on post-production of the episodes. The students will log, organize, and prep the raw footage for editing. Teams of students will then work together to edit each episode. Completed episodes will be broadcast on DUTV.
College/Department: Antoinette Westphal College of Media Arts Design
Repeat Status: Can be repeated 2 times for 6 credits

TVPR 356 TV Magazine Show I 3.0 Credits
TV Magazine Show I" takes students through the experience of producing a 30 minute version of "60 Minutes" style magazine program, including studio segments, bumpers, field pieces, and final assembly. Special emphasis will be given to aspects of time management. This is a two quarter course, continued in TV Magazine Show II.
College/Department: Antoinette Westphal College of Media Arts Design
Repeat Status: Can be repeated 2 times for 6 credits
Prerequisites: TVPR 205 [Min Grade: D] and TVPR 221 [Min Grade: D] and TVPR 236 [Min Grade: D]

TVPR 357 TV Magazine Show II 3.0 Credits
TV Magazine Show II" continues the production of the TV magazine program begun in TV Magazine I. This is the "final production" quarter of the class, with students completeing packages for the show and putting together field and studio transitional elements. Selected programs may be shown on DUTV.
College/Department: Antoinette Westphal College of Media Arts Design
Repeat Status: Can be repeated 2 times for 6 credits

TVPR 365 Special Topics: TVPR 3.0 Credits
This is a Special Topic course in TV Production that will have rotating topics that address current interests in the field.
College/Department: Antoinette Westphal College of Media Arts Design
Repeat Status: Can be repeated 6 times for 18 credits

TVPR 399 Independent Project in TV Production 0.5-12.0 Credits
This course offers students the opportunity to do an Independent Project in TV Production.
College/Department: Antoinette Westphal College of Media Arts Design
Repeat Status: Can be repeated multiple times for credit

TVPR 495 Senior Project: TV Production I 3.0 Credits
Both production tracks in the Television major, TV Comedy & Drama Production and TV News & Nonfiction Production, take this first course in a 3-course sequence for senior project. Students will take on significant roles, such as producer, writer, director, videographer, or editor in the production of television programs.
College/Department: Antoinette Westphal College of Media Arts Design
Repeat Status: Not repeatable for credit
Restrictions: Can enroll if major is TELE and classification is Senior.

TVPR 496 Senior Project: TV Production II 3.0 Credits
Both production tracks in the Television major, TV Comedy & Drama Production and TV News & Nonfiction Production, take this second course in a 3-course sequence for senior project. Students will take on significant roles, such as producer, writer, director, videographer, or editor in the production of television programs.
College/Department: Antoinette Westphal College of Media Arts Design
Repeat Status: Not repeatable for credit
Restrictions: Can enroll if major is TELE and classification is Senior.

TVPR 497 Senior Project: TV Production III 3.0 Credits
Both production tracks in the Television major, TV Comedy & Drama Production and TV News & Nonfiction Production, take this third course in a 3-course sequence for senior project. Students will take on significant roles, such as producer, writer, director, videographer, or editor in the production of television programs.
College/Department: Antoinette Westphal College of Media Arts Design
Repeat Status: Not repeatable for credit
Restrictions: Can enroll if major is TELE and classification is Senior.

TV Studies

Courses

TVST 260 History of Television 3.0 Credits
This course explores the history of television as art and communication. Topics include: the origins and development of television programming, the regulartory environment and the history of the business of television. Television programs, both fictional and non-fictional, will be viewed from the fifties through the present time.
College/Department: Antoinette Westphal College of Media Arts Design
Repeat Status: Not repeatable for credit

TVST 261 History of TV Journalism 3.0 Credits
This course presents a history of broadcast introduction in the United States. It includes an introduction to the origins, portocals, and principles of journalism on television. It also acquaints students with the prominent trends, programs, and reporting styles throught the decades leading to present-day norms and motivations.
College/Department: Antoinette Westphal College of Media Arts Design
Repeat Status: Not repeatable for credit

TVST 361 Art of TV Comedy 3.0 Credits
This course explores the history of television comedy and examines its role as both programming staple and artistic form. By examining how sitcoms reflect our society and its most important social issues, the course seeks to enable students to gauge where both culture and the sitcom are headed.
College/Department: Antoinette Westphal College of Media Arts Design
Repeat Status: Not repeatable for credit

TVST 362 Art of TV Drama 3.0 Credits
Students will view and analyze prime-time, hour-long, dramatic TV shows, starting with television's golden age of the fifties and moving to television's "second golden age" starting in the eighties. Students will examine the relationship of the series to other programs, contemporary culture, and television history.
College/Department: Antoinette Westphal College of Media Arts Design
Repeat Status: Not repeatable for credit

TVST 363 Science Fiction Television 3.0 Credits
Students will view a progression of science fiction television shows from the fifties to the present time. Students will examine how each show uses an imagined world as a vehicle for exploring facets of our own world. The concepts and the production values will be discussed for each show.
College/Department: Antoinette Westphal College of Media Arts Design
Repeat Status: Not repeatable for credit

TVST 365 Special Topics: TVST 3.0 Credits
This is a Special Topic course in television studies that will have rotating topics that address current interests in the field.
College/Department: Antoinette Westphal College of Media Arts Design
Repeat Status: Can be repeated 6 times for 18 credits

TVST 399 Independent Project: TVST 0.5-12.0 Credits
This course offers students the opportunity to do an Independent Project in Television Studies.
College/Department: Antoinette Westphal College of Media Arts Design
Repeat Status: Can be repeated multiple times for credit

Graphic Design

Courses

VSCM 100 Computer Imaging I 3.0 Credits
This course explores current potentials, limitations, and issues related to use of computer software for design applications. Projects include graphics creation and manipulation; image acquisition, creation and manipulation; text creation and manipulation; typography; input and output options and control; hardware/software/system fundamentals; and troubleshooting.
College/Department: Antoinette Westphal College of Media Arts Design
Repeat Status: Not repeatable for credit

VSCM 140 Calligraphy 3.0 Credits
Covers the skills and understanding of letterforms as geometry and type, development of hand/eye skill in letter-forming, investigation of solids and voids, and use of traditional and modern tools and materials. Studio.
College/Department: Antoinette Westphal College of Media Arts Design
Repeat Status: Not repeatable for credit
Prerequisites: VSST 110 [Min Grade: D]

VSCM 200 Computer Imaging II 3.0 Credits
Provides continued study of electronic imaging with emphasis on Graphic Design process for print and screen design.
College/Department: Antoinette Westphal College of Media Arts Design
Repeat Status: Not repeatable for credit
Prerequisites: VSCM 100 [Min Grade: D]

VSCM 230 Visual Communication I 4.0 Credits
Provides an overview of graphic design as an applied art. Covers the given, the formal, and the psychological aspects of graphic design.
College/Department: Antoinette Westphal College of Media Arts Design
Repeat Status: Not repeatable for credit
Restrictions: Cannot enroll if classification is Freshman
Prerequisites: VSST 102 [Min Grade: D] or VSST 105 [Min Grade: D]

VSCM 231 Visual Communication II 4.0 Credits
Continues VSCM 230. Covers corporate identity and explores logo development using the pictoral mark, typographic solution, and abstract interpretation as symbols of identity.
College/Department: Antoinette Westphal College of Media Arts Design
Repeat Status: Not repeatable for credit
Restrictions: Cannot enroll if classification is Freshman
Prerequisites: VSCM 230 [Min Grade: D]

VSCM 232 Visual Communication III 4.0 Credits
Examines problems in graphic design on the relationship between designer and client, including solving specific situations of image-making with emphasis on the total identity of an organization, firm, or publication. Involves extensive exploration of color and imagery. Studio.
College/Department: Antoinette Westphal College of Media Arts Design
Repeat Status: Not repeatable for credit
Prerequisites: VSCM 231 [Min Grade: D]

VSCM 240 Typography I 3.0 Credits
Uses the history of type as the backdrop for the introduction to the art and craft of conventional through state-of-the-art typesetting as well as the creative and extraordinary use of type. Focuses on the letter, word, and sentence. Studio/lecture.
College/Department: Antoinette Westphal College of Media Arts Design
Repeat Status: Not repeatable for credit
Prerequisites: VSST 101 [Min Grade: D] or VSST 104 [Min Grade: D] or VSST 108 [Min Grade: D]

VSCM 241 Production 3.0 Credits
Covers traditional and electronic means of print production. Explores alternate means of production and various printing and output methods. Studio.
College/Department: Antoinette Westphal College of Media Arts Design
Repeat Status: Not repeatable for credit
Prerequisites: VSCM 240 [Min Grade: D]

VSCM 242 Typography II 3.0 Credits
Continues VSCM 240. Broadens the scope to deal with the paragraph and the typeset page, with increased attention to the importance of subtleties and refinements. Explores the differing requirements of type in relationship to pictorial images.
College/Department: Antoinette Westphal College of Media Arts Design
Repeat Status: Not repeatable for credit
Prerequisites: VSCM 240 [Min Grade: D]

VSCM 247 On Screen Typography 3.0 Credits
This course develops a visual sensitivity to typographical compositions on screen while expanding knowledge of current technologies.
College/Department: Antoinette Westphal College of Media Arts Design
Repeat Status: Not repeatable for credit
Restrictions: Can enroll if major is DIGM or major is GRDS.

VSCM 330 Visual Communication IV 4.0 Credits
Examines problems in information graphics, including signage, environmental graphic design, and exhibit design. Studio.
College/Department: Antoinette Westphal College of Media Arts Design
Repeat Status: Not repeatable for credit
Prerequisites: VSCM 232 [Min Grade: D]

VSCM 331 Visual Communication V 4.0 Credits
Focuses on techniques and methods of advanced problem solving. Through a series of three projects, the student learns to analyze conceptual and contextual relationships pertinent to any visual communication assignment. Studio.
College/Department: Antoinette Westphal College of Media Arts Design
Repeat Status: Not repeatable for credit
Prerequisites: VSCM 330 [Min Grade: D]

VSCM 340 Typography III 3.0 Credits
Typography III concentrates on the exploration and management of large blocks of text in specific design problems. Special emphasis will be placed on the style and readability of typographic treatments.
College/Department: Antoinette Westphal College of Media Arts Design
Repeat Status: Not repeatable for credit
Prerequisites: VSCM 242 [Min Grade: D]

VSCM 350 [WI] Graphic Design: 20th Century and Beyond 3.0 Credits
Concentrates on impact and significance of the graphic design profession in society through the history and movements of the profession and the work of 20th-century masters of visual communication. Students will analyze conceptual and contextual relationships and develop greater awareness of stylistic content and its relevance to the culture. This is a writing intensive course.
College/Department: Antoinette Westphal College of Media Arts Design
Repeat Status: Not repeatable for credit
Restrictions: Can enroll if classification is Junior or Senior.

VSCM 360 Design on Site 3.0 Credits
Weekly visits to studios of various design disciplines such as small graphic design offices, environmental graphic design firms, advertising agencies, book and magazine publishers, and website developers. A written report is due at the end of the term.
College/Department: Antoinette Westphal College of Media Arts Design
Repeat Status: Not repeatable for credit
Restrictions: Can enroll if major is GRDS.
Prerequisites: VSCM 232 [Min Grade: D]

VSCM 399 Independent Study in Graphic Design 0.5-12.0 Credits
Provides individualized study in graphic design in a specialized area of study. May be repeated for credit. Department permission required.
College/Department: Antoinette Westphal College of Media Arts Design
Repeat Status: Can be repeated multiple times for credit
Restrictions: Can enroll if major is GRDS and classification is Junior or Senior.

VSCM 430 Visual Communication VI 4.0 Credits
Continues VSCM 331. Explores three-dimensional graphic design processes and techniques for communication, including problems of scale, material, form, and function. Emphasizes package design. Includes point-of-purchase design. Studio.
College/Department: Antoinette Westphal College of Media Arts Design
Repeat Status: Not repeatable for credit
Prerequisites: VSCM 331 [Min Grade: D]

VSCM 440 Book Design 4.0 Credits
Investigates design of books, from their pre-Gutenberg origins to contemporary technology of design, binding, paper, and finishing. Includes multiple page formats, production grids, and sequential images. Lecture/studio.
College/Department: Antoinette Westphal College of Media Arts Design
Repeat Status: Not repeatable for credit
Prerequisites: VSCM 331 [Min Grade: D] or ADGD 310 [Min Grade: D] or EVGD 220 [Min Grade: D] or WMGD 220 [Min Grade: D]

VSCM 450 Professional Portfolio 3.0 Credits
Focuses on the preparation of a professional Graphic Design portfolio. A critical process that includes the screening of completed projects, reworking or expanding projects, and reconstructing/creating final portfolio components. A formal interview presentation of the portfolio is also explored and refined.
College/Department: Antoinette Westphal College of Media Arts Design
Repeat Status: Not repeatable for credit
Restrictions: Can enroll if major is GRDS.
Prerequisites: VSCM 430 [Min Grade: D] or ADGD 320 [Min Grade: D] or EVGD 320 [Min Grade: D]

VSCM 455 Electronic Portfolio 3.0 Credits
Focuses on the design and production of a web based Graphic Design portfolio using web graphics and imagery through visuals, motion and sound within the software programs of Dreamweaver & Flash.
College/Department: Antoinette Westphal College of Media Arts Design
Repeat Status: Not repeatable for credit
Restrictions: Can enroll if major is GRDS.
Prerequisites: VSCM 232 [Min Grade: D]

VSCM 460 Professional Practice 3.0 Credits
Covers running a design office, including basic contracts, fee structures, and the design process. Explores types of design offices; working with suppliers, printers, photographers, and illustrators; scheduling; resumes and portfolios; taxes; and marketing of graphic design services. Lecture/field work.
College/Department: Antoinette Westphal College of Media Arts Design
Repeat Status: Not repeatable for credit
Prerequisites: VSCM 430 [Min Grade: D]

VSCM 465 Special Topics in Graphic Design 3.0-12.0 Credits
Provides study in graphic design on a special topic or on an experimental basis. May be repeated for credit if topics vary.
College/Department: Antoinette Westphal College of Media Arts Design
Repeat Status: Can be repeated multiple times for credit

VSCM 477 Graphic Design Seminar 3.0 Credits
Provides a forum for discussion of current ideas in design, with a focus on print and broadcast advertising graphics. Includes presentations by invited professionals. Requires board presentation.
College/Department: Antoinette Westphal College of Media Arts Design
Repeat Status: Can be repeated multiple times for credit
Restrictions: Can enroll if major is GRDS and classification is Junior or Senior.

VSCM 478 Graphic Design Seminar: Advanced Techniques 3.0 Credits
An exploration for the subtleties that distinguish excellence in graphic design print, web and motion venues. Selections include: Advanced Typography and Electronic Portfolio.
College/Department: Antoinette Westphal College of Media Arts Design
Repeat Status: Can be repeated 3 times for 9 credits
Prerequisites: VSCM 340 [Min Grade: D]

VSCM 479 Graphic Design Seminar: Advanced Media 3.0 Credits
An exploration of advanced media development in Graphic Design as relevancy and currency demands. Selections include: Illustration I and II and Bookmaking.
College/Department: Antoinette Westphal College of Media Arts Design
Repeat Status: Can be repeated 3 times for 9 credits
Restrictions: Can enroll if major is GRDS.

VSCM 480 [WI] Graphic Design Seminar: Design Perceptions 3.0 Credits
An exploration of how graphic designers use visual communications tools and how audiences perceive them. Selections include: History of Visual Propaganda and Deconstruction Advertising. May be repeated for credit if topic varies.
College/Department: Antoinette Westphal College of Media Arts Design
Repeat Status: Can be repeated 3 times for 9 credits

VSCM 482 Graphic Design for Cultural Organizations 3.0 Credits
Students experience firsthand how design can enhance the mission of cultural organizations, what it takes to develop innovative outreach programs, and how to apply for grants to achieve their creative endeavors. Projects assigned will be live, and will be conducted in and outside of the classroom.
College/Department: Antoinette Westphal College of Media Arts Design
Repeat Status: Not repeatable for credit
Restrictions: Can enroll if major is GRDS.
Prerequisites: VSCM 430 [Min Grade: D] or ADGD 320 [Min Grade: D] or EVGD 320 [Min Grade: D] or WMGD 421 [Min Grade: D]

VSCM 485 Annual Report Design 3.0 Credits
Development and analysis of the corporate annual report as a graphic design concept and as a developed marketing tool.
College/Department: Antoinette Westphal College of Media Arts Design
Repeat Status: Not repeatable for credit
Prerequisites: VSCM 340 [Min Grade: D]

VSCM 496 Senior Thesis Graphic Design 3.0 Credits
Requires each student to define a problem and set a goal and strategies, develop a concept, and carry out a solution. Divides time among research, design, thematic development, and final presentation. Requires instructor approval of study.
College/Department: Antoinette Westphal College of Media Arts Design
Repeat Status: Not repeatable for credit
Prerequisites: VSCM 430 [Min Grade: D]

Visual Studies

Courses

VSST 101 Design I 4.0 Credits
Focuses on two-dimensional space, black and white, and appropriate tools and materials.
College/Department: Antoinette Westphal College of Media Arts Design
Repeat Status: Not repeatable for credit

VSST 102 Design II 4.0 Credits
Expands the visual vocabulary to include color theory. Continues the process of discovery and visual decision-making.
College/Department: Antoinette Westphal College of Media Arts Design
Repeat Status: Not repeatable for credit
Prerequisites: VSST 101 [Min Grade: D] or VSST 104 [Min Grade: D] or VSST 108 [Min Grade: D]

VSST 103 Design III 4.0 Credits
Covers the perception and ordering of three-dimensional space. Includes new methods and materials in the continuing process.
College/Department: Antoinette Westphal College of Media Arts Design
Repeat Status: Not repeatable for credit
Prerequisites: VSST 102 [Min Grade: D] or VSST 105 [Min Grade: D] or VSST 109 [Min Grade: D]

VSST 104 Accelerated Design I 2.0 Credits
This is an accelerated course offered as a substitute for VSST 101. The work concentrates on two-dimensional space with a primary focus in black and white. The course is 8 hours per week delivered in three weeks.
College/Department: Antoinette Westphal College of Media Arts Design
Repeat Status: Not repeatable for credit

VSST 105 Accelerated Design II 2.0 Credits
This is an accelerated course offered as a substitute for VSST 102. The work concentrates on color, expanding the two-dimensional vocabulary. The course is 8 hours per week delivered in three weeks.
College/Department: Antoinette Westphal College of Media Arts Design
Repeat Status: Not repeatable for credit
Prerequisites: VSST 101 [Min Grade: D] or VSST 104 [Min Grade: D] or VSST 108 [Min Grade: D]

VSST 106 Accelerated Design III 2.0 Credits
This is an accelerated course offered as a substitute for VSST 103. The work concentrates on three-dimensional space with a primary focus on materials and craftsmanship. The course meets 8 hours per week delivered in four weeks.
College/Department: Antoinette Westphal College of Media Arts Design
Repeat Status: Not repeatable for credit
Prerequisites: VSST 102 [Min Grade: D] or VSST 105 [Min Grade: D] or VSST 109 [Min Grade: D]

VSST 108 Design I for Media 3.0 Credits
Introductory 2D design course for media majors combining hand and computer approaches.
College/Department: Antoinette Westphal College of Media Arts Design
Repeat Status: Not repeatable for credit

VSST 109 Design II for Media 3.0 Credits
Introductory color design course for media majors combining hand and computer approaches. Builds on the design lesions of VSST 108 Design I for Media.
College/Department: Antoinette Westphal College of Media Arts Design
Repeat Status: Not repeatable for credit
Prerequisites: VSST 108 [Min Grade: D]

VSST 110 Introductory Drawing 3.0 Credits
Provides basic understanding of the perceptual problems in drawing, including how three-dimensional objects can be represented on a two-dimensional surface.
College/Department: Antoinette Westphal College of Media Arts Design
Repeat Status: Not repeatable for credit

VSST 111 Figure Drawing I 3.0 Credits
Introduces drawing of the human figure, with emphasis on composition and shape-area relationships.
College/Department: Antoinette Westphal College of Media Arts Design
Repeat Status: Not repeatable for credit
Prerequisites: VSST 110 [Min Grade: D]

VSST 112 Figure Drawing II 3.0 Credits
Continues VSST 111. Covers developing mass and form in the human figure.
College/Department: Antoinette Westphal College of Media Arts Design
Repeat Status: Not repeatable for credit
Prerequisites: VSST 111 [Min Grade: D]

VSST 201 Multimedia: Performance 4.0 Credits
Investigates 4D design (the organization of space over time) using objects, light, sound, movement, gesture, and language in solo and group presentations. Incorporates conceptualization, experimentation, perception and analysis.
College/Department: Antoinette Westphal College of Media Arts Design
Repeat Status: Not repeatable for credit
Restrictions: Cannot enroll if classification is Freshman
Prerequisites: VSST 102 [Min Grade: D] or VSST 105 [Min Grade: D] or VSST 109 [Min Grade: D]

VSST 202 Multimedia: Space 4.0 Credits
Concentrates on environment and spatial concepts. Expands previous concern with the object and personal space to envision space and the action within. Requires students to work individually or in groups to create works at this new scale.
College/Department: Antoinette Westphal College of Media Arts Design
Repeat Status: Not repeatable for credit
Restrictions: Cannot enroll if classification is Freshman
Prerequisites: VSST 102 [Min Grade: D] or VSST 105 [Min Grade: D]

VSST 203 Multimedia: Materials 4.0 Credits
This course augments the design studio experiences by introducing the influence of material characteristics and fabrication techniques. Students learn how to design projects, reduce them to the specific parts, make the parts and assemble the work in a coordinated sequence. Work is done in the Visual Studies Arts Annex woodshop.
College/Department: Antoinette Westphal College of Media Arts Design
Repeat Status: Not repeatable for credit
Restrictions: Cannot enroll if classification is Freshman
Prerequisites: VSST 102 [Min Grade: D] or VSST 105 [Min Grade: D] or VSST 109 [Min Grade: D]

VSST 204 Materials Exploration 4.0 Credits
This course examines the relationship of materials and design principles as they relate to wearable art forms.
College/Department: Antoinette Westphal College of Media Arts Design
Repeat Status: Not repeatable for credit
Restrictions: Cannot enroll if classification is Freshman
Prerequisites: VSST 103 [Min Grade: D] or VSST 106 [Min Grade: D]

VSST 301 Painting I 4.0 Credits
Investigates painting using traditional and contemporary attitudes. Encourages students to find a highly regulated approach within a tradition of figure, still-life, and landscape painting. Oil.
College/Department: Antoinette Westphal College of Media Arts Design
Repeat Status: Not repeatable for credit
Restrictions: Cannot enroll if classification is Freshman
Prerequisites: VSST 102 [Min Grade: D] or VSST 105 [Min Grade: D] or VSST 109 [Min Grade: D]

VSST 302 Painting II 4.0 Credits
Continues VSST 301.
College/Department: Antoinette Westphal College of Media Arts Design
Repeat Status: Not repeatable for credit
Restrictions: Cannot enroll if classification is Freshman
Prerequisites: VSST 301 [Min Grade: D]

VSST 303 Painting III 4.0 Credits
Continues VSST 302.
College/Department: Antoinette Westphal College of Media Arts Design
Repeat Status: Not repeatable for credit
Restrictions: Cannot enroll if classification is Freshman
Prerequisites: VSST 302 [Min Grade: D]

VSST 310 Sculpture: Metal Fabrication 4.0 Credits
This specialized course teaches welding and metal fabrication techniques that students use to develop a series of projects. Students also experiment with alternative material combinations and investigate the use of metal in contemporary sculpture.
College/Department: Antoinette Westphal College of Media Arts Design
Repeat Status: Can be repeated 2 times for 8 credits
Restrictions: Cannot enroll if classification is Freshman
Prerequisites: VSST 102 [Min Grade: D] or ARCH 102 [Min Grade: D] or VSST 109 [Min Grade: D]

VSST 311 Sculpture I 4.0 Credits
This course focuses on idea development, the creative application of materials and process, and introducing basic wood and metal working tools and techniques. Projects bring these elements together with an emphasis on investigating new media and developing critical dialogue as it pertains to discussing and evaluating artwork.
College/Department: Antoinette Westphal College of Media Arts Design
Repeat Status: Not repeatable for credit
Restrictions: Cannot enroll if classification is Freshman
Prerequisites: VSST 103 [Min Grade: D] or VSST 106 [Min Grade: D]

VSST 312 Sculpture II 4.0 Credits
Continues VSST 311.
College/Department: Antoinette Westphal College of Media Arts Design
Repeat Status: Not repeatable for credit
Restrictions: Cannot enroll if classification is Freshman
Prerequisites: VSST 311 [Min Grade: D]

VSST 313 Sculpture III 4.0 Credits
Continues VSST 312.
College/Department: Antoinette Westphal College of Media Arts Design
Repeat Status: Not repeatable for credit
Restrictions: Cannot enroll if classification is Freshman
Prerequisites: VSST 312 [Min Grade: D]

VSST 321 Screenprint I 4.0 Credits
Water based and photographic techniques are combined to create painterly and precise imagery in the building of a body of work. Techniques may include stencil-making, digitizing, mono-printing and color exploration. This course introduces the foundations of technical skills, language and theories used by the artist as printmaker.
College/Department: Antoinette Westphal College of Media Arts Design
Repeat Status: Not repeatable for credit
Restrictions: Cannot enroll if classification is Freshman
Prerequisites: VSST 102 [Min Grade: D] or VSST 105 [Min Grade: D] or VSST 109 [Min Grade: D]

VSST 322 Printmaking I 4.0 Credits
Explores various printmaking techniques including but not exclusive of photographic lithography, relief block printing and screen-printing. Drawing processes and mixed media are emphasized. The foundations of technical skills, language and theories used by the artist as printmaker are introduced.
College/Department: Antoinette Westphal College of Media Arts Design
Repeat Status: Not repeatable for credit
Prerequisites: VSST 102 [Min Grade: D] or VSST 105 [Min Grade: D] or VSST 109 [Min Grade: D]

VSST 323 Printmaking II 4.0 Credits
A continuation of Printmaking I, exploring techniques to a greater depth. Drawing, photographic processes and mixed media are emphasized. The foundations of technical skills, language and theories used by the artist as printmaker are introduced.
College/Department: Antoinette Westphal College of Media Arts Design
Repeat Status: Not repeatable for credit
Prerequisites: VSST 322 [Min Grade: D]

VSST 324 Advanced Printmaking 4.0 Credits
Explores combination-printmaking, portfolio development and building a cohesive body of work. Techniques may include mixed media printmaking, digital and alternative media. Students will document their work and develop an artistic statement. The foundations of technical skills, language and theories.
College/Department: Antoinette Westphal College of Media Arts Design
Repeat Status: Not repeatable for credit
Prerequisites: VSST 321 [Min Grade: D] or VSST 322 [Min Grade: D]

VSST 325 Screenprint II 4.0 Credits
A continuation of Screenprinting I, exploring techniques to a greater depth. Techniques may include stencil-making, digitizing, mono-printing and color exploration. This course introduces the foundations of technical skills, language, and theories used by the artist as printmaker.
College/Department: Antoinette Westphal College of Media Arts Design
Repeat Status: Not repeatable for credit
Prerequisites: VSST 321 [Min Grade: D]

VSST 350 Painting - Special Studies 0.5-12.0 Credits
Includes a broader-based study of painting and allows pursuit of exploratory, more personal statements.
College/Department: Antoinette Westphal College of Media Arts Design
Repeat Status: Can be repeated multiple times for credit
Restrictions: Cannot enroll if classification is Freshman
Prerequisites: VSST 303 [Min Grade: D]

VSST 399 Independent Study: Visual Studies 0.5-12.0 Credits
Provides individualized study in visual studies in a specialized area of study. May be repeated for credit. Department permission required.
College/Department: Antoinette Westphal College of Media Arts Design
Repeat Status: Can be repeated multiple times for credit
Restrictions: Can enroll if classification is Junior or Senior.

VSST 465 Special Topics in Visual Studies 3.0 Credits
Provides study in visual studies on a special topic or on an experimental basis. May be repeated for credit if topics vary.
College/Department: Antoinette Westphal College of Media Arts Design
Repeat Status: Can be repeated multiple times for credit
Restrictions: Cannot enroll if classification is Freshman

Web Development

Courses

WBDV 216 History of Web Development 3.0 Credits
This course explores all aspects of web development including the foundations of web technologies, formulation of web standards and how the individual web surfer's wants and needs have changed over time. Also discussed will be ground-breaking websites and the evolution of interface design for the web.
College/Department: Antoinette Westphal College of Media Arts Design
Repeat Status: Not repeatable for credit

WBDV 240 Web Authoring I 3.0 Credits
This course explores prinicples and techniques for creating effective interactive media-reich websites. It includes aesthetics of human-computer interaction; bandwidth; project planning, budgeting and management; prototyping; testing and revision management.
College/Department: Antoinette Westphal College of Media Arts Design
Repeat Status: Not repeatable for credit
Prerequisites: DIGM 100 [Min Grade: D]

WBDV 241 Vector Authoring I 3.0 Credits
Focuses attention on learning multimedia-authoring tools to create self-contained delivery programs, includes consideration and discussion of social impacts on digital technology.
College/Department: Antoinette Westphal College of Media Arts Design
Repeat Status: Not repeatable for credit
Restrictions: Cannot enroll if classification is Freshman
Prerequisites: WBDV 240 [Min Grade: D] or DIGM 240 [Min Grade: D]

WBDV 242 Dynamic Vector Graphics 3.0 Credits
Students work with concepts and software for better intergration of Internet multimedia-authoring programs with assorted browsers and server side databases.
College/Department: Antoinette Westphal College of Media Arts Design
Repeat Status: Not repeatable for credit
Prerequisites: (WBDV 240 [Min Grade: D] or DIGM 240 [Min Grade: D]) and (INFO 152 [Min Grade: D] or CS 143 [Min Grade: D] or CS 171 [Min Grade: D])

WBDV 243 Content Management Systems 3.0 Credits
Students set up a content management system and develop a custom theme. Also includes project planning, organizing and maintaining effective stylesheets and recognizing common browser bugs.
College/Department: Antoinette Westphal College of Media Arts Design
Repeat Status: Not repeatable for credit
Prerequisites: (WBDV 240 [Min Grade: D] or DIGM 240 [Min Grade: D]) or (INFO 151 [Min Grade: D] or CS 143 [Min Grade: D] or CS 171 [Min Grade: D])

WBDV 265 Web Game Design 3.0 Credits
Examines multimedia authoring tools used to create self-contained interactive games. Students address real world production as they master advanced game design concepts.
College/Department: Antoinette Westphal College of Media Arts Design
Repeat Status: Not repeatable for credit
Restrictions: Cannot enroll if classification is Freshman
Prerequisites: WBDV 242 [Min Grade: D] or DIGM 242 [Min Grade: D]

WBDV 332 Rich Internet Applications 3.0 Credits
This course explores web development techniques used within the local web browser to create applications capable of retrieving data from an online server asynchronously in the background without interfering with the display and or behavior of the existing page.
College/Department: Antoinette Westphal College of Media Arts Design
Repeat Status: Not repeatable for credit
Restrictions: Cannot enroll if classification is Freshman or Sophomore
Prerequisites: INFO 152 [Min Grade: D] and (WBDV 243 [Min Grade: D] or DIGM 243 [Min Grade: D])

WBDV 370 Mobile Interactive Design I 3.0 Credits
Focuses on creating user experience optimized for mobile devices. Students learn to build unique applications that take advantage of gestures and accelerometers. Special consideration is given to limited screen real estate, low bandwidth internet access, no internet access, and touch screen devices.
College/Department: Antoinette Westphal College of Media Arts Design
Repeat Status: Not repeatable for credit
Prerequisites: WBDV 242 [Min Grade: D] or DIGM 242 [Min Grade: D]

WBDV 371 Mobile Interactive Design II 3.0 Credits
In this course, students learn how to convert web-based applications into cross-platform native applications for mobile devices (i.e. Smart Phones and Tablets). Special consideration is given to incorporating functionality that is currently unavailable to web-based applications (i.e. Device accelerometer, camera, geoloaction, etc).
College/Department: Antoinette Westphal College of Media Arts Design
Repeat Status: Not repeatable for credit
Prerequisites: WBDV 370 [Min Grade: D]

WBDV 399 Independent Project in Interactive Digital Media 0.5-12.0 Credits
Supervised planning and execution of a project in the area of Interactive Digital Media.
College/Department: Antoinette Westphal College of Media Arts Design
Repeat Status: Can be repeated multiple times for credit
Restrictions: Cannot enroll if classification is Freshman
Prerequisites: WBDV 243 [Min Grade: D]

WBDV 445 Advanced Hybrid Interactivity 3.0 Credits
This course focuses on the integration of PC potential to access high bandwidth objects including video, audio, 3D animations and other dynamic content from the Internet.
College/Department: Antoinette Westphal College of Media Arts Design
Repeat Status: Not repeatable for credit
Restrictions: Cannot enroll if classification is Freshman
Prerequisites: WBDV 242 [Min Grade: D] or DIGM 242 [Min Grade: D]

WBDV 447 Vector Authoring III 3.0 Credits
this class teaches advanced Flash authoring concepts and explores online applications for entertainment, streaming video, simulations and e-commerce. Projects will use role-playing, group, and individual instruction in the concepts, tools and social concepts for the creation of vector based media.
College/Department: Antoinette Westphal College of Media Arts Design
Repeat Status: Not repeatable for credit
Prerequisites: WBDV 243 [Min Grade: D] or (DIGM 243 [Min Grade: D] and CS 131 [Min Grade: D])

WBDV 448 Interactive Digital Media Workshop I 3.0 Credits
This course explores the management process of developing or redesigning a successful interactive digital experience. Students work in team environments to analyze project requirements; define steps towards development and focus on audience, usability and testing.
College/Department: Antoinette Westphal College of Media Arts Design
Repeat Status: Not repeatable for credit
Prerequisites: WBDV 243 [Min Grade: D] or DIGM 243 [Min Grade: D]

WBDV 449 Interactive Digital Media Workshop II 3.0 Credits
In this course, students work in a team environment to convert a digital
media prototype into production quality product utilizing collaboration
software, Gantt charts, and distributed revision control and source code
management (SCM) systems.
College/Department: Antoinette Westphal College of Media Arts Design
Repeat Status: Not repeatable for credit
Prerequisites: WBDV 448 [Min Grade: D]

WBDV 452 Web Information Database Applications 3.0 Credits
Database and the server technology that accesses them are central to
all dynamic web sites. This course will use PHP and MySQL to provide
students with the tools for the creation of database driven sites.
College/Department: Antoinette Westphal College of Media Arts Design
Repeat Status: Not repeatable for credit
Prerequisites: WBDV 243 [Min Grade: D]

WBDV 460 Experimental Web Technologies 3.0 Credits
This course focuses on researching new innovations in experimental
digital media technologies.
College/Department: Antoinette Westphal College of Media Arts Design
Repeat Status: Not repeatable for credit
Prerequisites: WBDV 370 [Min Grade: D]

WBDV 465 Special Topics in Interactive Digital Media 3.0 Credits
Addresses current topics in a rapidly changing field. Possible offerings
include; multimedia databases, virtual and augmented reality, 3-D XML,
interactive art in virtual space, and multi-threaded narrative, etc... May be
repeated for credit if topics vary.
College/Department: Antoinette Westphal College of Media Arts Design
Repeat Status: Can be repeated multiple times for credit

WEST Studies

Courses

WEST 399 Independent Study Westphal 0.5-12.0 Credits
Provides individualized study in an area related to a major within the
Antoinette Westphal College of Media Arts & Design.
College/Department: Antoinette Westphal College of Media Arts Design
Repeat Status: Can be repeated 7 times for 21 credits

WEST 465 Special Topics in Media, Arts and Design 0.5-12.0 Credits
Interdisciplinary course involving topics that cross department boundaries
in the College of Media Arts & Design.
College/Department: Antoinette Westphal College of Media Arts Design
Repeat Status: Can be repeated 7 times for 21 credits

Web & Motion Graphic Design

Courses

WMGD 210 Motion Graphics I 4.0 Credits
This course explores fundamentals of graphics in motion, focusing on the
use of word and image for television and web.
College/Department: Antoinette Westphal College of Media Arts Design
Repeat Status: Not repeatable for credit
Restrictions: Can enroll if major is GRDS.
Prerequisites: VSCM 230 [Min Grade: D] and VSCM 240 [Min Grade: D]

WMGD 220 Web Graphics I 4.0 Credits
This course focuses on the concepts, issues and techniques related to the
design of Websites. Emphasis is on the design and hierachy of a website.
Students will utilize HTML, XHTML, basic JavaScript, dynamic HTML, and
Cascading Style Sheets (CSS) skills.
College/Department: Antoinette Westphal College of Media Arts Design
Repeat Status: Not repeatable for credit
Restrictions: Can enroll if major is DIGM or major is GRDS.

WMGD 330 Web Graphics II 4.0 Credits
Continues WMGD 220. Increases the complexity and scope of the art
direction and design for web graphics. Students will focus on professional
quality web pages using dedicated software that adheres to current
industry standards.
College/Department: Antoinette Westphal College of Media Arts Design
Repeat Status: Not repeatable for credit
Restrictions: Can enroll if major is DIGM or major is GRDS.
Prerequisites: WMGD 220 [Min Grade: D]

WMGD 421 Motion Graphics II 4.0 Credits
This course focuses on applying aesthetics and skills learned in the first
level to real-world applications that emphasize the graphics design of
moving images.
College/Department: Antoinette Westphal College of Media Arts Design
Repeat Status: Not repeatable for credit
Restrictions: Can enroll if major is GRDS.
Prerequisites: WMGD 210 [Min Grade: D]

WMGD 465 Special Topics 3.0 Credits
Provides study in web & motion graphic design on a special topic or on an
experimental basis. May be repeated for credit if topics vary.
College/Department: Antoinette Westphal College of Media Arts Design
Repeat Status: Can be repeated 3 times for 9 credits
Restrictions: Can enroll if major is GRDS.

**WMGD 496 Senior Thesis in Web and Motion Graphic Design 3.0
Credits**
This course is a personal investigation that evidences advanced creative
thinking and problem-solving in motion graphics. Thesis will result in an in-
depth project that demonstrates professional abilities.
College/Department: Antoinette Westphal College of Media Arts Design
Repeat Status: Not repeatable for credit
Restrictions: Can enroll if major is GRDS.
Prerequisites: WMGD 421 [Min Grade: D]

Graduate Course Descriptions

Arts Administration

Courses

AADM 505 Overview Of Arts Administration 3.0 Credits
Provides a survey of the field of arts administration and introduces
nonprofit governance including incorporation, mission development, and
roles and responsibilities of boards of directors.
College/Department: Antoinette Westphal College of Media Arts Design
Repeat Status: Not repeatable for credit

AADM 510 Writing for the Arts 3.0 Credits
Covers strategies for writing non-marketing materials in the arts such
as funding proposals, advocacy letters, board communications, and
persuasive speeches.
College/Department: Antoinette Westphal College of Media Arts Design
Repeat Status: Not repeatable for credit

AADM 540 Production Procedures In the Arts 3.0 Credits
Surveys organizational, administrative, and technical aspects of artistic
productions, concerts, exhibits, showcases, readings, showings, and fairs.
College/Department: Antoinette Westphal College of Media Arts Design
Repeat Status: Not repeatable for credit

**AADM 610 Financial Accounting for Non-Profit Arts Organizations
3.0 Credits**
Covers accounting principles, accounting procedures and internal control,
forecasting, balance sheet analysis, budgeting procedures, and financial
reporting for non-profit arts organizations.
College/Department: Antoinette Westphal College of Media Arts Design
Repeat Status: Not repeatable for credit
Prerequisites: ACCT 111 [Min Grade: D] or ACCT 115 [Min Grade: D]

AADM 620 Law and the Arts 3.0 Credits
Examines the relationship between the arts and law, including contracts,
license fees, copyrights, intellectual property, royalties, labor-management
agreements, liability, immigration law, and use fees. Each class is
conducted by an area legal expert on a specialty as it relates to the arts.
College/Department: Antoinette Westphal College of Media Arts Design
Repeat Status: Not repeatable for credit

AADM 650 Fund Development for the Arts 3.0 Credits
Provides an in-depth examination of techniques in researching, procuring,
and retaining contributed funds for cultural organizations. Covers
techniques and strategies for individual, corporate, governmental, and
foundation grants and gifts.
College/Department: Antoinette Westphal College of Media Arts Design
Repeat Status: Not repeatable for credit

AADM 660 International Cultural Policy 3.0 Credits
The course explores some of the major themes in international cultural
policy today: globalization, culture and development, diversity and identity,
and cultural diplomacy, in five different regions of the world (Western
Europe, Eastern Europe, Latin America, Asia and Africa).
College/Department: Antoinette Westphal College of Media Arts Design
Repeat Status: Not repeatable for credit

AADM 670 Audience Development 3.0 Credits
Overview of organizational practices and theory related to audience
development non-profit arts organizations.
College/Department: Antoinette Westphal College of Media Arts Design
Repeat Status: Not repeatable for credit

AADM 680 Trends in Fund Development 3.0 Credits
Examines current trends in the area of major gifts, capital and endowment
campaigns, planned giving, venture philanthropy, and internet strategies.
The class will look to real-world examples demonstrating unique or
inventive strategies that utilize current or emerging technologies and
social and economic trends.
College/Department: Antoinette Westphal College of Media Arts Design
Repeat Status: Not repeatable for credit
Restrictions: Can enroll if major is AADM.
Prerequisites: AADM 650 [Min Grade: C]

AADM 710 Strategic Planning and Evaluation 3.0 Credits
Provides a survey of the theory and practice of planning and evaluation as
it relates to arts programs. Includes development of critical issues, goals,
strategies, outcomes research planning, and protocol development.
College/Department: Antoinette Westphal College of Media Arts Design
Repeat Status: Not repeatable for credit

AADM 720 Leadership in the Arts 3.0 Credits
Explores the concepts of leadership and examines leadership
experiences and potential as they relate to the field of non-profit arts and
culture.
College/Department: Antoinette Westphal College of Media Arts Design
Repeat Status: Not repeatable for credit

AADM 731 Human Resources Management in the Arts 3.0 Credits
Examines human resource management and labor relations specific to
non-profit arts and cultural organizations. Students will learn about labor
union contract negotiations when working with performing and visual arts
institutions.
College/Department: Antoinette Westphal College of Media Arts Design
Repeat Status: Not repeatable for credit

AADM 740 Production Laboratory in the Performing Arts 3.0 Credits
Provides practical experience in artistic production, including
establishment of timelines, negotiation of contracts, allocation of
resources, ticket sales and accounting, and technical direction.
College/Department: Antoinette Westphal College of Media Arts Design
Repeat Status: Can be repeated multiple times for credit

AADM 742 Advanced Fund Development 3.0 Credits
This course covers an advanced level of fundraising and
development topics, including major gifts, planned giving, and capital
campaigns.Building upon knowledge gained from the program's two
core courses in development and fundraising, this is an elective for
students who wish to gain a deeper knowledge of development policies
and practices in order to further focus their education, and possibly their
master's thesis and/or careers, on this aspect of arts administration.
College/Department: Antoinette Westphal College of Media Arts Design
Repeat Status: Not repeatable for credit
Restrictions: Can enroll if major is AADM.

AADM 750 Arts Administration Seminar 3.0 Credits
Examines issues affecting the development of cultural policy in America,
including demographic change; leisure preferences; and trends in
education, social policy, politics, and economic development.
College/Department: Antoinette Westphal College of Media Arts Design
Repeat Status: Not repeatable for credit

AADM 751 Management Techniques In the Arts 3.0 Credits
Examines approaches used to manage and oversee various arts
organizations, including managing change, decision-making, negotiation
and presentation skills, and assessing management style.
College/Department: Antoinette Westphal College of Media Arts Design
Repeat Status: Not repeatable for credit

AADM 752 Performing Arts Management 3.0 Credits
Provides an introduction to and overview of management practices of
non-profit performing arts organizations. The primary focus will be on
current theory and practice in day-to-day operations, management, and
associated planning for the performing arts: theatrical, dance and music
organizations.
College/Department: Antoinette Westphal College of Media Arts Design
Repeat Status: Not repeatable for credit
Restrictions: Can enroll if major is AADM.
Prerequisites: AADM 751 [Min Grade: C]

AADM 753 Visual Arts Organization Management 3.0 Credits
Special problems and challenges related to managing visual arts
organizations. The course will build on learning from foundation-level
courses, discussing issues related to managing art museums, art schools,
galleries, public art programs, and more.
College/Department: Antoinette Westphal College of Media Arts Design
Repeat Status: Not repeatable for credit
Restrictions: Can enroll if major is AADM.

AADM 754 Museum Management 3.0 Credits
Major issues in museum management including earned income,
deaccession, looting and repatriation, museum directors, staff and
volunteer management, and an introduction to new museology.
College/Department: Antoinette Westphal College of Media Arts Design
Repeat Status: Not repeatable for credit
Restrictions: Can enroll if major is AADM.

AADM 755 Community Cultural Planning 3.0 Credits
Examines the process of community cultural planning and local arts policy
development, including trends and issues in national, state and local arts
policies and external influences (economic, social and educational trends)
that affect local planning.
College/Department: Antoinette Westphal College of Media Arts Design
Repeat Status: Not repeatable for credit

AADM 757 Political Activism in the Arts 3.0 Credits
Course examines the strategies, trends and dynamics of arts based
issues from a variety of political perspectives. Using case studies, class
will explore systems that influence activism in politics and the arts and
instances when art has been politically controversial, its causes and
consequences.
College/Department: Antoinette Westphal College of Media Arts Design
Repeat Status: Not repeatable for credit
Restrictions: Can enroll if major is AADM.

AADM 758 Ethics in Arts Organizations 3.0 Credits
Examines ethical issues in managing arts organizations.
College/Department: Antoinette Westphal College of Media Arts Design
Repeat Status: Not repeatable for credit
Restrictions: Can enroll if major is AADM.

AADM 759 Cultural Organizations in Transition 3.0 Credits
Identifies issues and trends that will have an impact on cultural
organizations of today and extends the examination of those impacts
into the future through forecasting and scenario creation. Uses multiple
disciplines such as economincs, technology, and organizational
development to assess influence.
College/Department: Antoinette Westphal College of Media Arts Design
Repeat Status: Not repeatable for credit
Restrictions: Can enroll if major is AADM.

AADM 760 Special Problems in Arts Management 3.0 Credits
Allows the student to select topical management problems in the arts
and study approaches appropriate to their solution. May include data-
gathering techniques, interviewing, developmental procedures, etc., as
required.
College/Department: Antoinette Westphal College of Media Arts Design
Repeat Status: Not repeatable for credit

AADM 765 Special Topics 0.5-9.0 Credits
Covers topics of current interest to faculty and students; specific topics
for each term will be announced prior to registration. May be repeated for
credit if topics vary.
College/Department: Antoinette Westphal College of Media Arts Design
Repeat Status: Can be repeated multiple times for credit

AADM 770 Technology and the Marketing of the Arts 3.0 Credits
Covers digital recording, videocassettes, satellite transmission, cable
television, holography and other technological developments, and their
implications for the marketing of the arts.
College/Department: Antoinette Westphal College of Media Arts Design
Repeat Status: Not repeatable for credit

AADM 775 Technology Management in the Arts 3.0 Credits
Examines the function and strategic use of technology tailored to the future arts and cultural leader. Through an interactive learning process, students gain an understanding of the role and impact of technology in the non-profit arts and cultural organization. A prior technology course or background in technology is not required.
College/Department: Antoinette Westphal College of Media Arts Design
Repeat Status: Not repeatable for credit

AADM 780 Applied Research Methods 3.0 Credits
This course provides students with an overarching understanding of many of the applied research methodologies that are relevant to scholars and practitioners in the arts administration field. This course stresses the identification of and the advantages and disadvantages of each appropriate research methodology.
College/Department: Antoinette Westphal College of Media Arts Design
Repeat Status: Not repeatable for credit

AADM 798 Thesis and Internship 2.0 Credits
Allows students to work in the appropriate arts-related job associated with a professional arts organization. Thesis is written as a case study of the internship experience or as a scholarly work related to the student's individual research interest. Students identify and shape a research question related to the arts and culture field, then conduct an in-depth literature review, shape a methodology for researching their questions, and report their findings in a thesis document.
College/Department: Antoinette Westphal College of Media Arts Design
Repeat Status: Not repeatable for credit
Restrictions: Can enroll if major is AADM.

AADM 799 Thesis Completion 0.5,1 Credits
This repeatable course allows the student to complete required research, writing and revision of the required thesis, which began during AADM 798.
College/Department: Antoinette Westphal College of Media Arts Design
Repeat Status: Can be repeated 20 times for 10 credits
Restrictions: Can enroll if major is AADM.
Prerequisites: AADM 798 [Min Grade: C]

Architecture

Courses

ARCH 701 Contemporary Issues Studio 6.0 Credits
Investigates theoretical issues concerning human responses to the making of place. Design projects would include building types that are not of the ordinary such as monastery, civil buildings, or cultural facilities. Specific topics will be announced a year in advance so that students can plan their programs. May be repeated for credit if topic varies.
College/Department: Antoinette Westphal College of Media Arts Design
Repeat Status: Not repeatable for credit

ARCH 702 Urban Design Studio I 6.0 Credits
This course introduces urban design through case studies that demonstrate the relationships among buildings, the man-made environment, and natural environment. An urban design analysis is undertaken to learn the design process that solves problems at the urban scale and develops architectural solutions within the urban context.
College/Department: Antoinette Westphal College of Media Arts Design
Repeat Status: Not repeatable for credit

ARCH 703 Urban Design Studio II 6.0 Credits
This course continues ARCH 702. Architectural and urban design studies are undertaken to develop the project begun in the previous term. It requires developing a normative position of urban design and producing a design that responds to critical urban concerns. Specific topics will be announced a year in advance so students can plan their programs. May be repeated if topic varies.
College/Department: Antoinette Westphal College of Media Arts Design
Repeat Status: Not repeatable for credit
Prerequisites: ARCH 702 [Min Grade: C]

ARCH 704 Traditional Architecture Studio I 6.0 Credits
This course focuses on developing designs based on historical precedents such as classical, vernacular and other styles of architecture. Requires research into the principles of traditional architecture, proportional systems and compositional schemes. Investigates techniques of representation and introduces design through small design projects.
College/Department: Antoinette Westphal College of Media Arts Design
Repeat Status: Not repeatable for credit

ARCH 705 Traditional Architecture Studio II 6.0 Credits
This course continues ARCH 704 by increasing the scale of projects to large residential and civic buildings. Specific topics will be announced a year in advance so that students can plan their programs. May be repeated for credit if topic varies.
College/Department: Antoinette Westphal College of Media Arts Design
Repeat Status: Not repeatable for credit
Prerequisites: ARCH 704 [Min Grade: C]

ARCH 706 Design Research Studio 6.0 Credits
This course investigates social issues facing contemporary architectural design. It includes a student research project and literature analysis to develop design guidelines and design concepts. Problems may include housing, health care, social institutions, or community design. Requires developing a publishable document. May be repeated for credit if topic varies.
College/Department: Antoinette Westphal College of Media Arts Design
Repeat Status: Not repeatable for credit

ARCH 707 Architecture and Technology Studio 6.0 Credits
This course addresses the relationship of form, program, and theory within the constraints of building systems. It investigates new technologies to strengthen the student's ability to solve complex problems in architecture. It stresses the coordination of architectural criteria in the design of complex architectural problems. May be repeated for credit if topic varies.
College/Department: Antoinette Westphal College of Media Arts Design
Repeat Status: Not repeatable for credit

ARCH 730 Topics in Architecture and Management 3.0 Credits
this course covers selected advanced topics in the principles and practices of administering and managing architectural activities. Special topics will be announced a year or so in advance so that students can plan their programs. May be repeated for credit when different topics are offered.
College/Department: Antoinette Westphal College of Media Arts Design
Repeat Status: Can be repeated multiple times for credit

ARCH 740 Topics in Architecture History and Theory 3.0 Credits
Covers selected advanced topics in architectural history and theory. Special topics will be announced a year in advance so that students can plan their programs. May be repeated for credit when different topics are offered.
College/Department: Antoinette Westphal College of Media Arts Design
Repeat Status: Can be repeated multiple times for credit

ARCH 747 Summer Study Abroad 3.0 Credits
This is an intense three week study of Rome or Paris and its environment. Study combines site visits, sketching, and analysis. The travel portion of the course is preceded by lectures and reading assignments and is followed by preparation of analytical reports.
College/Department: Antoinette Westphal College of Media Arts Design
Repeat Status: Can be repeated multiple times for credit

ARCH 760 Topics in Architecture and Technology 3.0 Credits
Covers selected advanced topics in architecture and technology. Special topics will be announced a year in advance so that students can plan their programs. May be repeated for credit when different topics are offered.
College/Department: Antoinette Westphal College of Media Arts Design
Repeat Status: Can be repeated multiple times for credit

ARCH 780 Special Topics in Architecture 3.0 Credits
this course provides advanced courses in topics of current interest to faculty and students. May be repeated for credit if topics vary.
College/Department: Antoinette Westphal College of Media Arts Design
Repeat Status: Can be repeated multiple times for credit

ARCH 798 Independent Study in Architecture 3.0 Credits
This course requires individual investigations in special areas of architecture not regularly covered in courses offered. Topics for study must be approved in advance by the department. May be repeated for credit if topic varies.
College/Department: Antoinette Westphal College of Media Arts Design
Repeat Status: Can be repeated multiple times for credit

Art History

Courses

ARTH 530 History of Modern Design 3.0 Credits
This course examines the products of the decorative arts and applied design during the past 150 years. Material includes examples of furniture, household objects, industrial design, fashion, and graphic design. The emphasis is not upon a particular design profession or medium, but rather upon how design functions in relation to political, economic, and social history.
College/Department: Antoinette Westphal College of Media Arts Design
Repeat Status: Not repeatable for credit
Prerequisites: ARTH 102 [Min Grade: D] or ARTH 103 [Min Grade: D]

Digital Media

Courses

DIGM 501 New Media: History, Theory and Methods 3.0 Credits
New Media: History, Theory and Methods. This advanced seminar class examines parallel developments in modern art and computer technology beginning in World War II to the present. It will survey writings and works of major contributors to the field.
College/Department: Antoinette Westphal College of Media Arts Design
Repeat Status: Not repeatable for credit

DIGM 502 Advanced New Media Topics 3.0 Credits
Advanced Seminar in New Media Topics. This Seminar is dedicated to topical readings and in-depth discussions in Digital Media ranging from virtual reality to digital art and the socio-cultural impact of the Internet.
College/Department: Antoinette Westphal College of Media Arts Design
Repeat Status: Not repeatable for credit
Prerequisites: DIGM 501 [Min Grade: C]

DIGM 505 Design and Interactivity 3.0 Credits
This course focuses on the understanding and comprehension of the basic tools and strategies for design within a two-dimensional environment. In addition to design, web development and interactivity will be covered, including a discussion of various display platforms, including mobile development.
College/Department: Antoinette Westphal College of Media Arts Design
Repeat Status: Not repeatable for credit
Restrictions: Can enroll if major is DIGM and program is MS.

DIGM 506 Animation and Game Design 3.0 Credits
This course focuses on the understanding and comprehension of the basic tools and strategies for animation and game production. This course will focus on the production of digital assets using standard modeling and animation software, along with their integration into a game engine.
College/Department: Antoinette Westphal College of Media Arts Design
Repeat Status: Not repeatable for credit
Restrictions: Can enroll if major is DIGM and program is MS.

DIGM 512 Shader Writing and Programming 3.0 Credits
Shader Writing and Programming. Development of custom output shaders allows for the use and manipulation of materials for use in production render engines. This course focuses on the basic components of shaders including reflective, translucency, and illumination models.
College/Department: Antoinette Westphal College of Media Arts Design
Repeat Status: Not repeatable for credit
Prerequisites: DIGM 501 [Min Grade: C] (Can be taken Concurrently)

DIGM 515 Digital Matte Painting 3.0 Credits
Digital Matte Painting. Digital matte painting and set extension are methods of integrating live action footage into lush and believable CG environments. By using physical construction as a basis for a digital environment, greater integration between live and CG plates can be achieved.
College/Department: Antoinette Westphal College of Media Arts Design
Repeat Status: Not repeatable for credit
Prerequisites: DIGM 512 [Min Grade: C]

DIGM 518 Particle Systems and Artificial Intelligence for Visual Effects 3.0 Credits
Particle Systems/Artificial Intelligence for Visual Effects. Particle systems can be used to stimulate natural phenomena as well as create ethereal effects through the use of scripting and mathematical expressions.
In the same way, digital crowds can be created to populate a scene with autonomous characters. This hybrid course addresses software applications and trigonometric functions for advanced animation by digital media designers.
College/Department: Antoinette Westphal College of Media Arts Design
Repeat Status: Not repeatable for credit
Prerequisites: DIGM 515 [Min Grade: C]

DIGM 520 Advanced Interactivity I 3.0 Credits
This course focuses on the development of interactive media across a variety of platforms. Human-Computer interaction and layout are discussed along with implementations on mobile and PC based platforms. Dynamically created web content and integration with databases, as a server-side component, will also be covered.
College/Department: Antoinette Westphal College of Media Arts Design
Repeat Status: Not repeatable for credit
Restrictions: Can enroll if major is DIGM.

DIGM 525 Advanced Animation I 3.0 Credits
This course delves into advanced topics in animation, including procedural modeling and dynamics. Emphasis will be placed on the development of natural phenomena in a simulated environment and physically accurate movement of characters.
College/Department: Antoinette Westphal College of Media Arts Design
Repeat Status: Not repeatable for credit
Restrictions: Can enroll if major is DIGM.

DIGM 526 Advanced Animation II 3.0 Credits
This course delves into advanced topics in animation, including light transport and crowd simulation. Also discussed will be integration of acquired data, specifically from motion capture sources. Multi-layer rendering output and shaders for production will be discussed.
College/Department: Antoinette Westphal College of Media Arts Design
Repeat Status: Not repeatable for credit
Restrictions: Can enroll if major is DIGM.
Prerequisites: DIGM 525 [Min Grade: C]

DIGM 530 Advanced Game Design I 3.0 Credits
This course sequence covers advanced gaming topics, including mobile games, motion capture, artificial intelligence, real-time effects and shaders, and advanced user interfaces.
College/Department: Antoinette Westphal College of Media Arts Design
Repeat Status: Not repeatable for credit
Restrictions: Can enroll if major is DIGM.
Prerequisites: DIGM 525 [Min Grade: C]

DIGM 531 Advanced Game Design II 3.0 Credits
This course sequence covers advanced gaming topics, including mobile games, motion capture, artificial intelligence, real-time effects and shaders, and advanced user interfaces. The group project will follow an Agile software development methodology with weekly Scrum sprints for iterative project development.
College/Department: Antoinette Westphal College of Media Arts Design
Repeat Status: Not repeatable for credit
Restrictions: Can enroll if major is DIGM.
Prerequisites: DIGM 530 [Min Grade: C]

DIGM 540 New Media Project 3.0 Credits
New Media Project. Students work on funded and unfunded research and industrial projects. With faculty approval, students may work on personally designed projects relevant to problem solving in a student's area of interest. Each student is required to complete it three times. This course may be repeated up to four times for credit.
College/Department: Antoinette Westphal College of Media Arts Design
Repeat Status: Can be repeated 4 times for 12 credits
Prerequisites: DIGM 520 [Min Grade: C] (Can be taken Concurrently)

DIGM 547 Organic Modeling 3.0 Credits
This course will be an intensive exploration of organic modeling. Through lectures, demonstrations, class critiques and individual feedback from the instructor, the best approaches to modeling organic forms will be explored.
College/Department: Antoinette Westphal College of Media Arts Design
Repeat Status: Not repeatable for credit
Restrictions: Can enroll if major is DIGM.
Prerequisites: DIGM 526 [Min Grade: C]

DIGM 560 Advanced Concepts and Applications in Interactive 3D Environments 3.0 Credits
Advanced Concepts/Applications in Interactive 3D Environments. Advanced concepts/applications on adding interactivity to 3D environments via an assortment of software packages including 3D Max, Director and Flash. This course focuses on the optimized integration of 3D objects in environments with interactive authoring tools.
College/Department: Antoinette Westphal College of Media Arts Design
Repeat Status: Not repeatable for credit
Prerequisites: DIGM 501 [Min Grade: C]

DIGM 580 Thesis Preparation 3.0 Credits
This course instructs on Thesis proposal writing within a Digital Media context, covering style, performing research, assigning credit and reference, and topic exploration and expansion.
College/Department: Antoinette Westphal College of Media Arts Design
Repeat Status: Not repeatable for credit
Restrictions: Can enroll if major is DIGM.

DIGM 605 Advanced Techniques in Computer Generated Imagery 3.0 Credits
Advanced Techniques in Computer Generated Imagery. Students create electronic media assets that effect the stimuli, bearings, and responses of human cognition to phenomena of light and sound. Student works explore integrations of visual and aural illusions to affect alterations in audience-perceived realities.
College/Department: Antoinette Westphal College of Media Arts Design
Repeat Status: Not repeatable for credit
Prerequisites: DIGM 518 [Min Grade: C] (Can be taken Concurrently)

DIGM 616 Immersive World Building 3.0 Credits
Immersive World Building. Students investigate various emerging technologies for immersive content creation. Focus is on the production of 3D animated environments. Special production issues and concerns to dome planetaria and theatrical (IMAX) venues are considered. Interdisciplinary activities are strongly encouraged.
College/Department: Antoinette Westphal College of Media Arts Design
Repeat Status: Not repeatable for credit
Prerequisites: DIGM 605 [Min Grade: C]

DIGM 620 Digital Media Workshop 3.0 Credits
This course addresses issues in the field of Digital Media, with emphasis on a single, comprehensive project. Examples of topics include stereoscopic production, mobile game development or training through game development.
College/Department: Antoinette Westphal College of Media Arts Design
Repeat Status: Not repeatable for credit
Restrictions: Can enroll if major is DIGM.
Prerequisites: DIGM 531 [Min Grade: C]

DIGM 630 Digital Media Group Workshop 3.0 Credits
The course addresses topical issues in the field of Digital Media, with emphasis placed on a single, comprehensive group project. Examples of topics include stereoscopic production, mobile game development or training through game development.
College/Department: Antoinette Westphal College of Media Arts Design
Repeat Status: Not repeatable for credit
Restrictions: Can enroll if major is DIGM.
Prerequisites: DIGM 531 [Min Grade: C]

DIGM 641 Interactive TV DVD-ROM 3.0 Credits
Interactive TV DVD-ROM. Students work to develop strategies for meaningful retrieval of mass amounts of media (video, still images, sounds, and text) for television DVD-ROM players. This course will cover basic and advance forms of digital information storage and retrieval to and from TV DVD-ROM media.
College/Department: Antoinette Westphal College of Media Arts Design
Repeat Status: Not repeatable for credit
Prerequisites: DIGM 501 [Min Grade: C]

DIGM 650 Public Venue Seminar 3.0 Credits
This group project course is focused on creating public venue works, either performance-based, interactive or web-distributed. The distinguishing mark of graduate research is an original contribution to knowledge and this course is intended to design and implement a media piece to be viewed by a large group of people.
College/Department: Antoinette Westphal College of Media Arts Design
Repeat Status: Not repeatable for credit
Restrictions: Can enroll if major is DIGM.
Prerequisites: DIGM 531 [Min Grade: C]

DIGM 651 Publication and Presentation 3.0 Credits
This course instructs on the submission of portfolio and thesis work including journal publication, conference presentations, contests and competition and public performance venues.
College/Department: Antoinette Westphal College of Media Arts Design
Repeat Status: Not repeatable for credit
Restrictions: Can enroll if major is DIGM.

DIGM 670 Gaming I 3.0 Credits
Gaming I. Students learn to solve 3D game design problems working with game programming techniques and leading cross platform software.
College/Department: Antoinette Westphal College of Media Arts Design
Repeat Status: Not repeatable for credit
Prerequisites: DIGM 518 [Min Grade: C] and DIGM 560 [Min Grade: C]

DIGM 671 Gaming II 3.0 Credits
Gaming II. Building upon skills developed in Gaming I, students form small teams and work to develop and implement original 3D game designs.
College/Department: Antoinette Westphal College of Media Arts Design
Repeat Status: Not repeatable for credit
Prerequisites: DIGM 670 [Min Grade: C]

DIGM 680 Thesis Development 3.0 Credits
Thesis Development results in a project including the production of original media assets, a written paper to the Graduate Committee, an oral presentation and demonstration delivered to the general College, and submission of a copy of the thesis project including all media assets to the Digital Media Graduate Program Archive.
College/Department: Antoinette Westphal College of Media Arts Design
Repeat Status: Can be repeated 4 times for 12 credits
Prerequisites: DIGM 670 [Min Grade: C] (Can be taken Concurrently)DIGM 605 [Min Grade: C] and DIGM 641 [Min Grade: C]

DIGM 690 Advanced Special Topics in Digital Media 3.0 Credits
Advanced Special Topics in Digital Media. This class is reserved for occasional special topics in Graduate Digital Media Studies. It may include seminars, studio and classes taught by visiting faculty.
College/Department: Antoinette Westphal College of Media Arts Design
Repeat Status: Not repeatable for credit
Prerequisites: DIGM 502 [Min Grade: C]

DIGM 699 Independent Study 0.5-6.0 Credits
Provides faculty guidance in subject matter not covered in standard courses offered.
College/Department: Antoinette Westphal College of Media Arts Design
Repeat Status: Can be repeated 3 times for 6 credits
Restrictions: Can enroll if major is DIGM.

Design and Merchandising

Courses

DSMR 505 Design and Interactivity 3.0 Credits
This course focuses on the understanding and comprehension of the basic tools and strategies for design within a two-dimensional environment. In addition to design, web development and interactivity will be covered, including a discussion of various display platforms, including mobile development.
College/Department: Antoinette Westphal College of Media Arts Design
Repeat Status: Not repeatable for credit
Restrictions: Can enroll if major is DIGM.

DSMR 506 Animation and Game Design 3.0 Credits
This course focuses on the understanding and comprehension of the basic tools and strategies for animation and game production. This course will focus on the production of digital assets using standard modeling and animation software, along with their integration into a game engine.
College/Department: Antoinette Westphal College of Media Arts Design
Repeat Status: Not repeatable for credit
Restrictions: Can enroll if major is DIGM.

Fashion Design

Courses

FASH 600 Fashion Industry Internship 0.0 Credits
Provides relevant off campus employment for students; they experience design and production processes in an industrial setting.
College/Department: Antoinette Westphal College of Media Arts Design
Repeat Status: Not repeatable for credit
Restrictions: Can enroll if major is FASH.

FASH 611 Textile Design 3.0 Credits
Instructs the student in both traditional and digital techniques and Textile Design. Investigates layout, repeat and co-ordinated fabric groups.
College/Department: Antoinette Westphal College of Media Arts Design
Repeat Status: Not repeatable for credit
Restrictions: Can enroll if major is FASH or major is INTR.
Prerequisites: VSST 102 [Min Grade: D] or VSST 405 [Min Grade: C]

FASH 615 Computer Aided Design for Patternmaking 3.0 Credits
Covers the production, storage, and retrieval of fashion patterns using computer-assisted design software and Macintosh hardware. Requires students to use previously acquired pattern-making and design skills to produce patterns on the computer and plotter.
College/Department: Antoinette Westphal College of Media Arts Design
Repeat Status: Not repeatable for credit
Prerequisites: FASH 342 [Min Grade: C]

FASH 616 Computer Aided Design for Fashion Design 3.0 Credits
Provides an overview of computers in the fashion industry. Develops students' presentation skills using industry software and commercial graphics programs.
College/Department: Antoinette Westphal College of Media Arts Design
Repeat Status: Not repeatable for credit
Prerequisites: FASH 611 [Min Grade: C]

FASH 617 Technical Design 3.0 Credits
Technical Design is crucial in managing technical information internally and externally within a fashion design company. The student is trained in the essential skills of creating technical packages using data programs and sketching, conducting fittings, maintaining specs, and grading patterns and how to communicate information efficiently in a global fashion industry.
College/Department: Antoinette Westphal College of Media Arts Design
Repeat Status: Not repeatable for credit
Restrictions: Can enroll if major is FASH.
Prerequisites: FASH 342 [Min Grade: D]

FASH 625 Principles of Flat Pattern and Draping 3.0 Credits
Provides analysis of and experience in methods of developing fashion designs through exploration of flat pattern and draping methods. Explores basic patternmaking techniques and manipulations. Establishes comparisons between drafting and draping techniques in the development of standard slopers.
College/Department: Antoinette Westphal College of Media Arts Design
Repeat Status: Not repeatable for credit
Prerequisites: FASH 241 [Min Grade: C]

FASH 630 Fashion Design A 3.0 Credits
Explores sources of inspiration and requires students to translate and develop source material into creative garments. Stresses the extension and elaboration of ideas within a specific market.
College/Department: Antoinette Westphal College of Media Arts Design
Repeat Status: Not repeatable for credit
Prerequisites: FASH 251 [Min Grade: C]

FASH 631 Fashion Design B 3.0 Credits
Stresses industrial limitations as they apply to design and creativity. Covers fabrication, costing, market requirements, and specifications for all facets of the industry. Primary areas of concentration include sportswear and swimwear. Includes professional critiques.
College/Department: Antoinette Westphal College of Media Arts Design
Repeat Status: Not repeatable for credit
Prerequisites: FASH 251 [Min Grade: C]

FASH 632 Drawing for Industry 3.0 Credits
Offers the Fashion student the ability to generate technical renderings of garments along with associated specifications requirements as per industry expectations.
College/Department: Antoinette Westphal College of Media Arts Design
Repeat Status: Not repeatable for credit
Restrictions: Can enroll if major is FASH.
Prerequisites: FASH 342 [Min Grade: C]

FASH 730 Fashion Design C 3.0 Credits
Expands and broadens technical skills and lays the groundwork for development of the graduate collection. Projects include couture eveningwear techniques.
College/Department: Antoinette Westphal College of Media Arts Design
Repeat Status: Not repeatable for credit
Prerequisites: FASH 631 [Min Grade: C]

FASH 731 Fashion Design D 3.0 Credits
Emphasizes a particular limit of time, cost, or material and expands development of technical solutions to construction and production problems.
College/Department: Antoinette Westphal College of Media Arts Design
Repeat Status: Not repeatable for credit
Prerequisites: FASH 730 [Min Grade: C]

FASH 750 Machine Knitting 3.0 Credits
Machine Knitting is an introduction to knitwear design specialization. Students learn to style and draw knit garments to develop a professional portfolio. Technical information regarding yarn analysis, stitch construction, pattern and garment construction are the focus of this class.
College/Department: Antoinette Westphal College of Media Arts Design
Repeat Status: Can be repeated 2 times for 6 credits
Restrictions: Can enroll if major is FASH.
Prerequisites: FASH 241 [Min Grade: C] and VSST 112 [Min Grade: C]

FASH 751 Accessory Design 3.0 Credits
This course provides students with concepts and skills to design traditional and contemporary fashion accessories with emphasis in embroidery; applique; hand painting; and clay, plastic and ceramic work.
College/Department: Antoinette Westphal College of Media Arts Design
Repeat Status: Not repeatable for credit
Prerequisites: FASH 241 [Min Grade: C]

FASH 752 Millinery Design 3.0 Credits
Familiarizes students with the techniques and processes involved in hat making. Emphasis will be placed on historical perspectives and materials.
College/Department: Antoinette Westphal College of Media Arts Design
Repeat Status: Not repeatable for credit
Prerequisites: FASH 241 [Min Grade: C]

FASH 754 Advanced Fashion Drawing 3.0 Credits
Through in-class creative assignments with experimental techniques, students learn to respond rapidly, originally, and with increased focus to resolve drawing and design problems.
College/Department: Antoinette Westphal College of Media Arts Design
Repeat Status: Not repeatable for credit
Prerequisites: FASH 212 [Min Grade: C]

FASH 765 Fashion Presentation 3.0 Credits
Requires two-dimensional presentation of original collections based on various facets of the industry. Stresses professional skill development in medium of choice.
College/Department: Antoinette Westphal College of Media Arts Design
Repeat Status: Not repeatable for credit
Prerequisites: FASH 212 [Min Grade: C]

FASH 766 Fashion Business Topics 3.0 Credits
Presents the following topics in seminar: fashion merchandising as a link between producer and final consumer, retail distribution, interpreting consumer demand, merchandise assortment planning, unit and inventory control, and pricing; fashion marketing and manufacturing, including the marketing process, components of the fashion industry, market evaluation, demographic and psychographic factors, manufacturing components and processes, and case studies.
College/Department: Antoinette Westphal College of Media Arts Design
Repeat Status: Not repeatable for credit

FASH 767 Style and the Media 3.0 Credits
Fashion Journalism is reading and writing about all aspects of fashion, including reporting, criticism and commentary about photography related to fashion published in newspapers or magazines, displayed on websites, aired on radio and/or TV. The style of the writers and also the aspects of dress they found significant is examined.
College/Department: Antoinette Westphal College of Media Arts Design
Repeat Status: Not repeatable for credit

FASH 799 Special Topics in Fashion Design 1.0-4.0 Credit
Provides study in the field of fashion design, interdisciplinary studies, and other areas. May be repeated for credit if topics vary.
College/Department: Antoinette Westphal College of Media Arts Design
Repeat Status: Can be repeated multiple times for credit

FASH 864 Professional Portfolio 3.0 Credits
This course will involve preparation and execution of a finished designer portfolio for couture, 7th Avenue or the boutique American market. Included in the preparation is research of their chosen entry into the market via history, visuals and customer profile.
College/Department: Antoinette Westphal College of Media Arts Design
Repeat Status: Not repeatable for credit
Restrictions: Can enroll if major is FASH.
Prerequisites: FASH 765 [Min Grade: C]

FASH 865 Problems in Fashion Design Phase I 3.0 Credits
Requires proposal, design, and execution of related garments to form a collection. Emphasizes the designer's goals. Includes professional critique.
College/Department: Antoinette Westphal College of Media Arts Design
Repeat Status: Not repeatable for credit
Prerequisites: FASH 730 [Min Grade: C]

FASH 866 Problems in Fashion Design Phase II 3.0 Credits
Continues FASH 865. Includes professional critique.
College/Department: Antoinette Westphal College of Media Arts Design
Repeat Status: Not repeatable for credit
Prerequisites: FASH 865 [Min Grade: C]

FASH 899 Comprehensive Examination in Fashion Design 0.0 Credits
Provides a comprehensive examination in the field of fashion design. Required of candidates for the M.S. degree upon satisfactory completion of the coursework for the degree.
College/Department: Antoinette Westphal College of Media Arts Design
Repeat Status: Not repeatable for credit

Industrial Design

Courses

INDD 601 Industrial Design Studio I 3.0 Credits
This course introduces the studio practice of industrial design. It covers contemporary product design issues, three-dimensional problem solving, and the design process. Theoretic problems are assigned involving problem understanding, analysis, and semantics. Computer-aided designs and physical models are created to visualize design concepts and to evaluate solutions.
College/Department: Antoinette Westphal College of Media Arts Design
Repeat Status: Not repeatable for credit
Restrictions: Can enroll if major is INDD.

INDD 602 Industrial Design Studio II 3.0 Credits
This course covers medium-scale product design. Emphasis is placed on designing solutions to real-world corporate-sponsored industrial design problems involving: client meetings, problem identification, product research, design briefs, marketing issues, environmental impact, product safety, and user instructions. Computer-aided Industrial Design and working models illustrate the product's functional operations for evaluation.
College/Department: Antoinette Westphal College of Media Arts Design
Repeat Status: Not repeatable for credit
Restrictions: Can enroll if major is INDD.
Prerequisites: INDD 601 [Min Grade: C]

INDD 603 Industrial Design Studio III 3.0 Credits
This course covers conceptualizing and visualizing either a new complex production system or piece of capital equipment projected five years into the future. Working design teams and with industry sponsors, students use Integrated Design for Performance and Manufacturing criteria to evaluate feasibility of manufacturing their designs.
College/Department: Antoinette Westphal College of Media Arts Design
Repeat Status: Not repeatable for credit
Restrictions: Can enroll if major is INDD.
Prerequisites: INDD 602 [Min Grade: C]
Corequisite: INDD 614

INDD 611 Innovative Materials and Processes 3.0 Credits
This course explores new rapid-prototyping approaches used to develop pre-production product designs. Through a series of lectures, laboratory demonstrations, research and site visits, students will observe how new products are shaped and influenced by the introduction of innovative methods, materials and processes from conception to a manufactured item.
College/Department: Antoinette Westphal College of Media Arts Design
Repeat Status: Not repeatable for credit
Restrictions: Can enroll if major is INDD.

INDD 613 Human-Machine Systems 3.0 Credits
This course covers the physical, procedural, psychological, and perceptual relationship people have with technologically complex machine systems. Research methodologies and survey techniques are used to predict the effectiveness of a system to perform a complete job, execute specific tasks, and respond to discrete human actions.
College/Department: Antoinette Westphal College of Media Arts Design
Repeat Status: Not repeatable for credit
Restrictions: Can enroll if major is INDD.

INDD 614 Systems Integration for Designers 3.0 Credits
This course introduces theories of systems integration employed by industrial designers. It covers human interaction, machine intelligence, procedural products, pictoral sequences, and logic diagrams. Microprocessors, control and navigation systems, actuators, and sensors are studied as integral components of a smart product. Systems integration of smart appliances and service sector robots are examined.
College/Department: Antoinette Westphal College of Media Arts Design
Repeat Status: Not repeatable for credit
Restrictions: Can enroll if major is INDD.
Prerequisites: INDD 613 [Min Grade: C]

INDD 615 Industrial Design Seminar 3.0 Credits
This course covers five areas: industrial design profession practices; forum for design professionals to join seminar discussions on topics related to trends in industrial design; sponsorship research, career goals and interviewing techniques; portfolio refinement; Master's thesis proposal.
College/Department: Antoinette Westphal College of Media Arts Design
Repeat Status: Not repeatable for credit
Prerequisites: INDD 602 [Min Grade: C]
Corequisite: INDD 603

INDD 701 Industrial Design Tutorial A 6.0 Credits
This course provides individual tutorial in the hypothesis phase of the Master's thesis project. A range of possible design solutions are considered by creating sketches and visual study models, weighing user requirements, function, form, material choice, and design elements with continual reference to the original problem and its analysis. Potential configurations are evaluated.
College/Department: Antoinette Westphal College of Media Arts Design
Repeat Status: Not repeatable for credit
Restrictions: Can enroll if major is INDD.
Prerequisites: INDD 711 [Min Grade: C]

INDD 702 Industrial Design Tutorial B 6.0 Credits
This course provides individual tutorial in the experimental stage of the Master's thesis project. Possible design solutions are refined; functional concept models and devices are fabricated, tested, evaluated, modified, and compared to earlier analyses and design criteria.
College/Department: Antoinette Westphal College of Media Arts Design
Repeat Status: Not repeatable for credit
Prerequisites: INDD 701 [Min Grade: C]

INDD 703 Industrial Design Tutorial C 6.0 Credits
This course provides individual tutorial in executing the final solution of the Master's thesis project. Designs will differ from one another; in all cases a high level of innovation and creativity is expected and must display sound professional judgment. A demonstrated mastering of craft is required in executing the final design solution.
College/Department: Antoinette Westphal College of Media Arts Design
Repeat Status: Not repeatable for credit
Restrictions: Can enroll if major is INDD.
Prerequisites: INDD 702 [Min Grade: C]
Corequisite: INDD 712

INDD 711 Master's Thesis Research in Industrial Design 3.0 Credits
This course covers a range of advanced research methodologies necessary to conduct in-depth research and collect data on a topic identified for a Master's thesis project. Issues to be addressed include: design, human factors, design history, psychological implications; market opportunity; production and technological requirements, and environmental impact.
College/Department: Antoinette Westphal College of Media Arts Design
Repeat Status: Not repeatable for credit
Restrictions: Can enroll if major is INDD.

Television Management

Courses

TVMN 600 Television Management Colloquium 3.0 Credits
Practitioners and students come together for dialogue about standards
and best practices. Students study tools and techniques including HR
management, labor relations and contract negotiations, intellectual
property and media law practice, applied convergence, and the role
of business, marketing, advertising, and promotion plans in television
enterprises.
College/Department: Antoinette Westphal College of Media Arts Design
Repeat Status: Not repeatable for credit

TVMN 605 Foundation Seminar in TV Management 3.0 Credits
This course explores the scope and methods of study in television
management including its technological and social history, evolution and
convergence with new media, qualitative and quantitative methodologies,
literature research strategies and proposal writing, and the production of a
thesis proposal.
College/Department: Antoinette Westphal College of Media Arts Design
Repeat Status: Not repeatable for credit

TVMN 610 Media Law for Television Management 3.0 Credits
Media Law for TVMN focuses on the regulatory frameworks and radio,
television and converging media law. Content includes contracts,
releases, negotiations, standards and best practices in HR, intellectual
property, and collective bargaining in media industries. The role of in-
house and function of external legal counsel is reviewed.
College/Department: Antoinette Westphal College of Media Arts Design
Repeat Status: Not repeatable for credit

TVMN 620 Audience Measurement 3.0 Credits
Audience Measurement. The course addresses statistical measurement
of television audiences. Students learn the basic principles of rating,
share, and demographics; and understanding how this information is
used in sales, marketing, and strategic planning for television stations,
broadcast and cable networks.
College/Department: Antoinette Westphal College of Media Arts Design
Repeat Status: Not repeatable for credit

TVMN 630 Television Production 3.0 Credits
Television Production. Television production techniques in common use
at local television stations are taught including multi-camera (studio)
production, single camera (film style) production, and basic editing
techniques. Throughout the term, the course also examines production
issues from a manager's point-of-view.
College/Department: Antoinette Westphal College of Media Arts Design
Repeat Status: Not repeatable for credit

TVMN 640 Media Ethics of Television Management 3.0 Credits
Media Ethics for TVMN explores issues central to the decision-making
process in which media mangers engage. Case studies in television and
evolving media, investigation of contemporary events that reflect ethical
dilemmas, and research into the intersection of financial, regulatory, and
career considerations with ethical choice are closely examined.
College/Department: Antoinette Westphal College of Media Arts Design
Repeat Status: Not repeatable for credit

TVMN 650 Structure of Television Organizations 3.0 Credits
This course is a survey of the organizational structures and functions
that form the work setting in which television managers operate. It is
concerned with exploring the specific tasks managers confront and the
analytic and decision-making tools they apply to the management of
television systems.
College/Department: Antoinette Westphal College of Media Arts Design
Repeat Status: Not repeatable for credit

TVMN 660 The Social Impact of TV 3.0 Credits
The Social Impact of Television. The aim of this course is to broaden
awareness of how the phenomenon of television affects or may affect
society. Examined are several arguments regarding television's impact.
Some of these arguments are based on experimental research, some on
survey research, and some on critical argument.
College/Department: Antoinette Westphal College of Media Arts Design
Repeat Status: Not repeatable for credit

TVMN 670 The Art of Television 3.0 Credits
This course analyzes fictional television that can be seen as rising to
the level of art. Concentrating on the prime-time hour-long series, it
studies shows that go beyond the formulaic or conventional from TV's
golden age (1960's) to its second gold age (1980's) and beyond to current
programming.
College/Department: Antoinette Westphal College of Media Arts Design
Repeat Status: Not repeatable for credit

**TVMN 680 Management of News and Sports Programming 3.0
Credits**
Management of News and Sports Programming. Through lectures,
case studies, and individual and project work, this course explores
management issues in news and sports programming. Students learn
about news and sports journalism, sales/marketing/sponsorship of
news and sports programming, legal and ethical issues, personnel
issues, market research, technology, and how to critique new sports
programming.
College/Department: Antoinette Westphal College of Media Arts Design
Repeat Status: Not repeatable for credit

TVMN 698 Special Topics in TV Mgmt 3.0 Credits
Special Topics in Television Management. This course offers rotating
topics in Television Management that could include a closer look at an
aspect of management (e.g., contract law and negotiation as it applies to
television), an examination of an issue (e.g., violence and TV), or an in-
depth analysis of a particular case study (e.g., coverage of a disaster from
a manager's point-of-view). The course (but not the same topic) may be
repeated for credit.
College/Department: Antoinette Westphal College of Media Arts Design
Repeat Status: Can be repeated multiple times for credit

TVMN 699 Independent Study in TV Mgmt 1.0-6.0 Credit
Independent Study in Television Management. This course offers the
student the opportunity to undertake an independent student in the area
of Television Management. The topic must be approved by a Program
Director before the student registers for the course. The course may be
repeated for credit.
College/Department: Antoinette Westphal College of Media Arts Design
Repeat Status: Can be repeated multiple times for credit

TVMN 700 Television Practicum 3.0 Credits
This course offers hands-on management experience at Drexel's television station or (with Program Director's approval) at other television stations, cable companies, or related media. The assumption is that the student will work a minimum of ten hours per week for ten weeks to receive three credits for the term.
College/Department: Antoinette Westphal College of Media Arts Design
Repeat Status: Not repeatable for credit

TVMN 710 Television Programming 3.0 Credits
Through lectures, case studies and individual and team projects, this course explores the role of programming in television. Students learn about development, financial and legal issues, programming distribution, the role of ratings and advertising support in program scheduling, and career opportunities in the field.
College/Department: Antoinette Westphal College of Media Arts Design
Repeat Status: Not repeatable for credit

TVMN 720 Television Organization and Operations 3.0 Credits
Television: Organization and Operations. This course studies the organization and internal operations of television stations and broadcast/cable networks.
College/Department: Antoinette Westphal College of Media Arts Design
Repeat Status: Not repeatable for credit

TVMN 730 Emerging TV Technology 3.0 Credits
This course provides students with a solid grounding in the prevailing technologies in the television business, delves into the emerging new media technologies, and provides a framework for dealing with and implementing significant technological changes in television organizations.
College/Department: Antoinette Westphal College of Media Arts Design
Repeat Status: Not repeatable for credit

TVMN 740 Money and the Media 3.0 Credits
This course will apply the students' required coursework in the LeBow College of Business in areas such as economics and accounting with the specific challenge of managing the finance function within television and new media industries.
College/Department: Antoinette Westphal College of Media Arts Design
Repeat Status: Not repeatable for credit

TVMN 750 Current Issues in TV Management 3.0 Credits
Given the rapid pace of change in the businesses the program examines, this course will provide an important and ever-chaning means of addressing the most up-to-date transactions and other business developments in the television and new media world, drawing extensively on current industry publications.
College/Department: Antoinette Westphal College of Media Arts Design
Repeat Status: Not repeatable for credit

TVMN 770 Promotion and PR in the Media 3.0 Credits
How media organizations promote themselves, manage their public images, products, and services and do all of this under intense and constant public scrutiny is the focus of the course. It explores the strategies and tactics central to the process of public relations and crisis management in media industries.
College/Department: Antoinette Westphal College of Media Arts Design
Repeat Status: Not repeatable for credit

TVMN 790 Thesis in TV Management 3.0 Credits
The thesis will demonstrate the competence to identify a problem or create a project germane to the evolving field on television management, and to produce a work product that is executed in a systematic manner using research and management tools. The thesis proposal must be approved by the Program Director.
College/Department: Antoinette Westphal College of Media Arts Design
Repeat Status: Not repeatable for credit

TVMN 791 Thesis Completion 0.5 Credits
This repeatable course allows the TVMN graduate student to complete the required research, writing and revision of the TVMN thesis which is begun during TVMN 790 Thesis in Television Management.
College/Department: Antoinette Westphal College of Media Arts Design
Repeat Status: Can be repeated multiple times for credit
Prerequisites: TVMN 790 [Min Grade: C]

Television Management

Courses

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Repeat Status: Not repeatable for credit

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College/Department: Antoinette Westphal College of Media Arts Design
Repeat Status: Can be repeated multiple times for credit
Prerequisites: TVMN 790 [Min Grade: C]

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