# Visual Media Concentration B.A.

Want to shape culture, share a message, or change someone's mind? Then study visual communication.

Arts Tecl	nnology Core	<b>Business Foundations</b>	<b>Visual Media Concentration</b>
<b>TH 135</b> Elements of Priniciples of Design or <b>AR 105</b> 2D Design (3)		Marketing: MK 200 Principles of Marketing (3)	AT 109 Techniques in Visual Narratives (3)
AT 110 Intro to Digital Media (3)  AT 151 Arts Tech Essentials: Lighting, Photo, Video (2)	AT 470 Internship (1) AT 490 Portfolio and Professional Development (1) AT 496 Arts Technology Capstone	Pick 3 credits:  MK 363 Brand Loyalty through Digital Media (3)  MK 307 IMC Campaigns	AR 236 Beginning Digital Photography (3) AR 201 Computer Art & Design (3) AR 327 Computer Art & Design: Creative Concepts (3)
AT 153 Arts Tech Essentials: Audio (2)	Project (3)	Entrepreneurship: ET 340 Foundations of	Choose 6 credits from:
AT 157 Storytelling (3)		Entrepreneurship (3) or <b>ET 380</b> Art of	AT 365 Topics in Visual Media (3-6)
AR 101 Discourses in Media & Design (3) AT 265 Foundations in Web Design/Development (3) MC 312 Legal Issues in the Arts (3) AT 370 Arts Technology Cornerstone Project (1)	Student-run Ventures (2 credits): TH390 / AR 390 / MC 390 / AR 325 / IS 390 / MC 160 / MC 210 / AT 321 and others as approved	Entrepreneurship (3)  Administration: AD 323 Arts Management (3) or AD 360 Topics in Arts Administration (3)	EN 305 Web Publishing (3) AT 320 Motion Graphic Animation (3) AT 322 Commercial Photography AT 319 Interface Design and Data Visualization Or Elective As Approved By Chair

Total: 30 Credits Total: 12 Credits Total: 18 Credits

## TYPICAL 8 SEMESTER SEQUENCE

### **FRESHMAN YEAR**

Fall Semester	Spring Semester	
IN 140: University Seminar	AR 101: Discourses in Media and Design	
IN 180: University Writing	Oral Communication Course	
AT 110: Intro to Digital Media	AT 151: Arts Tech Essentials: Lighting, Photo, Video	
AT 153: Arts Tech Essentials: Audio	Natural Science with a Lab	
Quantitative Reasoning	AT 157: Storytelling	
AR 105: 2D Design		
17 Credits	15 Credits	

### **JUNIOR YEAR**

Fall Semester	Spring Semester
Modern Language / ICS	MC 312: Legal Issues in the Arts
Approved Marketing Elective	AT 396: Arts Technology Cornerstone
300/400 level Elective (3)	Student-run Venture
Approved Arts Administration Elective	Elective (3)
Approved Visual Media Elective	Approved Visual Media Elective
AT 470/471: Internship	AR 327: Computer Art Creative Concepts

17 Credits 14 Credits

### **SOPHOMORE YEAR**

SOT HOHORE TEAR		
Fall Semester	Spring Semester	
IN 250: US Cultural Studies	IN 251: US Cultural Studies	
MK 200: Principles of Marketing	Modern Language	
AT 109: Techniques in Visual Narratives	IN 280: Writing in the Disciplines	
AR 201: Computer Art & Design	AT 265: Foundations in Web Design/Development	
Modern Language	AR 236: Beginning Digital Photography	

16 Credits 16 Credits

### SENIOR YEAR

SENIOR TEAR			
Fall Semester	Spring Semester		
AT 490: Portfolio and Professional Development	AT 496: Arts Technology Capstone Project		
Elective (3)	300/400 level Elective (3)		
Student-run Venture	300/400 level Elective (3)		
IN 350: Global Studies	Elective (3)		
Approved Entrepreneurship Elective	Elective (1)		
Elective (3)			
Elective (2)			

16 Credits 13 Credits



To qualify for undergraduate financial aid, student usually must take 12 - 15 hours in undergraduate credit per a semester.



# Visual Media Concentration B.S.

Want to shape culture, share a message, or change someone's mind? Then study visual communication.

Arts Tech	nnology Core	<b>Business Foundations</b>	<b>Visual Media Concentration</b>
<b>TH 135</b> Elements of Priniciples of Design or <b>AR 105</b> 2D Design (3)		Marketing: MK 200 Principles of Marketing (3)	AT 109 Techniques in Visual Narratives (3)
AT 110 Intro to Digital Media (3)  AT 151 Arts Tech Essentials: Lighting, Photo, Video (2)	AT 470 Internship (1) AT 490 Portfolio and Professional Development (1) AT 496 Arts Technology Capstone	Pick 3 credits:  MK 363 Brand Loyalty through Digital Media (3)  MK 307 IMC Campaigns	AR 236 Beginning Digital Photography (3) AR 201 Computer Art & Design (3) AR 327 Computer Art & Design: Creative Concepts (3)
AT 153 Arts Tech Essentials: Audio (2) AT 157 Storytelling (3)	Project (3)	Entrepreneurship: ET 340 Foundations of Entrepreneurship (3)	Choose 6 credits from: AT 365 Topics in Visual Media
AR 101 Discourses in Media & Design (3) AT 265 Foundations in Web Design/Development (3) MC 312 Legal Issues in the Arts (3) AT 370 Arts Technology Cornerstone Project (1)	Student-run Ventures (2 credits): TH390 / AR 390 / MC 390 / AR 325 / IS 390 / MC 160 / MC 210 / AT 321 and others as approved	Administration: AD 323 Arts Management (3) or AD 360 Topics in Arts Administration (3) AT 320 Motion Gr tion (3) AT 322 Commerc AT 319 Interface Data Visualization	Entrepreneurship (3)  Administration: AD 323 Arts Management (3) or AD 360 Topics in Arts  EN 305 Web Publishing (3) AT 320 Motion Graphic Animation (3) AT 322 Commercial Photography AT 319 Interface Design and

Total: 30 Credits Total: 12 Credits Total: 18 Credits

## TYPICAL 8 SEMESTER SEQUENCE

### **FRESHMAN YEAR**

Fall Semester	Spring Semester
IN 140: University Seminar	
IN 180: University Writing	Oral Communication Course
AT 110: Intro to Digital Media	AT 151: Arts Tech Essentials: Lighting, Photo, Video
AT 153: Arts Tech Essentials: Audio	Natural Science with a Lab
Quantitative Reasoing	AT 157: Storytelling
AR 105: 2D Design	AR 101: Discourses in Media and Design
17 Credits	15 Credits

## JUNIOR YEAR

Fall Semester	Spring Semester	
IN 350: Global Studies	MC 312: Legal Issues in the Arts	
Approved Marketing Elective	AT 396: Arts Technology Cornerstone	
Elective (3)	Student-run Venture	
Approved Arts Administration Elective	Elective (3)	
Approved Visual Media Elective	Math or Natural Science	
AT 470/471: Internship	Approved Visual Media Elective	
16 Credits	14 Credits	

### **SOPHOMORE YEAR**

Fall Semester	Spring Semester	
IN 250: US Cultural Studies	IN 251: US Cultural Studies	
MK 200: Principles of Marketing	AR 236: Beginning Digital Photography	
AT 109: Techniques in Visual Narratives	AR 327: Computer Art & Design: Creative Concepts	
AR 201: Computer Art & Design	Natural Science with a Lab	
IN 280: Writing in the Disciplines	AT 265: Foundations in Web Design/Development	

15 Credits 16 Credits

### **SENIOR YEAR**

Fall Semester	Spring Semester
AT 490: Portfolio and Professional Development	AT 496: Arts Technology Capstone Project
Approved Entrepreneurship Elective	Approved Visual Media Elective
Student-run Venture	International Cultures and Structures
300/400 level Elective (3)	Math or Natural Science
International Cultures and Structures	300/400 Level Elective (3)
Elective (3)	
300/400 level Elective (2)	
16 Credits	15 Credits





# Video Production & Cinema Concentration B.A.

Whether you are making a movie or selling a product it all starts with a good story.

Arts Tecl	hnology Core	<b>Business Foundations</b>	Video Production & Cinema Concentration
<b>TH 135</b> Elements of Priniciples of Design or <b>AR 105</b> 2D Design (3)		Marketing: MK 200 Principles of Marketing (3)	<b>AT 234</b> Directing for the Camera (3)
AT 110 Intro to Digital Media (3)  AT 151 Arts Tech Essentials:	AT 470 Internship (1) AT 490 Portfolio and Professional Development (1)	Pick 3 credits:  MK 363 Brand Loyalty through Digital Media (3)  MK 307 IMC Campaigns	AT 334 Production for Video and Cinema 1 (3) AT 434 Postproduction for Video and Cinema 1 (3)
Lighting, Photo, Video (2)  AT 153 Arts Tech Essentials: Audio (2)	AT 496 Arts Technology Capstone Project (3)	Entrepreneurship: ET 340 Foundations of	Choose 9 credits from: AT 235 The Director's Vision (3)
AT 157 Storytelling (3)  AR 101 Discourses in Media & Design (3)  AT 265 Foundations in Web Design/Development (3)  MC 312 Legal Issues in the Arts (3)  AT 370 Arts Technology  Cornerstone Project (1)	Student-run Ventures (2 credits): TH390 / AR 390 / MC 390 / AR 325 / IS 390 / MC 160 / MC 210 / AT 321 and others as approved	Entrepreneurship (3) or ET 380 Art of Entrepreneurship (3)  Administration: AD 323 Arts Management (3) or AD 360 Topics in Arts Administration (3)	AT 335 Production for Video and Cinema 11 (3) AT 435 Postproduction for Video and Cinema 11 (3) AT 337 Cinematography AT 339 Screenwriting AT 363 Topics in Video Production (3-9) Or Elective As Approved By Chair

Total: 30 Credits Total: 12 Credits Total: 18 Credits

## TYPICAL 8 SEMESTER SEQUENCE

### **FRESHMAN YEAR**

Fall Semester	Spring Semester
IN 140: University Seminar	AR 101: Discourses in Media and Design
IN 180: University Writing	Oral Communication Course
AT 110: Intro to Digital Media	AT 151: Arts Tech Essentials: Lighting, Photo, Video
AT 153: Arts Tech Essentials: Audio	Natural Science with a Lab
Quantitative Reasoning	AT 157: Storytelling
TH 135: Elements & Principles of Design or AR 105: 2D Design	
17 CREDITS	15 CREDITS

17 OKEDIIS	25 CREDITS	
JUNIOR YEAR		
Fall Semester	Spring Semester	
Modern Language / ICS	MC 312: Legal Issues in the Arts	
Approved Marketing Elective	AT 396: Arts Technology Cornerstone	
300/400 level Elective (3)	Approved Video Elective	
Approved Arts Administration Elective	Elective (3)	
AT 334: Production for Video and	IN 350: Global Studies	

17 Credits 16 Credits

### SOPHOMORE YEAR

Fall Semester	Spring Semester
IN 250: US Cultural Studies	IN 251: US Cultural Studies
MK 200: Principles of Marketing	Modern Language
AT 234: Directing the Camera	Approved Video Elective
IN 280: Writing in the Disciplines	AT 265: Foundations in Web Design/Development
Modern Language	Elective (3)

16 CREDITS 16 CREDITS

### **SENIOR YEAR**

Fall Semester	Spring Semester	
AT 490: Portfolio and Professional Development	AT 496: Arts Technology Capstone Project	
AT 434: Post Production for Video and Cinema I	Approved Video Elective	
Approved Entrepreneurship Elective	300/400 Elective (3)	
Elective (3)	Elective (1)	
300/400 Elective (3)	Student-run Venture	
Student-run Venture	Elective (1)	
13 Credits	14 Credits	

To qualify for undergraduate financial aid, student usually must take 12 - 15 hours in undergraduate credit per a semester.



Cinema I

AT 470/471: Internship

Elective (3)

# Video Production & Cinema Concentration B.S.

Whether you are making a movie or selling a product it all starts with a good story.

Arts Tecl	nnology Core	<b>Business Foundations</b>	Video Production & Cinema Concentration
<b>TH 135</b> Elements of Priniciples of Design or <b>AR 105</b> 2D Design (3)		Marketing: MK 200 Principles of Marketing (3)	<b>AT 234</b> Directing for the Camera (3)
AT 110 Intro to Digital Media (3)	AT 470 Internship (1)	Pick 3 credits:  MK 363 Brand Loyalty through	<b>AT 334</b> Production for Video and Cinema 1 (3)
AT 151 Arts Tech Essentials: Lighting, Photo, Video (2)	AT 490 Portfolio and Professional Development (1) AT 496 Arts Technology Capstone	Digital Media (3)  MK 307 IMC Campaigns	<b>AT 434</b> Postproduction for Video and Cinema 1 (3)
AT 153 Arts Tech Essentials: Audio (2)	Project (3)	Entrepreneurship: ET 340 Foundations of	Choose 9 credits from: AT 235 The Director's Vision (3)
AT 157 Storytelling (3)		Entrepreneurship (3)	AT 335 Production for Video and Cinema 11 (3)
AR 101 Discourses in Media & Design (3) AT 265 Foundations in Web Design/Development (3) MC 312 Legal Issues in the Arts (3) AT 370 Arts Technology Cornerstone Project (1)	Student-run Ventures (2 credits): TH390 / AR 390 / MC 390 / AR 325 / IS 390 / MC 160 / MC 210 / AT 321 and others as approved	or ET 380 Art of Entrepreneurship (3)  Administration: AD 323 Arts Management (3) or AD 360 Topics in Arts Administration (3)  Administration (3)  AT 435 Postproduction for Vide and Cinema 11 (3) AT 337 Cinematography AT 329 Screenwriting AT 363 Topics in Video Production (3-9) Or Elective As Approved By Cha	

Total: 30 Credits

# TYPICAL 8 SEMESTER SEQUENCE

### **FRESHMAN YEAR**

Fall Semester	Spring Semester
IN 140: University Seminar	AR 101: Discourses in Media and Design
IN 180: University Writing	Oral Communication Course
AT 110: Intro to Digital Media	AT 151: Arts Tech Essentials: Lighting, Photo, Video
AT 153: Arts Tech Essentials: Audio	Natural Science with a Lab
Quantitative Reasoning	AT 157: Storytelling
TH 135: Elements & Principles of Design or AR 105: 2D Design	
4	4

17 Credits

15 Credits

### **JUNIOR YEAR**

Fall Semester	Spring Semester
IN 350: Global Studies	MC 312: Legal Issues in the Arts
Approved Marketing Elective	AT 396: Arts Technology Cornerstone
300/400 level Elective (3)	Approved Video Elective
Approved Arts Administration Elective	Math or Natural Science
AT 334: Production for Video and Cinema I	Elective (3)
	Elective (3)
15 Credits	16 Credits

**SOPHOMORE YEAR** 

Total: 18 Credits

Fall Semester	Spring Semester
IN 250: US Cultural Studies	IN 251: US Cultural Studies
MK 200: Principles of Marketing	Natural Science with a Lab
AT 234: Directing for the Camera	Approved Video Elective
IN 280: Writing for the Disciplines	AT 470/471: Internship
Math or Natural Science	AT 265: Foundations in Web Design/Development

15 Credits

Total: 12 Credits

14 Credits

### **SENIOR YEAR**

Fall Semester	Spring Semester
AT 490: Portfolio and Professional Development	AT 496: Arts Technology Capstone Project
AT 434: Post Production for Video and Cinema I	Approved Video Elective
Approved Entrepreneurship Elective	International Cultures and Structures
Elective (3)	Elective (3)
300/400 Elective (3)	300/400 level Elective (3)
Student-run Venture	Student-run Venture
International Cultures and Structures	

16 Credits

16 Credits





# Audio Engineering & Production Concentration B.A.

Learn on state-of-the-art analog and digital equipment from faculty who are passionate about elevating students.

Arts Tech	nnology Core	<b>Business Foundations</b>	Audio Engineering & Production Concentration
<b>TH 135</b> Elements of Priniciples of Design or <b>AR 105</b> 2D Design (3)		Marketing: MK 200 Principles of Marketing (3)	MC 101 Introduction to Music Industry (3)
AT 110 Intro to Digital Media (3)  AT 151 Arts Tech Essentials: Lighting, Photo, Video (2)	AT 470 Internship (1) AT 490 Portfolio and Professional Development (1) AT 496 Arts Technology Capstone	Pick 3 credits:  MK 363 Brand Loyalty through Digital Media (3)  MK 307 IMC Campaigns	MC 104 Introduction to Recording Studio (2) MC 201 Recording Studio Techniques I (3)
AT 153 Arts Tech Essentials: Audio (2) AT 157 Storytelling (3)	Project (3)	Entrepreneurship: ET 340 Foundations of Entrepreneurship (3) or ET 380 Art of	MC 202 Recording Studio Techniques II (3) MC 220 Studio Pressure Night (2) AT 330 Live Sound (3) AT 453 Audio Systems Design
AR 101 Discourses in Media & Design (3) AT 265 Foundations in Web Design/Development (3) MC 312 Legal Issues in the Arts (3) AT 370 Arts Technology Cornerstone Project (1)	Student-run Ventures (2 credits): TH390 / AR 390 / MC 390 / AR 325 / IS 390 / MC 160 / MC 210 / AT 321 and others as approved	Entrepreneurship (3)  Administration: AD 323 Arts Management (3) or AD 360 Topics in Arts Administration (3)	and Integration (3) Student-run Venture (2)

Total: 30 Credits Total: 12 Credits Total: 19 Credits

### TYPICAL 8 SEMESTER SEQUENCE

### FRESHMAN YEAR

Fall Semester	Spring Semester
IN 140: University Seminar	Modern Language
IN 180: University Writing	Oral Communication Course
AT 110: Intro to Digital Media	AT 151: Arts Tech Essentials: Lighting, Photo, Video
AT 153: Arts Tech Essentials: Audio	MC 104: Intro to the Recording Studio
Quantitative Reasoning	AT 157: Storytelling
	TH 135: Elements and Principles of Design or AR 105 2D Design
14 Credits	17 Credits

**JUNIOR YEAR** 

Fall Semester	Spring Semester
Modern Language / ICS	MC 312: Legal Issues in the Arts
Approved Marketing Elective	AT 396: Arts Technology Cornerstone
300/400 level Elective (3)	IN 350: Global Studies
Approved Arts Administration Elective	AT330 Live Sound
MC 220: Studio Pressure Night	Elective (2)
AT 470/471: Internship	Student-run Venture
	AR 101: Discourses in Media and Design
16 Credits	16 Credits

### **SOPHOMORE YEAR**

Fall Semester	Spring Semester
IN 250: US Cultural Studies	IN 251: US Cultural Studies
MK 200: Principles of Marketing	IN 280: Writing in the Disciplines
MC 101: Intro to Music Industry	MC 202: Recording Studio Techniques II
MC 201: Recording Studio Techniques I	AT 265: Foundations in Web Design/Development
Modern Language	Natural Science with a Lab

### 16 Credits 16 Credits

### **SENIOR YEAR**

Fall Semester	Spring Semester	
AT 490: Portfolio and Professional Development	AT 496: Arts Technology Capstone Project	
Elective (3)	Student-run Venture	
300/400 level Elective (3)	Elective (3)	
Approved Entrepreneurship Elective	300/400 level Elective	
300/400 level Elective (3)	AT 453: Audio Systems Design and Integration	
300/400 level Elective (1)	Elective (2)	
14 Credits	15 Credits	

To qualify for undergraduate financial aid, student usually must take 12 - 15 hours in undergraduate credit per a semester.



# Audio Engineering & Production Concentration B.S.

Learn on state-of-the-art analog and digital equipment from faculty who are passionate about elevating students.

Arts Tech	hnology Core	<b>Business Foundations</b>	Audio Engineering & Production Concentration
<b>TH 135</b> Elements of Priniciples of Design or <b>AR 105</b> 2D Design (3)		Marketing: MK 200 Principles of Marketing (3)	MC 101 Introduction to Music Industry (3)
AT 110 Intro to Digital Media (3)  AT 151 Arts Tech Essentials: Lighting, Photo, Video (2)	AT 470 Internship (1) AT 490 Portfolio and Professional Development (1) AT 496 Arts Technology Capstone Project (3)	Pick 3 credits:  MK 363 Brand Loyalty through Digital Media (3)  MK 307 IMC Campaigns	MC 104 Introduction to Recording Studio (2) MC 201 Recording Studio Techniques I (3) MC 202 Recording Studio
AT 153 Arts Tech Essentials: Audio (2) AT 157 Storytelling (3)	Project (3)	Entrepreneurship: ET 340 Foundations of Entrepreneurship (3) or ET 380 Art of	Techniques II (3) MC 220 Studio Pressure Night (2) AT 330 Live Sound (3) AT 453 Audio Systems Design
AR 101 Discourses in Media & Design (3) AT 265 Foundations in Web Design/Development (3) MC 312 Legal Issues in the Arts (3) AT 370 Arts Technology Cornerstone Project (1)	Student-run Ventures (2 credits): TH390 / AR 390 / MC 390 / AR 325 / IS 390 / MC 160 / MC 210 / AT 321 and others as approved	Entrepreneurship (3)  Administration: AD 323 Arts Management (3) or AD 360 Topics in Arts Administration (3)	and Integration (3) Student-run Venture (2)

Total: 30 Credits Total: 12 Credits Total: 19 Credits

## TYPICAL 8 SEMESTER SEQUENCE

### **FRESHMAN YEAR**

Fall Semester	Spring Semester
IN 140: University Seminar	Natural Science with a Lab
IN 180: University Writing	Oral Communication Course
AT 110: Intro to Digital Media	AT 151: Arts Tech Essentials: Lighting, Photo, Video
AT 153: Arts Tech Essentials: Audio	MC 104: Intro to the Recording Studio
Quantitative Reasoning	AT 157: Storytelling
	TH 135: Elements and Principles of Design or AR 105 2D Design

14 Credits 17 Credits

### **SOPHOMORE YEAR**

Fall Semester	Spring Semester	
IN 250: US Cultural Studies	IN 251: US Cultural Studies	
MK 200: Principles of Marketing	IN 280: Writing in the Disciplines	
MC 101: Intro to Music Industry	MC 202: Recording Studio Techniques II	
MC 201: Recording Studio Techniques I	AT 265: Foundations in Web Design/Development	
Math or Natural Science	Natural Science with a Lab	
AR 101: Discourses in Media and Design		
18 Credits	15 Credits	

### JUNIOR YEAR

Fall Semester	Spring Semester	
Natural Science with a Lab	MC 312: Legal Issues in the Arts	
Approved Marketing Elective	AT 396: Arts Technology Cornerstone	
300/400 level Elective (3)	Student-run Venture	
Approved Arts Administration Elective	AT330 Live Sound	
MC 220: Studio Pressure Night	International Cultures and Structures	
AT 470/471: Internship	300/400 level Elective	
16 Credits	14 Credits	

**SENIOR YEAR** 

Fall Semester	Spring Semester	
AT 490: Portfolio and Professional Development	AT 496: Arts Technology Capston Project	
Elective (3)	300/400 level Elective (3)	
Elective (3)	AT 453: Audio Systems Design and Integration	
Approved Entrepreneurship Elective	International Cultures and Structures	
IN 350: Global Studies	Student-run Venture	
300/400 level Elective (3)	300/400 level Elective (1)	
16 Credits	14 Credits	



# Interactive Media Concentration B.A.

Become a specialist in design, programming, and emerging technologies.

Arts Tec	hnology Core	<b>Business Foundations</b>	Interactive Media Concentration
<b>TH 135</b> Elements of Priniciples of Design or <b>AR 105</b> 2D Design (3)		Marketing: MK 200 Principles of Marketing (3)	IS 221 Programming Fundamentals (3)
AT 110 Intro to Digital Media (3)  AT 151 Arts Tech Essentials: Lighting, Photo, Video (2)	AT 470 Internship (1) AT 490 Portfolio and Professional Development (1) AT 496 Arts Technology Capstone	Pick 3 credits:  MK 363 Brand Loyalty through Digital Media (3)  MK 307 IMC Campaigns	IS 240 Foundations of Information Systems (3) IS 322 Web/Mobile Application Development (3)
AT 153 Arts Tech Essentials: Audio (2)	Project (3)	Entrepreneurship: ET 340 Foundations of Entrepreneurship (3)	IS 350 Application Integration (3) AR 201 Computer Art & Design (3) Choose 3 credits from:
AT 157 Storytelling (3) AR 101 Discourses in Media & Design (3) AT 265 Foundations in Web Design/Development (3) MC 312 Legal Issues in the Arts (3) AT 370 Arts Technology Cornerstone Project (1)	Student-run Ventures (2 credits): TH390 / AR 390 / MC 390 / AR 325 / IS 390 / MC 160 / MC 210 / AT 321 and others as approved.	or ET 380 Art of Entrepreneurship (3)  Administration: AD 323 Arts Management (3) or AD 360 Topics in Arts Administration (3)	AT 319 Interface Design & Data Visualization AT 320 Motion Graphics Animation (3) AT 366 Topics in Interactive Media (3) AR 327 Computer Art & Design: Creative Concepts (3) IS 321 System Analysis & Design (3) Or Elective As Approved By Chair

Total: 30 Credits Total: 12 Credits Total: 18 Credits

## TYPICAL 8 SEMESTER SEQUENCE

### **FRESHMAN YEAR**

Fall Semester	Spring Semester
IN 140: University Seminar	Oral Communication Course
IN 180: University Writing	Modern Language
AT 110: Intro to Digital Media	AT 151: Arts Tech Essentials: Lighting, Photo, Video
AT 153: Arts Tech Essentials: Audio	IS 221: Programming Fundamentals
Quantitative Reasoning	AT 157: Storytelling
AR 105: 2D Design	

17 Credits 15 Credits

## JUNIOR YEAR

Fall Semester	Spring Semester	
Modern Language / ICS	MC 312: Legal Issues in the Arts	
Approved Marketing Elective	AT 396: Arts Technology Cornerstone	
IN 251 US Cultural Studies	Elective (3)	
Approved Arts Administration Elective	Approved Interactive Media Elective	
Approved Interactive Media Elective	Approved Entrepreneurship Elective	
AT 470/471: Internship	Elective (3)	

17 Credits 15 Credits

### **SOPHOMORE YEAR**

Fall Semester	Spring Semester	
IN 250: US Cultural Studies	IN 280: Writing in the Disciplines	
MK 200: Principles of Marketing	Approved Interactive Media Elective	
Natural Science with a Lab	AR 101: Discourses in Media and Design	
AR 201: Computer Art & Design	AT 265: Foundations in Web Design/Development	
IS 240: Foundations of Information Systems	Modern Language	

# 16 Credits

## **SENIOR YEAR**

16 Credits

Fall Semester	Spring Semester	
AT 490: Portfolio and Professional Development	AT 496: Arts Technology Capstone Project	
IS 322: Web/Mobile Application Development	IS 350: Application Integration	
300/ 400 level Elective (3)	Elective (3)	
Student-run Venture	Elective (3)	
IN 350: Global Studies	Student-run Venture	
ICS	300/ 400 level Elective (3)	

14 Credits 16 Credits





# **Interactive Media** Concentration B.S.

Become a specialist in design, programming, and emerging technologies.

Arts Tec	hnology Core	<b>Business Foundations</b>	Interactive Media Concentration
<b>TH 135</b> Elements of Priniciples of Design or <b>AR 105</b> 2D Design (3)		Marketing: MK 200 Principles of Marketing (3)	IS 221 Programming IS 221 Programming
AT 110 Intro to Digital Media (3)	AT 470 Internship (1) AT 490 Portfolio and Professional	Pick 3 credits:  MK 363 Brand Loyalty through Digital Media (3)	Fundamentals (3) <b>IS 240</b> Foundations of Information Systems (3)
<b>AT 151</b> Arts Tech Essentials: Lighting, Photo, Video (2)	Development (1) <b>AT 496</b> Arts Technology Capstone	MK 307 IMC Campaigns  Entrepreneurship:	IS 322 Web/Mobile Application Development (3) IS 350 Application Integration (3)
<b>AT 153</b> Arts Tech Essentials: Audio (2)	Project (3)	ET 340 Foundations of Entrepreneurship (3)	AR 201 Computer Art & Design (3)
AT 157 Storytelling (3)		or <b>ET 380</b> Art of Entrepreneurship (3)	Choose 3 credits from: AT 319 Interface Design & Data
AR 101 Discourses in Media & Design (3) AT 265 Foundations in Web Design/Development (3) MC 312 Legal Issues in the Arts (3) AT 370 Arts Technology Cornerstone Project (1)	Student-run Ventures (2 credits): TH390 / AR 390 / MC 390 / AR 325 / IS 390 / MC 160 / MC 210 / AT 321 and others as approved.	Administration: AD 323 Arts Management (3) or AD 360 Topics in Arts Administration (3)	Visualization AT 320 Motion Graphics Animation (3) AT 366 Topics in Interactive Media (3) AR 327 Computer Art & Design: Creative Concepts (3) IS 321 System Analysis & Design (3) Or Elective As Approved By Chair

Total: 24-30 Credits Total: 12 Credits Total: 18 Credits

## TYPICAL 8 SEMESTER SEQUENCE

### **FRESHMAN YEAR**

Fall Semester	Spring Semester
IN 140: University Seminar	Oral Communication Course
IN 180: University Writing	Natural Science with a Lab
AT 110: Intro to Digital Media	AT 151: Arts Tech Essentials: Lighting, Photo, Video
AT 153: Arts Tech Essentials: Audio	IS 221: Programming Fundamentals
Quantitative Reasoning	AT 157: Storytelling
AR 105: 2D Design	

17 CREDITS 15 CREDITS

## **JUNIOR YEAR**

Fall Semester	Spring Semester
IN 350: Global Studies	MC 312: Legal Issues in the Arts
Approved Marketing Elective	AT 396: Arts Technology Cornerstone
Elective	Math or Natural Science
Approved Arts Administration Elective	300/400 level Elective (3)
Approved Interactive Media Elective	Approved Entrepreneurship Elective
AT 470/471: Internship	Elective (3)
AT 470/471: Internship	Elective (3)

16 Credits 16 Credits

### **SOPHOMORE YEAR**

Fall Semester	Spring Semester
IN 250: US Cultural Studies	IN 251: US Cultural Studies
MK 200: Principles of Marketing	Approved Interactive Media Elective
AR 101: Discourses in Media and Design	AR 265: Foundations in Web Design/Development
AR 201: Computer Art & Design	Natural Science with a Lab
IS 240: Foundations of Information Systems	IN 280: Writing in the Disciplines

16 CREDITS

### 15 CREDITS **SENIOR YEAR**

Fall Semester	Spring Semester
AT 490: Portfolio and Professional Development	AT 496: Arts Technology Capstone Project
IS 322: Web/Mobile Application Development	IS 350: Application Integration
Elective (3)	International Cultures and Structures
Student-run Venture	300/400 level Elective (3)
International Cultures and Structures	Student-run Venture
300/400 level Elective	Math or Natural Science

14 Credits 16 Credits



