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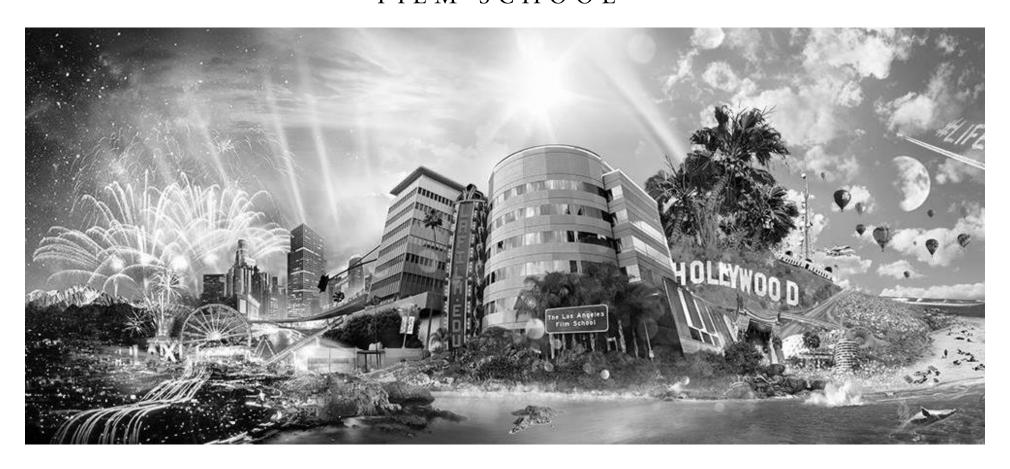

September 2014 Catalog Addendum

6353 Sunset Boulevard | Hollywood, CA | 90028 |

Associate of Science in Recording Arts

OVERVIEW
Beyond just teaching how to capture an artist's sound in the studio, the Recording Arts program is a thorough, constantly developing curriculum that encompasses analog and digital recording, live sound production, and audio postproduction for film, television, and video games. From acoustic principles, amplification technology, and signal flow, to interactive audio, MIDI techniques, and sound effect design, the many different procedures, formats, and applications found in the recording arts world are covered. By working with the same gear found in some of the finest professional studios, students gain the confidence and skills needed to succeed in these environments after graduation. In addition to recording production skills and techniques, the program also develops communication skills, critical listening, entertainment business, and how to prepare for that first step into the recording industry. To help make the transition to employment, the College has a team of Career Development professionals to develop interviewing skills and résumés. In addition, Career services and advisors will be available for support and assistance throughout graduates' careers – not just during their education.

PROGRAM OBJECTIVES
The program's goal is to provide students with the focused knowledge and understanding of audio needed to qualify for entry-level industry positions as assistant engineers, music recording engineers, postproduction audio engineers, MIDI/digital audio workstation operators and programmers, music/ effects/dialogue editors, live production engineers, assistant maintenance technicians, and a variety of other positions in the audio industry. In addition to technical proficiency and creative development, students' education will help develop critical thinking, problem solving, and analytical skills that contribute to life learning, and provide tools to help sustain a long and productive professional career in the entertainment and media industry.

PROGRAM REQUIREMENTS
The A.S. in Recording Arts program is 60 credit hours and 18 months in length. Students must successfully complete all required coursework with a minimum cumulative grade point average of 2.0.

CHRONOLOGICAL COURSE ORDER

1	2	3	4	5	6	7	8	9
Introduction to the Recording Arts	Digital Literacy	Electronic Sequencing & Instrumentation	Psychology of Play	Signal Processing and Effects	College Mathematics	Systems Support	English Composition	Pro Tools Essentials

10	11	12	13	14	15	16	17	18
Audio Production for Media	Mixing Concepts and Techniques	Advanced Pro Tools	Recording Consoles	Audio Post Production	Studio Recording and Production / Interpersonal Communications	Music Copyright and Business	Mastering	Live Sound Production

CORE COURSE DESCRIPTIONS

RCA 111 - Introduction to Recording Arts (3 credits)
This course is designed to introduce students to the many aspects of the recording arts. This course provides the foundations of terminology, history, and the basic fundamentals of recording. This course explores the fundamental concepts of audio theory and practice. Students will learn recording console signal flow, multi-track recorder operation, microphone technology, and professional audio techniques as the basic building blocks of their audio education.

RCA 221 – Signal Processing and Effects (4 credits)
This course covers the fundamental physics of sound and audio signal. In this course, students study the world of outboard signal processors such as noise gates, compressors, reverbs, delays, flangers, spatial effects and more. Discussions on patch bays, wiring techniques and equipment parameters and controls prepare students for connection and operation of studio outboard equipment.

RCA 231 – Electronic Sequencing & Instrumentation (3 credits)
This course covers the Musical Instrument Digital Interface (MIDI), which is the electronic marriage of music and computer technology that revolutionized music composition, recording, and arrangement. Students are introduced to the history of the MIDI concept, its principles and theory, MIDI production techniques, MIDI control, troubleshooting, and the design of MIDI systems. Fundamentals of music theory are also included in this course.

RCA 235 - Mixing Concepts and Techniques (3 credits)
Song assessment, developing and implementing mix strategies, and problem solving within a mix are the skills students will be learning in this course. This course also provides an in-depth and more advanced look at signal processors and effects devices, and how they are utilized in mixing.

RCA 241 - Systems Support (4 credits)
This course provides an understanding of the proper utilization and maintenance of the advanced audio hardware and software found in modern studios. Students also explore the installation, maintenance, and troubleshooting of computer-based digital audio workstation software and components. Students are challenged to solve a variety of real-world technical problems that often arise in the audio industry.

RCA 243 – Recording Consoles (3 credits)
This course introduces the theory and operation of large format audio consoles and digital audio control surfaces. Students will master the audio signal flow of the consoles and control surfaces as well as the computer automation and recall systems they employ.

RCA 245 – Live Sound Production (3 credits)
The course provides students concepts and theory to prepare for a career in the live event field: concert and touring market, corporate productions, conventions, audio/ visual installations, or other disciplines. Focus is on the construction and interface of show production systems, as well as the stage setups, the business aspects of live sound and various job descriptions in the field.

RCA 252 – Pro Tools Essentials (3 credits)
This course explores the digital audio workstation environment through extensive study of digital audio concepts and practices. Students receive detailed instruction and hands-on practical experience with cutting- edge, computer-based recording systems typically found in the modern recording industry.

RCA 272 - Advanced Pro Tools (3 credits)
This course provides students with an opportunity to expand their knowledge and skills in digital audio workstation theory and technique. Within this course, students will apply their workstation skills to highly specialized concepts and procedures, such as multi-track drum editing, advanced hardware I/O setup, MIDI routing and hardware/ software integration.

RCA 281 - Mastering (3 credits)
This course introduces the technical art of mastering, which involves setup and fine-tuning of the finished product before final duplication. Students focus on ear training, audio cleanup/restoration, level matching/dynamics, multi-band processes and final album assembly. Students learn the process of taking a collection of mixed songs, and compiling them into one finished album with compact disc authoring.

MPR 250 – Music Copyright and Business (3 credits)
In this course students learn the foundations of copyright law, contracts, client relations, artistic collaboration, record label operation and structure and music production among others. Students will learn music project pitching, project budgeting, session management and other skills that a music producer will require to start and complete a recording project.

RCA 291 – Studio Recording and Production (3 credits)
This course provides extensive experience in the practice of contemporary music production in a world class studio facility. Students utilize industry standard audio recording technology for advanced studies in order to gain expertise in the art and science of music production.

RCA 292 – Audio Production for Media (3 credits)
This course provides an in-depth study of the fundamental aspects of creation and recording of soundtracks for feature film, television, and video games. Subjects include field recording, sound-effects design, Foley recording, dialogue recording and editing, automated dialogue replacement (ADR), music editing, surround sound, and mixing to picture.

RCA 295 Audio Post Production (4 credits)
This course includes advanced postproduction related digital audio workstation techniques for dialogue recording and automated dialogue replacement (ADR), Foley recording and editing, sound effects design and editing, and file management. Also discussed is SMPTE time code, functions of synchronizers, video sync, word clock and frame rates.

GENERAL EDUCATION COURSE DESCRIPTIONS

ENG 101 - English Composition (3 credits)
This course is designed to help students refine their own writing
processes while developing an in-depth personal and intellectual inquiry
into a subject of their choosing. The course connects personal reflection
with critical analysis, providing varied opportunities for wiring and for
strengthening language skills. As the course unfolds, a series of
assignments leads students through a continually deepening creative
research process, which then develops into a complex and detailed
written project.

MAT 121 - College Mathematics (3 credits)
This course is designed to enable students to build skills and confidence
in algebra that are required to succeed in math and core courses.
Students will begin with basic concepts and build upon these ideas by
completing work that uses algebra in practical situations.

DGL 101 - Digital Literacy (3 credits)
The Digital Literacy Course offers a fundamental understanding of the
critical and practical aspects of digital tools, technologies, and resources.
Students will learn how to navigate, evaluate, create, and critically apply
information by using a wide variety of digital technologies. Through
applying their knowledge to their academic studies and professional
development, students will recognize digital literacy's significance in
information sharing, community building, citizenship, and education.

SBS 113 - Psychology of Play (3 credits)
In the Psychology of Play Course, students explore how the field of
psychology values the concept of play as a mechanism that allows a
person to apply game strategies to accomplish life goals. Students will be
introduced to how the action of play shapes the brain, develops critical-
thinking skills, and strengthens the ability to collaborate with others in
social and professional settings. By exploring the key works of Jean
Piaget, William James, Sigmund Freud, Carl Jung, and Lev Vygotsky,
students will learn about the value of play and how to apply techniques of
play in developing cognitive strategies to complete creative, professional,
and social tasks. Students will utilize the psychology viewpoint of play to
examine how this relates to their life, their education, and their chosen
creative field.

SPC 214 - Interpersonal Communications (3 credits)
This course is designed to provide the strategies and skills necessary for
a lifetime of effective career-related communication. Students engage in
a variety of activities that develop their mastery of spoken and written
communication, active listening, image management, and stress and
conflict management.

Bachelor of Science in Entertainment Business

OVERVIEW
The Entertainment Business Bachelor of Science degree program is designed to provide a well-rounded study of the fundamentals of business with a focus on how that knowledge can be applied to the entertainment industry. Students receive training in management, leadership, marketing, accounting, finance, intellectual property, and other aspects of contemporary business. Additionally, the program emphasizes business ethics and corporate social responsibility as well as communication skills and the role personal values may play in the professional life of a business leader. Students receive training in management, leadership, marketing, accounting, finance, intellectual property, and other aspects of contemporary business. Students explore topics that are specific to the business of entertainment – artist management, distribution, and more – providing insight into the inner workings of the industry. Throughout the degree program, students work in a professional, project-based environment, designed to recreate the challenges and opportunities typical in the world of entertainment business.

PROGRAM OBJECTIVES
The goal of the program is to help students develop the skills and knowledge necessary to become successful in a competitive entertainment industry. By providing tools, resources, and practical experiences, graduates will be qualified for entry-level positions in the business.

PROGRAM REQUIREMENTS
The Entertainment Business Bachelor Degree is 120 credit hours and 36 months in length. Students must complete all required program coursework with a minimum cumulative grade point average of 2.0.

CHRONOLOGICAL COURSE ORDER

1	2	3	4	5	6	7	8	9	10	11	12
Digital Literacy	English Composition	Introduction to Business / Psychology of Play	Introduction to Management	Interpersonal Communications	Introduction to Marketing	Art of the Pitch	College Mathematics	Introduction to Economics	Excel and Data Reporting / Aesthetics and Culture	Principles of Business Finance	New Media Distribution Channels

13	14	15	16	17	18	19	20	21	22	23	24
International Business	Audience Metrics	Website Design and Editing	Professional Selling	Media Communications and Public Relations	Business Storytelling and Brand Development	Human Resources Management	Leadership and Organizational Behavior	Professional Writing	Technological Literacy	Business Law	Statistical Applications

25	26	27	28	29	30	31	32	33	34	35	36
Business Ethics and Social Responsibility / Contemporary Art	Intellectual Property	Accounting Principles	Strategic Planning	Contract Negotiations	Business and Entrepreneurship	Artist Management	Information Systems and E-Commerce / Entertainment Business Models	Event Management	Digital Marketing	Venture Capital and Finance	Final Project

CORE COURSE DESCRIPTIONS

EBS 101 – Intro to Business in the Media and Entertainment Industries (3 credits)
This course explores the evolving infrastructures within the industry's various sectors. Students will examine the innovative business methods that reinforce the importance of monetizing the emotional connections fostered within these creative industries, as well as the industry's current business trends. Students will also identify the variety of careers available for business professionals in these industries and their respective skill sets, with an eye toward developing the abilities that relate to their chosen fields.

EBS 110 – Introduction to Management (3 credits)
This course analyzes the management principles that lead to a successful company, as well as the nature of business decisions. Students learn about creating and maintaining organizational structure within leadership and legal contexts, and further examine human resource principles. The course also contains an introduction to risk management principles and practices, provides different types of risks and the strategies used to minimize them in relation to physical assets, legal liability, employee benefit programs, taxes, and retirement costs.

EBS 120 – Introduction to Marketing (3 credits)
This course explores general marketing concepts as they relate to the nuances of the entertainment business field. Students construct strategic plans in the selection and development of media products, and are introduced to entertainment licensing concepts and promotional avenues, such as trade shows, trade publications, and the Internet. In addition, this course strengthens students' understanding of analytical tools and strategic analysis of the entertainment business, knowledge that can facilitate the success of their creative work. Consumer behavior and its effect on the success of entertainment products are also examined.

EBS 141 - Excel and Data Reporting (3 credits)
This course develops the ability to use Microsoft Excel for common business purposes, including analysis and reporting. Course topics include: working with formulas and functions, formatting spreadsheets for effective analysis, creating charts, selecting appropriate chart types, and analyzing entertainment business data. Students identify trends in data and leverage data to convey various business messages.

EBS 160 - Principles of Business Finance (3 credits)
This course provides students with the skills needed to make financial decisions in a business environment. Students examine the process of financial analysis, financing operations and growth, and the concept of risk versus return. In addition, fundamental financial topics are covered, such as the time value of money, capital budgeting, business valuation, risk management, and personal finance.

EBS 200 - New Media Distribution Channels (3 credits)
This course teaches students how to analyze new media distribution channels to determine how to market and deploy their products or services over a multitude of platforms. Students will examine a variety of advanced media components, assess which distribution channels can best help them to accomplish their marketing goals, and then integrate their product/service into those channels, making alterations as needed. The course takes students through the following new media distribution channels: Web 2.0, mobile devices, video games, virtual worlds, web mash-ups, blogs and wikis, email, social media, interactive TV, and podcasting.

EBS 220 - International Business (3 credits)
This course addresses the complexity and the diversity of business practices in the international business marketplace. A variety of related topics are addressed, including: consumer differences across key international markets; international marketing strategies; economic policies; political and cultural environments and their effect on international business; the impact of geography on business transactions and distribution; and laws, treaties and international labor issues that affect international business.

EBS 230 – Art of the Pitch (3 credits)
This course teaches students how to encapsulate their ideas into saleable concepts, present those ideas, and communicate with stakeholders who become involved in bringing these ideas to fruition.

EBS 240 - Audience Metrics (3 credits)
This course examines how companies in the entertainment industry use key measurements and data sources to make business decisions. Students assess how audience data is used for content development and media buying. Students also learn how companies collect, analyze, summarize, and interpret real-world data related to media.

EBS 260 - Website Design and Editing (3 credits)
The Web Design and Editing Course provides students with the tools they need to develop website branding and messaging through design, technology, and presentation. Students learn how to structure applications and prepare media for different types of delivery platforms, with an emphasis on creating opportunities for the Web. Outcomes include the creation of video elements, feature stories, business presentations, advertising and signage, and other industry uses of content for presentation and distribution.

EBS 270 - Professional Selling (3 credits)
The Professional Selling Course teaches students the importance of the business development and client relationship management roles in both large and small companies, which are critical to the success of a business. Students learn best practices in a professional sales environment and develop methods to overcome common hurdles in meeting sales objectives. Course topics include building the customer relationship, distinguishing types of sales, the relationship and differences between sales and marketing, and methods of sales forecasting and reporting. Students also learn how to deliver an effective sales presentation and explore the multitude of related career opportunities within the industry.

EBS 280 - Media Communications and Public Relations (3 credits)
In the Media Communications and Public Relations Course students will explore the arranging, handling, and evaluating of public relations and media communications programs. The course will convey to students how the effective use of media can strengthen a public relations strategy. Students will work with relevant case histories and deal with contemporary topics using media in public relations.

EBS 290 - Business Storytelling and Brand Development (3 credits)
This course covers the two main aspects to building a strong presence in the business and consumer market: storytelling and brand development. In this course, students learn how to implement brand development strategies that help companies become icons within their industry. Students also learn how to use storytelling principles to strengthen a business and deliver a superior customer experience.

EBS 302 - Accounting Principles (3 credits)
The Accounting Principles course examines the accounting cycle, accounting terminology, the collection of accounting data, the recording of data into the accounting system, and the preparation and interpretation of basic financial statements. This course will focus on introductory accounting as it relates to the entertainment business world.

EBS 303 - Business Ethics and Social Responsibility (3 credits)
The Business Ethics course affords an examination of the complex, real-world ethical problems associated with the management of a business. Through the study of historical and current case studies, students will debate the responsibilities of managers, broaden their awareness of personal, professional, and business ethics, and address the social responsibility of the entertainment industry.

EBS 304 – Human Resources Management (3 credits)
The Human Resources Management Course teaches students the strategic role of human resource management. The objective is to apply knowledge of human behavior, labor relations, and current laws and regulations to a working environment. Topics include employment laws and regulations, diversity in a global economy, total rewards management, and training and development for organizational success.

EBS 410 - Business Law (3 credits)
The Business Law course offers an overview of general business practices, including entity formation, insurance, taxes, accounting, the laws protecting intellectual property in relation to protecting one's own work and legally incorporating the works of others, and the law and practices of contracts and negotiations. All concepts are explored through legal case studies and applied business projects.

EBS 411 - Intellectual Property (3 credits)
The Intellectual Property course provides an examination of trade secrets, trademarks, patents, and copyrights in connection with methods of protecting creative works. Students explore acquisition, licensing, sale, and transfer of rights as they relate to music, digital media, animation, interactive entertainment, film, and show production. Rights and issues related to independent contractors and work-for-hire employees are also addressed.

EBS 416 - Strategic Planning (3 credits)
Strategic Planning is an exploration of marketing concepts as they relate to the nuances of the entertainment business industry. Students construct strategic plans in the selection and development of media products and are introduced to entertainment licensing concepts and promotional avenues such as trade shows, trade publications, and the Internet. In addition, this course strengthens students' understanding of analytical tools and strategic analysis of the entertainment business industry, knowledge that can facilitate the success of their creative work. Consumer behavior and its effect on the success of entertainment products are also examined.

EBS 420 - Venture Capital (3 credits)
The Venture Capital and Financing course provides students with essential knowledge to start and finance an entertainment business. Core business concepts, such as obtaining business licenses and insurance, securing business assets, hiring employees, and signing employee agreements and non-disclosures, are covered. Students examine financing avenues, create capital and operating budgets, and explore principles of investing, returns, and risk.

EBS 425 - Business and Entrepreneurship (3 credits)
The Business and Entrepreneurship course delivers an overview of the principles and practical aspects of entrepreneurship as they relate to the entertainment business industry. Students explore the differences between legal entities, such as sole proprietorships, partnerships, corporations, limited liability corporations, and limited partnerships. At the same time, they begin to develop an entrepreneurial state of mind through the study of starting new ventures, acquiring other businesses, and making existing enterprises profitable.

EBS 440 - Artist Management (3 credits)
The Artist Management course explores the career path of the manager. This position plays a significant role in the music business community and in the career of an artist/band. Coursework includes the artist-manager relationship, launching an artist's career, management contracts, and career path management.

EBS 441 - Event Management (3 credits)
The Event Management course delivers an examination of the business of event management, including researching the product and company brand, identifying the target audience, creating an event concept, and developing a project management plan. The application of project management tools for successful event planning and management.

EBS 445 - Entertainment Business Models (3 credits)
The Entertainment Business Models Course is a detailed study of the various ways that entertainment organizations operate and generate profit from operations. Students analyze traditional and emerging business models in various segments of the industry. Students explore career opportunities based on current and evolving models.

EBS 460 - Information Systems and E-Commerce (3 credits)
The Information Systems and E-Commerce addresses emerging technologies and their impacts on business management within the music entertainment industry. In this course, students explore the proliferation of new technologies and how they are utilized to achieve business goals. Students also learn how to leverage new technologies to reach customers, manage customer relationships, increase revenue and profitability, and optimize their business practices. They learn how to evaluate competing technologies to achieve business goals, and they explore resources that will help them stay current with emerging technologies that can change the industry.

EBS 470 - Digital Marketing (3 credits)
The Principles of Digital Marketing Course examines the role of marketing in the 21st century. Students explore digital and mobile marketing, discussing the most prevalent types of tools, their purposes and their effectiveness in relation to the entertainment industry. Comparison to traditional marketing tactics and examples of current marketing mixes are addressed. In addition, this course builds student understanding of search engine optimization and social media marketing tools.

EBS 480 - Contract Negotiations (3 credits)
The Contract Negotiations course revisits and further expands on entertainment law as it relates to the music business industry. Students are introduced to contract to writing strategies as they examine strengths and weaknesses of real world contracts. Students are given the opportunity to learn and practice various negotiating skills and tactics specific to the music business. Finally, the role of lawyers, business managers, and agents in the music business is addressed.

EBS 490 – Final Project (3 credits)
This course presents students with complex, real-world business scenarios related to the entertainment industry. Students analyze the scenarios, assess potential action steps, and develop strategic plans to address the scenarios. Through this process, students evaluate the management, marketing, financial, legal, and ethical decisions that affect real-world business decisions. Students also assess external entrepreneurial opportunities that these scenarios could generate.

GENERAL EDUCATION COURSE DESCRIPTIONS

ENG 101 - English Composition (3 credits)
The English Composition course is designed to help students refine their own writing processes while developing an in-depth personal and intellectual inquiry into a subject of their choosing. The course connects personal reflection with critical analysis, providing varied opportunities for wiring and for strengthening language skills. As the course unfolds, a series of assignments leads students through a continually deepening creative research process, which then develops into a complex and detailed written project.

ENG 326 - Professional Writing (3 credits)
The Professional Writing course is designed to introduce students to a variety of factors that contribute to strong and well-organized writing skills. The course provides an opportunity for students to develop and sharpen personal writing skills that will be essential for writing projects throughout the program. Students identify different styles, forms, and purposes of writing that are critical to becoming a successful communicator in a professional setting. Students who successfully complete Professional Writing will be able to organize their thoughts in a logical manner and present their ideas effectively, identify and utilize the appropriate style of writing for a given situation, and efficiently convey concepts.

MAT 121 - College Mathematics (3 credits)
The College Mathematics course is designed to enable students to build skills and confidence in algebra that are required to succeed in math and core courses. Students will begin with basic concepts and build upon these ideas by completing work that uses algebra in practical situations.

MAT 310 - Statistical Applications (3 credits)
The Statistical Applications course introduces statistics as a tool for decision-making. The first part of this course reviews how to collect, present, and organize data. It explores measures of central tendency and dispersion and how to calculate them. The course concentrates on representing data visually by creating and interpreting charts and graphs, exploring relationships found in data through correlation analysis, and assigning probability and calculating the likelihood of the occurrence of events. This knowledge is applied in solving problems and making decision based on quantifiable data.

HUM 222 - Aesthetics and Culture (3 credits)
Aesthetics and Culture is designed as a chronological survey of the social organizations, systems of government, intellectual/philosophical traditions, aesthetic assumptions, art and architecture, theatre, music, and literature of a wide array of historical periods and geographical regions. While examining important artists, cultural figures, theorists, critics, genres, and experimental forms, Aesthetics and Culture will attempt to illustrate how fluid cultural values have affected the various manners of artistic conception, creation, and reception. Primary emphasis will be placed upon locating and defining the idiomatic, idiosyncratic scheme of cultural assumptions, socio-political structures, and aesthetic values which characterize the various epochs and regions under consideration.

HUM 420 - Contemporary Art (3 credits)
The Contemporary Art course provides an in-depth study of key modern artwork. A study of contemporary art's succession of contending and often conflicting ideas, styles, and movements such as pop, minimalism, and conceptualism are examined. The course provides an overview of the impulses, interests, and innovations that have driven the art world from the middle of the 20th century to the present. Students who successfully complete the Contemporary Art course will be able to identify themes and stylistic movements in modern art, employ the language commonly used to describe the works, and demonstrate knowledge of the most significant artists of the period through their work.

DGL 101 - Digital Literacy (3 credits)
The Digital Literacy Course offers a fundamental understanding of the critical and practical aspects of digital tools, technologies, and resources. Students will learn how to navigate, evaluate, create, and critically apply information by using a wide variety of digital technologies. Through applying their knowledge to their academic studies and professional development, students will recognize digital literacy's significance in information sharing, community building, citizenship, and education.

SBS 113 - Psychology of Play (3 credits)
In the Psychology of Play Course, students explore how the field of psychology values the concept of play as a mechanism that allows a person to apply game strategies to accomplish life goals. Students will be introduced to how the action of play shapes the brain, develops critical-thinking skills, and strengthens the ability to collaborate with others in social and professional settings. By exploring the key works of Jean Piaget, William James, Sigmund Freud, Carl Jung, and Lev Vygotsky, students will learn about the value of play and how to apply techniques of play in developing cognitive strategies to complete creative, professional, and social tasks. Students will utilize the psychology viewpoint of play to examine how this relates to their life, their education, and their chosen creative field.

SBS 305 - Leadership and Organizational Behavior (3 credits)
The Leadership and Organizational Behavior course consists of an inquiry into the characteristics essential for inspiring others to action. Students identify their personal strengths and weakness through self-assessment, expanding their awareness of these qualities to include their effect on other individuals and on group behavior. The course provides strategies for decision-making and building effective teams and encourages students to explore the difficulties, compromises, and rewards of the collaboration process. At the successful conclusion of the Leadership and Organizational Behavior course, students will be able to identify the major leadership strengths and weaknesses, examine personal leadership strengths and weaknesses, and analyze factors that contribute to the success of organizations.

SBS 410 - Technological Literacy (3 credits)
The Technological Literacy course is an exploration of technological concepts and their impact on individuals, society and human culture. Technology as a human adaptive system and its relationship to sociological and ideological systems is explored. Upon completion of the Technological Literacy course, students will understand the effect of changing technology on society, identify trends and patterns in technological evolution, and assess the potential impact of new technology.

SPC 214 - Interpersonal Communications (3 credits)
The Interpersonal Communications course is designed to provide the strategies and skills necessary for a lifetime of effective career-related communication. Students engage in a variety of activities that develop their mastery of spoken and written communication, active listening, image management, and stress and conflict management.

GENERAL EDUCATION REQUIREMENTS FOR ASSOCIATE AND BACHELOR DEGREE PROGRAMS

At least 25% of the credits earned in a degree program must be general education courses. The General Education course requirements are designed to ensure that graduates of a degree program are able to:

- Communicate effectively through speaking and writing,
- Use mathematical and scientific models to collect data and analyze information,
- Understand the development of human culture through the humanities and the arts, and
- Demonstrate the ability to think critically.

Each program has selected general education courses that are designed to support and enhance the core curriculum and learning outcomes. Students must satisfy the following general education course requirements for their program of enrollment:

	Computer Animation, A.S.	Film, A.S.	Game Production, A.S.	Recording Arts, A.S.	Music Production, A.S.	Entertainment Business- B.S. Completer	Animation & VFX, B.S.	Game Production & Design, B.S.	Entertainment Business, B.S.
Aesthetics and Culture	X	X	X				X		
College Mathematics	X	X	X	X	X		X	X	X
Contemporary Art						X	X	X	X
Digital Literacy	X	X	X	X	X		X	X	X
English Composition	X	X	X	X	X		X	X	X
Film and Society		X							
Interpersonal Communications	X		X	X	X		X	X	X
Introduction to Economics									X
Leadership and Organizational Behavior						X	X	X	X
Professional Writing						X	X	X	X
Psychology of Play	X		X	X	X		X	X	X
Statistical Applications						X		X	X
Technological Literacy						X	X	X	X