CATALOG ADDENDUM
Effective January 1, 2020

NEW DEGREE PROGRAMS – ONLINE

MUSIC PRODUCTION, BACHELOR OF SCIENCE

PROGRAM DESCRIPTION & OBJECTIVES
This program provides an education track for individuals who would like to expand their passion for creating music into the production of music for diverse media applications using today's latest digital music technology. The demand for original music content in all media continues to increase as the entertainment industry expands the use of online delivery of content and multi-media programming. The curriculum presents the learner with comprehensive courses that focus on music theory, genres, composition, digital music production and music recording, and mixing and mastering for various media. Included with this focus on the creative aspects of music production are courses in entertainment business structure, industry conventions and intellectual property. General education courses round out the program. These courses build a foundation for the student as a working professional in the entertainment industry. The degree's content covers the many different procedures and applications found in the modern music production world.

The objective of the Bachelor of Science degree program is to provide students with the focused knowledge and understanding of music production technology and concepts needed to qualify for entry-level industry positions as multimedia music composers and producers, audio and sound-effects technicians, music supervisors, music editors, project-studio engineers, beat programmers, music arrangers, songwriters, digital-music recording engineers, postproduction audio engineers, MIDI/digital audio workstation operators and programmers, and a variety of other positions in the audio and entertainment industries. In addition to gaining technical proficiency, the students' education will help develop critical-thinking, problem-solving, and analytical and creative skills that contribute to lifelong learning. Students leave the program with tools to help sustain a long and productive professional career in the entertainment and media industry.

PROGRAM REQUIREMENTS
The Bachelor of Science in Music Production degree program is 120 credit hours and 38 months in length. Students must successfully complete all required coursework with a minimum cumulative grade point average of 2.0.

CHRONOLOGICAL COURSE ORDER BY MONTH

MONTH	COURSE CODE/TITLE	CREDITS
1	DGL 101 DIGITAL LITERACY	3
2	SBS 113 BEHAVIORAL SCIENCE	3
3	MPR 120 MUSIC PRODUCTION TECHNOLOGY	3
4	MPR 121 DIGITAL AUDIO WORKSTATIONS	3
5	MPR 100 MUSICAL LISTENING AND IDENTIFICATION	3
6	MPR 123 MUSIC THEORY	3
7	MPR 130 MUSIC COMPOSITION PROGRAMMING	3
8	MPR 132 SEQUENCING TECHNOLOGIES	3
9	MAT 121 COLLEGE MATHEMATICS	3
10	MPR 222 GENRE-BASED PRODUCTION	3
11	MPR 231 ADVANCED MUSIC COMPOSITION PROGRAMMING	3
12	MPR 240 DIGITAL RECORDING PRINCIPLES	3
13	ENG 101 CREATIVE WRITING	3
14	MPR 201 SONGWRITING AND DEVELOPMENT	3
15	MPR 236 MIXING CONCEPTS AND TECHNIQUES	3
16	MPR 250 MUSIC COPYRIGHT AND BUSINESS	3
17	MPR 261 MUSIC PRODUCTION FOR MEDIA	3
18	SPC 214 CREATIVE PRESENTATION	3
19	MPR 255 MUSIC BUSINESS MANAGEMENT	3
20	MPR 270 ADVANCED PRODUCTION AND INDUSTRY SKILLS	3
21	HUM 240 CONTEMPORARY ART	3
22	MPR 301 ACOUSTICS AND STUDIO DESIGN	4
23	MPR 310 ANALOG SYSTEMS FOR THE MUSICIAN	4
24	HUM 223 CULTURAL STUDIES	3
25	MPR 330 MUSICIANSHIP	4
26	MPR 340 DJ PRODUCTION SKILLS	3
27	MPR 350 SIGNAL PROCESSING FOR ELECTRONIC MUSICIANS	3
28	MPR 360 ELECTRONIC MUSIC PERFORMANCE	3
29	SBS 305 LEADERSHIP AND ORGANIZATIONAL BEHAVIOR	3
30	MPR 400 COMMERCIAL MUSIC PRODUCTION	4
31	MPR 410 ADVANCED MIXING AND MASTERING	4
32	HUM 430 INNOVATIVE AND IMMERSIVE ART	3
33	MPR 420 ADVANCED GENRE-BASED PRODUCTION	3
34	MBS 320 MUSIC EVALUATION FOR A&R	3
35	MPR 440 ADVANCED SONGWRITING	4
36	ENG 326 PROFESSIONAL WRITING	3
37	MPR 480 MUSIC PRODUCTION PORTFOLIO I	3
38	MPR 490 MUSIC PRODUCTION PORTFOLIO II	3

WRITING FOR FILM AND TELEVISION, BACHELOR OF SCIENCE

PROGRAM DESCRIPTION & OBJECTIVES
The Writing for Film and Television Bachelor of Science degree program teaches students the knowledge and skills to write well-structured stories with vivid, compelling characters. The elements of character, dialogue, scene, setting, texture, style and tone are explored throughout the curriculum. Students learn all the key elements of creating scripts for film, television and immersive media including story structure, plot, scene development, characterization and dialogue. In addition to learning the conventions of the writing craft, students are given the support and structure to write and meet deadlines. Students write intensively throughout the program and complete several projects with the assistance of constructive critique from instructors as well as peers.

The objective of this program is to provide students with a focused knowledge and clear understanding of visual storytelling, narrative structures, literary genres, multimedia terms and delivery methods, character creation and development, screenwriting and storyboarding, script analysis, criticism, and editing for a variety of niches and distribution methods in the entertainment and media industries. This program is designed to equip students with the knowledge and skills needed to pursue entry level writing jobs such as story editor, television writer, story consultant, interactive content writer, story writer for live entertainment, and screenwriter.

PROGRAM REQUIREMENTS
The Bachelor of Science in Writing for Film and Television degree program is 120 credit hours and 36 months in length. Students must successfully complete all required coursework with a minimum cumulative grade point average of 2.0.

CHRONOLOGICAL COURSE ORDER BY MONTH

MONTH	COURSE CODE/TITLE	CREDITS
1	DGL 101 DIGITAL LITERACY	3
2	ENG 101 CREATIVE WRITING	3
3	WFT 100 PITCHING I	4
4	WFT 110 STORY ANALYSIS - FILM	4
5	WFT 120 STORY STRUCTURE	4
6	WFT 125 WRITING AN OUTLINE - FILM	3
7	MAT 121 COLLEGE MATHEMATICS	3
8	WFT 130 STORY ANALYSIS - TV	4
9	WFT 140 WRITING AN OUTLINE - TV	3
10	SBS 113 BEHAVIORAL SCIENCE	3
11	WFT 150 CHARACTER CREATION	3
12	WFT 200 DIALOGUE WRITING	3
13	WFT 210 ACTION LINE WRITING	3
14	WFT 220 WRITING ACT I	4
15	WFT 225 WRITING ACT II	3
16	WFT 230 WRITING ACT III	3
17	HUM 223 CULTURAL STUDIES	3
18	SPC 214 CREATIVE PRESENTATION	3
19	WFT 300 IMMERSIVE STORYTELLING	4
20	HUM 240 CONTEMPORARY ART	3
21	HUM 330 TRANSMEDIA STORYTELLING	3
22	WFT 310 PITCHING II	3
23	WFT 320 A DRAFT IN 30 DAYS	4
24	WFT 330 A RE-WRITE AND POLISH IN 30 DAYS	3
25	WFT 340 THE FINAL DRAFT	4
26	SBS 305 LEADERSHIP AND ORGANIZATONAL BEHAVIOR	3
27	WFT 350 ADAPTATION - SHORT FORM	4
28	WFT 351 ADAPTATION - LONG FORM I	4
29	WFT 352 ADAPTATION - LONG FORM II	3
30	WFT 400 THE PUNCH UP DRAFT	4
31	WFT 410 WRITING FOR PRODUCTION	4
32	ENG 326 PROFESSIONAL WRITING	3
33	WFT 430 THE BUSINESS OF WRITING	3
34	WFT 480 FINAL PROJECT I	3
35	WFT 485 FINAL PROJECT II	3
36	WFT 490 PROFESSIONAL BRANDING AND CAREER PREP	3

PROGRAM UPDATES – CAMPUS PROGRAMS

ANIMATION, BACHELOR OF SCIENCE
VISUAL EFFECTS CONCENTRATION

CHRONOLOGICAL COURSE ORDER BY MONTH

MONTH	COURSE CODE/TITLE	CREDITS
1	HUM 110 INTRODUCTION TO TRANSMEDIA DESIGN	3
2	CAN 101 OVERVIEW OF ANIMATION PRODUCTION	3
3	CAN 110 DIGITAL PAINTING 1	3
4	AVE 280 SHADING AND LIGHTING	3
5	AVE 150 3D FOUNDATIONS	3
6	HUM 251 HISTORICAL ARCHETYPES AND MYTHOLOGY	3
7	AVE 180 COMPOSITING FUNDAMENTALS	3
8	AVE 210 FUNDAMENTALS OF ANIMATION	3
9	AVE 130 STORYBOARDING AND STORYTELLING	3
10	AVE 240 CHARACTER ANIMATION 1	3
11	AVE 160 MODEL CREATION	3
12	AVE 100 FIGURE DRAWING FOR ENTERTAINMENT DESIGN	3
13	HUM 222 AESTHETICS AND CULTURE	3
	ENG 101 CREATIVE WRITING	3
14	AVE 190 DIGITAL SCULPTING 1	3
15	AVE 230 CHARACTER RIGGING 1	3
16	AVE 260 CHARACTER ANIMATION 2	3
17	AVE 200 DIGITAL SCULPTING 2	3
18	SPC 214 CREATIVE PRESENTATION	3
	CAN 250 PORTFOLIO DEVELOPMENT	3
19	AVE 290 VISUAL EFFECTS 1	3
20	AVE 170 ART CREATION FOR GAMES	3
21	MAT 121 QUANTITATIVE PRINCIPLES	3
22	CAN 295 FUNDAMENTALS OF SCRIPTING	3
23	AVE 310 VISUAL EFFECTS 2	3
24	MTH 310 STATISTICAL APPLICATIONS	3
	HUM 420 CONTEMPORARY ART	3
25	AVE 340 COMPOSITING AND SCENE FINISHING 1	3
26	AVE 355 MATCHMOVING AND INTEGRATION	3
27	AVE 350 COMPOSITING AND SCENE FINISHING 2	3
28	AVE 345 VISUAL EFFECTS PRODUCTION 1	3
29	AVE 346 VISUAL EFFECTS PRODUCTION 2	3
30	AVE 347 VISUAL EFFECTS PRODUCTION 3	3
31	HUM 330 TRANSMEDIA STORYTELLING	3
32	ENG 326 ADVANCED CREATIVE WRITING	3
	AVE 470 PREPRODUCTION	3
33	AVE 480 PORTFOLIO CONTENT CREATION 1	3
34	AVE 485 PORTFOLIO CONTENT CREATION 2	3
35	AVE 490 PORTFOLIO CONTENT CREATION 3	3
36	CAN 490 PROFESSIONAL BRANDING	3

FILM PRODUCTION, BACHELOR OF SCIENCE
CINEMATOGRAPHY CONCENTRATION

CHRONOLOGICAL COURSE ORDER BY MONTH

MONTH	COURSE CODE/TITLE	CREDITS
1	FMP 100 FILM HISTORY	3
2	FMP 120 INTRODUCTION TO FILM PRODUCTION	3
3	HUM 110 INTRODUCTION TO TRANSMEDIA DESIGN	3
4	FMP 130 DIGITAL EDITING I	3
5	FMP 140 CINEMATOGRAPHY I	3
6	FMP 160 DIRECTING I	3
7	FMP 150 PRODUCTION DESIGN I	3
8	FMP 170 PRODUCTION I	3
9	ENG 101 CREATIVE WRITING	3
10	FMP 230 DIGITAL EDITING II	3
	FMP 125 SCREENWRITING I	1
11	FMP 240 CINEMATOGRAPHY II	3
	FMP 136 SCREENWRITING II	1
12	HUM 251 HISTORICAL ARCHETYPES AND MYTHOLOGY	3
	MAT 121 QUANTITATIVE PRINCIPLES	3
13	FMP 246 SOUND PRODUCTION AND DESIGN I	3
14	FMP 260 DIRECTING II	3
15	FMP 280 PRODUCTION MANAGEMENT	3
16	FMP 270 PRODUCTION II	4
17	FMP 290 POSTPRODUCTION	3
18	SPC 214 CREATIVE PRESENTATION	3
19	FMP 340 ADVANCED CINEMATOGRAPHY I	3
20	FMP 330 DOCUMENTARIES AND REALITY PRODUCTION I	3
21	FMP 331 DOCUMENTARIES AND REALITY PRODUCTION II	3
22	HUM 330 TRANSMEDIA STORYTELLING	3
	HUM 222 AESTHETICS AND CULTURE	3
23	FMP 307 PRODUCTION DESIGN II	3
24	FMP 335 ADVANCED GRIP AND ELECTRIC	3
25	FMP 437 ADVANCED CINEMATOGRAPHY II	3
26	FMP 352 DIGITAL WORK FLOW	3
27	HUM 420 CONTEMPORARY ART	3
	MTH 310 STATISTICAL APPLICATIONS	3
28	FMP 440 ADVANCED OPERATING AND STEADICAM	3
29	FMP 425 COLOR GRADING AND CORRECTION	3
30	FMP 450A THESIS FILM PREPRODUCTION I	3
31	FMP 450B THESIS FILM PREPRODUCTION II	3
32	FMP 455 THESIS FILM PRODUCTION	3
33	ENG 326 PROFESSIONAL WRITING	3
34	EBS 470 DIGITAL MARKETING AND SOCIAL MEDIA	3
35	FMP 465 ADVANCED POSTPRODUCTION II	3
36	FMP 490 CREATIVE PORTFOLIO DEVELOPMENT	3

FILM PRODUCTION, BACHELOR OF SCIENCE
DIRECTING CONCENTRATION

CHRONOLOGICAL COURSE ORDER BY MONTH

MONTH	COURSE CODE/TITLE	CREDITS
1	FMP 100 FILM HISTORY	3
2	FMP 120 INTRODUCTION TO FILM PRODUCTION	3
3	HUM 110 INTRODUCTION TO TRANSMEDIA DESIGN	3
4	FMP 130 DIGITAL EDITING I	3
5	FMP 140 CINEMATOGRAPHY I	3
6	FMP 160 DIRECTING I	3
7	FMP 150 PRODUCTION DESIGN I	3
8	FMP 170 PRODUCTION I	3
9	ENG 101 CREATIVE WRITING	3
10	FMP 230 DIGITAL EDITING II	3
	FMP 125 SCREENWRITING I	1
11	FMP 240 CINEMATOGRAPHY II	3
	FMP 136 SCREENWRITING II	1
12	HUM 251 HISTORICAL ARCHETYPES AND MYTHOLOGY	3
	MAT 121 QUANTITATIVE PRINCIPLES	3
13	FMP 246 SOUND PRODUCTION AND DESIGN I	3
14	FMP 260 DIRECTING II	3
15	FMP 280 PRODUCTION MANAGEMENT	3
16	FMP 270 PRODUCTION II	4
17	FMP 290 POSTPRODUCTION	3
18	SPC 214 CREATIVE PRESENTATION	3
19	FMP 380 ACTING FOR FILMMAKERS	3
20	FMP 330 DOCUMENTARIES AND REALITY PRODUCTION I	3
21	FMP 331 DOCUMENTARIES AND REALITY PRODUCTION II	3
22	FMP 350 SCRIPT ANALYSIS AND COVERAGE	3
23	MTH 310 STATISTICAL APPLICATIONS	3
	ENG 326 PROFESSIONAL WRITING	3
24	FMP 306 SOUND PRODUCTION AND DESIGN II	3
25	HUM 222 AESTHETICS AND CULTURE	3
	FMP 355 WRITING THE TV PILOT: OUTLINE AND DRAFT	2
26	FMP 317 DIRECTING III	3
	FMP 356 WRITING THE TV PILOT: REWRITE	1
27	FMP 370 ART OF CREATIVE PRODUCING	3
28	HUM 330 TRANSMEDIA STORYTELLING	3
29	FMP 445 THESIS FILM WRITING AND DEVELOPMENT	3
30	FMP 450A THESIS FILM PREPRODUCTION I	3
31	FMP 450B THESIS FILM PREPRODUCTION II	3
32	FMP 455 THESIS FILM PRODUCTION	3
33	HUM 420 CONTEMPORARY ART	3
34	FMP 460 ADVANCED POSTPRODUCTION I	3
35	FMP 465 ADVANCED POSTPRODUCTION II	3
36	FMP 490 CREATIVE PORTFOLIO DEVELOPMENT	3

FILM PRODUCTION, BACHELOR OF SCIENCE
PRODUCING CONCENTRATION

CHRONOLOGICAL COURSE ORDER BY MONTH

MONTH	COURSE CODE/TITLE	CREDITS
1	FMP 100 FILM HISTORY	3
2	FMP 120 INTRODUCTION TO FILM PRODUCTION	3
3	HUM 110 INTRODUCTION TO TRANSMEDIA DESIGN	3
4	FMP 130 DIGITAL EDITING I	3
5	FMP 140 CINEMATOGRAPHY I	3
6	FMP 160 DIRECTING I	3
7	FMP 150 PRODUCTION DESIGN I	3
8	FMP 170 PRODUCTION I	3
9	ENG 101 CREATIVE WRITING	3
10	FMP 230 DIGITAL EDITING II	3
	FMP 125 SCREENWRITING I	1
11	FMP 240 CINEMATOGRAPHY II	3
	FMP 136 SCREENWRITING II	1
12	HUM 251 HISTORICAL ARCHETYPES AND MYTHOLOGY	3
	MAT 121 QUANTITATIVE PRINCIPLES	3
13	FMP 246 SOUND PRODUCTION AND DESIGN I	3
14	FMP 260 DIRECTING II	3
15	FMP 280 PRODUCTION MANAGEMENT	3
16	FMP 270 PRODUCTION II	4
17	FMP 290 POSTPRODUCTION	3
18	SPC 214 CREATIVE PRESENTATION	3
19	FMP 300 LINE PRODUCING	3
20	FMP 330 DOCUMENTARIES AND REALITY PRODUCTION I	3
21	FMP 331 DOCUMENTARIES AND REALITY PRODUCTION II	3
22	FMP 350 SCRIPT ANALYSIS AND COVERAGE	3
23	FMP 307 PRODUCTION DESIGN II	3
24	MTH 310 STATISTICAL APPLICATIONS	3
	HUM 330 TRANSMEDIA STORYTELLING	3
25	EBS 230 ART OF THE PITCH	3
26	ENG 326 PROFESSIONAL WRITING	3
27	FMP 370 ART OF CREATIVE PRODUCING	3
28	HUM 420 CONTEMPORARY ART	3
	EBS 410 ENTERTAINMENT BUSINESS LAW	3
29	EBS 301 ENTERTAINMENT MARKETING	3
30	SBS 305 LEADERSHIP AND ORGANIZATIONAL BEHAVIOR	3
31	FMP 450A THESIS FILM PREPRODUCTION I	3
32	FMP 450B THESIS FILM PREPRODUCTION II	3
33	FMP 455 THESIS FILM PRODUCTION	3
34	EBS 425 CREATIVE ENTREPRENEURSHIP	3
35	FMP 465 ADVANCED POSTPRODUCTION II	3
36	FMP 490 CREATIVE PORTFOLIO DEVELOPMENT	3

FILM PRODUCTION, BACHELOR OF SCIENCE
PRODUCTION CONCENTRATION

CHRONOLOGICAL COURSE ORDER BY MONTH

MONTH	COURSE CODE/TITLE	CREDITS
1	FMP 100 FILM HISTORY	3
2	FMP 120 INTRODUCTION TO FILM PRODUCTION	3
3	HUM 110 INTRODUCTION TO TRANSMEDIA DESIGN	3
4	FMP 130 DIGITAL EDITING I	3
5	FMP 140 CINEMATOGRAPHY I	3
6	FMP 160 DIRECTING I	3
7	FMP 150 PRODUCTION DESIGN I	3
8	FMP 170 PRODUCTION I	3
9	ENG 101 CREATIVE WRITING	3
10	FMP 230 DIGITAL EDITING II	3
	FMP 125 SCREENWRITING I	1
11	FMP 240 CINEMATOGRAPHY II	3
	FMP 136 SCREENWRITING II	1
12	HUM 251 HISTORICAL ARCHETYPES AND MYTHOLOGY	3
	MAT 121 QUANTITATIVE PRINCIPLES	3
13	FMP 246 SOUND PRODUCTION AND DESIGN I	3
14	FMP 260 DIRECTING II	3
15	FMP 280 PRODUCTION MANAGEMENT	3
16	FMP 270 PRODUCTION II	4
17	FMP 290 POSTPRODUCTION	3
18	SPC 214 CREATIVE PRESENTATION	3
19	FMP 300 LINE PRODUCING	3
20	FMP 330 DOCUMENTARIES AND REALITY PRODUCTION I	3
21	FMP 331 DOCUMENTARIES AND REALITY PRODUCTION II	3
22	HUM 330 TRANSMEDIA STORYTELLING	3
	HUM 222 AESTHETICS AND CULTURE	3
23	FMP 307 PRODUCTION DESIGN II	3
24	FMP 335 ADVANCED GRIP AND ELECTRIC	3
25	ENG 326 PROFESSIONAL WRITING	3
	MTH 310 STATISTICAL APPLICATIONS	3
26	FMP 352 DIGITAL WORK FLOW	3
27	FMP 370 ART OF CREATIVE PRODUCING	3
28	FMP 425 COLOR GRADING AND CORRECTION	3
29	FMP 306 SOUND PRODUCTION AND DESIGN II	3
30	FMP 450A THESIS FILM PREPRODUCTION I	3
31	FMP 450B THESIS FILM PREPRODUCTION II	3
32	FMP 455 THESIS FILM PRODUCTION	3
33	HUM 420 CONTEMPORARY ART	3
34	FMP 460 ADVANCED POSTPRODUCTION I	3
35	FMP 465 ADVANCED POSTPRODUCTION II	3
36	FMP 490 CREATIVE PORTFOLIO DEVELOPMENT	3

PROGRAM UPDATES – ONLINE PROGRAMS

ANIMATION, BACHELOR OF SCIENCE
CHARACTER ANIMATION CONCENTRATION

CHRONOLOGICAL COURSE ORDER BY MONTH

Month	Course Code/Title	Credits
1	DGL 101 DIGITAL LITERACY	3
2	SBS 113 BEHAVIORAL SCIENCE	3
3	CAN 101 OVERVIEW OF ANIMATION PRODUCTION	3
4	CAN 115 SHADING AND LIGHTING 1	3
5	CAN 110 DIGITAL PAINTING 1	3
6	CAN 120 SHADING AND LIGHTING 2	3
7	HUM 240 CONTEMPORARY ART	3
8	CAN 125 MODELING FUNDAMENTALS	3
9	AVE 100 FIGURE DRAWING FOR ENTERTAINMENT DESIGN	3
10	AVE 190 DIGITAL SCULPTING 1	3
11	CAN 210 DIGITAL PAINTING 2	3
12	ENG 101 CREATIVE WRITING	3
13	AVE 130 STORYBOARDING AND STORYTELLING	3
14	CAN 220 ANIMATION AND RIGGING FUNDAMENTALS	3
15	AVE 240 CHARACTER ANIMATION 1	3
16	AVE 230 CHARACTER RIGGING 1	3
	HUM 223 CULTURAL STUDIES	3
17	AVE 260 CHARACTER ANIMATION 2	3
18	AVE 290 VISUAL EFFECTS 1	3
19	CAN 250 PORTFOLIO DEVELOPMENT	3
20	SPC 214 CREATIVE PRESENTATION	3
	CAN 330 CHARACTER RIGGING 2	3
21	CAN 340 CHARACTER VISUAL EFFECTS	3
22	MAT 121 COLLEGE MATHEMATICS	3
23	CAN 350 SCRIPTING TOOLS AND GUI	3
24	SBS 305 LEADERSHIP AND ORGANIZATIONAL BEHAVIOR	3
	CAN 365 ACTING FOR ANIMATORS	3
25	CAN 375 ANIMATION FOR GAMES 1	3
26	CAN 425 ANIMATING FOR DIALOGUE	3
27	CAN 376 ANIMATION FOR GAMES 2	3
28	CAN 405 STORY DRIVEN ANIMATION 1	3
29	HUM 430 INNOVATIVE AND IMMERSIVE ART	3
30	CAN 406 STORY DRIVEN ANIMATION 2	3
31	CAN 445 CROWD ANIMATION	3
	ENG 326 PROFESSIONAL WRITING	3
32	CAN 480 PORTFOLIO PREPARATION	3
33	CAN 481 PORTFOLIO CONTENT CREATION 1	3
34	CAN 482 PORTFOLIO CONTENT CREATION 2	3
35	CAN 483 PORTFOLIO CONTENT CREATION 3	3
36	CAN 490 PROFESSIONAL BRANDING	3

ANIMATION, BACHELOR OF SCIENCE
ENVIRONMENT AND CHARACTER DESIGN CONCENTRATION

CHRONOLOGICAL COURSE ORDER BY MONTH

MONTH	COURSE CODE/TITLE	CREDITS
1	DGL 101 DIGITAL LITERACY	3
2	SBS 113 BEHAVIORAL SCIENCE	3
3	CAN 101 OVERVIEW OF ANIMATION PRODUCTION	3
4	CAN 115 SHADING AND LIGHTING 1	3
5	CAN 110 DIGITAL PAINTING 1	3
6	CAN 120 SHADING AND LIGHTING 2	3
7	HUM 240 CONTEMPORARY ART	3
8	CAN 125 MODELING FUNDAMENTALS	3
9	AVE 100 FIGURE DRAWING FOR ENTERTAINMENT DESIGN	3
10	AVE 190 DIGITAL SCULPTING 1	3
11	CAN 210 DIGITAL PAINTING 2	3
12	ENG 101 CREATIVE WRITING	3
13	AVE 130 STORYBOARDING AND STORYTELLING	3
14	CAN 220 ANIMATION AND RIGGING FUNDAMENTALS	3
15	AVE 240 CHARACTER ANIMATION 1	3
16	AVE 230 CHARACTER RIGGING 1	3
	HUM 223 CULTURAL STUDIES	3
17	AVE 260 CHARACTER ANIMATION 2	3
18	AVE 290 VISUAL EFFECTS 1	3
19	CAN 250 PORTFOLIO DEVELOPMENT	3
20	SPC 214 CREATIVE PRESENTATION	3
	CAN 335 ADVANCED MODELING	3
21	CAN 340 CHARACTER VISUAL EFFECTS	3
22	MAT 121 COLLEGE MATHEMATICS	3
23	CAN 350 SCRIPTING TOOLS AND GUI	3
24	SBS 305 LEADERSHIP AND ORGANIZATIONAL BEHAVIOR	3
	CAN 360 CHARACTER DESIGN	3
25	CAN 370 CHARACTERS FOR GAMES	3
26	CAN 380 CHARACTERS FOR FILM	3
27	CAN 400 ENVIRONMENT DESIGN	3
28	CAN 410 ENVIRONMENT DESIGN FOR FILM	3
29	HUM 430 INNOVATIVE AND IMMERSIVE ART	3
30	CAN 440 ENVIRONMENT DESIGN FOR GAMES	3
31	AVE 340 COMPOSITING AND SCENE FINISHING 1	3
	ENG 326 PROFESSIONAL WRITING	3
32	CAN 480 PORTFOLIO PREPARATION	3
33	CAN 481 PORTFOLIO CONTENT CREATION 1	3
34	CAN 482 PORTFOLIO CONTENT CREATION 2	3
35	CAN 483 PORTFOLIO CONTENT CREATION 3	3
36	CAN 490 PROFESSIONAL BRANDING	3

ANIMATION, BACHELOR OF SCIENCE
VISUAL EFFECTS CONCENTRATION

CHRONOLOGICAL COURSE ORDER BY MONTH

MONTH	COURSE CODE/TITLE	CREDITS
1	DGL 101 DIGITAL LITERACY	3
2	SBS 113 BEHAVIORAL SCIENCE	3
3	CAN 101 OVERVIEW OF ANIMATION PRODUCTION	3
4	CAN 115 SHADING AND LIGHTING 1	3
5	CAN 110 DIGITAL PAINTING 1	3
6	CAN 120 SHADING AND LIGHTING 2	3
7	HUM 240 CONTEMPORARY ART	3
8	CAN 125 MODELING FUNDAMENTALS	3
9	AVE 100 FIGURE DRAWING FOR ENTERTAINMENT DESIGN	3
10	AVE 190 DIGITAL SCULPTING 1	3
11	CAN 210 DIGITAL PAINTING 2	3
12	ENG 101 CREATIVE WRITING	3
13	AVE 130 STORYBOARDING AND STORYTELLING	3
14	CAN 220 ANIMATION AND RIGGING FUNDAMENTALS	3
15	AVE 240 CHARACTER ANIMATION 1	3
16	AVE 230 CHARACTER RIGGING 1	3
	HUM 223 CULTURAL STUDIES	3
17	AVE 260 CHARACTER ANIMATION 2	3
18	AVE 290 VISUAL EFFECTS 1	3
19	CAN 250 PORTFOLIO DEVELOPMENT	3
20	SPC 214 CREATIVE PRESENTATION	3
	AVE 310 VISUAL EFFECTS 2	3
21	CAN 340 CHARACTER VISUAL EFFECTS	3
22	MAT 121 COLLEGE MATHEMATICS	3
23	CAN 350 SCRIPTING TOOLS AND GUI	3
24	SBS 305 LEADERSHIP AND ORGANIZATIONAL BEHAVIOR	3
	CGA 360 VISUAL EFFECTS FOR GAMES 1	3
25	CGA 380 VISUAL EFFECTS FOR FILM 1	3
26	CGA 370 VISUAL EFFECTS FOR GAMES 2	3
27	CGA 400 VISUAL EFFECTS FOR FILM 2	3
28	AVE 340 COMPOSITING AND SCENE FINISHING 1	3
29	HUM 430 INNOVATIVE AND IMMERSIVE ART	3
30	AVE 355 MATCHMOVING AND INTEGRATION	3
31	AVE 350 COMPOSITING AND SCENE FINISHING 2	3
	ENG 326 PROFESSIONAL WRITING	3
32	CAN 480 PORTFOLIO PREPARATION	3
33	CAN 481 PORTFOLIO CONTENT CREATION 1	3
34	CAN 482 PORTFOLIO CONTENT CREATION 2	3
35	CAN 483 PORTFOLIO CONTENT CREATION 3	3
36	CAN 490 PROFESSIONAL BRANDING	3

DIGITAL FILMMAKING, BACHELOR OF SCIENCE

CHRONOLOGICAL COURSE ORDER BY MONTH

MONTH	COURSE CODE/TITLE	CREDITS
1	DGL 101 DIGITAL LITERACY	3
2	SBS 113 BEHAVIORAL SCIENCE	3
3	DFM 100 INDEPENDENT FILMMAKING	3
4	DFM 115 INTRODUCTION TO FILMMAKING	3
5	DFM 260 EDITING I	3
6	DFM 223 SCREENWRITING I	4
7	ENG 101 CREATIVE WRITING	3
8	DFM 190 PRODUCING	3
9	DFM 120 DIGITAL PRODUCTION DESIGN	4
10	DFM 170 INTRODUCTION TO CINEMATOGRAPHY	3
11	DFM 220 DIGITAL AUDIO PRODUCTION I	3
12	DFM 200 DIGITAL FILM LIGHTING I	3
13	DFM 202 DIGITAL CINEMATOGRAPHY I	3
14	MAT 121 COLLEGE MATHEMATICS	3
	HUM 240 CONTEMPORARY ART	3
15	DFM 305 LOCATION SCOUTING	4
16	DFM 240 DIRECTING I	3
17	DFM 201 DIGITAL FILM LIGHTING II	3
18	HUM 223 CULTURAL STUDIES	3
19	DFM 230 ACTING FOR FILMMAKERS	3
20	DFM 270 SPECIAL EFFECTS	4
21	SPC 214 CREATIVE PRESENTATION	3
22	DFM 320 SCREENWRITING II	4
23	DFM 301 DIGITAL CINEMATOGRAPHY II	3
24	DFM 307 DIRECTING II	3
25	DFM 380 EDITING II	3
26	DFM 315 DIGITAL AUDIO PRODUCTION II	3
27	HUM 430 INNOVATIVE AND IMMERSIVE ART	3
	ENG 326 PROFESSIONAL WRITING	3
28	DFM 420 DOCUMENTARY PRODUCTION	4
29	DFM 421 DOCUMENTARY POSTPRODUCTION	3
30	SBS 305 LEADERSHIP AND ORGANIZATIONAL BEHAVIOR	3
31	DFM 440 CAPSTONE FILM DEVELOPMENT	3
32	DFM 450 CAPSTONE FILM PRODUCING	3
33	DFM 475 CAPSTONE FILM PREPRODUCTION	3
34	DFM 480 CAPSTONE FILM PRODUCTION	3
35	DFM 485 CAPSTONE FILM POSTPRODUCTION	3
36	DFM 490 CREATIVE PORTFOLIO DEVELOPMENT	3

MUSIC PRODUCTION, ASSOCIATE OF SCIENCE

CHRONOLOGICAL COURSE ORDER BY MONTH

MONTH	COURSE CODE/TITLE	CREDITS
1	DGL 101 DIGITAL LITERACY	3
2	SBS 113 BEHAVIORAL SCIENCE	3
3	MPR 120 MUSIC PRODUCTION TECHNOLOGY	3
4	MPR 121 DIGITAL AUDIO WORKSTATIONS	3
5	MPR 100 MUSICAL LISTENING AND IDENTIFICATION	3
6	MPR 123 MUSIC THEORY	3
7	MPR 130 MUSIC COMPOSITION PROGRAMMING	3
8	MPR 132 SEQUENCING TECHNOLOGIES	3
9	MAT 121 COLLEGE MATHEMATICS	3
10	MPR 222 GENRE-BASED PRODUCTION	3
11	MPR 231 ADVANCED MUSIC COMPOSITION PROGRAMMING	3
12	MPR 240 DIGITAL RECORDING PRINCIPLES	3
13	ENG 101 CREATIVE WRITING	3
14	MPR 201 SONGWRITING AND DEVELOPMENT	3
15	MPR 236 MIXING CONCEPTS AND TECHNIQUES	3
16	MPR 250 MUSIC COPYRIGHT AND BUSINESS	3
17	MPR 261 MUSIC PRODUCTION FOR MEDIA	3
18	SPC 214 CREATIVE PRESENTATION	3
19	MPR 255 MUSIC BUSINESS MANAGEMENT	3
20	MPR 270 ADVANCED PRODUCTION AND INDUSTRY SKILLS	3

COURSE DESCRIPTIONS

AVE 100 Figure Drawing for Entertainment Design (3 credits)
This course introduces students to multiple aspects of figure drawing, human anatomy, posing and movement, and basic character design and conceptualization, all within Photoshop's digital interface. Students will reinforce previous construction drawing and perspective information while building a knowledge base with regards to the human figure and the parts that make it up. Students will be able to expand upon their knowledge of anatomy and apply it to three-dimensional character models and animation in courses that follow.

AVE 200 Digital Sculpting 2 (3 credits)
This course will continue demonstrate how to create high fidelity character meshes in an advance modeling package. Students will focus on sculpting and surface flow human and animal anatomy and apply it to their digital models. This course will increase students understanding of anatomy and help them grow as an artist.

CAN 120 Shading and Lighting 2 (3 credits)
This course will focus on the surface appearance of still life objects within an environment and how they react with light. Students will learn to manipulate the surface properties of materials in their 3D software with textures. Students will determine an art direction for how the objects will appear in their renders and integrate their artwork back into a production pipeline.

CAN 335 Advanced Modeling (3 credits)
This course will demonstrate how to create high fidelity character meshes and hard surface models in a modeling package that can be used in both games and film. Students will focus on sculpting and proper surface flow for characters and environments that they can apply to their digital models.

DFM 230 Acting for Filmmakers (3 credits)
This course will develop the filmmaker's knowledge and understanding of actors through direct acting experience. Students learn the language and tools of the craft through sensory exercises, improvisation, text analysis, and scene study. Students are prepared to not only communicate and collaborate with their actors, but to actualize the best emotional outcome of a scene.

FMP 300 Line Producing (3 credits)
In this course students will practice the basic functions of a line producer and production accountant. In this class students will have a step-by-step overview of the physical production process from pre-production to post production and all aspects of line producing throughout the process. Students will learn how to create a budget for a feature length project, create a schedule, hire a crew, find locations, the details of employment contracts, track expenditures and more.

FMP 350 Script Analysis and Coverage (3 credits)
In this course students will learn basic Hollywood three act structure. Students will practice breaking down scripts to their basic beats and use the terminology typically used in Hollywood feature writing and analysis. Students will also read multiple feature scripts in various phases of development and write coverage on those scripts.

FMP 352 Digital Work Flow
With multiple platforms for content distribution, workflow is an essential component starting in preproduction. This course integrates the process from conception to final distribution. From set to screen. The course gives students the knowledge of Avid functionality required to work as an Assistant Editor and explores their relationship to the Digital Imaging Technician and assistance camera operator. In addition to Avid expertise this course will explore workflow protocol and final conform.

FMP 355 Writing the TV Pilot: Outline and Draft (2 credits)
In this course which is the first in a series of two courses students will take a tv pilot from idea to a first draft. Students will have a polished presentable pilot script upon completing the series. Students will understand the importance of the outline process and how a strong outline results in a strong first draft. Students will learn television writing structure and prepare to develop what is expected when pitching an idea.

FMP 356 Writing the TV Pilot: Rewrite (1 credit)
In the second course in this series students will take the first draft of their television pilot written in their *Writing the Pilot: Outline and Draft* and rework it to a polished presentable draft. In addition to their polished draft students will learn how to structure a tv series from writing the first pilot episode to outlining the first season and beyond. Students will begin to create the supplemental material necessary to present their series to a studio executive or producer.

MBS 320 Music Evaluation for A&R (3 credits)
This course focuses on developing listening skills through critically evaluating recorded music and live concert material as the basis for talent scouting to discover and develop A&R (artist and repertoire) opportunities in the music industry. Students explore the elements of music, music terminology, song structure, the acoustic environment, and individual perceptions of sound in a nontechnical way. Students also examine the historical significance of musical genres and styles with the intent to identify musical origins and recognize evolving music business trends.

MPR 100 Musical Listening and Identification (3 credits)
This course surveys the evolution of modern music from its roots through to the present. Students learn the characteristics of a wide spectrum of musical genres and explore their transformative effects on music and culture. Using Apple's Logic Pro X software this course teaches an overview of essential song structure and Digital Audio Workstation techniques.

MPR 120 Music Production Technology (3 credits)
This course introduces students to the tools and technologies used by music production professionals. Students will gain digital audio workstation (DAW) skills and learn to use the computer for music production applications. Emphasis is placed on building computer and software confidence to provide students a competitive edge in the music industry. Additional topics include file management, common audio file formats, and setting up music production equipment.

MPR 122 Digital Audio Workstations (3 credits)
In this course, introductory production skills are taught in the Digital Audio Workstation environment. Students learn the principles of MIDI and important DAW skills by applying them to music compositions. Topics include MIDI mapping and programming, editing, synthesis, and automation.

MPR 123 Music Theory (3 credits)
The goal of this course is to develop a solid basis in the language of music. Music Theory equips the student with the tools needed to effectively use and communicate musical concepts. Topics include note identification, interval recognition, major scale construction, rhythmic notation and ear training.

MPR 130 Music Composition Programming (3 credits)
Students expand their understanding of music theory through study of melody and accompaniment using music composition software. The course further explores song form analysis and chord movement, along with techniques in subtractive synthesis and sound design.

MPR 132 Sequencing Technologies (3 credits)
Students continue developing MIDI-based composition, editing, and production skills. Topics include: software based sequencing, synthesis techniques, advanced musical and rhythmic programming, digital audio editing, and applications in musical content creation.

MPR 201 Songwriting and Development (3 credits)
Students apply and expand the concepts of music theory into songwriting, developing a strong sense of form, melody, harmony, and rhythm. Topics include: lyrical considerations, vocal production, meter, rhyme, and song analysis.

MPR 222 Genre-Based Production (3 credits)
Through the exploration of current music genres, students learn leading-edge production techniques employing modern production software. This course addresses instrumentation, effects, and production methods used by current artists and producers to compose original music.

MPR 231 Advanced Music Composition Programming (3 credits)
This course explores the creative use of Digital Audio Workstation software by composers and producers. Students learn advanced composition techniques using automation, processing, and plug-ins, and develop new compositional perspectives through listening, analysis, and creation.

MPR 236 Mixing Concepts and Techniques (3 credits)
Students learn industry-standard mixing and mastering techniques in the Digital Audio Workstation environment. Students gain practical experience assessing musical content, using current plug-in technologies, and developing and implementing mix strategies.

MPR 240 Digital Recording Principles (3 credits)
This course teaches the application of live recording and production techniques used in the modern digital studio environment. Students explore microphone application and placement techniques needed to obtain professional-sounding results from the laptop-based project studio to the modern commercial studio environment.

MPR 250 Music Copyright and Business (3 credits)
Students explore the business mechanisms affecting the commercial use of musical compositions. Topics include intellectual property rights, copyright registration, licensing, songwriter agreements, publishing companies, and performance rights organizations.

MPR 255 Music Business Management (3 credits)
Students learn music industry structure and business practices. Topics include industry money flow, record label structure, record and production contracts, management configuration, and support companies that assist in the development and distribution of music.

MPR 261 Music Production for Media (3 credits)
Students focus on the creation and production of music for film, television, advertising and other media. Topics include industry workflow, conventions of spotting and scoring for picture, and music production techniques used in marketing and advertisement for traditional and online environments.

MPR 270 Advanced Production and Industry Skills (3 credits)
This course helps to develop students' understanding of industry standards, workflow, protocol, and etiquette. Students use the creative and technical skills developed throughout the program to build content to showcase their abilities to the industry. Additional topics include resume building, freelancing and personal branding.

MPR 301 Acoustics and Studio Design (4 credits)
In this course students learn foundational acoustic and electronic concepts and their application in the project and home studio environment. Topics include speaker placement, acoustic design, cabling and connectors, and studio electrical wiring concerns.

MPR 310 Analog Systems for the Musician (4 credits)
This course introduces students to analog console application and signal flow in studio and live environments. Topics include gain staging, interfacing equipment and electronic/acoustic considerations when operating in studio and live performance environments.

MPR 330 Musicianship (4 credits)
This course continues an in-depth exploration of musical structure with an increased focus on applied skills. Students develop their musical skills through exploration of vocal and keyboard performance, ear training, and sequencing projects.

MPR 340 DJ Production Skills (3 credits)
In this course, students learn production techniques and skills used by the modern DJ/producer. Topics include matching tempo, beat/drum patterns, and key to smoothly transition between songs. Students incorporate these skills into their production choices to align with modern DJ performance and genre trends.

MPR 350 Signal Processing for Electronic Musicians (3 credits)
In this course, students gain the skills necessary to shape musical sounds common to today's electronic productions. Students match current trends in music production through the use of digital signal processing tools including filters, tone enhancers, synthesizers and digital samplers. Additional topics include: mapping software parameters to MIDI controllers and dynamically automating signal processing effects.

MPR 360 Electronic Music Performance (3 credits)
Building upon skills learned in prior courses, students strengthen their electronic music production by incorporating musical performance techniques. Focus is placed on incorporating human expression and developing artistic control of software instruments. Students also explore genres within electronic music to better understand the differences in sound and production techniques required for each.

MPR 400 Commercial Music Production (4 credits)
In this course, students explore the standards and conventions of commercial music from composing for commercial music libraries to modern broadcast branding and advertising. Students expand their music skills while constructing and producing content that can be licensed for use in film, television, radio and other media.

MPR 410 Advanced Mixing and Mastering (4 credits)
In this course, students refine their mixing skills as they work with more complex material, higher track counts, and a wide range of styles. Students develop mastering skills including use of limiters, compression, and EQ as applied to final stereo mixes. Emphasis is placed on using advanced signal processing techniques. Common problems encountered by mix engineers are examined, along with creative solutions.

MPR 420 Advanced Genre-Based Production (3 credits)
In this course, students learn the stylistic traits of modern music production by analyzing the devices and characteristics that define specific genres. Students focus on the digital devices and instruments that have influenced the style and sound of electronic music genres.

MPR 440 Advanced Songwriting (4 credits)
In this course, students expand on foundational songwriting skills and explore the creative and emotional components of songwriting including artist identity, vision, and intention. Additional topics include vocal comping, layering, harmonizing, and creative methods for developing musical ideas.

MPR 480 Music Production Portfolio I (3 credits)
In this first of two capstone courses, students begin working on projects that demonstrate their artistic and technical ability to complete work meeting professional industry standards. The course provides an opportunity to conceptualize a complete preproduction work schedule and work through each step of the production process.

MPR 490 Music Production Portfolio II (3 credits)
In this course, students complete the original projects started in the Music Production Portfolio I course. The course provides an opportunity to work through each step of the post-production process and showcase the final work in a portfolio that can be presented to potential employers.

WFT 100 Pitching I (4 credits)
Students will learn effective ways of communicating ideas and thoughts into cohesive personal stories. Through the use of effective loglines and short synopsis, students will progress into communicating, act by act major beats and character progression of their stories. During the course, students learn and practice development skills while gaining an understanding of the elements of story and structure relevant to the evolving world of cinema, streaming and network television.

WFT 110 Story Analysis – Film (4 credits)
This course covers the analysis of feature length film story structure and the history behind it. The relationship of structure to plot, character and thematic development. Through the breaking down of existing screenplays from various genres, students will complete this course with a deep understanding of classic feature film structure and successful screenplays that have broken all the rules. Assignments include reading screenplays, learning how to write coverage and development notes.

WFT 120 Story Structure (4 credits)
This course exposes students to the basics of filmic storytelling in short form screenplays. This class teaches a set of skills that allow students to analyze scripts and write their own screen stories using industry-standard authoring tools. The course objective is to introduce students to the art and form of writing the short. Through lecture, analysis, creative writing assignments, and peer review, students learn dramatic and comedic strategies for writing a short screenplay.

WFT 125   Writing An Outline - Film (3 credits)
This course takes students from an idea to the scene-by-scene detailed outline. The course teaches organizing principles to help design the story, create a balanced relationship between the characters and how the plot will unfold in specific scenes. Students will understand the purpose and value of a detailed outline and will continue to understand structure and genre as it pertains to their content.

WFT 130 Story Analysis – TV (4 credits)
Through analysis of television scripts from the onset of television to the current distribution formats students will understand the changes in structure and content. This course will cover episodic, sitcom and movies for television. During the course, students learn and practice development skills while gaining an understanding of the elements of story and structure relevant to the evolving world of streaming and network television.

WFT 140   Writing An Outline - TV (3 credits)
This course takes students from an idea to the scene-by-scene detailed outline. The course teaches organizing principles to help design the story, create a balanced relationship between the characters and how the plot will unfold in specific scenes. Students will understand the purpose and value of a detailed outline and will continue to understand structure and genre as it pertains to their content.

WFT 150   Character Creation (3 credits)
Character drives story. Students will come away with a variety of techniques useful for creating well-developed characters whose motives and actions are organic to the plot and relevant to the story's thematic intentions. Through analysis and practice students will understand and create interesting and engaging active characters for screen and television.

WFT 200   Dialogue Writing (4 credits)
Through exercises and analysis, students will practice techniques in creating active exposition, character driven dialogue and dialogue that support story progression. Students will write a series of original scenes and will also be introduced to the challenges re-writing another writers scenes poses.

WFT 210 Action Line Writing (3 credits)
This course exposes students to the importance and significance of visual story telling. A screenplay needs to be a compelling read before it can become a great film, and well written action lines (descriptions) are vital to the success of your screenplay. Students will practice the craft of communicating economically and effectively without dialogue.

WFT 220 Writing Act I (4 credits)
Students will build on material they have developed in Pitching I and working from the outline created in their previous course, they will write the first third of their original screenplay or television pilot. They will use all techniques learned in all previous writing courses.

WFT 225 Writing Act II (3 credits)
This course challenges students to think of possible story obstacles, plot points, and midpoints within act two. Through the examination and breakdown of professional scripts, students will examine how obstacles can drive the plot or serve as part of the world of the story. Building on Writing I students will complete this course with a working first draft of the first two thirds of their original screenplay or television pilot.

WFT 230 Writing Act III (3 credits)
This course wraps up the script students have been working on in Writing I and II with an emphasis on the climax. Students will focus on how their characters have arced (self-revelation) and learn how to pay off and resolve points set-up in acts I and II. At the end of this course students will have a complete first draft of their original screenplay or television pilot. If writing for television students will also develop a treatment for their season one arch.

WFT 300   Immersive Storytelling (4 credits)
Immersive experiences in virtual and augmented reality have emerged as powerful storytelling tools in the mercurial world of film and television. Students focus on new ways of storytelling within the virtual and augmented realms though production and distribution of original content while researching and utilizing the theoretical, practical and ethical aspects of immersive storytelling.

WFT 310 Pitching II (3 credits)
In this course we'll look at a number of different pitch processes for the commercial, music video and new media formats including decks, treatments, sizzle reels and RFPs. The goal of this course is to develop the necessary brainstorming skills to generate an idea quickly and to maximize its effectiveness in written and visual mediums.

WFT 320 A Draft in 30 Days (4 credits)
Students will be given a structured framework within which they will be able to approach the completion of the first draft of a feature length screenplay within 30 days. Students will learn how to refine theme, conflict, flush out characters, and create rich character bios. They will be guided through pitching, writing an outline, determining structure and plot points, and writing with a deadline. Strategies for developing disciplined writing habits will also be explored.

WFT 330 A Re-Write And Polish In 30 Days (3 credits)
In this course, students will take the screenplay drafts they created in the prior course to a second and third draft of their scripts and potential polish. Students will continue to understand the habit of writing and working with deadlines. They will learn details of refining their work to keep the reader engaged and invested in their characters.

WFT 340 The Final Draft (4 credits)
This advanced writing workshop allows the writer, through the process of staged readings, the opportunity to workshop their script.

WFT 350 Adaptation - Short Form (4 credits)
In this course students will examine adaptations including the problems attendant upon translating a short story, one act play, or other short creative forms into screenplays or television pilots. Students will develop an outline utilizing the concepts learned in the course including when to remain true to the original material and when the translation for the screen requires altering the source material.

WFT 351 Adaptation - Long Form I (4 credits)
Expanding on the prior course, students will now select a work to adapt and pitch and generate a detailed outline based on the selected source material. Students will also analyze the progression of long form adaption such as games and novels to television and cinema.

WFT 352 Adaptation - Long Form II (3 credits)
In this course students will take the detailed outline developed in their prior course and write a first draft for television or film. Expanding outline to full draft will give students further opportunities to understand the challenges of transforming source material into script.

WFT 400 The Punch Up Draft (4 credits)
This course will focus on rewriting work that did not originate with the current writer. Being able to apply notes and criticism to a peer's work and polish a draft from another writer is a vital skill for screenwriters to develop and understand. This course guides students through the process of distilling notes into a clear strategy to tackle the script once again to re-write scenes and ultimately drafts of the script.

WFT 410 Writing For Production (4 credits)
Students will learn the differences between reading drafts and production drafts. Students will learn how to lock the reading draft and enter revision mode. Students will be taken through several production rewrites on various scripts with the goal of incorporating changes and understanding why changes in the script at the later stages are often a result of production and necessity rather than creative.

WFT 430 The Business of Writing (3 credits)
This course is designed to prepare students for a successful career in the business. Students will learn the importance of practicing their writing skills on a daily basis, networking, protecting their intellectual property and building a writing portfolio.

WFT 480 Final Project I (3 credits)
This two-part advanced writing workshop allows the writer, through the process of staged readings, the opportunity to workshop their script. The goal of this course is to have a final script that is ready for the marketplace or screenplay competitions.

WFT 485 Final Project II (3 credits)
This two-part advanced writing workshop allows the writer, through the process of staged readings, the opportunity to workshop their script. The goal of this course is to have a final script that is ready for the marketplace or screenplay competitions.

WFT 490 Professional Branding and Career Preparation (3 credits)
This course is designed to prepare students for their career and how to present themselves professionally. Students will create business cards, a resume and a social media presence. Students will also be familiarized with freelance contracts and non-disclosure agreements.

GENERAL EDUCATION COURSE DESCRIPTIONS

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.

ENG 101 Creative Writing (3 credits)
Creative Writing will introduce students to the fundamental principles governing fiction, poetry, drama, creative non-fiction, and personal memoir, while simultaneously reinforcing the fundamental rules of English grammar, syntax, and organization. Through a variety of selected readings, in-class exercises, and take-home writing assignments, students will develop and hone their writing skills, deepen their familiarity with an array of literary devices, and explore the concept of personal voice.

ENG 326 Professional Writing (3 credits)
Professional Writing is designed to introduce students to a variety of skills that contribute to strong and well-organized writing. The course provides an opportunity for students to develop and sharpen personal writing skills that will be essential for writing projects throughout the program and their subsequent careers. 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.

HUM 223 Cultural Studies (3 credits)
Cultural Studies is an interdisciplinary field that provides the terminology, analytic techniques, and interpretive strategies for examining culture. This course explores the social, aesthetic, ethical, and political aspects of culture, from its earliest origins to the culture we experience in contemporary life. Students will develop critical thinking skills to understand the meaning, significance, and value of aspects of culture, while forming their own cultural knowledge and opinions.

HUM 240 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 often conflicting ideas, styles, and movements such as pop, minimalism, and conceptualism are examined. The course provides an overview of the motivations, 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.

HUM 330 Transmedia Storytelling (3 credits)
Transmedia Storytelling is a comprehensive and academic examination of the creative development of large-scale Transmedia projects, including a survey of both historical and contemporary examples across a variety of mediums. Students will learn the social, political, economic, and anthropological role such projects play in society, and learn to think critically about the creative architecture of the Intellectual Property itself. This will include creative choices that remain consistent across films, games, literature, music, branded entertainment, and non-fictional properties. The course will also examine the social, political, and economic structures that influence daily life for the characters who inhabit the various story-worlds.

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. First-time algebra students or those needing a review will begin with basic concepts and build upon these ideas by completing work that uses algebra in practical situations.

SBS 113 Behavioral Science (3 credits)
This course examines the psychological and practical aspects of becoming a master student. Students will learn techniques of motivation, time management, and asset building, and develop strategies to overcome personal barriers to success. Students will also explore the cognitive processes related to personal growth and academic success. Application of the knowledge gained in this course will lead students to have a stronger desire for achieving mastery when learning new concepts and a greater appreciation for life-long learning.

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.

SPC 214 Creative Presentation (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.

TUITION & FEES

Please visit our Student Consumer Information page to find the average time to completion for continuously enrolled students for each credential level offered. Students are charged tuition and fees on a per semester (16-week) basis. A breakdown of total charges for each program by semester may be found in the section below.

Online Program	Credit Hours	Tuition per Credit Hour[1]	Total Tuition	Technology Fee	TechKit	STRF[3]	Total Tuition & Fees
Music Production, B.S.	120	$450	$54,000	$900	$6,950	$0	$61,850
Writing for Film & TV, B.S.	120	$450	$54,000	$900	$3,000	$0	$57,900

[1] Tuition per credit hour is an estimated rate. Actual tuition is charged on a per semester basis. Refunds, if applicable, are prorated if student withdraws prior to program completion (see Refund Policy in Academic Catalog for details).
[2] The current Student Tuition Recovery Fund (STRF) assessment rate is zero ($0) per $1,000. Please see the STRF policy in the Academic Catalog.

ESTIMATED TUITION & FEES BY PERIOD OF ENROLLMENT/SEMESTER

ONLINE PROGRAMS

Music Production, B.S.											
	Semester 1	Semester 2	Semester 3	Semester 4	Semester 5	Semester 6	Semester 7	Semester 8	Semester 9	Semester 10	Total
Tuition	$5,000	$5,000	$6,300	$6,300	$6,400	$6,400	$6,200	$6,200	$4,200	$2,000	$54,000
TechKit	$5,500	$0	$0	$0	$1,450	$0	$0	$0	$0	$0	$6,950
Technology Fee	$300	$0	$300	$0	$300	$0	$0	$0	$0	$0	$900
Semester Total	$10,800	$5,100	$6,600	$6,300	$8,150	$6,300	$6,200	$6,200	$4,200	$2,000	$61,850

Writing for Film & TV, B.S.										
	Semester 1	Semester 2	Semester 3	Semester 4	Semester 5	Semester 6	Semester 7	Semester 8	Semester 9	Total
Tuition	$5,100	$5,100	$6,300	$6,300	$6,300	$6,300	$6,200	$6,200	$6,200	$54,000
TechKit	$3,000	$0	$0	$0	$0	$0	$0	$0	$0	$3,000
Technology Fee	$300	$0	$300	$0	$300	$0	$0	$0	$0	$900
Semester Total	$8,400	$5,100	$6,600	$6,300	$6,600	$6,300	$6,200	$6,200	$6,200	$57,900