

L A
F S

ACADEMIC CATALOG

SEPTEMBER 2020

HOLLYWOOD

THE LOS ANGELES FILM SCHOOL®

6363 SUNSET BLVD | HOLLYWOOD, CA | 90028 | 323-860-0789 | LAFILM.EDU

TABLE OF CONTENTS

OUR HISTORY	4
OUR MISSION	4
OUR CAMPUS, FACILITIES AND EQUIPMENT	4
ACCREDITATION, LICENSING AND APPROVALS	4
CATALOG POLICIES	4
CAMPUS DEGREE PROGRAMS	6
ANIMATION, BACHELOR OF SCIENCE	6
AUDIO PRODUCTION, ASSOCIATE OF SCIENCE	8
AUDIO PRODUCTION, BACHELOR OF SCIENCE	9
ENTERTAINMENT BUSINESS, BACHELOR OF SCIENCE	10
ENTERTAINMENT BUSINESS, BACHELOR OF SCIENCE DEGREE COMPLETION PROGRAM	11
FILM, ASSOCIATE OF SCIENCE	12
FILM PRODUCTION, BACHELOR OF SCIENCE	13
MUSIC PRODUCTION, ASSOCIATE OF SCIENCE	17
ONLINE DEGREE PROGRAMS	19
ANIMATION, BACHELOR OF SCIENCE	20
DIGITAL FILMMAKING, BACHELOR OF SCIENCE	22
ENTERTAINMENT BUSINESS, BACHELOR OF SCIENCE	23
ENTERTAINMENT BUSINESS, BACHELOR OF SCIENCE – MUSIC BUSINESS CONCENTRATION	24
GRAPHIC DESIGN, BACHELOR OF SCIENCE	25
MEDIA COMMUNICATIONS, BACHELOR OF SCIENCE	26
MUSIC PRODUCTION, ASSOCIATE OF SCIENCE	27
MUSIC PRODUCTION, BACHELOR OF SCIENCE	28
WRITING FOR FILM AND TELEVISION, BACHELOR OF SCIENCE	29
COURSE DESCRIPTIONS	30
ADMISSIONS INFORMATION	44
REQUIREMENTS FOR ADMISSION	44
PHYSICAL REQUIREMENTS	44
ADDITIONAL REQUIREMENTS FOR APPLICANTS TO ONLINE DEGREE PROGRAMS	44
STATE AUTHORIZATION DISCLOSURE FOR ONLINE STUDENTS	44
ENROLLMENT AND APPLICATION PROCEDURE	44
INTERNATIONAL STUDENT ADMISSIONS POLICY	44
ENGLISH LANGUAGE PROFICIENCY POLICY	45
NON-DISCRIMINATION POLICY	45
ARTICULATION AGREEMENTS WITH OTHER COLLEGES AND UNIVERSITIES	45
TUITION & FEES	47
THE STUDENT TUITION RECOVERY FUND (STRF)	50
BOOKS AND MATERIALS	50
TECHKIT	50
OTHER ADMINISTRATIVE FEES	51
METHODS OF PAYMENT	51
DELINQUENT STUDENT ACCOUNTS	51
DISCLOSURES MADE PURSUANT TO TRUTH-IN-LENDING ACT	51
CANCELLATION, WITHDRAWAL & REFUND POLICIES	51
WITHDRAWAL FROM THE SCHOOL	51
ADMINISTRATIVE WITHDRAWAL	52
STUDENT LOAN OBLIGATIONS	52
REFUND POLICIES FOR IOWA RESIDENTS	52
WITHDRAWAL AND REFUND POLICIES FOR WISCONSIN RESIDENTS	52
FINANCIAL SERVICES	53
FEDERAL FINANCIAL AID	53
GRANTS AND SCHOLARSHIPS	53
FEDERAL LOANS	53
RETURN OF FEDERAL TITLE IV AID	54
CREDIT BALANCES	55
FINANCIAL AID PENALTIES FOR DRUG LAW VIOLATIONS	55
MILITARY & VETERAN STUDENTS	56
ACADEMIC CALENDAR	58
STUDENT SERVICES	59
ACADEMIC SUCCESS STUDENT ADVISORS	59
CAREER DEVELOPMENT SERVICES	59
LIBRARY/LEARNING RESOURCE SYSTEM	59
ONLINE TECH SUPPORT	59
SERVICES FOR STUDENTS WITH DISABILITIES	59
ACADEMIC POLICIES AND PROCEDURES	60
ACADEMIC FREEDOM	60
ACCESS TO ONLINE COURSE MATERIALS	60

ADVANCEMENT	60
ANTI-HAZING POLICY	60
ATTENDANCE POLICIES-CAMPUS	60
ATTENDANCE POLICIES-ONLINE PROGRAMS AND COURSES	60
CAMPUS SECURITY	60
CHILDREN ON CAMPUS.....	60
CLASS SCHEDULE.....	61
CLASS SIZE	61
CLOCK HOUR TO CREDIT HOUR CONVERSION.....	61
COPYRIGHT INFRINGEMENT PROHIBITED	61
COURSE DELIVERY MODE	61
COURSE MATERIALS	61
COURSE RETAKE POLICY	61
CREDITS ATTEMPTED & COMPLETED.....	61
DRUG-FREE SCHOOLS AND COMMUNITIES ACT STANDARDS OF CONDUCT	61
EVALUATIONS.....	61
FACULTY QUALIFICATIONS.....	62
FAMILY EDUCATIONAL RIGHTS AND PRIVACY ACT (FERPA).....	62
GRADE SYSTEM	63
GRADE APPEALS.....	64
GRADUATION REQUIREMENTS.....	64
HONORS	64
HOURS OF OPERATION.....	64
HOUSING	64
INTERRUPTION OF TRAINING.....	64
LANGUAGE OF INSTRUCTION	64
LOCATION WHERE INSTRUCTION WILL BE PROVIDED.....	64
MAKEUP WORK POLICY	64
MAXIMUM TIME FRAME FOR PROGRAM COMPLETION / CREDIT STANDARD	65
ONLINE STUDENT ACCESS TO CAMPUS	65
RE-ENTRY.....	65
RESPONSE TIMES FOR ONLINE PROGRAMS	65
SATISFACTORY ACADEMIC PROGRESS.....	65
STUDENT ADA/SECTION 504 GRIEVANCE PROCEDURE	66
STUDENT COMPLAINTS/QUESTIONS	67
STUDENT PROJECTS.....	67
STUDENT RECORDS.....	67
VACCINATION POLICY	68
VOTER REGISTRATION.....	68
WISCONSIN POLICIES FOR RESIDENTS ENROLLED IN ONLINE PROGRAMS	68
STUDENT CODE OF CONDUCT	68
ACADEMIC DISHONESTY.....	68
PROHIBITED CONDUCT	68
STANDARD OCCUPATIONAL CLASSIFICATION CODES FOR EMPLOYMENT	70
FACULTY	74

OUR HISTORY

In the spring of 1999, a group of Hollywood professionals founded The Los Angeles Film School. Their goal was to establish an institution where industry professionals can share their knowledge of film production with a new generation of filmmakers. The Los Angeles Film School expanded its offerings in 2004 with the addition of the Los Angeles Recording School recording engineering certificate program. Today, the school offers associate and baccalaureate degrees in multiple disciplines across the entertainment and media industry including, animation, audio production, graphic design, entertainment business, film production, music production and writing for media.

OUR MISSION

The mission of The Los Angeles Film School is to inspire students with an inventive method of education that concentrates on preparation for career opportunities in the entertainment industry. We do this with a curriculum that integrates technical knowledge with artistic exploration and creativity, taught by a staff of industry professionals. Our education is delivered through reflective teaching methods and hands on learning in the heart of Hollywood, the world's entertainment capital. Our programs are designed to immerse aspiring talent in industry practices and current technologies, enabling them to discover their individual voices through collaboration and realize their career goals in the entertainment industry.

OUR CAMPUS, FACILITIES AND EQUIPMENT

The Los Angeles Film School is located in the heart of Hollywood, CA on Sunset Boulevard. The campus is comprised of over 250,000 square feet of classrooms, labs and production stages. There are four main buildings on the campus: the historic RCA Building (6363 Sunset Blvd.), the six-story Klasky-Csupo studio building (6353 Sunset Blvd.), the Recording School building (6690 Sunset Blvd.) and the Ivar Theater (1605 Ivar Ave). Our library is located on the 5th floor of Building 1 (6363 Sunset Blvd) and is open Monday through Friday, 8:00am to 8:00pm and Saturday, 10:00am to 4:00pm. Students have access to textbooks, periodicals, reference books, and multimedia holdings. The library also has computer stations with internet access where students can access our extensive online databases. Students can access online learning resource materials anytime and anywhere through their portal at www.connect.lafilm.edu.

ACCREDITATION, LICENSING AND APPROVALS

The Los Angeles Film School is accredited by the Accrediting Commission of Career Schools and Colleges (ACCSC). ACCSC is listed by the U.S. Department of Education as a nationally recognized accrediting agency. The Los Angeles Recording School is a Division of The Los Angeles Film School.

This institution is a private institution approved to operate by the California Bureau for Private Postsecondary Education. Approval to operate means the institution is compliant with the minimum standards contained in the California Private Postsecondary Education Act of 2009 (as amended) and Division 7.5 of Title 5 of the California Code of Regulations.

The Los Angeles Film School is approved to train veterans by the California State Approving Agency for Veterans Education (CSAAVE). CSAAVE operates under contract with the US Department of Veterans Affairs. Under the authority of federal law, Title 38 U.S.C. CSAAVE operates as part of the government of the State of California.

The Los Angeles Film School is approved for Army, Air Force, Coast Guard, Marine Corps, Navy and U.S government tuition assistance through the DOD MOU. The Los Angeles Film School is a member of the Service Members Opportunity College Consortium.

CATALOG POLICIES

It is the policy of The Los Angeles Film School to provide a copy of this catalog to all prospective students prior to signing an enrollment agreement. Students can also access a digital copy through the school's website and may request a printed copy through the Enrollment Services Department. Prospective students are encouraged to review this catalog prior to signing an enrollment agreement. Prospective students are also encouraged to review the School Performance Fact Sheet, which must be provided to them prior to signing an enrollment agreement.

The Los Angeles Film School catalog shall be updated annually. Annual updates may be made by the use of supplements or inserts accompanying the catalog. If changes in educational programs, educational services, procedures, or policies required to be included in the catalog by statute or regulation are implemented before the issuance of the annually updated catalog, those changes shall be reflected at the time they are made in supplements or inserts accompanying the catalog.

This catalog is effective September 1, 2020 – August 31, 2021.

Campus Degree Programs

CAMPUS DEGREE PROGRAMS

ANIMATION, BACHELOR OF SCIENCE GAME ART CONCENTRATION

PROGRAM DESCRIPTION & OBJECTIVES

The Bachelor of Science in Animation with a concentration in Game Art is designed to provide students the knowledge and understanding of 3-D modeling, materials and textures, engine integration, and animation needed to qualify for such entry-level positions in the game industry as prop artists, environment artists, character artists, and animators. Besides the degree program's strong 3-D computer-graphics focus, students will build other skills in peripheral media and complete digital courses that will enhance their opportunities in related fields. In addition to technical proficiency and creative development, the curriculum helps students develop critical thinking, problem solving, and analytical skills that contribute to life learning and provide tools that will help sustain a long and productive professional career in the entertainment and media industry.

PROGRAM REQUIREMENTS

The Bachelor of Science in Animation with a concentration in Game Art 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	HUM 110 INTRODUCTION TO TRANSMEDIA DESIGN	3
2	HUM 251 HISTORICAL ARCHETYPES AND MYTHOLOGY	3
3	ENG 101 CREATIVE WRITING	3
4	HUM 222 AESTHETICS AND CULTURE	3
5	CAN 101 OVERVIEW OF ANIMATION PRODUCTION	3
6	CAN 110 DIGITAL PAINTING 1	3
7	AVE 280 SHADING AND LIGHTING	3
8	AVE 150 3D FOUNDATIONS	3
9	AVE 180 COMPOSITING FUNDAMENTALS	3
10	AVE 210 FUNDAMENTALS OF ANIMATION	3
11	AVE 130 STORYBOARDING AND STORYTELLING	3
12	AVE 240 CHARACTER ANIMATION 1	3
13	AVE 160 MODEL CREATION	3
14	AVE 100 FIGURE DRAWING FOR ENTERTAINMENT DESIGN	3
15	AVE 190 DIGITAL SCULPTING 1	3
16	AVE 230 CHARACTER RIGGING 1	3
17	AVE 260 CHARACTER ANIMATION 2	3
18	AVE 200 DIGITAL SCULPTING 2	3
19	SPC 214 CREATIVE PRESENTATION	3
	AVE 298 PORTFOLIO DEVELOPMENT	3
20	AVE 290 VISUAL EFFECTS 1	3
21	AVE 170 ART CREATION FOR GAMES	3
22	HUM 330 TRANSMEDIA STORYTELLING	3
	MAT 121 QUANTITATIVE PRINCIPLES	3
23	CAN 295 FUNDAMENTALS OF SCRIPTING	3
24	AVE 310 VISUAL EFFECTS 2	3
25	MTH 310 STATISTICAL APPLICATIONS	3
	HUM 420 CONTEMPORARY ART	3
26	AGA 320 GAME CHARACTERS	3
27	AGA 340 GAME ANIMATION	3
28	AGA 360 ENVIRONMENT ART	3
29	AGA 370 TEXTURING AND SHADING	3
30	AGA 380 TECHNICAL GAME ARTS	3
31	AGA 390 LEVEL ASSEMBLY AND LIGHTING	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

ANIMATION, BACHELOR OF SCIENCE VISUAL EFFECTS CONCENTRATION

PROGRAM DESCRIPTION & OBJECTIVES

The Bachelor of Science in Animation with a concentration in Visual Effects is designed to provide students the 2D and 3D animation knowledge and skills needed to qualify for entry-level, industry positions including, scene builders, character designers, technical directors, motion animators, visual effects animators, lighters, and renderers. From storyboarding, sketching, and modeling to character animation, special effects, and final compositing, this degree program takes students through the entire production pipeline. The program starts by familiarizing students with the art concepts behind animation; drawing and other traditional forms of expression that are essential parts of getting art onto the computer. Students are then exposed to the basic principles behind computer-generated models, characters, animation, and visual effects. By using the same hardware and software as professional animation studios, the skills needed for immediate success on the job are developed. In addition to technical proficiency and creative development, the curriculum helps students develop critical thinking, problem solving, and analytical skills that contribute to life learning and provide tools that will help sustain a long and productive professional career in the entertainment and media industry.

PROGRAM REQUIREMENTS

The Bachelor of Science in Animation with a concentration in Visual Effects 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	HUM 110 INTRODUCTION TO TRANSMEDIA DESIGN	3
2	HUM 251 HISTORICAL ARCHETYPES AND MYTHOLOGY	3
3	ENG 101 CREATIVE WRITING	3
4	HUM 222 AESTHETICS AND CULTURE	3
5	CAN 101 OVERVIEW OF ANIMATION PRODUCTION	3
6	CAN 110 DIGITAL PAINTING 1	3
7	AVE 280 SHADING AND LIGHTING	3
8	AVE 150 3D FOUNDATIONS	3
9	AVE 180 COMPOSITING FUNDAMENTALS	3
10	AVE 210 FUNDAMENTALS OF ANIMATION	3
11	AVE 130 STORYBOARDING AND STORYTELLING	3
12	AVE 240 CHARACTER ANIMATION 1	3
13	AVE 160 MODEL CREATION	3
14	AVE 100 FIGURE DRAWING FOR ENTERTAINMENT DESIGN	3
15	AVE 190 DIGITAL SCULPTING 1	3
16	AVE 230 CHARACTER RIGGING 1	3
17	AVE 260 CHARACTER ANIMATION 2	3
18	AVE 200 DIGITAL SCULPTING 2	3
19	SPC 214 CREATIVE PRESENTATION	3
	AVE 298 PORTFOLIO DEVELOPMENT	3
20	AVE 290 VISUAL EFFECTS 1	3
21	AVE 170 ART CREATION FOR GAMES	3
22	HUM 330 TRANSMEDIA STORYTELLING	3
	MAT 121 QUANTITATIVE PRINCIPLES	3
23	CAN 295 FUNDAMENTALS OF SCRIPTING	3
24	AVE 310 VISUAL EFFECTS 2	3
25	MTH 310 STATISTICAL APPLICATIONS	3
	HUM 420 CONTEMPORARY ART	3
26	AVE 340 COMPOSITING AND SCENE FINISHING 1	3
27	AVE 355 MATCHMOVING AND INTEGRATION	3
28	AVE 350 COMPOSITING AND SCENE FINISHING 2	3
29	AVE 345 VISUAL EFFECTS PRODUCTION 1	3
30	AVE 346 VISUAL EFFECTS PRODUCTION 2	3
31	AVE 347 VISUAL EFFECTS PRODUCTION 3	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

AUDIO PRODUCTION, ASSOCIATE OF SCIENCE

PROGRAM DESCRIPTION & OBJECTIVES

The Audio Production program is designed to respond to the rapidly changing, cross-media and multi-media nature of the entertainment industry. A growing number of employers are looking for a more versatile audio professional that is proficient as both an audio engineer and content producer. Working with industry-standard equipment and in professional studios, students gain the confidence and skills needed to succeed in the entertainment industry after graduation. The program provides graduates with focused knowledge and understanding of recording engineering and the foundational music and production skills needed to qualify for entry-level industry positions such as assistant engineers, sound designers, MIDI/digital audio workstation operators and programmers, assistant maintenance technicians, and a variety of other positions in the audio, music, and entertainment industries. In addition to technical proficiency and creative expression, the curriculum develops students' critical thinking, problem solving, and analytical skills, contributing to life learning and the foundation of a successful career in the entertainment and media industry.

PROGRAM REQUIREMENTS

The Associate of Science in Audio Production 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 BY MONTH

MONTH	COURSE CODE/TITLE	CREDITS
1	HUM 110 INTRODUCTION TO TRANSMEDIA DESIGN	3
2	ENG 101 CREATIVE WRITING	3
3	DGL 101 DIGITAL LITERACY	3
4	MPR 100 MUSICAL LISTENING AND IDENTIFICATION	3
5	MPR 121 MUSIC THEORY 1	3
6	APR 130 SEQUENCING AND SYNTHESIS	4
7	RCA 223 SIGNAL PROCESSING AND EFFECTS	3
8	RCA 232 PRO TOOLS ESSENTIALS	3
9	APR 240 AUDIO FOR MEDIA	4
10	MAT 121 QUANTITATIVE PRINCIPLES	3
11	RCA 253 ADVANCED PRO TOOLS	3
12	RCA 236 MIXING CONCEPTS AND TECHNIQUES	4
13	APR 260 AUDIO SYSTEM TECHNOLOGY	4
14	APR 270 ANALOG STUDIO RECORDING	3
15	APR 271 LARGE FORMAT CONSOLES	4
16	SPC 214 CREATIVE PRESENTATION	3
17	RCA 286 LIVE SOUND PRODUCTION	3
18	APR 251 MUSIC BUSINESS ESSENTIALS	4

AUDIO PRODUCTION, BACHELOR OF SCIENCE

PROGRAM DESCRIPTION & OBJECTIVES

The Audio Production program is designed to respond to the rapidly changing, cross-media and multi-media nature of the entertainment industry. A growing number of employers are looking for a more versatile audio professional that is proficient as both an audio engineer and content producer. The upper division coursework in the bachelor's degree builds upon the knowledge and skills taught at the associate degree level and provides students more advanced training in audio engineering, music production, postproduction, event production, and visual media—including foundational video editing, graphic and web design skills. These give graduates the skills to qualify for an even wider range of employment opportunities. Working with industry-standard equipment and in professional studios, students gain the confidence and skills needed to succeed in the entertainment industry after graduation. The program provides graduates with focused knowledge and understanding of recording engineering and the foundational music and production skills needed to qualify for entry-level industry positions such as assistant engineers, sound designers, MIDI/digital audio workstation operators and programmers, assistant maintenance technicians, and a variety of other positions in the audio, music, and entertainment industries. In addition to technical proficiency and creative expression, the curriculum develops students' critical thinking, problem solving, and analytical skills, contributing to life learning and the foundation of a successful career in the entertainment and media industry.

PROGRAM REQUIREMENTS

The Bachelor of Science in Audio Production 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	HUM 110 INTRODUCTION TO TRANSMEDIA DESIGN	3
2	ENG 101 CREATIVE WRITING	3
3	DGL 101 DIGITAL LITERACY	3
4	MPR 100 MUSICAL LISTENING AND IDENTIFICATION	3
5	MPR 121 MUSIC THEORY 1	3
6	APR 130 SEQUENCING AND SYNTHESIS	4
7	RCA 223 SIGNAL PROCESSING AND EFFECTS	3
8	RCA 232 PRO TOOLS ESSENTIALS	3
9	APR 240 AUDIO FOR MEDIA	4
10	MAT 121 QUANTITATIVE PRINCIPLES	3
11	RCA 253 ADVANCED PRO TOOLS	3
12	RCA 236 MIXING CONCEPTS AND TECHNIQUES	4
13	APR 260 AUDIO SYSTEM TECHNOLOGY	4
14	APR 270 ANALOG STUDIO RECORDING	3
15	APR 271 LARGE FORMAT CONSOLES	4
16	SPC 214 CREATIVE PRESENTATION	3
17	RCA 286 LIVE SOUND PRODUCTION	3
18	APR 251 MUSIC BUSINESS ESSENTIALS	4
19	APR 300 VISUAL MEDIA ESSENTIALS	4
20	HUM 251 HISTORICAL ARCHETYPES AND MYTHOLOGY	3
21	APR 310 ADVANCED AUDIO FOR MEDIA	4
22	APR 320 ADVANCED POST PRODUCTION	4
23	MTH 310 STATISTICAL APPLICATIONS	3
24	APR 330 ADVANCED SEQUENCING AND SYNTHESIS	4
25	APR 340 INTERACTIVE AUDIO	4
26	SBS 305 LEADERSHIP AND ORGANIZATIONAL BEHAVIOR	3
27	APR 350 ADVANCED MIXING	3
28	APR 400 ADVANCED STUDIO RECORDING	4
29	APR 420 MASTERING	3
30	HUM 420 CONTEMPORARY ART	3
31	EBS 441 EVENT MANAGEMENT	3
32	APR 440 SHOW PRODUCTION	3
33	ENG 326 ADVANCED CREATIVE WRITING	3
34	APR 490 CREATIVE PORTFOLIO 1	3
35	DFM 330 WEBSITE DESIGN	3
36	APR 491 CREATIVE PORTFOLIO 2	3

ENTERTAINMENT BUSINESS, BACHELOR OF SCIENCE

PROGRAM DESCRIPTION & OBJECTIVES

The Entertainment Business Bachelor of Science degree program is designed to provide students with the knowledge and understanding of the fundamentals of business needed to qualify for entry-level, industry positions. The program provides a well-rounded study of business administration and management principles 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 business. The program emphasizes business ethics, corporate social responsibility, communication skills and the role personal values play in the professional life of a business leader. Students also 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.

HYBRID ONLINE & CAMPUS COURSES

In this degree program, students will take courses on campus and online. This hybrid degree format is designed to give students the benefits of both face-to-face and online learning formats. Having some in-person courses helps create an important social dynamic and sense of connection among students and faculty, while online courses decrease the amount of scheduled class time and commuting time for students. Other benefits of the hybrid learning format include:

- Greater scheduling flexibility for working and commuting students
- More opportunities to interact with course materials and resources, leading to greater engagement and enhanced opportunities for success
- Higher-quality peer interaction
- Skills in communicating effectively in multiple modes

PROGRAM REQUIREMENTS

The Bachelor of Science in Entertainment Business degree program is 120 credit hours and 32 months in length. Students must complete all required program coursework with a minimum cumulative grade point average of 2.0.

CHRONOLOGICAL COURSE ORDER BY MONTH

MONTH	COURSE CODE/TITLE	CREDITS
1	EBS 110 ENTERTAINMENT BUSINESS MANAGEMENT	3
2	EBS 101 INTRODUCTION TO ENTERTAINMENT BUSINESS	3
3	HUM 110 INTRODUCTION TO TRANSMEDIA DESIGN	3
4	ENG 101 CREATIVE WRITING	3
5	EBS 120 ENTERTAINMENT MARKETING	3
6	MAT 121 QUANTITATIVE PRINCIPLES	3
7	EBS 230 ART OF THE PITCH	3
8	HUM 251 HISTORICAL ARCHETYPES AND MYTHOLOGY	3
	EBS 160 ENTERTAINMENT BUSINESS FINANCE (Online Course)	3
9	EBS 141 DATA ANALYSIS AND REPORTING	3
10	EBS 200 DIGITAL MEDIA DISTRIBUTION	3
11	EBS 240 ENTERTAINMENT MARKET RESEARCH	3
	SPC 214 CREATIVE PRESENTATION	3
12	EBS 290 BRAND DEVELOPMENT	3
13	EBS 280 MEDIA COMMUNICATIONS AND PUBLIC RELATIONS	3
	HUM 222 AESTHETICS AND CULTURE	3
14	EBS 220 GLOBAL BUSINESS	3
15	EBS 265 CREATIVE PRODUCING AND DEVELOPMENT	3
16	EBS 270 PROFESSIONAL SELLING	3
	MPR 255-O MUSIC BUSINESS MANAGEMENT (Online Course)	3
17	HUM 330 TRANSMEDIA STORYTELLING	3
18	EBS 303 ENTERTAINMENT BUSINESS ETHICS	3
19	SBS 305 LEADERSHIP AND ORGANIZATIONAL BEHAVIOR	3
	EBS 312 BUSINESS OF PLAY (Online Course)	3
20	EBS 410 ENTERTAINMENT BUSINESS LAW	3
21	ENG 326 ADVANCED CREATIVE WRITING	3
22	GRD 440 CONCEPTS IN ADVERTISING (Online Course)	3
	MTH 310 STATISTICAL APPLICATIONS	3
23	EBS 480 ENTERTAINMENT CONTRACTS AND LICENSING	3
24	EBS 425 CREATIVE ENTREPRENEURSHIP	3
25	EBS 411 INTELLECTUAL PROPERTY	3
26	EBS 440 ARTIST MANAGEMENT	3
27	HUM 420 CONTEMPORARY ART	3
	EBS 416 STRATEGIC PLANNING (Online Course)	3
28	EBS 470 DIGITAL MARKETING AND SOCIAL MEDIA MANAGEMENT	3
29	EBS 420 VENTURE CAPITAL AND FINANCE	3
30	EBS 441 EVENT MANAGEMENT	3
	EBS 302 BUSINESS ACCOUNTING (Online Course)	3
31	EBS 460 ENTERTAINMENT BUSINESS TECHNOLOGY	3
32	EBS 490 ENTERTAINMENT BUSINESS FINAL PROJECT	3

ENTERTAINMENT BUSINESS, BACHELOR OF SCIENCE DEGREE COMPLETION PROGRAM

PROGRAM DESCRIPTION & OBJECTIVES

The Entertainment Business Bachelor of Science Degree Completion program is designed to allow individuals who hold an Associate Degree to continue their education and earn a Bachelor's Degree in only 18 months. The Entertainment Business Bachelor of Science degree program is designed to provide students with the knowledge and understanding of the fundamentals of business needed to qualify for entry-level, industry positions. Students receive training in management, leadership, marketing, accounting, finance, intellectual property, and other aspects of business. As the program evolves, 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.

HYBRID ONLINE & CAMPUS COURSES

In this degree program, students will take courses on campus and online. This hybrid degree format is designed to give students the benefits of both face-to-face and online learning formats. Having some in-person courses helps create an important social dynamic and sense of connection among students and faculty, while online courses decrease the amount of scheduled class time and commuting time for students. Other benefits of the hybrid learning format include:

- Greater scheduling flexibility for working and commuting students
- More opportunities to interact with course materials and resources, leading to greater engagement and enhanced opportunities for success
- Higher-quality peer interaction
- Skills in communicating effectively in multiple modes

PROGRAM REQUIREMENTS

The Bachelor of Science Degree Completion in Entertainment Business program is 60 credit hours and 18 months in length. Students must have completed an Associate of Science or Associate of Arts degree at an accredited college or university prior to admission and then complete all required program coursework with a minimum cumulative grade point average of 2.0.

CHRONOLOGICAL COURSE ORDER BY MONTH

MONTH	COURSE CODE/TITLE	CREDITS
1	EBS 300 ENTERTAINMENT BUSINESS MANAGEMENT	3
2	HUM 330 TRANSMEDIA STORYTELLING	3
3	SBS 305 LEADERSHIP AND ORGANIZATIONAL BEHAVIOR	3
4	EBS 301 ENTERTAINMENT MARKETING	3
5	ENG 326 ADVANCED CREATIVE WRITING	3
6	EBS 303 ENTERTAINMENT BUSINESS ETHICS	3
7	MTH 310 STATISTICAL APPLICATIONS	3
8	EBS 410 ENTERTAINMENT BUSINESS LAW	3
9	EBS 411 INTELLECTUAL PROPERTY	3
10	HUM 420 CONTEMPORARY ART	3
	EBS 302 BUSINESS ACCOUNTING (Online Course)	3
11	EBS 420 VENTURE CAPITAL AND FINANCE	3
12	EBS 480 ENTERTAINMENT CONTRACTS AND LICENSING	3
13	EBS 425 CREATIVE ENTREPRENEURSHIP	3
14	EBS 440 ARTIST MANAGEMENT	3
15	EBS 460 ENTERTAINMENT BUSINESS TECHNOLOGY	3
	EBS 416 STRATEGIC PLANNING (Online Course)	3
16	EBS 441 EVENT MANAGEMENT	3
17	EBS 470 DIGITAL MARKETING AND SOCIAL MEDIA MANAGEMENT	3
18	EBS 490 ENTERTAINMENT BUSINESS FINAL PROJECT	3

FILM, ASSOCIATE OF SCIENCE

PROGRAM DESCRIPTION & OBJECTIVES

The goal of the Associate of Science in Film program is to provide students with the knowledge and understanding of film theory and craft needed to qualify for entry-level, industry positions including, independent filmmakers, production assistants, editors, sound designers, assistant directors, unit production managers, art directors, video editors, lighting technicians, director's assistants, dialogue editors, and a variety of other positions in the film and entertainment industry. In addition to technical proficiency and creative development, the curriculum helps students develop critical thinking, problem solving, and analytical skills that contribute to life learning and provide tools that will help sustain a long and productive professional career in the entertainment and media industry.

PROGRAM REQUIREMENTS

The Associate of Science in Film 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 BY MONTH

MONTH	COURSE CODE/TITLE	CREDITS
1	FMP 100 FILM HISTORY	3
2	HUM 110 INTRODUCTION TO TRANSMEDIA DESIGN	3
3	HUM 251 HISTORICAL ARCHETYPES AND MYTHOLOGY	3
4	ENG 101 CREATIVE WRITING	3
	MAT 121 QUANTITATIVE PRINCIPLES	3
5	FMP 120 INTRODUCTION TO FILM PRODUCTION	3
6	FMP 130 DIGITAL EDITING I	3
	FMP 125 SCREENWRITING I	1
7	FMP 150 PRODUCTION DESIGN I	3
	FMP 136 SCREENWRITING II	1
8	FMP 140 CINEMATOGRAPHY I	3
9	FMP 160 DIRECTING I	3
10	FMP 170 PRODUCTION I	3
11	SPC 214 CREATIVE PRESENTATION	3
12	FMP 230 DIGITAL EDITING II	3
13	FMP 240 CINEMATOGRAPHY II	3
14	FMP 246 SOUND PRODUCTION AND DESIGN I	3
15	FMP 260 DIRECTING II	3
16	FMP 280 PRODUCTION MANAGEMENT	3
17	FMP 270 PRODUCTION II	4
18	FMP 290 POSTPRODUCTION	3

FILM PRODUCTION, BACHELOR OF SCIENCE

PROGRAM DESCRIPTION & OBJECTIVES

The Bachelor of Science in Film Production program is designed to provide students with the knowledge and understanding of film theory and craft needed to qualify for entry-level, industry positions such as independent filmmakers, production assistants, editors, sound designers, assistant directors, unit production managers, art directors, video editors, lighting technicians, director's assistants, dialogue editors, and a variety of other positions in the film and video industry. This program will also help develop team building skills necessary for the film industry. There are four degree tracks offered in the bachelor's program: Cinematography, Directing, Producing and Production. Students will work with a faculty mentor to select the degree track that best fits their skills, talents and professional goals. In addition to technical proficiency and creative development, the curriculum helps students develop critical thinking, problem solving, and analytical skills that contribute to life learning and provide tools that will help sustain a long and productive professional career in the entertainment and media industry.

PROGRAM REQUIREMENTS

The Bachelor of Science in Film Production 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 – CINEMATOGRAPHY CONCENTRATION

MONTH	COURSE CODE/TITLE	CREDITS
1	FMP 100 FILM HISTORY	3
2	HUM 110 INTRODUCTION TO TRANSMEDIA DESIGN	3
3	HUM 251 HISTORICAL ARCHETYPES AND MYTHOLOGY	3
4	ENG 101 CREATIVE WRITING	3
	MAT 121 QUANTITATIVE PRINCIPLES	3
5	FMP 120 INTRODUCTION TO FILM PRODUCTION	3
6	FMP 130 DIGITAL EDITING I	3
	FMP 125 SCREENWRITING I	1
7	FMP 150 PRODUCTION DESIGN I	3
	FMP 136 SCREENWRITING II	1
8	FMP 140 CINEMATOGRAPHY I	3
9	FMP 160 DIRECTING I	3
10	FMP 170 PRODUCTION I	3
11	SPC 214 CREATIVE PRESENTATION	3
12	FMP 230 DIGITAL EDITING II	3
13	FMP 240 CINEMATOGRAPHY II	3
14	FMP 246 SOUND PRODUCTION AND DESIGN I	3
15	FMP 260 DIRECTING II	3
16	FMP 280 PRODUCTION MANAGEMENT	3
17	FMP 270 PRODUCTION II	4
18	FMP 290 POSTPRODUCTION	3
19	FMP 352 DIGITAL WORK FLOW	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 425 COLOR GRADING AND CORRECTION	3
26	FMP 340 ADVANCED CINEMATOGRAPHY I	3
27	HUM 420 CONTEMPORARY ART	3
	MTH 310 STATISTICAL APPLICATIONS	3
28	FMP 437 ADVANCED CINEMATOGRAPHY II	3
29	FMP 440 ADVANCED OPERATING AND STEADICAM	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 ADVANCED CREATIVE 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

CHRONOLOGICAL COURSE ORDER BY MONTH – DIRECTING CONCENTRATION

MONTH	COURSE CODE/TITLE	CREDITS
1	FMP 100 FILM HISTORY	3
2	HUM 110 INTRODUCTION TO TRANSMEDIA DESIGN	3
3	HUM 251 HISTORICAL ARCHETYPES AND MYTHOLOGY	3
4	ENG 101 CREATIVE WRITING	3
	MAT 121 QUANTITATIVE PRINCIPLES	3
5	FMP 120 INTRODUCTION TO FILM PRODUCTION	3
6	FMP 130 DIGITAL EDITING I	3
	FMP 125 SCREENWRITING I	1
7	FMP 150 PRODUCTION DESIGN I	3
	FMP 136 SCREENWRITING II	1
8	FMP 140 CINEMATOGRAPHY I	3
9	FMP 160 DIRECTING I	3
10	FMP 170 PRODUCTION I	3
11	SPC 214 CREATIVE PRESENTATION	3
12	FMP 230 DIGITAL EDITING II	3
13	FMP 240 CINEMATOGRAPHY II	3
14	FMP 246 SOUND PRODUCTION AND DESIGN I	3
15	FMP 260 DIRECTING II	3
16	FMP 280 PRODUCTION MANAGEMENT	3
17	FMP 270 PRODUCTION II	4
18	FMP 290 POSTPRODUCTION	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 ADVANCED CREATIVE 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

CHRONOLOGICAL COURSE ORDER BY MONTH – PRODUCING CONCENTRATION

MONTH	COURSE CODE/TITLE	CREDITS
1	FMP 100 FILM HISTORY	3
2	HUM 110 INTRODUCTION TO TRANSMEDIA DESIGN	3
3	HUM 251 HISTORICAL ARCHETYPES AND MYTHOLOGY	3
4	ENG 101 CREATIVE WRITING	3
	MAT 121 QUANTITATIVE PRINCIPLES	3
5	FMP 120 INTRODUCTION TO FILM PRODUCTION	3
6	FMP 130 DIGITAL EDITING I	3
	FMP 125 SCREENWRITING I	1
7	FMP 150 PRODUCTION DESIGN I	3
	FMP 136 SCREENWRITING II	1
8	FMP 140 CINEMATOGRAPHY I	3
9	FMP 160 DIRECTING I	3
10	FMP 170 PRODUCTION I	3
11	SPC 214 CREATIVE PRESENTATION	3
12	FMP 230 DIGITAL EDITING II	3
13	FMP 240 CINEMATOGRAPHY II	3
14	FMP 246 SOUND PRODUCTION AND DESIGN I	3
15	FMP 260 DIRECTING II	3
16	FMP 280 PRODUCTION MANAGEMENT	3
17	FMP 270 PRODUCTION II	4
18	FMP 290 POSTPRODUCTION	3
19	ENG 326 ADVANCED CREATIVE WRITING	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	FMP 300 LINE PRODUCING	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

CHRONOLOGICAL COURSE ORDER BY MONTH – PRODUCTION CONCENTRATION

MONTH	COURSE CODE/TITLE	CREDITS
1	FMP 100 FILM HISTORY	3
2	HUM 110 INTRODUCTION TO TRANSMEDIA DESIGN	3
3	HUM 251 HISTORICAL ARCHETYPES AND MYTHOLOGY	3
4	ENG 101 CREATIVE WRITING	3
	MAT 121 QUANTITATIVE PRINCIPLES	3
5	FMP 120 INTRODUCTION TO FILM PRODUCTION	3
6	FMP 130 DIGITAL EDITING I	3
	FMP 125 SCREENWRITING I	1
7	FMP 150 PRODUCTION DESIGN I	3
	FMP 136 SCREENWRITING II	1
8	FMP 140 CINEMATOGRAPHY I	3
9	FMP 160 DIRECTING I	3
10	FMP 170 PRODUCTION I	3
11	SPC 214 CREATIVE PRESENTATION	3
12	FMP 230 DIGITAL EDITING II	3
13	FMP 240 CINEMATOGRAPHY II	3
14	FMP 246 SOUND PRODUCTION AND DESIGN I	3
15	FMP 260 DIRECTING II	3
16	FMP 280 PRODUCTION MANAGEMENT	3
17	FMP 270 PRODUCTION II	4
18	FMP 290 POSTPRODUCTION	3
19	FMP 352 DIGITAL WORK FLOW	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 425 COLOR GRADING AND CORRECTION	3
26	FMP 300 LINE PRODUCING	3
27	FMP 370 ART OF CREATIVE PRODUCING	3
28	ENG 326 ADVANCED CREATIVE WRITING/DEBOOK	3
	MTH 310 STATISTICAL APPLICATIONS	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

MUSIC PRODUCTION, ASSOCIATE OF SCIENCE

PROGRAM DESCRIPTION & OBJECTIVES

The Associate of Science Degree Program in Music Production 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 Music Production Degree Program's 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 goal is to provide the student with the knowledge and understanding of music production technology and the skills and concepts needed to qualify graduates for entry-level industry positions such as music recording engineers, MIDI/digital audio workstation operators and programmers, music editors, music supervisors, music arrangers, and composers for film, video games, multimedia content, 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 Associate of Science in Music Production program is 60 credit hours and 18 months in length. Students must successfully complete all required courses with a minimum cumulative grade point average of 2.0.

CHRONOLOGICAL COURSE ORDER BY MONTH

MONTH	COURSE CODE/TITLE	CREDITS
1	HUM 110 INTRODUCTION TO TRANSMEDIA DESIGN	3
2	ENG 101 CREATIVE WRITING	3
3	DGL 101 DIGITAL LITERACY	3
4	MPR 100 MUSICAL LISTENING AND IDENTIFICATION	3
5	MPR 121 MUSIC THEORY I	3
6	MPR 122 MUSIC THEORY II	4
7	MPR 130 MUSIC COMPOSITION AND PROGRAMMING	3
8	MPR 131 SEQUENCING TECHNOLOGIES	4
9	MPR 201 SONGWRITING AND DEVELOPMENT	3
10	MAT 121 QUANTITATIVE PRINCIPLES	3
11	MPR 222 GENRE-BASED PRODUCTION	3
12	MPR 230 ADVANCED MUSIC COMPOSITION AND PROGRAMMING	4
13	MPR 240 DIGITAL RECORDING PRINCIPLES	3
14	RCA 236 MIXING CONCEPTS AND TECHNIQUES	4
15	APR 251 MUSIC BUSINESS ESSENTIALS	4
16	SPC 214 CREATIVE PRESENTATION	3
17	MPR 260 MUSIC PRODUCTION FOR MEDIA	4
18	MPR 270 ADVANCED PRODUCTION AND INDUSTRY SKILLS	3

Online Degree Programs

ONLINE DEGREE PROGRAMS

ANIMATION, BACHELOR OF SCIENCE CHARACTER ANIMATION CONCENTRATION

The Animation Bachelor of Science degree program is a 120 semester credit hour degree program that is delivered 100% online through our unique Learning Management System (LMS)—a secure web-based platform that employs modern multimedia technologies and is accessible 24 hours a day via the Internet. Online students use this system to view video content, receive and submit project work and assignments, take tests and quizzes, communicate with instructors and classmates, and review grades and course progress. Our online learning environment utilizes the combination of interactive and web-based media to create a variety of instructional materials in support of dynamic, self-directed, and collaborative learning activities. These activities can provide students with a more diverse range of learning options and promote more meaningful collaboration between students and instructors.

PROGRAM DESCRIPTION & OBJECTIVES

The Bachelor of Science in Animation with a concentration in Character Animation is designed to provide students the knowledge and understanding of 2-D and 3-D asset creation, materials, textures, pipeline workflows and integration, designing and developing both visual effects assets and finalizing scenes for both film and games in the Computer Animation industry. The knowledge learned will qualify students for entry-level positions in the computer animation film and game industries as Visual Effects, Compositing, Rotoscoping and Matchmoving Artists. Besides the degree program's strong 3-D computer-graphics focus, students will build other skills in peripheral media and complete digital courses that will enhance their opportunities in related fields. In addition to technical proficiency and creative development, the curriculum helps students develop critical thinking, problem-solving, and analytical skills that contribute to life learning and provide tools that will help sustain a long and productive professional career in the computer animation and entertainment and media industry.

PROGRAM REQUIREMENTS

The Bachelor of Science in Animation with a concentration in Character Animation 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	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

The Animation Bachelor of Science degree program is a 120 semester credit hour degree program that is delivered 100% online through our unique Learning Management System (LMS)—a secure web-based platform that employs modern multimedia technologies and is accessible 24 hours a day via the Internet. Online students use this system to view video content, receive and submit project work and assignments, take tests and quizzes, communicate with instructors and classmates, and review grades and course progress. Our online learning environment utilizes the combination of interactive and web-based media to create a variety of instructional materials in support of dynamic, self-directed, and collaborative learning activities. These activities can provide students with a more diverse range of learning options and promote more meaningful collaboration between students and instructors.

PROGRAM DESCRIPTION & OBJECTIVES

The Bachelor of Science in Animation with a concentration in Environment and Character Design is designed to provide students the knowledge and understanding of 3-D modeling, materials, textures, pipeline workflows and integration, designing and developing both characters and environments for both film and games in the Computer Animation industry. The knowledge learned will qualify students for entry-level positions in the computer animation film and game industries as Character Modeling, Environment, and Look Development Artists. Besides the degree program's strong 3-D computer-graphics focus, students will build other skills in peripheral media and complete digital courses that will enhance their opportunities in related fields. In addition to technical proficiency and creative development, the curriculum helps students develop critical thinking, problem-solving, and analytical skills that contribute to life learning and provide tools that will help sustain a long and productive professional career in the computer animation and entertainment and media industry.

PROGRAM REQUIREMENTS

The Bachelor of Science in Animation with a concentration in Environment and Character Design 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	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

The Animation Bachelor of Science degree program is a 120 semester credit hour degree program that is delivered 100% online through our unique Learning Management System (LMS)—a secure web-based platform that employs modern multimedia technologies and is accessible 24 hours a day via the Internet. Online students use this system to view video content, receive and submit project work and assignments, take tests and quizzes, communicate with instructors and classmates, and review grades and course progress. Our online learning environment utilizes the combination of interactive and web-based media to create a variety of instructional materials in support of dynamic, self-directed, and collaborative learning activities. These activities can provide students with a more diverse range of learning options and promote more meaningful collaboration between students and instructors.

PROGRAM DESCRIPTION & OBJECTIVES

The Bachelor of Science in Animation with a concentration in Visual Effects is designed to provide students the knowledge and understanding of 2-D and 3-D asset creation, materials, textures, pipeline workflows and integration, designing and developing both visual effects assets and finalizing scenes for both film and games in the Computer Animation industry. The knowledge learned will qualify students for entry-level positions in the computer animation film and game industries as Visual Effects, Compositing, Rotoscoping and Matchmoving Artists. Besides the degree program's strong 3-D computer-graphics focus, students will build other skills in peripheral media and complete digital courses that will enhance their opportunities in related fields. In addition to technical proficiency and creative development, the curriculum helps students develop critical thinking, problem-solving, and analytical skills that contribute to life learning and provide tools that will help sustain a long and productive professional career in the computer animation and entertainment and media industry.

PROGRAM REQUIREMENTS

The Bachelor of Science in Animation with a concentration in Visual Effects 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	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
	AVE 355 MATCHMOVING AND INTEGRATION	3
25	CGA 360 VISUAL EFFECTS FOR GAMES 1	3
26	CGA 380 VISUAL EFFECTS FOR FILM 1	3
27	CGA 370 VISUAL EFFECTS FOR GAMES 2	3
28	AVE 340 COMPOSITING AND SCENE FINISHING 1	3
29	HUM 430 INNOVATIVE AND IMMERSIVE ART	3
30	CGA 400 VISUAL EFFECTS FOR FILM 1	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

The Digital Filmmaking Bachelor of Science degree program is a 120 semester credit hour degree program that is delivered 100% online through our unique Learning Management System (LMS)—a secure web-based platform that employs modern multimedia technologies and is accessible 24 hours a day via the Internet. Online students use this system to view video content, receive and submit project work and assignments, take tests and quizzes, communicate with instructors and classmates, and review grades and course progress. Our online learning environment utilizes the combination of interactive and web-based media to create a variety of instructional materials in support of dynamic, self-directed, and collaborative learning activities. These activities can provide students with a more diverse range of learning options and promote more meaningful collaboration between students and instructors.

PROGRAM DESCRIPTION & OBJECTIVES

The Digital Filmmaking degree program immerses students in the art of digital video and film production for a variety of outlets. By utilizing the latest tools available to today's media developers, students learn how to create professional content for broadcast television, online media, mobile applications, and independent films. Throughout the program students take courses that help them build a comprehensive understanding of digital content creation and storytelling, with a curriculum that strikes a balance between traditional film foundations and the latest production and postproduction techniques. Students learn how to master essential visual communication and video production methods for digital photography, HD video production, lighting, audio mixing, and nonlinear editing. Supporting classes also cover complementary career skills in computer business applications, finance management, production budgeting, and networking. Class projects will help students apply this knowledge as they craft their own visual and narrative pieces for different media. Students learn to take a story through the entire creative process, including developing a script, planning the logistics of production, working on location to capture their story on camera, as well as file management, editing, and distribution. To help students make the transition into their career after graduation, we've also got a team of Career Development professionals that can help students polish their interviewing skills and get them ready to enter the industry.

PROGRAM REQUIREMENTS

The Bachelor of Science in Digital Filmmaking 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	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 120 DIGITAL PRODUCTION DESIGN	4
9	DFM 170 INTRODUCTION TO CINEMATOGRAPHY	3
10	DFM 220 DIGITAL AUDIO PRODUCTION I	3
11	DFM 200 CINEMATOGRAPHY AND LIGHTING I	3
12	DFM 202 CINEMATOGRAPHY AND LIGHTING II	3
13	MAT 121 COLLEGE MATHEMATICS	3
	HUM 240 CONTEMPORARY ART	3
14	DFM 305 LOCATION SCOUTING	4
15	DFM 240 DIRECTING I	3
16	DFM 201 COLOR CORRECTION AND GRADING	3
17	HUM 223 CULTURAL STUDIES	3
18	DFM 230 ACTING FOR FILMMAKERS	3
19	SPC 214 CREATIVE PRESENTATION	3
20	DFM 320 SCREENWRITING II	4
21	DFM 190 PRODUCING	3
22	DFM 307 DIRECTING II	3
23	DFM 380 EDITING II	3
24	DFM 315 DIGITAL AUDIO PRODUCTION II	3
25	DFM 301 FILM MARKETING AND DISTRIBUTION	3
26	HUM 430 INNOVATIVE AND IMMERSIVE ART	3
	ENG 326 PROFESSIONAL WRITING	3
27	DFM 270 SPECIAL EFFECTS	4
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

ENTERTAINMENT BUSINESS, BACHELOR OF SCIENCE

The Entertainment Business Bachelor of Science degree program is a 120 semester credit hour degree program that is delivered 100% online through our unique Learning Management System (LMS)—a secure web-based platform that employs modern multimedia technologies and is accessible 24 hours a day via the Internet. Online students use this system to view video content, receive and submit project work and assignments, take tests and quizzes, communicate with instructors and classmates, and review grades and course progress. Our online learning environment utilizes the combination of interactive and web-based media to create a variety of instructional materials in support of dynamic, self-directed, and collaborative learning activities. These activities can provide students with a more diverse range of learning options and promote more meaningful collaboration between students and instructors.

PROGRAM DESCRIPTION & OBJECTIVES

The Entertainment Business Bachelor of Science degree program is designed to provide students with the knowledge and understanding of the fundamentals of business needed to qualify for entry-level, industry positions. The program provides a well-rounded study of business administration and management principles 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 business. The program emphasizes business ethics, corporate social responsibility, communication skills and the role personal values play in the professional life of a business leader. Students also 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 REQUIREMENTS

The Bachelor of Science in Entertainment Business degree program 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 BY MONTH

MONTH	COURSE CODE/TITLE	CREDITS
1	DGL 101 DIGITAL LITERACY	3
2	SBS 113 BEHAVIORAL SCIENCE	3
3	EBS 101 INTRODUCTION TO THE ENTERTAINMENT BUSINESS	3
4	ENG 101 CREATIVE WRITING	3
5	EBS 120 ENTERTAINMENT MARKETING	3
6	EBS 110 ENTERTAINMENT BUSINESS MANAGEMENT	3
7	EBS 230 ART OF THE PITCH	3
8	EBS 200 DIGITAL MEDIA DISTRIBUTION	3
9	MPR 255 MUSIC BUSINESS MANAGEMENT	3
10	EBS 160 ENTERTAINMENT BUSINESS FINANCE	3
11	EBS 280 MEDIA COMMUNICATIONS AND PUBLIC RELATIONS	3
12	EBS 240 ENTERTAINMENT MARKET RESEARCH	3
13	SPC 214 CREATIVE PRESENTATION	3
14	EBS 290 BRAND DEVELOPMENT	3
15	EBS 141 DATA ANALYSIS AND REPORTING	3
16	EBS 270 PROFESSIONAL SELLING	3
	HUM 223 CULTURAL STUDIES	3
17	EBS 411 INTELLECTUAL PROPERTY	3
18	EBS 220 GLOBAL BUSINESS	3
19	EBS 303 ENTERTAINMENT BUSINESS ETHICS	3
20	MAT 121 COLLEGE MATHEMATICS	3
21	EBS 312 BUSINESS OF PLAY	3
22	GRD 440 CONCEPTS IN ADVERTISING	3
	HUM 240 CONTEMPORARY ART	3
23	EBS 410 ENTERTAINMENT BUSINESS LAW	3
24	EBS 330 INTERACTIVE MEDIA STRATEGIES	3
25	EBS 304 HUMAN RESOURCES MANAGEMENT	3
26	EBS 480 ENTERTAINMENT CONTRACTS AND LICENSING	3
27	EBS 425 CREATIVE ENTREPRENEURSHIP	3
	ENG 326 PROFESSIONAL WRITING	3
28	SBS 305 LEADERSHIP AND ORGANIZATIONAL BEHAVIOR	3
29	EBS 440 ARTIST MANAGEMENT	3
30	EBS 412 TELEVISION AND DIGITAL NETWORK MANAGEMENT	3
31	EBS 470 DIGITAL MARKETING AND SOCIAL MEDIA MANAGEMENT	3
32	EBS 416 STRATEGIC PLANNING	3
	HUM 430 INNOVATIVE AND IMMERSIVE ART	3
33	EBS 460 ENTERTAINMENT BUSINESS TECHNOLOGY	3
34	EBS 441 EVENT MANAGEMENT	3
35	EBS 302 BUSINESS ACCOUNTING	3
36	EBS 490 ENTERTAINMENT BUSINESS FINAL PROJECT	3

ENTERTAINMENT BUSINESS, BACHELOR OF SCIENCE – MUSIC BUSINESS CONCENTRATION

The Entertainment Business Bachelor of Science degree program is a 120 semester credit hour degree program that is delivered 100% online through our unique Learning Management System (LMS)—a secure web-based platform that employs modern multimedia technologies and is accessible 24 hours a day via the Internet. Online students use this system to view video content, receive and submit project work and assignments, take tests and quizzes, communicate with instructors and classmates, and review grades and course progress. Our online learning environment utilizes the combination of interactive and web-based media to create a variety of instructional materials in support of dynamic, self-directed, and collaborative learning activities. These activities can provide students with a more diverse range of learning options and promote more meaningful collaboration between students and instructors.

PROGRAM DESCRIPTION & OBJECTIVES

The Entertainment Business Bachelor of Science degree program is designed to provide students with the knowledge and understanding of the fundamentals of business needed to qualify for entry-level, industry positions. The program provides a well-rounded study of business administration and management principles 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 business. The program emphasizes business ethics, corporate social responsibility, communication skills and the role personal values play in the professional life of a business leader. Students selecting the Music Business concentration will take the core business courses that are relevant to all sectors of the entertainment industry as well as courses that focus on concepts specific to the music industry including, music supervision, music publishing, music evaluation for A&R, and the promotion and production of live music events.

PROGRAM REQUIREMENTS

The Bachelor of Science in Entertainment Business degree program 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.

MONTH	COURSE CODE/TITLE	CREDITS
1	DGL 101 DIGITAL LITERACY	3
2	SBS 113 BEHAVIORAL SCIENCE	3
3	EBS 101 INTRODUCTION TO THE ENTERTAINMENT BUSINESS	3
4	ENG 101 CREATIVE WRITING	3
5	EBS 120 ENTERTAINMENT MARKETING	3
6	EBS 110 ENTERTAINMENT BUSINESS MANAGEMENT	3
7	EBS 230 ART OF THE PITCH	3
8	EBS 200 NEW MEDIA DISTRIBUTION	3
9	MPR 255 MUSIC BUSINESS MANAGEMENT	3
10	EBS 160 ENTERTAINMENT BUSINESS FINANCE	3
11	EBS 280 MEDIA COMMUNICATIONS AND PUBLIC RELATIONS	3
12	EBS 240 ENTERTAINMENT MARKET RESEARCH	3
13	SPC 214 CREATIVE PRESENTATION	3
14	MPR 250 MUSIC COPYRIGHT AND BUSINESS	3
15	EBS 141 DATA ANALYSIS AND REPORTING	3
16	EBS 270 PROFESSIONAL SELLING	3
	HUM 223 CULTURAL STUDIES	3
17	EBS 290 BRAND DEVELOPMENT	3
18	EBS 220 GLOBAL BUSINESS	3
19	EBS 303 ENTERTAINMENT BUSINESS ETHICS	3
20	MAT 121 COLLEGE MATHEMATICS	3
21	MBS 310 MUSIC INDUSTRY MARKETING	3
22	GRD 440 CONCEPTS IN ADVERTISING	3
	HUM 240 CONTEMPORARY ART	3
23	EBS 410 ENTERTAINMENT BUSINESS LAW	3
24	EBS 330 INTERACTIVE MEDIA ENTERTAINMENT	3
25	MBS 320 MUSIC EVALUATION FOR A&R	3
26	EBS 480 ENTERTAINMENT CONTRACTS AND LICENSING	3
27	EBS 425 CREATIVE ENTREPRENEURSHIP	3
	ENG 326 PROFESSIONAL WRITING	3
28	SBS 305 LEADERSHIP AND ORGANIZATIONAL BEHAVIOR	3
29	EBS 440 ARTIST MANAGEMENT	3
30	MBS 330 MUSIC SUPERVISION	3
31	EBS 470 DIGITAL MARKETING AND SOCIAL MEDIA MANAGEMENT	3
32	EBS 416 STRATEGIC PLANNING	3
	HUM 430 INNOVATIVE AND IMMERSIVE ART	3
33	EBS 441 EVENT MANAGEMENT	3
34	MBS 440 CONCERT AND TOUR MANAGEMENT	3
35	EBS 302 BUSINESS ACCOUNTING	3
36	MBS 490 MUSIC INDUSTRY FINAL PROJECT	3

GRAPHIC DESIGN, BACHELOR OF SCIENCE

The Graphic Design Bachelor of Science degree program is a 36 month, 120 semester credit hour degree program that is delivered 100% online through our unique Learning Management System (LMS)—a secure web-based platform that employs modern multimedia technologies and is accessible 24 hours a day via the Internet. Online students use this system to view video content, receive and submit project work and assignments, take tests and quizzes, communicate with instructors and classmates, and review grades and course progress. Our online learning environment utilizes the combination of interactive and web-based media to create a variety of instructional materials in support of dynamic, self-directed, and collaborative learning activities. These activities can provide students with a more diverse range of learning options and promote more meaningful collaboration between students and instructors.

PROGRAM DESCRIPTION & OBJECTIVES

The demand for well-designed graphics has never been so high. While graphic design in the past was limited to print, now it is a multi-dimensional field that includes motion and interactivity. Designers need to have the skills to produce graphics for a wide variety of media types, including digital publications and 2-D and 3-D motion graphics. The Graphic Design online degree program gives students hands-on experience that will prepare them for entry-level careers in the field of design. Students learn how to meet hard deadlines and work within specific creative demands while producing high-end design projects in a variety of different formats. By working with the same software and tools used by professionals, students will develop design skills to forge ahead with a career in this in-demand industry.

PROGRAM REQUIREMENTS

The Bachelor of Science in Graphic Design degree program 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 BY MONTH

MONTH	COURSE CODE/TITLE	CREDITS
1	DGL 101 DIGITAL LITERACY	3
2	SBS 113 BEHAVIORAL SCIENCE	3
3	GRD 100 OVERVIEW OF THE GRAPHIC DESIGN INDUSTRY	3
4	GRD 130 DIGITAL IMAGE MAKING	3
5	ENG 101 CREATIVE WRITING	3
6	GRD 110 DESIGN FUNDAMENTALS	3
7	GRD 140 DIGITAL COLOR THEORY	3
8	HUM 240 CONTEMPORARY ART	3
9	GRD 120 DRAWING FOR DESIGNERS	3
10	GRD 200 INTRODUCTION TO PHOTOGRAPHY	3
11	GRD 270 PHOTOGRAPHY IN DESIGN	3
12	MAT 121 COLLEGE MATHEMATICS	3
13	GRD 210 TYPE AND LAYOUT I	3
14	GRD 220 TYPE AND LAYOUT II	3
15	EBS 290 BRAND DEVELOPMENT	3
	HUM 223 CULTURAL STUDIES	3
16	GRD 240 PRINT AND DIGITAL PRODUCTION	3
17	GRD 260 LOGOS AND SYMBOLS	3
18	GRD 330 PACKAGE DESIGN	3
19	GRD 350 PORTFOLIO I	3
20	ENG 326 PROFESSIONAL WRITING	3
	SPC 214 CREATIVE PRESENTATION	3
21	GRD 230 MOTION DESIGN I	3
22	GRD 370 MOTION DESIGN II	3
23	GRD 380 MOTION DESIGN III	3
24	GRD 360 STORYTELLING AND VIDEO	3
25	SBS 305 LEADERSHIP AND ORGANIZATIONAL BEHAVIOR	3
	EBS 470 DIGITAL MARKETING AND SOCIAL MEDIA	3
26	GRD 440 CONCEPTS IN ADVERTISING	3
27	GRD 320 CONCEPT DESIGN I	3
28	GRD 325 CONCEPT DESIGN II	3
29	GRD 340 DESIGN STRATEGY	3
30	GRD 450 CLIENT COMMUNICATIONS	3
	HUM 430 INNOVATIVE AND IMMERSIVE ART	3
31	GRD 430 CORPORATE IDENTITY	3
32	GRD 460 EXPERIENTIAL DESIGN	3
33	GRD 470 UX/UI I	3
34	GRD 475 UX/UI II	3
35	GRD 480 PROFESSIONAL PRACTICES IN GRAPHIC DESIGN	3
36	GRD 490 PORTFOLIO II	3

MEDIA COMMUNICATIONS, BACHELOR OF SCIENCE

PROGRAM DESCRIPTION & OBJECTIVES

This program prepares students with extensive knowledge to understand and contribute to the field of media communications and to use new media communication technologies. Students will survey critical approaches to contemporary media-related issues and communication theory while working within a project-based learning curriculum. Students will be immersed in a supportive environment that fosters the development of the strategies and skills necessary to succeed in today's dynamic media industries. The courses in the Media Communications curriculum are designed to prepare students for a wide variety of entry level jobs in media and associated fields where media knowledge and skills are an integral part of their operations.

Dramatic changes in communication and technology have influenced every aspect of human culture, including family life, politics, business, international relations, religion, education, entertainment, and recreation. The Media Communications Bachelor of Science degree program prepares students to recognize, embrace, and strategically manage the inevitable changes in the media landscape. Students will acquire the skills you need to best utilize today's media, share knowledge and information, and maximize audience response. Students will practice proper research and storytelling methods, articulate abstract concepts, and demonstrate media communication skills through progressive projects in a variety of courses. Changes in the media industry are contemplated and reflected throughout the degree program's curriculum.

PROGRAM REQUIREMENTS

The Bachelor of Science in Media Communications 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	SBS 113 BEHAVIORAL SCIENCE	3
3	MCM 100 STORYTELLING IN THE ENTERTAINMENT AND MEDIA INDUSTRIES	4
4	MCM 110 INTRODUCTION TO MEDIA COMMUNICATIONS AND TECHNOLOGIES	3
5	ENG 101 CREATIVE WRITING	3
6	MCM 120 AESTHETICS AND THEORY OF COMMUNICATIONS	4
7	MCM 130 NEW MEDIA TOOLS	4
8	MCM 140 DIGITAL VIDEO AND AUDIO PRODUCTION	4
9	MCM 150 PROJECT AND PORTFOLIO I: MEDIA STRATEGY	3
10	HUM 223 CULTURAL STUDIES	3
11	MCM 160 RESEARCH IN MEDIA COMMUNICATIONS	3
12	MCM 200 PROJECT AND PORTFOLIO II: MEDIA COMMUNICATIONS	3
	MCM 201 PROFESSIONAL DEVELOPMENT SEMINAR I: MEDIA COMMUNICATIONS	1
13	HUM 240 CONTEMPORARY ART	3
14	MCM 210 GRAPHIC DESIGN AND COMMUNICATIONS	4
15	MCM 220 EDITING FOR THE WEB	4
16	MCM 250 PROJECT AND PORTFOLIO III: MEDIA COMMUNICATIONS	3
	MCM 251 PROFESSIONAL DEVELOPMENT SEMINAR II: MEDIA COMMUNICATIONS	1
17	MCM 300 GAMING AND TRANSMEDIA STORYTELLING	4
18	MAT 121 COLLEGE MATHEMATICS	3
19	MCM 310 ADVANCED VIDEO	3
20	MCM 320 ADVANCED AUDIO	3
21	MCM 330 PROJECT AND PORTFOLIO IV: MEDIA COMMUNICATIONS	3
22	SPC 214 CREATIVE PRESENTATION	3
23	MCM 340 MEDIA ENTREPRENEURSHIP	4
24	MCM 350 INTEGRATED MARKETING	3
25	MCM 360 PROJECT AND PORTFOLIO V: MEDIA COMMUNICATIONS	3
26	HUM 430 INNOVATIVE AND IMMERSIVE ART	3
27	MCM 370 WEB DESIGN	4
28	EBS 411 INTELLECTUAL PROPERTY	3
29	MCM 400 INTERACTIVE MEDIA	3
30	MCM 410 PROJECT AND PORTFOLIO VI: MEDIA COMMUNICATIONS	3
31	SBS 305 LEADERSHIP AND ORGANIZATIONAL BEHAVIOR	3
32	MCM 420 NEW MEDIA FORMATS	4
33	MCM 430 MEDIA SOCIOLOGY	3
34	ENG 326 PROFESSIONAL WRITING	3
35	MCM 480 PROJECT AND PORTFOLIO VII: MEDIA COMMUNICATIONS	3
36	MCM 490 CAREER READINESS: MEDIA COMMUNICATIONS	3

MUSIC PRODUCTION, ASSOCIATE OF SCIENCE

The Music Production Associate of Science degree program is a 60 semester credit hour degree program that is delivered 100% online through our unique Learning Management System (LMS)—a secure web-based platform that employs modern multimedia technologies and is accessible 24 hours a day via the Internet. Online students use this system to view video content, receive and submit project work and assignments, take tests and quizzes, communicate with instructors and classmates, and review grades and course progress. Our online learning environment utilizes the combination of interactive and web-based media to create a variety of instructional materials in support of dynamic, self-directed, and collaborative learning activities. These activities can provide students with a more diverse range of learning options and promote more meaningful collaboration between students and instructors.

PROGRAM DESCRIPTION & OBJECTIVES

The Associate of Science Degree Program in Music Production 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 Music Production Degree Program's 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 goal is to provide the student with the knowledge and understanding of music production technology and the skills and concepts needed to qualify graduates for entry-level industry positions such as music recording engineers, MIDI/digital audio workstation operators and programmers, music editors, music supervisors, music arrangers, and composers for film, video games, multimedia content, 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 Associate of Science in Music Production program is 60 credit hours and 20 months in length. Students must successfully complete all required courses (listed below) 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 124 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

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 124 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	SBS 113 BEHAVIORAL SCIENCE	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	ENG 101 CREATIVE WRITING	3
8	WFT 130 STORY ANALYSIS - TV	4
9	WFT 140 WRITING AN OUTLINE - TV	3
10	MAT 121 COLLEGE MATHEMATICS	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 ORGANIZATIONAL 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

COURSE DESCRIPTIONS

AGA 320 Game Characters (3 credits)

The Game Characters course focuses on the elements of accurate high-resolution character sculpting. The course material covers proper anatomy, proportion, and fine details. Students will create assets implementing advanced techniques while maintaining realistic surface quality and likeness of reference. Students completing this course will develop a deeper understanding of digital sculpting, topology, texturing, and the use of generated maps.

AGA 340 Game Animation (3 credits)

The Game Animation course provides students with their first opportunity to produce animated sequences and cycles for gameplay. Students will develop an overall understanding of animation as it applies to the game industry with a focus on game-engine constraints and requirements. Students will pay special attention to character anatomy, rigging constraints, and reusability within all aspects of a game.

AGA 360 Environment Art (3 credits)

The Environment Art course trains students in the techniques involved in modern game-environment creation. Students will gain a deeper technical understanding and will develop assets for use in a game engine. The course focuses on the modularity of materials and meshes that adhere to industry standards, both visually and technically.

AGA 370 Texturing and Shading (3 credits)

This course instructs students in techniques for creating textures and materials for video games by utilizing traditional art skills and industry-standard tools. Using digital sculpting, painting, and photo-sourcing techniques, students will create and apply textures and materials for use in current game engines.

AGA 380 Technical Game Arts (3 credits)

The Advanced Game Characters course expands on sculpting techniques to complete a full game character. Students will create production-ready characters that include cloth, gear, and other elements that make game characters unique. Students will focus on realism while adhering to game-engine constraints by building correct topology and materials.

AGA 390 Level Assembly and Lighting (3 credits)

The Level Assembly and Lighting course builds on students' understanding of game requirements to construct a playable level. Students will design, build, texture, light, and add effects for a level. Students will learn to develop content for game environments.

APR 130 Sequencing and Synthesis (4 credits)

This course gives students experience using the DAW environment for the creation of MIDI-based music productions. Song structure, rhythmic values, and common chord progressions are integrated with the use of sampling and virtual instruments to explore modern production applications.

APR 240 Audio for Media (4 credits)

This course introduces students to the creation and recording of audio elements for film, television, and video games. Topics include field and production recording, sound-effect design, Foley recording, dialogue recording and editing, automated dialogue replacement (ADR), music editing and mixing to picture.

APR 251 Music Business Essentials (4 credits)

Students explore the business mechanisms affecting the commercial use of musical compositions. Topics include intellectual property rights, copyright registration, licensing, songwriter agreements, contracts, publishing companies, and performance rights organizations.

APR 260 Audio System Technology (4 credits)

In this course, students are introduced to component level analog circuitry, including amplifiers, patchbays, consoles, and outboard gear. Students explore the installation, maintenance, and troubleshooting of both analog and 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.

APR 270 Analog Studio Recording (3 credits)

This course provides the foundations of studio and console recording. Students will learn analog console signal flow, multi-track operation, microphone technology and application, and professional techniques for recording of live and electronic sources.

APR 271 Large Format Consoles (4 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.

APR 300 Visual Media Essentials (4 credits)

This course introduces students to the visual media sector of the entertainment business, giving them the understanding and skills necessary in an industry that increasingly integrates multiple media types. Students learn foundational video editing, digital illustration, and image manipulation skills.

APR 310 Advanced Audio for Media (4 credits)

This course introduces the advanced skills required to produce and refine audio content for film, television and other visual media. Students gain experience with the tools, techniques, and professional workflow in audio recording and editing for Dialogue, Foley, and ADR.

APR 320 Advanced Post-Production (4 credits)

Students will apply the knowledge from earlier media courses to build skills in the advanced final post-production process. Subjects taught include sound effects design and integration, surround sound, and the re-recording mixing process.

APR 330 Advanced Sequencing and Synthesis (4 credits)

In this course, students expand their knowledge of the digital audio workstation (DAW) environment in the context of music creation. Topics include, software-based sequencing, synthesis techniques, sound design, musical and rhythmic programming, and applications in musical content creation.

APR 340 Interactive Audio (4 credits)

Students explore the world of audio for video games, virtual reality (VR), and augmented reality. Topics include, environmental and musical applications of audio, triggering of sound effects to actions, mixing for live action, and integration of audio into game engines.

APR 350 Advanced Mixing (3 credits)

This course explores the creative aspects of mixing through examination of styles, strategies, and aesthetics as well as advanced signal processing and hybrid mixing with analog consoles. Emphasis is placed on competitive techniques.

APR 400 Advanced Studio Recording (4 credits)

This course synthesizes advanced DAW knowledge and large format analog console operation to give students the skills needed for producing music in a traditional recording studio environment. Emphasis is placed on industry standard session procedure and pacing to accommodate professional recording session workflow.

APR 420 Mastering (3 credits)

This course explores the technical art of mastering, the final step of audio production. Students learn to optimize loudness and balance tone as well as audio cleanup and restoration methods. The course includes instruction in album compilation and duplication preparation for multiple formats and delivery methods.

APR 440 Show Production (3 credits)

With a foundation in live sound reinforcement, the show production course expands into lighting, stage design, modern digital connectivity, wireless communications systems, and alternative monitoring systems. The course also addresses interfacing with promoters, tour and artist management, and crew responsibilities.

APR 490 Creative Portfolio 1 (3 credits)

Students will determine their portfolio focus and begin work on a complete production to showcase their abilities to the industry. Working against a deadline, students apply prior skills and knowledge to develop their artistic sensibilities and workflows while learning effective project management techniques. Through a critique and review process with faculty, students begin to develop high-quality content for use in a professional portfolio.

APR 491 Creative Portfolio 2 (3 credits)

Students continue to develop a professional-quality portfolio. Prior skills and knowledge are refined through direct application in an authentic production experience. Faculty mentor students to the completion of high-quality content for use in a portfolio suitable for promoting themselves to the industry.

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 110 Object Perspective (3 credits)

This course prepares students for the virtual world by creating digital images and digital sculptures. The course includes the traditional study of light, form, shape, and objects using modern tools to realize them. Students learn to use digital tools to create realistic images in the virtual realm.

AVE 130 Storyboarding and Storytelling (3 credits)

This course will illustrate how to take a written story and bring it into the digital medium. Students will learn to translate their stories into a script format. Students will take their completed story and turn it into a 2D storyboard to learn visual timing. The knowledge gained will extend students' understanding of the role of preproduction in a production pipeline.

AVE 150 3D Foundations (3 credits)

This course familiarizes students with the fundamentals of creating 2D and 3D computer graphics using Autodesk Maya and Adobe Photoshop. Students learn the interface and controls of both programs as they learn basic animation skills that prepare them for the more advanced courses later in the Computer Animation Bachelor of Science Degree Program.

AVE 160 Model Creation (3 credits)

This course is the introductory computer modeling, rendering, and animation course. Students are introduced to the modeling tools used in each step of creating a computer model. By learning the capabilities of each tool and the interaction between tools, students develop techniques and strategies for efficiently creating virtual models.

AVE 170 Art Creation for Games (3 credits)

This course provides students with a strong knowledge of the way real time 3D content is modeled, textured and exported for today's video games. Students develop game resolution models of hard surface environment props while studying various environments in professionally created immersive video game levels.

AVE 180 Compositing Fundamentals (3 credits)

The seamless integration of computer-generated elements with real-world, live-action video footage. Students are introduced to compositing and integration techniques commonly utilized by film and video professionals in current production pipelines. Students learn how to accurately reconstruct and composite computer-generated elements to properly match a high definition film or video source, while presenting them the opportunity of working in a node-based compositing environment.

AVE 190 Digital Sculpting 1 (3 credits)

This course will demonstrate to students how to digitally sculpt in an advanced modeling package. Students will learn to digitally recreate traditional sculpting techniques from clay modeling and apply those techniques to their digital models. This level of understanding will push the aesthetic quality of their artwork and apply it to a production pipeline.

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.

AVE 210 Fundamentals of Animation (3 credits)

This course provides students with the animation tools & techniques required to create, manipulate, and refine any computer-animated sequence. Building on the traditional animation fundamentals of motion and timing, the course teaches students computer animation techniques and applies them to the process of animating modeled projects.

AVE 230 Character Rigging 1 (3 credits)

This course will familiarize students with core rigging techniques. Students will develop a keen understanding of how a joint hierarchy works, math-based connections, and how to create a 3D puppet rig that relates to human and animal anatomy.

AVE 240 Character Animation 1 (3 credits)

This course will demonstrate the basics of body mechanics and how they apply to the 12 principles of animation. Students will explore methods for creating movements based on professional references. This knowledge of body mechanics will give students a stronger sense of anatomy and how the human body moves. The techniques used to create a correctly deforming rig will build on information provided in prior courses.

AVE 260 Character Animation 2 (3 credits)

This course will illustrate how to use the 12 principles of animation to create realistic or cartoony movements. Students will learn to create an emotionally driven animation based on their references. Students will integrate their animations into a production pipeline. The techniques used to create a correctly deforming rig will build on information provided in prior courses.

AVE 280 Shading and Lighting (3 credits)

This course investigates the look and feel, shadows and shading, reflections and atmospheres, and the mood and lighting that bring scenes and models to life. The course provides students with an understanding of the methods, resources, and time required to create computer-rendered imagery.

AVE 290 Visual Effects 1 (3 credits)

This course introduces the student to the process of utilizing dynamics systems. Throughout the class, students will learn about the core dynamic capabilities inside of a 3D system that will allow them to recreate various real-world phenomena. By observing the real-world behavior of natural phenomena such as sparks, smoke, and fire, students will learn how to study and evaluate the multiple aspects of a truly dynamic system, applying that knowledge to create their computer-generated effects. Students will also be introduced to the fundamentals of a dynamic particle, rigid body, and soft body simulations in a 3D system.

AVE 310 Visual Effects 2 (3 credits)

This course will take students' knowledge beyond the Visual Effects 1 course by covering advanced simulation techniques and rendering options inside a 3D system. Newer simulation engines covering fluid and nucleus-based dynamics will be covered in depth and will be utilized to recreate various real-world phenomena realistically. Fluid simulations will be generated, recreating a real-world counterpart based on live action reference, and the intricacies of the interactivity of particle, hair, and cloth in a nucleus-based system will also be covered.

AVE 340 Compositing and Scene Finishing 1 (3 credits)

This course will broaden the base of students' knowledge by offering insight into the process of combining computer-generated imagery with audio and video elements. By learning what happens when rendered imagery is integrated into the post-production process, students will better understand the guidelines of compositing and scene finishing.

AVE 345 Visual Effects Production 1 (3 credits)

This course is an introduction to the concepts of previsualization—a way of visualizing the story in pre-production especially when there are visual or special effects. Students will be introduced to traditional storyboard techniques and computer programs. Students will also work with original techniques such as camera angle projections, perspective, that will allow them to understand the programs and techniques used in the industry today.

AVE 346 Visual Effects Production 2 (3 credits)

Students will incorporate their knowledge from previsualization, to analyze the types of visual effects needed for each plate and to generate the material for the effects in preparation for shooting footage in the Production course the following term. This could include shooting plates, building analogue miniatures or working with animation students to build digital sets.

AVE 347 Visual Effects Production 3 (3 credits)

The production of visual effects to enhance the visual story telling through the collaboration between Director and the Cinematographer's preparation and execution of the imagery that is passed on to visual effects to complete the scene. Students will learn green screen methodology and study the art and craft of compositing, how to execute motion tracking to properly integrate the effects with the live action shot. Students will understand what must be pre-visualized to communicate an idea or concept to all members of the visual team in order to plan shots effectively.

AVE 350 Compositing and Scene Finishing 2 (3 credits)

This course expands students' skills in the techniques used to meld live action video and audio content with computer-generated images. Students will learn advanced visual effects techniques used in feature films and television.

AVE 355 Matchmoving and Integration (3 credits)

This course provides an overview of the production process and integration of 3D elements into live back plates. Students will learn the techniques of integrating and tracking 3D animation and special effects into live footage. Students will also learn techniques necessary to resolve difficult composites. Actual composites are used to explore techniques in a matte generation, tracking, color correction and image compositing.

AVE 470 Preproduction (3 credits)

This course develops students' ability to plan, coordinate, and study assets, using traditional methods to demonstrate their learned strengths as a 3D artist. Working from photograph and video reference, students explore and develop characters, environments, vehicles, rigs, and animation ideas. Successful completion of this course arms students with the knowledge of how to use good reference and artistic studies to create production blueprints.

AVE 480 Portfolio Content Creation 1 (3 credits)

Students will determine their professional portfolio focus and create early-stage assets. Students develop a mentor network including industry professional, faculty, alumni, and peer members to guide portfolio efforts. Working through a critique and review process, students begin to develop high-quality portfolio content. Additional career-related assets are developed with input from their Career Advisor.

AVE 485 Portfolio Content Creation 2 (3 credits)

Continued development of asset completion to deadline. Students will incorporate knowledge developed from Portfolio Content Creation1 to improve their artistic sensibilities, workflow, skill sets, technical knowledge, and personal time management. Students will continue working with art directors and within the critique process as they work to create photorealistic content. In this course, students work at optimal speed and precision, having a strong understanding of artistic appeal, time management, asset creation, and professional behavior – preparing them for the methods, environments, and conditions experienced in the production arena.

AVE 490 Portfolio Content Creation 3 (3 credits)

This course provides students with the time to develop a demo reel commonly expected during interviews. During this time, students take the content developed throughout their degree program and assemble it into a presentable package. Prior to the creation of the demo reel, a student's content is reviewed in an effort to help the student determine the best material for showcasing their talents as a computer animation artist.

CAN 101 Overview of Animation Production (3 credits)

This course familiarizes students with the production pipeline by deconstructing both a finished film shot and a complete video game level. Students will develop a working knowledge of the animation industry and learn the interfaces for a compositing package and game engine.

CAN 110 Digital Painting 1 (3 credits)

This course introduces students to painting on the computer. Students will learn how to use a 2D painting program and at the same time learn about color theory, space, balance, and composition of their artwork. Students will also become comfortable with setting and tools within the software and learn about the importance of layering and non-destructive workflow. Students will integrate their artwork into a production pipeline.

CAN 115 Shading and Lighting 1 (3 credits)

This course will relate real-world cameras and lighting to how cameras and lights work in a 3D environment, including navigation, essential tools and settings, and an introduction to different menus and GUI items. Students will begin learning a 3D program along with what a production-ready asset looks like for production. Students will integrate their renders back into a production pipeline.

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 125 Modeling Fundamentals (3 credits)

This course will teach students the creation and manipulation of polygon surfaces for use in film and games. The class will focus on the design and creation of 3D models, proper edge flow of assets, an understanding of form and edge quality, an appreciation of the importance of scale and proportion and scale, as well as a variety of creation tips and techniques used by industry professionals. Students will gain knowledge on how to integrate their models into a production pipeline.

CAN 210 Digital Painting 2 (3 credits)

This course introduces students to painting directly on a 3D model. Students will learn how to use a 3D painting program to build upon the principles learned in Digital Painting I. Students will create maps from their painted 3D models that will be integrated into a production pipeline. The painted maps created will build on the information presented in Shading and Lighting 2.

CAN 220 Animation and Rigging Fundamentals (3 credits)

This course introduces students to rigging and animating in a 3D environment. Students will learn about the 12 principles of animation and how to create a basic control rig. The knowledge gained will give students a solid foundation that can be built upon in upcoming courses. The techniques used to create a correctly deforming rig will build on information provided in prior courses.

CAN 250 Portfolio Development (3 credits)

This course will be an assessment course to gauge a student's comprehension of the computer animation pipeline. The course will be project driven and prepares students for production deadlines. Students will create portfolio assets focusing on one discipline and a presentation on how to integrate these assets into a production pipeline.

CAN 290 Fundamentals of Scripting (3 credits)

This course introduces students to computer programming. Utilizing an industry-standard scripting language, students learn fundamental programming concepts while developing multi-media and interactive projects. Topics include fields, methods, branching and message passing as well as object creation and destruction.

CAN 330 Character Rigging 2 (3 credits)

This course will allow students to explore advanced rigging techniques and enforce the importance of good binding and weighting techniques to deform models organically based on preproduction and accurate anatomical references. Students will create an advanced rig that will feature an advanced facial setup, stretchy system, and high-level math-based connections. Students will integrate their rigs 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.

CAN 340 Character Visual Effects (3 credits)

This course will teach the fundamentals of creating, styling, and animating dynamic systems for characters. These systems will include muscle systems, dynamic hair, and cloth simulations. Students will learn how to integrate their assets into a production pipeline.

CAN 350 Scripting Tools and GUI (3 credits)

This course will teach the fundamentals of programming for 3D production. Students will learn logic functions, how to create character rig controls, automate production processes, and create graphical user interfaces.

CAN 360 Character Design (3 credits)

This course will demonstrate how to create an appealing character design that works for either film or games. Students will learn how to design appealing characters and create the appropriate character preproduction that can be used in production. Students will learn about how proportions, character silhouette, and form language are essential to visual storytelling in character design.

CAN 365 Acting for Animators (3 credits)

This course students will experiment with traditional acting. By analyzing gathered reference and their own filmed reference, students will be able to determine how to create strong poses, what timing is necessary for the actions in a scene, and how to ensure the actions chosen fit the story they are attempting to tell. This course will help students become more comfortable with their acting abilities and understand body mechanics on a higher level.

CAN 370 Characters for Games (3 credits)

This course expands on sculpting techniques to complete a full game character. Students will create production-ready characters that include cloth, gear, and other elements that make game characters unique. Students will focus on realism while adhering to game engine constraints by building correct topology and materials.

CAN 375 Animation for Games 1 (3 credits)

This course will teach the fundamentals of creating animation cycles for a game character and an environment prop. Students will create a set of animation cycles for characters based off production quality preproduction. The techniques used to create the cycle animations in the class will build on information provided in Storyboarding and Storytelling, Animation and Rigging Fundamentals, Character Animation 1 and 2, and Acting for Animators.

CAN 376 Animation for Games 2 (3 credits)

This course students will learn to utilize their animation cycles from Animation for Games I and integrate their animations into a game engine. Students will experiment with mapping their animations to triggers and layers, so they see their characters move around in a real-time environment. The techniques used to create the cycle animations in the class will build on information provided in Storyboarding and Storytelling, Animation and Rigging Fundamentals, Character Animation 1 and 2, Acting for Animators, and Animation for Games 1.

CAN 380 Characters for Film (3 credits)

In this course students will learn to create characters that work with the modeling, rigging, fur, materials and character simulation based off a production shot. Students will be working closely with an art director to ensure the character can be successful in production shot work.

CAN 400 Environment Design (3 credits)

This course will demonstrate how environments are designed for film or games. Students will learn how to design environments that flow cleanly with the story arc for both film and games. Students will create the appropriate environment preproduction that can be used in production.

CAN 405 Story Driven Animation 1 (3 credits)

This course will illustrate how to interpret storyboards and apply the characters story arc to motions that are appropriate for that scene. Students will create animations using a production pipeline workflow that is appealing and that emotionally driven. They will take into account camera information such as framing and movement and will animate to a camera. The techniques used to create the cycle animations in the class will build on information provided in Storyboarding and Storytelling, Animation and Rigging Fundamentals, Character Animation 1 and 2, and Acting for Animators.

CAN 406 Story Driven Animation 2 (3 credits)

This course building upon the teaching of Story Driven Animation 1 students will learn about working with iterations and animation shot requirements. Students will keep developing their skill set in creating an appealing and that emotionally driven using a production pipeline workflow.

CAN 410 Environment Design for Film (3 credits)

This course trains students on building assets for film sets defined in the preproduction. The course focuses on creating high resolution modular materials and meshes. Students will create assets that can be assembled in a layout scene for production use.

CAN 425 Animating for Dialogue (3 credits)

This course will expand further on the topics covered in the Acting for Animators course. Students will analyze and recreate facial expression based on a deeper understanding of musculature, the subtle transitions in facial structures and the emotions they display. This knowledge will be then used to accurately animate dialogue in an aesthetically pleasing and accurate manner that captures the more difficult aspects of human expression.

CAN 440 Environment Design for Games (3 credits)

This course trains students in the techniques involved in modern game-environment creation. Students will gain a more in-depth technical understanding and will develop assets for use in a game engine. The course focuses on the materials and meshes that adhere to industry standards, both visually and technically.

CAN 445 Crowd Animation (3 credits)

This course will teach the fundamentals of animating background characters ranging from characters drinking coffee to large-scale battle scenes. Students will create crowd simulation, AI, and behavioral animation based on preproduction.

CAN 480 Portfolio Preparation (3 credits)

This course develops students' ability to plan, coordinate, and study assets, using traditional methods to demonstrate their acquired knowledge as a 3D artist. Working from photograph and video reference, students explore and develop characters, environments, vehicles, rigs, and animation ideas. Successful completion of this course arms students with the knowledge of how to use good reference and artistic studies to create production blueprints.

CAN 481 Portfolio Content Creation 1 (3 credits)

This course is designed to allow students to review and continue advancing their overall knowledge of computer animation workflow, timeline, professional behavior, and mindset. This course prepares students to experience a four-week production deadline and introduces students to the challenges of working under production constraints. All assets are managed and critiqued by an art director to help guide projects towards photorealistic expectations under defined deadlines.

CAN 482 Portfolio Content Creation 2 (3 credits)

This course continues the development of asset completion to a deadline. Students will incorporate knowledge developed from prior courses to improve their artistic sensibilities, workflow, skill sets, technical knowledge, and personal time management. Students will continue working with the art directors and within the critique process as they work to create photorealistic content. In this course, students work at optimal speed and precision, having a keen understanding of artistic appeal, time management, asset creation, and professional behavior – preparing them for the methods, environments, and conditions experienced in the production arena.

CAN 483 Portfolio Content Creation 3 (3 credits)

This course provides students with the time to develop a demo reel commonly expected during interviews. During this time, students take the content developed throughout their degree program and assemble it into a presentable package. Before the creation of the demo reel, a student's content is reviewed to help the student determine the best material for showcasing their talents as a computer animation artist.

CAN 490 Professional Branding (3 credits)

This course will help students cultivate their portfolios, business cards, resume and their social media presence. This course is designed to prepare students for their career and how to present themselves professionally. Students will also be familiarized with freelance contracts and non-disclosure agreements.

CGA 360 Visual Effects for Games 1 (3 credits)

This course will illustrate what current games are using to create in-game visual effects. Students will build on the knowledge from the prior Visual Effects courses and start to relate that knowledge and create effects for a real-time environment. Students will create and design real-time particle effects for both static and animating 2D/3D elements.

CGA 370 Visual Effects for Games 2 (3 credits)

In this course students will learn to utilize their effects cycles from Visual Effects for Games 1 and integrate their effects into a game engine. Students will map their effects to triggers, so they see their effects in a real-time environment, along with learning about real-time shaders and how to light their effects.

CGA 380 Visual Effects for Film 1 (3 credits)

In this course students will learn to design and create visual effects animation, procedural simulation, dynamic simulation, particle and fluid systems by preproduction and art director feedback. Students will also learn to shade and light and their effects and integrate their work back into a production pipeline.

CGA 400 Visual Effects for Film 2 (3 credits)

In this course students will learn to enhance the visual storytelling through the collaboration between Director and the Cinematographer's preparation and execution of the imagery that is passed on to visual effects to complete the scene. Students will learn green screen methodology and study the art and craft of compositing, how to execute motion tracking to integrate the effects with the live action shot adequately. Students will understand what must be pre-visualized to communicate an idea or concept to all members of the visual team in order to plan shots effectively.

DFM 100 Independent Filmmaking (3 credits)

This course is designed to strengthen communication skills essential to all filmmakers with an emphasis on connecting students to the filmmaking community around them. Making connections with actors, potential crew members, and the local film commission are all important steps needed to help students reach their greatest potential as a filmmaker. Students will gain a thorough understanding of the filmmaking process by learning about the five stages of production and the key players in the filmmaking process.

DFM 115 Introduction to Filmmaking (3 credits)

This course provides an introduction to storytelling, cinematography, editing, and a look back at some of the early films that helped shape the movie industry. Students will make an edit, craft a shot, and write a logline while gaining a deeper understanding of the creative work that lies ahead in the program.

DFM 120 Digital Production Design (4 credits)

This course introduces students to the use of software as a film production tool. Students learn Adobe Photoshop tools and techniques and how they can be applied to different areas of film production, from the planning and pre-visualization stage through distribution. Students demonstrate their ability to utilize Adobe Photoshop to create their own digital images for use in the production design and marketing of a film.

DFM 170 Introduction to Cinematography (3 credits)

This course is an introduction to the art and craft of designing powerful cinematic imagery for effective digital storytelling. An emphasis is placed on basic camera operations to include proper white balance, focus, and exposure through the camera's ISO, aperture, and shutter speed. Additionally, students will learn to recognize and employ the fundamentals of composition, framing, and depth of field to manipulate the imagery within a shot.

DFM 190 Producing (3 credits)

This course provides a guided experience through the preproduction process of a short film from the perspective of the producer. Students will analyze a script to determine the elements needed to plan, schedule, and budget a digital film production. Students will be introduced to industry-standard practices and software used during preproduction.

DFM 200 Cinematography and Lighting I (3 credits)

This course is an introduction to basic lighting for digital film and video production, which incorporates fundamental cinematography techniques. Students will be introduced to industry standards and best practices, beginning with the key components of a common lighting package. Additionally, this course covers set safety, Three Point Lighting, an intermediate camera build, and the primary responsibilities of members within the camera department.

DFM 201 Color Correction and Grading (3 credits)

In this course, students will learn proper workflow for digitally color correcting and grading footage using Adobe Premiere and the DaVinci Resolve color system. In addition, this course covers color theory and color-matching shots. Upon completion of the course, students will be able to digitally color grade a film for aesthetic effect, and understand how camera settings affect color grading.

DFM 202 Cinematography and Lighting II (3 credits)

This course is an intermediate look at lighting design and cinematography for digital film and video production. Students will build advanced lighting setups for interior and exterior shooting, as well as learn the fundamentals of cinematic composition and camera movements. Students will explore lighting for different genres and navigate color temperature settings to achieve the desired look with proper values. This course connects set lighting responsibilities to key roles and responsibilities in the lighting department, and students will learn more advanced builds for the TechKit camera.

DFM 220 Digital Audio Production I (3 credits)

In this course, students analyze and acquire dialogue, natural sound or ambience, and sound effects for production. Consideration is given to microphone placement and ambient control of problematic recording environments. Students learn the fundamentals for cleaning, matching, repairing, and optimizing dialogue, as well as techniques for effectively planning and mixing music and sound effects within a scene.

DFM 223 Screenwriting I (4 credits)

This course provides students with the fundamentals of storytelling, including an understanding of structure, spine, character, theme, scene development, imagery, and voice. Through the examination of selected works and individual practice, students learn strategies for creating an engaging narrative.

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.

DFM 240 Directing I (3 credits)

This course introduces students to the role of the director in guiding the story from idea through completion. In addition, students study techniques for preparation, directing strategies, and the art of evaluating performance in the context of the shot and scene.

DFM 260 Editing I (3 credits)

In this course, students are introduced to the concepts and aesthetic of basic editing and to the role of the editor as a storyteller. Students learn editorial skills, including dialogue editing, scene transitions, time and space perception, tempo, sound effects, graphics, editing picture to music, and mood changes.

DFM 270 Special Effects (4 credits)

In this course, students will learn how to integrate Adobe After Effects into their workflow to enhance their film projects. Knowing what Adobe After Effects can do in postproduction will allow students to better plan during shooting, expanding the possibilities of how and what they shoot. Assignments include green screen work, compositing, visual effects, and titling.

DFM 301 Film Marketing and Distribution (3 credits)

In this course, students will learn the details of the distribution stage of filmmaking and what a filmmaker needs to do after the final film edit is complete. Topics include how to get a film distributed to an audience using marketing avenues such as social media, film festivals, and public screenings. Students will learn the process of marketing a film using either a distribution company or self-distribution.

DFM 305 Location Scouting (4 credits)

In this course, students learn the artistic, logistical, practical, and legal considerations for selecting locations for production. The focus of the course is on aligning script and production requirements with the process of location scouting and production design decisions. This course challenges students to examine a location's options and potential for picture, sound, and performance.

DFM 307 Directing II (3 credits)

This is the second course in a series of courses in which students will develop and produce an original short narrative film. Students will gain a deeper understanding of story and craft from the artistic, technical, and managerial perspectives. Students translate a script into a short narrative project with the goal of creating a film that embraces the principles of visual and aural storytelling. Students focus on controlling the building blocks of a film, including story, point-of-view, time, space, performance, location, mood, movement, sound, rhythm and pace, throughout preproduction and production.

DFM 315 Digital Audio Production II (3 credits)

This is the fourth course in a series of courses in which students will develop and produce an original short narrative film. Students learn advanced sound design and audio postproduction techniques. Tasks include preparing sessions for delivery to audio post, dialogue and sound effects editorial, music selection and placement, creating mix stems and advanced mixing techniques. Emphasis is on control of the soundscape with regard to audience response, what is appropriate to story, meaning, perspective, mood, genre, and continuity. Layering of tracks, levels, EQ, and effects are applied as required in completing a final audio mix to picture.

DFM 320 Screenwriting II (4 credits)

Screenwriting II is the first course in a series of courses in which students will develop and produce an original short narrative film. This course explores the art, craft, and business of creating producible stories with credible dialogue, appealing characters, expert structure and style, solid formatting, and skillful visualizations. Students learn the structural and stylistic methods of successful screenwriters across a variety of entertainment markets. Finally, students develop a short narrative screenplay that they will shoot and edit in subsequent courses.

DFM 380 Editing II (3 credits)

This is the third course in a series of courses in which students will develop and produce an original short narrative film. This course covers narrative development and refinement techniques for editors. Students learn about the control of picture, sound, and performance, and how to develop the content, mood and pacing of a narrative story. As editors, students work with the story arc, editing beats, structure and visual-sound continuity. Students also explore and apply organizational and workflow skills to asset management, sequence nesting, compositing, file or project import/export and other aspects of timeline and project management. Successful completion of the Editing II course prepares students for cutting a story-driven editing project.

DFM 420 Documentary Production (4 credits)

This course examines various techniques necessary to direct and produce documentary films. The course topics include directing, producing, preproduction, history, writing, genres, and interviews for documentary films, while students also delve into ethical and research practices for the production of their own nonfiction stories.

DFM 421 Documentary Postproduction (3 credits)

In this course, students learn editing techniques used in documentary filmmaking as they edit and complete a short nonfiction film. Students learn both aesthetic and practical approaches to editing their film, along with basic engineering and media management for long form projects. The documentary project incorporates sound design and titling into the finished edit.

DFM 440 Capstone Film Development (3 credits)

In this course, students brainstorm and research ideas for their Capstone Project. Students will complete the development process for a digital film project that is feasible—considering logistical aspects, resources, and scope. They will compose a script or treatment, depending on the type of project, to be produced in the other Capstone Project courses.

DFM 450 Capstone Film Producing (3 credits)

This course explores the world of creative and line producing, production management, and the infrastructure of various forms of production. Students examine the range of development, preproduction and production skills required for executing a successful production. In addition, they learn how to navigate the regulatory and legal aspects of film and television production.

DFM 475 Capstone Film Preproduction (3 credits)

In this course, students continue work on their Capstone Project. Students will apply a range of planning skills in preparation for production of their Capstone Project. Successful completion of this course requires students to complete necessary preproduction forms — which may include a script breakdown, storyboards, scheduling, budgeting, casting, crewing, and locations documents, etc. — depending on the project type and scope.

DFM 480 Capstone Film Production (3 credits)

In this course, students will complete the shooting stage of their Capstone Project. This course provides a practical implementation of the learning objectives of the degree program and reflects students' understanding of key principles such as directing, cinematography, lighting, and production audio.

DFM 485 Capstone Film Postproduction (3 credits)

This course provides students with a greater understanding of the imaginative and technical side of editing. In this course, students demonstrate their knowledge of the postproduction processes from the previous postproduction courses and create a final edit of their Capstone Project, including picture, sound, and graphics. The Capstone Project is evaluated on the strength of its story, style, and clarity of vision.

DFM 490 Creative Portfolio Development (3 credits)

This course helps students address specific creative challenges they will face in all aspects of their career going forward. Students create a portfolio and business plan, with a final promotional presentation of their developing identity.

EBS 101 Introduction to Entertainment Business (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 Entertainment Business Management (3 credits)

Management is the art and science of helping individuals achieve common goals together. In this course students learn the basic functions and responsibilities of managers that lead to a successful organization. Students learn how managers set goals then make decisions and implement actions to achieve the goals. Skills learned include planning, problem solving, managing communications, leading teams, and managing performance as they relate to the management of entertainment and media companies. Students explore the management of people, processes, and resources to achieve goals, minimize risk, and foster success in the workplace.

EBS 120 Entertainment 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 various promotional methods and avenues. 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 Data Analysis and Reporting (3 credits)

This course will improve students' understanding of data analytics and quantitative decision-making, as it relates to the entertainment industry. Students will gain crucial skills in modelling and analyzing data, as well as communicating analysis results in an effective manner. Students will explore trends in data, and leverage that data to make effective decisions, and convey various business messages. In addition, students will build their understanding and use of quantitative tools such as Microsoft Excel.

EBS 160 Entertainment 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 Digital Media Distribution (3 credits)

This course teaches students how to analyze digital 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 digital media platforms, 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 digital media distribution channels: internet, mobile devices, video games, video blogging, streaming platforms, email, social media, and podcasting.

EBS 220 Global 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)

Learning to communicate clearly and persuasively is critical for success in the entertainment industry. This course explores the most effective methods to present a story or concept to a target audience. This course teaches students how to encapsulate their ideas into saleable concepts and engage with stakeholders to bring ideas to fruition. Through a series of 'hands-on' techniques, exercises, and assignments, students will learn to communicate with confidence, both verbally and non-verbally, and to overcome common communication pitfalls.

EBS 240 Entertainment Market Research (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 mediabuying. Students also learn how companies collect, analyze, summarize, and interpret real-world data related to media.

EBS 270 Professional Selling (3 credits)

The Professional Selling course teaches students the importance of business development and client relationship management, which are critical to the success of both large and small companies at all stages of the business lifecycle. Students learn best practices in the professional sales process 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 steps in the sales process from prospecting to closing. 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 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 Business Accounting (3 credits)

This 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 Entertainment Business Ethics (3 credits)

This 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 312 Business of Play (3 credits)

Throughout this course, students will gain knowledge of the multiple revenue streams generated by popular recreational activities such as e-sports, experience-based entertainment, travel, spectator sports, and more. Students will utilize their prior knowledge of marketing, management, and business structure to formulate a working model applied to recreational business sectors. Students will work to build a business model that identifies the revenue stream potentials, departmental needs to service the business, and employment opportunities within those departments.

EBS 330 Interactive Media Strategies (3 credits)

Interactive media has become a means to allow consumers to participate directly with entertainment products and services. In this course students will develop strategies to incorporate interactive media elements into entertainment ventures. Topics include the use of websites, mobile apps, and other interactive technologies in the promotion and monetization of entertainment content.

EBS 410 Entertainment Business Law (3 credits)

In this course students learn about legal requirements and business practices including entity formation, insurance, taxes, intellectual property, real estate, employment and contracts. They learn about the important roles of agents, managers, and attorneys, as well as best practices when hiring an attorney. Students learn the regulations that control how a business operates in cyberspace. Concepts are explored through legal case studies and applied business examples.

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 412 Television and Digital Network Management (3 credits)

In the Television and Digital Network Management course students learn production management and producing guidelines for marketing and distributing content across broadcast television and emerging digital network platforms. Students explore the range of skills required to ensure effective content development, acquisition and programming strategies and explore emerging career opportunities in this field.

EBS 416 Strategic Planning (3 credits)

In this course students examine how entertainment and media businesses achieve and sustain competitive advantage. The course integrates content from foundational courses such as Entertainment Business Management, Human Resources Management, Entertainment Marketing, and Entertainment Business Finance with the development of analytical and business communication skills. Students demonstrate their capacity to develop and present strategic plans for actual or simulated entertainment business scenarios.

EBS 425 Creative Entrepreneurship (3 credits)

In this course students explore how to create and manage a new venture in a way that fosters growth, innovation, and success. Students learn entrepreneurial styles, best practices, common barriers, and recent trends as they gain the knowledge needed to ideate and manage a venture related to the arts, entertainment, or media.

EBS 440 Artist Management (3 credits)

The Artist Management course explores the role and responsibilities of the manager of artists, bands, and performers. Artist managers play a significant role in the entertainment and music business community and in the career of the artist. Topics include the artist-manager relationship, launching an artist's career, management contracts, the artist as a brand, and career path management.

EBS 441 Event Management (3 credits)

In the Event Management course students learn the fundamentals and skills needed to successfully manage a professional event. These include identifying the event goals and target audience, creating an event concept that reflects the company and product brand, and developing a project management plan that ensures that schedule and budget goals are achieved while safety and legal risks are minimized. Various project management tools for successful event planning and management are utilized.

EBS 460 Entertainment Business Technology (3 credits)

This course addresses emerging technologies and their impacts on business management within the 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 and Social Media Management (3 credits)

This course examines the role of marketing in the 21st century. Students explore digital marketing and social media management, discussing the most prevalent types of platforms and channels, 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 Entertainment Contracts and Licensing (3 credits)

In this course students learn the importance of contracts and best practices in contract writing strategies as they examine strengths and weaknesses of real-world contracts and create their own contracts and deal memos. They learn the requirements of licensing and how to recognize potential licensing opportunities. Students learn negotiating skills and tactics specific to the entertainment, music, and media industries.

EBS 490 Entertainment Business 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.

FMP 100 Film History (3 credits)

This course explores motion picture as an art form, as a business, and a representation of society. Students examine how film has become a dominant force in American culture through the study of subjects like the birth of film, the golden age of silent film, World War II, non-Hollywood films, the New Cinema of the 1960s era, and the Hollywood Renaissance.

FMP 120 Introduction to Film Production (3 credits)

This course is designed to provide the student with the opportunity to experiment and explore their aesthetic and professional goals as they begin to shoot quickly and expressively right from the very first day. Students will collaborate on a series of short film projects that will explore everything from basic story structure, lighting techniques, screenplay analysis and director's preparation.

FMP 125 Screenwriting I (1 credit)

The foundations of the art and craft of screenwriting, including proper screenplay formatting, story structure, character development, dialogue, descriptive prose, visual exposition, narrative strategies, and thematic exploration. Primary emphasis will be placed on the short format through the examination of skills and concepts applicable to short films, commercial advertising, and various forms of web-based content.

FMP 130 Digital Editing I (3 credits)

In this course, students learn the language and theory of editing and then put those theories into practice using digital editing software. This hands-on process introduces essential skills and good editing habits along with understanding and appreciation of the role of editing in the storytelling process.

FMP 136 Screenwriting II (1 credit)

This course builds upon the foundational premises established in Screenwriting I, with attention to all forms and formats, including feature length screenplays. By exploring the central principles underlying formatting, idea generation, story structure, character development, dialogue, exposition, and thematic exploration, this course will help the student become understand the basics of story structure.

FMP 140 Cinematography I (3 credits)

This course is designed to familiarize students with the various cameras they will be using throughout the degree program. Through analysis and discussion students will learn how to support the mood of the story with lighting choices and will experiment with expressive lighting styles. The emphasis will be directly related to the basics of interior and interior night lighting.

FMP 150 Production Design I (3 credits)

This course introduces the principles of Production Design and how to tell the story in the physical aspects of filmmaking, character and story manifestations in the environment of the film through set design, location modification, color, shape, and costumes. Various software is introduced as well as the various crew positions inside the art department.

FMP 160 Directing I (3 credits)

This course utilizes a collaborative learning environment to introduce fundamental directing techniques that will prepare students for future project-oriented classes. Students will learn techniques for directing, acting, casting, and composition, and will work in every area of directing – from preproduction to critical evaluation.

FMP 170 Production I (3 credits)

Students stage and shoot complex dramatic exercises under the guidance of the instructor that focus on visual storytelling. They design shots to heighten the emotion of a sequence, and then shoot the sequence on digital video in a supervised environment. The relationship between text and subtext is explored in depth through classroom sessions, screenings and critiques.

FMP 230 Digital Editing II (3 credits)

Students will continue to develop their editing skills utilizing actual dailies from film and TV projects to learn how to understand the dynamics of the scripted scene and how editing must tell the story. Through screening and analysis of various content, students will continue to explore the editor and their collaboration with the creative team.

FMP 240 Cinematography II (3 credits)

This course will deepen students understanding of how to master control over image production in digital formats. Variables in lighting, exposure, camera positions and blocking the action of a scene with a director are covered. In addition to being trained to operate advanced camera equipment, students study basic color theory. Special attention is given to the emotional attributes that can be assigned to an image. The course focuses on exterior day and exterior night lighting and explores camera movement to tell the story and capture character.

FMP 246 Sound Production and Design I (3 credits)

The Sound Production and Design I course provides a practical introduction to creating, recording and editing sound for film, television and other media. Students will learn the proper protocol and practices of sound recording and experiment with different sound recording techniques and types of equipment, getting hands-on practice both in and out of the classroom. Subjects include dialogue, music, sound-effects, Foley recording and background ambiances.

FMP 250 Production Design II (3 credits)

This course teaches the methods of designing towards the implementation of a script. Student will receive instruction on drafting, including elevations and illustrations from plans and research, scenic painting, set dressing, prop construction, costumes, model building, and designing for set and location.

FMP 260 Directing II (3 credits)

This course engages students in practical directing exercises and is aimed at building a deeper understanding of the craft from a technical and artistic perspective. Students will learn how to effectively communicate with actors and crew. Each student will learn and design the essential components of visual storyboards and an effective master shot. Each exercise will support the goal of deepening and enhancing their visual storytelling skills.

FMP 270 Production II (4 credits)

Students produce short films by serving in many of the positions involved in a professional film production. Subjects covered include set decorating, prop rentals, directing prep, working with talent, cinematography, lighting choices, lens selections, production organization and hierarchy, with a focus on safety, collaboration and the role of the crafts in storytelling.

FMP 280 Production Management (3 credits)

An exploration of the world of line producing, production management, and the infrastructure of various forms of production. Students will learn how to breakdown a script, the scheduling process, budgeting, casting, crewing, location scouting, and a wide range of concepts pertaining to planning and executing a successful production.

FMP 290 Postproduction (3 credits)

In this course, students examine the standard definition non-linear postproduction process using industry standard digital video editing workstations. Students learn timing and transitions to enhance the story telling process while working with using various forms of content. Each student will support the post sound and mixing process from a locked picture cut.

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 306 Sound Production and Design II (3 credits)

This course explores the powerful role played by sound in telling a story. Students collaborate on a radio drama/podcast in a way that will allow sound to make an equal contribution to the emotional aspects of the story, rather than simply narrating the picture. Students will receive advanced training on Pro Tools and how to edit sound and visuals together so that the two work in tandem.

FMP 307 Production Design II (3 credits)

This course teaches the methods of designing towards the implementation of a script. Student will receive instruction on drafting, including elevations and illustrations from plans and research, scenic painting, set dressing, prop construction, costumes, model building, and designing for set and location.

FMP 317 Directing III (3 credits)

Addresses the exploration of choices. "Why" a director selects material and what causes them to make their decisions during pre-production, production and postproduction. The course investigates the philosophy behind choice of content as it relates to possible mediums. This course also focuses on analyzing influential and prolific directors and how their work relates to current trends, themes and styles as well as to their own work.

FMP 330 Documentaries and Reality Production I (3 credits)

The Documentaries and Reality Production I and II courses are taken back-to-back to provide students the opportunity to delve into the rapidly growing world of documentary and reality show production. Course topics include directing, producing, preproduction, history, writing, genres, and interviews for documentary and reality productions. Students also delve into the philosophy of ethics and research as it pertains to the preproduction and production of non-fiction story telling.

FMP 331 Documentaries and Reality Production II (3 credits)

The Documentaries and Reality Production I and II courses are taken back-to-back to provide students the opportunity to delve into the rapidly growing world of documentary and reality show production. Course topics include directing, producing, preproduction, history, writing, genres, and interviews for documentary and reality productions. Students also delve into the philosophy of ethics and research as it pertains to the preproduction and production of non-fiction story telling.

FMP 335 Advanced Grip and Electric (3 credits)

This course is a comprehensive examination of the traditional and emerging tools utilized by the Grip and Electric departments. Students will study and practice the use of a variety of advanced grip and electric equipment including large overhead frames, rigging equipment, stands, booms, jibs, and electrical meters.

FMP 340 Advanced Cinematography I (3 credits)

This course develops an understanding of the process of shooting on motion picture film. Cinematography students will study the differences between film and digital recording methods and film stocks. During the practicums, students will gain experience of loading and changing film magazines, shooting and lighting for film, and the mechanics of our Arri SR 2 film cameras.

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 (3 credits)

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.

FMP 370 Art of Creative Producing (3 credits)

This course exposes students to the challenges of producing from the inception and sale of a project through pre-production, production, and post-production to ultimate distribution. Students learn typical producer functions such as when to use publicity, how to deal with creative egos, how to fix marketing missteps, and more.

FMP 380 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 425 Color Grading and Correction (3 credits)

In this hands-on course, students learn the art of color grading from an aesthetic and technical perspective. Principles of color theory, and the tools available to achieve them, are explored through lecture and interactive exercises using the DaVinci Resolve color system. Upon completion of the course students will have the essential knowledge to properly color correct their own content and experiment to find their visual aesthetic.

FMP 437 Advanced Cinematography II (3 credits)

This course develops an understanding of high end digital cameras such as the Arri Alexa. Cinematography students will study the advanced camera system and its capabilities. Cinematography students will gain extensive experience lighting for the advanced system, shooting in 4K, data management and work flow.

FMP 440 Advanced Operating and Steadicam (3 credits)

Advanced Operating and Steadicam will expose Cinematography students to the skills and aesthetics of camera operating and the equipment used by both independent Steadicam technicians as well as professional Steadicam operators. Framing, composition, movement, balancing, and finer points of operating as it relates to performance will be the focus of the course.

FMP 445 Thesis Film Writing and Development (3 credits)

Students work from concept through completion of an original, or adapted, script for their narrative, documentary, or experimental thesis project. Students will pitch, outline, write, develop, and re-write in preparation for thesis pre-production and production.

FMP 450A Thesis Film Preproduction I (3 credits)

Designed to put into practice skills learned in the degree program to create pre-visualization concepts related directly to their Thesis Project. This course is also designed to define the philosophical approach to each thesis as well as the further development of content, early casting, budgeting and the interview process for hiring additional "key" crew positions.

FMP 450B Thesis Film Preproduction II (3 credits)

This course is designed to simulate a typical pre-production office for content generation. In this course students working in their defined departments will finalize all pre-production elements such as but not limited to production design, casting, locations, shooting schedule, secondary crew, equipment orders, insurance, permits, weekly production meetings, rehearsal and a postproduction schedule. This course will culminate with a final production meeting and final read through of the material.

FMP 455 Thesis Film Production (3 credits)

Students will apply what they have learned throughout the program to produce their thesis film. Students will be shooting and completing post production on their project or fulfilling a key role – directing, producing, writing, cinematography, editing, or art direction – on the thesis film of another student.

FMP 460 Advanced Postproduction I (3 credits)

This course focuses on advanced non-linear online editing techniques using multiple platforms. Students study advanced aspects of editing theory, editing technique, video effects, compositing, color correction, and edit lists. Throughout the course, students are working to meet milestones on time and deliver a completed final cut for evaluation.

FMP 465 Advanced Postproduction II (3 credits)

This course takes the student into advanced postproduction techniques in a project-based setting. Students work to complete the sound design, soundtrack and score for film projects in surround sound utilizing digital audio workstation and postproduction techniques from previous coursework. Students collaborate to meet project deadlines in delivering a completed film for theatrical presentation.

FMP 490 Creative Portfolio Development (3 credits)

The Creative Portfolio Development course is a final component of students' capstone project and requires students to work independently on completing a creative project. The course helps students address specific creative challenges they will face in all aspects of their career going forward. Students create a portfolio and business plan, with a final promotional presentation of their developing identity.

GRD 100 Overview of the Graphic Design Industry (3 credits)

In this course students explore graphic design from the perspective of a graphic design professional. Students are introduced to the history of graphic design, fundamental terminology, skills, workflows, technologies, and current trends. Students also explore the range of available career paths and how to prepare for various types of careers in this creative field. They explore important websites and other resources used by graphic design professionals, which will provide support in future courses and throughout their career.

GRD 110 Design Fundamentals (3 credits)

This course introduces design as a visual communications tool. Students learn the language, theories, and practices in the creative design process. Focus is on layout and composition using the principles of design including balance, emphasis, harmony, rhythm, scale, and proportion. Design elements covered include line, color, texture, shape, form, value, and space.

GRD 120 Drawing for Designers (3 credits)

This course introduces students to the fundamentals of drawing as a professional tool for graphic designers. Students trace and sketch simple shapes and type and progress to shading using hatching and blending techniques. At the end of the course, students incorporate what they have learned to create a finished composition.

GRD130 Digital Image Making (3 credits)

This course introduces students to the use of the computer as an image-making tool used across all art and design disciplines. Students are introduced to Photoshop and Illustrator tools and techniques, basic typography, and graphic design principles.

GRD 140 Digital Color Theory (3 credits)

In this course students learn the theories and application of color as it relates to both print and screen. Students review methods and techniques for using color to create powerful designs as well as necessary color-correction techniques for various delivery options. Students learn how color can impact original design concepts across multiple media types.

GRD 150 Advanced Sketching and Composition (3 credits)

This course introduces techniques for using rapid sketching and perspective drawing to develop design concepts. The focus is on quick and competent sketching for conceptual thinking and problem-solving.

GRD 200 Introduction to Photography (3 credits)

In this course students use a DSLR camera to build their basic photography skills. The course will emphasize camera handling, digital image manipulation, and file management. Students learn about the rule of thirds, framing, and composition. They also learn to use depth of field and lighting techniques to create compelling images.

GRD 210 Type and Layout I (3 credits)

In this course students learn about typography and layout in design. Students will explore the critical role that typography plays in design and how it can be used to create effective page layouts. The projects focus on using the latest design and page layout software to create effective layouts.

GRD 220 Type and Layout II (3 credits)

In this course students continue to develop their typography and layout skills from Type and Layout I with a more advanced exploration of design concepts and practice. The projects will focus on typography, layout, and pre-production techniques.

GRD 230 Motion Design I (3 credits)

In this course, students learn the basics of motion graphics using industry-standard software. The course focuses on the process for creating powerful motion graphics that integrate imagery, sound, and video. Students develop a motion graphic using a step-by-step process from the developmental phase to final rendering.

GRD 240 Print and Digital Production (3 credits)

This course focuses on the final production of print and digital media. Students create production-ready files using industry standard software. The focus is on technical aspects of production including proofing, image quality, pagination, file formats, and other techniques needed for final finishing.

GRD 250 Portfolio I (3 credits)

In this course students begin the process of creating a professional-quality portfolio that they can use to seek employment in the design field. Students refine their work from previous courses so that it can be used in their portfolios. Students create a portfolio that they will continue to improve and develop throughout the remainder of their degree program. They also evaluate their personal strengths and explore options for achieving their career goals.

GRD 260 Logos and Symbols (3 credits)

Students explore how to use graphic elements and typography to create effective logos and symbols. The course examines how organizations use logos and symbols as powerful branding tools. Students analyze how graphic elements and typography can be used to create branding symbols that are memorable and instantly recognizable. The course reviews the work of giants in the field and investigates how specific logos have become iconic.

GRD 270 Photography in Design (3 credits)

In this course students learn to utilize photography with the purpose of creating compelling images for multiple media types including print, web, and video. Students explore and utilize the basic principles of photography such as lighting and composition to produce effective images.

GRD 320 Concept Design I (3 credits)

In this course, students will learn about the various types of conceptual advertising, the roles of creative practitioners, and the creative process used to craft a concept-based ad. Students will create a design solution for a brand product/service, with a strong emphasis on developing a unique conceptual idea and creative message that effectively communicates to a given target audience. Focus is on using creative problem-solving methods such as research and brainstorming to develop effective ad concepts, as well as on methods for presenting those concepts in visual form for professional presentation.

GRD 325 Concept Design II (3 credits)

In this course, students will continue to develop their understanding of conceptual advertising. The focus will be on developing more sophisticated and comprehensive advertising campaigns. Students will create a fully integrated campaign for a brand product/service across multiple media outlets (print and digital). Focus will be on using multiple outlets to reach a target audience, including social media and digital platforms. Students will also work on writing more effective advertising copy.

GRD 330 Package Design (3 credits)

Students strengthen and expand their design skills by applying them to three-dimensional packaging. This course focuses on the processes, materials, and designs used for effective product packaging. Students explore a variety of packaging options and techniques while demonstrating the ability to create packaging that meets specific functionality requirements.

GRD 335 Website Design (3 credits)

In this course students explore interactive website creation as a medium for communication. While learning the fundamentals of web design, including a basic understanding of page construction and technical skills, students explore how to use the Internet as a medium for promotion, production, and distribution. Students learn website development using a Content Management System to create a quality website for desktop and mobile devices.

GRD 340 Design Strategy (3 credits)

In this course students research, develop, and solve complex visual communication problems. Design strategy concepts include: research and analysis, conceptual development, and how to implement design solutions across multiple media platforms such as print, web, and mobile. Students are introduced to written, verbal, and visual presentation techniques in order to articulate why specific solutions and media options have been employed.

GRD 360 Storytelling and Video (3 credits)

In this course students explore the use of video as a communication tool. Stories are written, storyboarded, edited, and produced in video format for a variety of forms including advertising, short-form video, title design, or use in combination with another medium such as motion graphics. Students demonstrate digital video production skills, an appreciation of storytelling, and the skills to create powerful visuals to convey meaning.

GRD 370 Motion Design II (3 credits)

In this course, students gain more hands-on experience with the industry-standard motion graphics software utilized by design and animation companies worldwide. Students learn the processes for designing, compositing, and creating visual effects to produce motion graphics for web, film, gaming, and animation.

GRD 380 Motion Design III (3 credits)

In this course, students learn how to apply design, motion, and video used in opening titles, captions, and credits for film, TV, games, web, and other media. Students demonstrate knowledge of kinetic typography, graphics, motion graphics, and video for animated segments.

GRD 430 Corporate Identity (3 credits)

In this course students research and analyze a company's history, mission, and objectives as the basis of developing a strong corporate image. Students conceptualize and create a company's identity including logo design through a series of exercises and projects that emphasize color palettes, type styles, photographic imagery, and more.

GRD 440 Concepts in Advertising (3 credits)

This course provides an exploration of advertising, from concept to distribution of multi-format media campaigns. Students assume the role of creative director and create content for all aspects of an advertising campaign. Emphasis is on preparation of concepts and professional presentation to a client.

GRD 450 Client Communications (3 credits)

Establishing positive and productive relationships with clients is essential for success in the design field. This course will examine effective communication techniques for developing strong designer-client relationships. Students learn how to define customer requirements, expectations, and priorities; present proposals that meet or exceed customer needs; refine ideas with customers using an iterative process; and respond to challenging customer situations for positive results. These techniques will help designers deliver effective design solutions that meet their client's needs and objectives.

GRD 460 Experiential Design (3 credits)

In this course students learn the processes and methods of designing products, services, or environments focusing on the user experience. Students create innovative solutions to complex problems through concept development, content production, and interactive integration. Students work in a cross-discipline perspective to market a product or service in ways to persuade, inform, or entertain by creating a content strategy that includes video, interactive media, augmented reality, virtual reality (VR), and/or holographs.

GRD 470 UX/UI Design I (3 credits)

In this course, students will continue to build upon their knowledge of user experience from the Experiential Design course. The course will focus on methods to create a positive user experience, including research, creating personas, and conducting user testing for an application or responsive website.

GRD 475 UX/UI Design II (3 credits)

In this course, students will build a user interface application or responsive website design prototype. Topics covered will include best UI practices (UI patterns); terminology used in UI; creating icons and graphics; and the effective use of layout, design, and font choices to improve the user experience. By the end of this course, students will be able to describe and apply current best practices and conventions in UX design, and employ the fundamental principles of how UX design functions to shape an audience's experience. Students will design and model interfaces and then evaluate the design to ensure that the user's goals are met.

GRD 480 Professional Practices in Graphic Design (3 credits)

This course prepares students for successful employment in the field of graphic design, whether pursuing freelance work, self-employment, employment within a company large or small in various industries, or agency work. Benefits, drawbacks, and considerations for each potential career choice are examined. Students learn real-world business and marketing skills, how to determine the value and reasonable pricing of their work, and legal and ethical considerations when working with clients. Students develop a business strategy and self-marketing materials to foster career success.

GRD 490 Portfolio II (3 credits)

The designer's portfolio of work is the employer's primary tool for assessing the skills and talents of a prospective employee and is the student's most important asset in successfully gaining employment upon graduation. In this course students synthesize skills learned throughout the program, enhance and refine their portfolio, analyze and evaluate each other's work, and develop a professional presentation strategy for their portfolio. They present their portfolio to a mock audience, demonstrating skills in portfolio composition and delivery that address the priorities of today's graphic design professionals.

MBS 310 Music Industry Marketing (3 credits)

This course examines marketing strategy specific to the music and recording industry. Students formulate integrated strategic and tactical marketing plans for music business products, services and experiences, integrating traditional and digital promotional avenues.

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.

MBS 330 Music Supervision (3 credits)

This course explores the role of the music supervision professional as a creative liaison between the music industry and the visual-media industries, determining the musical vision, tone, and style that best suit a given project in film, television, advertising, games and other interactive media. Students learn the steps needed to identify, secure, and supervise music-related talent, including composers, songwriters, recording artists, musicians, and producers and the skills needed to effectively communicate and negotiate with talent representation to obtain necessary clearances.

MBS 440 Concert and Tour Management (3 credits)

In this course students learn the fundamentals and best practices of tour logistics, concert promotion, and production management basics used by industry professionals to effectively develop and execute and concert tours. The course also explores public-safety guidelines, contract riders, unions, staff and equipment booking, and the daily execution of tour schedules.

MBS 490 Music Business Final Project (3 credits)

In this course students analyze complex, real-world music business scenarios, select a current business challenge related to the music industry, assess potential action steps, and develop strategic plans to effect a solution. Through this process, students evaluate the management, marketing, financial, legal, and ethical decisions that affect real-world music business decisions.

MCM 100 Storytelling in the Entertainment and Media Industries (4 credits)

The Storytelling in the Entertainment and Media Industries course examines the various industries that utilize visual storytelling, including film, digital cinematography, creative writing, and media communications. The course familiarizes students with the different types of visual art forms, genres, scripting styles, and organizational structures that each discipline utilizes, as well as how formatting of visual art might be redesigned for transmedia impact. Students will also build a firm understanding of the various skill sets common in the visual arts industries in order to develop the skills most sought after in their prospective careers.

MCM 110 Introduction to Media Communications and Technologies (3 credits)

The Introduction to Media Communications and Technologies course provides students with a brief history and an overview of contemporary forms of media communication. Students will examine a variety of analytical and strategic perspectives while being introduced to industry-production tools and techniques. Areas of study highlight the many roles of media professionals, the media-campaign creation process, and the impact of new-media technologies. Students will learn how to make sense of the dynamic field of media communications through a critical analysis of real-world media campaigns, which will serve as a foundation to build their own media strategies.

MCM 120 Aesthetics and Theory of Communications (4 credits)

In the Aesthetics and Theory of Communications course, students will consider the important role aesthetics plays in engaging and appealing to an audience. The course examines the theories of sight, sound, and motion as applied to the design of communication products for different media formats. Students will learn strategies for creative composition and will consider the psychological and physiological implications of images. The course also examines the differences in aesthetics across cultures and how these differences impact professional media projects.

MCM 130 New Media Tools (4 credits)

In the New Media Tools course, students will evaluate new-media tools along with past methods and media outlets. Students will examine these communication avenues and their effectiveness. Students will explore a variety of media used in digital and online environments to accomplish course projects and further their understanding of new-media tools, including images, text, and streaming video and audio. Students will gain an understanding of the unique possibilities and challenges of new media by learning the technology, techniques, and methods of storytelling on multimedia platforms. By studying examples of existing interactive programs, students will develop strategies to solve real-world problems, which will assist them in their future media careers.

MCM 140 Digital Video and Audio Production (4 credits)

The Digital Video and Audio Production course covers the fundamental techniques and concepts of the preproduction and production processes. Students will explore the aesthetics of bringing video and audio together to create a dynamic presentation for a variety of media communications applications. The course examines scripting, treatments, visual and audio storytelling, storyboarding, editing, sound, media management, narration and industry terminology, and application.

MCM 150 Project and Portfolio I: Media Strategy (3 credits)

The Project and Portfolio I: Media Strategy course combines hands-on learning experiences with summative and formative portfolio assessments. Students will analyze and identify media trends and strategies to inform and develop their professional goals and industry angle. Through this course, they will learn how to convey a desired mood and emotion using effective storytelling techniques and visual tools.

MCM 160 Research in Media Communications (3 credits)

The Research in Media Communications course introduces students to the theories and practices used for research in media communications. Students will compare research methodologies and communication theories while learning to differentiate between topics of study. Students will conduct qualitative and quantitative research through the development of basic data-gathering tools, literature review creation and analysis, and data visualization. Students will also be introduced to basic search engine optimization (SEO) methods, using analytics and data analysis to drive choices that maximize audience and customer response.

MCM 200 Project and Portfolio II: Media Communications (3 credits)

The Project and Portfolio II: Media Communications course combines hands-on learning experiences with summative and formative portfolio assessments. Building on the media campaign conceptualized in Portfolio I, students will develop and record a presentation that demonstrates how to use research to establish a working social-media strategy. The project will challenge students to synthesize concepts and techniques introduced in previous course work and the introductory portfolio course.

MCM 201 Professional Development Seminar I: Media Communications (1 credit)

In Professional Development Seminar I: Media Communications, students will build upon previous courses to gain an understanding of media career opportunities and how they align with their current qualifications. In addition, students will write an action plan that outlines specific steps to becoming a viable candidate for employment before graduation. Students will create a media asset that communicates their action plan. Guest speakers will provide students with insight into real-world professional experiences.

MCM 210 Graphic Design and Communications (4 credits)

In the Graphic Design and Communications course, students will examine principles, concepts, and applications that will strengthen communication efforts within graphic-design projects. The course guides students through the process of creating, producing, and distributing compelling still and animated visual communication. Students will review how words and images are coupled to convey data, concepts, and emotions. In addition, students will explore the developmental phases of the graphic communications process from the origination of the idea to the reproduction, finishing, and distribution of multimedia products.

MCM 220 Editing for the Web (4 credits)

The Editing for the Web course is designed for students to learn the best practices for developing content for the interactive web. In addition to analyzing a wide variety of websites, students will explore blogs, web series, podcasts, and more to learn content-optimization techniques both in terms of the message and the media while also learning techniques for incorporating multipage integration. Students will also be introduced to the concepts of usability and user experience and how they guide web content development strategies.

MCM 250 Project and Portfolio III: Media Communications (3 credits)

The Project and Portfolio III: Media Communications course combines hands-on learning experiences with summative and formative portfolio assessment. Students will create a branded one-page website showcasing the media campaign planning and research completed in their previous portfolio courses. Students will create additional graphics and web-based assets to further support their media campaign and highlight their emerging personal brand. The one-page website will serve as both portfolio and visual résumé.

MCM 251 Professional Development Seminar II: Media Communications (1 credit)
In Professional Development Seminar II: Media Communications, students will create a text-based résumé that clearly articulates their unique background, skills, experience, talents, and qualifications. In this course, students will learn how to tailor their résumé keyword content to a job posting from their exploration in Professional Development Seminar I. Students will consider optimal communication channels such as a professional email address and custom domain name for their portfolio website. Guest speakers will provide students with insight into real-world professional experiences.

MCM 300 Gaming and Transmedia Storytelling (4 credits)
The Gaming and Transmedia Storytelling course explores the impact of transmedia on audience behavior and media culture as well as its relevance as a media communication tool. Students will survey the history of transmedia, theories of industry pioneers, and trends created by current leaders in the field. Students will also examine how gaming influences transmedia marketing and audience engagement. Students will also learn how to use a variety of media metrics to measure a transmedia story's impact. Additionally, students will be able to differentiate between transmedia and cross media campaigns and entertainment franchises. Finally, students will be able to delineate between passive transmedia narratives and interactive alternate reality games.

MCM 310 Advanced Video (3 credits)
The Advanced Video course covers techniques and concepts of producing and editing digital video. The concept of visual storytelling will be explored and analyzed within various media applications to demonstrate the importance of constructing a fully developed idea using images. This course reviews the process of video editing throughout the entire development of a media project. There is an emphasis on image sequencing and story continuity and the use of visual effects, color correction, media management, narration, and industry terminology. Students will apply these concepts to a digital video project using technical skills that promote production value and showcase effective storytelling.

MCM 320 Advanced Audio (3 credits)
In the Advanced Audio course, students will explore technologies and techniques for producing and manipulating digital audio for a variety of digital media applications. The course covers desktop digital audio asset creation, editing and restoration, and the application of digital audio to multimedia, broadcast, and other forms of interactive media. Students will combine digital audio asset production skills with effective storytelling to produce captivating audio media.

MCM 330 Project and Portfolio IV: Media Communications (3 credits)
The Project and Portfolio IV: Media Communications course combines hands-on learning experiences with summative and formative portfolio assessment. Building on concepts introduced in Digital Video and Audio Production, Advanced Video, and Advanced Audio, students will complete a video/audio portfolio component that they can add to their portfolio website that includes personal branding assets, such as infographics and rich media, to feed multiple outputs including video résumés, project proposals, and product branding campaigns.

MCM 340 Media Entrepreneurship (4 credits)
The Media Entrepreneurship course introduces students to the basics of entrepreneurship and the evolving business models for media. The course investigates general concepts of entrepreneurship and how digital technologies and the Internet are transforming media economics. Students will use recent news and communication start-ups as case studies for applying entrepreneurial principles.

MCM 350 Integrated Marketing (3 credits)
The Integrated Marketing course examines the applications of a consistent brand message across both traditional and nontraditional marketing channels. Students will explore promotional methods strategically designed to reinforce brand contact with target markets and stakeholders. In this course, students will examine the integration of marketing channels and public relations by using digital media to develop strategies and creative campaigns. Students will work with relevant case histories and survey contemporary topics. This course incorporates multiple disciplines such as advertising, public relations, promotion, and social media.

MCM 360 Project and Portfolio V: Media Communications (3 credits)
The Project and Portfolio V: Media Communications course combines hands-on learning experiences with summative and formative portfolio assessment. Building on research conducted in Portfolio II, students will review a related industry business and analyze its current marketing strategy for cohesiveness of brand messaging. Students will suggest improvements through a marketing project proposal, which will focus on employing traditional and nontraditional marketing channels. Students will apply their previous portfolio course knowledge of research, graphic design, digital branding, and business principles. Self-directed students may also explore relevant personal projects or internships during the course.

MCM 370 Web Design (4 credits)
In the Web Design course, students will explore the multifaceted discipline of web design from a strategic media perspective. Students will gain a basic understanding of website wireframes, information architecture, and target audience analysis. The web will be examined as a platform for the production, promotion, and distribution of media and personal branding; as an interactive medium of communication; and as an art form.

MCM 400 Interactive Media (3 credits)
Interactive media has become a means to allow consumers to participate directly with entertainment products and services. In this course students will develop strategies to incorporate interactive media elements into entertainment ventures. Topics include the use of websites, mobile apps, and other interactive technologies in the promotion and monetization of entertainment content.

MCM 410 Project and Portfolio VI: Media Communications (3 credits)
The Project and Portfolio VI: Media Communications course combines hands-on learning experiences with summative and formative portfolio assessment. Students will plan, create, and distribute a transmedia narrative by applying the technical proficiencies gained in previous courses. The transmedia narrative will highlight their work as media strategists and content creators as well as demonstrate the delivery of a message to a specific audience. All media content will be aesthetically appropriate and genre specific, in addition to being screened for rights of use. Students will write an assessment of current adherence to legal intellectual-property rules and will make any necessary changes to stay within rights of use. Self-directed students may also explore relevant personal projects or internships during the course.

MCM 420 New Media Formats (4 credits)
In the New Media Formats course, students will break from the conventions of traditional modes of visual storytelling to explore short-form, web-based, interactive, and digital-media creation methods. Primary focus will be on the formats of web production, music videos, commercials, and short films. In addition, the course will also explore the innovative ways these formats have diverged and grown from the more conventional approaches to visual storytelling.

MCM 430 Media Sociology (3 credits)
The Media Sociology course teaches students how to evaluate the psychological and cultural aspects of media. The field of media sociology encompasses both the individual and societal experiences of media from affective, cognitive, and behavioral perspectives. These studies will cover two important angles, including how people impact the media and how media impacts individuals and society as a whole. During this course, students will explore historical media formats such as pictures, sound, graphics, and content. They will also investigate diverse types of contemporary media including emerging technologies and communications.

MCM 480 Project and Portfolio VII: Media Communications (3 credits)
The Project and Portfolio VII: Media Communications course combines hands-on learning experiences with summative and formative portfolio assessment. Students will implement the technical and creative competencies mastered along the program combined with new brain-based strategies to demonstrate their ability to design and execute an effective media campaign. Focusing on themselves as the product, students will leverage new media formats by deciding how to deliver their self-promotion media piece. Students will exercise the diverse proficiencies gained throughout the portfolio series to support their successful transition from the academic environment to a professional arena. Self-directed students may also explore relevant personal projects or internships during the course.

MCM 490 Career Readiness: Media Communications (3 credits)
In the Career Readiness: Media Communications course, students will prepare themselves for the job market and address the specific professional practices that they will face throughout their careers. They will identify specific media career opportunities and submit an application for a media position. The course will survey career resources and strategies for connecting with relevant industry professionals. Students will also connect with the Career Development department.

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 121 Music Theory I (3 credits)
This course develops a solid basis in the language of music. Music theory 1 equips the student with the fundamentals of note identification, major scale construction, rhythmic notation and ear training.

MPR 122 Music Theory II (4 credits)
In this course students expand their understanding of music theory, intervals, key signatures, chord structure, and common chord progressions. Music Theory II further develops skills and vocabulary introduced in Music Theory I and equips the student with the tools needed to effectively use and communicate musical concepts.

MPR 123 Music Theory (3 credits)
In this course, students develop a music theory knowledge base for composing MIDI-based productions. 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 124 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 130 Music Composition Programming (3 credits)
This course further develops compositional techniques through the 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 131 Sequencing Technologies (4 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. Additional topics include application of automation and effects.

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 230 Advanced Music Composition and Programming (4 credits)

This course explores the creative use of digital audio workstation software by modern composers and producers. Students will use synthesis to create custom drum and keyboard sounds. Composition techniques are further developed by introducing voice leading for writing harmony. Additional topics include advanced automation techniques, the use of plug-ins for audio processing and further sound customization.

MPR 231 Advanced Music Composition Programming (3 credits)

This course explores the creative use of digital audio workstation software by modern composers and producers. Students learn advanced composition techniques using automation, processing, and plug-ins, developing new compositional perspectives through listening, analysis, and creation.

MPR 236 Mixing Concepts and Techniques (3 credits)

This course teaches industry-standard mixing and mastering techniques applicable to the digital audio workstation environment. Topics include mixing templates, signal processors, time-based effects, automation, and implementing mixing and mastering strategies. Students will learn the value of referencing commercial mixes to inform stylistic and analytic mixing decisions.

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 260 Music Production for Media (4 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, orchestral scoring techniques and music production techniques used in marketing and advertisement for traditional and online environments.

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 develops 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 their final work in a portfolio that can be presented to potential employers.

RCA 223 Signal Processing and Effects (3 credits)

This course explores signal processing and time-based effects in the DAW plug-in environment. Topics include, routing options, application and use of equalizers, compressors, noise gates, reverbs, delays, flangers, and spatial effects.

RCA 232 Pro Tools Essentials (3 credits)

This course explores the Pro Tools digital audio workstation (DAW) environment through study of digital audio concepts and workflow practices. Students receive instruction and hands-on practical experience with computer-based recording systems dominant in professional recording studios.

RCA 236 Mixing Concepts and Techniques (4 credits)

This course teaches industry-standard mixing and mastering techniques applicable to the digital audio workstation environment. Topics include mixing templates, signal processors, time-based effects, automation, and implementing mixing and mastering strategies. Students will learn the value of referencing commercial mixes to inform stylistic and analytic mixing decisions.

RCA 253 Advanced Pro Tools (3 credits)

In this course, students expand their knowledge and skills in the digital audio workstation environment. Students apply their DAW skills to high-level manipulation of audio, via editing, automation, elastic audio, and strip silence. Emphasis is placed on the integration and use of control surfaces.

RCA 286 Live Sound Production (3 credits)

This course introduces students to the design and use of live sound reinforcement systems. The course explores the principles of live music production in large and small venues as well as corporate event production. Students receive training in system construction, acoustics, equalization, and live mixing.

WFT 100 Pitching I (4 credits)

Students will learn effective ways of communicating ideas into cohesive personal stories. Through the use of effective loglines and short synopses, students will progress into communicating the major beats and character progression of their stories. 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 structure and the history behind it. The relationship of structure to plot, character and thematic development will also be examined. Through the breaking down of existing screenplays from various genres, students will complete this course with an understanding of classic feature film structure, scenes, and character. 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. This class teaches a set of skills that allow students to analyze scripts and write their own screen stories using a variety of story formulas and paradigms. Course topics include the Hero's Journey, Three-Act and Five-Act Structure, and Linear and Non-Linear storytelling. Through lecture, analysis, creative writing assignments, and peer review, students learn dramatic and comedic storytelling strategies.

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 television structure and content. This course will cover episodic, serialized, and limited series, as well as a variety of television genres. 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 engaging and active characters for screen, television, and new media.

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 of re-writing another writer's work.

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 a successful 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 Writing the Outline to write the first act 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 Act 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 Act I and II with an emphasis on the climax. Students will focus on how their characters have transformed 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 arc.

WFT 300 Immersive Storytelling (4 credits)

Immersive experiences in virtual and augmented reality have emerged as powerful storytelling tools in the ever-changing 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) (Campus Course)

Creative Writing will introduce students to the fundamental principles governing various literary forms, while simultaneously reinforcing the conventional 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 101 Creative Writing (3 credits) (Online Course)

Creative Writing will introduce students to the fundamental principles governing various literary forms, while simultaneously reinforcing the conventional rules of English grammar, syntax, and organization. Through a variety of selected readings, discussions, and assignments, students will develop and hone their writing skills, deepen their familiarity with an array of literary devices, and explore the foundations of developing characters and story.

ENG 326 Advanced Creative Writing (3 credits) (Campus Course)

This course explores the craft of creative fiction and non-fiction in both our own writing and the works of established authors. Students will learn narrative techniques which help capture and animate the myriad stories which issue from both real life and our imaginations. Primary emphasis will be placed upon the fundamental elements of story (Plot, Character, Conflict, Theme, and Setting), how to employ them, and how they apply universally across an array of creative writing disciplines. Students will develop their personal "writerly voice" through a series of writing projects in a variety of forms and genres.

ENG 326 Professional Writing (3 credits) (Online Course)

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 110 Introduction to Transmedia Design (3 credits)

Introduction to Transmedia Design will introduce students to the development of stories and characters across multiple mediums, including films, music, books, games, webisodes and social media. This course will present practical strategies to increase audience engagement, create new revenue streams for producers, open up a project to multiple demographics and prime a project for generational success. Students will learn the basic creative strategies and value propositions governing the transmedia space and, most importantly, how to use them to optimize projects and media throughout the entire entertainment spectrum.

HUM 222 Aesthetics and Culture (3 credits)

This course 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 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 251 Historical Archetypes and Mythology (3 credits)

This course is designed as a general, comparative survey of a wide variety of world myths and the fundamental archetypal patterns which both inform and govern their respective structures and thematic conceits. Primary emphasis will be placed on the manner in which myths, epics, and folklore embrace and illustrate a variety of timeless and universal themes which transcend epochal and geographical boundaries. Secondary emphasis will be placed on how mythic structure and archetypal patterns inform modern forms of entertainment and communication, including film, television, computer and video games, music, advertising, marketing, and corporate branding.

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.

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.

HUM 430 Innovative and Immersive Art (3 credits)

This course is a study of the origin and development of art that derives its form through the intersection of emerging technologies and that has a spatial, aural, and temporal relationship to its audience. The course explores the relationship of this work and its unique forms of expression within film, music, design, and other unique and creative forms. Students explore the increasing role that technology plays in present and emerging art forms, analyze recent works, and develop a broader understanding of current issues in the photographic, performance, installation, sound, web, interactive, and digital or electronic arts.

MAT 121 Quantitative Principles (3 credits) (Campus Course)

Quantitative Principles is designed to introduce students to basic quantitative principles and enhance their skills in problem solving. The course covers basic principles in algebra, geometry, statistics and business math, and the application of these principles in film, music, gaming, animation and entertainment business. Real-world examples and problems related to their field of study will be worked out by students toward an understanding of the advantages of being quantitatively literate in chosen professions. At the end of the course, students are expected to gain an appreciation of quantitative principles and its practical uses, and to be able to use these principles in problem-solving, decision-making, and improving their craft in their respective disciplines.

MAT 121 College Mathematics (3 credits) (Online Course)

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.

MTH 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.

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, creativity, 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) (Campus Course)

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.

SPC 214 Creative Presentation (3 credits) (Online Course)

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 discussions and activities that explore concepts within communication, active listening, image management, and verbal/non-verbal communication. These concepts are examined from both personal and industry perspectives.

Internship

INT 299 or 399 Internship (1.0-5.0 credits)

An optional internship course that is specifically tailored to further prepare degree students for the careers of their choice. A Faculty Mentor and Career Development advisor work directly with host facilities to make sure participants gain practical experience and on-the-job training. Besides the many obvious advantages of gaining working experience in a real-world situation, a successful internship gives graduates a professional reference which can be very beneficial when seeking employment.

POLICIES AND PROCEDURES

ADMISSIONS INFORMATION

REQUIREMENTS FOR ADMISSION

To be eligible for admission, applicants to an associate's or full bachelor's degree program must be a high school graduate or possess a recognized high school equivalency (GED® - General Education Diploma or HiSET Exam Scores). An applicant to a bachelor's degree completion program must have an associate's degree from a recognized accredited institution.

To meet admissions requirements, an applicant must provide documentation supporting one of the following:

- An official High School Transcript or diploma that indicates student is a graduate.
- A recognized equivalent of a high school diploma such as a GED (General Education Diploma) diploma.
- California HiSET Exam: the California HiSET (High School Equivalency Test) has been approved as an acceptable alternative to the GED Exam for the state of California. The passing results must be received directly from the testing center to be considered official.
- Documentation of a homeschooling program at the secondary level as allowed under the state's rules in which the homeschooling program occurred.
- Documentation of a state authorized examination that the state recognizes as the equivalent of a high school diploma, such as the California High School Proficiency Exam.
- An official credential evaluation with High School transcript that certifies that the student completed the equivalent of a high school diploma from a non-U.S. educational institute.
- Applicants who are unable to provide documentation of having completed a high school diploma or high school equivalency certification due to a natural disaster destroying the records or the institution having been closed may submit the following for consideration in addition to completing an attestation of High School Diploma or high school equivalency certification completion:
 - Confirmation from the state recognizing that the institution lost its records to a natural disaster. If the state cannot confirm, confirmation can be obtained from a recognized authority as approved by the VP of Compliance.
 - Confirmation from the state recognizing that the institution has closed and that the records are not attainable.
- Applicants to a bachelor's degree completion program must also submit an official college transcript documenting completion of an associate's degree from an accredited institution whose accreditation is recognized by the Council for Higher Education Accreditation (bachelor's degree completion program only).
- All applicants must have the ability to read and write English at the level of a graduate of an American high school as demonstrated by the possession of a high school diploma, GED or passage of the California high school proficiency exam.

PHYSICAL REQUIREMENTS

Students' educational training takes place in a variety of production environments including, classrooms, sound stages, off-campus locations, project studios, and computer lab environments. While performing various activities in classes and labs, student are required to verbally communicate effectively with other students and instructors, and interact appropriately with computer systems, audio, video, lighting and other production equipment as necessary. While in class and lab, students may be subject to bending, reaching, kneeling, stooping and lifting up to thirty (30) pounds. Students must therefore meet minimum physical requirements in order to perform the essential duties required to successfully complete their program. Applicants should contact their Admissions Representative for the list of specific requirements for their selected degree program.

ADDITIONAL REQUIREMENTS FOR APPLICANTS TO ONLINE DEGREE PROGRAMS

Applicants to distance education/online degree programs must have a computer that allows for access to our Learning Management System (LMS) and corresponding materials, and with sufficient memory and hard drive capacity to upload and download multimedia files. Students must also have regular access to a computer that meets the minimum specifications for each program and reliable high-speed Internet connection. Applicants will be required to complete a technology assessment and orientation module. The assessment module confirms that the applicant has received sufficient instruction and information from the orientation module. The module explains the best practices for conducting online learning, overall operation of the online platform, procedures for troubleshooting problems and contacting the technical support team, and general college policies as they apply to the online format.

The school reserves the right to request any additional information necessary to evaluate an applicant's potential for academic success. The school may reject any applicant whose records indicate that they are not reasonably capable of successfully completing and benefiting from the program, inadequate preparation and/or interest for its programs.

STATE AUTHORIZATION DISCLOSURE FOR ONLINE STUDENTS

LAFS is authorized to enroll students residing in most U.S. states and territories in its online degree programs. A list of the states where LAFS cannot accept enrollments in online degree programs may be found on its website at www.lafilm.edu/accreditation. If a student enrolled in an online program is going to move from an approved state to a non-approved state, he or she must notify LAFS as far in advance as possible. LAFS cannot guarantee that a student's new home state will allow the student to complete his/her program at LAFS. If the new home state does not approve a student's continued enrollment, the student will be administratively withdrawn. Administratively withdrawn students are still be responsible for the tuition and fees incurred for the portion of the program completed prior to withdrawal.

ENROLLMENT AND APPLICATION PROCEDURE

A completed application for admission may be submitted online through the school's website (www.lafilm.edu) or in person (Admissions Department, 6353 Sunset Blvd., 1st Floor, Hollywood, CA 90028). A \$75 Registration Fee is payable upon submission of an application for admission. The Registration Fee is not covered by financial aid. Students must submit all required admissions documentation and sign all enrollment documentation prior to the program start date. Prospective students are strongly encouraged to visit the school prior to submitting an application. Arrangements for a tour of the school may be made by contacting the Admissions Department.

INTERNATIONAL STUDENT ADMISSIONS POLICY

All international students must meet the same admissions standards as all other students (please refer to Admissions Requirements above). International students applying to SEVP-certified schools and requiring the school's sponsorship for international student visa status (Form I-20) must meet the additional requirements listed below. The school requires nonimmigrant students present in Visa Waiver, B-1, and B-2 status to change visa to F-1 or other qualifying status prior to enrolling in programs of study (other than avocational or recreational courses).

Important International Student Disclosure – International students attending the school under F-1 visas (Form I-20) are required to maintain a “full course of study” during each academic term of their programs of study. This is defined as a minimum of 12 credits per 16-week semester. Not more than 1 online course or 3 online credits per semester may be counted toward meeting the “full course of study” requirement.

THIS SCHOOL IS AUTHORIZED UNDER FEDERAL LAW TO ENROLL NONIMMIGRANT ALIEN STUDENTS.

ADMISSIONS REQUIREMENTS FOR STUDENTS REQUIRING FORM I-20 SPONSORSHIP

International students requiring the school’s Form I-20 must submit the following items in addition to the standard documents required for admission:

- Original or official copies of all educational transcripts and diplomas (secondary and postsecondary if applicable).
- English language translation(s) of education transcripts and diplomas, if applicable.
- If used to meet admissions requirements above, official credential evaluation of non-U.S. transcripts and diplomas required for admission. Evaluations must be prepared by a National Association of Credential Evaluation Services (NACES) or Association of International Credential Evaluators (AICE)-member organization.
- Proof of English Language Proficiency (see English Language Proficiency Policy)
- Proof of financial responsibility to cover costs of tuition and fees and living expenses for at least one academic year (official bank statements, Sponsor’s Statement of Support, if required). Please note that all fees must be paid in United States currency.
- Applicants for a campus-based degree program are required to obtain the proper visa in order to study full time.
 - Nonimmigrant applicants residing in the United States at the time of application must submit a photocopy of the visa page contained within the student’s passport as well as a photocopy of the student’s I/94 arrival departure record (both sides).
 - Nonimmigrant applicants residing in the United States at the time of application in either, F, M, or J non-immigrant classification must submit written confirmation of nonimmigrant status at previous school attended before transferring to the School.

ENGLISH LANGUAGE PROFICIENCY POLICY

All applicants whose first language is not English must demonstrate competence in the English language. This requirement can be satisfied a) if the applicant attended a high school in the United States; b) submits a diploma from a secondary school in a system in which English is the official language of instruction; c) completion of an American standardized test (SAT, ACT, or GRE) exam evidencing English comprehension; or d) completed one or more years of postsecondary education at an English-speaking institution and can demonstrate completed coursework in English courses. If English is not the applicant’s first language, the applicant must meet the minimum acceptable proof of English Language Proficiency standard through one of the following:

Associate and Bachelor Degree Programs:

Presenting the Level 110 certificate of completion of ELS coursework or official documentation from another accredited ESL program that the applicant has completed an equivalent college-level English language program or presenting an official minimum score on one of the following English proficiency exams:

- A score of ‘61’ on the Test of English as a Foreign Language (TOEFL) internet-based (iBT).
- A score of ‘6.0’ on the International English Language Testing System (IELTS).
- A raw score of ‘66’ and an adjusted score of ‘81’ on the Michigan Test of English Proficiency (MTEP).

Bachelor Degree-Completion Programs:

Presenting the Level 112 certificate of completion of ELS coursework or official documentation from another accredited ESL program that the applicant has completed an equivalent advanced college-level English language program or presenting an official minimum score on one of the following English proficiency exams:

- A score of ‘79’ on the Test of English as a Foreign Language (TOEFL) internet-based (iBT)
- A score of ‘6.5’ on the International English Language Testing System (IELTS)

NON-DISCRIMINATION POLICY

The Los Angeles Film School does not discriminate or harass on the basis of race, color, national origin, sex, gender, sexual orientation, gender identity or expression, disability, age, religion, veteran’s status, genetic marker, or any other characteristic protected by state, local or federal law, in our programs and activities. The Los Angeles Film School provides reasonable accommodations to qualified individuals with disabilities. The Los Angeles Film School will not retaliate against persons bringing forward allegations of harassment or discrimination.

The following person has been designated to handle inquiries and coordinate the school’s compliance efforts regarding the Non-Discrimination Policy: Yacine Ndao, 6353 Sunset Blvd., Hollywood, CA 90028, Phone: 323.769.2276.

ARTICULATION AGREEMENTS WITH OTHER COLLEGES AND UNIVERSITIES

Many students have previous educational experiences and may have earned credits at other institutions. The Los Angeles Film School has entered into articulation agreements with Full Sail University, Pierce College, Santa Monica College, Art Institute, Mt. Sierra College, and Glendale Community College to provide for transfer of certain courses into program(s) at LAFS. Articulation agreements are developed to identify specific courses that are deemed sufficiently equivalent to courses offered by LAFS to allow for transfer into specific programs at LAFS pursuant to the terms of the Agreement; however, even with an Articulation Agreement, there may be limitations on transferability based on earned grades, date course completed, or other requirements. An Articulation Agreement also does not guarantee admission into the LAFS program. Students must meet all LAFS admissions requirements before requesting transfer of credits under an Articulation Agreement.

It is at the discretion of the Los Angeles Film School which credits will or will not be accepted for transfer. Students should review the Articulation Agreements to make sure they understand whether courses they wish to transfer are included in the Articulation Agreement, and what the minimum requirements for transfer are for those courses. Please contact an admissions representative or student advisor with any questions or for more detail on specific Articulation Agreements, or if you wish to review a particular Agreement’s terms.

Students should understand that Articulation Agreements may be modified or eliminated by either the sending or receiving school.

NOTICE CONCERNING TRANSFERABILITY OF CREDITS AND CREDENTIALS EARNED AT OUR INSTITUTION

The transferability of credits you earn at the Los Angeles Film School is at the complete discretion of the institution to which you may seek transfer. Acceptance of the degree you earn in the program is also at the complete discretion of the institution to which you may seek transfer. If the credits or degree that you earn at this institution are not accepted at the institution to which you seek to transfer, you may be required to repeat some or all of your coursework at that institution. For this reason you should make certain that your attendance at this institution will meet your educational goals. This may include contacting an institution to which you may seek to transfer after attending the Los Angeles Film School to determine if your credits or degree will transfer.

GI Bill® is a registered trademark of the U.S. Department of Veterans Affairs (VA). More information about education benefits offered by VA is available at the official U.S. government Web site at <http://www.benefits.va.gov/gibill>. Please note that Veterans receiving GI Bill® benefits while attending the school are required to submit transcripts for any previous education or training for evaluation, granting of prior credit, and possible shortening of the length of the program.

TRANSFER OF CREDIT FROM OTHER INSTITUTIONS

Students who would like to request an evaluation of prior credit for potential transfer must submit a written request and provide official transcripts from the institution or entity awarding the credit within 30 days after their program start date. Students using Military or Veterans Affairs benefits should refer to the Transfer Credit Policy on page 53.

Non-U.S. Institutions

Students with degrees from non-U.S. colleges and universities must submit official translation and an evaluation prepared by a National Association of Credential Evaluation Services (NACES) or Association of International Credential Evaluators (AICE)-member organization.

Course Descriptions

Students may be required to provide copies of course descriptions from the academic catalog or course syllabus published by the institution awarding the credit.

Grades of Transfer Credits

Only courses with an earned grade of "C" (2.0 on a 4.0 scale) or higher will be considered for transfer credit.

Level of Transfer Credits

Only college-level credits (100 level course or equivalent and above) taken at an accredited institution of higher education will be considered for transfer. No remedial or developmental courses will be considered for transfer.

Prior Experiential Learning

The school does not grant credit for prior experiential learning.

Proficiency Credit from External Sources

Official documents related to CLEP or AP scores or similar means to demonstrate proficiency for credit must be received by the school prior to the class start. No more than 25 percent of a program's required credits will be considered for any type of proficiency credit.

- **Advanced Placement.** Some foundation courses can be obtained through College Board's AP Studio examinations. Students who take the College Board Advanced Placement (AP) or International Baccalaureate (IB) courses and score three or higher on the AP exam or four or higher on the IB exam for those courses while in secondary school may receive proficiency credit. This score applies to all subjects. All materials must be received from the Scholastic College Board organization and evaluated prior to the start of the program of enrollment.
- **College Level Examination Program (CLEP).** Complete the College Level Examination Program (CLEP) and earn a score of 50 or higher on computer-based CLEP examinations equivalent to college courses prior to the start of the program of enrollment.
- **Military Experience Credits.** Complete training, employment, or other educational experience in the military as measured through DANTES, DSST examinations, or as shown on an American Council on Education (ACE) transcript. The school recognizes and uses the ACE Guide to the Evaluation of Educational Experience in the Armed Services to determine the value of learning acquired in military service. We award credit for appropriate learning acquired in military service at levels consistent with ACE Guide recommendations when applicable to a Service member's program. In addition, we utilize Joint Services Transcript in our processing of prior learning experiences for possible transfer credit.

Total Allowable Transfer of Credit

Students must earn a minimum of 25 percent of the total program credits required for graduation in residency at The Los Angeles Film School and may only be granted a maximum of 75 percent of the total program credits required for graduation through transfer credit earned at an outside institution and/or proficiency testing.

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.

CAMPUS DEGREE PROGRAMS – DOMESTIC/U.S. STUDENTS

Program	Credit Hours	Tuition per Credit Hour ¹	Total Tuition	Textbooks ²	Technology Fee	TechKit	STRF ³	Grad Fee	Total Tuition & Fees
Audio Production, A.S.	60	\$525	\$31,500	\$300	\$500	\$4,400	\$0	\$20	\$36,720
Film, A.S.	60	\$667	\$40,000	\$300	\$500	\$5,300	\$0	\$20	\$46,120
Music Production, A.S.	60	\$525	\$31,500	\$300	\$500	\$4,700	\$0	\$20	\$37,020
Entertainment Business- B.S. Completion	60	\$500	\$30,000	\$200	\$500	N/A	\$0	\$20	\$30,720
Animation, B.S.	120	\$625	\$75,000	\$200	\$250	\$4,900	\$0	\$20	\$80,370
Audio Production, B.S.	120	\$525	\$63,000	\$300	\$750	\$5,400	\$0	\$20	\$69,470
Entertainment Business, B.S.	120	\$450	\$54,000	\$200	\$750	\$2,700	\$0	\$20	\$57,670
Film Production, B.S.	120	\$667	\$80,000	\$300	\$750	\$5,600	\$0	\$20	\$86,670

ONLINE DEGREE PROGRAMS – ALL STUDENTS

Program	Credit Hours	Tuition per Credit Hour ¹	Total Tuition	Technology Fee	TechKit	STRF ³	Total Tuition & Fees
Music Production, A.S.	60	\$542	\$32,500	\$600	\$5,200	\$0	\$38,300
Animation, B.S.	120	\$467	\$56,000	\$900	\$7,200	\$0	\$64,300
Digital Filmmaking, B.S.	120	\$467	\$56,000	\$900	\$13,500	\$0	\$70,400
Entertainment Business, B.S.	120	\$467	\$56,000	\$900	\$2,900	\$0	\$59,900
Graphic Design, B.S.	120	\$467	\$56,000	\$900	\$4,800	\$0	\$61,700
Media Communications, B.S.	120	\$467	\$56,000	\$900	\$4,800	\$0	\$61,700
Music Production, B.S.	120	\$542	\$65,000	\$900	\$6,950	\$0	\$72,850
Writing for Film & TV, B.S.	120	\$467	\$56,000	\$900	\$3,000	\$0	\$59,900

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 for details).

² Student may opt-out and purchase textbooks independently. Textbook fee is non-refundable once books are received by student.

³ The current Student Tuition Recovery Fund (STRF) assessment rate is zero (\$0) per \$1,000. Please see the STRF policy below.

ESTIMATED TUITION & FEES BY PERIOD OF ENROLLMENT/SEMESTER CAMPUS PROGRAMS – DOMESTIC/U.S. STUDENTS

	Semester 1	Semester 2	Semester 3	Semester 4	Semester 5	Total
Audio Production, A.S.						
Tuition	\$5,435	\$5,435	\$8,050	\$8,050	\$4,530	\$31,500
TechKit	\$4,400	\$0	\$0	\$0	\$0	\$4,400
Textbooks	\$150	\$0	\$150	\$0	\$0	\$300
Technology Fee	\$250	\$0	\$250	\$0	\$0	\$500
Graduation Fee	\$0	\$0	\$0	\$0	\$20	\$20
Total per Semester	\$10,235	\$5,435	\$8,450	\$8,050	\$4,550	\$36,720
Film, A.S.						
Tuition	\$7,500	\$7,500	\$10,200	\$10,200	\$4,600	\$40,000
TechKit	\$5,300	\$0	\$0	\$0	\$0	\$5,300
Textbooks	\$150	\$0	\$150	\$0	\$0	\$300
Technology Fee	\$250	\$0	\$250	\$0	\$0	\$500
Graduation Fee	\$0	\$0	\$0	\$0	\$20	\$20
Total per Semester	\$13,200	\$7,500	\$10,600	\$10,200	\$4,620	\$46,120
Music Production, A.S.						
Tuition	\$5,600	\$5,600	\$7,900	\$7,900	\$4,500	\$31,500
TechKit	\$4,700	\$0	\$0	\$0	\$0	\$4,700
Textbooks	\$150	\$0	\$150	\$0	\$0	\$300
Technology Fee	\$250	\$0	\$250	\$0	\$0	\$500
Graduation Fee	\$0	\$0	\$0	\$0	\$20	\$20
Total per Semester	\$10,700	\$5,600	\$8,300	\$7,900	\$4,520	\$37,020
Entertainment Business, B.S. (Completer)						
Tuition	\$6,560	\$7,000	\$6,600	\$7,000	\$2,840	\$30,000
TechKit	\$0	\$0	\$0	\$0	\$0	\$0
Textbooks	\$100	\$0	\$100	\$0	\$0	\$200
Technology Fee	\$250	\$0	\$250	\$0	\$0	\$500
Graduation Fee	\$0	\$0	\$0	\$0	\$20	\$20
Total per Semester	\$6,910	\$7,000	\$6,950	\$7,000	\$2,860	\$30,720

Animation, B.S.	Semester 1	Semester 2	Semester 3	Semester 4	Semester 5	Semester 6	Semester 7	Semester 8	Semester 9	Total
Tuition	\$5,635	\$5,635	\$8,700	\$8,700	\$9,300	\$9,300	\$9,300	\$9,300	\$9,130	\$75,000
TechKit	\$4,900	\$0	\$0	\$0	\$0	\$0	\$0	\$0	\$0	\$4,900
Textbooks	\$100	\$0	\$100	\$0	\$0	\$0	\$0	\$0	\$0	\$200
Technology Fee	\$250	\$0	\$0	\$0	\$0	\$0	\$0	\$0	\$0	\$250
Graduation Fee	\$0	\$0	\$0	\$0	\$0	\$0	\$0	\$0	\$20	\$20
Total per Semester	\$10,885	\$5,635	\$8,800	\$8,700	\$9,300	\$9,300	\$9,300	\$9,300	\$9,150	\$80,370

Audio Production, B.S.	Semester1	Semester2	Semester 3	Semester 4	Semester 5	Semester6	Semester7	Semester 8	Semester9	Total
Tuition	\$5,000	\$5,000	\$7,643	\$7,643	\$7,643	\$7,643	\$7,643	\$7,643	\$7,142	\$63,000
TechKit	\$5,400	\$0	\$0	\$0	\$0	\$0	\$0	\$0	\$0	\$5,400
Textbooks	\$150	\$0	\$150	\$0	\$0	\$0	\$0	\$0	\$0	\$300
Technology Fee	\$250	\$0	\$250	\$0	\$250	\$0	\$0	\$0	\$0	\$750
Graduation Fee	\$0	\$0	\$0	\$0	\$0	\$0	\$0	\$0	\$20	\$20
Total per Semester	\$10,800	\$5,000	\$8,043	\$7,643	\$7,893	\$7,643	\$7,643	\$7,643	\$7,162	\$69,470

Entertainment Business, B.S.	Semester 1	Semester 2	Semester 3	Semester 4	Semester 5	Semester 6	Semester 7	Semester 8	Total
Tuition	\$5,740	\$5,740	\$6,750	\$6,750	\$7,750	\$7,750	\$6,760	\$6,760	\$54,000
TechKit	\$2,700	\$0	\$0	\$0	\$0	\$0	\$0	\$0	\$2,700
Textbooks	\$100	\$0	\$100	\$0	\$0	\$0	\$0	\$0	\$200
Technology Fee	\$250	\$0	\$250	\$0	\$250	\$0	\$0	\$0	\$750
Graduation Fee	\$0	\$0	\$0	\$0	\$0	\$0	\$0	\$20	\$20
Total per Semester	\$8,790	\$5,740	\$7,100	\$6,750	\$8,000	\$7,750	\$6,760	\$6,780	\$57,670

Film Production, B.S.	Semester 1	Semester 2	Semester 3	Semester 4	Semester 5	Semester 6	Semester 7	Semester 8	Semester 9	Total
Tuition	\$7,500	\$7,500	\$8,650	\$8,650	\$9,600	\$9,600	\$9,650	\$9,650	\$9,200	\$80,000
TechKit	\$5,600	\$0	\$0	\$0	\$0	\$0	\$0	\$0	\$0	\$5,600
Textbooks	\$150	\$0	\$150	\$0	\$0	\$0	\$0	\$0	\$0	\$300
Technology Fee	\$250	\$0	\$250	\$0	\$250	\$0	\$0	\$0	\$0	\$750
Graduation Fee	\$0	\$0	\$0	\$0	\$0	\$0	\$0	\$0	\$20	\$20
Total per Semester	\$13,500	\$7,500	\$9,050	\$8,650	\$9,850	\$9,600	\$9,650	\$9,650	\$9,220	\$86,670

ONLINE PROGRAMS – ALL STUDENTS

Music Production, A.S.	Semester 1	Semester 2	Semester 3	Semester 4	Semester 5	Total
Tuition	\$5,450	\$5,450	\$8,500	\$8,500	\$4,600	\$32,500
TechKit	\$5,200	\$0	\$0	\$0	\$0	\$5,200
Technology Fee	\$300	\$0	\$300	\$0	\$0	\$600
Total per Semester	\$10,950	\$5,450	\$8,800	\$8,500	\$4,600	\$38,300

Animation, B.S.	Semester 1	Semester 2	Semester 3	Semester 4	Semester 5	Semester 6	Semester 7	Semester 8	Semester 9	Total
Tuition	\$4,300	\$4,300	\$6,800	\$6,800	\$6,900	\$6,900	\$6,900	\$6,900	\$6,200	\$56,000
TechKit	\$7,200	\$0	\$0	\$0	\$0	\$0	\$0	\$0	\$0	\$7,200
Textbooks	\$100	\$0	\$100	\$0	\$0	\$0	\$0	\$0	\$0	\$200
Technology Fee	\$300	\$0	\$300	\$0	\$300	\$0	\$0	\$0	\$0	\$900
Total per Semester	\$11,900	\$4,300	\$7,200	\$6,300	\$7,200	\$6,900	\$6,900	\$6,900	\$6,200	\$64,300

Entertainment Business, B.S.	Semester 1	Semester 2	Semester 3	Semester 4	Semester 5	Semester 6	Semester 7	Semester 8	Semester 9	Total
Tuition	\$6,000	\$6,000	\$6,250	\$6,250	\$6,500	\$6,500	\$6,250	\$6,250	\$6,000	\$56,000
TechKit	\$2,900	\$0	\$0	\$0	\$0	\$0	\$0	\$0	\$0	\$2,900
Technology Fee	\$300	\$0	\$300	\$0	\$300	\$0	\$0	\$0	\$0	\$900
Total per Semester	\$9,200	\$6,000	\$6,550	\$6,250	\$6,800	\$6,500	\$6,250	\$6,250	\$6,000	\$59,800

Digital Filmmaking, B.S.	Semester 1	Semester 2	Semester 3	Semester 4	Semester 5	Semester 6	Semester 7	Semester 8	Semester 9	Total
Tuition	\$6,000	\$6,000	\$4,850	\$4,850	\$7,000	\$7,000	\$7,000	\$7,000	\$6,300	\$56,000
TechKit	\$5,400	\$0	\$8,100	\$0	\$0	\$0	\$0	\$0	\$0	\$13,500
Technology Fee	\$300	\$0	\$300	\$0	\$300	\$0	\$0	\$0	\$0	\$900
Total per Semester	\$11,700	\$6,000	\$13,250	\$4,850	\$7,300	\$7,000	\$7,000	\$7,000	\$6,300	\$70,400

Graphic Design, 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	\$6,600	\$6,600	\$6,600	\$6,600	\$6,260	\$6,600	\$6,200	\$56,000
TechKit	\$4,800	\$0	\$0	\$0	\$0	\$0	\$0	\$0	\$0	\$4,800
Technology Fee	\$300	\$0	\$300	\$0	\$300	\$0	\$0	\$0	\$0	\$900
Total per Semester	\$10,200	\$5,100	\$6,900	\$6,600	\$6,900	\$6,600	\$6,600	\$6,600	\$6,200	\$61,700

Media Communications, B.S.	Semester 1	Semester 2	Semester 3	Semester 4	Semester 5	Semester 6	Semester 7	Semester 8	Semester 9	Total
Tuition	\$5,400	\$5,400	\$6,000	\$6,000	\$7,000	\$7,000	\$7,000	\$7,000	\$5,200	\$56,000
TechKit	\$4,800	\$0	\$0	\$0	\$0	\$0	\$0	\$0	\$0	\$4,800
Technology Fee	\$300	\$0	\$300	\$0	\$300	\$0	\$0	\$0	\$0	\$900
Total per Semester	\$10,400	\$5,400	\$6,300	\$6,000	\$7,300	\$7,000	\$7,000	\$7,000	\$5,200	\$61,700

Music Production, B.S.	Semester1	Semester2	Semester3	Semester4	Semester5	Semester6	Semester7	Semester8	Semester9	Semester10	Total
Tuition	\$5,450	\$5,450	\$7,300	\$7,300	\$7,650	\$7,650	\$8,500	\$8,500	\$5,200	\$2,000	\$65,000
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	\$11,250	\$5,450	\$7,600	\$7,300	\$9,400	\$6,300	\$6,200	\$6,200	\$4,200	\$2,000	\$72,850

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	\$5,600	\$5,600	\$6,550	\$6,550	\$6,550	\$6,550	\$6,200	\$6,200	\$6,200	\$56,000
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	\$8,900	\$5,600	\$6,850	\$6,550	\$6,550	\$6,550	\$6,200	\$6,200	\$6,200	\$59,900

CAMPUS DEGREE PROGRAMS – INTERNATIONAL STUDENTS

Program	Credit Hours	Tuition per Credit		Textbooks ²	Technology			Grad Fee	Total Tuition & Fees
		Hour ¹	Total Tuition		Fee	TechKit	STRF ³		
Audio Production, A.S.	60	\$596	\$35,750	\$200	\$600	\$4,600	\$0	\$20	\$41,170
Film, A.S.	60	\$779	\$46,750	\$200	\$600	\$5,100	\$0	\$20	\$52,670
Music Production, A.S.	60	\$596	\$35,750	\$200	\$600	\$4,900	\$0	\$20	\$41,470
Entertainment Business- B.S. Completion	60	\$513	\$30,800	\$200	\$600	N/A	\$0	\$20	\$31,620
Animation, B.S.	120	\$733	\$88,000	\$200	\$600	\$6,300	\$0	\$20	\$95,120
Audio Production, B.S.	120	\$596	\$71,500	\$200	\$900	\$5,500	\$0	\$20	\$78,120
Entertainment Business, B.S.	120	\$513	\$61,600	\$200	\$900	\$2,700	\$0	\$20	\$65,420
Film Production, B.S.	120	\$779	\$93,500	\$200	\$900	\$5,250	\$0	\$20	\$99,870

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 for details).

² Student may opt-out and purchase textbooks independently. Textbook fee is non-refundable once books are received by student.

³ The current Student Tuition Recovery Fund (STRF) assessment rate is zero (\$0) per \$1,000. Please see the STRF policy below.

⁴ The equipment deposit will be refunded at the end of the program if student has no fines for late or damaged equipment.

**ESTIMATED TUITION & FEES BY PERIOD OF ENROLLMENT/SEMESTER
CAMPUS PROGRAMS – INTERNATIONAL STUDENTS**

Audio Production, A.S.	Semester 1	Semester 2	Semester 3	Semester 4	Semester 5	Program Total				
Tuition	\$5,995	\$5,995	\$9,130	\$9,130	\$5,500	\$35,750				
TechKit	\$4,600	\$0	\$0	\$0	\$0	\$4,600				
Textbooks	\$100	\$0	\$100	\$0	\$0	\$200				
Technology Fee	\$300	\$0	\$300	\$0	\$0	\$600				
Graduation Fee	\$0	\$0	\$0	\$0	\$20	\$20				
Total per Semester	\$10,995	\$5,995	\$9,530	\$9,130	\$5,570	\$41,170				
Film, A.S.	Semester 1	Semester 2	Semester 3	Semester 4	Semester 5	Program Total				
Tuition	\$8,525	\$8,525	\$12,100	\$12,100	\$5,500	\$46,750				
TechKit	\$5,100	\$0	\$0	\$0	\$0	\$5,100				
Textbooks	\$100	\$0	\$100	\$0	\$0	\$200				
Technology Fee	\$300	\$0	\$300	\$0	\$0	\$600				
Graduation Fee	\$0	\$0	\$0	\$0	\$20	\$20				
Total per Semester	\$14,025	\$8,525	\$12,500	\$12,100	\$5,520	\$52,670				
Music Production, A.S.	Semester 1	Semester 2	Semester 3	Semester 4	Semester 5	Program Total				
Tuition	\$6,325	\$6,325	\$8,800	\$8,800	\$5,500	\$35,750				
TechKit	\$4,900	\$0	\$0	\$0	\$0	\$4,900				
Textbooks	\$100	\$0	\$100	\$0	\$0	\$200				
Technology Fee	\$300	\$0	\$300	\$0	\$0	\$600				
Graduation Fee	\$0	\$0	\$0	\$0	\$20	\$20				
Total per Semester	\$11,625	\$6,325	\$9,200	\$8,800	\$5,520	\$41,470				
Entertainment Business, B.S. Completer	Semester 1	Semester 2	Semester 3	Semester 4	Semester 5	Program Total				
Tuition	\$6,710	\$7,150	\$6,710	\$7,150	\$3,080	\$30,800				
TechKit	\$0	\$0	\$0	\$0	\$0	\$0				
Textbooks	\$100	\$0	\$100	\$0	\$0	\$200				
Technology Fee	\$300	\$0	\$300	\$0	\$0	\$600				
Graduation Fee	\$0	\$0	\$0	\$0	\$20	\$20				
Total per Semester	\$7,110	\$7,150	\$7,110	\$7,150	\$3,100	\$31,620				
Animation, B.S.	Semester 1	Semester 2	Semester 3	Semester 4	Semester 5	Semester 6	Semester 7	Semester 8	Semester 9	Program Total
Tuition	\$6,748	\$6,748	\$10,120	\$10,120	\$10,780	\$10,780	\$10,780	\$10,780	\$11,143	\$88,000
TechKit	\$6,300	\$0	\$0	\$0	\$0	\$0	\$0	\$0	\$0	\$6,300
Textbooks	\$100	\$0	\$100	\$0	\$0	\$0	\$0	\$0	\$0	\$200
Technology Fee	\$300	\$0	\$300	\$0	\$0	\$0	\$0	\$0	\$0	\$60
Graduation Fee	\$0	\$0	\$0	\$0	\$0	\$0	\$0	\$0	\$20	\$20
Total per Semester	\$13,448	\$6,748	\$10,520	\$10,120	\$10,780	\$10,780	\$10,780	\$10,780	\$11,143	\$95,120
Audio Production, B.S.	Semester 1	Semester 2	Semester 3	Semester 4	Semester 5	Semester 6	Semester 7	Semester 8	Semester 9	Program Total
Tuition	\$6,500	\$6,500	\$8,407	\$8,407	\$8,957	\$8,957	\$8,957	\$8,957	\$7,856	\$71,500
TechKit	\$5,500	\$0	\$0	\$0	\$0	\$0	\$0	\$0	\$0	\$5,500
Textbooks	\$100	\$0	\$100	\$0	\$0	\$0	\$0	\$0	\$0	\$200
Technology Fee	\$300	\$0	\$300	\$0	\$300	\$0	\$0	\$0	\$0	\$900
Graduation Fee	\$0	\$0	\$0	\$0	\$0	\$0	\$0	\$0	\$20	\$20
Total per Semester	\$13,183	\$5,500	\$8,807	\$8,407	\$9,257	\$8,957	\$8,957	\$8,957	\$7,876	\$78,120

Entertainment Business, B.S.	Semester 1	Semester 2	Semester 3	Semester 4	Semester 5	Semester 6	Semester 7	Semester 8	Program Total
Tuition	\$6,600	\$6,600	\$7,700	\$7,700	\$8,800	\$8,800	\$7,700	\$7,700	\$61,600
TechKit	\$2,700	\$0	\$0	\$0	\$0	\$0	\$0	\$0	\$2,700
Textbooks	\$100	\$0	\$100	\$0	\$0	\$0	\$0	\$0	\$200
Technology Fee	\$300	\$0	\$300	\$0	\$300	\$0	\$0	\$0	\$900
Graduation Fee	\$0	\$0	\$0	\$0	\$0	\$0	\$0	\$20	\$20
Total per Semester	\$9,700	\$6,600	\$8,100	\$7,700	\$9,100	\$8,800	\$7,700	\$7,700	\$65,420

Film Production, B.S.	Semester 1	Semester 2	Semester 3	Semester 4	Semester 5	Semester 6	Semester 7	Semester 8	Semester 9	Program Total
Tuition	\$8,800	\$8,800	\$10,175	\$10,175	\$11,275	\$11,275	\$11,000	\$11,000	\$11,000	\$93,500
TechKit	\$5,250	\$0	\$0	\$0	\$0	\$0	\$0	\$0	\$0	\$5,250
Textbooks	\$100	\$0	\$100	\$0	\$0	\$0	\$0	\$0	\$0	\$200
Technology Fee	\$300	\$0	\$300	\$0	\$300	\$0	\$0	\$0	\$0	\$900
Graduation Fee	\$0	\$0	\$0	\$0	\$0	\$0	\$0	\$0	\$20	\$20
Total per Semester	\$14,450	\$8,800	\$10,575	\$10,175	\$11,575	\$11,275	\$11,000	\$11,000	\$11,000	\$99,870

THE STUDENT TUITION RECOVERY FUND (STRF)

You must pay the state-imposed assessment for the Student Tuition Recovery Fund (STRF) if all of the following applies to you:

1. You are a student in an educational program, who is a California resident, or are enrolled in a residency program, and prepay all or part of your tuition either by cash, guaranteed student loans, or personal loans, and
2. Your total charges are not paid by any third-party payer such as an employer, government program or other payer unless you have a separate agreement to repay the third party.

You are not eligible for protection from the STRF and you are not required to pay the STRF assessment, if either of the following applies:

1. You are not a California resident, or are not enrolled in a residency program, or
2. Your total charges are paid by a third party, such as an employer, government program or other payer, and you have no separate agreement to repay the third party.

The State of California created the Student Tuition Recovery Fund (STRF) to relieve or mitigate economic losses suffered by students in educational programs who are California residents, or are enrolled in a residency programs attending certain schools regulated by the Bureau for Private Postsecondary and Vocational Education.

You may be eligible for STRF if you are a California resident or are enrolled in a residency program, prepaid tuition, paid the STRF assessment, and suffered an economic loss as a result of any of the following:

1. The school closed before the course of instruction was completed.
2. The school's failure to pay refunds or charges on behalf of a student to a third party for license fees or any other purpose, or to provide equipment or materials for which a charge was collected within 180 days before the closure of the school.
3. The school's failure to pay or reimburse loan proceeds under a federally guaranteed student loan program as required by law or to pay or reimburse proceeds received by the school prior to closure in excess of tuition and other costs.
4. There was a material failure to comply with the Act or this Division within 30 days before the school closed or, if the material failure began earlier than 30 days prior to closure, the period determined by the Bureau.
5. An inability after diligent efforts to prosecute, prove, and collect on a judgment against the institution for a violation of the Act.

However, no claim can be paid to any student without a social security number or a taxpayer identification number.

BOOKS AND MATERIALS

The school provides an easy and convenient method for students to obtain their digital and non-digital textbooks required for their courses. Students will be charged for the cost of textbooks in addition to tuition unless the student chooses to opt out during the registration process. If students opt out, they are required to obtain the books independently by the course start date each month. Assignment deadlines will not be extended and students' grades may be affected if they opt and but do not secure the textbooks used in the course in a timely manner. Students may request a modification for a subsequent payment period, regarding their choice to use the school's method to obtain books, but not retroactively, by contacting the Business Office.

If students opt out of the school's method, they will receive any Title IV credit balance, if one is created for the payment period in question, no later than fourteen (14) calendar days after the first day of class or fourteen (14) calendar days of the date the Title IV credit balance appears on the student account. If a Title IV credit balance is not created and, therefore, a student is not due to receive one, s/he is still responsible for purchasing the required books for her or his courses.

By the seventh (7th) day of each course start date within the payment period, the school will provide a method for students to obtain their books and supplies required for their courses.

- For courses using a digital textbook, a digital textbook provided by the school will be automatically redeemed with the school's contracted third-party vendor and charged to the student account.
- For courses using a non-digital textbook, students will be able to pick up the textbook from the Distribution Center, which is located on the 4th floor of Building 2 (6353 Sunset Blvd). For students in Online programs that use non-digital textbooks, the book will be mailed to the student's address on record.

Title IV funding, if the student is eligible, will be used to pay for these charges. Any books charged in excess of Title IV and other financial aid funding on the student account are the responsibility of the student. A detailed listing of charges is disclosed on the Enrollment Agreement and in the Catalog, or a supplemental disclosure.

TECHKIT

The primary component of the Techkit is a laptop computer and software that serves as a personal workstation throughout a student's education. Purchase of the Techkit is not included in the cost of tuition. The entire bundle must be purchased as a whole from the school, or a student may use their own laptop as long as it meets the system requirements and has the required software for the program. In some programs, other required equipment such as camera and lighting gear or musical equipment is part of the TechKit. If students choose to use their own equipment instead of obtaining the Techkit from the school, they will be required to demonstrate that they have all equipment and software that meets the minimum specifications as the TechKit for their program of

enrollment. If students do not have the proper equipment, their grades and ability to complete their program may be affected. Students should contact the Admissions Department for the technical specifications and software package requirements for their selected program.

OTHER ADMINISTRATIVE FEES

Student I.D. Card Replacement Fee	\$20.00
Late Payment Fee	1.5% per month after 14 th day past due
Returned Check Fee (per occurrence)	\$25.00

METHODS OF PAYMENT

Payments may be made in the form of cash, check, major credit cards, money order, and/or through scheduled disbursements of federal financial aid programs. Students will only be required to pay tuition for one payment period or semester. However, at the student’s option, the school will accept payment for tuition and fees for an academic year or the full program once the student has been accepted and enrolled and the date of the first class session is disclosed on the enrollment agreement.

DELINQUENT STUDENT ACCOUNTS

If a student’s account is determined to be delinquent, the student will be placed on a financial hold. If the student fails to clear their hold within 30 days, they may be administratively withdrawn from their program. Students on a financial hold are not eligible to receive official transcripts or their diploma until the hold is removed.

DISCLOSURES MADE PURSUANT TO TRUTH-IN-LENDING ACT

All charges on student accounts are due and payable on or before the due date on the Billing Statement. Monthly billings will be issued for any account with an outstanding balance.

Conditions Under Which A Service Charge May Be Imposed: Service charges are imposed on all unpaid billing charges.

Conditions Under Which Interest Charges May be Imposed: Balances over 30 days past due will be subject to interest charges at the rate of 1.5% per month (18% APR).

CANCELLATION, WITHDRAWAL & REFUND POLICIES

STUDENT’S RIGHT TO CANCEL

Student has the right to cancel the enrollment agreement and obtain a refund of charges paid through attendance at the first class session, or the seventh day after enrollment, whichever is later.

In addition, students who have not visited the school prior to enrollment will have the opportunity to withdraw without penalty within three business days following either the regularly scheduled orientation procedures or following a tour of the school facilities and inspection of equipment where training and services are provided. All monies paid by an applicant will be refunded if requested within three days after signing an enrollment agreement and making an initial payment.

Students who wish to cancel their enrollment should fill out the cancellation form available in the Student Advising Department (1st floor, Building 2, 6353 Sunset Blvd) or send written notice by email to advising@lafilm.edu (campus students) or onlineadvising@lafilm.edu (online students) or mail to: Student Records Department, The Los Angeles Film School, 6353 Sunset Blvd., Hollywood, CA 90028.

If a student has received federal financial aid funds, the student is entitled to a refund of moneys not paid from federal student financial aid program funds. LAFS will refund any monies paid by the student and will remove any charges from the student’s account. All refunds will be made within 45 calendar days of the date of the cancellation.

TRIAL PERIOD OF ENROLLMENT

A Trial Period of 30 calendar days from the program enrollment date may be granted on a defined degree program basis. The Trial Period of attendance is a four week period of time where a student attends an eligible program without incurring program charges (minus the application fee) or receiving Federal Student Aid funds. Once the student is admitted as a regular student after successfully completing the trial period, he/she is eligible to receive Federal Student Aid funds for the entire payment period. Students who are enrolled in a Trial Period program may withdraw at any time during this period without financial obligation. The student will not be eligible to receive Title IV, HEA program funds until the successful completion of the Trial Period. Students who attend a Trial Period and who wish to receive Title IV, HEA program funds after successfully completing the trial period and becoming a regular student must meet the other student eligibility criteria as provided in the regulations at 34 CFR 668.32.

REFUND POLICY

The institutional/California state refund policy shall be a pro rata refund of moneys paid for institutional charges for students who have completed 60% or less of the enrollment period (semester) in which the student withdraws. The pro rata percentage is based on the number of days the student was enrolled and in attendance within the enrollment period. There shall be no refund available to the student if the student withdraws after completing more than 60% of the enrollment period. For students receiving funds through the Federal Student Aid program, unearned funds will be returned to the aid programs in the order required under Federal Law. If any portion of those charges was paid from the proceeds of a non-federal loan, then the refund will be sent to the lender or to the agency that guaranteed the loan, if any. Any remaining balance will be paid to the student within 45 days following the student’s withdrawal.

WITHDRAWAL FROM THE SCHOOL

Students who wish to withdraw from the school must do so in writing. Students may fill out a withdrawal form in person with the assistance of their Student Advisor (located on the 1st Floor of Building 2, 6353 Sunset Blvd) or send written notice by email to advising@lafilm.edu (campus students) or onlineadvising@lafilm.edu (online students) or mail to: Student Records Department, The Los Angeles Film School, 6353 Sunset Blvd., Hollywood, CA 90028.

Responsibility for providing a notice of withdrawal rests entirely with the student. Any money owed to the school is due on the effective date of the withdrawal. Refunds, if any, will be paid in accordance with the Refund Policies set forth in the catalog and

enrollment agreement. The date of determination will be the date the student notifies the school of his or her intent to withdraw or the effective date indicated by the student, whichever is later.

ADMINISTRATIVE WITHDRAWAL

Students may be Administratively Withdrawn under any of the following circumstances:

- Student is administratively dropped from all courses in a term due to non-attendance
- Student fails to maintain Satisfactory Academic Progress
- Student fails to return from an interruption of training (IOT)
- Student fails to reconcile their financial accounts in a timely manner
- Student fails to comply with the school's policies, rules and standards
- Student violates the Student Code of Conduct

The date of determination will be the date that the school administratively withdraws the student. For students that are administratively withdrawn due to non-attendance, the Registrar will determine the last date of attendance using attendance records.

STUDENT LOAN OBLIGATIONS

If Student obtains a loan to pay for this degree program, Student will have the responsibility to repay the full amount of the loan, plus interest, less the amount of any refund. If Student is eligible for a loan guaranteed by the federal or state government and Student subsequently defaults on that loan, both of the following may occur:

1. The federal or state government or a loan guarantee agency may take action against Student, including applying any income tax refund to which Student is entitled to reduce the balance owed on the loan.
2. Student may not be eligible for any other federal student financial aid at another institution or other government assistance until the loan is repaid.

Student acknowledges that any loans Student takes out are Student's sole responsibility. Student also acknowledges that determination of whether a particular loan or set of loans is suitable for Student remains in Student's sole discretion. LAFS encourages Student to conduct his or her own due diligence about available lenders, interest rates and re-payment terms.

REFUND POLICIES FOR IOWA RESIDENTS

The school is not required to be authorized by the Iowa College Student Aid Commission. The School uses a pro-rata refund policy for Iowa residents who are enrolled in online programs. Students who are rejected by the college or cancel enrollment within five (5) business days of the school's receipt of a signed enrollment agreement are entitled to a 100% refund of tuition and fees (0% tuition and fees charged). Under any other circumstances, the \$75 registration fee is retained by the School. Refunds will be paid within thirty (30) days of a student's official termination or withdrawal. If the school cancels or discontinues a course or educational program stated in the Enrollment Agreement, the school will refund all monies paid for that course or program. Iowa residents who are enrolled in online programs will receive a refund of tuition charges in an amount that is not less than ninety percent (90%) of the amount of tuition charged to the student multiplied by the ratio of the remaining number of calendar days in the school period to the total number of calendar days in the school period. In accordance with Iowa refund policies, refunds will be calculated for the semester using the following formula:

$$\frac{\text{Number of Remaining Calendar Days in the Semester}}{\text{Number of Calendar Days in the Semester}} = \text{Percentage of Incomplete Semester}$$

$$\text{Percentage of Incomplete Semester} \times \text{Total Semester Tuition Charges} = \text{Incomplete Tuition Balance}$$

$$\text{Incomplete Tuition Balance} \times 90\% = \text{Iowa Tuition Reduction}$$

EXCEPTIONS: If an Iowa online student cancels his/her program at any time due to the student's physical incapacitation, the student's refund shall be calculated using the following formula:

$$\text{Iowa Tuition Reduction} = \text{Total Semester Tuition Charges} \times \frac{\text{Number of Remaining Calendar Days of the Semester}}{\text{Number of Calendar Days in the Semester}}$$

Cancellation due to physical incapacitation will require medical documentation.

WITHDRAWAL AND REFUND POLICIES FOR WISCONSIN RESIDENTS

Students who wish to withdraw from their program should notify the Student Advising Department. To officially withdraw from the institution, students should:

- Obtain a Student Withdrawal Form from a student advisor or by emailing the Student Advising Department at advising@lafilm.com.
- Notify the Financial Aid Office and complete an Exit Interview, if applicable.
- Complete the withdrawal Form and submit it to the Student Advising Department.

Refunds, if any, will be paid in accordance with the Refund Policy in this Catalog.

Student shall be deemed to have withdrawn from the Institution when any of the following occurs: (1) Student notifies the Student Advising Department of his or her intent to withdraw or as of the effective date of Student's withdrawal, whichever is later; (2) the Institution terminates Student's enrollment for failure to maintain satisfactory progress; failure to abide by the rules and regulations of the Institution including, the Student Code of Conduct set forth in the catalog; failure to meet financial obligations to the Institution; and/or for cause determined within the Institution's sole discretion; (3) Student fails to return from an authorized Interruption of Training (IOT); (4) Student ceases to log on to the LMS and ceases to participate in On Line course activities in which case date of withdrawal will be deemed to be student's last LMS log on date.

The school uses a pro-rata refund policy for Wisconsin residents who are enrolled in online programs. Wisconsin Online students have three (3) business days from the time of enrollment to cancel their enrollment for a full refund, excluding the registration fee. After the three business day cancellation period, all tuition, excluding the application fee, will be refunded to students that drop

within the first five (5) days of the semester. Refunds will be paid within 40 days of a student's official withdrawal. If the school cancels or discontinues a course or educational program stated in the Enrollment Agreement, the school will refund all monies paid for that course or program.

Refunds will be calculated for the semester using the following chart:

Semester By Week	Percentage of Tuition Refunded	Percentage of Semester Completed
Week 1	100%	6.25%
Week 2	80%	12.50%
Week 3	80%	18.75%
Week 4	70%	25.00%
Week 5	60%	31.25%
Week 6	60%	37.50%
Week 7	50%	43.75%
Week 8	50%	50.00%
Week 9	40%	56.25%
Week 10	0%	62.50%
Week 11	0%	68.75%
Week 12	0%	75.00%
Week 13	0%	81.25%
Week 14	0%	87.50%
Week 15	0%	93.75%
Week 16	0%	100.00%

Refund calculations in accordance with the above chart will be based upon the last full week prior to withdrawal.

FINANCIAL SERVICES

The Los Angeles Film School has financial aid advisors to help students and their families develop a financial plan to enable program completion. These advisors help students complete applications for grants and loans applicable to students' circumstances. Once a student's eligibility for financial assistance has been determined, the student and the financial advisor develop a plan for meeting educational expenses. Students may apply for scholarships, grants, and loans to assist with college expenses.

Scholarships and grants are sums of money given to an eligible student to be applied toward the student's educational costs. Students do not repay scholarships or grants but must meet specific requirements to receive them.

Various loans may also be available to assist students with educational costs. **IF A STUDENT OBTAINS A LOAN TO PAY FOR AN EDUCATIONAL PROGRAM, THE STUDENT WILL HAVE THE RESPONSIBILITY TO REPAY THE FULL AMOUNT OF THE LOAN PLUS INTEREST, LESS THE AMOUNT OF ANY REFUND.** All students who receive federal- or state-sponsored financial assistance must maintain satisfactory academic progress as defined in Academic Policies and Procedures section. Students not actively attending due to an interruption of training (IOT) or withdrawal may not receive award disbursements.

The school is eligible for financial aid and participates in many programs to assist students with their education.

FEDERAL FINANCIAL AID

The Financial Aid Department encourages all applicants who apply for financial aid to begin the process early. Those seeking "federal" financial aid are required to complete a Free Application for Federal Student Aid (FAFSA). The FAFSA may be completed online at www.fafsa.ed.gov. After the FAFSA is submitted, the U.S. Department of Education notifies applicants of their results and our Financial Aid advisors will be available to discuss the available options for funding the selected degree program.

Eligibility for Federal Financial Aid Programs requires that a student be a U.S. citizen or eligible non-citizen [Alien Registration Receipt Card (Form I-151) or Permanent Resident Card (Form I-551), commonly known as a green card].

Financial aid is only available to students enrolling in a degree program. Individual course students are not eligible for financial aid. The school reserves the right to decline the certification of any educational loan.

GRANTS AND SCHOLARSHIPS

Federal Pell Grant

The Federal Pell Grant Program is designed to assist undergraduates with education expenses. Under this program, an undergraduate is one who has not earned a bachelor's or first professional degree. Awards for the 2019-20 award year range up to \$6,195. The U.S. Department of Education uses a standard formula, established by Congress, to determine eligibility.

Federal Supplemental Educational Opportunity Grant

The Federal Supplemental Educational Opportunity Grant (FSEOG) is also designed to assist undergraduates with education expenses. Under this program, an undergraduate is one who has not earned a bachelor's or first professional degree. Amounts are determined by application of the federal formula regarding a student's need as determined by the information provided on the Free Application for Federal Student Aid (FAFSA) and Pell Grant eligibility.

Institutional Scholarships

The school has a variety of institutional scholarship opportunities to assist students in meeting their financial needs while attending one of our degree programs. Each scholarship is unique and eligibility is dependent on type of program and eligibility. Please contact a Financial Aid representative for more information.

FEDERAL LOANS

Stafford Loans

A Stafford Loan is a low-interest loan made to a student enrolled in an Undergraduate Degree Program. Annual loan limits increase each subsequent year a student attends. Repayment terms and conditions are flexible in order to meet the needs of students after graduation.

Parent PLUS Loans

A Parent PLUS Loan is a credit-based loan made to either parent of a dependent child enrolled in an Undergraduate Degree Program. Available to credit-worthy parents, these loans provide funds for a student's educational expenses and may also provide additional money for living expenses. The interest rate is determined by Congress and compares favorably to other education financing options.

Private Education Loans

Many private lenders offer alternative education loans to supplement the federal programs after maximum limits are reached. These non-federal education loans have differing fees, interest rates and repayment options. They are credit-based and students may often secure a more favorable interest rate by using a co-signer. Students are strongly encouraged to maximize their eligibility for federal aid prior to applying for any private education loan. Contact the Financial Aid Department for more information.

Students acquiring an educational loan to finance tuition and related educational expenses will be obligated to repay such loans and interest thereon. Defaulting on educational loans may have an adverse effect on a student's ability to qualify for future credit, loans, grants and governmental assistance programs. Information regarding the rights and responsibilities of federal/private loan borrowers can be obtained during the online entrance interview as well as in the promissory note from the lending institution.

SPECIAL PROGRAMS

Federal Work Study

The school participates in the Federal Work-Study Program. The Federal Work-Study Program is designed to provide jobs to qualified students with financial need allowing them to earn money to help pay education-related expenses. The program encourages community service work and work related to the student's course of study. Students are awarded Federal Work Study funds based on a federally-prescribed formula. The school is an equal opportunity employer.

Veteran's Education Benefits

The school is authorized to train student's receiving Veteran's Education Benefits as approved by the Department of Veteran's Affairs. Awards are determined by application with the Veteran's Education Department and funding is disbursed directly to the institution for the Post 9/11 GI Bill® and the Yellow Ribbon Program (most other Chapters disburse funding directly to the student).

Vocational Rehabilitation Programs

Various states offer funding in the form of Vocational Training Benefits for designated applicants.

RETURN OF FEDERAL TITLE IV AID

In compliance with Federal regulations, the school will determine how much Federal student financial assistance the student has earned or not earned when a student who is a Title IV recipient withdraws from school.

The school will calculate the percentage and amount of awarded Federal student financial assistance that the student has earned if the student withdraws up through the sixty (60) percent point of the term or session if the student is only attending a session. If the student has completed more than sixty (60) percent of the term, the student earns one hundred (100) percent of the Federal student financial assistance. The amount earned will be based on the percentage of the term that was completed in days up to and including the last date of attendance.

To calculate the amount earned, the school will determine the percentage by dividing the number of calendar days completed in the term up to and including the last date of attendance by the total number of calendar days in the term. If there is a scheduled break of five (5) or more days, it will reduce the term length. If the scheduled break is before the student's last date of attendance, it will also reduce the calendar days completed.

The return of financial aid is dictated by The Return of Title IV Funds calculation policy. If a refund results from this calculation, federal policy requires that these unearned funds be returned to the applicable Title IV financial aid fund source.

Funds are refunded to the Title IV Programs in the following federally mandated order:

1. Unsubsidized Federal Stafford loans
2. Subsidized Federal Stafford loans
3. Federal PLUS loans
4. Federal Pell grants
5. Academic Competitiveness Grant (ACG)
6. National Science and Mathematics Access to Retain Talent (SMART)
7. Federal Supplemental Education Opportunity Grant (FSEOG)
8. Other grant or loan assistance authorized by Title IV of the HEA, as amended

When a student withdrawal involves the repayment of Title IV funds, the school returns these funds based semesters. If a student withdraws on or before completing sixty (60) percent of the semester, a portion of the total Title IV funds awarded will be returned. The Return of Title IV Funds calculation may result in the student owing a balance to the Federal Government and, in some cases, to the school. Refunds are made within forty-five (45) days of termination or withdrawal.

If more Federal student financial assistance has been earned than has been received, the student may be eligible for a post-withdrawal disbursement. The school will notify the student of any post-withdrawal disbursement loan funds for which the student may be eligible and what steps need to be taken for the Federal financial assistance funds to be received. The student or parent, in the case of the Federal PLUS Loans, needs to provide permission before any loan funds may be disbursed on the student's account or disbursed to the student or parent. However, the school may automatically use all or a portion of the post-withdrawal disbursement of grant funds for tuition and fees, and with the student's authorization, the school may automatically use the grant funds for other educationally-related charges. Any balance of grant funds that may be available will be offered to the student.

If Federal student financial assistance funds need to be returned, the institution must return a portion or all of the unearned funds equal to the lesser of:

- The institutional charges multiplied by the percentage of the unearned Federal student financial assistance funds; or
- The entire amount of unearned funds.

If there are remaining unearned Federal financial aid funds to be returned, the student must return any loan funds that remain to be returned in accordance with the terms and conditions of the promissory note. If the remaining amount of funds to be returned includes grant funds, the student must return any amount of the overpayment that is more than half of the grant funds received. The school will notify the student as to the amount owed and how and where it should be returned.

CREDIT BALANCES

The school receives financial aid funds for each student in two disbursements for each academic year of study. If a student borrows more than tuition to cover additional education-related costs, the student will be requested to sign an authorization form to hold a federal student aid credit balance. Upon receipt of borrower signature on the form, the school will refund the credit balance owed. The school receives disbursements each semester based on packaged and guaranteed financial aid. If a student borrows more than tuition to cover additional education costs within the confines of the Cost of Attendance (e.g., final project or living expenses), a stipend check will be issued to the student based on the following credit balance policy: All tuition for the semester in which a credit balance is scheduled must be received before a student can receive a stipend check. Any delays in providing documentation to financial aid or adjustments due to verification changes may result in a delay of the stipend check.

Due to circumstances outside the institution's control, there are instances when a scheduled disbursement does not occur as the result of a processing error with the lender or the Department of Education. When this happens, the funds do not post to the student's account on the expected date. This situation will result in a delay of the stipend check as funds must be received in order to issue any credit balances to the student. The school will do everything possible to ensure that the matter is resolved as quickly as possible so as not to result in a lengthy delay.

Schools must disburse credit balances to students within 14 days as a requirement of the U.S. Department of Education. Credit balances only occur after a disbursement is made on a student account. Once funds are received, the school can guarantee that a stipend check will be issued within 14 days between the date of disbursement to the institution and the issuing of a stipend check to a student. We encourage students to plan accordingly.

If a student is using Stafford Loans as part of their total Financial Aid package, please note that there is a 30-day waiting period for the initial disbursement of loans to first time borrowers (this only applies for stipends issued in the first semester of the freshman academic year of study). Depending on the amount of funds borrowed above tuition and fees, this delay in Stafford loans will result in one of the following scenarios:

- If the projected stipend is less than net award of Stafford loan(s), there will be a delay of the entire stipend check until federal loans have disbursed and generated a credit balance on the student account.
- If the projected stipend is more than the net award of Stafford loan(s), there will be two stipend checks issued. The first will be based on a credit balance from funding not subject to the 30-day Stafford loan delay. The second check will be based on the additional credit balance that occurs as a result of the Stafford loan disbursement(s) following the 30-day rule.

Per U.S. Department of Education regulations, the institution is required to issue credit balances for PLUS loans directly to the parent borrower unless we receive authorization in writing from the parent borrower (prior to loan disbursement) to release the check to the student. Please contact Financial Aid for more information and a copy of this form. If a student does not attend one or more terms, a stipend in a subsequent semester may be reduced based on a change in enrollment status (this particularly impacts federal aid recipients).

For students utilizing Post-9/11 GI Bill® benefits and planning to use federal aid towards a credit balance on the student account, please note that disbursements of VA funding occurs at monthly intervals based on certification of attendance. The school must wait until all tuition and fees for a semester are paid for before a stipend check can be issued. This may mean that the student will have to wait until the end of the semester before all monthly payments from the VA have been received before a credit balance shows up on the account and a check can be processed. Additionally, the Department of Veterans Affairs can take up to three months to issue disbursements to an institution upon certification of attendance, which may also result in delays of any potential credit balances to the student account. We encourage all post-9/11 GI Bill® students to utilize their monthly BAH stipend from the Veteran's Administration and budget accordingly until all funding has been received for a semester of study.

If a student borrows a private loan to cover living expense costs, all tuition and fees for a semester must be paid before a stipend check can be issued.

All students must meet Satisfactory Academic Progress in order to receive timely disbursements of federal financial aid and subsequent stipend checks. Please see the Satisfactory Academic Progress policy in the Academic Policies and Procedures section for further details.

All fees for tuition, security deposit, and laptop/software package are deducted from the first stipend check. There is no option to defer these deductions from any future disbursements. The security deposit is refundable upon graduation and is contingent upon the student returning the equipment undamaged, cleared of all outstanding fees with Business Office, and receiving proper clearance from the Library, Student Development, and Operations. Laptop costs are non-refundable.

FINANCIAL AID PENALTIES FOR DRUG LAW VIOLATIONS

Students are advised that a conviction for any offense, during a period of enrollment for which the student was receiving Title IV program funds, under any federal or state law involving the possession or sale of illegal drugs will result in the loss of eligibility for any Title IV, HEA grant, loan or work-study assistance.

GENERAL DISCLOSURE

At the time of this printing, The Los Angeles Film School does not have a pending petition in bankruptcy, is not operating as a debtor in possession, has not filed a petition within the preceding five years, and does not have a bankruptcy filed against it that resulted in reorganization under Chapter 11 of the United States Bankruptcy code (11 U.S.C. Sec. 1101 *et seq*).

MILITARY & VETERAN STUDENTS

The Los Angeles Film School's Military Services Department supports veterans and active duty servicemembers who want to pursue their education in the field of entertainment and media arts. We offer:

- Military advisors who understand the culture and lingo
- Yellow Ribbon tuition contributions with no maximum cap
- Help navigating the application process for GI Bill® benefits and other financial aid
- Credit for applicable military training and education

Additional information regarding specific policies and procedures as well as special services and events for military and veteran students is available on our website at: <http://www.lafilm.edu/military> or by contacting the team at military@lafilm.edu.

EDUCATION BENEFIT PROGRAMS

In some cases, military educational benefits will not cover the entire cost of tuition. All military students with a gap in tuition will need to secure their enrollment in congruence with school policies prior to starting class. Veteran students applying for military benefits are encouraged to speak with a military benefits advisor at The Los Angeles film School prior to enrolling for any benefit. To do so, please call or send an email to military@lafilm.edu.

MILITARY TUITION ASSISTANCE

Eligibility and the amount of active duty or reserve tuition assistance is determined by the branch of service. Students must independently apply for tuition assistance through their command/on base. Tuition assistance is paid directly to the institution.

TRANSFER CREDIT POLICY

Students using Veterans Affairs benefits are required to submit transcripts from all prior colleges or universities attended for evaluation. The Veterans Affairs Department will not pay for any courses that were completed at a prior school. Students are therefore encouraged to submit transcripts as early as possible in the admissions process. The school will certify Veterans Affairs benefits through a student's first academic year until prior transcripts are received. However, if the school accepts transfer credit for any coursework completed at the school prior to receiving a student's transcripts, the student will be responsible for the tuition costs and will be required to repay all BAH (Basic Allowance Housing) received for those courses.

CHAPTER 30, THE MONTGOMERY GI BILL® – ACTIVE DUTY

Veterans who entered active duty beginning July 1, 1985 and who participated in the 12-month pay reduction program while on active duty. Also includes Chapter 32 active duty persons with eligibility as of October 1, 1996 who elected to participate in the Montgomery GI Bill®. Eligibility is decided by the VA. Benefits are paid directly to the student.

CHAPTER 31, VETERAN READINESS AND EMPLOYMENT (VR&E)

This program was formerly known as Vocational Rehabilitation and Employment. Veterans with a service-connected disability, or who are rated 10 percent or more disabled according to the Department of Veterans Affairs. Eligibility is decided by a VA caseworker. Tuition is paid directly to the School; other benefits may be paid to the student.

CHAPTER 32, VETERANS EDUCATIONAL ASSISTANCE PROGRAM

Veterans who entered active duty between January 1, 1977 and June 30, 1985 and who contributed to the program while on active duty.

CHAPTER 33, THE POST-9/11 GI BILL®

Veterans who accumulated at least 90 days of aggregate service on or after September 11, 2001 with an honorable discharge, or those who received a service-connected disability after 30 days of service may be eligible for Chapter 33, as determined by the VA. Tuition and fees are paid directly to the School, with BAH and book stipends paid directly to the student. All payments are proportionate to Chapter 33 eligibility rating, with BAH payments based on DoD calculator (use school zip code for an E-5 with dependents). This benefit is frequently revised. Please refer to the VA for comprehensive changes to this benefit.

CHAPTER 33/TEB, THE POST-9/11 GI BILL® TRANSFER

This option is for Chapter 33-eligible service members to transfer unused benefits wholly or in increments to spouses and/or children.

THE YELLOW RIBBON PROGRAM, A COMPONENT OF CHAPTER 33, THE POST-9/11 GI BILL®

The School is a proud participant in this joint tuition grant-matching program with the VA for students who are entitled to the 100% eligibility rate. Yellow Ribbon amounts are applied solely and directly to tuition.

CHAPTER 35, SURVIVORS AND DEPENDENTS ASSISTANCE PROGRAM

For spouses or children of veterans who died on active duty, whose death was caused by a service-connected disability, or who are rated by the VA as 100 percent permanently disabled.

CHAPTER 1606, THE MONTGOMERY GI BILL® – SELECTED RESERVE

Benefits are paid directly to eligible individuals who have committed to the required length of enlistment in the Selected Reserve. Chapter 1607, Reserve Educational Assistance Program
Chapter 1607 is potentially payable for individuals in the reserves who were recalled for active duty for at least 90 days beginning September 11, 2001 or later. Eligibility is determined by either DoD or DHS.

MYCAA, MILITARY SPOUSE CAREER ADVANCEMENT ACCOUNT

MyCAA is available to spouses of active duty service members in pay grades E1-E5, W1-W2, and O1-O2, including the spouses of activated Guard and Reserve members within those ranks. Spouses of Guard and Reserve members must be able to start and complete their courses while their sponsor is on Title 10 orders.

BENEFIT RECIPIENT RESPONSIBILITIES

Veterans receiving Veteran Administration funding for any portion of their program are responsible to directly notify the campus certifying official or military benefits advisor of any change of status in their program to include:

- Transferring credits to program from another institution

- Testing out of a class
- Receipt of a failing grade for an entire class
- Modifications to the original program sequence as outlined in the catalog
- Change of program
- Switching from an accelerated program track to an extended track or vice versa
- Exiting the program

Students are expected to contact the military benefits advisor by visiting in person, speaking with them over the telephone, or emailing: military@lafilm.com. Failure to communicate program changes may cause overpayment or underpayment of tuition and/or fees, which may result in debt collection practices from the VA's Debt Management agency or BAH withholding. VA instructs institutions to cut refund checks to students who are issued overpayments for these reasons only, in accordance with The School's refund policy. All other monies will be returned to the issuing agency. The Los Angeles Film School's Military Services Department supports veterans and active duty servicemembers who want to pursue their education in the field of entertainment and media arts.

VA REFUND POLICY

The School complies with The Department of Veteran Affairs standards, which defers to institutional refund policy (outlined in the Cancellation, Withdrawn & Refund Policies section). Military education benefits received for students who cancel their enrollment prior to matriculation will be sent directly back to the issuing agency. In situations where a student has withdrawn from a class that the VA has already sent the school payment for and whose last day of attendance falls past the first day of the start of that class, the school may issue a credit balance refund to the student if:

- The VA does not request for funding to be returned
- There are no tuition and fees balance outstanding
- There is a credit balance remaining after any and all adjustments

VA STUDENT ACADEMIC UNSATISFACTORY PROGRESS DEBT ACCRUAL

In situations in which a class is not satisfactorily completed due to attendance, VA reserves the right to debt the student for some or all of the costs associated with the class, including tuition, fees, book/supplies, yellow ribbon, and Basic Allowance for Housing (BAH). In certain situations, the VA will pay for multiple attempts at classes, as long as the student is still maintaining satisfactory progress as outlined in the Satisfactory Academic Progress Policy section.

CHANGE OF STATUS/AVOIDING BAH DEBT ACCRUAL

Students who neglect to inform the military benefits advisor of a change of status in program may find their BAH has been withheld from the VA. In order to assist students in this situation, we highly suggest students immediately share any paper correspondence with the campus certifying official/military benefits advisor.

VA SATISFACTORY ACADEMIC PROGRESS

The School complies with The Department of Veteran Affairs standards, which defers to institutional Satisfactory Academic Progress policy (outlined in the Academic Policies and Procedures section.)

BREAK PAY

The VA does not pay BAH during school breaks.

MILITARY LEAVE POLICY

The school may grant more than one interruption of training (IOT) in the event that unforeseen circumstances arise, such as military service requirements, provided that any combined leaves of absence do not exceed 90 days within a 12-month period. However, students who are issued military orders should communicate their obligation and activation dates as soon as possible to both the Student Services and Military Services Departments. The period of the leave may not begin until the student has acknowledged the following:

- An IOT may not exceed 90 days within any 12-month period and the school has approved a written and signed request.
- A military-service related interruption of training (IOT) request that extends beyond 90 days must be accompanied with orders and the re-instatement to active student status.
- All school equipment loaned out to the student taking leave will need to be returned to the Equipment Room (ER) before the IOT is granted.
- Re-entry into the program of study requires that students check back into school through the Student Services Department to co-ordinate scheduling and be directed to the appropriate departments to include the Military Services Department to re-instate program funding.

Upon submitting travel vouchers within the 90 day time frame and one month within the date on the approved travel voucher, military students will not be required to pay re-take fees for classes dropped due to the call to service using grants, VA monies, or cash. Further, military students will not be charged tuition for classes not yet taken. Official orders are required for consideration for an extended IOT beyond 90 days. Failure to return to school within the 90-day time-frame that are a result of extended military service leave will require approved military travel orders with no longer than one month between the military approval date and the re-instatement date. Every consideration to use existing credits will be exercised, however, extended absences may result in retakes or new classes that are part of a revised curriculum and will subject students to review by the Program Director.

VA PENDING PAYMENT COMPLIANCE

In accordance with Title 38 U.S. Code § 3679 subsection (e), while payment is pending from the U.S. Department of Veterans Affairs (VA) for Post 9/11 GI Bill® (Ch. 33) or Veteran Readiness and Employment (Ch. 31) benefits, the school will not:

- Prevent the student's enrollment
- Assess a late penalty fee to the student
- Require the student to secure alternative or additional funding
- Deny the student access to any resources (access to classes, libraries, or other institutional facilities) available to other students who have satisfied their tuition and fee bills to the institution

To qualify for this provision, students will be required to:

- Produce the VA Certificate of Eligibility (COE) by the first day of class
- Provide a written request to be certified
- Provide additional information needed to properly certify the enrollment as described in other institutional policies

ACADEMIC CALENDAR

TERM	TERM START	TERM END
SEPTEMBER-20	8/31/2020	9/27/2020
OCTOBER-20	9/28/2020	10/25/2020
NOVEMBER-20	10/26/2020	11/22/2020
DECEMBER-20	11/23/2020	12/20/2020
JANUARY-21	1/4/2021	1/31/2021
FEBRUARY-21	2/1/2021	2/28/2021
MARCH-21	3/1/2021	3/28/2021
APRIL-21	4/5/2021	5/2/2021
MAY-21	5/3/2021	5/30/2021
JUNE-21	6/1/2021	6/27/2021
JULY-21	7/6/2021	8/1/2021
AUGUST-21	8/2/2021	8/29/2021

HOLIDAYS & BREAKS (SCHOOL CLOSED):

LABOR DAY	9/7/2020
THANKSGIVING	11/26/2020-11/27/2020
WINTER BREAK	12/21/2020-1/3/2021
MARTIN LUTHER KING JR. DAY	1/18/2021
SPRING BREAK	3/29/2021 - 4/4/2021
MEMORIAL DAY	5/31/2021
SUMMER BREAK	6/28/2021-7/4/2021
INDEPENDENCE DAY (OBSERVED)	7/5/2021

STUDENT SERVICES

ACADEMIC SUCCESS STUDENT ADVISORS

Student Advisors serve as a primary point of contact for students and they can assist with scheduling issues, leaves of absence, community referrals and tutoring resources. All students are assigned an advisor at the start of their program.

Campus Students: Student Advisors are located on the first floor of Building 2 (6353 Sunset Blvd) and available to assist students during normal business hours (Monday through Friday, 9:00am to 6:00pm).

Online Students: Online Student Advisors are available to assist students via email (onlineadvising@lafilm.edu) or phone (844.716.1494).

CAREER DEVELOPMENT SERVICES

Career development is a lifelong process, and it begins right when school starts. The keys to unlocking and managing a successful career in the entertainment industry are research, networking, preparation, professionalism, and staying current with industry practices and trends. The Career Development department works with students to equip them with interpersonal and professional skills, support their vocational goals, and help to bridge the gap between academia and the workplace.

Career Development services include the following:

- Career advisement
- Internship and job search
- Resource library and computers
- Employer presentations and on-campus interviews
- Alumni relations

Career Development Advisors are located on the 6th floor of Building 2 (6353 Sunset Blvd) and available to assist students during normal business hours (Monday through Friday, 9:00am to 6:00pm).

LIBRARY/LEARNING RESOURCE SYSTEM

The school's library and learning resource system provide materials and access to materials that are commensurate with the degree programs currently being offered as well as the proposed bachelor's degree program. The primary objective of the learning resource system is to enhance the intellectual knowledge of students, faculty and staff through the use and management of the resources available. Students have access to physical books and multimedia holdings in the Library located on the 5th floor of Building 1 (6363 Sunset Blvd), which is open Monday through Friday, 8:00am to 8:00pm and Saturday, 10:00am to 4:00pm. Most materials can be checked out by students with a valid school identification card. Students also have 24/7 access to extensive online databases that they can search on computers in the library or remotely from anywhere they have internet. Students can access online learning resource materials through their portal at www.connect.lafilm.edu.

Students enrolled in online degree programs can access the online library by clicking the LAFS Library link at the top of the home page of the portal, or from their course pages on the LMS. The online library offers many online resources for student reference and research for their course work. These resources include databases such as EBSCOhost, CALL, Science Full Text Select, Oxford Music Online, LIRN, Web Gallery of Art, and many more. In addition, the library provides guides for citing sources, how to search the library catalog, and what constitutes a scholarly article.

ONLINE TECH SUPPORT

The school has an online support helpdesk that is available 7 days a week 6:00 am to 12:00 midnight PT to assist students if they experience technical difficulties accessing their online courses or course materials. Students may contact the online technical support desk by email: onlinesupport@lafilm.edu or phone: 844.FIX.FILM (844.349.3456).

SERVICES FOR STUDENTS WITH DISABILITIES

The school is committed to providing equal access to all students, including those who qualify as persons with disabilities. While upholding this commitment, the school also expects all students to maintain the high standards of academic achievement and excellence that are essential to the integrity of the school's mission. By advancing these aims, the school ensures that its policies, practices, and procedures conform to federal, state, and local statutes and regulations. Provide written documentation to the Student Disability Services Coordinator regarding the nature of your disability and any considerations/ accommodations that may be necessary. Such documentation must: (1) be from an appropriate professional, (2) not be more than twelve months old and, (3) provide a clear understanding of how the student is presently functioning. The school's confidentiality policy provides that only the appropriate school personnel access this information and it is stored in separate, confidential files. Except in instances of health or safety, information concerning the disability, accommodations, or documentation will not be released without written consent. Provide ample time when requesting a reasonable accommodation(s). Requests must be evaluated and arrangements made prior to the anticipated need for service/support. The school cannot guarantee that appropriate accommodations/services can be put in place without sufficient lead-time to make arrangements. Whenever possible, please provide at least 60 days advance notice. The Student Disability Services Coordinator makes determinations of reasonable accommodations for students with disabilities.

ACADEMIC POLICIES AND PROCEDURES

ACADEMIC FREEDOM

The Los Angeles Film School values the rights of expression pertaining to the teaching and research of its faculty. The school guarantees academic freedom in the classroom within the parameters of its mission and academic policies and procedures as approved by its applicable licensing and accrediting agencies. The faculty will be afforded freedom in the classroom to express professional points of view and conclusions supported by relevant evidence.

ACCESS TO ONLINE COURSE MATERIALS

The Institution shall give the student access to the online learning platform and the first lesson and any materials to any student within seven days after the institution accepts the student for admission. The institution shall transmit all of the lessons and other materials to the student if the student: (A) has fully paid for the educational program; and (B) after having received the first lesson and initial materials, requests in writing that all of the material be sent. (2) If an institution transmits the balance of the material as the student requests, the institution shall remain obligated to provide the other educational services it agreed to provide, such as responses to student inquiries, student and faculty interaction, and evaluation and comment on lessons submitted by the student, but shall not be obligated to pay any refund after all of the lessons and material are transmitted.

ADVANCEMENT

An academic year consists of 32 weeks of instruction. In order to advance to the next grade level (freshman to sophomore, etc.), students must earn a minimum of 24 semester credits during that academic year.

ANTI-HAZING POLICY

Hazing is any action taken or situation created intentionally that causes embarrassment, harassment or ridicule and that risks emotional and/or physical harm to members of a group regardless of the individual's willingness to participate. The school does not allow hazing for any reason whatsoever. Students engaging in any potentially harmful activities will be disciplined and may be subject to suspension or termination pursuant to the Student Code of Conduct.

ATTENDANCE POLICIES-CAMPUS

Regular class attendance and lab participation are two of the most significant factors for success. Students are expected to attend classes and lab sessions unless prevented by illness or emergency. Most courses have a minimum number or percentage of class hours that students must attend in order to earn a passing grade. This information is provided to the students in the syllabus received on the first day of those classes.

Students who do not attend any scheduled classes for fourteen (14) consecutive calendar days will be administratively withdrawn from the school.

ATTENDANCE POLICIES-ONLINE PROGRAMS AND COURSES

Students must actively participate within their online community to receive an authentic learning experience. Student attendance in online courses is defined as participation in an academically related activity. Online courses have weekly activities for student participation. For attendance purposes, simply logging into an online class does not count toward attendance.

Students who fail to participate in an academically related activity for fourteen (14) consecutive calendar days will be withdrawn from their course(s). If students are withdrawn from all courses in the same term, they will be administratively withdrawn from the school.

CAMPUS SECURITY

It is essential that all security incidents occurring on campus or in its vicinity be reported to uniformed security personnel. Security Incidents include criminal activity of all types, incidents that result in injury to a student, faculty or staff members, incidents that result in damage to school equipment or facilities other equipment or facilities used as part of the instruction, all losses of personal property, suspicious individuals on campus, persons on campus apparently under the influence of an intoxicating substances and any dangerous situations or activities likely to result in personal injury or property damage. All students are required to wear their student ID on a school-issued lanyard at all times when on campus. This is critical to maintaining a safe, secure, and comfortable learning environment. Students without ID will not be admitted to classes or labs and must obtain a temporary ID from the Security/Reception Desk. It is advised that students keep their personal belongings with them at all times.

Jeanne Clery Disclosure of Campus Security Policy and Campus Crime Statistics Act. The *Jeanne Clery Disclosure of Campus Security Policy and Campus Crime Statistics Act* (20 USC § 1092(f)) requires colleges and universities across the United States to disclose information about crime on and around their campuses. This report is prepared in cooperation with the Police agencies surrounding our campus facilities. This report is available on the web site at <http://www.lafilm.edu/>, and may also be reviewed on the campus website: www.lafilm.edu/. Hard copies of this report may be obtained from the Student Records Department.

CHILDREN ON CAMPUS

The primary mission of The Los Angeles Film School is to educate students. To that end, LAFS has the responsibility to provide a place of instruction that is free from distractions and conducive to learning. LAFS and its facilities (classrooms, offices, public and common areas) cannot be viewed at any time as a substitute for childcare arrangements. The presence of children is often a disruptive factor, not just because a child can be noisy or active, but because even inadvertently, attention is centered on the child rather than on the teaching and learning process. The presence of children on campus and in its facilities also raises safety and liability issues. Appropriate restrictions must therefore be placed on bringing children to campus.

Children are not allowed in school facilities except for brief visits when the child is accompanied by an adult. The term "Child/Children" refers to an individual(s) who has not yet reached eighteen (18) years of age. Students may not allow children to be left unattended anywhere on campus even for a short period of time. Children are not allowed in classrooms, labs, studios, production stages or studios. Students are not allowed to bring children with them to class or to class activities regardless of where the class is held.

CLASS SCHEDULE

Campus-based classes are taught seven (7) days a week between the hours of 7:00am-midnight. Students should expect to be in classes at least 20-25 hours a week on a schedule that changes every four (4) weeks. Students will be notified of the class schedule (meeting time and location) via their student email account and posted in their student portal at least seven (7) days prior to the start of each term.

Students enrolled in online courses may access their courses, course materials and assignments at any hour and day they choose, provided they meet all assignment deadlines. LAFS reserves the right to adjust the order of courses and program content, staff, or materials on a course-by-course basis as needed.

CLASS SIZE

For courses on campus, the average student-to-instructor ratio in lab settings will vary from 8 to 24 students per instructor depending on the type of equipment and nature of the exercises. The average student-to-instructor ratio in lectures will vary from 24 to 45 students per instructor. For online courses, the average student-to-instructor ratio in an online section is 25 students per instructor.

CLOCK HOUR TO CREDIT HOUR CONVERSION

The conversion of clock hours to credit hours is calculated on a semester credit hour basis, which varies according to the content of the course. One semester credit hour is equivalent to any of the following:

- 15 clock hours of lecture time plus 30 hours of outside preparation time or the equivalent
- 30 clock hours of supervised laboratory instruction plus the appropriate outside preparation
- 30 clock hours of independent study with measured achieved competency relative to the required subject objectives or not fewer than 45 hours of internship

COPYRIGHT INFRINGEMENT PROHIBITED

The unauthorized distribution of copyrighted material, including unauthorized peer-to-peer file sharing may subject students to civil and criminal liabilities. Copyright infringement is the act of exercising, without permission or legal authority, one or more of the exclusive rights granted to the copyright owner under section 106 of the Copyright Act (Title 17 of the United States Code). These rights include the right to reproduce or distribute a copyrighted work. In the file-sharing context, downloading or uploading substantial parts of a copyrighted work without authority constitutes an infringement. Penalties for copyright infringement include civil and criminal penalties. In general, anyone found liable for civil copyright infringement may be ordered to pay either actual damages or "statutory" damages affixed at not less than \$750 and not more than \$30,000 per work infringed. For "willful" infringement, a court may award up to \$150,000 per work infringed. A court can, in its discretion, also assess costs and attorneys' fees. For details, see Title 17, United States Code, Sections 504, 505. Willful copyright infringement can also result in criminal penalties, including imprisonment of up to five years and fines of up to \$250,000 per offense. For more information, please see the website of the U.S. Copyright Office at www.copyright.gov. Students who engage in illegal downloading or unauthorized distribution of copyrighted materials using the school's information technology system are subject to disciplinary action under the Student Code of Conduct up to and including dismissal from their program.

COURSE DELIVERY MODE

The school offers online and hybrid courses in all of its campus and distance education programs. Online and hybrid courses are delivered over the school's proprietary Learning Management System (LMS), known as LA Film Online, which is a secure web-based platform that employs modern multimedia technologies and is accessible 24 hours a day via the Internet. Students use this system to view video content, receive and submit project work and assignments, take tests and quizzes, communicate with instructors and classmates, and review grades and course progress.

COURSE MATERIALS

The school uses a wide variety of materials to support classroom and hands-on learning experiences. A combination of traditional textbooks, custom course manuals created by the faculty, professional training materials, and online learning resources provide access to a wide range of information. Additional resources are available in the Library.

COURSE RETAKE POLICY

Students may retake a course one time without paying additional tuition or retake fees. Although students will not be charged additional tuition for the first retake of a course, the retake will be counted as days attended for purposes of calculating the percentage of tuition owed if students withdraw prior to graduation. Students who fail the first retake of a course will be charged the full tuition rate for each attempt thereafter.

CREDITS ATTEMPTED & COMPLETED

Credits attempted are defined as all classes for which a student receives a passing grade, or an "F," "I," "W," "WF" or "P."
Credits completed are defined as all classes for which a student receives a passing grade of "D" or better.

DRUG-FREE SCHOOLS AND COMMUNITIES ACT STANDARDS OF CONDUCT

Students who violate the Drug-Free Schools and Communities Act Standards of Conduct subject themselves to disciplinary action, which may include probation or termination. Students are subject to periodic testing in the event there is a reasonable suspicion of alcohol or drug use.

Reasonable suspicion may emanate from a variety of circumstances including, but not limited to:

- Direct observation of alcohol or drug use
- Physical or behavioral symptoms
- Abnormal or erratic behavior
- Marked changes in behavior
- Evidence of drug or alcohol possession on the premises

A refusal to be tested, or tampering with a test, will be interpreted the same as a positive result. A positive test result will result in disciplinary action. Disciplinary action will take place within 30 days of notification, and may include a letter of admonishment, required enrollment in a rehabilitation program, termination from school or employment and/or referral for prosecution.

EVALUATIONS

During courses, students are evaluated on their performance through a series of quizzes, exams, and project evaluations. They are evaluated on theory, technical and practical applications as well as standards of professionalism.

FACULTY QUALIFICATIONS

Instructors teaching core courses must have a minimum of four years of related practical work experience in the subject area(s) taught and possess a related degree at least at the same level of the course the faculty member is teaching. Instructors teaching general education courses must have a master's degree and at least 15 credit hours related to the subject area(s) taught. Instructors teaching online courses are required to complete additional online instructor training prior to teaching their first course.

FAMILY EDUCATIONAL RIGHTS AND PRIVACY ACT (FERPA)

The Family Educational Rights and Privacy Act of 1974, as amended ("FERPA") sets out requirements designed to afford students certain rights with respect to their education records. In addition, it puts limits on what information the school may disclose to third parties without receiving prior written consent from the student.

Procedure to Obtain Education Records

Students have the right under FERPA to inspect and review their education records. A student who wishes to inspect and review his/her records should submit a written request to the Student Records Department. The request should identify as precisely as possible the records the student wishes to inspect. If the requested records are subject to inspection and review by the student, arrangements for access will be made within a reasonable period of time but in no case more than 45 days after the request was made, and the student will be notified of the time and place where the records may be inspected. The school may require the presence of a school official during the inspection and review of a student's records. The term "education record" does not include certain types of records such as, by way of example, records of instructional, supervisory, administrative, and certain educational personnel that are in the sole possession of the maker thereof and are not accessible or revealed to any other individual except a substitute. When a record contains personally identifiable information about more than one student, the student may inspect and review only the information that relates to him/her personally.

Disclosure of Educational Records

The school generally will not permit disclosure of personally identifiable information from the records of a student without prior written consent of the student. Personally identifiable information is disclosed (some items are mandatory, some discretionary) from the records of a student without that student's prior written consent to the following individuals or institutions or in the following circumstances:

1. To school officials who have legitimate educational interests in the records. A school official is:
 - a. a person employed by The Los Angeles Film School or its corporate parent in an administrative, supervisory, academic or research, or support staff position. This includes, but is not limited to human resources and accounting staff; or
 - b. a person employed by or under contract with the school to perform specific tasks, such as an auditor, consultant, or attorney, a person on the Board of Managers, or a student assisting another school official. Any school official who needs information about a student in the course of performing instructional, supervisory, advisory, or administrative duties has a legitimate educational interest.
2. To certain officials of the United States Department of Education, the Comptroller General of the United States, the Attorney General of the United States, and state and local educational authorities in connection with state or federally supported educational programs.
3. In connection with the student's request for, or receipt of, financial aid necessary to determine the eligibility, amounts or conditions of financial aid, or to enforce the terms and conditions of the aid.
4. To organizations conducting certain studies for or on behalf of the school.
5. To accrediting commissions or state licensing or regulatory bodies to carry out their functions.
6. To parents of a dependent student, as defined in Section 152 of the Internal Revenue Code.
7. To comply with a judicial order or lawfully issued subpoena.
8. To appropriate parties in health or safety emergencies.
9. To an alleged victim of a crime of violence or a non-forcible sexual offense, the final results of the disciplinary proceedings conducted by the school against the alleged perpetrator of that crime or offense with respect to that crime or offense.
10. To persons in addition to the victim of a crime of violence or non-forcible sexual offense, the final results of the disciplinary proceedings described in paragraph 9 above but only if the school has determined that a student is the perpetrator of a crime of violence or non-forcible sexual offense, and with respect to the allegation made against him or her, the student has committed a violation of the school's rules or policies. In such instances, the school may only disclose the name of the perpetrator — not the name of any other student, including a victim or witness — without the prior written consent of the other student(s). Both the accuser and the accused must be informed of the outcome of any institutional disciplinary proceeding brought alleging a sex offense. Compliance with this paragraph does not constitute a violation of the Family Educational Rights and Privacy Act (20 U.S.C. 1232g). For the purpose of this paragraph, the outcome of a disciplinary proceeding means only the institution's final determination with respect to the alleged sex offense and any sanction that is imposed against the accused.
11. To a parent regarding the student's violation of any federal, state, or local law or of any rules or policy of the school governing the use or possession of alcohol or a controlled substance if the school determines that the student has committed a disciplinary violation with respect to that use or possession, and the student is under 21 at the time of the disclosure to the parent.
12. Directory information (see below).

Record of Requests for Disclosure

Except with respect to those requests made by the student themselves, those disclosures made with the written consent of the student, or to requests by or disclosures to school officials with legitimate educational interests and disclosures of directory information (or other exceptions described in the applicable regulations), the school will maintain a record indicating the parties who have requested or obtained personally identifiable information from a student's education records and the legitimate interests those parties had in requesting or obtaining the information. This record may be inspected by the student.

Directory Information

The school designates the following information as directory information. (Directory information is personally identifiable information that may be disclosed without the student's consent):

1. Student's name
2. Address: Local, email and Website
3. Telephone number (local)
4. Date and place of birth
5. Program of study
6. Participation in officially recognized activities
7. Dates of attendance

8. Degrees and certificates awarded
9. Most recent previously attended school
10. Photograph of the student, if available
11. Enrollment status (i.e., enrolled, continuing, future enrolled student, reentry, leave of absence, etc.)
12. Student honors and awards received

Notice of these categories and of the right of an individual in attendance at the school to request that his/her directory information be kept confidential will be given to the student annually. Students may request nondisclosure of student directory information by specifying nondisclosure, in writing, to the Student Records Department, The Los Angeles Film School, 6353 Sunset Blvd., Hollywood, CA 90028.

Correction of Educational Records

Students have the right under FERPA to ask to have records corrected which they believe are inaccurate, misleading, or in violation of their privacy rights. The following are the procedures for the correction of records:

1. A student must ask the V.P. of Education to amend a record. As part of the request, the student should identify the part of the record they want to have changed and specify why they believe it to be inaccurate, misleading, or in violation of his/her privacy rights.
2. The school may either amend the record or decide not to amend the record. If it decides not to amend the record, it will notify the student of its decision and advise the student of the right to a hearing to challenge the information believed to be inaccurate, misleading, or in violation of the student's privacy rights.
3. Upon request, the school will arrange for a hearing and notify the student reasonably in advance of the date, place, and time of the hearing. The hearing will be conducted by an individual who does not have a direct interest in the outcome of the hearing. That individual may be an official of the school. The student shall be afforded a forum for the opportunity to present evidence relevant to the issues raised in the original request to amend the student's education records.
4. The school will prepare a written decision based solely on the evidence presented at the hearing. The decision will include a summary of the evidence, and the reasons for the decision.
5. If, as a result of the hearing, the school decides that the information is inaccurate, misleading, or otherwise in violation of the privacy rights of the student, it will:
 - a. amend the record accordingly; and
 - b. inform the student of the amendment in writing.
6. If, as a result of the hearing, the school decides that the information in the education record is not inaccurate, misleading, or otherwise in violation of the privacy rights of the student, it shall inform the student of the right to place a statement in the record commenting on the contested information in the record or stating why he or she disagrees with the decision of the school.
7. If a statement is placed in the education records of a student under paragraph 6 above, the school will maintain the statement with the contested part of the record for as long as the record is maintained and disclose the statement whenever it discloses the portion of the record to which the statement relates.

Student Right to File Complaint

A student has the right to file a complaint with the United States Department of Education concerning alleged failures by the school to comply with the requirements of FERPA. The name and address of the governmental office that administers FERPA is:

Family Policy Compliance Office
 United States Department of Education
 400 Maryland Avenue, S.W.
 Washington, DC 20202-4605

GRADE SYSTEM

The school uses a standard 4.0 scale to calculate grade point averages.

Letter Grade	Point Value	Numeric Score
A+	4.0 (Honors)	98-100
A	4.0	94-97
A-	3.7	90-93
B+	3.3	87-89
B	3.0	84-86
B-	2.7	80-83
C+	2.3	77-79
C	2.0	74-76
C-	1.7	70-73
D+	1.3	67-69
D	1.0	60-66
F	0.0	0-59
P	N/A	Proficient

Grades will not be rounded until the final grade. To calculate the final grade percentage, the final total points are divided by the total points available for the course. If the final percentage is less than a whole number, the following rules are utilized to determine the score by a whole number:

- When the number is .50 or greater, the score is rounded to the next highest number. (i.e.: 79.50 = 80)
- When the number is .49 or less, the score is rounded to the next lowest number. (i.e., 92.49 = 92)

Other letter grades:

CR	Prior Credit Earned	Not included in GPA but does count as Credits Earned and Attempted
FA	Failure for Non-Attendance	Included in GPA and credits attempted
GF	Grade Forgiveness	Indicates course that was retaken
I	Incomplete	Not included in GPA but does count as credits attempted
TR	Transfer Credit	Not included in GPA but does count as Credits Earned and Attempted

W	Withdrawn	Grade awarded if student withdraws from a course. Not included in GPA calculation or credits attempted.
WP	Withdrawn Passing	Grade awarded if student withdraws from a course prior to 60% of the term. Not included in GPA calculation but count as credits attempted.
WF	Withdrawn Failing	Grade awarded if student withdraws from a course after 60% of the term. Included in GPA calculation and count as credits attempted.

GRADE APPEALS

Faculty members are responsible for clearly stating the instructional objectives of the course at the beginning of each term and for evaluating student achievement in a manner consistent with the stated objectives. Students are responsible for maintaining standards of academic performance established in the syllabus for each course in which they are enrolled. The grade appeal procedure provides a formal process for students to request a review of final grades that they think were incorrectly awarded. The burden of proof rests with the student to demonstrate that the grade assigned for the course was made on the basis of any of the following conditions:

- A grading decision was made on some basis other than performance and other than as a penalty for academic dishonesty.
- A grading decision was based on standards unreasonably different from those that were applied to other students.
- A grading decision was based on a substantial, unreasonable or unannounced departure from the course objectives and assignments.

The student must submit a grade appeal, in writing, to the course instructor who issued the grade no later than 14 calendar days after the grade is posted and available for the student to see through their student portal account. If, after subsequent consultation with the course instructor, the student is not satisfied and wishes to pursue the issue, or if the instructor is not available or does not respond within 7 days, the student should submit the appeal in writing to the Program Director. Documentation supporting the grade change based on the appropriate category set forth above is to be submitted with the appeal. If no appeal is filed within this time period, the grade shall be considered final. The Program Director will discuss the matter with the student and with the course instructor, arrive at a decision, and will document the appeal and the Director's response. This decision is final.

GRADUATION REQUIREMENTS

In order to receive a degree from an undergraduate degree program, a student must:

- Fulfill all coursework required within the degree.
- Not accrue in excess of 1.5 times the credits required to complete the program.
- Achieve an overall cumulative GPA of 2.0.
- Fulfill all financial responsibilities to the institution.

HONORS

Degree honors are awarded to students who graduate with the following enrollment cumulative GPA:

<i>Summa Cum Laude:</i>	3.80 to 4.0
<i>Magna Cum Laude:</i>	3.70 to 3.79
<i>Cum Laude:</i>	3.50 to 3.69

HOURS OF OPERATION

General business hours are Monday through Friday 9:00 am – 6:00 pm (Pacific Time).
Classes, labs, and other academic events run 7 days per week, 24 hours a day.

HOUSING

The Los Angeles Film School does not offer on-campus housing or dormitories, nor does it provide housing services for students. The average monthly rent for a one-bedroom apartment in Los Angeles, California ranges between \$1,827 and \$2,413. For helpful information on locating apartments in Los Angeles, visit <http://www.apartmentfinder.com/California/Los-Angeles-Apartments>; and for detailed information on the cost of living in Los Angeles, visit <https://www.expatistan.com/cost-of-living/los-angeles>. The school does not endorse or make any warranty as to the accuracy or usefulness of these websites, they are provided solely for informational purposes. The school is not responsible for finding or assisting a student in finding housing.

INTERRUPTION OF TRAINING

In extenuating circumstances, students may apply for an Interruption in Training (IOT) from their program. Students must submit the request in writing prior and it must be approved by the school prior to taking an IOT. The maximum time allowed for an IOT is 90 days. Students on an IOT are not allowed to access campus facilities or equipment and are not eligible to receive financial aid disbursements. Students who fail to resume their courses at the end of an IOT will be administratively withdrawn from their program.

LANGUAGE OF INSTRUCTION

All courses of instruction are taught in English. The institution does not offer instruction in any language other than English. The school does not offer English language services such as translators or ESL classes.

LOCATION WHERE INSTRUCTION WILL BE PROVIDED

Lecture classes, lab classes and other educational activities are held at instructional locations in Hollywood, California: 6363 Sunset Boulevard, 6353 Sunset Boulevard, 1605 North Ivar Avenue and 6690 Sunset Boulevard. In a hybrid class, academic technology is used to structure remote activities that replace some of the face-to-face class meetings. Online degree programs and courses are delivered over our Learning Management System (LMS), known as LA Film Online, which is a secure web-based platform that employs modern multimedia technologies and is accessible 24 hours a day via the Internet. Online students use this system to view video content, receive and submit project work and assignments, take tests and quizzes, communicate with instructors and classmates, and review grades and course progress. Online faculty are also available via email and telephone, and they provide contact information and virtual office hours information each term within the course information on the LMS.

MAKEUP WORK POLICY

The school recognizes that there are a variety of legitimate circumstances under which students will miss coursework, and that accommodations for makeup work will be made. The following policy applies to all course requirements, including final examinations.

1. Students are responsible for planning their schedules to avoid excessive conflict with course requirements.
2. Instructors may not penalize students for absence during the academic term due to unavoidable or legitimate circumstances. Such circumstances include:
 - illness, physical or mental, of the student or his or her dependent;
 - medical conditions related to pregnancy;
 - subpoenas;
 - jury duty;
 - military service;
 - bereavement, including travel related to bereavement;
 - religious observances
3. For circumstances not listed in (2), the instructor has primary responsibility to decide on a case-by-case basis if an absence is due to unavoidable or legitimate circumstances. Instructors have the discretion to grant a request for makeup work in such circumstances.
4. Students must notify their instructors of circumstances identified in (2) or other circumstances leading to a request for makeup work as soon as possible and provide information to explain the absence. Some situations will be sufficiently urgent that arrangements for makeup work cannot be made prior to the date of an absence. In such cases, arrangements should be made as soon as possible following the student's return.
5. The instructor may not penalize the student and must provide reasonable and timely accommodation or opportunity to make up missed work, including exams or other course requirements that have an impact on the course grade if the student was absent due to circumstances identified in (2) and complied with the notification requirements
6. Instructors are not obligated to accommodate a student who has missed so much of the critical components of a course, even for legitimate reasons, that arrangements for makeup work would not be reasonable.

Instructors should take all factors into consideration when determining whether to grant an excused absence and how to make arrangements for makeup work that has an impact on the course grade. If a student has missed a component of the course that cannot be made up in exactly the same manner, the instructor may substitute another activity or assignment in order to assess the missed components.

MAXIMUM TIME FRAME FOR PROGRAM COMPLETION / CREDIT STANDARD

Students are expected to complete degree requirements after attempting a certain number of credits. The maximum attempted credits allowed for degree or certificate completion will be up to 150% of the credits needed to complete that degree.

ONLINE STUDENT ACCESS TO CAMPUS

Online students who are in an active status and enrolled in courses may access the campus library during normal business hours (Monday through Friday, 8:00am to 6:00pm). Students must present a valid government issued I.D. to be permitted on campus. Online students are also welcome to attend campus tours that are offered Monday through Friday at 11:30am or 2:30pm and Monday through Thursday at 6:00pm. Online students are not permitted to book studios and production stages or check-out equipment from the campus.

RE-ENTRY

Students that were administratively withdrawn for non-attendance who wish to return to school must submit a written request for reentry. Students who had a cumulative GPA below a 2.0 at the time they were withdrawn must submit an appeal to the Financial Aid Appeal Committee, which may approve or deny the request for re-entry in their sole discretion. Re-entry students will be conditionally re-enrolled and must successfully pass their first course with a grade of "C" or higher in order to be approved for re-admission. Students will receive academic and financial credit for any courses previously completed that are still offered in the program at the time of re-entry. Any balance of tuition must be paid prior to re-entry.

RESPONSE TIMES FOR ONLINE PROGRAMS

Students enrolled in online degree programs will be provided access to their course materials through the online Learning Management System (LMS) on the first day of the course. Students will submit their assignments, projects, and assessments through the LMS. Students will receive a response within approximately three (3) days following submission and students will receive their final grade for the course within approximately fourteen (14) days of the end of the term. Online instructors are expected to respond to student questions within 24 hours if submitted Monday through Friday, and by Monday if submitted on Saturday/Sunday. Students may view grades for individual assignments, tests and other activities via the Learning Management System under the main "Activities" page by clicking on the "Grades" icon. Final grades for each course are posted 14 days following the end of each monthly term and are available for the student to view on the student's CampusVue Portal account.

SATISFACTORY ACADEMIC PROGRESS

Students must successfully complete a course with a grade of D or above. Financial aid students who do not maintain Satisfactory Progress may not be able to receive federal and/or private aid funds until their progress is satisfactory.

To maintain academic progress for the purpose of Satisfactory Progress toward a degree, students must achieve a satisfactory grade point average as well as a satisfactory rate of progress (ROP).

Students must achieve the following GPA:

- Up to 25% of program completion, achieve an GPA of 1.0
- Between 25 and 50% of program completion, achieve a GPA of 1.5
- Between 50 and 75% of program completion, achieve a GPA of 1.75
- Between 75 and 100% of program completion, achieve a GPA of 2.0

A student's ROP is calculated by dividing the number of credits earned by the number of credits attempted. For instance, if a student has attempted 110 credits but only successfully earned 75 of those credits, the ROP would be 68.2 percent.

Undergraduate students must also achieve the following ROP:

- Up to 25% of program completion, achieve an ROP of 50%
- Between 25 and 50% of program completion, achieve an ROP of 55%
- Between 50 and 75% of program completion, achieve an ROP of 60%
- Between 75 and 100% of program completion, achieve an ROP of 66.67%

Satisfactory Academic Progress (SAP) will be monitored at the end of each semester.

Students not meeting SAP requirements will be placed on SAP Warning for the following semester and will be notified of their SAP Warning status through their student email account. Students are still eligible to receive financial aid while on SAP Warning status. Students on SAP Warning status must meet with a Student Advisor to develop a plan for improving their academic performance. At the end of the SAP Warning semester, students who are meeting SAP will be removed from SAP Warning status. Students who are not meeting SAP for a second consecutive semester will be deemed ineligible to receive Financial Aid. Students will be notified of their SAP status through their student email account. Students have 30 days to appeal their loss of Financial Aid eligibility. The loss of financial aid eligibility may be appealed on the basis of injury, illness, the death of a relative, or other extenuating or special circumstances. Students must submit a SAP Appeal form, which will be sent to their student email account or may be obtained from their Student Advisor, that includes the following:

- An explanation of why students failed to make SAP.
- A description of what has changed that will allow students to regain SAP.
- Supporting documentation.

The SAP Appeal committee will review appeals and notify students within 5 days of its decision. If a student's SAP Appeal is approved, the student will be placed on SAP Probation and required to meet with their Student Advisor to sign an Academic Improvement Plan. Students on SAP Probation are eligible to receive Financial Aid. Students may be approved for a SAP Probation period longer than one semester but the school must review the student's progress at the end of the first SAP Probation semester to determine if students are meeting the requirements of their Academic Improvement Plan. Students who are not meeting the terms of their Academic Improvement Plan will be deemed ineligible for Financial Aid even if they were approved for a longer SAP Financial Aid Probation period. Students are allowed to appeal the loss of eligibility for financial aid twice while in pursuit of a degree.

PROBATIONARY STATUS

Students who do not meet grading, attendance, financial, or conduct standards may be placed on probation. During this time, students are advised as to the level of improvement or the action necessary to rectify the probationary status. Students are removed from probation when satisfactory progress standards have been met. Students who do not meet satisfactory progress requirements at the end of their probationary period are subject to termination.

STUDENT ADA/SECTION 504 GRIEVANCE PROCEDURE

The institution, in compliance with state and federal laws and regulations, including the Americans with Disabilities Act of 1990 (ADA; as amended 2008) and Section 504 of the Rehabilitation Act of 1973 (Section 504), does not discriminate on the basis of disability in administration of its education-related programs and activities, and has an institutional commitment to provide equal educational opportunities for disabled students who are otherwise qualified. Students who feel that their rights under this policy have been violated may use these grievance procedures to file a complaint. Any person who wishes to file a complaint or who has questions regarding the institution's compliance with these regulations, should contact the following individuals who have been designated as school's ADA/ Section 504 compliance specialist: Yacine Ndao, Section 504/Student Disability Services Coordinator, 6353 Sunset Blvd., 1st Floor, Hollywood, CA 90028, Phone: 323.769.2276

1. Informal Resolution: Prior to initiating the formal complaint procedure set forth below, the student should, in general, first discuss the matter orally or in writing with the individual(s) most directly responsible. If no resolution results, or if direct contact is inappropriate under the circumstances, the student should then consult with a compliance specialist who will attempt to facilitate a resolution. If the compliance specialist is not successful in achieving a satisfactory resolution within seven calendar days, the compliance specialist will inform the student of his or her efforts and the student's right to file a formal complaint.

2. Formal Complaint: If the procedure set forth above for informal resolution does not yield a successful resolution, then the student may file a formal complaint. Complaints must be filed as soon as possible, but in no event later than 14 days after the conclusion of the term in which the concern arose. A complaint must be in writing and include the following:

- Grievant's name, address, e-mail address and phone number.
- A full description of the problem.
- A description of what efforts have been made to resolve the issue informally.
- A statement of the remedy requested.

The complaint can be filed by email: Disabilityservices@lafilm.edu; or in person in the Student Advising Department, 6353 Sunset Blvd., 1st Floor, Hollywood, CA 90028.

3. Investigation and Report: The compliance specialist or his or her designee (hereafter collectively referred to as the "grievance officer") will promptly initiate an investigation. In undertaking the investigation, the grievance officer may interview, consult with and/or request a written response to the issues raised in the grievance from any individual the grievance officer believes to have relevant information, including faculty, staff, and students.

Upon completion of the investigation, the grievance officer will prepare and transmit to the student, and to the party against whom the grievance is directed, a final report containing a summary of the investigation, written findings, and a proposed disposition. This transmission will be expected within 45 calendar days of the filing of the formal complaint. The final report may also be provided, where appropriate, to any school official whose authority will be needed to carry out the proposed disposition or to determine whether any personnel action is appropriate. The disposition proposed by the grievance officer will be put into effect promptly.

4. Retaliation Prohibited

Filing an informal or formal complaint of discrimination is a protected activity under the law. Retaliation against anyone who files a complaint, who supports or assists an individual in pursuing a complaint, or who participates in the resolution of a complaint is prohibited. Any retaliatory action may be the basis of another complaint under this policy and may subject the individual engaged in retaliation to discipline under the appropriate student, staff, or faculty disciplinary policies.

STUDENT COMPLAINTS/QUESTIONS

In the event of a concern, grievance or complaint that is not satisfactorily addressed in a meeting with the appropriate staff/faculty member, a student may acquire a complaint form online at www.lafilm.edu/accreditation/student-complaints/ or from the Student Advising Department, 6353 Sunset Blvd, 1st Floor, Hollywood, CA 90028 or advising@lafilm.edu and submit in writing the concern to the Director of Education Administration, 6353 Sunset Blvd, Hollywood, CA 90028. The Director of Education Administration will serve as an impartial representative of the institution who is not directly involved in the area of the complaint, however if the Director of Education Administration must be recused due to involvement in the area of the complaint, another institution staff member shall be assigned for assurance of the involvement of a person who will serve as an impartial representative of the institution but not directly involved in the area of the complaint. The Director will review each complaint with all appropriate staff members and provide a written response to the student within 15 days of receiving the grievance.

Schools accredited by the Accrediting Commission of Career Schools and Colleges must have a procedure and operational plan for handling student complaints. If a student does not feel that the institution has adequately addressed a complaint or concern, the student may consider contacting the Accrediting Commission. All complaints reviewed by the Commission must be in written form and should grant permission for the Commission to forward a copy of the complaint to the institution for a response. This can be accomplished by filing the ACCSC Complaint Form. The complainant(s) will be kept informed as to the status of the complaint as well as the final resolution by the Commission. Please direct all inquiries to: Accrediting Commission of Career Schools and Colleges 2101 Wilson Boulevard, Suite 302 Arlington, VA 22201 (703) 247-4212 www.accsc.org.

A copy of the ACCSC Complaint Form is available at the institution and may be obtained by contacting Yacine Ndao, yndao@lafilm.edu or 323-960-3860 or online at www.accsc.org.

Any questions a student may have regarding this catalog that have not been satisfactorily answered by the institution may be directed to the Bureau for Private Postsecondary Education at 1747 N. Market Drive, Suite 225, Sacramento, CA 95833 or P.O. Box 980818, West Sacramento, CA 95798-0818, www.bppe.ca.gov, (888) 370-7589 or by fax (916) 263-1897.

A student or any member of the public may file a complaint about this institution with the Bureau for Private Postsecondary Education by calling (888) 370-7589 or by completing a complaint form, which can be obtained on the bureau's internet web site (www.bppe.ca.gov).

Residents of Georgia enrolled in a Los Angeles Film School Online Program, may appeal to the Georgia Non-Public Postsecondary Education Commission (GNPEC) in relation to any compliance or grievance such a student may have that is not resolved to such a student's satisfaction. The GNPEC may be reached at:

2082 East Exchange Place, Suite 220
Tucker GA 30084-5305
770-414-3300
<https://gnpec.georgia.gov/>

Wisconsin Residents

The Educational Approval Board (EAB) has the authority, under EAB 4.08(2), to investigate a student complaint, negotiate a settlement, or dismiss a complaint if it is found to be inappropriate. The following information is intended to help students file a complaint about a school that the EAB regulates.

Before you file a complaint with the EAB, state law requires that you try to resolve the matter with the school. Every EAB approved school has a process to resolve student complaints. If the matter is not resolved, you may file a complaint with the EAB using the EAB Student Complaint form, published on the EAB website.

Complaints must be filed within one year after the student's last recorded date of attendance. Upon receiving a student complaint, EAB investigates it. If preliminary findings indicate a violation by a school, the EAB shall attempt, through mediation, to resolve the complaint. If no agreement is reached, the EAB may dismiss the complaint or conduct a hearing. Under Wisconsin's Open Records Law (Wis. Stats., Ch. 19), complaints will generally be available for review on request from a member of the public after the EAB has acted.

For more information visit the EAB webpage on this topic. <http://eab.state.wi.us/resources/complaint.asp>

You may contact the EAB at the below specifics if you have any questions about the complaint process.

Wisconsin Educational Approval Board
431 Charmany Drive, Suite 102
Madison WI 53719
608-266-1996

STUDENT PROJECTS

The content of student project work must not contain any pornographic material, any material that would be considered offensive by the general public, sexually explicit material, or profanity. A general rule of thumb is to follow a PG-13 rating. Students grant The Los Angeles Film School a perpetual license to any project work created as part of their academic program. This perpetual license does not require that students give up ownership to their work, but that they give the school the right to use the work for educational, marketing or promotional purposes.

STUDENT RECORDS

Student records including enrollment paperwork, financial aid documentation, course registration records and final grades are maintained for a minimum of six years after graduation or from the time the student separates from the school. Student transcripts are retained indefinitely. Students may request copies of their academic transcripts by submitting a request with student's full name

(maiden or former name if applicable), social security number, and dates of attendance to: The LA Film School, c/o Registrar, 6363 Sunset Blvd, Hollywood, CA, 90028.

VACCINATION POLICY

The institution does not require any particular vaccinations as a prerequisite for enrollment.

VOTER REGISTRATION

The school makes voter registration forms available to students enrolled in our degree programs. The forms are available in the Student Advising Department.

WISCONSIN POLICIES FOR RESIDENTS ENROLLED IN ONLINE PROGRAMS

The following policies apply only to residents of the State of Wisconsin who enroll in online degree programs.

Institutional Ownership

The school is owned by Los Angeles Film Schools, LLC, a California Limited Liability Company. Los Angeles Film Schools, LLC is owned by a group of business entities with a background in education and finance including:

- Phelps Education West, LLC
- The Heavener Company Education West, LLC
- Haddock Education, LLC
- LAFS, LLC
- Cal Lending

Chief School Administrator

The Chief School Administrator is Tammy Elliott and the Chief Academic Officer is Jenna Langer.

Acceptance

The school has an open admissions policy. Upon receipt of a full and complete Application for Admission, the school reviews the application to ensure that the applicant meets all minimum criteria for admission and in the affirmative, the applicant is notified of acceptance by phone call. Students are accepted on a provisional basis subject to successful completion of a technology assessment and orientation module.

Effect of Advanced Standing

Students who are granted credit for courses via transfer of credit for previous education or via CLEP, DTTS or ACE test scores (see Transfer of Credit Policy) may find that the length of the program in which they are enrolled is reduced by one month for each course in which the student is granted credit. Students who are granted credit for courses via transfer of credit for previous education or via CLEP, DTTS or ACE test scores (see Transfer of Credit Policy in the Academic Catalog Online Degree Programs) will receive a reduction in total tuition costs. The reduction in total tuition cost is calculated by a) determining the per credit hour tuition by dividing the total program tuition by the total credit hours of the program; then, b) multiplying the per credit hour tuition by the total transfer credit hours and/or test score credit hours awarded to determine the tuition reduction amount; then c) subtract the tuition reduction amount from the total tuition charge for the program to determine the adjusted tuition. See below example.

A 60 credit hour program with a total tuition charge of \$30,000 for which a student is granted 6 credit hours of transfer of credit for previous education.

$\$30,000 / 60 = \500 Tuition Per Credit Hour
 $\$500 \times 6 = \$3,000$ Tuition Reduction Amount
 $\$30,000 - \$3,000 = \$27,000$ Adjusted Tuition

Student tuition billing from the school is adjusted accordingly.

STUDENT CODE OF CONDUCT

ACADEMIC DISHONESTY

Academic Dishonesty is any attempt to obtain credit for course work other than by submitting original work created by the student. Forms of academic dishonesty include plagiarism, cheating and multiple submissions of the same work. The consequences of academic dishonesty include, receiving a failing grade for the assignment, receiving a failing grade for the course or dismissal from the school.

Plagiarism: Plagiarism is the use of another person's distinctive ideas or words without acknowledgment. The incorporation of another person's work into one's own requires appropriate identification and acknowledgment, regardless of the means of appropriation.

Cheating: Cheating involves the following: possession, communication, or use of information, materials, notes, study aids, or other devices that are not authorized by the instructor in any academic exercise or communication with another person during such an exercise. Examples of cheating are:

PROHIBITED CONDUCT

Conduct that threatens the safety or security of the school community, or substantially disrupts the functions or operation of the school is within the jurisdiction of this Student Code of Conduct regardless of whether the conduct occurs online or on/off campus.

Unacceptable conduct includes but is not limited to the following:

- Cheating, plagiarism or other forms of academic dishonesty.
- Allowing other persons to access the online Learning Management System using one's school log-on credentials.
- Forgery, alteration, or misuse of school documents, records, or identification or knowingly furnishing false information to the school or any of its faculty or staff.
- Forgery or identity theft including but not limited to alteration or illegal usage of school documents, student records, and/or admissions applications.
- Misrepresenting or falsely using student identification including misuse of Photo ID cards or posing as another individual.
- Conduct reflecting discredit on the professional ethical standards of the school.

- Harassment of any kind including, but not limited to, threats and sexual harassment.
- Physical abuse on or off campus of the person or property of any member of the campus community.
- Possession or usage of fireworks, explosives, dangerous chemicals or deadly weapons on school property or at a school-sponsored function.
- Abusive behavior including the use of profanity directed toward staff, faculty, students, guests or visitors.
- Obscene, lewd, or indecent behavior on campus or at a school-sponsored function.
- Hazing or false imprisonment.
- Possessing, distributing, manufacturing, or using illegal drugs or misusing legal pharmaceutical drugs on campus or at a school-sponsored event.
- Defacement, vandalism, tagging or using graffiti on campus buildings or property.
- Engaging in arson, blocking emergency exits, or falsely activating the fire alarm system.
- Breaking into or unauthorized use of any campus facility or building.
- Theft of school property or assisting in storing or knowingly using stolen school property, as well as the non-return of school-owned equipment.
- Misuse of the computer system including hacking into academic or student records, or knowingly sending computer bugs or viruses electronically.
- Disruption of the educational process, administrative process, or other school-sponsored event.
- Refusal to follow instructions given by school personnel that results or may result in bodily harm to oneself, other students, faculty or staff; including but not limited to emergency evacuation and requests to disassemble and vacate premises.
- Violation of any published school rules and regulations now or later in effect.

Policy Prohibiting Recreational and Medical Marijuana Use

Although California state law allows the use of marijuana for medical and/or recreational purposes, marijuana is still illegal under federal law and categorized as an illicit substance (Drug Enforcement Agency Schedule I) under the Drug-Free Workplace Act of 1988 and the Drug-Free Schools and Communities Amendments of 1989. The Los Angeles Film School (LAFS) receives federal funding for student financial aid. As such, LAFS must comply with federal law, including all current federal drug laws. The possession, use, and storage of marijuana is therefore prohibited on school property. Students are also prohibited from being under the influence of marijuana while attending classes or working on projects utilizing school equipment or facilities. Violation of this policy will result in disciplinary action up to and including dismissal from the school.

Disciplinary Proceedings

The focus of any disciplinary proceedings is to determine if an individual is responsible or not responsible for violating the standards set for in the Code of Conduct. Formal rules of evidence shall not be applicable in disciplinary hearings and minor deviations from these policies and procedures shall not necessarily invalidate a decision or proceeding. Students may be accountable to both criminal and civil authorities and to the school for acts that constitute violations of the law and of this Code. Disciplinary proceedings may proceed even if criminal charges are still pending and sanctions imposed by the school will not be subject to challenge on the grounds that criminal charges involving the same incident have been dismissed or reduced.

Process

Alleged violations of the Student Code of Conduct should be reported to the Student Conduct Officer who will be responsible for investigating the incident/conduct. The Student Conduct Officer will conduct an investigation and meet with the student and any other individuals who were involved or who witnesses the alleged incident/conduct. After completing the investigation, the Student Conduct Officer may:

- Find the student not responsible for the alleged incident/conduct
- Find the student responsible for the alleged incident/conduct but determine that informal counseling or a verbal warning is appropriate under the relevant facts and circumstances.
- Find the student responsible for the alleged incident/conduct and impose formal disciplinary sanctions.
- Refer the matter for a hearing before the Conduct Review Board (CRB). The student may be asked to attend a CRB hearing and provide testimony regarding the alleged incident/behavior. The student may present supporting documentation and the testimony of other witnesses, if any, during the CRB hearing. The CRB may conduct its own investigation into the alleged incident/behavior before or after the conduct hearing. The CRB will make a determination as to whether the student is responsible for the alleged incident/behavior and what sanctions, if any, should be imposed.

Sanctions

During the disciplinary process, every attempt will be made to foster student learning through a system of appropriate and escalating consequences. Student may be subject to the following sanctions and penalties as part of the school disciplinary process:

Warning: Written notice that continued or repeated violations of school policies or regulations may be cause for further disciplinary action. A permanent record of the violation(s) will be retained in the student's file.

Suspension: Termination of a student's enrollment for a specified period of time, including an academic term or terms with reinstatement subject to specified conditions; further violations of school policies or violation of the terms of the suspension will normally result in permanent dismissal from the school.

Dismissal: Termination of student status at the school.

Restitution: Reimbursement for damage to or misappropriation of either school or private property; may be imposed exclusively or in combination with other disciplinary actions. Such reimbursement may take the form of monetary payment or appropriate service to repair or otherwise compensate for damages.

Mandatory Sanctions

Suspension followed by a dismissal hearing, as well as police involvement, will be used for the following offenses:

- Possession of a weapon, including, but not limited to, firearms and knives
- Possession of illegal drugs or trafficking drugs or weapons
- Use of a weapon to cause bodily harm or to threaten serious harm
- Serious physical assault
- Sexual assault

Suspension followed by a penalty hearing will be used for the following offenses:

- Acts of vandalism causing damage to school property
- Threatening physical assault against any member of the faculty, staff, or student body
- Being under the influence of alcohol or illegal drugs

STANDARD OCCUPATIONAL CLASSIFICATION CODES FOR EMPLOYMENT

§7411 (3) of Division 7.5 of Title 5 of the California Code of Regulations "Gainfully employed" means: (A) The on-time graduate is employed in a job classification under the United States Department of Labor's Standard Occupational Classification (SOC) codes, using the Broad Occupation Detailed Occupation or six-digit level, for which the institution has identified in its catalog and in its employment positions list required by section 94910(f)(2) of the Code that the program prepares its graduates. The following SOC codes have been identified for each of the school's degree programs:

Animation, B.S.

15-1134 Web Developers
15-1190 Miscellaneous Computer Occupations
15-1199 Computer Occupations, All Other
25-1120 Arts, Communications, and Humanities Teachers, Postsecondary
25-1190 Miscellaneous Postsecondary Teachers
25-1194 Vocational Education Teachers, Postsecondary
25-1199 Postsecondary Teachers, All Other
25-2023 Career/Technical Education Teachers, Middle School
25-2032 Career/Technical Education Teachers, Secondary School
27-1010 Artists and Related Workers
27-1011 Art Directors
27-1013 Fine Artists, Including Painters, Sculptors, and Illustrators
27-1014 Multimedia Artists and Animators
27-1019 Artists and Related Workers, All Other
27-1020 Designers
27-1024 Graphic Designers
27-1027 Set and Exhibit Designers
27-1029 Designers, All Other
27-2012 Producers and Directors
27-2099 Entertainers and Performers, Sports and Related Workers, All Other
27-3090 Miscellaneous Media and Communication Workers
27-3099 Media and Communication Workers, All Other
27-4090 Miscellaneous Media and Communication Equipment Workers
27-4099 Media and Communication Equipment Workers, All Other
39-3090 Miscellaneous Entertainment Attendants and Related Workers
39-3099 Entertainment Attendants and Related Workers, All Other
43-2090 Miscellaneous Communications Equipment Operators
43-2099 Communications Equipment Operators, All Other
43-9011 Computer Operators
43-9031 Desktop Publishers

Audio Production, A.S.

15-1190 Miscellaneous Computer Occupations
15-1199 Computer Occupations, All Other
17-3023 Electrical and Electronics Engineering Technicians
25-1121 Art, Drama, and Music Teachers, Postsecondary
25-1194 Vocational Education Teachers, Postsecondary
25-1199 Postsecondary Teachers, All Other
25-2032 Career/Technical Education Teachers, Secondary School
27-1010 Artists and Related Workers
27-1014 Multimedia Artists and Animators
27-1019 Artists and Related Workers, All Other
27-2040 Musicians, Singers, and Related Workers
27-2041 Music Directors and Composers
27-2090 Miscellaneous Entertainers and Performers, Sports and Related Workers
27-2099 Entertainers and Performers, Sports and Related Workers, All Other
27-3090 Miscellaneous Media and Communication Workers
27-3099 Media and Communication Workers, All Other
27-4010 Broadcast and Sound Engineering Technicians and Radio Operators
27-4011 Audio and Video Equipment Technicians
27-4012 Broadcast Technicians
27-4014 Sound Engineering Technicians
27-4090 Miscellaneous Media and Communication Equipment Workers
27-4099 Media and Communication Equipment Workers, All Other
39-3090 Miscellaneous Entertainment Attendants and Related Workers
43-2090 Miscellaneous Communications Equipment Operators
43-2099 Communications Equipment Operators, All Other
43-4171 Receptionists and Information Clerks
43-4190 Miscellaneous Information and Record Clerks
43-4199 Information and Record Clerks, All Other
43-9011 Computer Operators
43-9190 Miscellaneous Office and Administrative Support Workers
43-9199 Office and Administrative Support Workers, All Other
49-2020 Radio and Telecommunications Equipment Installers and Repairers
49-2090 Miscellaneous Electrical and Electronic Equipment Mechanics, Installers, and Repairers
49-9098 Helpers--Installation, Maintenance, and Repair Workers
49-9099 Installation, Maintenance, and Repair Workers, All Other
51-9190 Miscellaneous Production Workers
51-9198 Helpers--Production Workers
51-9199 Production Workers, All Other

Audio Production, B.S.

13-1121 Meeting, Convention, and Event Planners
15-1134 Web Developers
15-1190 Miscellaneous Computer Occupations
15-1199 Computer Occupations, All Other
25-1120 Arts, Communications and Humanities Teachers, Postsecondary
25-1194 Vocational Education Teachers, Postsecondary
25-1199 Postsecondary Teachers, All Other
25-2032 Career/Technical Education Teachers, Secondary School
25-9010 Audio-Visual and Multimedia Collection Specialists
27-1010 Artists and Related Workers
27-1014 Multimedia Artists and Animators
27-1019 Artists and Related Workers, All Other
27-2012 Producers and Directors
27-2040 Musicians, Singers, and Related Workers
24-2041 Music Directors and Composers
27-2090 Miscellaneous Entertainers and Performers, Sports and Related Workers
27-2091 Disc Jockeys, Except Radio
27-2099 Entertainers and Performers, Sports and Related Workers, All Other
27-3041 Editors
27-3090 Miscellaneous Media and Communication Workers
27-3099 Media and Communication Workers, All Other
27-4010 Broadcast and Sound Engineering Technicians and Radio Operators
27-4011 Audio and Video Equipment Technicians
27-4012 Broadcast Technicians
27-4014 Sound Engineering Technicians
27-4090 Miscellaneous Media and Communication Equipment Workers
27-4099 Media and Communication Equipment Workers, All Other
39-3090 Miscellaneous Entertainment Attendants and Related Workers
43-2090 Miscellaneous Communications Equipment Operators
43-2099 Communications Equipment Operators, All Other
43-4171 Receptionists and Information Clerks
43-4190 Miscellaneous Information and Record Clerks
43-4199 Information and Record Clerks, All Other
43-9011 Computer Operators
43-9190 Miscellaneous Office and Administrative Support Workers
43-9199 Office and Administrative Support Workers, All Other
49-2020 Radio and Telecommunications Equipment Installers and Repairers
49-2090 Miscellaneous Electrical and Electronic Equipment Mechanics, Installers, and Repairers
49-9098 Helpers--Installation, Maintenance, and Repair Workers
49-9099 Installation, Maintenance, and Repair Workers, All Other
51-9190 Miscellaneous Production Workers
51-9198 Helpers--Production Workers
51-9199 Production Workers, All Other

Digital Filmmaking, B.S.

15-1134 Web Developers
15-1190 Miscellaneous Computer Occupations
15-1199 Computer Occupations, All Other
23-2099 Legal Support Workers, All Other
25-1120 Arts, Communications, and Humanities Teachers, Postsecondary
25-1121 Art, Drama, and Music Teachers, Postsecondary
25-1194 Vocational Education Teachers, Postsecondary
25-1199 Postsecondary Teachers, All Other
25-2023 Career/Technical Education Teachers, Middle School
25-2032 Career/Technical Education Teachers, Secondary School
27-1011 Art Directors
27-1012 Craft Artists
27-1014 Multimedia Artists and Animators
27-1019 Artists and Related Workers, All Other
27-2012 Producers and Directors
27-2090 Miscellaneous Entertainers and Performers, Sports and Related Workers
27-2099 Entertainers and Performers, Sports and Related Workers, All Other
27-3031 Public Relations Specialists
27-3040 Writers and Editors
27-3041 Editors
27-3043 Writers and Authors
27-3090 Miscellaneous Media and Communication Workers
27-3099 Media and Communication Workers, All Other
27-4010 Broadcast and Sound Engineering Technicians and Radio Operators
27-4011 Audio and Video Equipment Technicians
27-4012 Broadcast Technicians

27-4014 Sound Engineering Technicians
27-4021 Photographers
27-4030 Television, Video, and Motion Picture Camera Operators and Editors
27-4031 Camera Operators, Television, Video, and Motion Picture
27-4032 Film and Video Editors
27-4090 Miscellaneous Media and Communication Equipment Workers
27-4099 Media and Communication Equipment Workers, All Other
43-2090 Miscellaneous Communications Equipment Operators
43-2099 Communications Equipment Operators, All Other
43-9011 Computer Operators

Entertainment Business, B.S.

11-1021 General and Operations Managers
11-2011 Advertising and Promotions Managers
11-2020 Marketing and Sales Managers
11-2021 Marketing Managers
11-2022 Sales Managers
11-2031 Public Relations and Fundraising Managers
11-3121 Human Resources Managers
11-9190 Miscellaneous Managers
11-9199 Managers, All Other
13-1011 Agents and Business Managers of Artists, Performers, and Athletes
13-1070 Human Resources Workers
13-1121 Meeting, Convention, and Event Planners
13-1190 Miscellaneous Business Operations Specialists
13-1199 Business Operations Specialists, All Other
13-2031 Budget Analysts
15-1134 Web Developers
15-1190 Miscellaneous Computer Occupations
23-2099 Legal Support Workers, All Other
25-1120 Arts, Communications, and Humanities Teachers, Postsecondary
25-1121 Art, Drama, and Music Teachers, Postsecondary
25-3099 Teachers and Instructors, All Other
27-1010 Artists and Related Workers
27-2012 Producers and Directors
27-2041 Music Directors and Composers
27-2099 Entertainers and Performers, Sports and Related Workers, All Other
27-3031 Public Relations Specialists
27-3090 Miscellaneous Media and Communication Workers
27-3099 Media and Communication Workers, All Other
39-3090 Miscellaneous Entertainment Attendants and Related Workers
39-3099 Entertainment Attendants and Related Workers, All Other
41-3011 Advertising Sales Agents
41-3090 Miscellaneous Sales Representatives, Services
41-3099 Sales Representatives, Services, All Other
41-9090 Miscellaneous Sales and Related Workers
41-9099 Sales and Related Workers, All Other
43-3031 Bookkeeping, Accounting, and Auditing Clerks
43-4161 Human Resources Assistants, Except Payroll and Timekeeping
43-4170 Receptionists and Information Clerks
43-4190 Miscellaneous Information and Record Clerks
43-4199 Information and Record Clerks, All Other
43-9031 Desktop Publishers
43-9061 Office Clerks, General
43-9081 Proofreaders and Copy Markers
43-9190 Miscellaneous Office and Administrative Support Workers
43-9199 Office and Administrative Support Workers, All Other

Film, A.S.

13-1010 Agents and Business Managers of Artists, Performers, and Athletes
13-1020 Buyers and Purchasing Agents
17-3023 Electrical and Electronics Engineering Technicians
25-1120 Arts, Communications, and Humanities Teachers, Postsecondary
25-1121 Art, Drama, and Music Teachers, Postsecondary
25-1122 Communications Teachers, Postsecondary
25-1194 Vocational Education Teachers, Postsecondary
25-2023 Career/Technical Education Teachers, Middle School
25-2032 Career/Technical Education Teachers, Secondary School
25-9010 Audio-Visual and Multimedia Collections Specialists
27-1010 Artists and Related Workers
27-1011 Art Directors
27-1012 Craft Artists
27-1014 Multimedia Artists and Animators
27-1019 Artists and Related Workers, All Other
27-1020 Designers
27-1027 Set and Exhibit Designers
27-1029 Designers, All Other
27-2012 Producers and Directors
27-2090 Miscellaneous Entertainers and Performers, Sports and Related Workers
27-2099 Entertainers and Performers, Sports and Related Workers, All Other

27-3040 Writers and Editors
27-3041 Editors
27-3043 Writers and Authors
27-3090 Miscellaneous Media and Communication Workers
27-3099 Media and Communication Workers, All Other
27-4010 Broadcast and Sound Engineering Technicians and Radio Operators
27-4011 Audio and Video Equipment Technicians
27-4012 Broadcast Technicians
27-4014 Sound Engineering Technicians
27-4020 Photographers
27-4030 Television, Video, and Motion Picture Camera Operators and Editors
27-4031 Camera Operators, Television, Video, and Motion Picture
27-4032 Film and Video Editors
27-4090 Miscellaneous Media and Communication Equipment Workers
27-4099 Media and Communication Equipment Workers, All Other
39-3092 Costume Attendants
39-3099 Entertainment Attendants and Related Workers, All Other
39-5091 Makeup Artists, Theatrical and Performance
39-9032 Recreation Workers
43-2090 Miscellaneous Communications Equipment Operators
43-2099 Communications Equipment Operators, All Other
43-3060 Procurement Clerks
43-4050 Customer Service Representatives
43-5060 Production, Planning, and Expediting Clerks
43-9010 Computer Operators
47-2030 Carpenters
47-2061 Construction Laborers
47-2110 Electricians
47-2141 Painters, Construction and Maintenance
47-3010 Helpers, Construction Trades
47-3012 Helpers--Carpenters
47-3013 Helpers--Electricians
47-3019 Helpers, Construction Trades, All Other
49-9061 Camera and Photographic Equipment Repairers
49-9096 Riggers
49-9099 Installation, Maintenance, and Repair Workers, All Other
51-9120 Painting Workers
51-9123 Painting, Coating, and Decorating Workers
51-9150 Photographic Process Workers and Processing Machine Operators
51-9190 Miscellaneous Production Workers
51-9198 Helpers--Production Workers
51-9199 Production Workers, All Other
53-3099 Motor Vehicle Operators, All Other
53-7060 Laborers and Material Movers, Hand
53-7190 Miscellaneous Material Moving Workers
53-7199 Material Moving Workers, All Other

Film Production, B.S.

13-1020 Buyers and Purchasing Agents
13-2031 Budget Analysts
15-1199 Computer Occupations, All Other
17-3023 Electrical and Electronics Engineering Technicians
25-1120 Arts, Communications, and Humanities Teachers, Postsecondary
25-1121 Art, Drama, and Music Teachers, Postsecondary
25-1122 Communications Teachers, Postsecondary
25-1194 Vocational Education Teachers, Postsecondary
25-1199 Postsecondary Teachers, All Other
25-2032 Career/Technical Education Teachers, Secondary School
25-3099 Teachers and Instructors, All Other
27-1010 Artists and Related Workers
27-1011 Art Directors
27-1012 Craft Artists
27-1014 Multimedia Artists and Animators
27-1019 Artists and Related Workers, All Other
27-1026 Merchandise Displayers and Window Trimmers
27-1027 Set and Exhibit Designers
27-1029 Designers, All Other
27-2010 Actors, Producers, and Directors
27-2012 Producers and Directors
27-2090 Miscellaneous Entertainers and Performers, Sports and Related Workers
27-2099 Entertainers and Performers, Sports and Related Workers, All Other
27-3031 Public Relations Specialists
27-3040 Writers and Editors
27-3041 Editors
27-3043 Writers and Authors
27-3090 Miscellaneous Media and Communication Workers
27-3099 Media and Communication Workers, All Other
27-4010 Broadcast and Sound Engineering Technicians and Radio Operators
27-4011 Audio and Video Equipment Technicians
27-4012 Broadcast Technicians
27-4014 Sound Engineering Technicians

27-4021 Photographers
 27-4030 Television, Video, and Motion Picture Camera Operators and Editors
 27-4031 Camera Operators, Television, Video, and Motion Picture
 27-4032 Film and Video Editors
 27-4090 Miscellaneous Media and Communication Equipment Workers
 27-4099 Media and Communication Equipment Workers, All Other
 39-3090 Miscellaneous Entertainment Attendants and Related Workers
 39-3091 Amusement and Recreation Attendants
 39-3092 Costume Attendants
 39-3099 Entertainment Attendants and Related Workers, All Other
 39-5091 Makeup Artists, Theatrical and Performance
 39-9032 Recreation Workers
 43-2090 Miscellaneous Communications Equipment Operators
 43-2099 Communications Equipment Operators, All Other
 43-3061 Procurement Clerks
 43-4171 Receptionists and Information Clerks
 43-4190 Miscellaneous Information and Record Clerks
 43-4199 Information and Record Clerks, All Other
 43-5061 Production, Planning, and Expediting Clerks
 43-9011 Computer Operators
 43-9022 Word Processors and Typists
 43-9031 Desktop Publishers
 43-9061 Office Clerks, General
 43-9190 Miscellaneous Office and Administrative Support Workers
 43-9199 Office and Administrative Support Workers, All Other
 47-2031 Carpenters
 47-2060 Construction Laborers
 47-2111 Electricians
 47-2141 Painters, Construction and Maintenance
 47-3012 Helpers--Carpenters
 47-3013 Helpers--Electricians
 47-3019 Helpers, Construction Trades, All Other
 49-9061 Camera and Photographic Equipment Repairers
 49-9096 Riggers
 49-9098 Helpers--Installation, Maintenance, and Repair Workers
 49-9099 Installation, Maintenance, and Repair Workers, All Other
 51-9120 Painting Workers
 51-9190 Miscellaneous Production Workers
 51-9198 Helpers--Production Workers
 51-9199 Production Workers, All Other
 53-3099 Motor Vehicle Operators, All Other
 53-7060 Laborers and Material Movers, Hand
 53-7190 Miscellaneous Material Moving Workers
 53-7199 Material Moving Workers, All Other

Graphic Design, B.S.

11-2011 Advertising and Promotions Managers
 15-1134 Web Developers
 15-1190 Miscellaneous Computer Occupations
 15-1199 Computer Occupations, All Other
 25-1120 Arts, Communications, and Humanities Teachers, Postsecondary
 25-1121 Art, Drama, and Music Teachers, Postsecondary
 25-1194 Vocational Education Teachers, Postsecondary
 25-1199 Postsecondary Teachers, All Other
 25-2023 Career/Technical Education Teachers, Middle School
 25-2032 Career/Technical Education Teachers, Secondary School
 27-1010 Artists and Related Workers
 27-1011 Art Directors
 27-1013 Fine Artists, Including Painters, Sculptors, and Illustrators
 27-1014 Multimedia Artists and Animators
 27-1019 Artists and Related Workers, All Other
 27-1020 Designers
 27-1024 Graphic Designers
 27-1026 Merchandise Displayers and Window Trimmers
 27-1029 Designers, All Other
 27-3031 Public Relations Specialists
 27-3090 Miscellaneous Media and Communication Workers
 27-3099 Media and Communication Workers, All Other
 43-9011 Computer Operators
 43-9031 Desktop Publishers
 43-9081 Proofreaders and Copy Markers

Media Communications, B.S.

11-2011 Advertising and Promotions Managers
 11-2021 Marketing Managers
 11-2032 Public Relations Managers
 13-1161 Market Research Analysts and Marketing Specialists
 15-1134 Web Developers
 25-1120 Arts, Communications, and Humanities Teachers, Postsecondary
 25-1121 Art, Drama, and Music Teachers, Postsecondary
 25-1122 Communications Teachers, Postsecondary
 25-1194 Vocational Education Teachers, Postsecondary
 25-1199 Postsecondary Teachers, All Other
 25-2032 Career/Technical Education Teachers, Secondary School
 25-3099 Teachers and Instructors, All Other
 27-1014 Multimedia Artists and Animators
 27-1019 Artists and Related Workers, All Other
 27-1024 Graphic Designers
 27-1026 Merchandise Displayers and Window Trimmers
 27-1029 Designers, All Other
 27-2012 Producers and Directors
 27-3023 News Analysts, Reporters, and Journalists
 27-3031 Public Relations Specialists
 27-3040 Writers and Editors
 27-3041 Editors
 27-3043 Writers and Authors
 27-3090 Miscellaneous Media and Communication Workers
 27-3099 Media and Communication Workers, All Other
 27-4011 Audio and Video Equipment Technicians
 27-4012 Broadcast Technicians
 27-4014 Sound Engineering Technicians
 27-4032 Film and Video Editors
 43-9031 Desktop Publishers
 43-9081 Proofreaders and Copy Markers

Music Production, A.S.

15-1190 Miscellaneous Computer Occupations
 15-1199 Computer Occupations, All Other
 25-1120 Arts, Communications, and Humanities Teachers, Postsecondary
 25-1121 Art, Drama, and Music Teachers, Postsecondary
 25-2032 Career/Technical Education Teachers, Secondary School
 25-3021 Self-Enrichment Education Teachers
 25-3090 Miscellaneous Teachers and Instructors
 27-1019 Artists and Related Workers, All Other
 27-2040 Musicians, Singers, and Related Workers
 27-2041 Music Directors and Composers
 27-2042 Musicians and Singers
 27-2090 Miscellaneous Entertainers and Performers, Sports and Related Workers
 27-2099 Entertainers and Performers, Sports and Related Workers, All Other
 27-3090 Miscellaneous Media and Communication Workers
 27-3099 Media and Communication Workers, All Other
 27-4010 Broadcast and Sound Engineering Technicians and Radio Operators
 27-4011 Audio and Video Equipment Technicians
 27-4014 Sound Engineering Technicians
 27-4090 Miscellaneous Media and Communication Equipment Workers
 27-4099 Media and Communication Equipment Workers, All Other
 39-3090 Miscellaneous Entertainment Attendants and Related Workers
 39-3099 Entertainment Attendants and Related Workers, All Other
 43-2090 Miscellaneous Communications Equipment Operators
 43-2099 Communications Equipment Operators, All Other
 43-4171 Receptionists and Information Clerks
 43-4190 Miscellaneous Information and Record Clerks
 43-4199 Information and Record Clerks, All Other
 43-9061 Office Clerks, General
 43-9190 Miscellaneous Office and Administrative Support Workers
 43-9199 Office and Administrative Support Workers, All Other
 49-9063 Musical Instrument Repairers and Tuners
 51-9190 Miscellaneous Production Workers
 51-9198 Helpers--Production Workers
 51-9199 Production Workers, All Other

Music Production, B.S.

13-1010 Agents and Business Managers of Artists, Performers, and Athletes
15-1190 Miscellaneous Computer Occupations
15-1199 Computer Occupations, All Other
25-1120 Arts, Communications, and Humanities Teachers, Postsecondary
25-1121 Art, Drama, and Music Teachers, Postsecondary
25-2032 Career/Technical Education Teachers, Secondary School
25-3021 Self-Enrichment Education Teachers
25-3090 Miscellaneous Teachers and Instructors
27-1019 Artists and Related Workers, All Other
27-2040 Musicians, Singers, and Related Workers
27-2041 Music Directors and Composers
27-2042 Musicians and Singers
27-2090 Miscellaneous Entertainers and Performers, Sports and Related Workers
27-2091 Disc Jockeys, Except Radio
27-2099 Entertainers and Performers, Sports and Related Workers, All Other
27-3090 Miscellaneous Media and Communication Workers
27-3099 Media and Communication Workers, All Other
27-4010 Broadcast and Sound Engineering Technicians and Radio Operators
27-4011 Audio and Video Equipment Technicians
27-4014 Sound Engineering Technicians
27-4090 Miscellaneous Media and Communication Equipment Workers
27-4099 Media and Communication Equipment Workers, All Other
39-3090 Miscellaneous Entertainment Attendants and Related Workers
39-3099 Entertainment Attendants and Related Workers, All Other
43-2090 Miscellaneous Communications Equipment Operators
43-2099 Communications Equipment Operators, All Other
43-4171 Receptionists and Information Clerks
43-4190 Miscellaneous Information and Record Clerks
43-4199 Information and Record Clerks, All Other
43-9061 Office Clerks, General
43-9190 Miscellaneous Office and Administrative Support Workers
43-9199 Office and Administrative Support Workers, All Other
49-9063 Musical Instrument Repairers and Tuners
51-9190 Miscellaneous Production Workers
51-9198 Helpers--Production Workers
51-9199 Production Workers, All Other

Writing for Film & Television, B.S.

25-1120 Arts, Communications, and Humanities Teachers, Postsecondary
25-1121 Art, Drama, and Music Teachers, Postsecondary
25-2032 Career/Technical Education Teachers, Secondary School
25-3021 Self-Enrichment Education Teachers
25-3090 Miscellaneous Teachers and Instructors
27-1019 Artists and Related Workers, All Other
27-3041 Editors
27-3042 Technical Writers
27-3043 Writers and Authors
27-3090 Miscellaneous Media and Communication Workers
27-3099 Media and Communication Workers, All Other
43-9022 Word Processors and Typists
43-9031 Desktop Publishers
43-9081 Proofreaders and Copy Markers
43-9190 Miscellaneous Office and Administrative Support Workers
43-9199 Office and Administrative Support Workers, All Other

FACULTY

ANIMATION

Joffery Black, Campus Program Director
Arizona State University, Bachelor of Fine Arts in Art

Ken Norman, Online Senior Program Director
Full Sail University, Master of Science in Instructional Design & Technology
Full Sail University, Bachelor of Science in Computer Animation

Pedro Flores, Online Program Manager
University of Puerto Rico, Bachelor of Arts in Graphic Arts

Breanna Roberts, Online Program Manager
Full Sail University, Bachelor of Science in Computer Animation

Brian Bossin
The Art Institute of Chicago, Bachelor of Fine Arts in Art

Darlene Carrasquillo
Art Institute, Bachelor of Science in Media Arts & Animation

Michael Dawson
University of Southern California, Bachelor of Science in Computer Science

Jared Edwards
Full Sail University, Bachelor of Science in Computer Animation

Dean Deakyne
Willington University, Bachelor of Science in Video & Motion Graphics

Daniel Fiske
Art Institute of Los Angeles, Associate of Science in 3D Animation

Aron Gelineau
Full Sail University, Bachelor of Science in Computer Animation

Doria Gomez
Full Sail University, Bachelor of Science in Computer Animation

Josh Hall
Full Sail University, Bachelor of Science in Computer Animation

Ronald Harris
Full Sail University, Master of Science in Education Media Design & Technology
Full Sail University, Bachelor of Science in Computer Animation

Jeremy Johnson
Full Sail University, Bachelor of Science in Computer Animation

Jonathan Lewis
Full Sail University, Bachelor of Science in Computer Animation

Fang Li
Claremont University, Master of Fine Arts in Art
University of California-Riverside, Bachelor of Arts in Studio Art

Nelson Ocampo
Western Governors University, Bachelor of Science in Business

Joshua Pina
California State University-Northridge, Bachelor of Arts in Art & Design

Dean Rasmussen
Thomas Edison State University, Bachelor of Arts in Art
Academy College, Associate in Applied Science in Computer Animation & Design

Billy Reiter
Academy of Art University, Master of Fine Arts in Animation
Art Institute of Philadelphia, Bachelor of Science in Media Arts & Animation

Robert Rowles
University of Arkansas, Bachelor of Arts in Film & Television

Dean Stiles
Savannah College of Art and Design, Bachelor of Fine Arts in Computer Art

Luis Suarez
Full Sail University, Bachelor of Science in Computer Animation
Full Sail University, Associate of Science in Computer Animation

Gary Suissa
Art Institute of California, Bachelor of Science in Animation

Paul Waijman
Full Sail University, Bachelor of Science in Computer Animation

AUDIO & MUSIC PRODUCTION

Robert Delgado, Campus Program Manager
Full Sail University, Master of Science in Instructional Design & Technology
Full Sail University, Bachelor of Science in Entertainment Business
The Los Angeles Film School, Associate of Science in Recording Arts

Benjamin Kramer, Online Program Director
Johns Hopkins University, Bachelor of Music in Recording Arts

Ambrus Deak, Campus Associate Program Manager
Associate of Arts in Multimedia Technology
University of West London

Colby Abbott
Berklee College of Music, Bachelor of Music in Music Production & Engineering

Carl Alexander
University of Central Florida, Master of Arts in Music
Auburn University, Bachelor of Music- Jazz Studies

Rick Barclay
University of Oklahoma, Bachelor of Music in Music Education

Brian Boland
William Patterson University, Bachelor of Arts in Communication

Jameson Boyce
Berklee College of Music, Bachelor of Music in Music Synthesis

Bridges, Chandler
Florida State University, Ph.D., in Music Education
Florida State University, Master of Arts in Music – Liberal Arts
Florida State University, Bachelor of Arts in Music

Stephen Cook
Oral Roberts University, Bachelor of Science in Telecommunication

Jason Denton
Full Sail University, Bachelor of Science in Digital Arts & Design
Full Sail University, Associate of Science in Recording Arts

Eric Dively
Full Sail University, Master of Arts in New Media Journalism
Full Sail University, Bachelor of Science in Entertainment Business
Full Sail University, Associate of Science in Recording Arts

Jarrett Dyson
Full Sail University, Associate of Science in Recording Arts

Daniel Eaton
Cal Arts, Master of Fine Arts in Experimental Sound
University of Wisconsin, Bachelor of Music

James Fahey
Miami University, Master of Music in Music Performance
West Virginia University, Bachelor of Music in Music

William Graettinger
Berklee College of Music, Bachelor of Music in Music Production & Engineering

Ryan Helms
The Los Angeles Film School, Associate of Science in Recording Arts

Erik Jourgensen
California Polytechnic State University, San Luis Obispo, Bachelor of Arts in English Literature

Jonathan Keller
Columbia College, Bachelor of Audio Arts and Acoustics

Will Key
University of Colorado, Master of Music
University of Louisville, Bachelor of Arts in Music

Gregg Kowalsky
Mills College, Master of Fine Arts in Electronic Music & Recording Media

Lance Kuyper
University of Laverne, M.Ed. in Music Technology
University of Laverne, Bachelor of Arts in Music

Perette Lawrence
Syracuse University, Juris Doctorate,
Binghamton University, SUNY, Bachelor of Arts in English

Ricciano Lumpkins
Full Sail University, Master of Science in Entertainment Business
Full Sail University, Bachelor of Science in Entertainment Business
Full Sail University, Specialized Associates of Recording Arts

Albert Mata
Conservatory of Recording Arts & Sciences, Master Recording Program
San Diego State University, Bachelor of Arts in Music

Chuck MacLeod
Full Sail University, Bachelor of Science in Entertainment Business
Full Sail University, Associate of Science in Recording Arts

Rod Michaels
Full Sail University, Bachelor of Science in Music Business
The Los Angeles Film School, Associate of Science in Recording Arts

Timothy Nitz
Full Sail University, Bachelor of Science in Music Production
The Los Angeles Film School, Associate of Science in Recording Arts

Joel Numa
Full Sail University, Bachelor of Science in Music Business
The Los Angeles Film School, Associate of Science in Recording Arts

Francisco Ojeda
New England Conservatory, Bachelor of Music

Derek Olds
University of North Carolina at Chapel Hill, Bachelor of Arts in Psychology

Alek Palmersmith
Berklee College of Music, Master of Music in Music Technology Innovation
Berklee College of Music, Bachelor of Music in Music Production

Navintran Ramasamy
Berklee College of Music, Bachelor of Music in Music Production and Engineering

Monika Santucci
California State University, Northridge, Bachelor of Arts in Cinema & Television Arts

Edward Salerno
Indiana University of Pennsylvania, Master of Arts in Music
Indiana University of Pennsylvania, Bachelor of Arts in Music

Arthur Schlenger
University of California – Santa Cruz, Bachelor of Arts in Theater Arts

Matthew Schwartz
Chapman University, Bachelor of Science in Film Production

David Semien
California State University-Los Angeles, Bachelor of Music

Stephen Shapiro
University of Central Florida, Bachelor of Arts in Interdisciplinary Studies

Michael Shear
University of Hartford, Bachelor of Music in Music Production & Technology

Michael Snyder
The Los Angeles Film School, Associate of Science in Recording Arts

Brent Spann
The Los Angeles Film School, Associate of Science in Recording Arts

Tracy Swearingen
California State University—Northridge, Master of Arts in Music Industry Administration
Oral Roberts University, Bachelor of Arts in Music Arts

Nicholas Tashjian
SAE Ex'Pression College, Bachelor of Bachelor of Applied Science in Sound Arts

Antonio Teoli
Anhembi Morumbi University, Bachelor of Arts in Game Design

Ian Vargo
Savannah College of Art and Design, Master of Fine Arts in Sound Design
Savannah College of Art and Design, Bachelor of Fine Arts in Sound Design

Jeffrey Villanueva
Full Sail University, Associate of Science in Recording Arts

DIGITAL FILMMAKING

Jon Artigo, Senior Program Director
San Francisco State University, Bachelor of Arts in Communication Studies

Christa Luzynski, Program Manager
Ithaca College, Bachelor of Science in Television -Radio

Jenna Barrett, Lead Faculty
University of Florida, Bachelor of Science in Telecommunications

Nakeisha Armorer
Full Sail University, Bachelor of Science in Film Production

Ashton Bracciodieta
Full Sail University, Bachelor of Science in Film

Candice Buchanan
Full Sail University, Bachelor of Science in Film

Charles Burket
Full Sail University, Bachelor of Science in Film

Trent Duncan
University of Phoenix, Bachelor of Science in Business Marketing
Valencia Community College, Associate of Science in Film Production Technology

Angelica Figueroa Guzman
Universidad Nacional de Colombia, Bachelor of Arts in Movies & Television

Sheryl Fountain
Regent University, Master of Fine Arts in Producing for Cinema/TV
Evangel University, Bachelor of Business Administration in Management

Sandra Lee
Chapman University, Master of Fine Arts in Film & Television Producing
Bradley University, Bachelor of Arts in Communications, Television/Radio Production

Bradley Lincoln
Full Sail University, Bachelor of Science in Film

Charles Sutter
University of Central Florida, Master of Fine Arts in Film
University of Central Florida, Bachelor of Arts in Film

Shante Tasby
Full Sail University, Bachelor of Arts in Film/TV
Texas State Technical College, Associate of Arts in Digital media Design

Thomas Westgate
Florida State University, Bachelor of Science in Communication and Media Studies

Gerald Wu
Rutgers College, Bachelor of Arts in English

Amy Zimmitti
University of Rhode Island, Bachelor of Arts in Psychology
Full Sail University, Associate of Science in Recording Arts

ENTERTAINMENT BUSINESS

Mac Torluccio, Senior Program Director
Ithaca College, Bachelor of Science in Television-Radio

Surjeet Baidwan
University of Nevada Las Vegas, PhD in Hospitality Administration
University of Colorado, Juris Doctor
Pepperdine University, Master in Business Administration

C. Michael Brae
Full Sail University, Master of Science in Internet Marketing
University of San Francisco, Bachelor of Fine Arts in Advertising Design
Academy of Art University, Bachelor of Fine Arts in Advertising

Julie Chase
DeVry University, Master of Business Administration
Indiana University, Bachelor of Arts in Social & Behavioral Science

Richard Elkhouri
University of Central Florida, Bachelor of Arts in Advertising/Public Relations

Stephanie Fleming
Nova Southeastern University, Juris Doctorate
Full Sail University, Master of Fine Arts in Creative Writing
Nova Southeastern University, Master of Arts in Writing

Jeffrey Friedman
Boston University, Bachelor of Science in Broadcast Journalism

Clayton Gultner
Bellevue University, Master of Arts in Leadership
University of Oklahoma, Master of Fine Arts in Directing
University of the Ozarks, Bachelor of Arts in Theatre

Drew Ferrante
University of Massachusetts, Bachelor of Music

Robin Lake
Michigan State University, Bachelor of Arts in English

Edward Howell
Capella University, Bachelor of Science in Information Technology
State College of Florida, Associate of Arts in Art

Guy Langvardt
Capella University, Ph.D. in Organization & Management
Thunderbird School of Global Management, Master of Business Management
Valparaiso University, Bachelor of Arts in Psychology

Joshua Lastine
Pepperdine University, Juris Doctor
University of Northern Iowa, Bachelor of Science in Economics

Donna Loyd
Pepperdine University, Master of Arts in Educational Psychology
Montclair State University, Bachelor of Arts in Speech & Theatre

Robert McDermott
University of Southern Mississippi, Master of Business Administration
University of Southern Mississippi, Bachelor of Science in Personnel Management

David Mouery
Barry University School of Law, Juris Doctorate
Ohio State University, Bachelor of Arts in Communication

Richard Murphy
Georgia State University, Master of Business Administration
Boston College, Bachelor of Science in General Management

Mark Netter
New York University, Master of Fine Arts in Film & Television Production
Brown University, Bachelor of Arts in Semiotics

Stuart Pollok
Georgetown University, L.L.M. in International Law
University of Southern California, Master of Fine Arts in Cinema

Sherry Shugerman
University of Southern California, Master of Business Administration in Business Administration
University of California-Los Angeles, Bachelor of Arts in Sociology

Robert Siegel
Virginia Commonwealth University, Bachelor of Fine Arts in Communication Arts & Design

Nan Sumski
Pepperdine University, Bachelor of Arts in Communication

Lisa Tomkins
West Texas A&M University, Master in Business Administration
Flagler College, Bachelor of Arts in Sports Management

Brian Walker
University of Florida, Bachelor of Science in Telecommunications

Dawn Williams
Chapman University, Juris Doctor
University of Houston, Bachelor of Science in Psychology

FILM PRODUCTION

Charles Kanganis, Senior Program Director
University of Akron, Master of Arts in Directing & Acting

Moana Sherrill, Associate Program Director
University of California, Los Angeles, Master of Fine Arts in Film Directing and Production
San Francisco State University, Bachelor of Arts, Film

Freddy Bourbon
Chapman University, Master of Fine Arts in Film Production

Soraya Burtnett
University of California, Los Angeles, Master of Fine Arts, Film and Television

Paul Cannon
University of California—Los Angeles, Master of Fine Arts in Film & Television
Boston University, Bachelor of Science in Film & Television

Ted Chung
University of California, Los Angeles, Master of Fine Arts in Film & Television
University of Colorado Boulder, Bachelor of Fine Arts in Theatre

Steven Cook
Full Sail University, Bachelor of Science in Graphic Design
The Los Angeles Film School, Associate of Science in Film

Linda Cowgill
University of California—Los Angeles, Master of Fine Arts in Screenwriting
University of California—Los Angeles, Bachelor of Arts in Film & Television

Andres De la Torre
Chapman University, Master of Fine Arts in Film Production

Barbara Dunphy
California State University – Northridge, Bachelor of Arts (Art)

Michael Frost
State University of New York at Binghamton, Bachelor of Arts in Cinema

Adam Ganser
University of Southern California, Master of Fine Arts, Film Production
Biola University, Bachelor of Arts, English Literature

Michael Greenspan
American Film Institute, Master of Fine Arts in Directing
York University, Bachelor of Fine Arts in Film

Sylvan Grimm
Henry Cogswell College, Bachelor of Arts in Digital Arts

David Kirkeby
University of California—Los Angeles, Master of Fine Arts in Film & Television
University of California—Berkeley, Bachelor of Arts in Film

Ellen Lenbergs
University of California—Los Angeles, Master of Fine Arts, in Theatre, Film & Television
San Francisco State University, Bachelor of Arts in Drama

Joseph Mauceri
American Film Institute, Master of Fine Arts in Directing

Jeffrey Meek
University of California-Irvine, Bachelor of Arts in Drama

John Penney
University of California-Los Angeles, Bachelor of Arts in English

Edward Rakochy
Pennsylvania State University, Bachelor of Arts in Speech Communications

Marlee Roberts
New York University, Bachelor of Fine Arts in Film & Television

Alaric Rocha
DePaul University, Master of Fine Arts in Cinema
Lawrence University, Bachelor of Music

Jerome Sable
University of Southern California, Master of Fine Arts in Cinema-Television
Brown University, Bachelor of Arts in Philosophy

Erik Sequeira
California Institute of the Arts, Bachelor of Fine Arts in Photo and Live Action

Darren Stein
New York University, Bachelor of Fine Arts in Film Television

Thabo Wolfaardt
University of California – Los Angeles, Master of Fine Arts in Film Production

Jay Zabriskie
New York University School of the Arts, Bachelor of Fine Arts in Film and Television

Michael Zoumas
University of Southern California, Master of Arts in Cinema-Television
University of Southern California, Bachelor of Arts in Cinema-Television

Benjamin Zunderweg
Berklee College of Music, Master of Music in Music Technology Innovation
Full Sail University, Bachelor of Science in Music Production

GRAPHIC DESIGN

Lisa Gustafson, Program Director
Argosy University, Master of Business Administration
California Polytechnic State University, Bachelor of Arts in Art, Graphic Design

Lollie Wahl, Lead Faculty
Rollins College, Bachelor of Arts in Computer Science

Rocky Donow
Academy of Art University, Master of Fine Arts in Animation
The Art Institute of Fort Lauderdale, Bachelor Science in Media Arts & Animation

Gary Dufner
University of Central Florida, Master of Fine Arts in Emerging Media
School of Visual Arts, Bachelor of Fine Arts in Media Arts

Alison Fox
The Corcoran School of Art, Bachelor of Fine Arts in Graphic Design

Ashley Hepworth
Full Sail University, Bachelor of Science in Digital Arts & Design

Cari Jacobs
University of Michigan, Master of Science in Information
Massachusetts Institute of Technology, Bachelor of Science in Management
Science

Serena Kramer
University of Central Florida, Bachelor of Arts in Advertising and Public Relations
Rollins College, Bachelor of Fine in Music

Robin Lindblom
California State University—San Bernadino, Bachelor of Arts in Graphic Design

Timothy Motter
University of Central Florida, Bachelor of Fine Arts in Art

Dorreen Petersen-Davis
University of Wyoming, Master of Science in Education Media Design and
Technology
Art Center College of Design, Bachelor of Fine Arts in Advertising and Illustration
University of Wyoming, Bachelor of Arts in Art

Kristina Sanchez
Full Sail University, Bachelor of Science in Digital Arts & Design

Sarah Schweiger
Stephens College, Bachelor of Science in Mass Communication: Broadcast
Media

Tyrone Stude
Northwestern University, Master of Science in Integrated Marketing
Communications
Academy of Art University, Master of Fine Arts in Advertising
International Academy of Design & Technology, Bachelor of Fine Arts in
Advertising

James Walker
St. Thomas University, Bachelor of Arts in Visual Communication: Advertising
Design

LIBERAL ARTS

Michael Bolus, Campus Department Chair
City University of New York, Ph.D., in Theatre
Boston University, Master of Fine Arts in English

David Mock, Online Program Director
Full Sail University, Master of Science In Education Media & Design Technology
Full Sail University, Bachelor of Science in Digital Arts & Design

Suzanne Wilson, Online Program Manager
Full Sail University, Master of Science in Education Media & Design Technology
University of Alabama, Bachelor of Arts in Advertising

Ric Acevedo
Full Sail University, Master of Fine Arts in Creative Writing
Rollins College, Bachelor of Arts in Organizational Communication

Lisa Acevedo
Keller Graduate School, Master of Business Administration
University of Phoenix, Bachelor of Science in Business

Sabrina Adelson
University of South Florida, Master of Arts in Adult Education
University of South Florida, Bachelor of Arts in Sociology

Brent Allan
Full Sail University, Master of Science in Instructional Design & Technology
Full Sail University, Bachelor of Science in Show Production

Jennifer Andrews
University of Central Florida, Master of Fine Arts in English
Florida State University, Bachelor of Arts in English Language & Literature

Harvey Baldovino
University of the Philippines, Master of Science in Economics
University of the Philippines, Bachelor of Science in Economics

Leslie Bates
Lincoln Law School of Sacramento, Juris Doctorate
American Film Institute, Master of Fine Arts in Screenwriting
San Diego State University, Bachelor of Science in Business Admin & English

Johnna Brynn
Northcentral University, Doctor of Philosophy in Psychology
University of Saint Mary, Master of Art in Psychology
University of Saint Mary, Bachelor of Science in Social Psychology

Dennis Cepero
University of Central Florida, Master of Arts in Instructional Design & Technology:
e-Learning
University of Central Florida, Bachelor of Arts in Radio/Television Production

Tim Conley
University of Southern California, Master of Communication Management
California State University-Sacramento, Bachelor of Arts in Communications
Studies
Santa Monica College, Associate of Arts in General Education

Lee Clarke
University of Southern California, Master of Fine Arts in Fine Arts
Otis College of Art and Design, Bachelor of Fine Arts in Painting

Stacy Feuerherdt
Sanford Brown, Master of Fine Arts in Media Design Management
Slippery Rock University, Master of Arts in English
Metropolitan State University, Bachelor of Arts in English

Michelle Fynan
Barry University, Master of Science in Counseling
University of Central Florida, Bachelor of Science in Psychology

Tara Giannini
Hunter College, Master of Fine Arts (Art)
Cleveland Institute of Art, Bachelor of Fine Arts in Painting

Jarrett Golding
University of Southern California, Master of Fine Arts in Writing for Screen & Television
Washington University, Bachelor of Arts in English Literature

Justin Hardy
Full Sail University, Master of Fine Arts in Instructional Design & Technology
Full Sail University, Bachelor of Science in Digital Arts & Design

Houston Howard
Regent University, Juris Doctorate
Marshall University, Bachelor of Arts in Arts

Karina Jabiel
Nova Southeastern University, Master of Science in Management &
Administrative Education
University of Central Florida, Bachelor of Science in English Language Arts
Education

Natika Jackson
University of Central Florida, Master of Arts in Counselor Education
University of Central Florida, Bachelor of Arts in Psychology

Jose Jimenez
Florida International University, Master of Science in Mathematics Education
Florida International University, Bachelor of Science in Mathematics

Cezar Luchian
Full Sail University, Master of Fine Arts in Creating Writing
Andrews University, Master of Arts in Religion/Theological Studies
Southern Adventist University, Bachelor of Arts in Theology/Biblical Languages

Jeremiah Moore
University of Florida, Master of Business Administration
University of Florida, Bachelor of Science in Mathematics

Eric Muniz
American Public University, Master of Arts in Humanities
Hodges University, Bachelor of Science in Interdisciplinary Studies

Nicole Novation
Lynn University, Master of Science in Communication & Media/Digital Media
University of Central Florida, Bachelor of Arts in Interdisciplinary Studies

Trisha Petersen
Full Sail University, Master of Fine Arts in Creative Writing
Full Sail University, Master of Science in Education Media & Design Technology
Molloy College, Bachelor of Arts in English

Hiram Sims
University of Southern California, Master of Professional Writing
University of Southern California, Bachelor of Arts in English

Brandy Sintscha
University of Central Florida, Master of Arts in Counselor Education
Cameron University, Bachelor of Science in Psychology

WRITING FOR FILM & TELEVISION

Heather Blackmore, Program Manager
University of Southern California, Master of Arts in Cinema-Television
University of Southern California, Bachelor of Arts in Cinema-Television

Michael McCaffety, Lead Faculty
California State University–Northridge, Master of Fine Arts in Screenwriting
California State University–Northridge, Master of Arts in Theater Arts
Eastern Michigan University, Bachelor of Science in Communication & Theater Arts

Lisa Alden
University of Southern California, Bachelor of Arts in Filmic Writing

John Mattson
University of California-Riverside, Master of Fine Arts in Creative Writing/Writing for Performing Arts
University of California-Los Angeles, Bachelor of Arts in Motion Picture/Television

Amy Weingartner
Vermont College of Fine Arts, Master of Fine Arts in Fiction Writing
Boston University–Northridge, Master of Arts in English
Ithaca College, Bachelor of Arts in English

Eve Weston
University of Southern California, Master of Fine Arts in Writing for Screen & Television
Princeton University, Bachelor of Arts in Classics

LOS ANGELES
FILM SCHOOL

6363 SUNSET BLVD | HOLLYWOOD CA | 90028 | 323-860-0789 | LA FILM EDU