

**CATALOG ADDENDUM**

Effective March 1, 2019

**GRAPHIC DESIGN, BACHELOR OF SCIENCE**

**CHRONOLOGICAL COURSE ORDER BY MONTH** (April 2019 Cohort)

Month	Course Code/Title	Credits
1	DGL 101 Digital Literacy	3
2	GRD 100 Overview of the Graphic Design Industry	3
3	SBS 113 Behavioral Psychology	3
4	ENG 101 Creative Writing	3
5	GRD 110 Design Fundamentals	3
6	GRD130 Digital Image Making	3
7	GRD 140 Digital Color Theory	3
8	GRD 120 Drawing for Designers	3
9	MAT 121 College Mathematics	3
10	GRD 150 Advanced Sketching and Composition	3
11	GRD 200 Introduction to Photography	3
12	SPC 214 Creative Presentation	3
13	GRD 210 Type and Layout I	3
14	GRD 220 Type and Layout II	3
15	GRD 260 Logos and Symbols	3
16	EBS 290 Brand Development	3
	HUM 223 Cultural Studies	3
17	GRD 240 Print and Digital Production	3
18	GRD 320 Concept Design	3
19	GRD 270 Photography in Design	3
20	ENG 326 Professional Writing	3
	HUM 240 Contemporary Art	3
21	GRD 330 Package Design	3
22	GRD 350 Portfolio I	3
23	GRD 360 Storytelling and Video	3
24	GRD 335 Website Design	3
	EBS 470 Digital Marketing and Social Media	3
25	GRD 340 Design Strategy	3
26	GRD 230 Introduction to Motion Design	3
27	GRD 370 Motion Design	3
28	GRD 380 Title Design	3
29	GRD 450 Client Communications	3
30	GRD 440 Concepts in Advertising	3
31	GRD 430 Corporate Identity	3
32	HUM 430 Innovative and Immersive Art	3
	SBS 305 Leadership and Organizational Behavior	3
33	GRD 460 Experiential Design	3
34	GRD 470 UX/UI Design	3
35	GRD 480 Professional Practices in Graphic Design	3
36	GRD 490 Portfolio II	3

## MUSIC PRODUCTION, ASSOCIATE OF SCIENCE

### PROGRAM REQUIREMENTS

Starting in April 2019, the Associate of Science in Music Production program will be 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	Credits
1	DGL 101 Digital Literacy	3
2	MPR 101 Introduction to the Music Industry	3
3	SBS 113 Behavioral Science	3
4	MPR 120 Music Production Technology	3
5	ENG 101 Creative Writing	3
6	MPR 132 Sequencing Technologies	3
7	MPR 123 Music Theory	3
8	MPR 100 Music Listening and Identification	3
9	MPR 130 Music Composition Programming	3
10	MPR 261 Music Production for Media	3
15	MPR 222 Genre-Based Production	3
16	MPR 231 Advanced Music Composition Programming	3
11	MAT 121 College Mathematics	3
12	MPR 240 Digital Recording Principles	3
13	MPR 236 Mixing Concepts and Techniques	3
14	MPR 201 Songwriting and Development	3
17	MPR 250 Music Copyright and Business	3
18	SPC 214 Creative Presentation	3
19	MPR 255 Music Business Management	3
20	MPR 270 Advanced Production and Industry Skills	3

### COURSE DESCRIPTIONS

#### 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 begin drawing simple shapes and progress to more complex forms by building skills in composition, using light and shadow, value, texture, and more. Emphasis is on techniques used for solving design problems.

#### 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 impact as well as necessary color-correction practices 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 processes and techniques for the rapid development of concepts. The focus is on quick and accurate sketching in high volume 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 in design. Students will use typography as a critical part of page layout as they continue to build upon their knowledge of design concepts. The projects focus on typography and layout using the latest design software.

#### 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 Introduction to Motion Design (3 credits)

In this course students learn the basics of time-based motion graphics using the industry standard software, Adobe After Effects. 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 focusing on the technical aspects including proofing, image quality, pagination, trapping, file formats, among other techniques needed for final finishing.

#### GRD 250 Portfolio I (3 credits)

In this course students begin development of their portfolio in preparation for employment. Students showcase their work and receive critiques from peers and instructors. Students also research and explore various web presentation formats that best communicate their work to a potential employer or client.

**GRD 260 Logos and Symbols (3 credits)**

This course builds upon design principles and concepts and introduces students to the work of notable graphic designers as they learn the advanced techniques used in creating these iconic pieces of visual communication. Students explore what makes a logo or symbol effective and instantly recognizable such as graphic elements and typography. The design concepts reinforced in this course can be applied across all types of media.

**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 (3 credits)**

In this course students will create strong original concepts to communicate an effective message to a target audience. Students will strengthen their skills in concept ideation methods, explore multiple approaches such as using metaphors, analogies, and posing questions to the viewer to connect to the audience. Students will also learn how to design under restrictions such as a client's brand guidelines and budget. Focus is on conceptualization processes using creative problem-solving methods such as research and brainstorming as well as development of the concept in visual form for professional presentation.

**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 structural forms while demonstrating knowledge in 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 (3 credits)**

In this course students learn to use current motion graphics software programs utilized by design and animation companies worldwide. Students learn the processes of designing, compositing, and visual effects for creating motion graphics for web, film, gaming, and animation.

**GRD 380 Title Design (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 typography, graphics, motion graphics, and video for animated segments and live-action sequences.

**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)**

Effective management of the client relationship is essential for success as a designer and is dependent on an understanding of effective communications practices between designer and client. In the Client Communications course, students explore the designer-client relationship and investigate strategies and methods for developing and delivering effective design solutions that meet the client's needs and objectives. 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.

**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 (3 credits)**

In this course students continue to build upon topics learned in Website Design. Topics covered include the user experience: the research, wire framing, and prototyping as well as user interface for the aesthetics and interactivity of the app or website. At the conclusion of this course students combine their skills into a final mobile app or website design.

**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.

**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 characteristics of a wide spectrum of musical genres and explore their transformative effects on music and culture. Using Apple's Logic software, this course teaches an overview of essential song structure and digital audio workstation techniques.

**MPR 101 Introduction to the Music Industry (3 credits)**

In the Introduction to the Music Industry course, students explore the various sectors of the music industry and develop an understanding of the industry from the perspective of a music business professional. Students examine current industry trends, leaders, resources and organizations, the variety of careers available, and the skills needed for success as a professional in the music industry.

**MPR120 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 skills and learn to use the computer for music production applications. Emphasis is placed on utilizing keyboard shortcuts to build computer and software confidence and provide students a competitive edge in the music industry. Additional topics include file management, common audio file formats, and setting up a home-studio.

**MPR 123 Music Theory (3 credits)**

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

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

**MPR 132 Sequencing Technologies (3 credits)**  
 Students explore the principles and theory of MIDI (Musical Instrument Digital Interface). Topics include: MIDI, 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, meter, rhyme and song analysis.

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

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

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

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

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

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

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

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

## ACADEMIC POLICIES AND PROCEDURES

Other letter grades:

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

## 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 <sup>1</sup>	Total Tuition	Textbooks <sup>2</sup>	Technology Fee	TechKit	STRF <sup>3</sup>	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 <sup>1</sup>	Total Tuition	Technology Fee	TechKit	STRF <sup>3</sup>	Total Tuition & Fees
Music Production, A.S.	60	\$525	\$31,500	\$600	\$5,000	\$0	\$37,100
Animation, B.S.	120	\$450	\$54,000	\$900	\$7,000	\$0	\$61,900
Digital Filmmaking, B.S.	120	\$450	\$54,000	\$900	\$13,000	\$0	\$67,900
Entertainment Business, B.S.	120	\$450	\$54,000	\$900	\$3,000	\$0	\$57,900
Graphic Design, B.S.	120	\$450	\$54,000	\$900	\$4,800	\$0	\$59,700

<sup>1</sup> 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).

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

<sup>3</sup> 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

Audio Production, A.S.	Semester 1	Semester 2	Semester 3	Semester 4	Semester 5	Program Total				
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				
Techology 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.	Semester 1	Semester 2	Semester 3	Semester 4	Semester 5	Program Total				
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				
Techology 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.	Semester 1	Semester 2	Semester 3	Semester 4	Semester 5	Program Total				
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				
Techology 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)	Semester 1	Semester 2	Semester 3	Semester 4	Semester 5	Program Total				
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				
Techology 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	Program 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
Techology 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.	Semester 1	Semester 2	Semester 3	Semester 4	Semester 5	Semester 6	Semester 7	Semester 8	Semester 9	Program 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
Techology 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	Program 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
Techology 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	Program 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
Techology 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	Program Total
Tuition	\$5,450	\$5,450	\$8,000	\$8,000	\$4,600	\$31,500
TechKit	\$5,000	\$0	\$0	\$0	\$0	\$5,000
Techology Fee	\$300	\$0	\$300	\$0	\$0	\$600
Total per Semester	\$10,750	\$5,450	\$8,300	\$8,000	\$4,600	\$37,100

Animation, B.S.	Semester 1	Semester 2	Semester 3	Semester 4	Semester 5	Semester 6	Semester 7	Semester 8	Semester 9	Program Total
Tuition	\$4,300	\$4,300	\$6,300	\$6,300	\$6,900	\$6,900	\$6,400	\$6,400	\$6,200	\$54,000
TechKit	\$7,000	\$0	\$0	\$0	\$0	\$0	\$0	\$0	\$0	\$7,000
Techology Fee	\$300	\$0	\$300	\$0	\$300	\$0	\$0	\$0	\$0	\$900
Total per Semester	\$11,600	\$4,300	\$6,600	\$6,300	\$7,200	\$6,900	\$6,400	\$6,400	\$6,200	\$61,900

Entertainment Business, B.S.	Semester 1	Semester 2	Semester 3	Semester 4	Semester 5	Semester 6	Semester 7	Semester 8	Semester 9	Program Total
Tuition	\$6,000	\$6,000	\$6,000	\$6,000	\$6,000	\$6,000	\$6,000	\$6,000	\$6,000	\$54,000
TechKit	\$3,000	\$0	\$0	\$0	\$0	\$0	\$0	\$0	\$0	\$3,000
Techology Fee	\$300	\$0	\$300	\$0	\$300	\$0	\$0	\$0	\$0	\$900
Total per Semester	\$9,300	\$6,000	\$6,300	\$6,000	\$6,300	\$6,000	\$6,000	\$6,000	\$6,000	\$57,900

Digital Filmmaking, B.S.	Semester 1	Semester 2	Semester 3	Semester 4	Semester 5	Semester 6	Semester 7	Semester 8	Semester 9	Program Total
Tuition	\$6,000	\$6,000	\$4,850	\$4,850	\$6,500	\$6,500	\$6,500	\$6,500	\$6,300	\$54,000
TechKit	\$4,900	\$0	\$8,100	\$0	\$0	\$0	\$0	\$0	\$0	\$13,000
Techology Fee	\$300	\$0	\$300	\$0	\$300	\$0	\$0	\$0	\$0	\$900
Total per Semester	\$11,200	\$6,000	\$13,250	\$4,850	\$6,800	\$6,500	\$6,500	\$6,500	\$6,300	\$67,900

Graphic Design, B.S.	Semester 1	Semester 2	Semester 3	Semester 4	Semester 5	Semester 6	Semester 7	Semester 8	Semester 9	Program Total
Tuition	\$5,100	\$5,100	\$6,300	\$6,300	\$6,300	\$6,300	\$6,200	\$6,200	\$6,200	\$54,000
TechKit	\$4,800	\$0	\$0	\$0	\$0	\$0	\$0	\$0	\$0	\$4,800
Techology Fee	\$300	\$0	\$300	\$0	\$300	\$0	\$0	\$0	\$0	\$900
Total per Semester	\$10,200	\$5,100	\$6,600	\$6,300	\$6,600	\$6,300	\$6,200	\$6,200	\$6,200	\$59,700