

CATALOG ADDENDUM
Effective February 1, 2021

NEW DEGREE PROGRAMS

AUDIO PRODUCTION SCIENCE – ONLINE

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, 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 editors, MIDI/digital audio workstation operators and programmers, live sound engineers, 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.

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 design skills. This training gives graduates the skills to qualify for an even wider range of employment opportunities. Working with industry-standard equipment, 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 editors, MIDI/digital audio workstation operators and programmers, live sound engineers, 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.

CHRONOLOGICAL COURSE ORDER BY MONTH

	Month	Course Code/Title	Credits
Bachelor of Science Program Associate of Science Program	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	ENG 101 CREATIVE WRITING	3
	7	RCA 223 SIGNAL PROCESSING AND EFFECTS	3
	8	APR 130 SEQUENCING AND SYNTHESIS	4
	9	RCA 232 PRO TOOLS ESSENTIALS	3
	10	APR 240 AUDIO FOR MEDIA	4
	11	MAT 121 COLLEGE MATHEMATICS	3
	12	APR 250 DIGITAL MEDIA ESSENTIALS	4
	13	MPR 236 MIXING CONCEPTS AND TECHNIQUES	3
	14	SPC 214 CREATIVE PRESENTATION	3
	15	APR 260 AUDIO SYSTEM TECHNOLOGY	4
	16	APR 275 RECORDING TECHNIQUES	4
	17	RCA 286 LIVE SOUND PRODUCTION	3
	18	APR 251 MUSIC BUSINESS ESSENTIALS	4
	19	HUM 223 CULTURAL STUDIES	3
	20	HUM 240 CONTEMPORARY ART	3
	21	APR 300 VISUAL MEDIA ESSENTIALS	4
	22	APR 310 ADVANCED AUDIO FOR MEDIA	4
	23	APR 330 ADVANCED SEQUENCING AND SYNTHESIS	4
	24	APR 340 INTERACTIVE AUDIO	4
	25	MPR 301 ACOUSTICS AND STUDIO DESIGN	4
	26	APR 405 ADVANCED RECORDING TECHNIQUES	4
	27	SBS 305 LEADERSHIP AND ORGANIZATIONAL BEHAVIOR	3
	28	APR 350 ADVANCED MIXING	3
	29	APR 420 MASTERING	3
	30	HUM 430 INNOVATIVE AND IMMERSIVE ART	3
	31	EBS 441 EVENT MANAGEMENT	3
	32	APR 440 SHOW PRODUCTION	3
	33	ENG 326 PROFESSIONAL WRITING	3
	34	APR 490 CREATIVE PORTFOLIO 1	3
	35	APR 450 ADVANCED BUSINESS AND PRODUCTION MANAGEMENT	3
	36	APR 491 CREATIVE PORTFOLIO 2	3

BACHELOR'S TOTAL CREDIT HOURS	120
BACHELOR'S TOTAL PROGRAM LENGTH	36 MONTHS
ASSOCIATE'S TOTAL CREDIT HOURS	60
ASSOCIATE'S TOTAL PROGRAM LENGTH	18 MONTHS

CORE COURSE DESCRIPTIONS

(please refer to the Catalog for general education course descriptions)

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 250 Digital Media Essentials (4 credits)

In this course, students apply skills learned in prior courses into the modern online digital multimedia landscape. This course expands upon students' existing DAW skills by introducing them to other multimedia editing applications including the technical knowledge needed to work with podcasting and other streaming content.

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 275 Recording Techniques (4 credits)

In this course, students apply their knowledge of signal flow, gain staging, and bussing to record various audio sources. Students will explore vocal and instrument recording techniques using the equipment from their TechKit. Topics include microphone theory and application, professional techniques for recording live and electronic sources, session workflow, and studio etiquette.

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 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 405 Advanced Recording Techniques (4 credits)

In this course, students advance their recording skills by incorporating signal processing chains into the recording path, experiment with stereo and advanced microphone techniques, and learn advanced DAW skills. Students explore sound replacement, learn to pitch-correct and time-correct audio recordings, manage sessions with larger track counts, and keep pace with industry professionals.

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 450 Advanced Business and Production Management (3 credits)

Expanding upon topics covered in Music Business Essentials, this course delves deeper into the topics of intellectual property law and creation of contracts. Students will learn to develop promotional strategies and assets to connect with their audience. Additionally, students will develop production budgets with an understanding of pay/cost scales and tax structures.

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.

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 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 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 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.

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 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.

EMS 199 or 399 Special Topics in Entertainment and Media Studies (1-5 credits)

This course allows a special topic of study for individual students who wish to gain particular or additional knowledge in a topic in entertainment and media studies. The course will consist of a research or media production project relevant to the curriculum in a student's program of enrollment. This course may be taken in place of a required core course with approval of the Program Director.

REVISIONS TO CURRENT PROGRAMS

AUDIO PRODUCTION, BACHELOR OF SCIENCE - CAMPUS 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	HUM 251 HISTORICAL ARCHETYPES AND MYTHOLOGY	3
20	APR 300 VISUAL MEDIA ESSENTIALS	4
21	APR 310 ADVANCED AUDIO FOR MEDIA	4
22	APR 320 ADVANCED POSTPRODUCTION	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	APR 450 ADVANCED BUSINESS AND PRODUCTION MANAGEMENT	3
36	APR 491 CREATIVE PORTFOLIO 2	3

FILM, ASSOCIATE OF SCIENCE & FILM PRODUCTION, BACHELOR OF SCIENCE CHRONOLOGICAL COURSE ORDER BY MONTH

MONTH	COURSE CODE/TITLE	CREDITS
7	FMP 150 PRODUCTION DESIGN I	3
12	FMP 230 DIGITAL EDITING II	3
	FMP 136 SCREENWRITING II*	1

*Screenwriting II moved from Month 7 to Month 12, all other courses remain the same.

PASS/FAIL GRADING POLICY

Students may request to take up to 15 credit hours on a Pass/Fail basis. Requests must be submitted before the end of the course term. Grades of (A+)-(D) will be converted to a P (Pass). A passing grade (P) will count towards degree program requirements but will not be used in calculating the student's GPA (i.e., will have no positive or negative impact on the GPA). A (F) failing grade is treated the same as any other F grade (i.e., the credits are included in SAP calculation and will have a negative impact on GPA). Due to the COVID-19 pandemic, the credit hour limitation and deadlines for converting a passing grade of D or higher to a P (Pass) grade have been waived for any courses taken during the April 2020 through the February 2021 terms.

CORRECTION TO ESTIMATED TUITION & FEES BY SEMESTER

Film, A.S.	Semester 1	Semester 2	Semester 3	Semester 4	Semester 5	Total
Tuition	\$7,750	\$7,750	\$11,000	\$11,000	\$5,000	42,500
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	\$13,250	\$7,500	\$11,400	\$11,000	\$5,020	\$48,420

STUDENT TUITION RECOVERY FUND FEE ASSESSMENT RATE CHANGE

Effective February 8, 2021, the California Bureau for Private Postsecondary Education changed the Student Tuition Recovery Fund (STRF) fee from zero dollars (\$0) to fifty cents (\$0.50) per one thousand dollars (\$1,000) of institutional charges, rounded to the nearest thousand dollars, from each student in an educational program who is a California resident or is enrolled in a residency program. Thus, any student who meets this definition and is enrolling after 2/8/2021 for the March 2021 term must pay the additional fee listed below for their program. The STRF fee is charged at the time of enrollment (please refer to the Academic Catalog for the full STRF policy). The tuition and fee charges for students enrolling in the April 2021 term or later are listed in the following section.

CAMPUS DEGREE PROGRAM – U.S. RESIDENT	STRF FEE	CAMPUS DEGREE PROGRAMS – INTERNATIONAL/NON-U.S. RESIDENT	STRF FEE	ONLINE DEGREE PROGRAMS – CALIFORNIA RESIDENTS	STRF FEE
Audio Production, A.S.	\$19.00	Audio Production, A.S.	\$20.50	Music Production, A.S.	\$19.00
Film, A.S.	\$24.00	Film, A.S.	\$26.50	Animation, B.S.	\$32.00
Music Production, A.S.	\$19.00	Music Production, A.S.	\$20.50	Digital Filmmaking, B.S.	\$35.00
Entertainment Business- B.S. Completion	\$14.50	Entertainment Business- B.S. Completion	\$16.00	Entertainment Business, B.S.	\$14.50
Animation, B.S.	\$43.50	Animation, B.S.	\$47.50	Graphic Design, B.S.	\$31.00
Audio Production, B.S.	\$36.00	Audio Production, B.S.	\$39.00	Music Production, B.S.	\$36.50
Entertainment Business, B.S.	\$30.00	Entertainment Business, B.S.	\$32.50	Writing for Film & TV, B.S.	\$30.00
Film Production, B.S.	\$45.50	Film Production, B.S.	\$50.00	Media Communication, B.S.	\$31.00

TUITION & FEES

Effective for the April 2021 term

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		Total Tuition	Technology				Total Tuition & Fees
		Credit Hour ¹			Textbooks ²	Fee	TechKit	STRF ³	
Audio Production, A.S.	60	\$542		\$32,500	\$200	\$600	\$4,800	\$19.00	\$38,119.00
Film, A.S.	60	\$708		\$42,500	\$200	\$600	\$5,100	\$24.00	\$48,424.00
Music Production, A.S.	60	\$542		\$32,500	\$200	\$600	\$5,100	\$19.00	\$38,419.00
Entertainment Business- B.S. Completion	60	\$467		\$28,000	\$200	\$600	N/A	\$14.50	\$28,814.50
Animation, B.S.	120	\$667		\$80,000	\$200	\$1100	\$7,500	\$44.50	\$88,844.50
Audio Production, B.S.	120	\$542		\$65,000	\$200	\$900	\$5,700	\$36.00	\$71,836.00
Entertainment Business, B.S.	120	\$467		\$56,000	\$200	\$900	\$2,800	\$30.00	\$59,930.00
Film Production, B.S.	120	\$708		\$85,000	\$200	\$900	\$5,250	\$45.50	\$91,395.50

ONLINE DEGREE PROGRAMS – NON-CALIFORNIA RESIDENT STUDENTS

Program	Credit Hours	Tuition per		Total Tuition	Technology				Total Tuition & Fees
		Credit Hour ¹			Fee	Textbooks	TechKit	STRF ³	
Music Production, A.S.	60	\$542		\$32,500	\$600	\$0	\$5,100	N/A	\$38,200.00
Audio Production, A.S.	60	\$542		\$32,500	\$600	\$0	\$5,500	N/A	\$38,600.00
Animation, B.S.	120	\$467		\$56,000	\$1400	\$200	\$7,500	N/A	\$65,100.00
Audio Production, B.S.	120	\$542		\$65,000	\$900	\$0	\$6,500	N/A	\$72,400.00
Digital Filmmaking, B.S.	120	\$467		\$56,000	\$900	\$0	\$14,000	N/A	\$70,900.00
Entertainment Business, B.S.	120	\$467		\$56,000	\$900	\$0	\$2,900	N/A	\$59,800.00
Graphic Design, B.S.	120	\$467		\$56,000	\$900	\$0	\$5,200	N/A	\$62,100.00
Music Production, B.S.	120	\$542		\$65,000	\$900	\$0	\$7,000	N/A	\$72,900.00
Writing for Film & TV, B.S.	120	\$467		\$56,000	\$900	\$0	\$3,000	N/A	\$59,900.00
Media Communication, B.S.	120	\$467		\$56,000	\$900	\$0	\$5,200	N/A	\$62,100.00

ONLINE DEGREE PROGRAMS – CALIFORNIA RESIDENT STUDENTS

Program	Credit Hours	Tuition per		Total Tuition	Technology				Total Tuition & Fees
		Credit Hour ¹			Fee	Textbooks	TechKit	STRF ³	
Music Production, A.S.	60	\$542		\$32,500	\$600	\$0	\$5,100	\$19.00	\$38,219.00
Audio Production, A.S.	60	\$542		\$32,500	\$600	\$0	\$5,500	\$19.50	\$38,619.50
Animation, B.S.	120	\$467		\$56,000	\$1400	\$200	\$7,500	\$32.50	\$65,132.50
Audio Production, B.S.	120	\$542		\$65,000	\$900	\$0	\$6,500	\$36.00	\$72,436.00
Digital Filmmaking, B.S.	120	\$467		\$56,000	\$900	\$0	\$14,000	\$35.50	\$70,935.50
Entertainment Business, B.S.	120	\$467		\$56,000	\$900	\$0	\$2,900	\$30.00	\$59,830.00
Graphic Design, B.S.	120	\$467		\$56,000	\$900	\$0	\$5,200	\$31.00	\$62,131.00
Music Production, B.S.	120	\$542		\$65,000	\$900	\$0	\$7,000	\$36.50	\$72,936.50
Writing for Film & TV, B.S.	120	\$467		\$56,000	\$900	\$0	\$3,000	\$30.00	\$59,930.00
Media Communication, B.S.	120	\$467		\$56,000	\$900	\$0	\$5,200	\$31.00	\$62,131.00

CAMPUS DEGREE PROGRAMS – INTERNATIONAL STUDENTS

Program	Credit Hours	Tuition per Credit		Total Tuition	Technology				Total Tuition & Fees
		Hour ¹			Textbooks ²	Fee	TechKit	STRF ³	
Audio Production, A.S.	60	\$596		\$35,750	\$200	\$600	\$4,800	\$20.50	\$41,370.50
Film, A.S.	60	\$779		\$46,750	\$200	\$600	\$5,100	\$26.50	\$52,676.50
Music Production, A.S.	60	\$596		\$35,750	\$200	\$600	\$5,100	\$21.00	\$41,671.00
Entertainment Business- B.S. Completion	60	\$513		\$30,800	\$200	\$600	N/A	\$16.00	\$31,616.00
Animation, B.S.	120	\$733		\$88,000	\$200	\$1100	\$7,500	\$48.50	\$96,848.50
Audio Production, B.S.	120	\$596		\$71,500	\$200	\$900	\$5,700	\$39.00	\$78,339.00
Entertainment Business, B.S.	120	\$513		\$61,600	\$200	\$900	\$2,800	\$33.00	\$65,533.00
Film Production, B.S.	120	\$779		\$93,500	\$200	\$900	\$5,250	\$50.00	\$99,900.00

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 fifty cents (\$0.50) per \$1,000. Please see the full STRF policy in the Academic Catalog.

**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	Total				
Tuition	\$5,000	\$5,000	\$8,500	\$8,500	\$5,500	\$32,500				
TechKit	\$4,800	\$0	\$0	\$0	\$0	\$4,800				
Textbooks	\$100	\$0	\$100	\$0	\$0	\$200				
Technology Fee	\$300	\$0	\$300	\$0	\$0	\$600				
STRF	\$19	\$0	\$0	\$0	\$0	\$19				
Total per Semester	\$10,219	\$5,000	\$8,900	\$8,500	\$5,500	\$38,119				
Film, A.S.	Semester 1	Semester 2	Semester 3	Semester 4	Semester 5	Total				
Tuition	\$7,750	\$7,750	\$11,000	\$11,000	\$5,000	\$42,500				
TechKit	\$5,100	\$0	\$0	\$0	\$0	\$5,100				
Textbooks	\$100	\$0	\$100	\$0	\$0	\$200				
Technology Fee	\$300	\$0	\$300	\$0	\$0	\$600				
STRF	\$24	\$0	\$0	\$0	\$0	\$24				
Total per Semester	\$13,274	\$7,750	\$11,400	\$11,000	\$5,000	\$48,424				
Music Production, A.S.	Semester 1	Semester 2	Semester 3	Semester 4	Semester 5	Total				
Tuition	\$5,200	\$5,200	\$8,200	\$8,200	\$5,700	\$32,500				
TechKit	\$5,100	\$0	\$0	\$0	\$0	\$5,100				
Textbooks	\$100	\$0	\$100	\$0	\$0	\$200				
Technology Fee	\$300	\$0	\$300	\$0	\$0	\$600				
STRF	\$19	\$0	\$0	\$0	\$0	\$19				
Total per Semester	\$10,719	\$5,200	\$8,600	\$8,200	\$5,700	\$38,419				
Entertainment Business, B.S. (Completer)	Semester 1	Semester 2	Semester 3	Semester 4	Semester 5	Total				
Tuition	\$6,100	\$6,500	\$6,100	\$6,500	\$2,800	\$28,000				
TechKit	\$0	\$0	\$0	\$0	\$0	\$0				
Textbooks	\$100	\$0	\$100	\$0	\$0	\$200				
Technology Fee	\$300	\$0	\$300	\$0	\$0	\$600				
STRF	\$14.50	\$0	\$0	\$0	\$0	\$14.50				
Total per Semester	\$6,514.50	\$6,500	\$6,500	\$6,500	\$2,800	\$28,814.50				
Animation, B.S.	Semester 1	Semester 2	Semester 3	Semester 4	Semester 5	Semester 6	Semester 7	Semester 8	Semester 9	Total
Tuition	\$6,135	\$6,135	\$9,200	\$9,200	\$9,800	\$9,800	\$9,800	\$9,800	\$10,130	\$80,000
TechKit	\$7,500	\$0	\$0	\$0	\$0	\$0	\$0	\$0	\$0	\$7,500
Textbooks	\$100	\$0	\$100	\$0	\$0	\$0	\$0	\$0	\$0	\$200
Technology Fee	\$550	\$0	\$550	\$0	\$0	\$0	\$0	\$0	\$0	\$1,100
STRF	\$44.50	\$0	\$0	\$0	\$0	\$0	\$0	\$0	\$0	\$44.50
Total per Semester	\$14,329.50	\$6,135	\$9,850	\$9,200	\$9,800	\$9,800	\$9,800	\$9,800	\$10,130	\$88,844.50
Audio Production, B.S.	Semester 1	Semester 2	Semester 3	Semester 4	Semester 5	Semester 6	Semester 7	Semester 8	Semester 9	Total
Tuition	\$5,000	\$5,000	\$8,500	\$8,500	\$10,800	\$6,000	\$7,250	\$7,250	\$6,700	\$65,000
TechKit	\$5,700	\$0	\$0	\$0	\$0	\$0	\$0	\$0	\$0	\$5,700
Textbooks	\$100	\$0	\$100	\$0	\$0	\$0	\$0	\$0	\$0	\$200
Technology Fee	\$300	\$0	\$300	\$0	\$300	\$0	\$0	\$0	\$0	\$900
STRF	\$36	\$0	\$0	\$0	\$0	\$0	\$0	\$0	\$0	\$36
Total per Semester	\$11,136	\$5,000	\$8,900	\$8,500	\$11,100	\$6,000	\$7,250	\$7,250	\$6,700	\$71,836
Entertainment Business, B.S.	Semester 1	Semester 2	Semester 3	Semester 4	Semester 5	Semester 6	Semester 7	Semester 8	Total	
Tuition	\$6,000	\$6,000	\$7,000	\$7,000	\$8,000	\$8,000	\$7,000	\$7,000	\$56,000	
TechKit	\$2,800	\$0	\$0	\$0	\$0	\$0	\$0	\$0	\$2,800	
Textbooks	\$100	\$0	\$100	\$0	\$0	\$0	\$0	\$0	\$200	
Technology Fee	\$300	\$0	\$300	\$0	\$300	\$0	\$0	\$0	\$900	
STRF	\$30	\$0	\$0	\$0	\$0	\$0	\$0	\$0	\$30	
Total per Semester	\$9,200	\$6,000	\$7,400	\$7,000	\$8,300	\$8,000	\$7,000	\$7,000	\$59,930	
Film Production, B.S.	Semester 1	Semester 2	Semester 3	Semester 4	Semester 5	Semester 6	Semester 7	Semester 8	Semester 9	Total
Tuition	\$8,000	\$8,000	\$9,250	\$9,250	\$10,250	\$10,250	\$10,000	\$10,000	\$10,000	\$85,000
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
STRF	\$45.50	\$0	\$0	\$0	\$0	\$0	\$0	\$0	\$0	\$45.50
Total per Semester	\$13,695.50	\$8,000	\$9,650	\$9,250	\$10,550	\$10,250	\$10,000	\$10,000	\$10,000	\$91,395.50

ONLINE PROGRAMS – NON-CALIFORNIA RESIDENTS

Music Production, A.S.	Semester 1	Semester 2	Semester 3	Semester 4	Semester 5	Total					
Tuition	\$5,200	\$5,200	\$8,200	\$8,200	\$5,700	\$32,500					
TechKit	\$5,100	\$0	\$0	\$0	\$0	\$5,100					
Technology Fee	\$300	\$0	\$300	\$0	\$0	\$600					
Total per Semester	\$10,600	\$5,200	\$8,500	\$8,200	\$5,700	\$38,200					
Audio Production, A.S.	Semester 1	Semester 2	Semester 3	Semester 4	Semester 5	Total					
Tuition	\$5,000	\$5,000	\$8,500	\$8,500	\$5,500	\$32,500					
TechKit	\$5,500	\$0	\$0	\$0	\$0	\$5,500					
Technology Fee	\$300	\$0	\$300	\$0	\$0	\$600					
Total per Semester	\$10,800	\$5,000	\$8,800	\$8,500	\$5,500	\$38,600					
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	\$7,500	\$0	\$0	\$0	\$0	\$0	\$0	\$0	\$0	\$7,500	
Textbooks	\$100	\$0	\$100	\$0	\$0	\$0	\$0	\$0	\$0	\$200	
Technology Fee	\$500	\$0	\$450	\$0	\$450	\$0	\$0	\$0	\$0	\$1,400	
Total per Semester	\$12,400	\$4,300	\$7,350	\$6,800	\$7,350	\$6,900	\$6,900	\$6,900	\$6,200	\$65,100	
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	\$5,500	\$0	\$8,500	\$8,500	\$0	\$0	\$0	\$0	\$0	\$14,000	
Technology Fee	\$300	\$0	\$300	\$0	\$300	\$0	\$0	\$0	\$0	\$900	
Total per Semester	\$11,800	\$6,000	\$13,650	\$4,850	\$7,300	\$7,000	\$7,000	\$7,000	\$6,300	\$70,900	
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	\$6,600	\$6,600	\$6,200	\$56,000	
TechKit	\$5,200	\$0	\$0	\$0	\$0	\$0	\$0	\$0	\$0	\$5,200	
Technology Fee	\$300	\$0	\$300	\$0	\$300	\$0	\$0	\$0	\$0	\$900	
Total per Semester	\$10,600	\$5,100	\$6,900	\$6,600	\$6,900	\$6,600	\$6,600	\$6,600	\$6,200	\$62,100	
Music Production, B.S.	Semester 1	Semester 2	Semester 3	Semester 4	Semester 5	Semester 6	Semester 7	Semester 8	Semester 9	Semester 10	Total
Tuition	\$5,200	\$5,200	\$8,200	\$8,200	\$11,400	\$6,000	\$7,900	\$7,900	\$4,000	\$1,000	\$65,000
TechKit	\$5,200	\$0	\$0	\$0	\$1,800	\$0	\$0	\$0	\$0	\$0	\$7,000
Technology Fee	\$300	\$0	\$300	\$0	\$300	\$0	\$0	\$0	\$0	\$0	\$900
Semester Total	\$10,700	\$5,200	\$8,500	\$8,200	\$13,500	\$6,000	\$7,900	\$7,900	\$4,000	\$1,000	\$72,900

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	\$6,850	\$6,550	\$6,200	\$6,200	\$6,200	\$59,900
Media Communication, 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	\$5,200	\$0	\$0	\$0	\$0	\$0	\$0	\$0	\$0	\$5,200
Technology Fee	\$300	\$0	\$300	\$0	\$300	\$0	\$0	\$0	\$0	\$900
Semester Total	\$10,900	\$5,400	\$6,300	\$6,000	\$7,300	\$7,000	\$7,000	\$7,000	\$5,200	\$62,100
Audio Production, B.S.	Semester 1	Semester 2	Semester 3	Semester 4	Semester 5	Semester 6	Semester 7	Semester 8	Semester 9	Total
Tuition	\$5,000	\$5,000	\$8,500	\$8,500	\$10,800	\$6,000	\$7,250	\$7,250	\$6,700	\$65,000
Techkit	\$6,500	\$0	\$0	\$0	\$0	\$0	\$0	\$0	\$0	\$6,500
Technology Fee	\$300	\$0	\$300	\$0	\$300	\$0	\$0	\$0	\$0	\$900
Semester Total	\$11,800	\$5,000	\$8,800	\$8,500	\$11,100	\$6,000	\$7,250	\$7,250	\$6,700	\$72,400

ONLINE PROGRAMS – CALIFORNIA RESIDENTS

Music Production, A.S.	Semester 1	Semester 2	Semester 3	Semester 4	Semester 5	Total					
Tuition	\$5,200	\$5,200	\$8,200	\$8,200	\$5,700	\$32,500					
TechKit	\$5,100	\$0	\$0	\$0	\$0	\$5,100					
Technology Fee	\$300	\$0	\$300	\$0	\$0	\$600					
STRF	\$19,000	\$0	\$0	\$0	\$0	\$19,000					
Total per Semester	\$10,619	\$5,200	\$8,500	\$8,200	\$5,700	\$38,219					
Audio Production, A.S.	Semester 1	Semester 2	Semester 3	Semester 4	Semester 5	Total					
Tuition	\$5,000	\$5,000	\$8,500	\$8,500	\$5,500	\$32,500					
TechKit	\$5,500	\$0	\$0	\$0	\$0	\$5,500					
Technology Fee	\$300	\$0	\$300	\$0	\$0	\$600					
STRF	\$19,500	\$0	\$0	\$0	\$0	\$19,500					
Total per Semester	\$10,819.50	\$5,000	\$8,800	\$8,500	\$5,500	\$38,619.50					
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	\$7,500	\$0	\$0	\$0	\$0	\$0	\$0	\$0	\$0	\$7,500	
Textbooks	\$100	\$0	\$100	\$0	\$0	\$0	\$0	\$0	\$0	\$200	
Technology Fee	\$500	\$0	\$350	\$0	\$450	\$0	\$0	\$0	\$0	\$1,400	
STRF	\$32.50	\$0	\$0	\$0	\$0	\$0	\$0	\$0	\$0	\$32.50	
Total per Semester	\$12,432.50	\$4,300	\$7,350	\$6,800	\$7,350	\$6,900	\$6,900	\$6,900	\$6,200	\$65,132.50	
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	
STRF	\$30,000	\$0	\$0	\$0	\$0	\$0	\$0	\$0	\$0	\$30,000	
Total per Semester	\$9,200	\$6,000	\$6,550	\$6,250	\$6,800	\$6,500	\$6,250	\$6,250	\$6,000	\$59,830	
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	\$5,500	\$0	\$8,500	\$0	\$0	\$0	\$0	\$0	\$0	\$14,000	
Technology Fee	\$300	\$0	\$300	\$0	\$300	\$0	\$0	\$0	\$0	\$900	
STRF	\$35.50	\$0	\$0	\$0	\$0	\$0	\$0	\$0	\$0	\$36.50	
Total per Semester	\$11,835.50	\$6,000	\$13,650	\$4,850	\$7,300	\$7,000	\$7,000	\$7,000	\$6,300	\$70,935.50	
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	\$6,600	\$6,600	\$6,200	\$56,000	
Techkit	\$5,200	\$0	\$0	\$0	\$0	\$0	\$0	\$0	\$0	\$5,200	
Technology Fee	\$300	\$0	\$300	\$0	\$300	\$0	\$0	\$0	\$0	\$900	
STRF	\$31,000	\$0	\$0	\$0	\$0	\$0	\$0	\$0	\$0	\$31,000	
Total per Semester	\$10,631	\$5,100	\$6,900	\$6,600	\$6,900	\$6,600	\$6,600	\$6,600	\$6,200	\$62,131	
Music Production, B.S.	Semester 1	Semester 2	Semester 3	Semester 4	Semester 5	Semester 6	Semester 7	Semester 8	Semester 9	Semester 10	Total
Tuition	\$5,200	\$5,200	\$8,200	\$8,200	\$11,400	\$6,000	\$7,900	\$7,900	\$4,000	\$1,000	\$65,000
Techkit	\$5,200	\$0	\$0	\$0	\$1,800	\$0	\$0	\$0	\$0	\$0	\$7,000
Technology Fee	\$300	\$0	\$300	\$0	\$300	\$0	\$0	\$0	\$0	\$0	\$900
STRF	\$36.50	\$0	\$0	\$0	\$0	\$0	\$0	\$0	\$0	\$0	\$36.50
Semester Total	\$10,736.50	\$5,200	\$8,500	\$8,200	\$13,500	\$6,000	\$7,900	\$7,900	\$4,000	\$1,000	\$72,936.50
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	
STRF	\$30,000	\$0	\$0	\$0	\$0	\$0	\$0	\$0	\$0	\$30,000	
Semester Total	\$8,930	\$5,600	\$6,850	\$6,550	\$6,850	\$6,550	\$6,200	\$6,200	\$6,200	\$59,930	
Media Communication, 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	\$5,200	\$0	\$0	\$0	\$0	\$0	\$0	\$0	\$0	\$5,200	
Technology Fee	\$300	\$0	\$300	\$0	\$300	\$0	\$0	\$0	\$0	\$900	
STRF	\$31,000	\$0	\$0	\$0	\$0	\$0	\$0	\$0	\$0	\$31,000	
Semester Total	\$10,931	\$5,400	\$6,300	\$6,000	\$7,300	\$7,000	\$7,000	\$7,000	\$5,200	\$62,131	
Audio Production, B.S.	Semester 1	Semester 2	Semester 3	Semester 4	Semester 5	Semester 6	Semester 7	Semester 8	Semester 9	Total	
Tuition	\$5,000	\$5,000	\$8,500	\$8,500	\$10,800	\$6,000	\$7,250	\$7,250	\$6,700	\$65,000	
Techkit	\$6,500	\$0	\$0	\$0	\$0	\$0	\$0	\$0	\$0	\$6,500	
Technology Fee	\$300	\$0	\$300	\$0	\$300	\$0	\$0	\$0	\$0	\$900	
STRF	\$36,000	\$0	\$0	\$0	\$0	\$0	\$0	\$0	\$0	\$36,000	
Semester Total	\$11,803.60	\$5,000	\$8,800	\$8,500	\$11,100	\$6,000	\$7,250	\$7,250	\$6,700	\$72,436	

CAMPUS PROGRAMS – INTERNATIONAL STUDENTS

Audio Production, A.S.	Semester 1	Semester 2	Semester 3	Semester 4	Semester 5	Total
Tuition	\$5,500	\$5,500	\$9,350	\$9,350	\$6,050	\$35,750
Techkit	\$4,800	\$0	\$0	\$0	\$0	\$4,800
Textbooks	\$100	\$0	\$100	\$0	\$0	\$200
Technology Fee	\$300	\$0	\$300	\$0	\$0	\$600
STRF	\$20.50	\$0	\$0	\$0	\$0	\$20.50
Total per Semester	\$10,720.50	\$5,500	\$9,750	\$9,350	\$6,050	\$41,370.50
Film, A.S.	Semester 1	Semester 2	Semester 3	Semester 4	Semester 5	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
STRF	\$26.50	\$0	\$0	\$0	\$0	\$26.50
Total per Semester	\$14,051.50	\$8,525	\$12,500	\$12,100	\$5,500	\$52,676.50
Music Production, A.S.	Semester 1	Semester 2	Semester 3	Semester 4	Semester 5	Total
Tuition	\$5,720	\$5,720	\$9,020	\$9,020	\$6,270	\$35,750
Techkit	\$5,100	\$0	\$0	\$0	\$0	\$5,100
Textbooks	\$100	\$0	\$100	\$0	\$0	\$200
Technology Fee	\$300	\$0	\$300	\$0	\$0	\$600
STRF	\$21	\$0	\$0	\$0	\$0	\$21
Total per Semester	\$11,241	\$5,720	\$9,420	\$9,020	\$6,270	\$41,671

Entertainment Business, B.S. Completer	Semester 1	Semester 2	Semester 3	Semester 4	Semester 5	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				
STRF	\$16	\$0	\$0	\$0	\$0	\$16				
Total per Semester	\$7,126	\$7,150	\$7,110	\$7,150	\$3,080	\$31,616				
Animation, B.S.	Semester 1	Semester 2	Semester 3	Semester 4	Semester 5	Semester 6	Semester 7	Semester 8	Semester 9	Total
Tuition	\$6,749	\$6,749	\$10,120	\$10,120	\$10,780	\$10,780	\$10,780	\$10,780	\$11,143	\$88,000
Techkit	\$7,500	\$0	\$0	\$0	\$0	\$0	\$0	\$0	\$0	\$7,500
Textbooks	\$100	\$0	\$100	\$0	\$0	\$0	\$0	\$0	\$0	\$200
Technology Fee	\$550	\$0	\$550	\$0	\$0	\$0	\$0	\$0	\$0	\$1,100
STRF	\$48.50	\$0	\$0	\$0	\$0	\$0	\$0	\$0	\$0	\$48.50
Total per Semester	\$14,947.50	\$6,749	\$10,770	\$10,120	\$10,780	\$10,780	\$10,780	\$10,780	\$11,143	\$96,848.50
Audio Production, B.S.	Semester 1	Semester 2	Semester 3	Semester 4	Semester 5	Semester 6	Semester 7	Semester 8	Semester 9	Total
Tuition	\$5,500	\$5,500	\$9,350	\$9,350	\$11,880	\$6,600	\$7,975	\$7,975	\$7,370	\$71,500
Techkit	\$5,700	\$0	\$0	\$0	\$0	\$0	\$0	\$0	\$0	\$5,700
Textbooks	\$100	\$0	\$100	\$0	\$0	\$0	\$0	\$0	\$0	\$200
Technology Fee	\$300	\$0	\$300	\$0	\$300	\$0	\$0	\$0	\$0	\$900
STRF	\$39	\$0	\$0	\$0	\$0	\$0	\$0	\$0	\$0	\$39
Total per Semester	\$11,639	\$5,500	\$9,750	\$9,350	\$12,180	\$6,600	\$7,975	\$7,975	\$7,370	\$78,339
Entertainment Business, B.S.	Semester 1	Semester 2	Semester 3	Semester 4	Semester 5	Semester 6	Semester 7	Semester 8	Total	
Tuition	\$6,600	\$6,600	\$7,700	\$7,700	\$8,800	\$8,800	\$7,700	\$7,700	\$61,600	
Techkit	\$2,800	\$0	\$0	\$0	\$0	\$0	\$0	\$0	\$2,800	
Textbooks	\$100	\$0	\$100	\$0	\$0	\$0	\$0	\$0	\$200	
Technology Fee	\$300	\$0	\$300	\$0	\$300	\$0	\$0	\$0	\$900	
STRF	\$33	\$0	\$0	\$0	\$0	\$0	\$0	\$0	\$33	
Total per Semester	\$9,833	\$6,600	\$8,100	\$7,700	\$9,100	\$8,800	\$7,700	\$7,700	\$65,533	
Film Production, B.S.	Semester 1	Semester 2	Semester 3	Semester 4	Semester 5	Semester 6	Semester 7	Semester 8	Semester 9	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
STRF	\$50	\$0	\$0	\$0	\$0	\$0	\$0	\$0	\$0	\$50
Total per Semester	\$14,500	\$8,800	\$10,575	\$10,175	\$11,575	\$11,275	\$11,000	\$11,000	\$11,000	\$99,900