

BS: Digital Entertainment Technology

Major Codes: DET

University Requirements	
The Core.....	12
CORE 110 Cornerstone	
CORE 120 Human Person and Identity	
CORE 220 The Question of Community	
CORE 320 The Question of Transcendence	
Capstone Course–(hours counted in major)	
Bible.....	14
BIBL 101 Life and Teachings of Jesus	
BIBL 102 Acts-Revelation	
BIBL 211 Message of the Old Testament	
Adv. Course (300-499): BIBD, BIBH, BIBL, BMIS**	
BIBL 440 – Christian Vocation and Missions	
English.....	9
ENGL 111 Composition and Rhetoric (<i>or</i> ENGL 106/006 <i>and</i> 107/007)	
ENGL 112 Composition and Literature	
Sophomore (200-299) Literature (includes literature in foreign language)	
Communication.....	3
COMS 240 – Speaking Well: Foundations of Rhetoric	
Science.....	6
Choose from two different fields from list	
or	
Two-semester sequence from list	
Mathematics.....	3
MATW 120/020, MATH 120 or higher	
Social Science.....	3
3 hrs from list	
Social Science/Humanities/Fine Arts.....	3
3 hrs from different area of Social Science list above or list	
EXSC.....	3
EXSC 100 + 2 different activities	
Foreign Language.....	0-6
If lacking two years of high school language (one language): 6 hours of college foreign language required (one language)	
TOTAL UNIVERSITY CORE.....	56-62
MAJOR REQUIREMENTS	
CS 115 Introduction to Programming with Scripting.....	3
CS 116 Applied Programming with Scripting.....	3
CS 330 Human Computer Interface.....	3
DET 210 Digital Entertainment Technologies I.....	3
DET 310 Digital Entertainment Technologies II.....	3
DET 350 Game Development.....	3
DET 410 Digital Entertainment Technologies III (capstone & WI).....	3
IT 225 Web Development I.....	3
Total.....	24

MAJOR SELECTIONS OR CONCENTRATION..... 12	
Choose 12 hours from	
ART 351 Basic Visual Communication	
ART 352 Digital Graphic Techniques	
ART 454 Information Graphics	
ART 457 Interactive Design	
CS 315 Mobile Computing I	
CS 316 Mobile Computing II	
IT 220 Introduction to Databases	
IT 325 Web Development II	
<i>or</i> courses approved by department chair	
Digital Design Concentration	
ART 351 Basic Visual Communication	
ART 352 Digital Graphic Techniques	
ART 454 Information Graphics	
ART 457 Interactive Design	
Mobile Development Concentration	
CS 315 Mobile Computing I	
CS 316 Mobile Computing II	
IT 220 Introduction to Databases	
IT 325 Web Development II	
SUPPLEMENT FOR MAJOR	
ART 105 Two-Dimensional Design.....	3
ENGL 322 Fiction Workshop <i>or</i>	
ENGL 472 Film and Belief.....	3
JMC 488 Communication Law.....	3
MGMT 459 Project Management.....	3
Total.....	12
DIRECTED STUDY..... 18	
An approved 6-course area of emphasis or minor (excluding courses used to satisfy other degree requirements)	
Electives (minimum).....	6
TOTAL MAJOR HOURS.....	72
Other Graduation Requirements	
Minimum grade in DET 210, 310, 410.....	C
Minimum GPA in major.....	2.00
Minimum GPA for graduation.....	2.00
Minimum advanced hours.....	33
Minimum total hours.....	128
<i>Courses numbered 0** do not count in minimum hours required for degree.</i>	

Note: The entire offering represents a new major.
 DET 350 represents a new course that fits within the proposed major.