

Digital Entertainment Technology (DET)

Major Requirements

Art 105 Two-Dimensional Design ---3 hours

Programming Sequence: CS 115 Introduction to Programming using Scripting or CS 120*

Programming 1 ---- 3 hours

CS 116 Applied Programming with Scripting or CS 130 Programming II moved to Game Development Concentration

CS 330 Human Computer Interaction – 3 hours

DET 210 Digital Entertainment Technologies I --- 3 hours

DET 310 Digital Entertainment Technologies II --- 3 hours

DET 410 Digital Entertainment Technologies III --- 3 hours

ENGL 331 Narrative for Film and New Media **or ENGL 332 Intro to Film** --- 3 hours

ITC 110 Intro to Information, Technology and Computing --- 3 hours

ITC 460 Managing Technical Projects (Capstone and writing-intensive course) ---3 hours

JMC 488** Communication Law **or BLAW 363 Business Law or PHIL 486 Ethics** --- 3 hours

Total ----- 30 hours

*CS 120 is recommended for Game Development Concentration.

****JMC 488 is required for Film & Media Production Concentration (hours may count in major requirements).**

Major Selection or Concentration

Select **18** hours of directed electives (with at least 9 advanced hours) from CS, DET, IS, IT, ITC or any course listed in the concentrations (pre-requisites may apply). Selections may be used toward one of the following concentrations:

Digital Design Concentration (DD)

Select **18** hours (at least 9 advanced hours) --- **18** hours

ART 106 Three- Dimensional Design

ART 111 Basic Drawing

ART 112 Figure Drawing

ART 317 Introduction to Illustration

ART 318 Digital Illustration

ART 351 Typography I

ART 352 Typography II

ART 454 Information Graphics

ART 457 Interactive Design

Any DET electives

Directed Elective***

Total ---- 18 hours

Film & Media Production Concentration (FMP)

JMC 201 Introduction to Visual Media --- 3 hours

JMC 488** Communication Law --- 0-3 hours

Select 12-**15** hours (at least 9 advanced hours) --- 12-**15** hours

DET 350 Game Development***

Any DET electives

ENGL 321, 332, 333, and 472

JMC 361 Advanced Video Production****

THEA 227 Introduction to Technical Theatre

Directed Elective***

Total --- 18 hours

Game Development Concentration (GD)

CS 116 Applied Programming with Scripting or CS 130 Programming II --- 3 hours

DET 350 Game Development***** --- 3 hours

Select 12 hours (at least 6 advanced hours) --- 12 hours

CS 315 Mobile Computing I

CS 316 Mobile Computing II

Any DET elective

IT 220 Introduction to Databases

IT 225 Web Technologies

Directed Elective*

Total ---- 18 hours

***Students may select from CS, DET, IS, IT, ITC or any course listed in the concentrations.

****DET majors may take any required JMC classes without meeting the prerequisite of JMC 100 (Media Issues). Junior standing is required to take JMC courses at the 300 level or above. Instructor approval required for JMC 361 (Advanced Video Production) if students do not meet JMC 261 (Broadcast Production) prerequisite.

*****DET 350 is repeatable up to 6 hours

Support Area

An approved 6 course area of emphasis (at least 6 hours advanced), which may be used toward a minor or minor (excluding courses used to satisfy other degree requirements) ---

18 hours