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<td>B. Language, Philosophy &amp; Culture (040): 3 SCH</td>
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<td>C. Creative Arts (050): 3 SCH</td>
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### Core Curriculum Requirements: 42 SCH

- A. Communication (010): 6 SCH
  - COMM 1311
  - RHET 1302

- B. Language, Philosophy & Culture (040): 3 SCH
  - ARTS 1316 Drawing Foundations

- C. Creative Arts (050): 3 SCH
  - ATEC 2320 or ATEC 2325 or ATEC 2326 or ATEC 2385

- D. Government/Political Science (070): 6 SCH
  - GOVT 2305
  - GOVT 2306

- E. American History (060): 6 SCH
  - CS 1335 Comp. Sci. I for non-majors*

### Major Requirements, Lower-Level: 21 SCH

#### Major Requirements, Upper-Level: 24 SCH

- F. Social & Behavioral Sciences (080): 3 SCH
  - ATEC 3320 or ATEC 3325

- G. Mathematics (020): 3 SCH
  - Any 3000/4000-level AHST class or DRAM 3323 or FILM 3321 or MUSI 3322

- H. Life & Physical Sciences (030): 6 SCH
  - ATEC 4380 or ATEC 4381

- Upper-Level Elective

- Upper-Level Elective

- Upper-Level Elective

- Upper-Level Elective

- □ UNIV 1010

- □ UNIV 2020

While advisors confer with students about courses and educational experiences, students are responsible for defining the content of their academic program, being aware of all graduation requirements, and making progress toward an academic degree. Advisors will assist students in designing an appropriate course of study that will satisfy requirements for graduation as well as offer information on particular courses and University rules and procedures.
Prescribed Electives: 15 semester credit hours from the following list:
(see academic catalog online for full course description information)
Choose any 5 courses from the following:

Options in Animation:
ATEC 3315 Motion Graphics
ATEC 3316 Procedural Animation
ATEC 3317 Modeling and Texturing I
ATEC 3318 Pre-Production Design I
ATEC 3327 Lighting and Composition I
ATEC 3328 Rigging I
ATEC 3329 Tools Development for ATEC
ATEC 3336 Computer Animation I
ATEC 4318 Pre-Production Design II
ATEC 4328 Rigging II
ATEC 4336 Computer Animation II
ATEC 4339 Special Effects
ATEC 4345 Motion Capture Animation
ATEC 4348 Modeling and Texturing II
ATEC 4349 Lighting and Composition II
ATEC 4351 Animation Studio I
ATEC 4352 Animation Studio II
ATEC 4356 Computer Animation III

Options in Emerging Media:
EMAC 3300 Reading Media Critically
EMAC 3326 Emerging Media Production
EMAC 3328 The Digital Society
EMAC 3343 Social Networks
EMAC 3350 Reading in a Networked Era
EMAC 4326 Advanced Emerging Media Production
EMAC 4335 Emerging Media and the Digital Economy
EMAC 4350 Networked Identities
EMAC 4365 Ethics in Emerging Media

Options in Games (continued):
ATEC 4353 Game Production Lab II
ATEC 4365 Level Design II
ATEC 4367 Game Design II
ATEC 4368 User Experience Design for Games II

Options in Sound:
ATEC 3310 Audio Technologies
ATEC 3312 Audio Productions Lab I
ATEC 3331 Sound Design for Linear and Non-linear Media
ATEC 3354 Sound Design for Games and Interactive Media
ATEC 4310 Digital Audio Processing
ATEC 4312 Audio Productions Lab II

Options in Storytelling:
ATEC 3318 Pre-Production Design I
ATEC 3346 Storytelling for New Media I
ATEC 3356 Games and Narrative I
ATEC 4346 Storytelling for New Media II

Options in Fabrication:
ATEC 3324 Computer Modeling for Digital Fabrication
ATEC 3332 Additive Processes in Digital Fabrication
ATEC 3334 Laser Cutting in Digital Fabrication
ATEC 3335 Scanned Data in Digital Fabrication
ATEC 3338 Digital Applications in Sculpture
ATEC 3339 Projection Mapping Studio
ATEC 4322 Digital Sculpting
ATEC 4324 Digital Fabrication Studio I
ATEC 4325 Digital Fabrication Studio II
ATEC 4329 Advanced Projects in Digital Fabrication Studio

Options in Design:
ATEC 3315 Motion Graphics
ATEC 3320 Digital Content Design and Usability
ATEC 3325 Computer Mediated Communication
ATEC 3361 Internet Studio I
ATEC 3363 Interaction Design I
ATEC 4340 Project Management for ATEC II
ATEC 4341 Digital Marketing Design
ATEC 4347 Design Innovation Workshop
ATEC 4357 Strategic Design
ATEC 4361 Internet Studio II
ATEC 4363 Interaction Design II

Options in Video:
ATEC 3315 Motion Graphics
ATEC 3320 Digital Content Design and Usability
ATEC 3325 Computer Mediated Communication
ATEC 3361 Internet Studio I
ATEC 3363 Interaction Design I
ATEC 4340 Project Management for ATEC II
ATEC 4341 Digital Marketing Design
ATEC 4347 Design Innovation Workshop
ATEC 4357 Strategic Design
ATEC 4361 Internet Studio II
ATEC 4363 Interaction Design II

Options in Games:
ATEC 3329 Tools Development for ATEC
ATEC 3351 Game Design I
ATEC 3352 User Experience Design for Games I
ATEC 3353 Game Studies
ATEC 3354 Sound Design for Games and Interactive Media
ATEC 3355 Scripting for Games I
ATEC 3356 Games and Narrative I
ATEC 3364 Level Design I
ATEC 3365 Virtual Environments
ATEC 4350 Game Production Lab I

Topics Courses:
ATEC 3370 Topics in Arts and Technology
ATEC 4370 Special Topics in ATEC
ATEC 4371 Topics in Animation
ATEC 4373 Topics in Game Development
ATEC 4374 Topics in Digital Design
ATEC 4375 Topics in Sound Design