DREXEL UNIVERSITY
Westphal
College of Media Arts & Design

CATALOG
2021-2022

UNDERGRADUATE

DREXEL INSTITUTE

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Table of Contents

The Antoinette Westphal College of Media Arts & Design

The Antoinette Westphal College of Media Arts & Design curricula include general studies in liberal arts and science, and experiential learning in studio, lab, and classroom settings within the disciplines.

Mission Statement

The Antoinette Westphal College of Media Arts & Design (http://www.drexel.edu/westphal/) (The Westphal College) is a community of learning in the areas of media, design, fine arts, performing arts, and the management of creative enterprise that values experiential and immersive education. Students are encouraged to give form to ideas by learning to recognize invention and innovation in a rapidly changing world through creative, critical, and collaborative approaches. The Westphal College's diverse programs seek to foster innovation and leadership in progressively interconnected disciplines and areas of study.

The academic programs are rigorous and provide the appropriate balance of a solid foundation with individual creative direction, cultural awareness, strong technical skills, and an understanding of management and professional practice. The College is committed to continual review of curricula, processes, and outcomes to make those improvements and refinements necessary to further enrich our students' education, and to continue to foster independent thinkers, astute leaders, and creative problem solvers.

Majors

Undeclared Majors

Accelerated Degrees

Minors

Certificates

Undergraduate Co-operative Education

Westphal College students spend a minimum of six months (two terms) applying classroom and studio skills in positions within their chosen professions. Often referred to as "The Ultimate Internship," a co-op is a valuable, direct way to learn about a career, work with other professionals, and gain skills and experience that set Drexel graduates apart from students who complete their professional education in more traditional academic settings.

Visit the Drexel Steinbright Career Development Center (http://www.drexel.edu/scdc/) page for more detailed information on co-op and post-graduate opportunities.

Special Programs

The Westphal College offers a number of special programs including Study Abroad, Accelerated Dual Degree, Accelerated Summer Courses, Enrichment Programs, and Dance for Professionals.

Study Abroad

Many students in the College participate in study abroad ranging from ten days to two terms. Some of the more popular programs are in Australia, Rome, France, Korea, Germany, Prague, Japan, and Cuba, as well as Drexel in London and Fashion in London. Students interested in study abroad should consult with their program director, academic advisor, and the Study Abroad Office, 215-895-1704.

Enrichment Programs

The Department of Architecture, Design & Urbanism runs Intensive Courses abroad to cities around the world including recent trips to Spin, Italy, Korea and Australia. These programs focus the travel portion into two-week periods between summer and fall terms and are open to all students. The Department of Cinema & Television offers a summer term Westphal in Los Angeles program for Film & Television, Screenwriting & Playwriting, and other Westphal majors. The Entertainment & Arts Management program offers a study abroad program at the Edinburgh Fringe Festival in Scotland.

Accelerated Dual Degree Programs

Dual degree programs enable academically qualified students to earn both a bachelor's and an advanced degree in five years. The following Accelerated Degree programs are available to qualified high school students entering their freshman year in the Westphal College:

- **BS in Design & Merchandising/MBA**: This program combines study in the area of fashion retail merchandising with the MBA degree. The program is available to qualified Design and Merchandising majors.

- **BS Entertainment & Arts Management/MBA**: This program allows high-achieving students preparing for leadership roles in media companies and arts organizations the opportunity to earn their MBA degree. The program is available to qualified Entertainment & Arts management majors.

- **BS Music Industry/MBA**: This program offers the highly motivated and musically focused student an opportunity to combine music theory and technology with the MBA degree. The program is available to qualified Music Industry majors.

The following Accelerated Degree programs are available to qualified matriculated students in the Westphal College:

- **BS Animation and Visual Effects/MS Digital Media**: This program allows highly motivated students to complete the BS in Animation & Visual Effects and MS degree in Digital Media programs in five years.

- **BS Dance/MS in Elementary Education**: This career focus, dance in education prepares students for jobs as elementary school teachers (grades pre-kindergarten through 4) who may also serve as school dance specialists. Students choosing this option will earn a BS degree in Dance through the Department of Performing Arts and may elect to continue for a fifth year of study to earn an MS in the Teaching, Learning and Curriculum Teacher Certification through the School of Education (http://drexel.edu/soe/).

- **BS Game Design and Production/MS in Digital Media**: This program allows highly motivated students to complete both the BS in Game Design & Production and MS degree in Digital Media programs in five years.

- **BS Interactive Digital Media/MS in Digital Media**: This program allows highly motivated students to complete both the BS in Interactive Digital Media and MS degree in Digital Media in five years.

- **BS Interior Design/MS in Design Research**: This five-year path allows students to graduate with a Bachelor of Science in Interior Design, enhanced by a Master of Science in Design Research, preparing them for a human-centered technology-driven professional career.

- **BS Interior Design/MS in Interior Architecture**: This program combines the Interior Design undergraduate and the graduate Interior Architecture degrees in an intensive five-year program that provides an opportunity for the student to focus on an area of specialization.

- **BS Interior Design/MS in Urban Strategy**: This five-year path allows students to graduate with a Bachelor of Science in Interior Design, enhanced by a Master of Science in Urban Strategy, preparing them to collaboratively and creatively solve complex multifaceted urban challenges on all levels: locally, nationally, and globally.

- **BS Virtual Reality/MS in Digital Media**: This program allows highly motivated students to complete both the BS in Virtual Reality and MS degree in Digital Media in five years.

Accelerated Summer Courses

With departmental permission, students may enroll in Visual Studies accelerated courses over the summer. These typically include courses in Accelerated Design I, II, III, Introductory Drawing, and Figure Drawing I. These courses primarily are offered so that new undergraduate transfer students and pre-graduate students can complete their future programs in an economical time frame. Students with some experience in studio coursework may be eligible to take accelerated courses. A portfolio review is required to determine eligibility.

Dance Part-time Professionals

The Part-time Professionals option of the Dance Major is designed for professional dancers interested in pursuing a BS degree in Dance while continuing their performance careers or at the conclusion of their performing careers. This program grants "professional life experience"

credits and an extended period of time to fulfill the remaining required courses.

Ensembles

Choral Ensembles

University Chorus (MUSC 101/001) Dr. Steven Powell, Director
As auditioned, 60-voice group which performs concert choir literature, both a cappella and with instrumental accompaniment.

Chamber Singers (MUSC 102/001) Dr. Steven Powell, Director
A select group of 18 singers chosen by audition from the University Chorus. They perform secular music from the Renaissance period (Madrigals).

Vocal Jazz Ensemble (MUSC 103/001) Dr. Steven Powell, Director
A select group of 16 singers chosen by audition from the University Chorus. They perform "anything that swings," doing a variety of pieces from the 20's to the 10's with a three-piece back-up band.

All College Choir (MUSC 104/001) Scott Bacon, Director
A large un-auditioned choir that performs a varied repertoire including light classics, spirituals, and popular music.

Gospel Choir (MUSC 115/001) Rev. Greg Ross, Director
The Gospel Choir is a group of approximately 60 singers that is open to all Drexel Students. This ensemble performs contemporary gospel music with its own backup band.

Instrumental Ensembles

Concert Band (MUSC 105/001) Dr. Wesley Broadnax, Director
Students who are proficient on woodwind, brass, or percussion instruments may become members of this large instrumental ensemble by auditioning for the director. Membership is based on the student's ability and the instrumental needs of the ensemble.

The Basketball Pep Band (MUSC 116/001) Dr. Wesley Broadnax, Director
This band is made up of brass players, saxophone players, and trap drummers drawn from the membership of the Concert Band.

Jazz Orchestra (MUSC 107/001) Dr. George Starks, Director
Performs music which is associated with and/or inspired by acknowledged masters of the jazz tradition such as Duke Ellington, Count Basie, Charlie Parker, Dizzy Gillespie, Miles Davis, Charles Mingus, Thad Jones, and others.

The Jazztet (MUSC 108/001) Dr. George Starks, Director
This ensemble performs small group masterpieces such as literature associated with Art Blakey, Horace Silver, Clifford Brown, John Coltrane, and others.

University Orchestra (MUSC 109/001)
This is a full orchestra that performs concert repertoire of various periods from the 18th century to the present day. Wind, brass, and percussionists must be in the Concert Band in order to participate.

Fusion Band (MUSC 112/001) Lynn Riley, Director
A small combo utilizing a rhythm section and any varying combination of saxes and brass. The repertoire includes music of the styles of jazz, Latin, funk, and rock.

Percussion Ensemble (MUSC 113/001) Mark Beecher, Director
Students in this group will have the opportunity to play, improve and perform on many instruments of the percussion family including: snare drum, bass drum, xylophone, marimba, timpani- and even hands and feet.

Mediterranean Ensemble (MUSC 114/001) Bruce Kaminsky, Director
Students perform traditional music from Southeastern Europe, the Middle East and Northern Africa. All traditional and Western instruments are welcomed including oud, bouzouki and saz along with guitar, violin and sax. Percussionists can play Drexel's wide assortment of traditional drums including doumbek, riq and djimbe. Students will have the opportunity to perform 7/8 and 9/8 rhythms from Greece, 10/8 rhythms from Turkey, learn songs in Greek, Turkish, Arabic and Hebrew. The ensemble also has a dance component.

Guitar Ensemble II (MUSC 106/002) Greg Wright, Director
An auditioned group of approximately ten guitarists plus bass players and a drummer. Repertoire includes a side range of styles utilizing music reading ability and improvisation skills

Guitar Ensemble I (MUSC 106/001) Greg Wright, Director
An un-auditioned group of ten to fifteen guitarists who use repertoire to sharpen their musical and technical skills.

Keyboard Ensemble (MUSC 110) Wanda Canfield, Director
A group of twelve keyboardists who utilize acoustic and electronic pianos to play a variety of repertoire.

Rock Ensemble (MUSC 117) Lynn Riley, Director
A small combo of vocalists, guitarists, bassists, keyboardist, and drummers who perform repertoire ranging from classic rock to alternative.

Drexel University Dance Program

Olive Prince, Director, Dance Ensemble (DANC 131)
Elegant, exciting, sophisticated, sleek are all words commonly used to describe the Drexel Dance Ensemble. Performing ballet, jazz, tap and modern dance, the Drexel Dancers are both versatile and original.

The Drexel Dance Ensemble (DANC 131)
A professional caliber dance company presenting two fully-produced concerts in the Mandell Theater each year. Students participating in the 60 member ensemble are given the opportunity to explore their artistry through working with professional choreographers, both faculty and guests artists, as well as a selection of student choreographers. The diversity of choreographic talent promises a show with dimension and unique perspectives on contemporary and classical dance forms. Entrance into this company is open to any dancers beyond their freshman year by audition twice yearly.

The FreshDance Ensemble (DANC 131)
Dance company open exclusively to freshmen at Drexel. The 30 dancers in the ensemble perform two fully produced concerts at the Mandell Theater each year. Works by both professional and student choreographers are performed in a variety of genres including ballet, modern, jazz and hip-hop. Entrance into the company is open twice yearly by audition.

The Youth Performance Exchange Touring Ensemble (DANC 131)
This 8-10 member dance troupe performs assembly style lecture demonstration programs introducing student K-8 to the art of dance. Students learn the program each fall and perform for 15-20 elementary and middle school each Friday morning in winter and spring terms. Open by audition each fall term.

Drexel University Theatre Program

Mr. Nick Anselmo, Director of Theatre Programs

Introduction to Theater Production Practicum (THTR 130)
An introduction to the tools, basic skills and safety procedures that students must know in order to work on Theater Program shows.

Theatre Performance Practicum (THTR 131)
Students perform in Mainstage productions in the URBN Annex Black Box Theater or the Mandell Theater. An audition is required to participate in this ensemble.

Theatre Production Practicum (THTR 132)
Students serve as the stage crew for all theatrical productions at the URBN Annex Black Box Theater or the Mandell Theater and build all the sets, costumes, hang lights and run sound for all the shows.

Theatre Management Practicum (THTR 133)
Students work as stage managers, production managers, and in administrative positions of Drexel's Co-op Theater Company.

Open Mic Management Practicum (THTR 134)
Students manage and run all aspects of The Late Night Series, a free weekly open mic that strives to both champion and nuture performing artists with Philadelphia and the Drexel community.

Theatre Performance Ensemble (THTR 141)
The Theatre Performance Ensemble focuses on a specific area of performance training, creation, and research to supplement the standard theatre curriculum in performance.

Director's Lab Practicum (THTR 142)
Practical experience in acting for the stage through participation in a student directed one-act play in conjunction with the Play Directing Class. An audition is required to participate in this ensemble.

Musical Theatre Cabaret (THTR 143)
Practical experience preparing a song for performance with an emphasis on applying acting techniques to the delivery, it concludes with a public Cabaret performance.

New Works Festival Performance Practicum (THTR 144)
Practical experience in acting and dramaturgy for the stage through participation, development, and performance of student written plays in conjunction with the Page-to-Stage class.

Students participate in all aspects of theatre performance and production, including; acting, directing, design, costumes, lighting, sets, sound, publicity, and box office.

Facilities

Designed to be an incubator for tomorrow's creative leaders, The URBN Center is the award-winning home for many of the programs in the Antoinette Westphal College of Media Arts & Design, providing students with rigorous, studio intensive instruction and the latest technological resources. Majors that share this space include Animation & Visual Effects, Architecture, Design & Merchandising, Entertainment & Arts Management, Fashion Design, Game Design & Production, Graphic Design, Interactive Digital Media, Interior Design, Music Industry, and Product Design.

The URBN Center also provides a black box theater (http://drexel.edu/performingarts/about/facilities/URBN-center-black-box-theater/) for our performing arts, a 3,500-square-foot Leonard Pearlstein Gallery (http://www.drexel.edu/pearlsteingallery/), a Motion Capture studio, a Hybrid Making Lab (http://drexel.edu/westphal/about/overview/making_spaces/HybridMakingLab/) featuring Universal Laser Cutters and 3-D printing and prototyping, Shima Seki high-tech knitting machines, the Robert and Penny Fox (https://drexel.edu/foxcollection/) Historic Costume Collection (https://drexel.edu/foxcollection/), the Charles Evans Fashion Design Library, a multi-use screening and lecture room, and offices for the College's administrative functions.

The Academic Building is home to our Photography major and Department of Art & Art History. Within this facility, the Westphal College occupies a 10,000-square-foot photography lab, lighting studios, and digital imaging labs (http://drexel.edu/westphal/about/overview/making_spaces/DarkroomFacility/), as well as six lecture/ laboratory spaces for our Visual Studies courses.

In University Crossings, a 25,000-square-foot space houses offices for Film & Video, Screenwriting & Playwriting, and Television faculty. Also in this building are two state-of-the-art digital editing facilities, a shooting studio with special effects capability, two screening rooms, a digital audio post production studio, several multimedia classrooms, and a well-stocked equipment room, featuring state of the art cameras ARRIFLEX (Arri) Alexa XT Plus and the Amira Premiere 4K.

MacAlister Hall serves students in the Westphal College with digital audio labs and recording studios for Music Industry; the Mandell Theater (http://www.drexel.edu/performingarts/about/facilities/mandell-theater/), a 420-seat proscenium theater with scene shop and dressing rooms; the Ellen Forman Memorial Dance Studio (http://drexel.edu/performingarts/about/facilities/ellen-forman-dance-studio/); and a high-definition studio space for our college-operated television station, DUTV, which reaches over 400,000 households.

The Music Industry program has a state-of-the-art recording studio and other music production facilities in One Drexel Plaza. These newly opened facilities were designed by noted acoustician Walter Storyk. Additionally, the Music Industry program has six recording studios located in University Crossings and MacAlister Hall.

Animation and Visual Effects

Major: Animation and Visual Effects
Degree Awarded: Bachelor of Science (BS)
Calendar Type: Quarter
Total Credit Hours: 187.0
Co-op Options: One Co-op (Four years); Three Co-op (Five years)
Classification of Instructional Programs (CIP) code: 10.0304
Standard Occupational Classification (SOC) code: 27-1014

About the Program

The Animation & Visual Effects major provides students with the artistic, technological, story-telling, and design skills necessary to succeed as 3D animators and visual effects artists in the highly competitive entertainment, design, and communications industries.

Animation and Visual Effects has grown beyond its traditional applications in the entertainment industry. Beyond film, television, and internet based programming, these production techniques are also widely used in medical research, engineering, virtual and augmented reality systems, immersive media, web content, the performing arts, interactive game systems, corporate communications, and higher education. The depth and complexity of this field necessitates a rigorous course of study.

To best prepare students for the demands of careers in these cutting-edge disciplines, the program provides a foundational understanding of design and technology with core courses in digital media, the option to choose between a six or eighteen month co-op plan, and a curriculum of rigorous coursework covering specialized aspects of digital animation, visual effects, and immersive media. Students will learn the underlying principles of animation, along with advanced, industry-standard software and hardware technologies. The entire creative pipeline, from storyboarding to modeling and animation to rendering and compositing, is covered in depth, allowing students to experience all aspects of a production.

Additional Information

To find out more about this major, visit the Westphal College's Animation & Visual Effects Major (http://www.drexel.edu/westphal/academics/undergraduate/ANIM/) webpage.

Degree Requirements

General Education Requirements

CIVC 101	Introduction to Civic Engagement	1.0
COM 230	Techniques of Speaking	3.0
COOP 101	Career Management and Professional Development	1.0
ENGL 101	Composition and Rhetoric I: Inquiry and Exploratory Research	3.0
or ENGL 111	English Composition I	
ENGL 102	Composition and Rhetoric II: Advanced Research and Evidence-Based Writing	3.0
or ENGL 112	English Composition II	
ENGL 103	Composition and Rhetoric III: Themes and Genres	3.0
or ENGL 113	English Composition III	
MATH 101	Introduction to Analysis I	4.0
PHYS 170	Electricity and Motion	3.0
PHYS 171	Computational Lab for Electricity and Motion	1.0
PHYS 175	Light and Sound	3.0
PHYS 176	Computational Lab for Light and Sound	1.0
UNIV A101	The Drexel Experience	2.0
Required Arts and Humanities-students elect a minimum of 9 credits		9.0
Required Social Science-students elect a minimum of 9.0 credits		9.0
Free electives		24.0
Art and Art History Requirements		
Required Art History (ARTH) students elect a minimum of 6.0 credits		6.0
ARTH 300 [WI]	History of Modern Design	3.0
VSST 108	Design I for Media	3.0
VSST 109	Design II for Media	3.0
VSST 110	Introductory Drawing	3.0
VSST 111	Figure Drawing I	3.0
VSST 210	Painting Basics	3.0
Media and Computer Science Requirements		
ANIM 231	Scripting for Animation and Visual Effects	3.0
CS 171	Computer Programming I	3.0

FMVD 206	Audio Production and Post	3.0
SCRP 270 [WI]	Screenwriting I	3.0
Digital Media Core Requirements		
ANIM 140	Computer Graphics Imagery I	3.0
ANIM 141	Computer Graphics Imagery II	3.0
ANIM 211	Animation I	3.0
DIGM 105	Overview of Digital Media	3.0
DIGM 350 [WI]	Digital Storytelling	3.0
DIGM 451 [WI]	Explorations in New Media	3.0
DIGM 475 [WI]	Seminar: The Future of Digital Media	3.0
DIGM 490	Digital Media Senior Project	9.0
DIGM 491	Digital Media Senior Project Studio	3.0
GMAP 260	Overview of Computer Gaming	3.0
IDM 100	Introduction to Web Development	3.0
Animation Requirements		
ANIM 100	Foundational Tools for Animation & VFX	3.0
ANIM 110	Digital Imaging for Animation & VFX	3.0
ANIM 155	Previsualization for Animated Production	3.0
ANIM 212	Animation II	3.0
ANIM 214	Digital Character Creation	3.0
ANIM 215	History of Animation	3.0
ANIM 220	Digital Compositing I	3.0
ANIM 221	Digital Compositing II	3.0
ANIM 250	Professional Practices for Animation & VFX	3.0
Animation Electives		
Select five of the following:		15.0
ANIM 145	Realtime Visualization	
ANIM 240	Lighting & Surfacing	
ANIM 247	Organic Modeling I	
ANIM 248	Advanced Lighting	
ANIM 314	Character Animation I	
ANIM 315	Character Animation II	
ANIM 347	Organic Modeling II	
ANIM 350	Experimental Animation Lab	
ANIM 388	Spatial Data Capture	
ANIM 410	Advanced Compositing	
ANIM 411	Advanced Animation	
ANIM 412	Advanced Visual Effects	
ANIM 435	Technical Directing for Animation	
ANIM T180	Special Topics in Animation	
ANIM T280	Special Topics in Animation	
ANIM T380	Special Topics in Animation	
ANIM T480	Special Topics in Animation	
ANIM I199	Independent Study in Animation	
ANIM I299	Independent Study in Animation	
ANIM I399	Independent Study in Animation	
ANIM I499	Independent Study in Animation	
DIGM 308 [WI]	Digital Cultural Heritage	
DIGM 355	Overview of Immersive Media	
GMAP 345	Game Development Foundations	
GMAP 367	Character Animation for Gaming	
Total Credits		**187.0**

Sample Plan of Study

5 Year, 3 co-ops

First Year

Fall	Credits	Winter	Credits	Spring	Credits	Summer	Credits
ANIM 100	3.0	ANIM 110	3.0	ANIM 141	3.0	VACATION	
DIGM 105	3.0	ANIM 140	3.0	ANIM 220	3.0		
ENGL 101 or 111	3.0	COOP 101	1.0	CIVC 101	1.0		

Fall	Credits	Winter	Credits	Spring	Credits	Summer	Credits
PHYS 170	3.0	ENGL 102 or 112	3.0	ENGL 103 or 113	3.0		
PHYS 171	1.0	PHYS 175	3.0	MATH 101	4.0		
UNIV A101	1.0	PHYS 176	1.0	VSST 109	3.0		
VSST 110	3.0	UNIV A101	1.0				
		VSST 108	3.0				
	17		**18**		**17**		**0**

Second Year

Fall	Credits	Winter	Credits	Spring	Credits	Summer	Credits
COOP EXPERIENCE		COOP EXPERIENCE		ANIM 155	3.0	ANIM 212	3.0
				ANIM 211	3.0	ANIM 215	3.0
				GMAP 260	3.0	IDM 100	3.0
				SCRP 270	3.0	VSST 111	3.0
				VSST 210	3.0	Art History Elective	3.0
	0		**0**		**15**		**15**

Third Year

Fall	Credits	Winter	Credits	Spring	Credits	Summer	Credits
COOP EXPERIENCE		COOP EXPERIENCE		ANIM 214	3.0	ANIM 231	3.0
				ANIM 221	3.0	ANIM 250	3.0
				CS 171	3.0	COM 230	3.0
				Art History Elective	3.0	DIGM 350	3.0
				Free Elective	3.0	FMVD 206	3.0
	0		**0**		**15**		**15**

Fourth Year

Fall	Credits	Winter	Credits	Spring	Credits	Summer	Credits
COOP EXPERIENCE		COOP EXPERIENCE		ARTH 300	3.0	DIGM 451	3.0
				Animation Elective	6.0	Animation Elective	3.0
				Free Elective	6.0	Arts & Humanities Elective	3.0
						Social Science Elective	3.0
						Free Elective	3.0
	0		**0**		**15**		**15**

Fifth Year

Fall	Credits	Winter	Credits	Spring	Credits
DIGM 490	3.0	DIGM 490	3.0	DIGM 475	3.0
DIGM 491	1.0	DIGM 491	1.0	DIGM 490	3.0
Animation Elective*	3.0	Animation Elective*	3.0	DIGM 491	1.0
Arts and Humanities Elective	3.0	Social Science Elective	3.0	Arts and Humanities Elective	3.0
Social Science Elective	3.0	Free Elective	3.0	Free Elective	6.0
Free Elective	3.0				
	16		**13**		**16**

Total Credits 187

4 Year, 1 co-op

First Year

Fall	Credits	Winter	Credits	Spring	Credits	Summer	Credits
ANIM 100	3.0	ANIM 110	3.0	ANIM 141	3.0	VACATION	
DIGM 105	3.0	ANIM 140	3.0	ANIM 220	3.0		
ENGL 101	3.0	ENGL 102	3.0	CIVC 101	1.0		
PHYS 170	3.0	PHYS 175	3.0	ENGL 103	3.0		
PHYS 171	1.0	PHYS 176	1.0	MATH 101	4.0		
UNIV A101	1.0	UNIV A101	1.0	VSST 109	3.0		
VSST 110	3.0	VSST 108	3.0				
	17		**17**		**17**		**0**

Second Year

Fall	Credits	Winter	Credits	Spring	Credits	Summer	Credits
ANIM 155	3.0	ANIM 212	3.0	ANIM 214	3.0	ANIM 231	3.0
ANIM 211	3.0	ANIM 215	3.0	ANIM 221	3.0	ANIM 250	3.0
GMAP 260	3.0	IDM 100	3.0	CS 171	3.0	COM 230	3.0
SCRP 270	3.0	VSST 111	3.0	Art History Elective	3.0	COOP 101	1.0
VSST 210	3.0	Art History Elective	3.0	Free elective	3.0	DIGM 350	3.0

						Summer	
						FMVD 206	3.0
15		**15**		**15**		**16**	

Third Year

Fall	Credits	Winter	Credits	Spring	Credits	Summer	Credits
ARTH 300	3.0	DIGM 451	3.0	COOP EXPERIENCE		COOP EXPERIENCE	
Animation Electives	6.0	Animation Elective	3.0				
Free Electives	6.0	Arts & Humanities Elective	3.0				
		Social Science Elective	3.0				
		Free Elective	3.0				
15		**15**		**0**		**0**	

Fourth Year

Fall	Credits	Winter	Credits	Spring	Credits
DIGM 490	3.0	DIGM 490	3.0	DIGM 475	3.0
DIGM 491	1.0	DIGM 491	1.0	DIGM 490	3.0
Arts & Humanities Elective	3.0	Animation Elective	3.0	DIGM 491	1.0
Animation Elective	3.0	Free Elective	3.0	Arts & Humanities Elective	3.0
Free Elective	3.0	Social Science Elective	3.0	Free Electives	6.0
Social Science Elective	3.0				
16		**13**		**16**	

Total Credits 187

*   See degree requirements (p. 7).

Dual/Accelerated Degrees

The accelerated degree program enables academically qualified students to earn both their bachelor's degree and a master's degree in digital media, graduating sooner than they would in traditional programs.

Current Drexel Animation and Visual Effects students may apply for the accelerated BS/MS degree through the Graduate College of Drexel University after completing 90.0 credits, but no more than 120.0 credits. Contact the Graduate College of Drexel University (http://www.drexel.edu/graduatecollege/) for further information.

Facilities

This major is based in the Westphal College's Digital Media Department, located in the Westphal College's URBN Center.

The central creative space for the department is the Animation Capture & Effects Lab (ACE-Lab), featuring a 1200-square-foot open studio space dedicated to digital media production. The studio features include a 25-foot by 17-foot green screen cyclorama, studio lighting and modifiers, HD/2k/4k camera systems, camera dolly, Vicon Vantage motion capture system, stereo-360 "VR Video" capture systems, room-scale VR tracking systems, and a full 360° Immersive Projection Dome among other resources.

Additional spaces surrounding the main studio include screening rooms, classrooms and computer labs featuring advanced graphics work stations, VR labs, research labs, meeting rooms, and faculty offices.

Animation and Visual Effects Faculty

Milady S. Bridges, BA *(Rutgers University) Program Director, Animation and Visual Effects.* Assistant Teaching Professor. Animation and visual effects technical artist

Nick Jushchyshyn, MFA *(Academy of Art University) Program Director, VR & Immersive Media.* Associate Professor. Visual effects, digital media and animation.

David Mauriello, BA *(Lafayette College).* Assistant Professor. 3D modeling and animation.

Emil Polyak, MDCArtDes *(University of New South Wales).* Assistant Professor. Cross-disciplinary art and design

Michael Wagner, PhD *(Vienna University of Technology) Program Director, Digital Media.* Associate Professor. Educational use of digital media and computer games.

Jichen Zhu, PhD *(Georgia Institute of Technology).* Associate Professor. Developing humanistic and interpretive framework of computational technology, particularly artificial intelligence (AI), and constructing AI-based cultural artifacts; interactive storytelling, games and software studies.

Emeritus Faculty

Theo Artz, BFA *(Tyler School of Art, Temple University)*. Associate Professor. Digital media.

Architectural Studies BS

Major: Architectural Studies
Degree Awarded: Bachelor of Science (BS)
Calendar Type: Quarter
Total Credit Hours: 181.0
Co-op Options: No Co-op (Four years); One Co-op (Four years)
Classification of Instructional Programs (CIP) code: 04.0803
Standard Occupational Classification (SOC) code: 25-1031

About the Program

The Bachelor of Science in Architectural Studies degree offers an introduction to architecture while affording students the flexibility to customize their studies based on their interest in the realm of design and the built environment. The program encompasses foundation courses in the applied and social sciences, the humanities, and a range of architecture courses to give students an understanding of the discipline. At the heart of the curriculum are the introductory-level design studios where students are challenged to apply their knowledge acquired from the above disciplines to consequential design problems.

As an art, a technical craft, and an ethical practice, architecture is the culturally responsible design and production of buildings that are functional, sustainable, inspiring, and responsive to their physical and social contexts. Students have the opportunity to reinforce their skills in the field by opting to participate in Drexel's signature co-op program, giving students the opportunity to work full-time in an architecture or design firm or related fields either locally, nationally, or internationally. The BS in Architectural Studies program prepares students for entry-level employment in architecture and in fields related to architecture; however, this program is not NAAB accredited and does not directly prepare for architectural licensure and registration. This degree is offered as a co-op and a non-co-op option.

The pre-professional BS in Architectural Studies degree creates the foundation in the field of architecture as preparation for continued education in a professional NAAB-accredited graduate degree program. It is also the ideal foundation for specialization in other related disciplines such as Design Research, Urban Strategies, Interior Architecture & Design, Construction Management, Real Estate Development, and Digital Media & Animation, as well as pursuing an individualized path with coursework in other design disciplines within Westphal College.

Note: Bachelor of Architecture **(****) vs Bachelor of Science in Architectural Studies and Architecture vs** Architectural Engineering **(**http://catalog.drexel.edu/undergraduate/collegeofengineering/architecturalengineering/**)**

Because Drexel University offers three programs with "architecture" in their titles, it is useful to point out the significant differences between them:

- ***Architects*** design buildings to meet people's spatial, organizational, and aesthetic needs; they also coordinate the building design process. All states, the District of Columbia, and three U.S. territories (Guam, Puerto Rico, and the U.S. Virgin Islands) require individuals to be licensed (registered) before they may call themselves architects or contract to provide architectural services. Many architecture school graduates work in the field even though they are not licensed or while they are in the process of becoming licensed, but they may not call themselves an architect.

  A **licensed architect** is required to take legal responsibility for all work. Licensure requirements usually include:
  - A professional degree in architecture (B.Arch. or M.Arch. degrees)
  - A period of practical training or internship (AXP) (https://nam10.safelinks.protection.outlook.com/?url=https%3A%2F%2Fwww.ncarb.org%2Fgain-axp-experience&data=04%7C01%7Cua27%40drexel.edu%7C495cb30df9174f24baaa08d91a3685da%7C3664e6fa47bd45a696708c4f080f8ca6%7C0%7C0%7C637569643738944256%7CUnknown%7CTWFpbGZsb3d8eyJWIjoiMC4wLjAwMDAiLCJQIjoiV2luMzIiLCJBTiI6Ik1haWwiLCJXVCI6Mn0%3D%7C1000&sdata=kXdqNq6pA%2BIqm2GFGHNObnmHb3LoX6y70yc2KBEu53I%3D&reserved=0)
  - Passage of all divisions of the Architect Registration Examination (ARE) (https://nam10.safelinks.protection.outlook.com/?url=https%3A%2F%2Fwww.ncarb.org%2Fpass-the-are&data=04%7C01%7Cua27%40drexel.edu%7C495cb30df9174f24baaa08d91a3685da%7C3664e6fa47bd45a696708c4f080f8ca6%7C0%7C0%7C637569643738944256%7CUnknown%7CTWFpbGZsb3d8eyJWIjoiMC4wLjAwMDAiLCJQIjoiV2luMzIiLCJBTiI6Ik1haWwiLCJXVCI6Mn0%3D%7C1000&sdata=bVStK%2FmCAYnh52glzmHEhIaVFlFnTwadK1dgZR7x86U%3D&reserved=0)

- ***Architectural Engineers*** specialize in the design of engineering systems within buildings. Architectural engineers earn Bachelor of Science degrees and become professional engineers with the required experience and state examinations. Students whose interests are focused on the technological and engineering aspects of buildings should review Drexel's major in Architectural Engineering (http://catalog.drexel.edu/undergraduate/collegeofengineering/architecturalengineering/)offered by the College of Engineering.

The difference between the NAAB-accredited **Bachelor of Architecture** (B.Arch.) degree and the non-accredited Bachelor of Science in Architectural Studies **(**p. 11**)** (BS in Arch. Studies) degree:

Bachelor of Architecture (B.Arch.) degrees are designed to help you develop a comprehensive knowledge of the discipline of architecture, as well as foundational professional knowledge and a basic understanding of related fields. The NAAB-accredited B.Arch. degree at Drexel University is suitable for students who seek to earn a professional undergraduate degree that leads to professional licensure and affords them early exposure to architectural practice. While our B.Arch. degree does NOT participate in Drexel's signature co-op program, our students' opportunity to gain professional work experience and complete most or all of their AXP requirements prior to graduation far exceeds the practice exposure of co-op. A conventional B.Arch. degree is typically five years long. The *2+4 Option* and the *PT Evening Option* take longer to complete due to the part-time model but allows an accelerated path to professional licensure due to parallel AXP completion and the option to participate in IPAL.

The **Bachelor of Science in Architectural Studies** (BS in Arch. Studies) degree is a four-year, pre-professional degree that is NOT accredited by NAAB. You will develop a comprehensive knowledge of the discipline of architecture, hone your design skills, and expand your architectural understanding. If you're unsure about becoming a licensed architect, this degree provides flexible avenues to combine your studies with related fields. Our BS in Architectural Studies degree can be a precursor to a dual BS/MS degree at Drexel University or a professional NAAB-accredited M.Arch. degree. (https://nam10.safelinks.protection.outlook.com/?url=https%3A%2F%2Fwww.ncarb.org%2Fpass-the-are&data=04%7C01%7Cua27%40drexel.edu%7C495cb30df9174f24baaa08d91a3685da%7C3664e6fa47bd45a696708c4f080f8ca6%7C0%7C0%7C637569643738954249%7CUnknown%7CTWFpbGZsb3d8eyJWIjoiMC4wLjAwMDAiLCJQIjoiV2luMzIiLCJBTiI6Ik1haWwiLCJXVCI6Mn0%3D%7C1000&sdata=V5BK3dFruUVj4hxSFFt8l6g2OMcWGZKjZ4tUQtZ3oJU%3D&reserved=0)

Admission Requirements

The admission requirements will be similar to those admitted to the Architecture Program: 1250+/- SAT scores and 3.3+/- high school GPA. Applicants should submit eight to 12 pieces of work in a variety of media that demonstrate a balance of technique and concept. Portfolio guidelines for the B.S. in Architectural Studies will follow the current Westphal College description. A writing supplement is required.

Degree Requirements

General Education Requirements

CIVC 101	Introduction to Civic Engagement	1.0
COOP 101	Career Management and Professional Development [*]	1.0
ENGL 101	Composition and Rhetoric I: Inquiry and Exploratory Research	3.0
or ENGL 111	English Composition I	
ENGL 102	Composition and Rhetoric II: Advanced Research and Evidence-Based Writing	3.0
or ENGL 112	English Composition II	
ENGL 103	Composition and Rhetoric III: Themes and Genres	3.0
or ENGL 113	English Composition III	
MATH 101	Introduction to Analysis I	4.0
MATH 102	Introduction to Analysis II	4.0
PHYS 182	Applied Physics I	3.0
PHIL 317	Ethics and Design Professions	3.0
UNIV A101	The Drexel Experience	2.0
Arts and Humanities - students elect a minimum of 12 credits		12.0
Natural Science - students elect a minimum of 3 credits		3.0
Social Science - students elect a minimum of 9 credits		9.0
Free Electives		24.0
Architecture Requirements		
Studios (must be taken in sequence)		
ARCH 181	Architecture Studio 1A	4.0
ARCH 182	Architecture Studio 1B	4.0
ARCH 183	Architecture Studio 1C	4.0
ARCH 281	Architecture Studio 2A	4.0
ARCH 282	Architecture Studio 2B	4.0
ARCH 283	Architecture Studio 2C	4.0
Required Professional Courses		
ARCH 141	Architecture and Society I	3.0
ARCH 142	Architecture and Society II	3.0
ARCH 143	Architecture and Society III	3.0
ARCH 144	Architecture and Society IV	3.0
ARCH 211	Architectural Representation I	2.0
ARCH 212	Architectural Representation II	2.0
ARCH 213	Architectural Representation III	2.0

ARCH 221	Materials & Methods I	1.5
ARCH 222	Materials & Methods II	1.5
ARCH 223	Materials & Methods III	1.5
ARCH 224	Architectural Representation IV	2.0
ARCH 225	Architectural Representation V	2.0
ARCH 226	Architectural Representation VI	2.0
ARCH 251	Structural Systems I	1.5
ARCH 252	Structural Systems II	1.5
ARCH 253	Structural Systems III	1.5
Senior Project Sequence		
ARCH 490	Capstone Project I	4.0
ARCH 492	Capstone Project II	4.0
Architecture Electives		**23.0**
ARCH 315	Sustainable Built Environment I	
ARCH 320	Sustainable Built Environment II	
ARCH 341 [WI]	Theories of Architecture I	
ARCH 342 [WI]	Theories of Architecture II	
ARCH 343	Theories of Architecture III	
ARCH 346 [WI]	History of Philadelphia Architecture	
ARCH 347 [WI]	Intensive Architectural Studies	
ARCH 348 [WI]	Studies in Vernacular Architecture	
ARCH 350	Contemporary Architecture	
ARCH 421 [WI]	Environmental Psychology and Design Theory	
ARCH 432	The Development Process	
ARCH 441	Urban Design Seminar	
ARCH 451	Advanced Drawing	
ARCH 463	Emerging Architectural Technology	
Interdisciplinary Pathway Electives		**18.0**
Animation & Visual Effects		
ANIM 140	Computer Graphics Imagery I	
ANIM 141	Computer Graphics Imagery II	
Art History		
ARTH 150	Building Skills in Object Analysis	
ARTH 300 [WI]	History of Modern Design	
ARTH 302	Art of India	
ARTH 303	Art of China	
ARTH 304	Art of Japan	
ARTH 314	Contemporary Art	
ARTH 316	African Art	
ARTH 318	Latin American Art	
ARTH 321	Material Matters in Contemporary Art	
Construction Management		
CMGT 263	Understanding Construction Drawings	
CMGT 355	Introduction to Sustainability in Construction	
CMGT 361	Contracts And Specifications I	
CMGT 362	Contracts and Specifications II	
CMGT 363	Estimating I	
CMGT 467	Techniques of Project Control	
Fine Arts and Visual Studies		
VSST 102	Design II	
VSST 103	Design III	
VSST 114	Tablet Drawing	
VSST 202	Multimedia: Space	
VSST 203	Multimedia: Materials	
VSST 304	Materials Exploration	
Game Design & Production		
CS 171	Computer Programming I	
DIGM 105	Overview of Digital Media	
DIGM 350 [WI]	Digital Storytelling	
GMAP 102	Game Design Lab II	
GMAP 211	Game User Interface Design	
GMAP 231	Scripting for Game Design	

GMAP 260	Overview of Computer Gaming
GMAP 341	Serious Games
GMAP 342	Experimental Games
Graphic Design	
VSCM 200	Computer Imaging II
VSCM 230	Visual Communication I
VSCM 231	Visual Communication II
VSCM 232	Visual Communication III
VSCM 240	Typography I
VSCM 242	Typography II
VSCM 350 [WI]	Graphic Design: 20th Century and Beyond
Interior Design	
INTR 200	History of Modern Architecture and Interiors
INTR 211	Textiles for Interiors
INTR 250	Interior Materials
INTR 300 [WI]	Visual Culture: Interiors
INTR 305 [WI]	Visual Culture: Furniture
INTR 441	Furniture Design
Photography	
PHTO 110	Photography
PHTO 141	Digital Photographic Post Production
PHTO 210	Intermediate Photography
PHTO 275 [WI]	History of Photography I
PHTO 276 [WI]	History of Photography II
Product Design	
PROD 101	History and Analysis of Product Design
PROD 205	Applied Making I
PROD 210	Introduction to Product Design
PROD 215	Design Thinking in Product Design
PROD 235	Applied Design Visualization
PROD 240	Smart Product Design
PROD 340	Interdisciplinary Product Design Studio
Virtual Reality & Immersive Media	
VRIM 100	Digital Tools for VR/AR Media
VRIM 110	Digital Imaging for VR/AR Media
VRIM 120	VR/AR Production Lab I

Total Credits **181.0**

*   Students not participating in co-op will take one additional credit of ARCH Elective instead of COOP 101 (https://
nam10.safelinks.protection.outlook.com/?url=http%3A%2F%2Fcatalog.drexel.edu%2Fsearch%2F%3FP%3DCOOP
%2520101&data=04%7C01%7Ctlm54%40drexel.edu
%7C34d200b48e0c46fb805008d88a8ff939%7C3664e6fa47bd45a696708c4f080f8ca6%7C0%7C0%7C637411698243934600%7CUnknown
%7CTWFpbGZsb3d8eyJWIjoiMC4wLjAwMDAiLCJQIjoiV2luMzIiLCJBTiI6Ik1haWwiLCJXVCI6Mn0%3D
%7C1000&sdata=uFlg6JYJDuaOW5sJ0XrAyjT%2F8XKJpCwAn57Wbc%2FmRS0%3D&reserved=0).

Sample Plan of Study

4 YR., 1 COOP

First Year

Fall	Credits	Winter	Credits	Spring	Credits	Summer	Credits
ARCH 141	3.0	ARCH 142	3.0	ARCH 143	3.0	VACATION	
ARCH 181	4.0	ARCH 182	4.0	ARCH 183	4.0		
ARCH 211	2.0	ARCH 212	2.0	ARCH 213	2.0		
ENGL 101 or 111	3.0	ENGL 102 or 112	3.0	CIVC 101	1.0		
MATH 101	4.0	MATH 102	4.0	ENGL 103 or 113	3.0		
UNIV A101	1.0	UNIV A101	1.0	PHYS 182	3.0		
	17		**17**		**16**		**0**

Second Year

Fall	Credits	Winter	Credits	Spring	Credits	Summer	Credits
ARCH 221		1.5	ARCH 144	3.0	ARCH 223	1.5	COOP 101[*]	1.0
ARCH 224		2.0	ARCH 222	1.5	ARCH 226	2.0	Architecture Elective	6.0

	Credits		Credits		Credits		Credits
ARCH 251	1.5	ARCH 225	2.0	ARCH 253	1.5	Arts & Humanities Elective	3.0
ARCH 281	4.0	ARCH 252	1.5	ARCH 283	4.0	Elective	3.0
Arts & Humanities Elective	3.0	ARCH 282	4.0	Architecture Elective	2.0		
Interdisciplinary Pathway Elective	3.0	Elective	3.0	Elective	3.0		
				Natural Science Elective	3.0		
	15		**15**		**17**		**13**

Third Year

Fall	Credits	Winter	Credits	Spring	Credits	Summer	Credits
Architecture Elective	3.0	Architecture Elective	3.0	COOP EXPERIENCE		COOP EXPERIENCE	
Arts and Humanities Elective	3.0	Arts & Humanities Elective	3.0				
Interdisciplinary Pathway Elective	3.0	Interdisciplinary Pathway Elective	3.0				
Social Science Elective	3.0	Social Science Elective	3.0				
Elective	3.0	Elective	3.0				
	15		**15**		**0**		**0**

Fourth Year

Fall	Credits	Winter	Credits	Spring	Credits	
Architecture Elective	6.0	ARCH 490	4.0	ARCH 492	4.0	
Arts & Humanities Elective	3.0	Architecture Elective	3.0	PHIL 317	3.0	
Interdisciplinary Pathway Elective	3.0	Interdisciplinary Pathway Elective	3.0	Interdisciplinary Pathway Elective	3.0	
Elective	3.0	Elective	3.0	Elective	3.0	
	15		**13**		**13**	

Total Credits 181

* Co-op cycles may vary. Students are assigned a co-op cycle (fall/winter, spring/summer, summer-only) based on their co-op program (4-year, 5-year) and major.
COOP 101 (http://catalog.drexel.edu/search/?P=COOP%20101) registration is determined by the co-op cycle assigned and may be scheduled in a different term. Select students may be eligible to take COOP 001 (http://catalog.drexel.edu/search/?P=COOP%20001) in place of COOP 101 (http://catalog.drexel.edu/search/?P=COOP%20101).

4 YR., No COOP

First Year

Fall	Credits	Winter	Credits	Spring	Credits	Summer	Credits
ARCH 141	3.0	ARCH 142	3.0	ARCH 143	3.0	VACATION	
ARCH 181	4.0	ARCH 182	4.0	ARCH 183	4.0		
ARCH 211	2.0	ARCH 212	2.0	ARCH 213	2.0		
ENGL 101 or 111	3.0	ENGL 102 or 112	3.0	ENGL 103 or 113	3.0		
MATH 101	4.0	MATH 102	4.0	PHYS 182	3.0		
UNIV A101	1.0	UNIV A101	1.0	CIVC 101	1.0		
	17		**17**		**16**		**0**

Second Year

Fall	Credits	Winter	Credits	Spring	Credits	Summer	Credits
ARCH 221	1.5	ARCH 144	3.0	ARCH 223	1.5	VACATION	
ARCH 224	2.0	ARCH 222	1.5	ARCH 226	2.0		
ARCH 251	1.5	ARCH 225	2.0	ARCH 253	1.5		
ARCH 281	4.0	ARCH 252	1.5	ARCH 283	4.0		
Arts & Humanities Elective	3.0	ARCH 282	4.0	Architecture Elective	3.0		
Elective		Arts & Humanites Elective	3.0	Natural Science Elective	3.0		
	15		**15**		**15**		**0**

Third Year

Fall	Credits	Winter	Credits	Spring	Credits	Summer	Credits
Architecture Elective	3.0	Architecture Elective	6.0	PHIL 317	3.0	VACATION	
Arts & Humanites Elective	3.0	Arts & Humanities Elective	3.0	Architecture Elective	3.0		

	Credits		Credits		Credits	
Interdisciplinary Pathway Elective	3.0	Interdisciplinary Pathway Elective	3.0	Interdisciplinary Pathway Elective	3.0	
Social Science Elective	3.0	Elective	3.0	Social Science Elective	3.0	
Elective	3.0			Elective	3.0	
	15		**15**		**15**	**0**
Fourth Year						
Fall	**Credits**	**Winter**	**Credits**	**Spring**	**Credits**	
Architecture Elective	6.0	ARCH 490	4.0	ARCH 492	4.0	
Interdisciplinary Pathway Elective	3.0	Architecture Elective	3.0	Interdisciplinary Pathway Elective	3.0	
Social Science Elective	3.0	Interdisciplinary Pathway Elective	3.0	Elective	6.0	
Elective	3.0	Elective	3.0			
	15		**13**		**13**	

Total Credits 181

Opportunities

Drexel's work-study program is an experiential-based learning model that complements and provides an alternative to traditional full-time academic architecture programs. The Drexel model provides a practical, high-quality education to those students who seek early exposure to daily architectural practice as well as an affordable alternative to students who could not otherwise be able to enter the profession.

Ordinarily, Drexel's architecture graduates continue working for the firms that employed them during the work-study phase of their studies. In time, some architects reach positions of associate or partner in these offices while others choose to launch their own firms. Urban design, historic preservation, interior design, and facilities management are some of the related careers that architectural graduates also pursue with similar patterns of success.

The Integrated Path to Architectural Licensure Initiative (IPAL) provides students the opportunity to achieve licensure upon graduation—an important innovation affording students the chance to jump-start their careers through a curriculum of education, work experience, and licensure examinations. Students follow either of Drexel's two options leading to the Bachelor of Architecture degree while preparing for and sitting for licensing exams during the summers following the third, fourth, and fifth year of study. Our Architecture program is part of a selective group of schools in the country to offer this opportunity, an initiative spearheaded by the National Council of Architectural Registration Boards (NCARB).

Drexel is located in University City, a Philadelphia neighborhood that includes several centers of education and research. Philadelphia itself offers an unparalleled collection of landmark architecture and urban planning that spans 300 years of development. The region has always been home to architectural firms of national and international prominence. A rich and varied environment, combined with an accomplished and supportive professional community, makes Philadelphia an ideal laboratory for the study of architecture. All of the faculty in the program are active in the Philadelphia architecture community, many in leadership positions at firms.

Students seeking support for resume and portfolio development may schedule an appointment with the Associate Director for Student Placement by contacting the Architecture program. Password protected job listings exclusively for Drexel Architecture students can be found on the Opportunities for Students site (https://drexel.edu/westphal/academics/undergraduate/ARCH/Opportunities%20for%20Students/). (http://www.drexel.edu/westphal/academics/undergraduate/ARCH/Opportunities/)Firms seeking Drexel interns may contact students directly by finding student links to resume, work samples, and web portfolios at this site.

Facilities

The Department's offices, studios, and teaching facilities are located on floors 3, 3A, 4 and 4A of the URBN Center at 3501 Market Street. The Hybrid Making Lab (http://drexel.edu/westphal/about/overview/making_spaces/HybridMakingLab/) on the first floor is open to all Westphal students and has state-of-the-art fabricating equipment accessible to students after required training. The Westphal Print Center is a full-service, low-cost facility located on the ground floor and is accessible to students from on and off campus. A full wood working shop is located in the Visual Studies Arts Annex at 3220 Cherry Street.

Architecture

Major: Architecture
Degree Awarded: Bachelor of Architecture (BArch)
Calendar Type: Quarter
Total Credit Hours: 227.0
Co-op Options: None
Classification of Instructional Programs (CIP) code: 04.0902: Architectural and Building Sciences/Technology
Standard Occupational Classification (SOC) code: 17-1011: Architects

About the Program

The practice of architecture requires a unique skillset—creative thinking and aesthetic sensitivity balanced with technical knowledge, cultural understanding, and social responsibility. Critical thinking and communication skills are needed. Drexel's Bachelor of Architecture program encompasses foundation courses in the applied and social sciences, the humanities, and a wide range of professional architecture courses to prepare students for careers in architecture and related fields. At the heart of the curriculum are the design studios where students are challenged to apply their knowledge acquired from the above disciplines to consequential design problems.

Drexel's work/study program is an experiential-based learning model that complements and provides an alternative to traditional full-time academic architecture programs. The Drexel model provides a practical, high-quality education to those students who seek early exposure to daily architectural practice as well as an affordable alternative to students who could not otherwise be able to enter the profession.

At Drexel there are two paths to an accredited Bachelor of Architecture degree, serving two distinct populations: the 2+4 option and the part-time evening option.

Accreditation

In the United States, most registration boards require a degree from an accredited professional degree program as a prerequisite for licensure. The National Architectural Accrediting Board (http://www.naab.org/) (NAAB), which is the sole agency authorized to accredit US professional degree programs in architecture, recognizes three types of degrees: the Bachelor of Architecture, the Master of Architecture, and the Doctor of Architecture. A program may be granted an eight-year, three-year, or two-year term of accreditation, depending on the extent of its conformance with established educational standards.

Doctor of Architecture and Master of Architecture programs may require a pre-professional undergraduate degree in architecture for admission; however, the pre-professional degree is not, by itself, recognized as an accredited degree.

Drexel University, Antoinette Westphal College of Media Arts & Design, Department of Architecture + Interiors offers the following NAAB-accredited degree program(s):

2+4 Option: 6-year program (2 years full-time, 4 years part-time)
        Bachelor of Architecture
        227.0 undergraduate quarter-term credits

Part-Time Evening Option: 7-year part-time program
        Bachelor of Architecture
        227.0 undergraduate quarter-term credits

Next accreditation visit for both tracks: 2026

About the 2+4 Option

The 2+4 option is an accelerated route designed for well-prepared students entering the major directly after graduating from high school. In this program, two years of full-time coursework address the basic principles of architectural design and satisfy fundamental Drexel University core requirements in the arts and sciences as well as those job-related skills that are needed for entry-level professional positions in architecture or related fields. A comprehensive review of performance will take place after each year to ensure that students are making sufficient progress in all areas. At the end of the sophomore year, a more thorough review of performance and advancement will be conducted to decide if the student is ready to move into the next phase of the accredited degree program in architecture. After successfully completing the minimum requirements of the full-time phase, students find full-time employment in the building industry, including architecture firms, while continuing their academic program part-time in the evening for four additional years.

About the Part-time Evening Program

The part-time evening option is one of only two part-time evening architectural programs in the United States leading to an accredited Bachelor of Architecture degree. Designed for non-traditional and transfer students, this program offers all courses part-time in the evening, enabling students to work full-time. The evening program sequence is seven years, but transfer students with university-level design credits can reduce its length by meeting specific program requirements through transcript and portfolio review. After completion of Studio 2 and the co-requisite curriculum for that level, a more thorough review of performance and advancement will be conducted to decide if the student is ready to advance further within the accredited degree program in architecture.

By combining work and study, all Drexel Architecture students may be able to simultaneously satisfy their required internship for licensure—now called the Architectural Experience Program (AXP)— (https://www.ncarb.org/gain-axp-experience/)while completing their professional degree, thus qualifying for the registration exam on graduation in most jurisdictions.

The Integrated Path to Architectural Licensure (IPAL) Program

In August of 2015, Drexel was approved by the National Council of Architectural Registration Boards (NCARB) (http://www.ncarb.org/) for participation in the Integrated Path to Architectural Licensure (IPAL) (https://www.ncarb.org/become-architect/ipal/) Program. IPAL provides students the opportunity to

achieve licensure upon graduation—an important innovation affording students the chance to jump-start their careers through a curriculum of education, work experience, and licensure examinations. Students follow either of the two options leading to the Bachelor of Architecture degree while preparing for and sitting for licensing exams during the summers following the third, fourth, and fifth year of study. Drexel is part of a selective group of schools in the country to offer this opportunity, an initiative spearheaded by the National Council of Architectural Registration Boards (NCARB), and one of the very few architecture programs offering the IPAL path to students enrolled in an undergraduate BArch degree program. Students seeking access to this track need permission from the program director and the IPAL faculty advisor.

Note: Bachelor of Architecture vs Bachelor of Science in Architectural Studies **(**p. 11**)** and **Architecture vs** Architectural Engineering **(**http:// catalog.drexel.edu/undergraduate/collegeofengineering/architecturalengineering/**)**

Because Drexel University offers three programs with "architecture" in their titles, it is useful to point out the significant differences between them:

- ***Architects*** design buildings to meet people's spatial, organizational, and aesthetic needs; they also coordinate the building design process. All states, the District of Columbia, and three U.S. territories (Guam, Puerto Rico, and the U.S. Virgin Islands) require individuals to be licensed (registered) before they may call themselves architects or contract to provide architectural services. Many architecture school graduates work in the field even though they are not licensed or while they are in the process of becoming licensed. But they may not call themselves an architect.

  A **licensed architect** is required to take legal responsibility for all work. Licensure requirements usually include:
  - A professional degree in architecture (B.Arch. or M.Arch. degrees)
  - A period of practical training or internship (AXP) (https://www.ncarb.org/gain-axp-experience/)
  - Passage of all divisions of the Architect Registration Examination (ARE) (https://www.ncarb.org/pass-the-are/)

  The difference between the NAAB accredited **Bachelor of Architecture** (B.Arch.) degree and the non-accredited Bachelor of Science in Architectural Studies **(**p. 11**)** (BS in Arch. Studies) degree:

  Bachelor of Architecture (B.Arch.) degrees are designed to help you develop a comprehensive knowledge of the discipline of architecture, as well as foundational professional knowledge and a basic understanding of related fields. The NAAB accredited B.Arch. degree at Drexel University is suitable for students who seek to earn a professional undergraduate degree that leads to professional licensure and affords you early exposure to architectural practice. While our B.Arch. degree does NOT participate in Drexel's signature coop program, our students' opportunity to gain professional work experience and complete most or all of their AXP requirements prior to graduation, thus far exceeding the practice exposure of coop. A conventional B.Arch. degree is typically five years long. The 2+4 Option and the PT Evening Option take longer to complete due to the part-time model but allows an accelerated path to professional licensure due to parallel AXP completion and the option to participate in IPAL.

  The Bachelor of Science in Architectural Studies **(**p. 11**)** (BS in Arch. Studies) degree is a four-year, pre-professional degree that is NOT accredited by NAAB. You will develop a comprehensive knowledge of the discipline of architecture, hone your design skills and expand your architectural understanding. If you're unsure about becoming a licensed architect, this degree will still encompass everything you enjoy about design and construction and gives you a broad introduction to architecture. Further, it provides flexible avenues to combine your studies with related fields. The BS in Arch. Studies degree is offered as a coop and a non-coop option. Our BS. in Architectural Studies degree can be a precursor to a dual BS/MS degree at Drexel University or a professional NAAB-accredited M.Arch. degree. (https://www.ncarb.org/pass-the-are/)

- ***Architectural Engineers*** specialize in the design of engineering systems within buildings. Architectural engineers earn Bachelor of Science degrees and become professional engineers with the required experience and state examinations. Students whose interests are focused on the technological and engineering aspects of buildings should review Drexel's major in Architectural Engineering (http://catalog.drexel.edu/undergraduate/collegeofengineering/architecturalengineering/)offered by the College of Engineering.

Additional Information

For more information, visit the Architecture Program (https://drexel.edu/westphal/academics/undergraduate/arch/) website. For advising and transfer information please review the Architecture program's curriculum (https://drexel.edu/westphal/academics/undergraduate/arch/curriculum/) page.

Degree Requirements (2 + 4 Option)

General Education Requirements

CIVC 101	Introduction to Civic Engagement	1.0
ENGL 101	Composition and Rhetoric I: Inquiry and Exploratory Research	3.0
or ENGL 111	English Composition I	
ENGL 102	Composition and Rhetoric II: Advanced Research and Evidence-Based Writing	3.0
or ENGL 112	English Composition II	
ENGL 103	Composition and Rhetoric III: Themes and Genres	3.0
or ENGL 113	English Composition III	
MATH 101	Introduction to Analysis I	4.0
MATH 102	Introduction to Analysis II	4.0
PHIL 317	Ethics and Design Professions	3.0
PHYS 182	Applied Physics I	3.0
PHYS 183	Applied Physics II	3.0

UNIV A101	The Drexel Experience	2.0
Arts and Humanties-students elect a minimum of 6 credits		6.0
Natural Science-students elect a minimum of 3 credits		3.0
Social Science-students elect a minimum of 9 credits		9.0
Free electives		30.0
Studios (must be taken in order)		
ARCH 181	Architecture Studio 1A	4.0
ARCH 182	Architecture Studio 1B	4.0
ARCH 183	Architecture Studio 1C	4.0
ARCH 281	Architecture Studio 2A	4.0
ARCH 282	Architecture Studio 2B	4.0
ARCH 283	Architecture Studio 2C	4.0
ARCH 381	Architecture Studio 3A	4.0
ARCH 382	Architecture Studio 3B	4.0
ARCH 383	Architecture Studio 3C	4.0
ARCH 481	Architecture Studio 4A	4.0
ARCH 482	Architecture Studio 4B	4.0
ARCH 483	Architecture Studio 4C	4.0
ARCH 487	Architecture Studio 5A	4.0
ARCH 488	Architecture Studio 5B	4.0
ARCH 489	Architecture Studio 5C	4.0
ARCH 493	Senior Project I	4.0
ARCH 494	Senior Project II	4.0
ARCH 495	Senior Project III	4.0
Required Professional Courses (2 + 4 Option)		
ARCH 141	Architecture and Society I	3.0
ARCH 142	Architecture and Society II	3.0
ARCH 143	Architecture and Society III	3.0
ARCH 144	Architecture and Society IV	3.0
ARCH 211	Architectural Representation I	2.0
ARCH 212	Architectural Representation II	2.0
ARCH 213	Architectural Representation III	2.0
ARCH 221	Materials & Methods I	1.5
ARCH 222	Materials & Methods II	1.5
ARCH 223	Materials & Methods III	1.5
ARCH 224	Architectural Representation IV	2.0
ARCH 225	Architectural Representation V	2.0
ARCH 226	Architectural Representation VI	2.0
ARCH 251	Structural Systems I	1.5
ARCH 252	Structural Systems II	1.5
ARCH 253	Structural Systems III	1.5
ARCH 291	Building Systems I	1.5
ARCH 292	Building Systems II	1.5
ARCH 293	Building Systems III	1.5
ARCH 324	Materials & Methods IV	1.5
ARCH 325	Materials & Methods V	1.5
ARCH 326	Materials & Methods VI	1.5
ARCH 335	Professional Practice I	3.0
ARCH 336	Professional Practice II	3.0
ARCH 354	Structural Systems IV	1.5
ARCH 355	Structural Systems V	1.5
ARCH 356	Structural Systems VI	1.5
ARCH 394	Building Systems IV	1.5
ARCH 395	Building Systems V	1.5
ARCH 396	Building Systems VI	1.5
ARCH 431 [WI]	Architectural Programming	3.0
History and Theory Electives		
Select three of the following:		9.0
ARCH 340	American Architecture & Urbanism	
ARCH 341 [WI]	Theories of Architecture I	
ARCH 342 [WI]	Theories of Architecture II	
ARCH 343	Theories of Architecture III	

ARCH 346 [WI]	History of Philadelphia Architecture
ARCH 347 [WI]	Intensive Architectural Studies
ARCH 348 [WI]	Studies in Vernacular Architecture
ARCH 350	Contemporary Architecture
ARCH 421 [WI]	Environmental Psychology and Design Theory
ARCH 441	Urban Design Seminar
ARCH T180	Special Topics in Architecture
ARCH T280	Special Topics in Architecture
ARCH T380	Special Topics in Architecture
ARCH T480	Special Topics in Architecture
Professional Electives	
Select three of the following:	9.0
ARCH 432	The Development Process
ARCH 451	Advanced Drawing
ARCH 455	Computer Applications in Architecture
ARCH 463	Emerging Architectural Technology
ARCH 464	Building Enclosure Design
ARCH 465	Energy and Architecture
ARCH 466	The Architectural Detail
ARCH T180	Special Topics in Architecture
ARCH T280	Special Topics in Architecture
ARCH T380	Special Topics in Architecture
ARCH T480	Special Topics in Architecture
An approved Construction Management (CMGT) course	
Total Credits	**227.0**

Sample Plan of Study (2 + 4 Option)

First Year

Fall	Credits	Winter	Credits	Spring	Credits	Summer	Credits
ARCH 141	3.0	ARCH 142	3.0	ARCH 143	3.0	VACATION	
ARCH 181	4.0	ARCH 182	4.0	ARCH 183	4.0		
ARCH 211	2.0	ARCH 212	2.0	ARCH 213	2.0		
ENGL 101 or 111	3.0	ENGL 102 or 112	3.0	CIVC 101	1.0		
MATH 101	4.0	MATH 102	4.0	ENGL 103 or 113	3.0		
UNIV A101	1.0	UNIV A101	1.0	PHYS 182	3.0		
	17		**17**		**16**		**0**

Second Year

Fall	Credits	Winter	Credits	Spring	Credits	Summer	Credits
ARCH 221	1.5	ARCH 144	3.0	ARCH 223	1.5	VACATION	
ARCH 224	2.0	ARCH 222	1.5	ARCH 226	2.0	Students may opt to begin evening classses this quarter	
ARCH 251	1.5	ARCH 225	2.0	ARCH 253	1.5		
ARCH 281	4.0	ARCH 252	1.5	ARCH 283	4.0		
Free Elective	3.0	ARCH 282	4.0	PHYS 183	3.0		
Arts & Humanities Elective	3.0	Free Elective	3.0	Natural Science Elective	3.0		
Social Science Elective	3.0	Humanities Elective	3.0	Free Elective	3.0		
	18		**18**		**18**		**0**

Third Year

Fall	Credits	Winter	Credits	Spring	Credits	Summer	Credits
ARCH 291	1.5	ARCH 292	1.5	ARCH 293	1.5	Social Science Elective	3.0
ARCH 354	1.5	ARCH 355	1.5	ARCH 356	1.5	Free Electives	6.0
ARCH 381	4.0	ARCH 382	4.0	ARCH 383	4.0		
History/Theory Elective	3.0	Free Elective	3.0	Social Science Elective	3.0		
	10		**10**		**10**		**9**

Fourth Year

Fall	Credits	Winter	Credits	Spring	Credits	Summer	Credits
ARCH 324	1.5	ARCH 325	1.5	ARCH 326	1.5	ARCH 431	3.0
ARCH 394	1.5	ARCH 395	1.5	ARCH 396	1.5	History/Theory Elective	3.0
ARCH 481	4.0	ARCH 482	4.0	ARCH 483	4.0	Professional Elective	3.0

Free Elective	3.0						
	7		**10**		**7**		**9**

Fifth Year

Fall	Credits	Winter	Credits	Spring	Credits	Summer	Credits
ARCH 335	3.0	ARCH 336	3.0	ARCH 489	4.0	Professional Elective	3.0
ARCH 487	4.0	ARCH 488	4.0	PHIL 317	3.0	Free Elective	3.0
						History/Theory Elective	3.0
	7		**7**		**7**		**9**

Sixth Year

Fall	Credits	Winter	Credits	Spring	Credits	
ARCH 493	4.0	ARCH 494	4.0	ARCH 495	4.0	
Free Elective	3.0	Professional Elective	3.0	Free Elective	3.0	
	7		**7**		**7**	

Total Credits 227

Degree Requirements (Part-time Evening Option)

General Education Requirements

ENGL 101	Composition and Rhetoric I: Inquiry and Exploratory Research	3.0
or ENGL 111	English Composition I	
ENGL 102	Composition and Rhetoric II: Advanced Research and Evidence-Based Writing	3.0
or ENGL 112	English Composition II	
ENGL 103	Composition and Rhetoric III: Themes and Genres	3.0
or ENGL 113	English Composition III	
MATH 171	Introduction to Analysis A	3.0
MATH 172	Introduction to Analysis B	3.0
MATH 173	Introduction to Analysis C	3.0
PHIL 317	Ethics and Design Professions	3.0
PHYS 182	Applied Physics I	3.0
PHYS 183	Applied Physics II	3.0
UNIV A101	The Drexel Experience	2.0
Arts and Humanities-students elect a minimum of 6 credits		6.0
Social Science-students elect a minimum of 6 credits		9.0
Natural Science-students elect a minimum of 3 credits		3.0
Free electives		24.0

Studios (Must be taken in order)

ARCH 107	Foundation Design I	2.0
ARCH 108	Foundation Design II	2.0
ARCH 109	Foundation Design III	2.0
ARCH 181	Architecture Studio 1A	4.0
ARCH 182	Architecture Studio 1B	4.0
ARCH 183	Architecture Studio 1C	4.0
ARCH 281	Architecture Studio 2A	4.0
ARCH 282	Architecture Studio 2B	4.0
ARCH 283	Architecture Studio 2C	4.0
ARCH 381	Architecture Studio 3A	4.0
ARCH 382	Architecture Studio 3B	4.0
ARCH 383	Architecture Studio 3C	4.0
ARCH 481	Architecture Studio 4A	4.0
ARCH 482	Architecture Studio 4B	4.0
ARCH 483	Architecture Studio 4C	4.0
ARCH 487	Architecture Studio 5A	4.0
ARCH 488	Architecture Studio 5B	4.0
ARCH 489	Architecture Studio 5C	4.0
ARCH 493	Senior Project I	4.0
ARCH 494	Senior Project II	4.0
ARCH 495	Senior Project III	4.0

Required Professional Courses (Part-time Evening Option)

ARCH 141	Architecture and Society I	3.0
ARCH 142	Architecture and Society II	3.0
ARCH 143	Architecture and Society III	3.0
ARCH 144	Architecture and Society IV	3.0

ARCH 211	Architectural Representation I	2.0
ARCH 212	Architectural Representation II	2.0
ARCH 213	Architectural Representation III	2.0
ARCH 221	Materials & Methods I	1.5
ARCH 222	Materials & Methods II	1.5
ARCH 223	Materials & Methods III	1.5
ARCH 224	Architectural Representation IV	2.0
ARCH 225	Architectural Representation V	2.0
ARCH 226	Architectural Representation VI	2.0
ARCH 251	Structural Systems I	1.5
ARCH 252	Structural Systems II	1.5
ARCH 253	Structural Systems III	1.5
ARCH 291	Building Systems I	1.5
ARCH 292	Building Systems II	1.5
ARCH 293	Building Systems III	1.5
ARCH 324	Materials & Methods IV	1.5
ARCH 325	Materials & Methods V	1.5
ARCH 326	Materials & Methods VI	1.5
ARCH 335	Professional Practice I	3.0
ARCH 336	Professional Practice II	3.0
ARCH 354	Structural Systems IV	1.5
ARCH 355	Structural Systems V	1.5
ARCH 356	Structural Systems VI	1.5
ARCH 394	Building Systems IV	1.5
ARCH 395	Building Systems V	1.5
ARCH 396	Building Systems VI	1.5
ARCH 431 [WI]	Architectural Programming	3.0
History and Theory Electives		
Select three of the following:		9.0
ARCH 340	American Architecture & Urbanism	
ARCH 341 [WI]	Theories of Architecture I	
ARCH 342 [WI]	Theories of Architecture II	
ARCH 343	Theories of Architecture III	
ARCH 346 [WI]	History of Philadelphia Architecture	
ARCH 347 [WI]	Intensive Architectural Studies	
ARCH 348 [WI]	Studies in Vernacular Architecture	
ARCH 350	Contemporary Architecture	
ARCH 421 [WI]	Environmental Psychology and Design Theory	
ARCH 441	Urban Design Seminar	
ARCH T180	Special Topics in Architecture	
ARCH T280	Special Topics in Architecture	
ARCH T380	Special Topics in Architecture	
ARCH T480	Special Topics in Architecture	
Professional Electives		
Select three of the following:		9.0
ARCH 432	The Development Process	
ARCH 451	Advanced Drawing	
ARCH 455	Computer Applications in Architecture	
ARCH 463	Emerging Architectural Technology	
ARCH 464	Building Enclosure Design	
ARCH 465	Energy and Architecture	
ARCH 466	The Architectural Detail	
ARCH T180	Special Topics in Architecture	
ARCH T280	Special Topics in Architecture	
ARCH T380	Special Topics in Architecture	
ARCH T480	Special Topics in Architecture	
Total Credits		**227.0**

Sample Plan of Study (Part-time Evening Option)

This curriculum format is adjustable to each student's academic situation. Transfer credit evaluation, prior architectural experience, and other considerations may restructure the student's yearly program schedule.

First Year

Fall	Credits	Winter	Credits	Spring	Credits	Summer	Credits
ARCH 107	2.0	ARCH 108	2.0	ARCH 109	2.0	ENGL 102 or 112	3.0
ARCH 141	3.0	ARCH 142	3.0	ARCH 143	3.0	MATH 173	3.0
ENGL 101 or 111	3.0	MATH 171	3.0	MATH 172	3.0	Natural Science Elective	3.0
UNIV A101	1.0	UNIV A101	1.0				
	9		**9**		**8**		**9**

Second Year

Fall	Credits	Winter	Credits	Spring	Credits	Summer	Credits
ARCH 181	4.0	ARCH 144	3.0	ARCH 183	4.0	ENGL 103 or 113	3.0
ARCH 211	2.0	ARCH 182	4.0	ARCH 213	2.0	Humanities Elective	3.0
Social Science Elective	3.0	ARCH 212	2.0	PHYS 182	3.0	Free Elective	3.0
	9		**9**		**9**		**9**

Third Year

Fall	Credits	Winter	Credits	Spring	Credits	Summer	Credits
ARCH 221	1.5	ARCH 222	1.5	ARCH 223	1.5	ARCH 226	2.0
ARCH 224	2.0	ARCH 225	2.0	ARCH 253	1.5	Free Elective	3.0
ARCH 251	1.5	ARCH 252	1.5	ARCH 283	4.0	Humanities Elective	3.0
ARCH 281	4.0	ARCH 282	4.0	PHYS 183	3.0		
	9		**9**		**10**		**8**

Fourth Year

Fall	Credits	Winter	Credits	Spring	Credits	Summer	Credits
ARCH 291	1.5	ARCH 292	1.5	ARCH 293	1.5	Free Electives	6.0
ARCH 381	4.0	ARCH 355	1.5	ARCH 356	1.5	Social Science Elective	3.0
ARCH 354	1.5	ARCH 382	4.0	ARCH 383	4.0		
History/Theory Elective	3.0	Free Elective	3.0	Social Science Elective	3.0		
	10		**10**		**10**		**9**

Fifth Year

Fall	Credits	Winter	Credits	Spring	Credits	Summer	Credits
ARCH 324	1.5	ARCH 325	1.5	ARCH 326	1.5	ARCH 431	3.0
ARCH 394	1.5	ARCH 395	1.5	ARCH 396	1.5	History/Theory Elective	3.0
ARCH 481	4.0	ARCH 482	4.0	ARCH 483	4.0	Professional Elective	3.0
	7		**7**		**7**		**9**

Sixth Year

Fall	Credits	Winter	Credits	Spring	Credits	Summer	Credits
ARCH 335	3.0	ARCH 336	3.0	PHIL 317	3.0	History/Theory Elective	3.0
ARCH 487	4.0	ARCH 488	4.0	ARCH 489	4.0	Free Elective	3.0
						Professional Elective	3.0
	7		**7**		**7**		**9**

Seventh Year

Fall	Credits	Winter	Credits	Spring	Credits		
ARCH 493	4.0	ARCH 494	4.0	ARCH 495	4.0		
Free Elective	3.0	Professional Elective	3.0	Free Elective	3.0		
	7		**7**		**7**		

Total Credits 227

Opportunities

Drexel's work/study program is an experiential-based learning model that complements and provides an alternative to traditional full-time academic architecture programs. The Drexel model provides a practical, high-quality education to those students who seek early exposure to daily architectural practice as well as an affordable alternative to students who could not otherwise be able to enter the profession.

Ordinarily, Drexel's architecture graduates continue working for the firms that employed them during the work-study phase of their studies. In time, some architects reach positions of associate or partner in these offices while others choose to launch their own firms. Urban design, historic preservation, interior design, and facilities management are some of the related careers that architectural graduates also pursue with similar patterns of success.

The Integrated Path to Architectural Licensure Initiative (IPAL) provides students the opportunity to achieve licensure upon graduation—an important innovation affording students the chance to jump start their careers through a curriculum of education, work experience, and licensure examinations. Students follow either of Drexel's two options leading to the Bachelor of Architecture degree while preparing for and sitting for licensing exams during the summers following the third, fourth, and fifth year of study. Our Architecture Program is part of a selective group of schools in the country to offer this opportunity, an initiative spearheaded by the National Council of Architectural Registration Boards (NCARB).

Drexel is located in University City, a Philadelphia neighborhood that includes several centers of education and research. Philadelphia itself offers an unparalleled collection of landmark architecture and urban planning that spans 300 years of development. The region has always been home to architectural firms of national and international prominence. A rich and varied environment combined with an accomplished and supportive professional community make Philadelphia an ideal laboratory for the study of architecture. All of the faculty in the program are active in the Philadelphia architecture community, many in leadership positions at firms.

Students seeking support for resume and portfolio development may schedule an appointment with the Associate Director for Student Placement by contacting the Architecture program. Password protected job listings exclusively for Drexel Architecture students can be found on the Opportunities for Students site (https://drexel.edu/westphal/academics/undergraduate/ARCH/Opportunities%20for%20Students/). (http://www.drexel.edu/westphal/academics/undergraduate/ARCH/Opportunities/) Firms seeking Drexel interns may contact students directly by finding student links to resume, work samples, and web portfolios at this site.

Facilities

The Department's offices, studios, and teaching facilities are located on floors 3, 3A, 4 and 4A of the URBN Center at 3501 Market Street. The Hybrid Making Lab (http://drexel.edu/westphal/about/overview/making_spaces/HybridMakingLab/) on the first floor is open to all Westphal students and has state-of-the-art fabricating equipment, accessible to students after required training. The Westphal Print Center is a full-service, low-cost facility located on the ground floor and is accessible to students from on and off campus. A full wood working shop is located in the Visual Studies Arts Annex at 3220 Cherry Street.

Dance

Major: Dance
Degree Awarded: Bachelor of Science (BS)
Calendar Type: Quarter
Total Credit Hours: 186.0
Co-op Options: One Co-op (Four years)
Classification of Instructional Program (CIP) code: 50.0399
Standard Occupational Classification (SOC) code: 25-1121; 27-2031; 27-2032

About the Program

The dance program at Drexel University provides intensive exploration of dance in its physical, intellectual, creative and therapeutic aspects. The major is designed for students to focus on one of the following four tracks:

- Dance/Movement Therapy
- Dance in Education
- Physical Therapy
- Performance

The dance major at Drexel University has a unique curriculum design and focus. This program combines rigorous academic coursework with extensive stage and studio dance experiences to prepare students for four possible career paths within dance: dance/movement therapy, dance in education, physical therapy and performance. Students participating in this major will earn a BS degree in dance with an optional minor in psychology.

Students focused on **dance/movement therapy** will prepare for jobs as dance/movement therapists. These are psychological counselors working in a variety of settings including hospitals, out-patient clinics and residential treatment centers. Students pursuing this option will earn a BS degree in dance at the Westphal College, through the Department of Performing Arts, for the first four years of study. They will then have the option to continue on to two years of study in the College of Nursing and Health Professions to earn an MA in Creative Arts in Therapy and become a licensed dance therapist.

The second career focus, **dance in education**, prepares students for jobs as elementary school teachers (grades Pre-K through 4) who may also serve as school dance specialists. Students choosing this option will earn a BS degree in dance through the Department of Performing Arts and may elect to continue for a fifth year of study to earn an MS in the Teaching, Learning & Curriculum through the School of Education. Students who successfully complete the five year BS/MS option in education will then be recommended to the State for a Pennsylvania Teaching Certificate in the area of Elementary Education for Pre-K to 4 certification, general education.

The third career focus, **physical therapy**, prepares students to work as physical therapists in a variety of settings, including hospitals, treatment centers, schools, and private practice. Students interested in the physical therapy option will complete the four-year BS degree in dance, along with a series of

recommended electives in the physical sciences. After completion of the BS degree, students will continue their education for an additional three years in the College of Nursing and Health Professions to earn a DPT and become a licensed physical therapist.

The fourth option, *custom design*, allows students to work closely with faculty to create a personalized career in dance. Many students in this focus select **performance**, which prepares them to work as performers and/or choreographers in a variety of settings. Students interested in the performance option will complete the four-year BS degree in dance, with an emphasis on collaborative and interdisciplinary work.

The student who enters the dance major at Drexel University is an academically achieving student who has a deep curiosity for non-traditional careers in the field of dance. He or she is looking for extensive experiences to improve as a dancer, choreographer and performer while being stimulated academically. This student wants to study dance—-both physically and cognitively—in college while being offered the possibility of gainful employment after graduation.

Additional Information

For more information about this major, visit the Westphal College's Dance (http://www.drexel.edu/westphal/academics/undergraduate/DANC/) webpage.

Degree Requirements

General Education Requirements		
CIVC 101	Introduction to Civic Engagement	1.0
COOP 101	Career Management and Professional Development	1.0
ENGL 101	Composition and Rhetoric I: Inquiry and Exploratory Research	3.0
or ENGL 111	English Composition I	
ENGL 102	Composition and Rhetoric II: Advanced Research and Evidence-Based Writing	3.0
or ENGL 112	English Composition II	
ENGL 103	Composition and Rhetoric III: Themes and Genres	3.0
or ENGL 113	English Composition III	
MATH 171	Introduction to Analysis A	3.0
MATH 172	Introduction to Analysis B	3.0
PSY 101	General Psychology I	3.0
PSY 120	Developmental Psychology	3.0
PSY 240 [WI]	Abnormal Psychology	3.0
UNIV A101	The Drexel Experience	1.0
Two English (ENGL) electives		6.0
One Art or Humanities elective		3.0
Two Natural Science electives		8.0
Free electives		40.0
Dance Major Requirements		
Foundation and Theory Requirements		
ARTH 103	History of Art III	3.0
DANC 108	Dance Improvisation I	2.0
DANC 115	Introduction to Dance	3.0
DANC 116	Dance and Fitness	3.0
DANC 117	Foundations of Somatic Theory and Practice	3.0
DANC 135	Rhythmic Study for Dance	3.0
DANC 215	Dance Appreciation	3.0
DANC 216	Introduction to Laban Movement Analysis	3.0
DANC 221	Survey of Dance and Movement Therapy	3.0
DANC 222	Dance Pedagogy	3.0
DANC 235	Dance Composition I	3.0
DANC 315	Twentieth Century Dance	3.0
DANC 316	Dance Kinesiology	3.0
DANC 335	Dance Composition II	3.0
DANC 415	Dance Aesthetics and Criticism	3.0
DANC 481	Senior Seminar in Dance	1.0
DANC 491	Senior Project in Dance [*]	3.0
MUSC 331	World Musics	3.0
NFS 100 & NFS 101	Nutrition, Foods, and Health and Introduction to Nutrition & Food	3.0
THTR 240	Theatre Production I	3.0
Performance Requirements		
DANC 131	Dance Practicum in Performance [**]	11.0
or DANC 133	Dance Practicum in Choreography	

Technique Requirements

DANC 104	Ballet Technique I ***	4.0
DANC 105	Modern Dance Technique I ***	4.0
DANC 204	Ballet Technique II †	6.0
DANC 205	Modern Dance Technique II †	6.0
DANC 304	Ballet Dance Technique III ***	4.0
DANC 305	Modern Dance Technique III ***	4.0
Select two terms of one of the following:		4.0
DANC 106	Jazz Dance Technique I ***	
DANC 107	Hip-Hop Dance Technique I ***	
DANC 109	African Dance Technique I ***	
Select one of the following:		2.0
DANC 206	Jazz Dance Technique II	
DANC 207	Hip-Hop Dance Technique II	
DANC 209	African Dance Technique II	
DANC 306	Jazz Dance Technique III	
Total Credits		**186.0**

*	1.0 credit course repeated for a total of 3.0 credits
**	For DANC 131: Sections 001, 005, 006, 007, 008 ONLY
	1.0 credit course repeated 11 times for 11.0 credis.
***	2.0 credit course repeated for a total of 4.0 credits
†	2.0 credit course repeated for a total of 6.0 credits

Optional Concentrations

Students may select one of the two following concentrations in the Dance BS, or they may elect not to undertake a concentration. The required courses in the concentration will count towards to the free electives to complete the major.

Dance majors who wish to pursue the Physical Therapy track should expect to use all 8 credit hours of natural science elective and 40 free elective credit hours, plus an addition of 11.5 credit hours to fulfill the science course requirement.

Dance/Movement Therapy Concentration:

Concentration Requirements

PSY 212	Physiological Psychology	3.0
PSY 320 [WI]	Educational Psychology	3.0
PSY 330	Cognitive Psychology	3.0
PSY 342	Counseling Psychology	3.0
Two Additional Psychology Electives		6.0
Total Credits		**18.0**

Physical Therapy Concentration:

Concentration Requirements

BIO 131 & BIO 134	Cells and Biomolecules and Cells and Biomolecules Lab	5.0
BIO 132 & BIO 135	Genetics and Evolution and Genetics and Evolution Lab	5.0
BIO 133 & BIO 136	Physiology and Ecology and Anatomy and Ecology Lab	5.0
CHEM 101	General Chemistry I	3.5
CHEM 102	General Chemistry II	4.5
CHEM 103	General Chemistry III	5.0
HSCI 101	Anatomy and Physiology I	5.0
HSCI 102	Anatomy and Physiology II	5.0
HSCI 103	Anatomy and Physiology III	5.0
PHYS 152	Introductory Physics I	4.0
PHYS 153	Introductory Physics II	4.0
PHYS 154	Introductory Physics III	4.0
One of the following		4.5
HSCI 345	Statistics for Health Sciences	

HSCI 350	Advanced Statistics for the Health Sciences
Total Credits	**59.5**

Sample Plan of Study

First Year

Fall	Credits	Winter	Credits	Spring	Credits	Summer	Credits
DANC 104	2.0	CIVC 101	1.0	ENGL 103 or 113	3.0	VACATION	
DANC 105	2.0	DANC 105	2.0	DANC 104	2.0		
DANC 116	3.0	DANC 117	3.0	DANC 115	3.0		
DANC 131	1.0	DANC 131	1.0	DANC 131 or 133	1.0		
ENGL 101 or 111	3.0	DANC 135	3.0	PSY 101	3.0		
MATH 171	3.0	ENGL 102 or 112	3.0	Free elective	3.0		
NFS 100	2.0	MATH 172	3.0	Select one of the following:			
NFS 101	1.0			DANC 206			
UNIV A101	1.0			DANC 107			
				DANC 207			
				DANC 109			
				DANC 209			
				DANC 106			
	18		**16**		**17**		**0**

Second Year

Fall	Credits	Winter	Credits	Spring	Credits	Summer	Credits
ARTH 103	3.0	COOP 101[*]	1.0	DANC 131 or 133	1.0	DANC 131 or 133	1.0
DANC 108	2.0	DANC 131 or 133	1.0	DANC 204	2.0	DANC 204	2.0
DANC 131	1.0	DANC 221	3.0	DANC 205	2.0	DANC 215	3.0
DANC 205	2.0	DANC 222	3.0	MUSC 331	3.0	Arts & Humanities elective	3.0
DANC 216	3.0	DANC 235	3.0	THTR 240	3.0	English (ENGL) elective	3.0
PSY 240	3.0	PSY 120	3.0	Free Electives	6.0	Free elective	3.0
		Select one of the following:	2.0				
		DANC 106					
		DANC 206					
		DANC 107					
		DANC 207					
		DANC 109					
		DANC 209					
	14		**16**		**17**		**15**

Third Year

Fall	Credits	Winter	Credits	Spring	Credits	Summer	Credits
COOP EXPERIENCE		COOP EXPERIENCE		DANC 131 or 133	1.0	DANC 131 or 133	1.0
				DANC 204	2.0	DANC 304	2.0
				DANC 205	2.0	DANC 305	2.0
				DANC 315	3.0	DANC 335	3.0
				DANC 316	3.0	Natural Science elective	4.0
				DANC 481	1.0	Free electives	6.0
				Select one of the following:	2.0		
				DANC 106			
				DANC 206			
				DANC 107			
				DANC 207			
				DANC 109			
				DANC 209			
	0		**0**		**14**		**18**

Fourth Year

Fall	Credits	Winter	Credits	Spring	Credits
DANC 131 or 133	1.0	DANC 131 or 133	1.0	DANC 415	3.0
DANC 305	2.0	DANC 491	1.0	DANC 491	1.0
DANC 491	1.0	DANC 305	2.0	English (ENGL) elective	3.0
Free electives	6.0	Natural Science elective	4.0	Free electives	6.0

Fall	Credits	Winter	Credits	Spring	Credits	Summer	Credits
				Select two of the following:	4.0	Free electives	6.0
				DANC 106			
				DANC 206			
				DANC 107			
				DANC 207			
				DANC 109			
				DANC 209			
	14		14		13		

Total Credits 186

[*]   COOP 101 registration is determined by the co-op cycle assigned and may be scheduled in a different term. Select students may be eligible to take COOP 001 in place of COOP 101.

On Campus Full Time Students with Dance/Movement Therapy Concentration:

First Year

Fall	Credits	Winter	Credits	Spring	Credits	Summer	Credits
DANC 104	2.0	CIVC 101	1.0	DANC 104	2.0	VACATION	
DANC 105	2.0	DANC 105	2.0	DANC 115	3.0		
DANC 116	3.0	DANC 117	3.0	DANC 131	1.0		
DANC 131 or 133	1.0	DANC 131	1.0	ENGL 103 or 113	3.0		
ENGL 101 or 111	3.0	DANC 135	3.0	PSY 101	3.0		
MATH 171	3.0	ENGL 102 or 112	3.0	Free elective	3.0		
NFS 100	2.0	MATH 172	3.0	Select one of the following:	2.0		
NFS 101	1.0			DANC 106			
UNIV A101	1.0			DANC 107			
				DANC 109			
				DANC 205			
	18		16		17		0

Second Year

Fall	Credits	Winter	Credits	Spring	Credits	Summer	Credits
ARTH 103	3.0	COOP 101[*]	1.0	DANC 131 or 133	1.0	DANC 131 or 133	1.0
DANC 108	2.0	DANC 131	1.0	DANC 204	2.0	DANC 204	2.0
DANC 131 or 133	1.0	DANC 221 or 133	3.0	DANC 205	2.0	DANC 215	3.0
DANC 205	2.0	DANC 222	3.0	MUSC 331	3.0	ENGL Elective	3.0
DANC 216	3.0	DANC 235	3.0	THTR 240	3.0	Arts & Humanities Elective	3.0
PSY 240	3.0	PSY 120	3.0	PSY Elective	3.0	Free Elective	3.0
		Select one of the following:	2.0	Free Elective	3.0		
		DANC 106					
		DANC 206					
		DANC 107					
		DANC 207					
		DANC 109					
		DANC 209					
	14		16		17		15

Third Year

Fall	Credits	Winter	Credits	Spring	Credits	Summer	Credits
COOP EXPERIENCE		COOP EXPERIENCE		DANC 131 or 133	1.0	DANC 131 or 133	1.0
				DANC 204	2.0	DANC 304	2.0
				DANC 205	2.0	DANC 305	2.0
				DANC 315 or 305	3.0	DANC 335	3.0
				DANC 316	3.0	Natural Science Elective	4.0
				DANC 481	1.0	PSY Electives	6.0
				Select one of the following:	2.0		
				DANC 106			
				DANC 206			
				DANC 107			
				DANC 207			

Fall	Credits	Winter	Credits	Spring	Credits	Summer	Credits
				DANC 109			
				DANC 209			
0		**0**		**14**		**18**	

Fourth Year

Fall	Credits	Winter	Credits	Spring	Credits
DANC 131 or 133	1.0	DANC 131 or 133	1.0	DANC 415	3.0
DANC 305	2.0	DANC 305	2.0	DANC 491	1.0
DANC 491	1.0	DANC 491	1.0	ENGL Elective	3.0
Free Elective	3.0	Natural Science Elective	4.0	Free Elective	3.0
PSY Elective	3.0	PSY Electives	6.0	PSY Elective	3.0
Select two of the following:	4.0				
DANC 104					
DANC 204					
DANC 304					
DANC 105					
DANC 205					
DANC 106					
DANC 206					
DANC 107					
DANC 207					
DANC 109					
DANC 209					
14		**14**		**13**	

Total Credits 186

* COOP 101 registration is determined by the co-op cycle assigned and may be scheduled in a different term. Select students may be eligible to take COOP 001 in place of COOP 101.

On campus Full Time students with Physical Therapy Concentration:

First Year

Fall	Credits	Winter	Credits	Spring	Credits	Summer	Credits
BIO 131	4.0	CIVC 101	1.0	BIO 133	4.0	VACATION	
BIO 134	1.0	BIO 132	4.0	BIO 136	1.0		
DANC 131 or 133	1.0	BIO 135	1.0	DANC 131 or 133	1.0		
DANC 104	2.0	DANC 105	2.0	DANC 104	2.0		
DANC 105	2.0	DANC 117	3.0	DANC 115	3.0		
DANC 116	3.0	DANC 135	3.0	ENGL 103 or 113	3.0		
ENGL 101 or 111	3.0	ENGL 102 or 112	3.0	PSY 101	3.0		
MATH 171	3.0	MATH 172	3.0	Select one of the following:	2.0		
UNIV A101	1.0			DANC 106			
				DANC 107			
				DANC 109			
20		**20**		**19**		**0**	

Second Year

Fall	Credits	Winter	Credits	Spring	Credits	Summer	Credits
DANC 131 or 133	1.0	COOP 101 *	1.0	DANC 131 or 133	1.0	DANC 131 or 133	1.0
DANC 108	2.0	DANC 131 or 133	1.0	DANC 204	2.0	DANC 215	3.0
DANC 204	2.0	DANC 205	2.0	DANC 205	2.0	HSCI 345	4.5
DANC 216	3.0	DANC 221	3.0	MUSC 331	3.0	ENGL Elective	3.0
ARTH 103	3.0	DANC 222	3.0	THTR 240	3.0	Select one of the following:	2.0
HSCI 101	5.0	DANC 235	5.0	HSCI 103	3.0	DANC 106	
PSY 240	3.0	HSCI 102	3.0	PSY 120	5.0	DANC 107	
						DANC 109	
19		**18**		**19**		**13.5**	

Third Year

Fall	Credits	Winter	Credits	Spring	Credits	Summer	Credits
COOP EXPERIENCE		COOP EXPERIENCE		DANC 131 or 133	1.0	DANC 131 or 133	1.0
				DANC 204	2.0	DANC 205	2.0
				DANC 315	3.0	DANC 335	3.0

		DANC 316	3.0	PHYS 153	4.0
		DANC 481	1.0	Arts & Humanities Elective	3.0
		PHYS 152	4.0		
	0		**0**	**14**	**13**

Fourth Year

Fall	Credits	Winter	Credits	Spring	Credits
CHEM 101	3.5	CHEM 102	4.5	CHEM 103	5.0
DANC 131 or 133	1.0	DANC 131 or 133	1.0	DANC 131 or 133	1.0
DANC 304	2.0	DANC 304	2.0	DANC 305	2.0
DANC 305	2.0	DANC 491	1.0	DANC 415	3.0
DANC 491	1.0	ENGL Elective	3.0	DANC 491	1.0
PHYS 154	4.0	Select one of the following:	2.0		
		DANC 106			
		DANC 107			
		DANC 109			
		DANC 206			
		DANC 207			
		DANC 209			
	13.5		**13.5**		**12**

Total Credits 194.5

*   COOP 101 registration is determined by the co-op cycle assigned and may be scheduled in a different term. Select students may be eligible to take COOP 001 in place of COOP 101.

Co-op/Career Opportunities

The dance major is designed for students to focus on one of four career options. Several of the tracks lead to graduate study at Drexel or may be completed at the end of four years. Each also includes a co-op experience that allows for extended interaction with professionals in dance therapy, physical therapy, education, and performance. Students wishing to change career focus throughout the course of the undergraduate curriculum will have the option to do so.

Students focusing on **dance/movement therapy** participate in a six month co-op experience during the spring and summer terms of their junior year. These students may participate in co-op with a practicing dance/movement therapist, community dance artist, or mental health professional in a mental health, social service, rehabilitation, medical, special education or community arts setting.

Students focusing on **physical therapy**, will participate in a six month co-op in which they work in a setting with a physical therapist, such as a hospital, treatment center, school, or private practice. Co-op experiences where students are able to work with physical therapists working on dancers as clients will be encouraged.

Students focusing on **dance in education** participate in after school dance programs, artist in residence school partnerships and auditorium lecture demonstration programs as part of a touring dance company run by the dance program at Drexel, or other dance education focused activities in a school or studio setting, during the fall and winter of their junior year as their co-op experience.

Students focusing on **custom design** or **performance** may participate in a six month co-op including performance, administration, production, event planning and grant writing. Students interested in performance will work with professional choreographers to experience multiple aspects of creating a sustainable life in performance and/or choreography.

Visit the Drexel Steinbright Career Development Center (http://www.drexel.edu/scdc/) page for more detailed information on co-op and post-graduate opportunities.

Dance Faculty

Lindsay Browning, BFA *(Bradford University).* Adjunct Assistant Professor. Yoga

Jim Bunting, BFA *(University of the Arts, Philadelphia).* Adjunct Assistant Professor. Jazz dance.

Tammy Carrasco, MFA *(The Ohio State Univeristy).* Dance composition.

Dinita Clark, BFA *(University of the Arts).* Adjunct Assistant Professor. Hip Hop dance

Antoinette Coward-Gilmore, MA *(New York University).* Adjunct Assistant Professor. African dance, modern dance.

Mary Jo Crews, MFA *(Jacksonville University).* Adjunct Assistant Professor. Dance Appreciation, Choreography. ABT® Certified Teacher.

Susan Deutsch Adjunct Assistant Professor. Laban Movement Analysis

Clyde Evans Adjunct Assistant Professor. Director of Chosen Dance Company; hip-hop.

Chris Farrell, MBA *(Fordham University)*. Adjunct Assistant Professor. Rhythmic studies; accompaniment.

Brittany Fishel, MFA *(University of Michigan)*. Adjunct Assistant Professor. Jazz Dance, Screen dance

Meghan Frederick, MFA *(Temple University)*. Adjunct Assistant Professor. Dance Ensemble

Kimberly Gadlin, MA *(Claremont College)*. Adjunct Assistant Professor. Modern dance.

Miriam Giguere, PhD *(Temple University) Department Head, Performing Arts.* Professor. Dance History, Aesthetic and Criticism of Dance. President of Pennsylvania Dance Education Organization

Blanca Huertas-Agnew, MFA *(Jacksonville University) Interim Program Director, Dance.* Visiting Assistant Professor. Ballet

Valerie Ifill, MFA *(University of Oregon) Director of the Youth Performance Exchange and Dornsife Dance* . Assistant Teaching Professor. Intersections of dance and the community

Jessica Kilpatrick, BFA *(University of Hartford)*. Adjunct Assistant Professor. Ballet

Beth McNamara, MA *(Hahnemann University)*. Adjunct Assistant Professor. Board-Certified Dance/Movement Therapist and Licensed Professional Counselor in Philadelphia

Dara Meredith, MFA *(Temple University)*. Adjunct Assistant Professor. Dance ensemble.

Jennifer Morley, MFA *(Temple University)*. Associate Teaching Professor. Master Pilates instructor and director of the Drexel Pilates Teaching Training program; modern dance, choreography.

Camille Moten, MFA *(Rutgers University)*. Adjunct Assistant Professor. Yoga

Olive Prince, MFA *(Temple University)*. Adjunct Assistant Professor. Choreography, creative process and improvisation; Director of Olive Prince Dance.

Albert Quesada Adjunct Assistant Professor. Modern Dance

Megan Quinn, MFA *(Temple University)*. Adjunct Assistant Professor. Somatics.

Meredith Rainey, MFA *(University of the Arts)*. Adjunct Assistant Professor. Former soloist with Pennsylvania Ballet and director of Carbon Dance Theater. Ballet, choreography.

Marion Ramirez, MFA *(Temple University)*. Adjunct Assistant Professor. Dance improv.

Lauren Stepanski, DPT *(Drexel University)*. Adjunct Assistant Professor. Dance kinesiology

Hassan Syed, MFA *(Temple University)*. Adjunct Assistant Professor. Dance ensemble.

Megan Tomey, MS *(Drexel Unviersity)*. Adjunct Assistant Professor. Dance Ensemble and FreshDance Producer.

Dance - Part-Time Professional Option

Major: Dance
Degree Awarded: Bachelor of Science (BS)
Calendar Type: Quarter
Total Credit Hours: 186.0
Co-op Options: None
Classification of Instructional Program (CIP) code: 50.0399
Standard Occupational Classification (SOC) code: 25-1121; 27-2031; 27-2032

About the Program

The Part-Time Professional Dance Program provides an opportunity for professional dancers to earn their BS degree in dance through a specially designed part-time program at Drexel University's Westphal College of Media Arts and Design. Participating students will fulfill the requirements of the current dance major curriculum over an extended period of time, with the exception of the studio dance technique and performance class requirements, which will be fulfilled through their professional dance company experiences.

This program can grant up to 50.0 credit hours of studio and performance-based courses to the participating students based on their professional experiences. The remaining 136.0 credit hours include 41.0 credit hours of the general education requirement, 55.0 credit hours of Dance Major requirement, and 40.0 credit hours of free electives that are fully online.

Students who enter the program will need a high school diploma or GED equivalency. The students are expected to enroll in 2-3 courses each term with the expectations of finishing the program in four to five years.

Admission Requirements

The Dance Program is offering the online option of the Part-Time Professional BS in Dance, and SAT or ACT testing, normally required for applicants to Drexel University, may be an inaccurate predictor of academic readiness for full time professional dancers who have completed high school several years prior, or taken a GED equivalency exam. In lieu of this testing, this qualifying certificate program is a third option for assessing eligibility for the program.

Students entering the part-time dance major through the certificate program will need to complete the certificate with a GPA of 3.0 for eligibility to enter the dance major.

Degree Requirements

General Education Requirements

ENGL 101	Composition and Rhetoric I: Inquiry and Exploratory Research	3.0
or ENGL 111	English Composition I	
ENGL 102	Composition and Rhetoric II: Advanced Research and Evidence-Based Writing	3.0
or ENGL 112	English Composition II	
ENGL 103	Composition and Rhetoric III: Themes and Genres	3.0
or ENGL 113	English Composition III	
MATH 171	Introduction to Analysis A	3.0
MATH 172	Introduction to Analysis B	3.0
PSY 101	General Psychology I	3.0
PSY 120	Developmental Psychology	3.0
PSY 240 [WI]	Abnormal Psychology	3.0
NFS 100	Nutrition, Foods, and Health	2.0
NFS 101	Introduction to Nutrition & Food	1.0
English Electives		6.0
Natural Science Electives		8.0
Free Electives		40.0
Dance Foundation & Theory Requirements		
ARTH 102	History of Art II	3.0
DANC 100	Survey of Dance Studies	3.0
DANC 115	Introduction to Dance	3.0
DANC 116	Dance and Fitness	3.0
DANC 135	Rhythmic Study for Dance	3.0
DANC 215	Dance Appreciation	3.0
DANC 216	Introduction to Laban Movement Analysis	3.0
DANC 222	Dance Pedagogy	3.0
DANC 235	Dance Composition I	3.0
DANC 315	Twentieth Century Dance	3.0
DANC 316	Dance Kinesiology	3.0
DANC 415	Dance Aesthetics and Criticism	3.0
DANC 481	Senior Seminar in Dance	1.0
DANC 491	Senior Project in Dance (Repeated for a total of 3 credits)	3.0
MUSC 130	Introduction to Music	3.0
THTR 240	Theatre Production I	3.0
Courses with Residency Option*		
DANC 117	Foundations of Somatic Theory and Practice	3.0
DANC 221	Survey of Dance and Movement Therapy	3.0
DANC 335	Dance Composition II	3.0
Credits granted based on Professioanl Experience [**]		50.0
Performance Requirements		
DANC 131	Dance Practicum in Performance	
or DANC 133	Dance Practicum in Choreography	
DANC 225	Dance Repertory	
Technique Requirements		

DANC 104	Ballet Technique I (2 credit course repeated for a total of 4 credits)	
DANC 204	Ballet Technique II (2 credit course repeated for a total of 6 credits)	
DANC 304	Ballet Dance Technique III (2 credit course repeated for a total of 4 credits)	
DANC 105	Modern Dance Technique I (2 credit course repeated for a total of 4 credits)	
DANC 205	Modern Dance Technique II (2 credit course repeated for a total of 6 credits)	
DANC 305	Modern Dance Technique III (2 credit course repeated for a total of 4 credits)	
DANC 108	Dance Improvisation I	
Select two of the following:		
DANC 106	Jazz Dance Technique I	
DANC 107	Hip-Hop Dance Technique I	
DANC 109	African Dance Technique I	
Select one of the following:		
DANC 206	Jazz Dance Technique II	
DANC 207	Hip-Hop Dance Technique II	
DANC 209	African Dance Technique II	
DANC 306	Jazz Dance Technique III	
Total Credits		**186.0**

*   For the online part time professional dance program, three courses will not be offered online due to the nature of the course content that require physical cueing and adjustments that cannot be translated to online delivery. These three courses are:
• DANC 117: Foundations of Somatic Theory and Practice
• DANC 221: Survey of Dance/Movement Therapy
• DANC 335: Dance Composition II
To make sure the students can complete this part time program without staying on campus for a long period of time, the dance program is going to develop these courses in the short-term residency style. Each residency will be two weeks and will meet 3 hours/per day from Monday to Friday.

**   Up to 50 Credit hours will be granted based on professional experience.
Participating students fulfill the requirements of the full time dance major curriculum, with the exception of co-operative education, and the studio dance technique and performance class requirements, which will be fulfilled through their professional dance company technique classes and performance opportunities. Credit for these studio requirements will be granted as "professional life experience," providing the student is a professional dancer working with a recognized professional dance company. Specific credits granted, up to 50 credits, will be determined by an individual review of each applicant's application.

Sample Plan of Study

First Year (Part-Time)

Fall	Credits	Winter	Credits	Spring	Credits	Summer	Credits
DANC 100	3.0	DANC 104 (Professional Life Experience)*	2.0	DANC 105 (Professional Life Experience)*	2.0	DANC 107 (Professional Life Experience)*	2.0
DANC 104 (Professional Life Experience)*	2.0	DANC 105 (Professional Life Experience)*	2.0	DANC 106 (Professional Life Experience)*	2.0	MATH 171	3.0
DANC 116	3.0	DANC 115	3.0	DANC 215	3.0	PSY 101	3.0
DANC 131 or 133 (Professional Life Experience)*	1.0	DANC 135	3.0	DANC 216	3.0	DANC 131 or 133 (Professional Life Experience)*	1.0
	9		**10**		**10**		**9**

Second Year (Part-Time)

Fall	Credits	Winter	Credits	Spring	Credits	Summer	Credits
ENGL 101 or 111	3.0	ENGL 102 or 112	3.0	ENGL 103 or 113	3.0	DANC 107 (Professional Life Experience)*	2.0
DANC 108 (Professional Life Experience)*	2.0	DANC 204 (Professional Life Experience)*	2.0	DANC 204 (Professional Life Experience)*	2.0	DANC 117	3.0
DANC 204 (Professional Life Experience)*	2.0	DANC 205 (Professional Life Experience)*	2.0	DANC 205 (Professional Life Experience)*	2.0	PSY 120	3.0
NFS 100	2.0	DANC 222	3.0	DANC 315	3.0	DANC 205 (Professional Life Experience)*	2.0
NFS 101	1.0						
	10		**10**		**10**		**10**

Third Year (Part-Time)

Fall	Credits	Winter	Credits	Spring	Credits	Summer	Credits
DANC 131 or 133 (Professional Life Experience)*	1.0	ARTH 102	3.0	DANC 316	3.0	DANC 131 or 133 (Professional Life Experience)*	1.0

Fall	Credits	Winter	Credits	Spring	Credits	Summer	Credits
DANC 304 (Professional Life Experience)*	2.0	DANC 131 or 133 (Professional Life Experience)*	1.0	THTR 240	3.0	DANC 221	3.0
MATH 172	3.0	DANC 235	3.0	ENGL Elective	3.0	DANC 335	3.0
PSY 240	3.0	DANC 305 (Professional Life Experience)*	2.0	DANC 131 or 133 (Professional Life Experience)*	1.0	Free Elective	3.0
	9		9		10		10

Fourth Year (Part-Time)

Fall	Credits	Winter	Credits	Spring	Credits	Summer	Credits
DANC 304 (Professional Life Experience)*	2.0	DANC 305 (Professional Life Experience)*	2.0	DANC 131 or 133 (Professional Life Experience)*	1.0	MUSC 130	3.0
Natural Science Elective	4.0	Natural Science Elective	4.0	DANC 306 (Professional Life Experience)*	2.0	ENGL Elective	3.0
Free Elective	4.0	Free Elective	4.0	DANC 415	3.0	Free Elective	3.0
				Free Elective	3.0		
	10		9		9		9

Fifth Year (Part-Time)

Fall	Credits	Winter	Credits	Spring	Credits	Summer	Credits
DANC 306 (Professional Life Experience)*	2.0	DANC 131 or 133 (Professional Life Experience)*	1.0	DANC 131 or 133 (Professional Life Experience)*	1.0	DANC 131 or 133 (Professional Life Experience)*	1.0
DANC 481	1.0	DANC 491	1.0	DANC 491	1.0	DANC 491	1.0
Free Electives	6.0	Free Electives	6.0	Free Electives	6.0	Free Electives	6.0
	9		8		8		8

Total Credits 186

*   Participating students fulfill the requirements of the full time dance major curriculum, with the exception of co-operative education, and the studio dance technique and performance class requirements, which will be fulfilled through their professional dance company technique classes and performance opportunities. Credit for these studio requirements will be granted as "professional life experience," providing the student is a professional dancer working with a recognized professional dance company. Specific credits granted, up to 50 credits, will be determined by an individual review of each applicant's application.

Design & Merchandising

Major: Design and Merchandising
Degree Awarded: Bachelor of Science (BS)
Calendar Type: Quarter
Total Credit Hours: 181.0
Co-op Options: One Co-op (Four years)
Classification of Instructional Programs (CIP) code: 50.0499
Standard Occupational Classification (SOC) code: 13-1022

About the Program

Drexel's innovative Design & Merchandising (D&M) major integrates visual design, merchandising, and business insight for the fashion lifestyle industries. The Bachelor of Science degree educates students to conceptualize, plan, develop, market, and measure the opportunity for products and services for consumers through physical stores, online channels, televised content, and interactive media. Students develop thorough knowledge of how products come to life through sustainable textiles, design, and production, and strategize the optimal assortment, inventory, and pricing for business goals. The multidisciplinary curriculum, based on both theory and practice, is delivered through immersive, experiential learning. Graduates work across the fashion lifestyle industries engaged in creative strategies, dynamic merchandise assortments, and new product lines for global consumer markets.

The D&M program is ranked in the top nine of fashion merchandising colleges in the United States by fashion-schools.org (https://nam10.safelinks.protection.outlook.com/?url=https%3A%2F%2Fwww.fashion-schools.org%2Farticles%2Ftop-50-fashion-merchandising-schools-and-colleges-us-2020-rankings&data=04%7C01%7Ccdb93%40drexel.edu%7C55d6250dd2bf419ab67908d921eab3b9%7C3664e6fa47bd45a696708c4f080f8ca6%7C0%7C0%7C637578114177406982%7CUnknown%7CTWFpbGZsb3d8eyJWIjoiMC4wLjAwMDAiLCJQIjoiV2luMzIiLCJBTiI6Ik1haWwiLCJXVCI6Mn0%3D%7C1000&sdata=T8sDadMzup3S4b9%2FW666DyO0LEEKEMjyVVWWVrG0M5o%3D&reserved=0) and in the top fifteen of fashion and business management programs in the world by Business of Fashion (https://nam10.safelinks.protection.outlook.com/?url=https%3A%2F%2Fwww.businessoffashion.com%2Feducation&data=04%7C01%7Ccdb93%40drexel.edu%7C55d6250dd2bf419ab67908d921eab3b9%7C3664e6fa47bd45a696708c4f080f8ca6%7C0%7C0%7C637578114177406982%7CUnknown%7CTWFpbGZsb3d8eyJWIjoiMC4wLjAwMDAiLCJQIjoiV2luMzIiLCJBTiI6Ik1haWwiLCJXVCI6Mn0%3D%7C1000&sdata=Q1L8MOQFnFNcgPldcYVSbqDITNpqGkrR431%2B1vgtmTU%3D&reserved=0). Drexel is one of the nation's top universities

located in Philadelphia, the sixth largest city, with easy access to the city's rich cultural life, vibrant design scene, and pivotal retail and entrepreneurial marketplace. From buying and fashion marketing to sustainability and product development, companies in Philly, New York City, Boston, and other cities offer students a variety of career paths in wholesale, retail, textiles, sourcing, media, marketing, visual merchandising, and public relations.

Program: We are unique

You'll participate in Drexel's renown cooperative education (co-op) program (https://drexel.edu/scdc/co-op/undergraduate/), spending six months away from the classroom gaining in-demand career skills, bringing products and services to consumers, and receiving exposure to valuable industry networks. Co-op employers include Urban Outfitters, TJX, Nicole Miller, Marchesa, Fashion Snoops, and others.

You'll take fashion business courses that promote real-world project-based learning. Students work in functional teams exploring business challenges and mapping out opportunities. Industry professionals and fashion merchandising entrepreneurs mentor students and critique business strategies.

You'll expand your global intelligence through robust study abroad options from the Office of Global Engagement (https://drexel.edu/studyabroad/), including the highly popular London College of Fashion, Accademia Italiana in Florence, and Ecole Superiere de Commerce Exterieur (ESCE) in Paris.

You'll tailor your interests and passions via career pathway electives allowing targeted study in ecommerce, fashion marketing, communications, magazine and media publication, product development, entrepreneurship, and others. Students also produce the award-winning D&M Magazine *(*https://nam10.safelinks.protection.outlook.com/?url=https%3A%2F%2Fissuu.com %2Fdesignandmerchandising%2Fdocs%2F2020_d_m_magazine_web&data=04%7C01%7Ccdb93%40drexel.edu %7C55d6250dd2bf419ab67908d921eab3b9%7C3664e6fa47bd45a696708c4f080f8ca6%7C0%7C0%7C637578114177416983%7CUnknown %7CTWFpbGZsb3d8eyJWIjoiMC4wLjAwMDAiLCJQIjoiV2luMzIiLCJBTiI6Ik1haWwiLCJXVCI6Mn0%3D %7C1000&sdata=PexotEWxz6sGBQp16HZa6Xlxa4k5OrEYgRwQrceUV6k%3D&reserved=0*).*

You'll learn in a fashion merchandising program that has sustainability integrated throughout the curriculum along with courses that evaluate the intersection of society, culture, and fashion.

Dual/Accelerated Degree Program

Also available is an accelerated dual degree program (p. 115) which combines study in the areas of fashion retail merchandising and product development with the MBA degree.

Additional Information

For more information about this major, visit the College's Design & Merchandising (http://www.drexel.edu/westphal/academics/undergraduate/DSMR/) page.

Degree Requirements

Students pursuing the Bachelor of Science in Design & Merchandising have 31 Career Pathway electives of their choosing. These electives enable students to pursue specific areas of study in **Retail Operations, Buying and Merchandising**; **Marketing, Media and Public Relations**; **Product Development and Sourcing**; and **Entrepreneurship and Graduate School Preparation**. In addition, electives can be used for focused study in Media Merchandising (D&M Magazine), Fashion Show Production, optional Study Abroad courses, and/or pursuit of a minor.

General Education Requirements		
CIVC 101	Introduction to Civic Engagement	1.0
ENGL 101	Composition and Rhetoric I: Inquiry and Exploratory Research	3.0
or ENGL 111	English Composition I	
ENGL 102	Composition and Rhetoric II: Advanced Research and Evidence-Based Writing	3.0
or ENGL 112	English Composition II	
ENGL 103	Composition and Rhetoric III: Themes and Genres	3.0
or ENGL 113	English Composition III	
ENVS 160	Environment in the News	2.0
ENVS 260	Environmental Science and Society	3.0
GEO 111	Natural Disasters	3.0
MATH 119	Mathematical Foundations for Design	4.0
UNIV A101	The Drexel Experience	1.0
COOP 101	Career Management and Professional Development	1.0
Required Arts and Humanities		
COM 220	Qualitative Research Methods	3.0
COM 230	Techniques of Speaking	3.0
Arts and Humanities elective [*]		3.0
Required Social Science		
Select one of the following:		3.0
AFAS 301	Politics of Hip Hop	

PSY 150	Introduction to Social Psychology	
WGST 324	Retail Intersections: Social & Cultural Issues	
Social Science electives **		6.0
Visual Studies Requirements		
ARTH 103	History of Art III	3.0
ARTH 314	Contemporary Art	3.0
Select one of the following:		3.0
ARTH 301	Asian Art and Culture	
ARTH 302	Art of India	
ARTH 303	Art of China	
ARTH 304	Art of Japan	
ARTH 315	African-American Art	
ARTH 316	African Art	
ARTH T380	Special Topics in Art History	
ARTH T480	Special Topics in Art History	
PHTO 110	Photography	3.0
VSST 101	Design I	4.0
VSST 102	Design II	4.0
VSST 103	Design III	4.0
VSST 110	Introductory Drawing	3.0
Professional Requirements		
ACCT 110	Accounting for Professionals	4.0
ARTH 335 [WI]	History of Costume I: Preclassical to 1800	3.0
ARTH 336 [WI]	History of Costume II: 1800-1920	3.0
or ARTH 337	History of Costume III: 1920 to Present	
DSMR 100	Computer Imaging I	3.0
DSMR 103	Introduction to the Fashion Industry	3.0
DSMR 201	Analysis of Product	3.0
DSMR 210	Presentation Techniques Design and Merchandising	3.0
DSMR 211	Computer Design for Design and Merchandising	3.0
DSMR 230	Textiles for Design and Merchandising	3.0
DSMR 231	Retail Operations	3.0
DSMR 232	Merchandise Planning and Buying	4.0
DSMR 310	Merchandising Operations & Management	3.0
DSMR 311	Visual Merchandising	4.0
DSMR 333	Fashion Product Development	3.0
DSMR 454	Sourcing Strategies for Textile and Apparel	4.0
DSMR 464	Merchandising Analytics	4.0
DSMR 477 [WI]	Design and Merchandising Seminar	3.0
DSMR 496 [WI]	Senior Problem in Design and Merchandising	3.0
ECON 201	Principles of Microeconomics	4.0
ECON 202	Principles of Macroeconomics	4.0
ENTP 105	Entrepreneurial Thinking	3.0
MKTG 201	Introduction to Marketing Management	4.0
MKTG 321	Selling and Sales Management	4.0
or MKTG 326	Marketing Insights	
or MKTG 344	Professional Personal Selling	
or MKTG 356	Consumer Behavior	
or MKTG 362	Brand and Reputation Management	
PHIL 301	Business Ethics	3.0
Career Pathway Electives ***		31.0
Total Credits		**181.0**

*   Arts and humanities electives must equal a minimum of 9.0 credits. Suggested arts and humanities electives: ENGL 303 *Science Fiction*; HIST 163 *Themes in World Civilization III* ENGL 335 *Mythology*; any foreign language.

**   Social science electives must equal a minimum of 9.0 credits. Suggested social science electives: SOC 210 *Race, Ethnicity and Social Inequality*; SOC 215 *Sociology of Work*; SOC 240 *Urban Sociology*; SOC 340 *Globalization*; SOC I499 *Independent Study in SOC*.

***   Career Pathway Electives enable students to pursue specific areas of study which compliment the Design & Merchandising major and the student's desired career pathway.

Sample Plans of Study

Fall/Winter Co-op (Cycle A)

First Year

Fall	Credits	Winter	Credits	Spring	Credits	Summer	Credits
DSMR 103	3.0	DSMR 100	3.0	CIVC 101	1.0	VACATION	
ENGL 101 or 111	3.0	DSMR 230	3.0	DSMR 201	3.0		
ENVS 260	3.0	ENGL 102 or 112	3.0	ENGL 103 or 113	3.0		
UNIV A101	1.0	GEO 111	3.0	ENVS 160	2.0		
VSST 110	3.0	VSST 102	4.0	MATH 119	4.0		
VSST 101	4.0			VSST 103	4.0		
	17		**16**		**17**		**0**

Second Year

Fall	Credits	Winter	Credits	Spring	Credits	Summer	Credits
ACCT 110	4.0	ARTH 103	3.0	DSMR 232	4.0	ENTP 105	3.0
COM 230 or 220	3.0	COOP 101*	1.0	DSMR 210, AFAS 301, COM 220, PSY 150, or WGST 324	3.0	DSMR 210, COM 220, or PHTO 110	3.0
Art History Elective	3.0	DSMR 231	3.0	ECON 202	4.0	Career Pathway Electives	6.0
Select one from the following:	3.0	DSMR 211 or COM 220	3.0	MKTG 201	4.0		
AFAS 301		ECON 201		Career Pathway Elective	3.0		
DSMR 211		Career Pathway Elective			3.0		
DSMR 231							
PHTO 110							
PSY 150							
WGST 324							
	13		**17**		**18**		**12**

Third Year

Fall	Credits	Winter	Credits	Spring	Credits	Summer	Credits
COOP EXPERIENCE		COOP EXPERIENCE		ARTH 314	3.0	DSMR 311	4.0
				DSMR 310	3.0	DSMR 477	3.0
				DSMR 333	3.0	Select one of the following:	4.0
				Career Pathway Electives	7.0	MKTG 321	
						MKTG 326	
						MKTG 344	
						MKTG 356	
						MKTG 362	
						Social Science	3.0
	0		**0**		**16**		**14**

Fourth Year

Fall	Credits	Winter	Credits	Spring	Credits
ARTH 335	3.0	ARTH 336 or 337	3.0	PHIL 301	3.0
DSMR 464 or 454	4.0	DSMR 454 or 464	4.0	Social Science (choice)	3.0
DSMR 496 (Or Career Pathway Elective)	3.0	DSMR 496 (Or Career Pathway Elective)	3.0	Career Pathway Elective	4.0
Career Pathway Elective	4.0	Career Pathway Elective	4.0	Arts and Humanities (choice)	3.0
	14		**14**		**13**

Total Credits 181

*   Co-op cycles may vary. Students are assigned a co-op cycle (fall/winter, spring/summer, summer-only) based on their co-op program (4-year, 5-year) and major.

COOP 101 registration is determined by the co-op cycle assigned and may be scheduled in a different term. Select students may be eligible to take COOP 001 in place of COOP 101.

Fall/Winter Co-op (Cycle A - London Option)

First Year

Fall	Credits	Winter	Credits	Spring	Credits	Summer	Credits
DSMR 103	3.0	DSMR 100	3.0	CIVC 101	1.0	VACATION	
ENGL 101 or 111	3.0	DSMR 230	3.0	DSMR 201	3.0		
ENVS 260	3.0	ENGL 102 or 112	3.0	ENGL 103 or 113	3.0		
UNIV A101	1.0	GEO 111	3.0	ENVS 160	2.0		
VSST 101	4.0	VSST 102	4.0	MATH 119	4.0		
VSST 110	3.0			VSST 103	4.0		
	17		**16**		**17**		**0**

Second Year

Fall	Credits	Winter	Credits	Spring	Credits	Summer	Credits
ACCT 110	4.0	ARTH 103	3.0	COM 220, AFAS 301, DSMR 210, PSY 150, or WGST 324	3.0	COM 220, DSMR 210, or PHTO 110	3.0
COM 230 or 220	3.0	COM 220 or DSMR 211	3.0	DSMR 232	4.0	ENTP 105	3.0
Art History Elective	3.0	COOP 101*	1.0	ECON 202	4.0	Career Pathway Electives	6.0
Select one of the following:	3.0	DSMR 231	3.0	MKTG 201	4.0		
AFAS 301		ECON 201	4.0	Career Pathway Elective	3.0		
DSMR 211		Career Pathway Elective	3.0				
DSMR 231							
PHTO 110							
PSY 150							
WGST 324							
	13		**17**		**18**		**12**

Third Year

Fall	Credits	Winter	Credits	Spring	Credits	Summer	Credits
COOP EXPERIENCE		COOP EXPERIENCE		DSMR 310	3.0	London Classes	
				DSMR 333	3.0	ARTH 314	3.0
				Select one of the following:	4.0	Social Science (choice)	3.0
				MKTG 321		Career Pathway Electives	9.0
				MKTG 326			
				MKTG 344			
				MKTG 356			
				MKTG 362			
				Career Pathway Electives	6.0		
	0		**0**		**16**		**15**

Fourth Year

Fall	Credits	Winter	Credits	Spring	Credits
ARTH 335	3.0	ARTH 336 or 337	3.0	PHIL 301	3.0
DSMR 454 or 464	4.0	DSMR 311	4.0	Social Science (choice)	3.0
DSMR 477 or 496	3.0	DSMR 477 or 496	3.0	Career Pathway Elective	4.0
Career Pathway Elective	3.0	DSMR 454 or 464	4.0	Arts and Humanities (choice)	3.0
	13		**14**		**13**

Total Credits 181

*   Co-op cycles may vary. Students are assigned a co-op cycle (fall/winter, spring/summer, summer-only) based on their co-op program (4-year, 5-year) and major.

COOP 101 registration is determined by the co-op cycle assigned and may be scheduled in a different term. Select students may be eligible to take COOP 001 in place of COOP 101.

Spring/Summer Co-op (Cycle B)

First Year

Fall	Credits	Winter	Credits	Spring	Credits	Summer	Credits
DSMR 103	3.0	DSMR 100	3.0	CIVC 101	1.0	VACATION	
ENGL 101 or 111	3.0	DSMR 230	3.0	DSMR 201	3.0		
ENVS 260	3.0	ENGL 102 or 112	3.0	ENGL 103 or 113	3.0		
UNIV A101	1.0	GEO 111	3.0	ENVS 160	2.0		
VSST 101	4.0	VSST 102	4.0	MATH 119	4.0		
VSST 110	3.0			VSST 103	4.0		
	17		**16**		**17**		**0**

Second Year

Fall	Credits	Winter	Credits	Spring	Credits	Summer	Credits
ACCT 110	4.0	ARTH 103	3.0	COM 220, AFAS 301, DSMR 210, PSY 150, or WGST 324	3.0	COM 220, DSMR 210, or PHTO 110	3.0
COM 230 or 220	3.0	COM 220 or DSMR 211	3.0	DSMR 232	4.0	COOP 101[*]	1.0
Art History Elective	3.0	DSMR 231	3.0	ECON 202	4.0	ENTP 105	3.0
Select one of the following:		ECON 201	3.0	MKTG 201	4.0	Career Pathway Electives	6.0
AFAS 301		Career Pathway		Career Pathway Elective	3.0		3.0
DSMR 211							
DSMR 231							
PHTO 110							
PSY 150							
WGST 324							
	13		**16**		**18**		**13**

Third Year

Fall	Credits	Winter	Credits	Spring	Credits	Summer	Credits
ARTH 314	3.0	DSMR 311	4.0	COOP EXPERIENCE		COOP EXPERIENCE	
DSMR 310	3.0	DSMR 477	3.0				
DSMR 333	3.0	MKTG 321, 326, 344, 356, or 362	4.0				
Career Pathway Electives	7.0	Social Science (choice)	3.0				
	16		**14**		**0**		**0**

Fourth Year

Fall	Credits	Winter	Credits	Spring	Credits
ARTH 335	3.0	ARTH 336 or 337	3.0	PHIL 301	3.0
DSMR 454 or 464	4.0	DSMR 454 or 464	4.0	Social Science (choice)	3.0
DSMR 496 (Or Career Pathway Elective)	3.0	DSMR 496 (Or Career Pathway Elective)	3.0	Career Pathway Elective	4.0
Career Pathway Elective	4.0	Career Pathway Elective	4.0	Arts and Humanities (choice)	3.0
	14		**14**		**13**

Total Credits 181

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[*]   Co-op cycles may vary. Students are assigned a co-op cycle (fall/winter, spring/summer, summer-only) based on their co-op program (4-year, 5-year) and major.
COOP 101 registration is determined by the co-op cycle assigned and may be scheduled in a different term. Select students may be eligible to take COOP 001 in place of COOP 101.

Co-op/Career Opportunities

The Drexel Co-op experience is a renowned collegiate program and the essence of the Drexel Difference in the Westphal College of Media Arts & Design. Design & Merchandising students spend a minimum of six months (two terms) working in positions during which they apply classroom and studio skills to an actual work experience within their chosen professions. Design & Merchandising students leave for co-op academically equipped to be part of a company, and return as young business professionals having integrated classroom knowledge into the workplace and improved their resume.

Students who complete the Bachelor of Science in D&M from Drexel are prepared for success in a wide range of Career Pathways.

Retail Operations, Buying and Merchandising

- Account Executive/Sales Director
- Assistant, Associate or Senior Buyer
- Showroom Sales Representative
- Merchandise Manager (Digital and Store)
- Operations Manager
- Store Leadership (Regional and District)
- Purchasing
- Visual Merchandiser
- Allocation

Marketing, Media and Public Relations

- Fashion Marketing Coordinator
- Product Campaign Specialist
- Publicist
- Marketing Researcher
- Fashion Forecaster
- Fashion Magazine Editor
- Television and Magazine Stylist
- Graphic Designer

Product Development and Sourcing

- Fabric Manager
- Quality Control Specialist
- Product Line Developer
- Sourcing & Production Manager
- CAD Specialist

Entrepreneurship

- Store Owner
- Freelancer
- Brand Creator

Learn more about how our alumni (https://drexel.edu/westphal/academics/undergraduate/DSMR/alumni-spotlight/) have succeeded across the business of fashion.

Co-op Experiences

Some past co-op employments of design and merchandising students include:

- Assistant Buyer, Urban Outfitters/Anthropologie/Free People, Philadelphia, PA
- Merchandising Co-op, TJX Companies, Framingham, MA
- Merchandising Assistant, Nation Design, New York, NY
- Product Development, Boathouse Sports, Philadelphia, PA
- Social Media Engagement Co-op, AP Brand Group, Philadelphia, PA
- Merchandising Co-op, Mundi Westport Group, New York, NY
- Pattern & Graphics Trend Forecast Co-op, Fashion Snoops, New York, NY
- Public Relations Assistant, QVC, West Chester, PA
- Assistant Merchandiser/Wholesales Co-op, Few Moda Inc., New York, NY
- Fashion Sales and Merchandising Co-op, Program F Showroom, Philadelphia, PA
- Fashion PR/Social Media & Influencer Marketing Co-op, Krupp Group, New York, NY
- Showroom Sales Co-op, Marchesa, New York, NY
- Public Relations Assistant, Neiman Marcus, King of Prussia, PA
- Design/Market Co-op, Charlotte Ronson, New York, NY
- Public Relations Co-op, KB Brand Partners, New York, NY

- Marketing Co-op, Lagos, Philadelphia, PA
- Production Co-op, Derek Lam, New York, NY
- Social Media/Brand Ambassador/Merchandising Assistant, Nicole Miller, Philadelphia, PA

Visit the Drexel Steinbright Career Development Center (http://www.drexel.edu/scdc/) page for more detailed information on co-op and post-graduate opportunities.

Design & Merchandising Faculty

Christine Baeza, MLD *(Penn State University)*. Assistant Teaching Professor. Ethics, social entrepreneurship sustainability, design thinking, brand and merchandising management, textiles, textile designs and the circular economy.

Christie Bailey, MS *(The University of the Arts)*. Adjunct Instructor. OS X, Typography, Mac, Web Design, and Adobe Creative Suite.

Nick Cassway, BFA *(Tyler School of Art)*. Associate Teaching Professor. Curating; experimental portraiture; computer design.

Maureen DeSimone, MBA *(Colorado State University)*. Assistant Teaching Professor. Sales, brand and portfolio strategy, merchandising, new business startups, revenue and profit growth, team building, and leadership.

Joseph H. Hancock, II, PhD *(Ohio State University) Retail & Merchandising Program Director*. Professor. Apparel merchandising, textiles and clothing, culture and marketing strategies.

Matthew Higgins, MFA *(PA Academy of Fine Arts)*. Adjunct Instructor. Design foundations, Adobe Creative Suite, color and painting.

Alison Katz, MS *(New York University)*. Adjunct Instructor. Multichannel buying and planning, digital strategy, site merchandising, and category content management.

Alphonso McClendon, MS *(Drexel University) Associate Program Director*. Associate Professor. Sourcing strategies for the apparel and textile industry, fashion business practice and entrepreneurship, merchandise operations and management, retail analytics and digital design.

Rachel Mednick, MS *(LIM College)*. Adjunct Instructor. Fashion sustainability, textiles, entrepreneurship, fashion presentation and show production.

Dominic Monte, Grad Cert *(Villanova University)*. Adjunct Instructor. Digital design, branding and creative communication.

Entertainment & Arts Management

Major: Entertainment & Arts Management
Degree Awarded: Bachelor of Science (BS)
Calendar Type: Quarter
Total Credit Hours: 183.0
Co-op Options: One Co-op (Four years)
Classification of Instructional Program (CIP) code: 50.1001
Standard Occupational Classification (SOC) code: 13-1011

About the Program

The Entertainment & Arts Management (EAM) program at Drexel University is a nationally ranked, international leader in teaching the business of show business. Our unique program is a business degree, yet one that is based in the entertainment and arts sectors. Students in the Entertainment and Arts Management major choose an area of concentration from media, performing arts, or visual arts management disciplines. The curriculum is designed to prepare students to lead and manage in both commercial and non-profit areas of the field. Concentrations are available in: Cinema and Television, Performing Arts, Dance, Theatre, Visual Arts, Digital Media, and Sports Entertainment. Coursework in the EAM program includes general education, core requirements and features a built-in business minor. Students also enjoy a wide-selection of specialized coursework within their chosen area of concentration.

Unlike other undergraduate programs in this field, students are not required to choose commercial or nonprofit. Our philosophy is to prepare students for leadership careers in the vast world or arts and entertainment. This gives EAM students increased flexibility when choosing their career paths, and a distinct professional advantage in today's ever-changing arts and entertainment industries.

Our Goal

Our overall goal in the EAM program is to prepare students for leadership careers in the entertainment and arts fields by giving them:

- a broad understand of the business of entertainment & the arts, from for-profit commercial entertainment companies to non-profit arts & culture organizations;
- real world work experience;

- creative skills development in the discipline that interests them, and
- expert advice and insight from practicing professionals.

BS/MS Option

Students who complete the Entertainment & Arts Management program may also choose to pursue a graduate degree in Drexel University's Westphal College in television management or arts administration and museum leadership. Students who graduate with a 3.5 GPA in the last two years of the program who apply to the MS in Arts Administration and Museum Leadership (http://catalog.drexel.edu/graduate/collegeofmediaartsanddesign/artsadministrationandmuseumleadership/) are automatically accepted into the MS program. Other graduate degrees within the college are available to students as well.

Dual Degree BS/MBA Option

Students majoring in Entertainment and Arts Management (4-year with co-op) may choose the BS Entertainment and Arts Management/MBA dual degree option. This highly attractive program option combines study in the management of the arts and entertainment industries along with the MBA degree. The program is designed to allow students to complete both the bachelor's degree and the MBA in **five** years.

Applying to the Dual Degree BS/MBA Option

Freshman applicants to the Entertainment & Arts Management program with a combined Math and Critical Reading SAT score of 1300 and a 3.5 GPA may apply for the BS/MBA program at the time of their initial application to Drexel University. Current students may choose to apply to the dual degree option once they have achieved between 90.0 and 120.0 credits. All students who are accepted into the accelerated program must maintain a 3.2 GPA as an EAM undergraduate, and must submit 2 letters of recommendation and meet minimum GMAT requirements at the time of the application to the MBA program.

Additional Information

For more information about this major, visit the College's Entertainment & Arts Management (http://www.drexel.edu/westphal/academics/undergraduate/eam/) page.

Degree Requirements

Coursework in the EAM program includes general education and core requirements as well as specialized coursework within the student's chosen area of concentration and, if applicable, within a specific arts or media discipline. For instance, within the media management concentration, students choose coursework in one of two disciplines: film, video, and screenwriting or digital media. In the performing arts management concentration, students choose coursework in a dance, performing arts, or theatre discipline.

The core requirements provide an overview of the student's future career field and its required key skills and abilities. The core requirements build a foundation for further advanced and specialized courses, taught in the student's area of concentration. At the end of their freshman year, students select one of the following concentrations:

- **(A) Visual Arts Management Concentration**
- **(B) Performing Arts Management**
  a. Dance Concentration
  b. Performing Arts Concentration
  c. Theatre Concentration
- **(C) Media Management**
  a. Digital Media Concentration
  b. Cinema and Television Concentration
- **(D) Sports Entertainment Concentration**

General Education Requirements

Written Analysis and Communication Requirements		
ENGL 101	Composition and Rhetoric I: Inquiry and Exploratory Research	3.0
or ENGL 111	English Composition I	
ENGL 102	Composition and Rhetoric II: Advanced Research and Evidence-Based Writing	3.0
or ENGL 112	English Composition II	
ENGL 103	Composition and Rhetoric III: Themes and Genres	3.0
or ENGL 113	English Composition III	
Mathematics and Natural Sciences Requirements		
MATH 101	Introduction to Analysis I	4.0
MATH 102	Introduction to Analysis II	4.0
PHYS 170	Electricity and Motion	3.0

PHYS 171	Computational Lab for Electricity and Motion	1.0
PHYS 175	Light and Sound	3.0
PHYS 176	Computational Lab for Light and Sound	1.0
Arts/Humanities Requirements		
COM 230	Techniques of Speaking	3.0
Required Arts and Humanities-students elect a minimum of 6 credits [*]		6.0
Social Science Requirements		
Required Social Science-students elect a minimum of 9.0 credits [**]		9.0
University Seminar Requirements		
CIVC 101	Introduction to Civic Engagement	1.0
COOP 101	Career Management and Professional Development	1.0
UNIV A101	The Drexel Experience	2.0
Free electives [***]		39.0
Entertainment and Arts Management Core Requirements		
ACCT 110	Accounting for Professionals	4.0
BLAW 201	Business Law I	4.0
EAM 130	Overview of Entertainment and Arts Management	3.0
EAM 200	Introduction to the Music Industry	3.0
EAM 211	Strategic Management for Entertainment and Arts Management	3.0
EAM 220	Law for Entertainment and Arts Management Managers	3.0
EAM 221	Copyrights and Trademarks	3.0
EAM 225	Financial Management for Entertainment & Arts Managers	3.0
EAM 308	Entertainment Promotion and Branding	3.0
EAM 310	Social Media in Entertainment	3.0
EAM 315	Content Strategies for Digital Products	3.0
EAM 340	Artist Representation and Management	3.0
EAM 420	Arts, Culture and Society	3.0
EAM 422	Human Resources in the Creative Industries	3.0
EAM 491	Entertainment and Arts Management Senior Project [†]	3.0
ECON 201	Principles of Microeconomics	4.0
ECON 202	Principles of Macroeconomics	4.0
MIS 200	Management Information Systems	4.0
MKTG 201	Introduction to Marketing Management	4.0
ORGB 300 [WI]	Organizational Behavior	4.0
Concentration Requirements		**21.0**
Concentration Electives		**9.0**
Total Credits		**183.0**

[*]   Students select 6.0 credits of Arts and Humanities requirements: AFAS, ARBC, ARCH 141, ARCH 142, ARCH 143, ARTH, CHIN, COM, DANC 215, DANC 315, FMST, ENGL 111 - ENGL 499, FREN, GER, HBRW, HIST GST, INTR 200, INTR 300 [WI] , ITAL, JAPN, JWST, KOR, LING, MENA, MUSC 130, MUSC 152, MUSC 231, MUSC 234 MUSC 236, MUSC 238, MUSC 323, MUSC 331, MUSC 333, MUSC 336, MUSC 338 [WI] , PBHL, PHIL, PHTO 275 [WI] , PHTO 276 [WI] , PHTO 452 [WI] , PPE, SCRP, SPAN, THTR 221 [WI] , THTR 222 [WI] , TVST, UNIV 241, VSCM 350 [WI] , WGST, WRIT

[**]   Social Science courses: AFAS, ANTH, CJS, ECON, ENSS, ENVS 260, PBHL, PSCI, PSY, SOC, WGST

[***] BS/MBA students should take STAT 201 and FIN 301. Students who take STAT 201 and FIN 301 should not take BUSN 301.

[†]   EAM 491 is a 1.0 credit course, taken 3 times during the senior year, for a total of 3.0 credits.

Concentration Requirements

A. Visual Arts Management Concentration

EAM 215 [WI]	Writing for Arts Managers	3.0
EAM 270	Audience Development for Arts	3.0
EAM 301	Gallery and Collection Management	3.0
EAM 302	Exhibition Design	3.0
EAM 312	Introduction to Fund Development for the Arts	3.0
EAM 313	Volunteer and Board Management	3.0
EAM 321	Box Office and Venue Management	3.0
Select three from the following:		**9.0**
ARTH 150	Building Skills in Object Analysis	
ARTH 314	Contemporary Art	
ARTH 331 [WI]	Global Material Culture	

OR		
DIGM 308 [WI]	Digital Cultural Heritage	
DIGM 451 [WI]	Explorations in New Media	
IDM 211	User Interface Design I	
Total Credits		**30.0**

B. Performing Arts Management Concentration

EAM 215 [WI]	Writing for Arts Managers	3.0
EAM 270	Audience Development for Arts	3.0
EAM 312	Introduction to Fund Development for the Arts	3.0
EAM 313	Volunteer and Board Management	3.0
EAM 321	Box Office and Venue Management	3.0
EAM 322	Performing Arts Touring	3.0
EAM 325	Producing for Live Entertainment	3.0
Select three from the following:		9.0
DANC 115	Introduction to Dance	
DANC 215	Dance Appreciation	
DANC 315	Twentieth Century Dance	
OR		
MUSC 121	Music Theory I	
MUSC 249	Digital Music Composition	
MUSC 331	World Musics	
OR		
THTR 121 [WI]	Dramatic Analysis	
THTR 240	Theatre Production I	
Select one of the following:		
THTR 221 [WI]	Theatre History I	
THTR 222 [WI]	Theatre History II	
THTR 231	Introduction to Musical Theatre	
THTR 232	Contemporary Musical Theatre	
Total Credits		**30.0**

C. Media Arts Management Concentration

DIGM 105	Overview of Digital Media	3.0
EAM 215 [WI]	Writing for Arts Managers	3.0
EAM 288	eSport Entertainment Management	3.0
EAM 295	Streaming Entertainment Management	3.0
EAM 338	Entertainment Enterprise	3.0
EAM 365	Media and Entertainment Business	3.0
TVIE 290	Introduction to Money and the Media	3.0
Select three from the following:		**9.0**
FMST 101	Film History I: Emergence	
FMST 102	Film History II: New Waves	
FMST 203	Film History III: Trends	
OR		
FMTV 110	Basic Cinematography	
FMTV 115	Basic Editing	
FMTV 120	Basic Sound	
FMTV 131	Multi-Camera Production	
OR		
FMTV 185	TV Industry	
FMTV 281	Producing for Television	
FMTV 282	Research, Sales and Programming	
OR		
IDM 100	Introduction to Web Development	
IDM 211	User Interface Design I	
IDM 221	Web Design I	
Total Credits		**30.0**

Sample Plans of Study

At the end of their freshman year, students select one of the following concentrations. Each concentration has its own unique Plan of Study:

(A) Visual Arts Management Concentration

First Year

Fall	Credits	Winter	Credits	Spring	Credits	Summer	Credits
EAM 130	3.0	EAM 200	3.0	ACCT 110	4.0	VACATION	
ENGL 101 or 111	3.0	ENGL 102 or 112	3.0	CIVC 101	1.0		
MATH 101	4.0	MATH 102	4.0	EAM 211	3.0		
PHYS 170	3.0	PHYS 175	3.0	ENGL 103 or 113	3.0		
PHYS 171	1.0	PHYS 176	1.0	Arts and Humanities Elective	3.0		
UNIV A101	1.0	UNIV A101	1.0	Social Science Elective	3.0		
	15		**15**		**17**		**0**

Second Year

Fall	Credits	Winter	Credits	Spring	Credits	Summer	Credits
BLAW 201	4.0	EAM 220	3.0	COM 230	3.0	COOP EXPERIENCE	
COOP 101	1.0	EAM 225	3.0	EAM 221	3.0		
EAM 215	3.0	EAM 270	3.0	EAM 301	3.0		
ECON 201	4.0	ECON 202	4.0	MKTG 201	4.0		
Concentration Elective	3.0	Arts & Humanities Elective	3.0	Concentration Elective	3.0		
Social Science Elective	3.0						
	18		**16**		**16**		**0**

Third Year

Fall	Credits	Winter	Credits	Spring	Credits	Summer	Credits
EAM 308	3.0	EAM 302	3.0	EAM 313	3.0	COOP EXPERIENCE	
EAM 321	3.0	EAM 310	3.0	EAM 315	3.0		
EAM 340	3.0	EAM 312	3.0	ORGB 300	4.0		
MIS 200	4.0	Concentration Elective	3.0	Free Elective	6.0		
Free Elective	3.0	Social Science Elective	3.0				
	16		**15**		**16**		**0**

Fourth Year

Fall	Credits	Winter	Credits	Spring	Credits
EAM 422	3.0	EAM 491	1.0	EAM 420	3.0
EAM 491	1.0	Free Electives	12.0	EAM 491	1.0
Free Electives	9.0			Free Electives	9.0
	13		**13**		**13**

Total Credits 183

(B) Performing Arts Management Concentration

First Year

Fall	Credits	Winter	Credits	Spring	Credits	Summer	Credits
EAM 130	3.0	EAM 200	3.0	ACCT 110	4.0	VACATION	
ENGL 101 or 111	3.0	ENGL 102 or 112	3.0	CIVC 101	1.0		
MATH 101	4.0	MATH 102	4.0	EAM 211	3.0		
UNIV A101	1.0	PHYS 175	3.0	ENGL 103 or 113	3.0		
PHYS 170	3.0	PHYS 176	1.0	Arts and Humanities Elective	3.0		
PHYS 171	1.0	UNIV A101	1.0	Social Science Elective	3.0		
	15		**15**		**17**		**0**

Second Year

Fall	Credits	Winter	Credits	Spring	Credits	Summer	Credits
BLAW 201	4.0	EAM 220	3.0	COM 230	3.0	COOP EXPERIENCE	
COOP 101	1.0	EAM 225	3.0	EAM 221	3.0		
EAM 215	3.0	EAM 322	3.0	EAM 270	3.0		
ECON 201	4.0	ECON 202	4.0	MKTG 201	4.0		
Concentration Elective	3.0	Arts & Humanities Elective	3.0	Concentration Elective	3.0		

	Credits		Credits		Credits		Credits
Social Science Elective	3.0						
	18		**16**		**16**		**0**

Third Year

Fall	Credits	Winter	Credits	Spring	Credits	Summer	Credits
EAM 308	3.0	EAM 310	3.0	EAM 313	3.0	COOP EXPERIENCE	
EAM 321	3.0	EAM 312	3.0	EAM 315	3.0		
EAM 340	3.0	EAM 325	3.0	ORGB 300	4.0		
MIS 200	4.0	Concentration Elective	3.0	Free Electives	6.0		
Free Elective	3.0	Social Science Elective	3.0				
	16		**15**		**16**		**0**

Fourth Year

Fall	Credits	Winter	Credits	Spring	Credits		
EAM 422	3.0	EAM 491	1.0	EAM 420	3.0		
EAM 491	1.0	Free Electives	12.0	EAM 491	1.0		
Free Electives	9.0			Free Electives	9.0		
	13		**13**		**13**		

Total Credits 183

(C) Media Arts Management Concentration

First Year

Fall	Credits	Winter	Credits	Spring	Credits	Summer	Credits
EAM 130	3.0	EAM 200	3.0	ACCT 110	4.0	VACATION	
ENGL 101 or 111	3.0	ENGL 102 or 112	3.0	CIVC 101	1.0		
MATH 101	4.0	MATH 102	4.0	EAM 211	3.0		
PHYS 170	3.0	PHYS 175	3.0	ENGL 103 or 113	3.0		
PHYS 171	1.0	PHYS 176	1.0	Arts and Humanities Elective	3.0		
UNIV A101	1.0	UNIV A101	1.0	Social Science Elective	3.0		
	15		**15**		**17**		**0**

Second Year

Fall	Credits	Winter	Credits	Spring	Credits	Summer	Credits
BLAW 201	4.0	EAM 220	3.0	COM 230	3.0	COOP EXPERIENCE	
COOP 101	1.0	EAM 225	3.0	EAM 215	3.0		
DIGM 105	3.0	ECON 202	4.0	EAM 221	3.0		
ECON 201	4.0	TVIE 290	3.0	MKTG 201	4.0		
Concentration Elective	3.0	Arts & Humanities Elective	3.0	Concentration Elective	3.0		
Social Science Elective	3.0						
	18		**16**		**16**		**0**

Third Year

Fall	Credits	Winter	Credits	Spring	Credits	Summer	Credits
EAM 288	3.0	EAM 295	3.0	EAM 315	3.0	COOP EXPERIENCE	
EAM 308	3.0	EAM 310	3.0	EAM 338	3.0		
EAM 340	3.0	EAM 365	3.0	ORGB 300	4.0		
MIS 200	4.0	Concentration Elective	3.0	Free Electives	6.0		
Free Elective	3.0	Social Science Elective	3.0				
	16		**15**		**16**		**0**

Fourth Year

Fall	Credits	Winter	Credits	Spring	Credits		
EAM 422	3.0	EAM 491	1.0	EAM 420	3.0		
EAM 491	1.0	Free Electives	12.0	EAM 491	1.0		
Free Electives	9.0			Free Electives	9.0		
	13		**13**		**13**		

Total Credits 183

Co-op/Career Opportunities

Entertainment & Arts Management prepares students for a variety of careers in both commercial and nonprofit organizations, from creative, hands-on positions to administrative and management roles.

The career possibilities in this field are extensive and include the following positions:

- Artistic or Creative Director
- Concert and Live Events Manager
- Gallery Owner or Museum Manager
- Special Events Planner
- Marketing or Social Media Director
- Film or TV Producer
- Venue Manager
- Artist Representative - Agent, Manager, or Publicist
- Creative Content Director - Media, TV or Online

Examples of Past Co-op Jobs

EAM students work at many of the leading entertainment and arts companies in the country.

Examples of some of the co-op employers where EAM students have worked:

- Showtime
- A&E Network
- Live Nation - Midwest, Philadelphia, New York
- AEG Live - Los Angeles
- The Tonight Show Starring Jimmy Fallon
- Atlantic Records
- Sony Music Entertainment
- Disney
- Comcast
- NBC Universal - NYC
- The Onion
- Screen Actors Guild
- Sirius/XM Radio
- Abrams Artist Agency – NYC
- Red Light Management - NYC
- Fox News Channel
- Warner Music Group
- Nashville Casting
- Rain Management Group
- The Trocadero
- XFINITY Live! Philadelphia
- Asbury Lanes
- Cosi Television NY
- World Café Live!
- Kimmel Center for the Performing Arts
- Lincoln Center for the Performing Arts
- Sesame Workshop
- Upright Citizens Brigade
- Edinburgh Fringe Festival
- Webster Hall NYC
- Philadelphia Theatre Company
- Joffrey Ballet
- Pennsylvania Ballet
- Arden Theatre Company

Visit the Drexel Steinbright Career Development Center (http://www.drexel.edu/scdc/) page for more detailed information on co-op and post-graduate opportunities.

College of Media Arts and Design Facilities

Our college offers high-quality facilities and resources to its students including a state-of-the-art black-box theatre, HD film screening rooms, rehearsal studios, event venues, and more. The following are some links for more information about some of our facilities.

- Robert and Penny Fox Historic Costume Collection (https://drexel.edu/foxcollection/)
- Design and Imaging Studios (http://www.drexel.edu/westphal/student-resources/technology/)
- DUTV (http://www.dutv.org/), (Paul F. Harron Studios) student-run cable television station
- Leonard Pearlstein Gallery (https://drexel.edu/pearlsteingallery/)
- MAD Dragon Media Group (http://maddragonrecords.com/)
- Mandell Theater (http://www.drexel.edu/performingarts/about/facilities/mandell-theater/)
- Rudman Institute for Entertainment Industry Studies (https://drexel.edu/westphal/about/rudman-institute/)
- WKDU (http://www.wkdu.org/), Drexel's student-run radio station

Entertainment and Arts Management Faculty

Jacqueline Borock, JD *(Widener University)*. Adjunct Professor. Media Law, Media deal making, intellectual property, First Amendment

Julie Goodman, MFA *(Temple University) Department Head, Arts & Entertainment Enterprise*. Associate Professor. Cultural policy, political activism in the arts, changes in economic and social policy, arts sector changes.

Brea M. Heidelberg, PhD *(The Ohio State University) Program Director, Entertainment and Arts Management. .* Associate Professor. Human resources management; Leadership development; Organizational structuring; Planning and evaluation.

Roberta Johnson, MS *(Drexel University)*. Adjunct Professor.

Shannon Lacek, BA *(University of Central Florida)*. Assistant Teaching Professor. Nonprofit management, performing arts and film festivals, strategic planning, marketing, audience development, fundraising, venue operations, finance, board development, and government relations.

Taneshia Laird, BBA *(Bernard Baruch College, CUNY)*. Adjunct Professor. Strategic management in entertainment and arts management.

Brian Moore, MFA *(Louisiana State University)*. Associate Teaching Professor. Commercial entertainment: film, theatre, television. Nonprofit organizations: theatre, general fund development; strategic planning; communications and marketing; executive management.

Reneé Moore, PhD *(Emory University)*. Research Professor. Director, Biostatistics Scientific Collaboration Center. Director, Diversity, Equity, and Inclusion, Department of Epidemiology and Biostatistics. Research Professor. Department of Epidemiology and Biostatistics. Clinical trials; health disparities; obesity prevention.

Jeanne McHale Waite, BA *(Temple University)*. Assistant Teaching Professor. Digital content production and management; Financial management; Media management; Operations and distribution

Emeritus Faculty

Lawrence Epstein, MBA *(Cornell University)*. Teaching Professor. Media Finance, Station Group Management Media Analytics, Financial, Technical and Strategic Planning. Technology Assessment and Management, New Venture Management.

Fashion Design

Major: Fashion Design
Degree Awarded: Bachelor of Science (BS)
Calendar Type: Quarter
Total Credit Hours: 184.0
Co-op Options: One Co-op (Four years)
Classification of Instructional Programs (CIP) code: 50.0407
Standard Occupational Classification (SOC) code: 27-1022

About the Program

The Fashion Design program at Drexel University's Antoinette Westphal College of Media Arts & Design (https://drexel.edu/westphal/academics/undergraduate/FASH/) educates and trains visionary designers to use an integrated approach toward the creation of contemporary fashion within the context of an expanding, yet converging, global economy and society. Through a series of courses offered freshman year, students will explore the challenges facing our industry and learn how to implement inclusive, responsible, and sustainable solutions in their design process. The fusion of art, design, science, and technology serves as a springboard for the production of unique apparel for the 21st century, and represents a transdisciplinary approach that requires flexibility and focus. Over the past two decades, Drexel's Fashion Design program has developed a stellar, international

reputation and is ranked in the top four nationally and 14th worldwide. That is due, in part, to a passionate and experienced faculty, novel approaches to pedagogy, and participation in national and international competitions. Faculty and alumni connections to industry leaders strongly augment and catalyze the program, the strength of which is closely linked to the philosophy that each student has a distinct vision and a unique aesthetic that must be cultivated on an individual basis.

Students have 24-hour access to state-of-the-art studios including CLO-3D virtual garment simulation, CLO-3D pattern making, Shima Seiki Apex-3 design technology, and automated knitwear machines. The Shima Seiki Fashion Knitting Lab (https://drexel.edu/westphal/academics/graduate/FASH/ research/shima-seiki/), located on third floor of the URBN Center, features the latest equipment for the design, simulation, and production of fully fashioned knitwear. Students can engage in collaborative University-wide research through the use of the Shima Seiki Haute Technology Laboratory (https://drexel.edu/excite/discovery/shima-seiki-haute-tech-lab/) and the Hybrid Making Lab (https://drexel.edu/westphal/about/overview/making_spaces/ HybridMakingLab/) located on the URBN Center's first floor. They acquire detailed knowledge about industrial productions, advanced technologies in design, collaborative design, materials and processes, and the marketing and merchandising of clothing.

Accordingly, our future fashion designers, both undergraduates and graduates alike, develop an intuitive and practical understanding of design through a fine arts foundation, while studying the psychological, social, and historical contexts of fashion through the world-renowned Robert and Penny Fox Historic Costume Collection (http://www.drexel.edu/foxcollection/) (FHCC). Importantly, the students are provided with commercial studio/atelier training that goes hand in hand with classroom instruction through the University's cooperative education program (https://drexel.edu/ westphal/academics/co-op/). Cooperative education offers invaluable opportunities for students to observe and participate in the fashion industry at the ground level. Critiques by visiting professionals are included in all upper level courses and provide valuable "real world" input as well as future career connections. A large percentage of students spend a term studying abroad (http://www.drexel.edu/studyabroad/) in the world's great fashion capitals, including London (https://studyabroad.drexel.edu/?FuseAction=Programs.ViewProgram&Program_ID=10070&Type=O&sType=O), England and Florence (https://studyabroad.drexel.edu/?FuseAction=Programs.ViewProgram&Program_ID=40220), Italy. Students can also choose from a range of intensive courses abroad (ICA) such as Drexel's Fashion Break in South Korea: Korean Fashion Industry (https://studyabroad.drexel.edu/?FuseAction=Programs.ViewProgram&Program_ID=47802). Upon graduation, students show their collections (https://drexel.edu/westphal/academics/undergraduate/FASH/Creative-Work/FashionShow2019Highlights/) in the annual fashion show. For 2021, in response to Covid-19, the virtual Drexel Fashion Design Show (https://nam10.safelinks.protection.outlook.com/? url=https%3A%2F%2Fwestphal.design%2FFD%2FFashionShow21%2F&data=04%7C01%7Ccag48%40drexel.edu %7C275d426b13ef4507459808d92604d028%7C3664e6fa47bd45a696708c4f080f8ca6%7C0%7C0%7C637582624372122741%7CUnknown %7CTWFpbGZsb3d8eyJWIjoiMC4wLjAwMDAiLCJQIjoiV2luMzIiLCJBTiI6Ik1haWwiLCJXVCI6Mn0%3D %7C1000&sdata=0DK8%2FR8YSm3DhfO080N3IyGzxB%2FGHIf%2FyC8cfyfsFig%3D&reserved=0) was created to showcase student work.

Additional Information

For more information about this major, visit the College's Fashion Design (https://drexel.edu/westphal/academics/undergraduate/FASH/) page.

Degree Requirements

General education requirements

CIVC 101	Introduction to Civic Engagement	1.0
COOP 101	Career Management and Professional Development	1.0
ENGL 101	Composition and Rhetoric I: Inquiry and Exploratory Research	3.0
or ENGL 111	English Composition I	
ENGL 102	Composition and Rhetoric II: Advanced Research and Evidence-Based Writing	3.0
or ENGL 112	English Composition II	
ENGL 103	Composition and Rhetoric III: Themes and Genres	3.0
or ENGL 113	English Composition III	
ENVS 160	Environment in the News	2.0
ENVS 260	Environmental Science and Society	3.0
GEO 111	Natural Disasters	3.0
MATH 119	Mathematical Foundations for Design	4.0
UNIV A101	The Drexel Experience	2.0
Required Arts and humanities-students elect a minimum of 9.0 credits		9.0
Required Social science-students elect a minimum of 9.0 credits		9.0
Free electives		24.0
Visual studies requirements		
ARTH 314	Contemporary Art	3.0
Required Art History-Students elect a minimum 6.0 additional ARTH credits		6.0
VSST 101	Design I	4.0
VSST 102	Design II	4.0
VSST 103	Design III	4.0
VSST 110	Introductory Drawing	3.0
VSST 111	Figure Drawing I	3.0
VSST 113	Figure Drawing for Fashion	3.0

VSST 301	Painting I	4.0
VSST 304	Materials Exploration	4.0
Select one of the following Multimedia courses:		4.0
VSST 201	Multimedia: Performance	
VSST 202	Multimedia: Space	
VSST 203	Multimedia: Materials	
Fashion design requirements		
ARTH 335 [WI]	History of Costume I: Preclassical to 1800	3.0
ARTH 336 [WI]	History of Costume II: 1800-1920	3.0
FASH 200	Sustainable Practice in Fashion	3.0
FASH 211	Fashion Drawing I	3.0
FASH 212	Fashion Drawing II	3.0
FASH 231	Textile Science for Fashion Design	3.0
FASH 241	Construction Skills	4.0
FASH 309	Visual Communication in Fashion	3.0
FASH 312	Surface Design for Textiles	3.0
FASH 314	Fashion Portfolio I	3.0
FASH 315	Computer Aided Design for Patternmaking	3.0
or FASH 319	Fashion Design in 3-D Space	
FASH 318	Technical Design for Industry	3.0
FASH 341	Patternmaking I	4.0
FASH 342	Patternmaking II	4.0
FASH 343	Tailoring	4.0
FASH 348	Fashion Design I: Fabric to Form	4.0
FASH 353	Fashion Design II: Knitwear	4.0
FASH 354	Fashion Design III: Sustainable Design	4.0
FASH 355	Fashion Design IV: Collection Research & Development	4.0
FASH 464	Fashion Portfolio II	3.0
FASH 491	Collection I	4.0
FASH 492	Collection II	3.0
Total Credits		**184.0**

Sample Plans of Study

Standard Plan

(See below for Study Abroad plan of study)

First Year

Fall	Credits	Winter	Credits	Spring	Credits	Summer	Credits
ENVS 260	3.0	FASH 241	4.0	CIVC 101	1.0	VACATION	
FASH 200	3.0	GEO 111	3.0	ENVS 160	2.0		
UNIV A101	1.0	UNIV A101	1.0	FASH 341	4.0		
VSST 101	4.0	VSST 102	4.0	MATH 119	4.0		
VSST 110	3.0	VSST 111	3.0	VSST 103	4.0		
				VSST 113	3.0		
	14		**15**		**18**		**0**

Second Year

Fall	Credits	Winter	Credits	Spring	Credits	Summer	Credits
ENGL 101 or 111	3.0	COOP 101	1.0	ENGL 102 or 112	3.0	ENGL 103 or 113	3.0
FASH 211	3.0	FASH 212	3.0	FASH 318	3.0	VSST 301	4.0
FASH 309	3.0	FASH 231	3.0	FASH 353	4.0	VSST 201, 202, or 203	4.0
FASH 342	4.0	FASH 312	3.0	Free elective	3.0	Social Science elective	3.0
VSST 304	4.0	FASH 348	4.0	Art History Elective	3.0		
		ARTH 314	3.0				
	17		**17**		**16**		**14**

Third Year

Fall	Credits	Winter	Credits	Spring	Credits	Summer	Credits
COOP EXPERIENCE		COOP EXPERIENCE		ARTH 335	3.0	ARTH 336	3.0
				FASH 315 (or elective)	3.0	FASH 314	3.0
				FASH 343	4.0	FASH 354	4.0
				Art History Elective	3.0	Arts and Humanities elective	3.0

Fall	Credits	Winter	Credits	Spring	Credits
				Arts and Humanities elective	3.0
	0		0		16	13

Fourth Year

Fall	Credits	Winter	Credits	Spring	Credits
FASH 355	4.0	FASH 319	3.0	FASH 492	3.0
FASH 464	3.0	FASH 491	4.0	Free electives	12.0
Arts and Humanities elective	3.0	Social Science elective	3.0		
Social Science elective	3.0	Free elective	3.0		
Free elective	3.0				
	16		13		15

Total Credits 184

Study Abroad

First Year

Fall	Credits	Winter	Credits	Spring	Credits	Summer	Credits
ENVS 260	3.0	FASH 241	4.0	CIVC 101	1.0	VACATION	
FASH 200	3.0	GEO 111	3.0	ENVS 160	2.0		
UNIV A101	1.0	UNIV A101	1.0	FASH 341	4.0		
VSST 101	4.0	VSST 102	4.0	MATH 119	4.0		
VSST 110	3.0	VSST 111	3.0	VSST 103	4.0		
				VSST 113	3.0		
	14		15		18		0

Second Year

Fall	Credits	Winter	Credits	Spring	Credits	Summer	Credits
ENGL 101 or 111	3.0	COOP 101	1.0	ENGL 102 or 112	3.0	ENGL 103 or 113	3.0
FASH 211	3.0	ARTH 314	3.0	FASH 318	3.0	VSST 301	4.0
FASH 309	3.0	FASH 212	3.0	FASH 353	4.0	VSST 201, 202, or 203	4.0
FASH 342	4.0	FASH 231	3.0	Art History Elective	3.0	Social Science elective	3.0
VSST 304	4.0	FASH 312	3.0	Free elective	3.0		
		FASH 348	4.0				
	17		17		16		14

Third Year

Fall	Credits	Winter	Credits	Spring	Credits	Summer	Credits
COOP EXPERIENCE		COOP EXPERIENCE		ARTH 335	3.0	ARTH 336	3.0
				FASH 315 (or elective)	3.0	FASH 314	3.0
				FASH 343	4.0	FASH 354	4.0
				Art History Elective	3.0	Arts and Humanities elective	3.0
				Arts and Humanities elective	3.0		
	0		0		16		13

Fourth Year

Fall	Credits	Winter	Credits	Spring	Credits
FASH 464	3.0	FASH 319	3.0	FASH 492	3.0
FASH 355	4.0	FASH 491	4.0	Free electives	12.0
Free elective	3.0	Free elective	3.0		
Arts and Humanities elective	3.0	Social Science elective	3.0		
Social Science elective	3.0				
	16		13		15

Total Credits 184

Co-op/Career Opportunities

Drexel Co-op is a renowned collegiate program. Students spend a minimum of six months either in the US (http://www.drexel.edu/westphal/academics/co-op/) or abroad (http://www.drexel.edu/scdc/co-op/international/) where they can apply their skills in the challenging and exciting fashion industry. Areas of opportunity include garment design, concept design, product development, production, textile design, costume design, technical design, CAD, publishing, curatorial work, promotion, and marketing. During the cooperative education, program students apply their industry knowledge and gain experience in the diverse, fast paced global world of fashion. Students forge long lasting relationships with alumni and other industry professionals.

Co-op Experiences

Some past co-op employers of fashion design students include:

- A Wish Come True, Greater Philadelphia Area
- Abercrombie & Fitch, Ohio
- Alice & Olivia, New York
- Althea Harper, New York
- Amsale, New York
- Austin Scarlett, New York
- Australian Internships - Bec & Bridge
- Badgley Mischka, New York
- Beijing Yu Wen Hua Apparel Company
- BCBG Max Azria, California
- Bioko Biodiversity Protection Program, Equatorial Guinea
- Blazina International, Philadelphia
- BODE, New York
- Calvin Klein, New York
- Centric Brands, New York
- Charlotte Ronson, New York
- Chico's FAS, Inc., Ft. Meyers Fl
- Christian Soriano, New York
- Costume Design- brittany Ann Cormack, Santa Monica, CA
- Dennis Basso/Stallion Inc.,New York
- Derek Lam, New York
- Destination Maternity Corporation, Moorestown, NJ
- Dew E Dew Concept Company, South Korea
- DYLANLEX, Philadelphia, PA
- Elite Sportswear, L.P., Reading, PA
- Elie Tahari, New York
- Elixir Fashion Apparel & Alicia Lee Designs, China
- Faherty Brand, New York
- For Love and Lemons, Los Angeles, CA
- Gelmart International, New York
- Hanky Panky, LTD, New York
- Haute Hippie, New York
- Heidi Merrick, Los Angeles, CA
- Jill Stuart International, New York
- Joe Fresh, New York
- Jordache Enterprises, New York
- Junko Yoshioka, New York
- Komar, Jersey City, NJ
- Lela Rose, New York
- Lewuxing Culture Communication Co., Ltd., China
- Lillie Designs/ Lillie Couture, Philadelphia, PA
- Lilly Pulitzer, Greater Philadelphia Area
- LL Bean, Freeport, ME
- Lori Coulter, LLC, St. Louis, MO
- Maggie Norris Couture, New York
- Marchesa, New York, NY
- Marios Schwab Ltd., London, UK
- Michael Kors, New York
- Milly LLC, New York

- Naeem Khan LTD, New York
- Nanette Lepore,New York
- Nation Design, New York
- Ohne Titel, New York
- PARIGI Group, Greater Philadelphia Area
- Parker, New York
- Peter Pilotto, London, UK
- Philadelphia Museum of Art, Philadelphia, PA
- Priscilla Costa, Greater Philadelphia Area
- Rockport, West Newton, MA
- Sally Lapointe, New York
- Shehu, Philadelphia, PA
- Shima Seiki Haute Tech Lab, Center for Functional Fabrics, Philadelphia, PA
- Shima Seiki USA, Inc., South New Jersey
- Shoshanna, New York
- SOTU Productions, New York
- Thakoon, New York
- The Mews Bridal, London, England
- The Tailory, Philadelphia, PA
- Timo Weiland, New York
- Top Hat Formal Wear, Puerto Rico
- Triam International Limited, Kowloon Hong Kong
- Ulla Johnson, New York
- Urban Outfitters, Philadelphia, PA
- Veda, New York
- VF Sportswear, New York
- Walter Baker, New York
- Yes Master for IMAGO Creations, Ltd, Middlesex, UK
- Yumi Kim, New York
- Zac Posen, New York

 Visit the Drexel Steinbright Career Development Center (http://www.drexel.edu/scdc/) page for more detailed information on co-op and post-graduate opportunities.

Facilities

Drexel University's Antoinette Westphal College of Media Arts & Design is located in the new URBN Center at 3501 Market Street in Philadelphia. The URBN Center is a 140,000-square-foot, state-of-the art facility where the Fashion Design studios are located on the third floor.

Classes are held in fully equipped studios for design and construction, pattern drafting, CAD design, 3-D garment simulation, and textile design including a dedicated senior and graduate design studio. Other studios on the third floor include a specialty equipment lab, computer lab, knitwear studio, a fabric dying and research lab, fashion drawing studio, and the Charles Evans Library. In our state-of-the art knitwear lab, students have access to Shima Seiki's computerized flat knitting machine and APEX Design Systems.

The R (http://www.drexel.edu/westphal/resources/FHCC/)obert and Penny Fox Historic Costume Collection (http://www.drexel.edu/foxcollection/) (FHCC), currently estimated to hold more than 12,000 objects, is located on the first floor and is an invaluable library, archive, gallery, and educational tool for our students as well as scholars, historians, artists, and designers in the national and international community. Also located on the first floor is the Hybrid Making Lab (http://www.drexel.edu/westphal/about/overview/making_spaces/HybridMakingLab/). This lab provides collaborative design and research opportunities both within Westphal College and University wide. The Shima Seiki Fashion Knitting Lab (https://drexel.edu/westphal/academics/ graduate/FASH/research/shima-seiki/) is located on the third floor of the URBN Center. The Shima Seiki Haute Technology Lab (https://drexel.edu/ excite/discovery/shima-seiki-haute-tech-lab/), located at 3101 Market Street, welcomes students and faculty from across the University as well as the community.

The open environment of the URBN Center provides opportunity for collaboration with all of the programs at the Westphal College. Design & Merchandising is on the first floor, opposite the main lobby where work from all of the College's students is regularly displayed. Digital Media, Animation & Visual Effects, Game Art & Production, Web Development & Interaction Design, Product Design, Graphic Design, Interiors, and Architecture's studios

and labs are also located in the URBN Center. The Center encourages anyone interested to schedule a visit (http://www.drexel.edu/westphal/about/contact/) to experience the creativity, technology, innovation, and resulting excitement.

Fashion Design Faculty

Danielle Claassen, MS *(Drexel University)*. Fashion Laboratory Technician and Instructor Owner/Designer Neutral States Clothing, Knitwear specialist

Kathrine Cox, BFA *(Rhode Island School of Design)*. Adjunct Professor. Fashion Designer at Free People. Print Surface Design Specialist.

Genevieve Dion, MFA *(University of the Arts) Director, Center for Functional Fabrics.* Associate Professor. Industrial designer, wearable artist, new materials technology research.

Ann Gerondelis, AIA, IDSA *(Georgia Institute of Technology) Design Department Head*. Teaching Professor. Embodied perception and its relationship to the design of human experiences, from the scale of the built environment to objects that surround us.

Liz Goldberg, MFA *(Pratt Institute)*. Adjunct Professor. Artist, painter and animator

Cynthia Golembuski, MS *(Drexel University) Associate Program Director, Fashion Design*. Teaching Professor. Fashion designer, illustrator, computer aided design.

Lisa Hayes, BFA *(Syracuse University) Program Director, Fashion Design*. Associate Professor. Fashion designer, product designer, pattern design, sustainability specialist.

Jaeyoon Jeong, MS *(Drexel University)*. Assistant Teaching Professor. Owner/Designer Jaeyoon Jeong Collection, 3D garment simulation and patternmaking.

Jackie Kilmartin, MS *(University of the Sciences)*. Assistant Professor. Owner/designer Lillian Jackson Textiles, bio-medical textile engineer, Shima Seiki Knitwear Specialist

Hyun-Ah Kim, BS *(Drexel University)*. Adjunct Professor. Designer and design consultant, CAD pattern maker and design consultant

Kathi Martin, MSIS *(Drexel University) Associate Director of the Graduate Program in Fashion Design*. Professor. Fashion and textile designer; textile artist; CAD and 3D garment simulation, best practices online databases and graphic interfaces for fashion and historic costume, virtual characters for fashion design.

Domenica Vinci, BS *(Philadelphia University)*. Adjunct Professor. Fashion Designer at Off da Wall Graffiti

Emeritus Faculty

Roberta Gruber, MS *(Drexel University)*. Associate Professor Emeritus. Fashion designer and illustrator; wearable artist, merchandiser, special events.

Film & Television

Major: Film and Television
Degree Awarded: Bachelor of Science (BS)
Calendar Type: Quarter
Total Credit Hours: 186.0
Co-op Options: One Co-op (Four years)
Classification of Instructional Program (CIP) code: 50.0602
Standard Occupational Classification (SOC) code: *27-2012*; *27-4031*; *27-4032*

About the Program

The Film & Television major offers a balance of technical craft and artistic vision that prepares students to pursue professional careers in the Film and Television industries. The program is hands-on with core themes driving each year: Story, Voice, Professional Practice, and Implementation. There is also substantial coursework in screenwriting and film studies.

This highly competitive program, with only sixty-four freshmen accepted annually, features smaller classes that foster student-faculty interaction and mentoring, as well as ample access to excellent equipment. The unique Drexel co-op and Los Angeles Summer Program enhance education by providing students with professional employment experience.

The Film & Television program also offers a minor in Film Studies (p. 166).

Additional Information

For more information about this program, contact the program director:

John Avarese
Film & Television
Department of Cinema and Television
Antoinette Westphal College of Media Arts and Design
jva23@drexel.edu

Admission Requirements

- Optional portfolio
- GPA: 2.75
- SAT: 1100

Degree Requirements

General Education Requirements

ARTH 102	History of Art II	3.0
CIVC 101	Introduction to Civic Engagement	1.0
COOP 101	Career Management and Professional Development	1.0
ENGL 101	Composition and Rhetoric I: Inquiry and Exploratory Research	3.0
or ENGL 111	English Composition I	
ENGL 102	Composition and Rhetoric II: Advanced Research and Evidence-Based Writing	3.0
or ENGL 112	English Composition II	
ENGL 103	Composition and Rhetoric III: Themes and Genres	3.0
or ENGL 113	English Composition III	
MATH 119	Mathematical Foundations for Design	4.0
UNIV A101	The Drexel Experience	2.0
Required Arts and Humanities-students select a minimum of 9 credits		9.0
Required Natural Science-students select a minimum of 6 credits		6.0
Required Social Science-students select a minimum of 9 credits		9.0
Electives *		24.0

Film & TV Production Core Courses

FMST 101	Film History I: Emergence	3.0
FMST 102	Film History II: New Waves	3.0
FMST 203	Film History III: Trends	3.0
FMST 250	Documentary Studies	3.0
FMTV 100	Visual Storytelling	3.0
FMTV 110	Basic Cinematography	3.0
FMTV 115	Basic Editing	3.0
FMTV 120	Basic Sound	3.0
FMTV 131	Multi-Camera Production	3.0
FMTV 185	TV Industry	3.0
FMTV 201	Portfolio Prep	1.0
FMTV 202	Scene Analysis	3.0
FMTV 210	Intermediate Cinematography	3.0
FMTV 211	Intermediate Lighting	3.0
FMTV 215	Intermediate Editing	3.0
FMTV 216	DIT & Workflows	3.0
FMTV 220	Intermediate Sound	3.0
FMTV 240	Narrative Production	3.0
FMTV 250	Documentary Production	3.0
FMTV 270	Basic Directing	3.0
FMTV 280	Basic Producing	3.0
FMTV 283	Legal Basics for Filmmakers	3.0
FMTV 345	TV Series Production I	3.0
or FMTV 346	TV Series Production II	
FMTV 355	DNews	3.0
FMTV 360	Experimental Production	3.0
FMTV 401	Career Prep	3.0
FMTV 495	Senior Project I	3.0
FMTV 496	Senior Project II	3.0
FMTV 497	Senior Project III	3.0
SCRP 150	Entertainment Storytelling Fundamentals	3.0

SCRP 270 [WI]	Screenwriting I	3.0
SCRP 280 [WI]	Writing the Short Film	3.0
or SCRP 281	Writing Episodic Shorts	
SCRP 370	Screenplay Story Development	3.0
TVST 100	Recent TV Trends	3.0
Advanced Production Choice - Select three of the following (includes 300 level FMTV, FMVD, SCRP or TVPR courses):		**9.0**
FMTV 291	Film & TV Internship	
FMTV 310	Camera Operators Workshop	
FMTV 311	Steadicam Workshop	
FMTV 313	Advanced Camera	
FMTV T380	Special Topics in Film & TV	
FMTV T480	Special Topics in Film & TV	
SCRP 350	TV Comedy Practicum	
SCRP 353	TV Drama Practicum	
TVPR 236	Reality TV Production	
TVPR 291	Television Internship	
TV Production Choice - Select two of the following (may repeat):		**6.0**
FMTV 345	TV Series Production I	
FMTV 346	TV Series Production II	
FMTV 355	DNews	
FMTV 415	TV Series Editing	
FMTV T380	Special Topics in Film & TV	
FMTV T480	Special Topics in Film & TV	
Film Studies or Television Studies Course - Select one of the following (any FMST-Film Studies or TVST-Television Studies course not already required):		**3.0**
FMST 255	Hitchcock	
FMST 262	Film Comedy	
FMST 290	Hollywoodland I	
FMST 291	Hollywoodland II	
FMST 352	The Horror Film	
FMST T380	Special Topics in Film Studies	
FMST T480	Special Topics in Film Studies	
FMTV 319	Post Color Correction	
TVST 361	Art of TV Comedy	
TVST 362	Art of TV Drama	
TVST 363	Science Fiction Television	
TVST 364	Teen Television	
TVST 368	Supernatural Fantasy TV Shows	
TVST T380	Special Topics in TV Studies	
TVST T480	Special Topics in TV Studies	
Total Credits		**186.0**

*   Includes Film & TV as well as general electives.

Sample Plan of Study

Fall Winter co-op cycle

First Year

Fall	Credits	Winter	Credits	Spring	Credits	Summer	Credits
ARTH 102	3.0	ENGL 102	3.0	CIVC 101	1.0	VACATION	
ENGL 101	3.0	FMST 102	3.0	ENGL 103 or 113	3.0		
FMST 101	3.0	FMTV 115	3.0	FMTV 131	3.0		
FMTV 110	3.0	FMTV 120	3.0	FMTV 100	3.0		
SCRP 150	3.0	SCRP 270	3.0	MATH 119	4.0		
UNIV 101	1.0	UNIV A101	1.0	TVST 100	3.0		
	16		**16**		**17**		**0**

Second Year

Fall	Credits	Winter	Credits	Spring	Credits	Summer	Credits
FMST 250	3.0	COOP 101 *	1.0	FMST 203	3.0	FMTV 185	3.0
FMTV 202	3.0	FMTV 215	3.0	FMTV 211	3.0	Arts and Humanities Elective	3.0
FMTV 216	3.0	FMTV 220	3.0	FMTV 240	3.0	Elective	3.0

Fall	Credits	Winter	Credits	Spring	Credits	Summer	Credits
FMTV 210	3.0	FMTV 346	3.0	FMTV 270	3.0	Film or TV Studies Elective	3.0
FMTV 250	3.0	FMTV 355	3.0	FMTV 280	3.0	Social Science Elective	3.0
FMTV 201	1.0	SCRP 280 or 281	3.0				
	16		**16**		**15**		**15**

Third Year

Fall	Credits	Winter	Credits	Spring	Credits	Summer	Credits
COOP EXPERIENCE		COOP EXPERIENCE		FMTV 283	3.0	SCRP 370	3.0
				FMTV 360	3.0	Natural Science Elective	3.0
				TV Production Choice	3.0	Social Science Elective	3.0
				Advanced Production Elective	3.0	Arts and Humanities Elective	3.0
				Natural Science Choice	3.0	Advanced Production Elective	3.0
	0		**0**		**15**		**15**

Fourth Year

Fall	Credits	Winter	Credits	Spring	Credits
FMTV 401	3.0	FMTV 496	3.0	FMTV 497	3.0
FMTV 495	3.0	Advanced Production Elective	3.0	Electives	12.0
TV Production Choice	3.0	Arts and Humanities Elective	3.0		
Social Science Elective	3.0	Electives	6.0		
Elective	3.0				
	15		**15**		**15**

Total Credits 186

*   Co-op cycles may vary. Students are assigned a co-op cycle (fall/winter, spring/summer, summer-only) based on their co-op program (4-year, 5-year) and major.

COOP 101 registration is determined by the co-op cycle assigned and may be scheduled in a different term. Select students may be eligible to take COOP 001 in place of COOP 101.

Spring Summer co-op cycle

First Year

Fall	Credits	Winter	Credits	Spring	Credits	Summer	Credits
ENGL 101 or 111	3.0	ARTH 102	3.0	ENGL 103 or 113	3.0	VACATION	
FMST 101	3.0	ENGL 102 or 112	3.0	CIVC 101	1.0		
FMTV 110	3.0	FMST 102	3.0	FMTV 100	3.0		
FMTV 115	3.0	FMTV 131	3.0	MATH 119	4.0		
FMTV 120	3.0	SCRP 270	3.0	SCRP 150	3.0		
UNIV A101	1.0	UNIV A101	1.0	TVST 100	3.0		
	16		**16**		**17**		**0**

Second Year

Fall	Credits	Winter	Credits	Spring	Credits	Summer	Credits
FMTV 202	3.0	FMTV 201	1.0	COOP 101 *	1.0	FMTV 185	3.0
FMTV 211	3.0	FMTV 210	3.0	FMST 203	3.0	Arts and Humanities Elective	3.0
FMTV 220	3.0	FMTV 216	3.0	FMST 250	3.0	Elective	3.0
FMTV 345	3.0	FMTV 240	3.0	FMTV 215	3.0	Film or TV Studies Choice	3.0
SCRP 280 or 281	3.0	FMTV 270	3.0	FMTV 250	3.0	Social Science Elective	3.0
		FMTV 280	3.0	FMTV 355	3.0		
	15		**16**		**16**		**15**

Third Year

Fall	Credits	Winter	Credits	Spring	Credits	Summer	Credits
FMTV 283	3.0	SCRP 370	3.0	COOP EXPERIENCE		COOP EXPERIENCE	
FMTV 360	3.0	Natural Science Choice	3.0				
TV Production Choice	3.0	Social Science Elective	3.0				
Advanced Production Elective	3.0	Arts and Humanities Elective	3.0				
Natural Science Choice	3.0	Advanced Production Elective	3.0				
	15		**15**		**0**		**0**

Fourth Year

Fall	Credits	Winter	Credits	Spring	Credits
FMTV 495	3.0	FMTV 401	3.0	FMTV 497	3.0
TV Production Choice	3.0	FMTV 496	3.0	Electives	12.0
Social Science Elective	3.0	Advanced Production Elective	3.0		
Electives	6.0	Arts and Humanities Elective	3.0		
		Elective	3.0		
	15		**15**		**15**

Total Credits 186

*   Co-op cycles may vary. Students are assigned a co-op cycle (fall/winter, spring/summer, summer-only) based on their co-op program (4-year, 5-year) and major.

COOP 101 registration is determined by the co-op cycle assigned and may be scheduled in a different term. Select students may be eligible to take COOP 001 in place of COOP 101.

Co-op/Career Opportunities

Opportunities

Students who study film and video can move on to careers as film or video directors, producers, video or film editors, directors of photography (film), camerawork, as well as grips and special effects coordinators.

Co-Op Experiences

Some past co-op employers of film and video students include:

* USA Network, New York
* Comcast, Philadelphia
* Bad Robot, Los Angeles
* ICM, Los Angeles
* Focus Features, New York
* Law & Order, New York
* NFL Films, Mount Laurel, New Jersey
* Tribecca Film Center, New York
* National Geographic Television, Washington DC
* NBC, New York
* Paramount Studios, Los Angeles
* MTV, New York

Visit the Drexel Steinbright Career Development Center (http://www.drexel.edu/scdc/) page for more detailed information on co-op and post-graduate opportunities.

Facilities

Film and Video facilities include a shooting studio with green screen; two screening rooms; a fully equipped HD television studio; post-production labs for editing, color correction and audio recording & mixing; specially outfitted multimedia rooms; state of the art film production equipment including cameras, steadicams, lighting and audio equipment.

Additionally, the college operates DUTV (http://www.dutv.org/), a HD cable television station reaching over 350,000 households.

Film & Television Faculty

John Avarese, BS *(Drexel University) Program Director.* Associate Teaching Professor. Film Composer, Sound Mixer.

Alison Bagnall, BA *(Yale University).* Assistant Professor. Feature film writer and director.

David Deneen, BFA *(Philadelphia College of Art).* Assistant Teaching Professor. Cinematography.

Gerard M. Hooper, MFA *(Temple University).* Teaching Professor. Documentary filmmaker.

Benjamin Kalina, MFA *(Temple University).* Assistant Professor. Documentary producer and director.

Matthew Kaufhold, MA *(University of North Carolina) Program Director, Screenwriting and Playwriting.* Associate Teaching Professor. Screenwriter, Producer.

Karin P. Kelly, MFA *(New York University) Department Head, Television and Media Management.* Associate Professor. Filmmaker. Author

Yvonne D. Leach, MFA *(Temple University).* Associate Professor. Television studies Scholar

Thomas Quinn, MFA *(Temple University).* Assistant Professor. Feature film writer and director.

David A. Schwartz, BA *(Rider University).* Associate Teaching Professor. Steadicam operator; cameraman.

Andrew Susskind, BA *(Harvard University).* Associate Teaching Professor. Producing for television, the sitcom, directing single and multi-camera.

Jocelyn Tarquini, MFA *(American Film Institute).* Associate Teaching Professor. Editor.

Game Design & Production

Major: Game Design and Production
Degree Awarded: Bachelor of Science (BS)
Calendar Type: Quarter
Total Credit Hours: 191.0
Co-op Options: Three Co-op (Five years); One Co-op (Four years)
Classification of Instructional Programs (CIP) code: 11.0899
Standard Occupational Classification (SOC) code: 27-1014; 25-1199

About the Program

Drexel's Game Design & Production major, nationally ranked as a top program by multiple organizations including the Princeton Review, provides students with a strong, broad-based foundation in digital design and content creation skills in a team project environment. Students try on a wide variety of roles in game development—from idea to reality in art and code—discovering the skill areas that they want to pursue, focusing their minors, elective courses, and team experiences as they progress through the program.

The major supports careers in any industry that wants to speak the language of real-time interactive games. Beyond the obvious entertainment sector of PC, mobile, or console games, graduates from the program are able to move into any industry in any geographic area in support of simulation, training, marketing, communications, and education.

The focus on project-based teamwork prepares students for cross-disciplinary work in any scale company. This includes large-budget AAA blockbuster game development with teams of hundreds in complex leadership hierarchies and focused, skilled technicians and artists, as well as small- and medium-size companies that require employees to wear multiple hats throughout development or independent studios that challenge individuals to juggle multiple responsibilities. Drexel Dragons can be specialists with a strong foundation that allows them to adapt, to be flexible bridge-builders and liaisons across art and technical teams, and rugged entrepreneurs wearing all the hats.

All industries evolve, and digital content creation of any type is particularly dynamic. Processes and job titles that exist today are likely to be automated in five years. Companies small to large will use established and newly developed commercially available tools, but also build and maintain their own in-house tools and pipelines.

Courses in Drexel's program evolve in response to industry trends and on-demand special topic courses are utilized to rapidly respond to student and industry developments. Gaining familiarity with rapidly changing industry-standard tools is important but it's equally important to be prepared to transfer skills in one tool into a different tool of the same type – to be able to move from a 3D modeling tool like Blender, to 3DS Max, to Maya, or to a proprietary in-house tool you can't touch until you're hired by that specific company. Drexel's program encourages students to become comfortable as tool-agnostic creators.

Students begin making game assets and games in their first terms as freshmen and continue making team-based game projects both small and large throughout their plan of study. Interdisciplinary teamwork is a core skill developed in teams of two to over eighteen, often spanning multiple programs including Computer Science, Music Industry, Animation, and more. Every project enables students to experiment and refine their experience in the many roles required to produce a finished game. Drexel University offers multiple opportunities to support the entrepreneurial minded student, from the Entrepreneurial Game Studio (http://egsdrexel.com/) to the Close School of Entrepreneurship (http://drexel.edu/close/) and the Baiada Institute for Entrepreneurship (http://drexel.edu/baiada/).

Career building begins inside the classroom with team projects and networking, and outside the classroom with six or eighteen months of co-op experiences. (p. 65)

To complement the creative focus of the Game Design & Production major, a minor in Computer Science is popular, and in many cases an ideal supplement for Game Design & Production students. This minor increases programming knowledge while maintaining a creative design and production focus. This or any of the over 120 minors available at Drexel would be easy to achieve within a plan of study using free electives.

Additional Information

To find out more about this major, visit the Westphal College's Game Design & Production Major (https://drexel.edu/westphal/academics/undergraduate/GDAP/) page.

Degree Requirements

General Education Requirements

CIVC 101	Introduction to Civic Engagement	1.0
COM 230	Techniques of Speaking	3.0
COOP 101	Career Management and Professional Development [*]	1.0
ENGL 101	Composition and Rhetoric I: Inquiry and Exploratory Research	3.0
or ENGL 111	English Composition I	
ENGL 102	Composition and Rhetoric II: Advanced Research and Evidence-Based Writing	3.0
or ENGL 112	English Composition II	
ENGL 103	Composition and Rhetoric III: Themes and Genres	3.0
or ENGL 113	English Composition III	
MATH 101	Introduction to Analysis I	4.0
PHYS 170	Electricity and Motion	3.0
PHYS 171	Computational Lab for Electricity and Motion	1.0
PHYS 175	Light and Sound	3.0
PHYS 176	Computational Lab for Light and Sound	1.0
UNIV A101	The Drexel Experience	2.0
Arts and humanities elective [**]		3.0
History (HIST) elective		4.0
Literature (ENGL) elective		3.0
Social sciences electives [***]		9.0
Free electives		23.0
Art and Art History Requirements		
ARTH 102	History of Art II	3.0
ARTH 103	History of Art III	3.0
ARTH 300 [WI]	History of Modern Design	3.0
VSST 108	Design I for Media	3.0
VSST 109	Design II for Media	3.0
VSST 110	Introductory Drawing	3.0
VSST 111	Figure Drawing I	3.0
Media and Computer Science Requirements		
CS 171	Computer Programming I	3.0
FMTV 110	Basic Cinematography	3.0
FMVD 206	Audio Production and Post	3.0
GMAP 231	Scripting for Game Design	3.0
SCRP 270 [WI]	Screenwriting I	3.0
Digital Media Core Requirements		
ANIM 140	Computer Graphics Imagery I	3.0
ANIM 145	Realtime Visualization	3.0
ANIM 211	Animation I	3.0
DIGM 105	Overview of Digital Media	3.0
DIGM 350 [WI]	Digital Storytelling	3.0
DIGM 451 [WI]	Explorations in New Media	3.0
DIGM 475 [WI]	Seminar: The Future of Digital Media	3.0
DIGM 490	Digital Media Senior Project [†]	9.0
DIGM 491	Digital Media Senior Project Studio [†]	3.0
GMAP 260	Overview of Computer Gaming	3.0
PROD 215	Design Thinking in Product Design	4.0
Gaming Requirements		
GMAP 101	Game Design Lab I	3.0
GMAP 102	Game Design Lab II	3.0
GMAP 121	Game Playtesting (Taken two times.)	2.0
GMAP 123	Basic Portfolio	1.0
GMAP 211	Game User Interface Design	3.0
GMAP 246	Advanced Portfolio (Taken three times.)	3.0
GMAP 301	Game History	3.0

GMAP 345	Game Development Foundations	3.0
GMAP 367	Character Animation for Gaming	3.0
GMAP 377	Game Development: Workshop I	3.0
GMAP 378	Game Development: Workshop II	3.0
GMAP 395	Advanced Game Design and Production	3.0
Select four of the following Gaming electives		**12.0**
ANIM 212	Animation II	
ANIM 388	Spatial Data Capture	
ENTP 105	Entrepreneurial Thinking	
GMAP 341	Serious Games	
GMAP 342	Experimental Games	
GMAP 360	Game Design from the Player's Perspective	
GMAP 368	Artificial Intelligence in Gaming	
GMAP 369	Mobile Game Development	
GMAP T180	Special Topics in Game Art and Production	
GMAP T280	Special Topics in Game Art and Production	
GMAP T380	Special Topics in Game Art and Production	
GMAP T480	Special Topics in Game Art and Production	
SCRP 290	Game: Universe & Story	
SCRP 295	Future of Narrative Games	
Total Credits		**191.0**

*　Co-op cycles may vary. Students are assigned a co-op cycle (fall/winter, spring/summer, summer-only) based on their co-op program (4-year, 5-year) and major.

COOP 101 registration is determined by the co-op cycle assigned and may be scheduled in a different term. Select students may be eligible to take COOP 001 in place of COOP 101.

**　Select 3.0 credits from 100-499 level courses, including T380-T480 in AFAS, ARTH, COM, ENGL, FMST, GST, HIST, IST, JWST, LANG, LING, MENA, MUSC, PHIL, PPE, PBHL, SCRP, THTR, TVST, WGST, WRIT, ARCH, DANC, INTR, PHTO, RELS, VSCM

***　Select 9.0 credits from 100-499 level courses, including T380-T480, in AFAS, ANTH, CJS, CS, ECON, ENSS, ENVS, PSI, PSY, PBHL, SOC, WGST

†　DIGM 490 and DIGM 491 are repeated 3 times each to complete the DIGM Capstone Senior Project sequence.

Sample Plan of Study

4 year, 1 co-op, Fall-Winter Coop Cycle

First Year

Fall	Credits	Winter	Credits	Spring	Credits	Summer	Credits
DIGM 105	3.0	ANIM 140	3.0	ANIM 145	3.0	VACATION	
ENGL 101 or 111	3.0	ENGL 102 or 112	3.0	CIVC 101	1.0		
GMAP 101	3.0	GMAP 102	3.0	ENGL 103 or 113	3.0		
PHYS 170	3.0	GMAP 123	1.0	FMTV 110	3.0		
PHYS 171	1.0	PHYS 175	3.0	GMAP 121	1.0		
UNIV A101 (Department Specific)	1.0	PHYS 176	1.0	MATH 101	4.0		
VSST 110	3.0	UNIV A101 (Program Specific)	1.0	VSST 109	3.0		
		VSST 108	3.0				
	17		**18**		**18**		**0**

Second Year

Fall	Credits	Winter	Credits	Spring	Credits	Summer	Credits
ANIM 211	3.0	ARTH 102	3.0	COM 230	3.0	ARTH 103	3.0
CS 171	3.0	COOP 101*	1.0	GMAP 246	1.0	DIGM 350	3.0
GMAP 211	3.0	GMAP 231	3.0	GMAP 345	3.0	FMVD 206	3.0
GMAP 260	3.0	GMAP 367	3.0	SCRP 270	3.0	GMAP 395	3.0
GMAP 301	3.0	PROD 215	4.0	Free Elective	3.0	Gaming Elective	3.0
		VSST 111	3.0	Gaming Elective	3.0		
	15		**17**		**16**		**15**

Third Year

Fall	Credits	Winter	Credits	Spring	Credits	Summer	Credits
COOP EXPERIENCE		COOP EXPERIENCE		ARTH 300	3.0	DIGM 475	3.0
				DIGM 451	3.0	GMAP 121	1.0

Fall	Credits	Winter	Credits	Spring	Credits	Summer	Credits
				GMAP 246	1.0	GMAP 378	3.0
				GMAP 377	3.0	Free Elective	3.0
				Arts and Humanities Elective	3.0	Gaming Elective	3.0
				Gaming Elective	3.0	Social Science Elective	3.0
	0		**0**		**16**		**16**

Fourth Year

Fall	Credits	Winter	Credits	Spring	Credits
DIGM 490	3.0	DIGM 490	3.0	DIGM 490	3.0
DIGM 491	1.0	DIGM 491	1.0	DIGM 491	1.0
Free Electives	6.0	GMAP 246	1.0	Free Electives	5.0
Literature (ENGL) Elective	3.0	Free Electives	6.0	History (HIST) Elective	4.0
Social Science Elective	3.0	Social Science Elective	3.0		
	16		**14**		**13**

Total Credits 191

*   Co-op cycles may vary. Students are assigned a co-op cycle (fall/winter, spring/summer, summer-only) based on their co-op program (4-year, 5-year) and major.

COOP 101 registration is determined by the co-op cycle assigned and may be scheduled in a different term. Select students may be eligible to take COOP 001 in place of COOP 101.

4 year, 1 co-op, Spring-Summer Coop Cycle

First Year

Fall	Credits	Winter	Credits	Spring	Credits	Summer	Credits
DIGM 105	3.0	ANIM 140	3.0	ANIM 145	3.0	VACATION	
ENGL 101 or 111	3.0	ENGL 102 or 112	3.0	CIVC 101	1.0		
GMAP 101	3.0	GMAP 102	3.0	ENGL 103 or 113	3.0		
PHYS 170	3.0	GMAP 123	1.0	FMTV 110	3.0		
PHYS 171	1.0	PHYS 175	3.0	GMAP 121	1.0		
UNIV A101 (Department Specific)	1.0	PHYS 176	1.0	MATH 101	4.0		
VSST 110	3.0	UNIV A101 (Program Specific)	1.0	VSST 109	3.0		
		VSST 108	3.0				
	17		**18**		**18**		**0**

Second Year

Fall	Credits	Winter	Credits	Spring	Credits	Summer	Credits
ANIM 211	3.0	ARTH 102	3.0	COM 230	3.0	ARTH 103	3.0
CS 171	3.0	GMAP 231	3.0	GMAP 246	1.0	COOP 101*	1.0
GMAP 211	3.0	GMAP 367	3.0	GMAP 345	3.0	DIGM 350	3.0
GMAP 260	3.0	PROD 215	4.0	SCRP 270	3.0	FMVD 206	3.0
GMAP 301	3.0	VSST 111	3.0	Free Elective	3.0	GMAP 395	3.0
				Gaming Elective	3.0	Gaming Elective	3.0
	15		**16**		**16**		**16**

Third Year

Fall	Credits	Winter	Credits	Spring	Credits	Summer	Credits
ARTH 300	3.0	DIGM 475	3.0	COOP EXPERIENCE		COOP EXPERIENCE	
DIGM 451	3.0	GMAP 121	1.0				
GMAP 246	1.0	GMAP 378	3.0				
GMAP 377	3.0	Free Elective	3.0				
Arts and Humanities Elective	3.0	Gaming Elective	3.0				
Gaming Elective	3.0	Social Science Elective	3.0				
	16		**16**		**0**		**0**

Fourth Year

Fall	Credits	Winter	Credits	Spring	Credits
DIGM 490	3.0	DIGM 491	1.0	DIGM 490	3.0
DIGM 491	1.0	DIGM 490	3.0	DIGM 491	1.0
Free Electives	6.0	GMAP 246	1.0	Free Electives	5.0
Literature (ENGL) Elective	3.0	Free Electives	6.0	History (HIST) Elective	4.0

Social Science Elective	3.0 Social Science Elective	3.0	
16	**14**	**13**	

Total Credits 191

* Co-op cycles may vary. Students are assigned a co-op cycle (fall/winter, spring/summer, summer-only) based on their co-op program (4-year, 5-year) and major.

COOP 101 registration is determined by the co-op cycle assigned and may be scheduled in a different term. Select students may be eligible to take COOP 001 in place of COOP 101.

5 year, 3 co-op, Fall-Winter COOP Cycle

First Year

Fall	Credits	Winter	Credits	Spring	Credits	Summer	Credits
DIGM 105	3.0	ANIM 140	3.0	ANIM 145	3.0	VACATION	
ENGL 101 or 111	3.0	COOP 101 *	1.0	CIVC 101	1.0		
GMAP 101	3.0	ENGL 102 or 112	3.0	ENGL 103 or 113	3.0		
PHYS 170	3.0	GMAP 102	3.0	FMTV 110	3.0		
PHYS 171	1.0	GMAP 123	1.0	GMAP 121	1.0		
UNIV A101 (Department Specific)	1.0	PHYS 175	3.0	MATH 101	4.0		
VSST 110	3.0	PHYS 176	1.0	VSST 109	3.0		
		UNIV A101 (Program Specific)	1.0				
		VSST 108	3.0				
	17		**19**		**18**		**0**

Second Year

Fall	Credits	Winter	Credits	Spring	Credits	Summer	Credits
COOP EXPERIENCE		COOP EXPERIENCE		ANIM 211	3.0	ARTH 102	3.0
				CS 171	3.0	GMAP 231	3.0
				GMAP 211	3.0	GMAP 367	3.0
				GMAP 260	3.0	PROD 215	4.0
				GMAP 301	3.0	VSST 111	3.0
	0		**0**		**15**		**16**

Third Year

Fall	Credits	Winter	Credits	Spring	Credits	Summer	Credits
COOP EXPERIENCE		COOP EXPERIENCE		COM 230	3.0	ARTH 103	3.0
				GMAP 246	1.0	DIGM 350	3.0
				GMAP 345	3.0	FMVD 206	3.0
				SCRP 270	3.0	GMAP 395	3.0
				Free Elective	3.0	Gaming Elective	3.0
				Gaming Elective	3.0		
	0		**0**		**16**		**15**

Fourth Year

Fall	Credits	Winter	Credits	Spring	Credits	Summer	Credits
COOP EXPERIENCE		COOP EXPERIENCE		ARTH 300	3.0	DIGM 475	3.0
				DIGM 451	3.0	GMAP 121	1.0
				GMAP 246	1.0	GMAP 378	3.0
				GMAP 377	3.0	Free Elective	3.0
				Arts and Humanities Elective	3.0	Gaming Elective	3.0
				Gaming Elective	3.0	Social Science Elective	3.0
	0		**0**		**16**		**16**

Fifth Year

Fall	Credits	Winter	Credits	Spring	Credits		
DIGM 490	3.0	DIGM 490	3.0	DIGM 490	3.0		
DIGM 491	1.0	DIGM 491	1.0	DIGM 491	1.0		
Free Electives	6.0	GMAP 246	1.0	Free Electives	5.0		
Literature (ENGL) Elective	3.0	Free Electives	6.0	History (HIST) Elective	4.0		
Social Science Elective	3.0	Social Science Elective	3.0				
	16		**14**		**13**		

Total Credits 191

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COOP 101 registration is determined by the co-op cycle assigned and may be scheduled in a different term. Select students may be eligible to take COOP 001 in place of COOP 101.

5 year, 3 co-op, Spring-Summer Coop Cycle

First Year

Fall	Credits	Winter	Credits	Spring	Credits	Summer	Credits
DIGM 105	3.0	ANIM 140	3.0	ANIM 145	3.0	VACATION	
ENGL 101 or 111	3.0	ENGL 102 or 112	3.0	CIVC 101	1.0		
GMAP 101	3.0	GMAP 102	3.0	COOP 101*	1.0		
PHYS 170	3.0	GMAP 123	1.0	ENGL 103 or 113	3.0		
PHYS 171	1.0	PHYS 175	3.0	FMTV 110	3.0		
UNIV A101 (Department Specific)	1.0	PHYS 176	1.0	GMAP 121	1.0		
VSST 110	3.0	UNIV A101 (Program Specific)	1.0	MATH 101	4.0		
		VSST 108	3.0	VSST 109	3.0		
	17		**18**		**19**		**0**

Second Year

Fall	Credits	Winter	Credits	Spring	Credits	Summer	Credits
ANIM 211	3.0	ARTH 102	3.0	COOP EXPERIENCE		COOP EXPERIENCE	
CS 171	3.0	GMAP 231	3.0				
GMAP 211	3.0	GMAP 367	3.0				
GMAP 260	3.0	PROD 215	4.0				
GMAP 301	3.0	VSST 111	3.0				
	15		**16**		**0**		**0**

Third Year

Fall	Credits	Winter	Credits	Spring	Credits	Summer	Credits
COM 230	3.0	ARTH 103	3.0	COOP EXPERIENCE		COOP EXPERIENCE	
GMAP 246	1.0	DIGM 350	3.0				
GMAP 345	3.0	FMVD 206	3.0				
SCRP 270	3.0	GMAP 395	3.0				
Free Elective	3.0	Gaming Elective	3.0				
Gaming Elective	3.0						
	16		**15**		**0**		**0**

Fourth Year

Fall	Credits	Winter	Credits	Spring	Credits	Summer	Credits
ARTH 300	3.0	DIGM 475	3.0	COOP EXPERIENCE		COOP EXPERIENCE	
DIGM 451	3.0	GMAP 121	1.0				
GMAP 246	1.0	GMAP 378	3.0				
GMAP 377	3.0	Free Electives	3.0				
Arts and Humanities Elective	3.0	Gaming Elective	3.0				
Gaming Elective	3.0	Social Science Elective	3.0				
	16		**16**		**0**		**0**

Fifth Year

Fall	Credits	Winter	Credits	Spring	Credits
DIGM 490	3.0	DIGM 490	3.0	DIGM 490	3.0
DIGM 491	1.0	DIGM 491	1.0	DIGM 491	1.0
Free Electives	6.0	GMAP 246	1.0	Free Electives	5.0
Literature (ENGL) Elective	3.0	Free Electives	6.0	History (HIST) Elective	4.0
Social Science Elective	3.0	Social Science Elective	3.0		
	16		**14**		**13**

Total Credits 191

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COOP 101 registration is determined by the co-op cycle assigned and may be scheduled in a different term. Select students may be eligible to take COOP 001 in place of COOP 101.

Co-op/Career Opportunities

Drexel students have broad training in all areas of game design and production, and our students have career opportunities in both entertainment gaming and broader simulation/training industries, and anywhere interactive gaming technology is applied - a growing segment in all industries.

Co-op Experiences

Building a career often begins with a few key contacts - especially through alums already working professionally - and the co-op program gives Drexel students the chance to meet professionals, make their skills known, and build their personal network.

In addition to small and large entertainment companies, students have opportunities to explore how game design is applicable to many local and international industries ranging from aerospace to pharmaceuticals to home and yacht design.

Recent co-op opportunities include game and digital media jobs in Philadelphia region companies like *Art Sphere, Big Moxi Games, Comcast, DVNC Tech, eNable Games, Entrepreneurial Game Studio, GLIDE Lab, Gossamer Games, iD Tech Game Design & Development Academy, IDEA, Night Kitchen Interactive, Penn Medicine, PHL Collective, QuadraTron Games, Skyless Game Studios, Tipping Point Media, and Virtual Health.*

Students also secured game and digital media co-ops at national and international companies, like *Activision* in Los Angeles, *Amazon Robotics* remotely, *EA Games* remotely, *Rockstar Games* in San Diego, *Treyarch* remotely, *Twisted Ark* in Helsinki, and *Inter Media Japan* in Tokyo.

Career Experiences

Our network of successful game development alum work in leading entertainment companies including *343 Industries, Activision, Blizzard, Disney, EA Games, Epic Games, Gearbox Software, Ghost Story Games, Industrial Light & Magic, Irrational Games, Level Ex, Magic Fuel Games, Microsoft Studios, Microsoft Xbox, Midway, Mojang, NCsoft, NeatherRealm Studios, Nexon, Oculus VR, Raven Software, Riot Games, Rockstar Games, Schell Games, Sony SCEA, Spry Fox, The Coalition, Turn 10 Studios, Volition, and Zynga.*

Other students chose small-to-mid-size studios or launch their own digital media enterprises, like *Tom Fulp (BS '02)*, founder of *Newgrounds.com*, or indie game companies, like *Dan Fornace (BS '11)*, creator of *Rivals of Aether*, *Greg Lobanov (BS '14)*, creator of *Wandersong & Chicory,* or *Tom Sharpe (BS '16),* director of *Gossamer Games* and their award-winning title, *Sole*. Students also chose to work outside of entertainment by applying their game production skills to training, simulation, marketing, or education endeavors with companies including *Comcast, Lockheed Martin, and Vanguard.*

Jobs titles include *Art Director, Animator, Associate Producer, Character Animator, Cinematic Lead, Cinematics Animator, Community Manager, Digital Project Coordinator, Director of Virtual Production, Facial Capture Artist, Game Designer, Lead Cinematic Animator, Lead Technical Director, Lead Virtual Production Manager, Marketing Manager, Motion Capture Technician, Previsualization Supervisor, Program Manager, Programmer, Senior Animator, Senior Artist, Senior Community Manager, Simulation Developer, Technical Artist, and Virtual Production Engineer.*

Visit the Drexel Steinbright Career Development Center (http://www.drexel.edu/scdc/) page for more detailed information on co-op and post-graduate opportunities.

Dual Accelerated Degrees

BS/MS in Digital Media

The accelerated degree programs enable academically qualified students to earn both a bachelor's and a master's degree in five years instead of six — graduating sooner than they would in traditional programs. In addition, the graduate-level courses students take in their junior and senior years are included in their undergraduate tuition, which saves almost a year's worth of their MS tuition.

Current Drexel students in the 4-year/1-Co-Op and 5-year/3-Co-Op programs may apply for an accelerated degree programs through the Graduate College of Drexel University (http://drexel.edu/graduatecollege/) after completing 70.0 credits, but no more than 120.0 credits. Many of our accelerated students have gone on to careers at leading companies including *Pixar, Netflix, Microsoft Studios, Dreamworks, NCSoft, and Disney*.

Game Design and Production Faculty

Paul Diefenbach, PhD *(University of Pennsylvani)*. Associate Professor. Game development, real-time rendering

Frank J. Lee, PhD *(Carnegie Mellon University)*. Professor. Human-computer interaction; cognitive engineering and science, intelligent software agents for games and education.

Robert Lloyd, MFA *(Temple University) Program Director, Game Design & Production*. Associate Teaching Professor. Game development, themed entertainment and motion simulation

Emil Polyak, MDCArtDes *(University of New South Wales)*. Assistant Professor. Cross-disciplinary art and design

Stefan Rank, PhD *(Vienna University of Technology)*. Associate Professor. Artificial intelligence, game design and human-computer interaction

Daniel Rose, BS *(Purdue University)*. Assistant Teaching Professor. AAA and freelance game developer and environmental artist

Tony Rowe Assistant Teaching Professor. AAA game developer, writer, level designer, and historian.

Michael Wagner, PhD *(Vienna University of Technology) Program Director, Digital Media.* Associate Professor. Educational use of digital media and computer games.

Jichen Zhu, PhD *(Georgia Institute of Technology).* Associate Professor. Developing humanistic and interpretive framework of computational technology, particularly artificial intelligence (AI), and constructing AI-based cultural artifacts; interactive storytelling, games and software studies.

Emeritus Faculty

Theo Artz, BFA *(Tyler School of Art, Temple University).* Associate Professor. Digital media.

Graphic Design

Major: Graphic Design
Degree Awarded: Bachelor of Science (BS)
Calendar Type: Quarter
Total Credit Hours: 184.0
Co-op Options: One Co-op (Four years)
Classification of Instructional Programs (CIP) code: 50.0409
Standard Occupational Classification (SOC) code: 27-1024

About the Program

Westphal College's Graphic Design curriculum provides a balance of theory and practice in rigorous design study enhanced by general education coursework in the humanities and the physical and social sciences. Students learn to conceptualize, visualize, and realize visual communications through the rigor of project-based exploration and experimentation based on the formal foundations of typography, image-making, aesthetics, and critical thinking. Graphic Design students are immersed in all aspects of visual communications such as motion, web and interactive design, books, magazines and publications (print and screen based), posters, advertising, packaging, exhibition design, and data visualization. Working on two- and three-dimensional projects and electronic media, students utilize the latest applications and emerging technologies to stay current with the industry.

Graphic Design students can also pursue advanced elective coursework in web and motion graphic design, environmental graphic design, experimental publication design, and other interdisciplinary special topics projects.

Additional Information

For more information about the major, visit the Graphic Design (https://drexel.edu/westphal/academics/undergraduate/vscm/) program webpage or contact Program Director Bill Rees (wbr24@drexel.edu).

Degree Requirements

General Education Requirements

CIVC 101	Introduction to Civic Engagement	1.0
COOP 101	Career Management and Professional Development	1.0
ENGL 101	Composition and Rhetoric I: Inquiry and Exploratory Research	3.0
or ENGL 111	English Composition I	
ENGL 102	Composition and Rhetoric II: Advanced Research and Evidence-Based Writing	3.0
or ENGL 112	English Composition II	
ENGL 103	Composition and Rhetoric III: Themes and Genres	3.0
or ENGL 113	English Composition III	
MATH 119	Mathematical Foundations for Design	4.0
PHYS 175	Light and Sound	3.0
PHYS 176	Computational Lab for Light and Sound	1.0
UNIV A101	The Drexel Experience	2.0
Required Arts and Humanities-students elect a minimum of 9.0 credits		9.0
Required Natural Science-students elect a minimum of 4.0 credits		4.0
Required Social Science-students elect a minimum of 9.0 credits		9.0
Free electives		23.0
Co-operative education (two terms)		0.0
Visual Studies Requirements		
ARTH 101	History of Art I	3.0
ARTH 102	History of Art II	3.0
ARTH 103	History of Art III	3.0
PHTO 110	Photography	3.0

VSST 101	Design I	4.0
VSST 102	Design II	4.0
VSST 103	Design III	4.0
VSST 110	Introductory Drawing	3.0
VSST 111	Figure Drawing I	3.0
VSST 301	Painting I	4.0
VSST 321	Screenprint I	4.0
Visual Studies (VSST) elective		4.0
Graphic Design Requirements		
ARTH 300 [WI]	History of Modern Design	3.0
PHTO 210	Intermediate Photography	3.0
VSCM 100	Computer Imaging I	3.0
VSCM 200	Computer Imaging II	3.0
VSCM 230	Visual Communication I	4.0
VSCM 231	Visual Communication II	4.0
VSCM 232	Visual Communication III	4.0
VSCM 240	Typography I	3.0
VSCM 241	Production	3.0
VSCM 242	Typography II	3.0
VSCM 332	Visual Communication IV	4.0
VSCM 333	Visual Communication V	4.0
VSCM 340	Typography III	3.0
VSCM 350 [WI]	Graphic Design: 20th Century and Beyond	3.0
VSCM 430	Visual Communication VI	4.0
VSCM 440	Book Design	4.0
VSCM 450	Professional Portfolio	3.0
VSCM 460	Professional Practice	3.0
VSCM 496	Senior Capstone	3.0
WMGD 210	Motion Graphics I	4.0
WMGD 220	Web Graphics I	4.0
WMGD 330	Web Graphics II	4.0
Total Credits		**184.0**

Sample Plan of Study

BS in Graphic Design: General Plan of Study

Fall-Winter Coop Cycle

First Year

Fall	Credits	Winter	Credits	Spring	Credits	Summer	Credits
ARTH 101	3.0	ARTH 102	3.0	ENGL 103 or 113	3.0	VACATION	
ENGL 101 or 111	3.0	ENGL 102 or 112	3.0	MATH 119	4.0		
UNIV A101	1.0	PHYS 175	3.0	VSCM 100	3.0		
VSST 101	4.0	PHYS 176	1.0	VSST 103	4.0		
VSST 110	3.0	UNIV A101	1.0				
		VSST 102	4.0				
	14		**15**		**14**		**0**

Second Year

Fall	Credits	Winter	Credits	Spring	Credits	Summer	Credits
ARTH 103	3.0	COOP 101**	1.0	VSCM 232	4.0	ARTH 300	3.0
PHTO 110	3.0	PHTO 210	3.0	VSCM 241	3.0	CIVC 101	1.0
VSCM 200	3.0	VSCM 231	4.0	WMGD 330	4.0	VSST 321	4.0
VSCM 230	4.0	VSCM 242	3.0	Free Elective	3.0	Arts and Humanities Elective	3.0
VSCM 240	3.0	VSST 111	3.0	Social Science Elective	3.0	Natural Science	4.0
		WMGD 220	4.0				
	16		**18**		**17**		**15**

Third Year

Fall	Credits	Winter	Credits	Spring	Credits	Summer	Credits
COOP EXPERIENCE		COOP EXPERIENCE		VSCM 340	3.0	VSCM 350	3.0
				VSCM 332	4.0	VSCM 333	4.0
				WMGD 210	4.0	VSST 301	4.0

		Spring	Credits	Summer	Credits
		Visual Studies (VSST) Elective*	4.0	Social Science Elective	3.0
		Arts and Humanities Elective	3.0	Arts and Humanities Elective	3.0
0		**0**		**18**	**17**

Fourth Year

Fall	Credits	Winter	Credits	Spring	Credits
VSCM 430	4.0	VSCM 450	3.0	VSCM 460	3.0
VSCM 440	4.0	Free Electives	9.0	VSCM 496	3.0
Social Science Elective	3.0			Free Electives	8.0
Free Elective	3.0				
14		**12**		**14**	

Total Credits 184

Spring-Summer Coop Cycle

First Year

Fall	Credits	Winter	Credits	Spring	Credits	Summer	Credits
ARTH 101	3.0	ARTH 102	3.0	ENGL 103 or 113	3.0	VACATION	
ENGL 101 or 111	3.0	ENGL 102 or 112	3.0	MATH 119	4.0		
UNIV A101	1.0	PHYS 175	3.0	VSCM 100	3.0		
VSST 101	4.0	PHYS 176	1.0	VSST 103	4.0		
VSST 110	3.0	UNIV A101	1.0				
		VSST 102	4.0				
14		**15**		**14**		**0**	

Second Year

Fall	Credits	Winter	Credits	Spring	Credits	Summer	Credits
ARTH 103	3.0	PHTO 210	3.0	COOP 101**	1.0	ARTH 300	3.0
PHTO 110	3.0	VSCM 231	4.0	VSCM 232	4.0	CIVC 101	1.0
VSCM 200	3.0	VSCM 242	3.0	VSCM 241	3.0	VSST 321	4.0
VSCM 230	4.0	VSST 111	3.0	WMGD 330	4.0	Arts and Humanities Elective	3.0
VSCM 240	3.0	WMGD 220	4.0	Free Elective	3.0	Natural Science	4.0
				Social Science Elective	3.0		
16		**17**		**18**		**15**	

Third Year

Fall	Credits	Winter	Credits	Spring	Credits	Summer	Credits
VSCM 340	3.0	VSCM 350	3.0	COOP EXPERIENCE		COOP EXPERIENCE	
VSCM 332	4.0	VSCM 333	4.0				
WMGD 210	4.0	VSST 301	4.0				
Visual Studies (VSST) Elective*	4.0	Social Science Elective	3.0				
Arts and Humanities Elective	3.0	Arts and Humanities Elective	3.0				
18		**17**		**0**		**0**	

Fourth Year

Fall	Credits	Winter	Credits	Spring	Credits
VSCM 430	4.0	VSCM 450	3.0	VSCM 460	3.0
VSCM 440	4.0	Free Electives	9.0	VSCM 496	3.0
Social Science Elective	3.0			Free Electives	8.0
Free Elective	3.0				
14		**12**		**14**	

Total Credits 184

*   Choose any upper-level VSST course for Visual Studies (VSST) elective.
         See degree requirements (p. 66) for list of Graphic Design electives.

**   1.Co-op cycles may vary. Students are assigned a co-op cycle (fall/winter, spring/summer, summer-only) based on their co-op program (4-year, 5-year) and major.
         2. COOP 101 registration is determined by the co-op cycle assigned and may be scheduled in a different term. Select students may be eligible to take COOP 001 in place of COOP 101.

Co-op/Career Opportunities

Potential employers include advertising agencies, publishers, printers, independent and in-house design studios, museums and galleries, magazines and newspapers, and television. Training in visual communication prepares an individual for careers in many fields because the problem-solving methods and organizational skills it builds are widely applicable.

Co-op Experiences

The following is a sampling of graphic design co-op employers:

- Comcast (http://corporate.comcast.com/)
- Esquire (http://www.esquire.com/)
- The Franklin Institute (https://www.fi.edu/)
- Hasbro (https://corporate.hasbro.com/en-us/)
- Intuitive Company (http://intuitivecompany.com/)
- National Constitution Center (https://constitutioncenter.org/)
- Philadelphia Museum of Art (http://www.philamuseum.org/)
- Philadelphia Union (http://www.philadelphiaunion.com/)
- Quirk Books (http://www.quirkbooks.com/)
- Razorfish (https://razorfish.health/)
- WebLinc (https://www.weblinc.com/)

Career Opportunities

Our Graphic Design alumni go on to successful careers in a range of positions including lead designer, creative director, art director, interaction designer, user experience director, and owner or partner of firms. Some of the companies where you will find our alumni include:

- AgileCat (http://agilecat.com/)
- America's Test Kitchen (https://www.americastestkitchen.com/)
- Ann Taylor Inc (https://www.anntaylor.com/)
- Apple (https://www.apple.com/)
- Bloomberg (https://www.bloomberg.com/)
- Blue Cadet (http://www.bluecadet.com/)
- Brooks Brothers (http://www.brooksbrothers.com/)
- Comcast Corporation (http://corporate.comcast.com/)
- Conde Nast (http://www.condenast.com/)
- eCity Interactive (http://www.ecityinteractive.com/)
- ESPN (http://www.espn.com/)
- exit (http://www.exploreexit.com/)
- Facebook (https://www.facebook.com/careers/?ref=pf)
- The Franklin Institute (https://www.fi.edu/)
- Intuitive Company (http://intuitivecompany.com/)
- Kikkerland (https://kikkerland.com/)
- Longwood Gardens (https://longwoodgardens.org/)
- Marvel Entertainment (http://marvel.com/)
- Michael Graves Design Group (https://michaelgraves.com/)
- National Constitution Center (https://constitutioncenter.org/)
- QVC (http://www.qvc.com/)
- Philadelphia Museum of Art (http://www.philamuseum.org/)
- Saatchi & Saatchi (http://saatchi.com/en-us/)
- Sesame Workshop (http://www.sesameworkshop.org/)
- Time Inc. (https://www.timeinc.com/)
- Under Armour (https://www.underarmour.com/en-us/)
- Vera Bradley (https://www.verabradley.com/us/Home/)

Visit the Drexel Steinbright Career Development Center (http://www.drexel.edu/scdc/) page for more detailed information on co-op and post-graduate opportunities.

Facilities

The Graphic Design studios are located on the fourth floor of the URBN Center in the Antoinette Westphal College of Media Arts and Design. There are five dedicated studios equipped with up-to-date electronic and traditional tools. Studios have work surfaces for traditional practices that will accommodate 15 students and wall surfaces for critiques or posting examples of printed work. In addition, students have access to a dedicated, non-scheduled graphic design "open lab" equipped with all necessary technology and work surfaces.

Graphic Design Faculty

Joshua Gdovin, BS *(Drexel University)*. Associate Teaching Professor. Graphic design; web graphics; motion graphics, and capstone.

Jody Graff, BS *(Drexel University)*. Associate Professor. Graphic design; publication design, annual report design, three-dimensional graphics and packaging, environmental graphic design (exhibition and wayfinding), and capstone.

Eric Karnes, MFA *(Virginia Commonwealth University)*. Assistant Professor. Graphic design; logo design, corporate identity, typography, advanced typography, publication design, book design, professional portfolio, capstone.

William Rees, BS *(Drexel University) Program Director, Graphic Design*. Teaching Professor. Graphic design; logo design, corporate identity, publication design, electronic imaging, print production, professional portfolio, and thesis.

Sandra Stewart, BFA *(Tyler School of Art, Temple University)*. Associate Professor. Graphic design; logo design, corporate identity, publication design, three-dimensional graphics and packaging, and capstone.

Mark Willie, MFA *(Boston Museum School of Fine Arts) Associate Program Director*. Teaching Professor. Graphic design; typography, logo design, corporate identity, publication design, book design, professional portfolio, and capstone.

Shushi Yoshinaga, BFA *(Philadelphia College of the Arts)*. Associate Professor. Graphic design; letterform, typography, and capstone.

Interactive Digital Media

Major: Interactive Digital Media
Degree Awarded: Bachelor of Science (BS)
Calendar Type: Quarter
Total Credit Hours: 188.0
Co-op Options: One Co-op (Four years); Three Co-op (Five years)
Classification of Instructional Programs (CIP) code: 11.0801
Standard Occupational Classification (SOC) code: 15-1250

About the Major

This program is no longer accepting applications. Students should refer to the User Experience and Interaction Design **(**p. 97**) program.**

Technology and your future career prospects are evolving at lightning speeds. Where it was once as simple as pursuing "website design" or "programming," today's world offers—and demands—more. To truly succeed in tech, you need creativity, versatility, and an interdisciplinary skillset. You need to be able to see through the eyes of the user and understand projects from start to finish. You need to be a unicorn.

Interactive Digital Media (IDM) helps you get there.

By combining principles from a range of disciplines, IDM gives you the tools not only to understand technology but also the human principles underpinning it. You'll get exposure to:

- **User Experience Design (UX)**—Researching and advocating for the needs of people who will be using technologies, prototyping digital products, and working with agile methodologies
- **User Interface and Interaction Design (UI/IXD)**—Using tools like Adobe Creative Suite to create visual experiences for technology products
- **Development**—Programming the code (HTML/CSS, JavaScript, PHP/MySQL, etc.) that makes products work in a variety of media (websites, apps, augmented and virtual reality, Internet of Things, etc.)
- **Information Architecture (IA) and Content Strategy**—Organizing and planning information systems for digital products
- **Project Management**—Managing workflows to keep teams on track

As a freshman, you learn the basics of design. In sophomore year, you learn the coding and development skills to bring those designs to life. Your junior and senior studies are focused on electives and interdisciplinary teamwork. You'll spend six months working full-time within a company through Drexel's Cooperative Education program, and your capstone project will result in a full-scale, industry-level product launch.

By the end of this program, you'll have real-world experience, an enviable portfolio, and the highly adaptable skills to find your way in the uncertain, ever-evolving world of tech.

Additional Information

To find out more, visit the Westphal College's Interactive Digital Media major (http://drexel.edu/westphal/academics/undergraduate/IDM/) webpage to see student projects (http://drexel.edu/westphal/academics/undergraduate/IDM/Creative-Work/) and successful alumni (http://drexel.edu/westphal/academics/undergraduate/IDM/Alumni%20Spotlight/).

Degree Requirements

General Education Requirements

CIVC 101	Introduction to Civic Engagement	1.0
COM 230	Techniques of Speaking	3.0
COOP 101	Career Management and Professional Development	1.0
ENGL 101	Composition and Rhetoric I: Inquiry and Exploratory Research	3.0
or ENGL 111	English Composition I	
ENGL 102	Composition and Rhetoric II: Advanced Research and Evidence-Based Writing	3.0
or ENGL 112	English Composition II	
ENGL 103	Composition and Rhetoric III: Themes and Genres	3.0
or ENGL 113	English Composition III	
MATH 119	Mathematical Foundations for Design	4.0
PHYS 170	Electricity and Motion	3.0
PHYS 171	Computational Lab for Electricity and Motion	1.0
PHYS 175	Light and Sound	3.0
PHYS 176	Computational Lab for Light and Sound	1.0
PSY 330	Cognitive Psychology	3.0
UNIV A101	The Drexel Experience	2.0
Arts & Humanities-students elective		3.0
History (HIST) elective		4.0
Literature (ENGL) elective		3.0
Social Science Elective		6.0
Free electives		23.0
Art and Art History Requirements		
ARTH 103	History of Art III	3.0
ARTH 300 [WI]	History of Modern Design	3.0
ARTH 314	Contemporary Art	3.0
VSST 108	Design I for Media	3.0
VSST 109	Design II for Media	3.0
VSST 110	Introductory Drawing	3.0
Business & Management Requirements		
EAM 211	Strategic Management for Entertainment and Arts Management	3.0
Media Requirements		
FMVD 206	Audio Production and Post	3.0
INFO 110	Introduction to Human-Computer Interaction	3.0
PHTO 110	Photography	3.0
PROD 215	Design Thinking in Product Design	4.0
WEST 107	Maker Workshop	3.0
Digital Media Core Requirements		
ANIM 115	Introduction to Production with Animation & VFX	3.0
DIGM 105	Overview of Digital Media	3.0
DIGM 475 [WI]	Seminar: The Future of Digital Media	3.0
DIGM 490	Digital Media Senior Project	9.0
DIGM 491	Digital Media Senior Project Studio	3.0
GMAP 260	Overview of Computer Gaming	3.0
Interactive Digital Media Requirements		
IDM 211	User Interface Design I	3.0
IDM 212	User Interface Design II	3.0
IDM 213	Interaction Design	3.0

IDM 214	Human Factors Engineering	3.0
IDM 215	User Experience Design I	3.0
IDM 216	User Experience Design II	3.0
IDM 221	Web Design I	3.0
IDM 222	Web Design II	3.0
IDM 231	Scripting for Interactive Digital Media I	3.0
IDM 232	Scripting for Interactive Digital Media II	3.0
IDM 241	Microinteractions	3.0
IDM 250	Content Management Systems	3.0
IDM 371	Interactive Digital Media Workshop I	3.0
IDM 372	Interactive Digital Media Workshop II	3.0
IDM 401	Professional Practices in Interactive Digital Media	3.0
IDM 418	Storytelling for User Experience Design	3.0
Select three (3) of the following:		**9.0**
DIGM 308 [WI]	Digital Cultural Heritage	
DIGM 451 [WI]	Explorations in New Media	
EAM 315	Content Strategies for Digital Products	
IDM 101	History of Web Development	
IDM 240	Interactive Graphics	
IDM 245	Web Game Design	
IDM 311	User Interface Design for Immersive Media	
IDM 331	WebVR	
IDM 361	Interactive App Design I	
IDM 362	Interactive App Design II	
IDM 363	Interactive App Design III	
IDM 364	Interactive App Design IV	
IDM 381	Experimental Interactive Technologies	
IDM 382	Internet of Things	
IDM 402	Validating Product Ideas	
IDM 417	User Research Methodologies	
IDM T380	Special Topics in Interactive Digital Media	
IDM I399	Independent Study in Interactive Digital Media	
Total Credits		**188.0**

Sample Plan of Study

Effective 2020, the 4-year program with one co-op is no longer being offered.

Four year, One Co-op

First Year

Fall	Credits	Winter	Credits	Spring	Credits	Summer	Credits
DIGM 105	3.0	ENGL 102 or 112	3.0	CIVC 101	1.0	VACATION	
ENGL 101 or 111	3.0	IDM 212	3.0	ENGL 103 or 113	3.0		
IDM 211	3.0	PHTO 110	3.0	IDM 213	3.0		
PROD 215	4.0	UNIV A101	1.0	INFO 110	3.0		
UNIV A101	1.0	VSST 108	3.0	MATH 119	4.0		
VSST 110	3.0	WEST 107	3.0	VSST 109	3.0		
	17		**16**		**17**		**0**

Second Year

Fall	Credits	Winter	Credits	Spring	Credits	Summer	Credits
EAM 211	3.0	ANIM 115	3.0	IDM 215	3.0	ARTH 103	3.0
FMVD 206	3.0	IDM 214	3.0	IDM 232	3.0	COM 230	3.0
GMAP 260	3.0	IDM 222	3.0	IDM 241	3.0	COOP 101	1.0
IDM 221	3.0	IDM 231	3.0	IDM 418	3.0	IDM 216	3.0
PHYS 170	3.0	PHYS 175	3.0	Elective	3.0	IDM 250	3.0
PHYS 171	1.0	PHYS 176	1.0		1.0	IDM Elective	3.0
	16		**16**		**15**		**16**

Third Year

Fall	Credits	Winter	Credits	Spring	Credits	Summer	Credits
ARTH 300	3.0	ARTH 314	3.0	COOP EXPERIENCE		COOP EXPERIENCE	
DIGM 475	3.0	IDM 372	3.0		3.0		

Fall	Credits	Winter	Credits	Spring	Credits	Summer	Credits
IDM 371	3.0	Arts & Humanities Elective	3.0				
PSY 330	3.0	IDM Elective	3.0				
IDM Elective	3.0	Social Science Elective	3.0				
	15		**15**		**0**		**0**

Fourth Year

Fall	Credits	Winter	Credits	Spring	Credits
DIGM 490	3.0	DIGM 490	3.0	DIGM 490	3.0
DIGM 491	1.0	DIGM 491	1.0	DIGM 491	1.0
IDM 401	3.0	History (HIST) Elective	4.0	Free Electives	9.0
Literature (ENGL) Elective	3.0	Free Electives	8.0		
Social Science Elective	3.0				
Free Elective	3.0				
	16		**16**		**13**

Total Credits 188

Five year, Three Co-ops

First Year

Fall	Credits	Winter	Credits	Spring	Credits	Summer	Credits
DIGM 105	3.0	ENGL 102 or 112	3.0	CIVC 101	1.0	VACATION	
ENGL 101 or 111	3.0	IDM 212	3.0	COOP 101	1.0		
IDM 211	3.0	PHTO 110	3.0	ENGL 103 or 113	3.0		
PROD 215	4.0	UNIV A101	1.0	IDM 213	3.0		
UNIV A101	1.0	VSST 108	3.0	INFO 110	3.0		
VSST 110	3.0	WEST 107	3.0	MATH 119	4.0		
				VSST 109	3.0		
	17		**16**		**18**		**0**

Second Year

Fall	Credits	Winter	Credits	Spring	Credits	Summer	Credits
EAM 211	3.0	ANIM 115	3.0	COOP EXPERIENCE		COOP EXPERIENCE	
FMVD 206	3.0	IDM 214	3.0				
GMAP 260	3.0	IDM 222	3.0				
IDM 221	3.0	IDM 231	3.0				
PHYS 170	3.0	PHYS 175	3.0				
PHYS 171	1.0	PHYS 176	1.0				
	16		**16**		**0**		**0**

Third Year

Fall	Credits	Winter	Credits	Spring	Credits	Summer	Credits
IDM 215	3.0	ARTH 103	3.0	COOP EXPERIENCE		COOP EXPERIENCE	
IDM 232	3.0	COM 230	3.0				
IDM 241	3.0	IDM 216	3.0				
IDM 418	3.0	IDM 250	3.0				
Elective	3.0	IDM Elective	3.0				
	15		**15**		**0**		**0**

Fourth Year

Fall	Credits	Winter	Credits	Spring	Credits	Summer	Credits
ARTH 300	3.0	ARTH 314	3.0	COOP EXPERIENCE		COOP EXPERIENCE	
DIGM 475	3.0	IDM 372	3.0				
IDM 371	3.0	Arts & Humanities Elective	3.0				
PSY 330	3.0	IDM Elective	3.0				
IDM Elective	3.0	Social ScienceElective	3.0				
	15		**15**		**0**		**0**

Fifth Year

Fall	Credits	Winter	Credits	Spring	Credits
DIGM 490	3.0	DIGM 490	3.0	DIGM 490	3.0
DIGM 491	1.0	DIGM 491	1.0	DIGM 491	1.0
IDM 401	3.0	History (HIST) Elective	4.0	Free Electives	9.0
Literature (ENGL) Elective	3.0	Free Electives	8.0		
Social Science Elective	3.0				

Free Elective	3.0		
	16	**16**	**13**

Total Credits 188

Co-op/Career Opportunities

Students who study interactive digital media can move on to careers as web designers, graphic designers, digital media designers, user research and experience specialists, multimedia artists, interactive designers, web programmers, and web user interface designers.

Co-op Experiences

Some past co-op employers of Interactive Digital Media students include:

- Brownstein Group
- Comcast
- Digitas Health
- eCity Interactive
- Electronic Ink
- Happy Cog

Visit the Drexel Steinbright Career Development Center (http://drexel.edu/scdc/) webpage for more detailed information on co-op and post-graduate opportunities.

Facilities

Digital media program facilities include a motion capture and green screen studio, a screening room, DSLR digital still cameras, HD video cameras and lighting equipment, triple boot PowerMac stations (Mac / Windows / Unix) with dual monitors, wacom tablets, game consoles, mobile devices, and two undergraduate open labs with 24/7 access.

Additionally, the program houses the RePlay Lab (http://replay.drexel.edu/facilities.html) in the URBN Center which is a collaborative effort between the Digital Media program and the Computer Science department (in the College of Computing & Informatics). At Drexel University, game development does not "live" in solely one department, and so mirrors the true nature of game development in commercial settings.

User Experience and Interaction Design Faculty

Antonia Brown, MS *(Thomas Jefferson University)*. Adjunct Instructor. User interface design and user experience design.

Chester Cunan, BS/MS *(Drexel University)*. Adjunct Instructor.

Darien Davis, BS *(Drexel University)*. Adjunct Professor. User Experience Design

Darielle Davis, BS *(Drexel University)*. Adjunct Instructor. Website/application programming

Troy Finamore, MS *(Drexel University) Program Director, User Experience & Interaction Design*. Teaching Professor. User interface design, interaction design, user experience design, and user research.

Kevin Gross, MS *(Drexel University)*. Adjunct Instructor.

Chelsea Jones, BS *(Westchester University)*. Adjunct Professor. User Experience Design

Glen Muschio, PhD *(Temple University)*. Associate Professor. Digital media, society, communication

Mark Petrovich, MS *(Drexel University)*. Adjunct Instructor.

Paul Phan, BS *(Drexel University)*. Adjunct Professor. Website/application programming.

Emil Polyak, MDCArtDes *(University of New South Wales)*. Assistant Professor. Cross-disciplinary art and design

Kathryn Rieger, University of Southern California *(PhD)*. Adjunct Professor. Human Factors Engineering

Khrystyna Oros Ryan, BS *(Temple University)*. Adjunct Professor. UI/UX Design.

Philip Sinatra, BS *(Drexel University)*. Professor. Website/application programming.

Jervis Thompson, BS *(Drexel University)*. Teaching Professor. Digital media, interactive multimedia

Michael Wagner, PhD *(Vienna University of Technology) Program Director, Digital Media.* Associate Professor. Educational use of digital media and computer games.

Emeritus Faculty

Theo Artz, BFA *(Tyler School of Art, Temple University).* Associate Professor. Digital media.

Interior Design

Major: Interior Design
Degree Awarded: Bachelor of Science (BS)
Calendar Type: Quarter
Total Credit Hours: 187.0
Co-op Options: One Co-op (Four years)
Classification of Instructional Programs (CIP) code: 50.0408
Standard Occupational Classification (SOC) code: 27-1025

About the Program

The undergraduate Interior Design program explores the behavioral, technological, environmental, and aesthetic aspects of interior design within the context of increasingly more complex design projects. Combined with art and art history, and general education requirements, a core of interior design courses creates a unique education at the forefront of design. Through academics grounded in problem-solving design studios, cooperative employment, and a dedicated faculty, the Interior Design program prepares students for leadership positions in the industry. The Interior Design program is consistently ranked among the top programs in the country and in the survey by DesignIntelligence of "America's Best Design Schools."

The BS in Interior Design program is CIDA (Council for Interior Design Accreditation) and NASAD (National Association of Schools of Art & Design) accredited.

Program Philosophy and Mission

The mission of the Interior Design program is to prepare students to enter the field of interior design as skilled designers, creative thinkers, professional leaders, and responsible citizens. We cultivate students who acknowledge their responsibilities to the safety and well-being of the public and the stewardship of the environment to lead a multifaceted profession in an ever-changing world. The curriculum combines a studio-based design sequence with broad liberal arts study and experiential learning. Paired with a well-established professional co-op, the coursework is structured to build upon the fundamentals of interior design and to anticipate and reflect change in a continually evolving industry. The program encourages exploration and experimentation that fosters lifelong learners who will contribute to the profession and the discipline's body of knowledge.

Additional Information

For more information about this program, visit the College's Interior Design (http://www.drexel.edu/westphal/academics/undergraduate/INTR/) webpage.

Degree Requirements

General education requirements		
CIVC 101	Introduction to Civic Engagement	1.0
COOP 101	Career Management and Professional Development [*]	1.0
ENGL 101	Composition and Rhetoric I: Inquiry and Exploratory Research	3.0
or ENGL 111	English Composition I	
ENGL 102	Composition and Rhetoric II: Advanced Research and Evidence-Based Writing	3.0
or ENGL 112	English Composition II	
ENGL 103	Composition and Rhetoric III: Themes and Genres	3.0
or ENGL 113	English Composition III	
MATH 101	Introduction to Analysis I	4.0
PHYS 175	Light and Sound	3.0
PHYS 176	Computational Lab for Light and Sound	1.0
SOC 101	Introduction to Sociology	3.0
UNIV A101	The Drexel Experience	2.0
Required Arts and Humanities-students elect a minimum of 9.0 credits [**]		9.0
Required Natural Science-students elect a minimum of 3.0 credits [***]		3.0
Required Social Science-students elect a minimum of 6.0 credits [†]		6.0
Free electives		24.0
Visual studies requirements		
ARTH 101	History of Art I	3.0
ARTH 102	History of Art II	3.0

ARTH 103	History of Art III	3.0
VSST 101	Design I	4.0
VSST 102	Design II	4.0
VSST 103	Design III	4.0
VSST 110	Introductory Drawing	3.0
VSST 201	Multimedia: Performance	4.0
or VSST 202	Multimedia: Space	
VSST 203	Multimedia: Materials	4.0
VSST 301	Painting I	4.0
or VSST 311	Sculpture I	
Interior design requirements		
INTR 160	Visualization I: Computer Imaging	3.0
INTR 200	History of Modern Architecture and Interiors	3.0
INTR 211	Textiles for Interiors	3.0
INTR 220	Visualization II: Orthographic	3.0
INTR 225	Environmental Design Theory	3.0
INTR 232	Interior Studio I	4.0
INTR 233	Interior Studio II	4.0
INTR 241	Visualization III: Digital	3.0
INTR 245	Visualization IV: 3D Modeling	3.0
INTR 250	Interior Materials	3.0
INTR 300 [WI]	Visual Culture: Interiors	3.0
INTR 305 [WI]	Visual Culture: Furniture	3.0
INTR 331	Residential Design Studio	4.0
INTR 340	Community Studio	4.0
INTR 341	Visualization V: Methods	3.0
INTR 350	Interior Detailing	3.0
INTR 351	Interior Lighting	3.0
INTR 430	Commercial Design Studio	4.0
INTR 441	Furniture Design	4.0
INTR 442	Hospitality Design Studio	4.0
INTR 445	Contract Documentation for Interior Design	3.0
INTR 450 [WI]	Professional Practice	3.0
INTR 451	Interior Systems	3.0
INTR 491	Senior Project I	3.0
INTR 492	Senior Project II	3.0
INTR 493	Senior Project III	3.0
Total Credits		**187.0**

*   Co-op cycles may vary. Students are assigned a co-op cycle (fall/winter, spring/summer, summer-only) based on their co-op program (4-year, 5-year) and major.
COOP 101 registration is determined by the co-op cycle assigned and may be scheduled in a different term. Select students may be eligible to take COOP 001 in place of COOP 101.

**   Select 9.0 credits from 100-499 level courses, including T380, T480 in AFAS, ARCH, ARTH, COM, DANC, ENGL, FMST, GST, HIST, INTR, IST, JWST, LANG, LING, MENA, MUSC, PHIL, PHTO, PPE, PBHL, RELS, SCRP, THTR, TVST, VSCM, WGST, WRIT

*** Select 3.0 credits from 100-499 level courses in ANAT, ENVS, PHEV, BIO, GEO, PHYS, CHEM, NFS (must take 100 + 101 to earn credit)

†   Select 6.0 credits from from 100-499 level courses, including T380, T480 in AFAS, ANTH, CJS, CS, ECON, ENSS, ENVS, PSCI, PSY, PBHL, SOC, WGST

Sample Plans of Study

Interior Design: Cycle A

(See Below for Cycle B plan of study)

First Year

Fall	Credits	Winter	Credits	Spring	Credits	Summer	Credits
ARTH 101	3.0	ARTH 102	3.0	ARTH 103	3.0	VACATION	
ENGL 101 or 111	3.0	ENGL 102 or 112	3.0	CIVC 101	1.0		
MATH 101	4.0	UNIV A101	1.0	ENGL 103 or 113	3.0		
UNIV A101	1.0	VSST 102	4.0	INTR 160	3.0		
VSST 101	4.0	VSST 110	3.0	INTR 200	3.0		

Fall	Credits	Winter	Credits	Spring	Credits	Summer	Credits
		Arts & Humanities elective		VSST 103	3.0		4.0
	15		**17**		**17**		**0**

Second Year

Fall	Credits	Winter	Credits	Spring	Credits	Summer	Credits
INTR 220	3.0	COOP 101[*]	1.0	INTR 211	3.0	INTR 245	3.0
INTR 225	3.0	INTR 233	4.0	INTR 331	3.0	INTR 305	3.0
INTR 232	4.0	INTR 241	3.0	INTR 341	3.0	INTR 340	4.0
INTR 250	3.0	INTR 300	3.0	Free elective	3.0	INTR 350	3.0
Free elective	3.0	PHYS 175	3.0	Natural Science elective	3.0	VSST 202 or 201	4.0
		PHYS 176	1.0				
		SOC 101	3.0				
	16		**18**		**16**		**17**

Third Year

Fall	Credits	Winter	Credits	Spring	Credits	Summer	Credits
COOP EXPERIENCE		COOP EXPERIENCE		INTR 351	3.0	Arts & Humanities elective	3.0
				INTR 430	4.0	Free electives	9.0
				INTR 451	3.0	Social Science elective	3.0
				VSST 203	4.0		
				Arts & Humanities elective	3.0		
	0		**0**		**17**		**15**

Fourth Year

Fall	Credits	Winter	Credits	Spring	Credits
INTR 442	4.0	INTR 441	4.0	INTR 493	3.0
INTR 445	3.0	INTR 450	3.0	Free electives	6.0
INTR 491	3.0	INTR 492	3.0	Social Science elective	3.0
VSST 301 or 311	4.0	Free elective	3.0		
	14		**13**		**12**

Total Credits 187

[*]   COOP 101 registration is determined by the co-op cycle assigned and may be scheduled in a different term. Select students may be eligible to take COOP 001 in place of COOP 101.

Interior Design: Cycle B

First Year

Fall	Credits	Winter	Credits	Spring	Credits	Summer	Credits
ARTH 101	3.0	ARTH 102	3.0	ARTH 103	3.0	VACATION	
ENGL 101 or 111	3.0	ENGL 102 or 112	3.0	CIVC 101	1.0		
MATH 101	4.0	UNIV A101	1.0	ENGL 103 or 113	3.0		
UNIV A101	1.0	VSST 102	4.0	INTR 160	3.0		
VSST 101	4.0	VSST 110	3.0	INTR 200	3.0		
		Arts & Humanities elective	3.0	VSST 103	4.0		
	15		**17**		**17**		**0**

Second Year

Fall	Credits	Winter	Credits	Spring	Credits	Summer	Credits
INTR 220	3.0	COOP 101[*]	1.0	INTR 211	3.0	INTR 245	3.0
INTR 225	3.0	INTR 233	4.0	INTR 331	3.0	INTR 305	3.0
INTR 232	4.0	INTR 241	3.0	INTR 341	3.0	INTR 340	4.0
INTR 250	3.0	INTR 300	3.0	Arts & Humanities elective	3.0	INTR 350	3.0
Free elective	3.0	PHYS 175	3.0	Natural Science elective	3.0	VSST 203	4.0
		PHYS 176	1.0				
		SOC 101	3.0				
	16		**18**		**16**		**17**

Third Year

Fall	Credits	Winter	Credits	Spring	Credits	Summer	Credits
INTR 351	3.0	Free electives	12.0	COOP EXPERIENCE		COOP EXPERIENCE	
INTR 430	4.0	Social Science	3.0				
INTR 451	3.0						

VSST 202	4.0				
Free elective	3.0				
	17		**15**		**0**	**0**

Fourth Year

Fall	Credits	Winter	Credits	Spring	Credits
INTR 442	4.0	INTR 441	4.0	INTR 493	3.0
INTR 445	3.0	INTR 450	3.0	Arts & humanities elective	3.0
INTR 491	3.0	INTR 492	3.0	Free electives	6.0
VSST 301 or 311	4.0	Social Science elective	3.0		
	14		**13**		**12**

Total Credits 187

*   COOP 101 registration is determined by the co-op cycle assigned and may be scheduled in a different term. Select students may be eligible to take COOP 001 in place of COOP 101.

Co-op/Career Opportunities

Interior design is a multi-faceted field and includes careers with interior design firms, architectural firms, and facilities management organizations; in governmental agencies; and in the furniture and textile industries. Full-time paid employment in the profession is an integral component of the program at Drexel. The six-month co-operative education, undertaken in the junior year, provides project-based experience as well as the daily operation of a design firm. Students may opt to do their co-op in Philadelphia or in another location of their choosing. Through a required course and career advisement services offered by the Steinbright Career Development Center, students develop the ability to market themselves and obtain jobs in leading firms worldwide.

Co-op Experiences

Some past co-op employers of Interior Design students include:

- Ballinger
- CCCS International
- Children's Hospital of Philadelphia Facilities
- D2 Groups, Inc.
- D&Q Decor
- D.L. Milner, Inc.
- Daroff Design
- DAS
- Design East, Inc.
- Design Works, LLC
- Disney
- Dyer Brown
- Eberlein Design Consultants
- Ewing Cole
- Floss Barber Inc.
- Fury Design, Inc.
- Gardner/Fox
- Gensler
- HBA International
- Hillier Lewis
- Herman Miller
- HOK
- Jacobs Engineering Group
- Jennifer Stoner Interiors
- Knoll International
- KSD Architects
- L2 Partridge
- Marguerite Rogers
- Millesime

- NBBJ Architecture PLLC
- NELSON
- Office Works
- Perkins Eastman
- Polisena Construction, Inc.
- Princeton University
- RJMJ
- SGRA Architects
- Shanghai I.P.C. Interior Design and Construction Company
- Stantec
- TPG Architecture
- University of Pennsylvania
- West Chester University
- Wolf Creek Investment Management
- WPL Interior Design

Visit the Drexel Steinbright Career Development Center (http://www.drexel.edu/scdc/) webpage for more detailed information on co-op and post-graduate opportunities.

Facilities

The Interior Design and Interior Architecture & Design programs are housed in URBN Center, an original Venturi Scott Brown building enhanced by an award-winning retrofit by MS&R Design, which includes a skylight-covered atrium, exposed beams, and open spaces. There are dedicated 24-hour undergraduate and graduate student studios with storage space, computers, and a small lounge area. We have a materials library that is continually updated with samples from major manufacturers and local design offices and showrooms; two computer labs and in-house printing for the use of our students; a Hybrid Making Lab (http://drexel.edu/westphal/about/overview/making_spaces/HybridMakingLab/) with laser cutters, 3-D printers, a CNC router, and small-scale power tools for student use; additionally, a large shop facility which offers wood, metal, casting, CNC, and fabrication equipment.

The URBN Annex houses a black box theater, screening room, and the Leonard Pearlstein Gallery (http://www.drexel.edu/pearlsteingallery/). Additional studio and classroom space in the Academic Building and the Design Arts Annex accommodate photography, basic design, painting, sculpture, and a full woodworking shop, including metal, resin, casting, CNC, and fabrication equipment with industrial-quality equipment.

Philadelphia, one of the nation's major design centers and a UNESCO World Heritage Site, gives interior design students the vitality of the contemporary arts at local galleries and easy access to many museums, libraries, and renowned buildings, as well as design centers located in Philadelphia, New York City, and Washington, D.C.

Architecture, Design & Urbanism Faculty

Ulrike Altenmüller-Lewis, AIA, NOMA, Dr.-Ing. *(Bauhaus Universitat Weimar).* Associate Professor. Research on educational environments; translations of architectural theory texts.

Jason Austin, LeeD AP MLA *(University of Pennsylvania).* Associate Teaching Professor. Landscape architecture, mapping, design build, online education

Stéphanie Feldman, RA, MArch *(University of Pennsylvania).* Assistant Teaching Professor. Principal, ScF Design. Architectural design, Japanese architecture & culture.

Alan Greenberger, FAIA *(Rensselaer Polytechnic Institute) Senior Vice President for Real Estate and Development.* Distinguished Teaching Professor. Urban planning, economic development, urban governance

Antonio Martinez-Molina, PhD, LEED, CPHD *(Polytechnic University of Valencia).* Associate Professor. Design built, high performance architecture, adaptive reuse, Passive Haus.

Jacklynn Niemiec, AIA, LEED BD+C, MArch *(University of Pennsylvania).* Assistant Professor. Graphic representation, wayfinding.

Alesa Rubendall, AIA, LEED AP BD+C, MArch *(University of Texas, Austin).* Assistant Teaching Professor. Principal, Design Moxie Architecture & Planning. Sustainable architecture, planning & design, women leadership.

Rachel Schade, AIA, MArch *(University of Pennsylvania).* Associate Teaching Professor. Principal, Rachel Simmons Schade Architect. Residential, graphic representation. Retired.

Harris Steinberg, FAIA, MArch *(University of Pennsylvania) Executive Director, Lindy Institute for Urban Innovation*. Distinguished Teaching Professor. Urban design and civic engagement.

Simon Tickell, AIA, MArch *(University of Pennsylvania)*. Associate Teaching Professor. Principal, Simon J Tickell Architect; educational and museum buildings, residential design. Retired.

Emeritus Faculty

Judith Bing, MArch *(Yale University)*. Professor Emerita. Research on traditional architecture of the Balkins and Anatolia

Mark Brack, PhD *(University of California at Berkeley)*. Professor Emeritus. British and American architecture from 1700 to the present; Hispanic colonial architecture in the American Southwest; vernacular architecture; historic preservation.

Sylvia Clark, MArch *(University of Pennsylvania)*. Professor Emeritus.

Eugenia Ellis, PhD, AIA *(Virginia Polytechnic Institute and State University)*. Professor Emerita. Natural and electrical light sources and effects on biological rhythms and health outcomes; ecological strategies for smart, sustainable buildings of the nexus of health, energy, and technology.

Paul M. Hirshorn, FAIA, MArch, MCP, *(University of Pennsylvania)*. Professor Emeritus.

Marjorie Kriebel, BArch *(University of Pennsylvania)*. Professor Emerita.

Music Industry

Major: Music Industry
Degree Awarded: Bachelor of Science (BS)
Calendar Type: Quarter
Total Credit Hours: 188.0
Co-op Options: Two Co-ops (Four years)
Classification of Instructional Programs (CIP) code: 50.1003
Standard Occupational Classification (SOC) code: 27-2041; 25-1121

About the Program

The degree in Music Industry offers the highly motivated student a program of study that combines education in music, music industry practices, and music technology with career preparation. Two concentrations are offered—Music Industry Business and Recording Arts (MIBU) and Music Production (RAMP)—providing hands-on experience and a strong academic foundation in relevant areas of this rapidly changing industry. The Music Industry curriculum is divided into four areas which are combined with cooperative experience: general education, music core, music industry core, and concentration requirements.

In an industry where the process of career building often begins with a few key contacts, the cooperative education program provides Drexel students the opportunity to meet industry professionals and network. The program prepares students for careers in the music industry in such diverse positions as recording engineer, music producer, sound designer, music lawyer, business manager, or music publisher. The co-op experience during the sophomore and junior year summer terms involves full-time, career-related employment during which students gain valuable insight into how the entertainment industry works.

About the Concentrations

The major offers two concentrations: Music Industry Business and Recording Arts (MIBU) and Music Production (RAMP):

- The **Music Industry Business (MIBU)** concentration provides a rigorous academic foundation complemented by a real-world, hands-on, highly intensive business experience. This mission is realized through the students' participation in the MAD Dragon Music Group, a group of student-run enterprises including MAD Dragon Records, MAD Dragon Live, MAD Dragon Publishing, and MAD Dragon Marketing.

- The **Recording Arts and Music Production (RAMP)** concentration focuses on the techniques and technologies of music and audio production. As well as providing the technology-oriented student with the necessary skills to perform as an audio engineer or record producer, the concentration teaches students a full range of industry functions including post-production audio, live sound engineering, and music and audio freelancing skills. The concentration encourages the technology student to interact with the students in the business concentration by recording, mixing, and mastering the music for MAD Dragon Music Group projects and engaging in live performance production.

All Music Industry students qualify to apply for a minor in Business Administration after completing their Music Industry core requirements. This emphasis on business courses as part of the core requirements is one of the foundations of the program.

Special Admissions Considerations

Students wishing to be admitted to the Music Industry major must meet or exceed the general requirements for admission to the University and the College of Media Arts and Design.

The program no longer accepts hard-copy portfolios; however, when applying to the Music Industry program, applicants are encouraged to use the portfolio portal provided on the Admissions Instructions webpage to upload electronic examples of pertinent activities (music and/or business and entrepreneurial), as well as a resume of music-industry-related experience.

In their major-specific essays, applicants should address their reasons for selecting the Music Industry major at Drexel and share their passion for this unique area of study.

Additional Information

For more information about this major, visit the College's Music Industry (https://drexel.edu/westphal/academics/undergraduate/mip/) page.

Degree Requirements

All students take the same general education, music industry core, and business courses. Students choose their concentration at the time of admission; however it is possible to switch as late as the beginning of junior year.

Concentrations:

- Music Industry: Business (MIBU) Concentration
- Music Industry: Recording Arts & Music Production (RAMP) Concentration

Students are also able to take courses in any other concentration as long as they fulfill the prerequisite requirement(s) and there is room in the class to accommodate the student.

Requirements

ENGL 101	Composition and Rhetoric I: Inquiry and Exploratory Research	3.0
or ENGL 111	English Composition I	
ENGL 102	Composition and Rhetoric II: Advanced Research and Evidence-Based Writing	3.0
or ENGL 112	English Composition II	
ENGL 103	Composition and Rhetoric III: Themes and Genres	3.0
or ENGL 113	English Composition III	
COM 230	Techniques of Speaking	3.0
MATH 101	Introduction to Analysis I	4.0
or MATH 121	Calculus I	
MATH 102	Introduction to Analysis II	4.0
or MATH 122	Calculus II	
CIVC 101	Introduction to Civic Engagement	1.0
COOP 101	Career Management and Professional Development	1.0
UNIV A101	The Drexel Experience	1.0
Required Arts and Humanities-students elect a minimum of 9 credits		9.0
Required Natural Science-students elect a minimum of 3 credits [*]		3.0
Required Social Science-students elect a minimum of 9 credits		9.0
Music core requirements		15.0
Music Industry core requirements		63.0
Concentration requirements		33.0-34.0
Concentration electives		9.0
Free electives [**]		24.0
Total Credits		**188.0-189.0**

[*]   PHYS 107 - Acoustics is recommended.

[**]   MKTG 301, PHIL 301, PSY 101 and/or PSY 150 are recommended.

Music Core Requirements

MUSC 121	Music Theory I	3.0
or MUSC 122	Music Theory II	
MUSC 125	Ear Training I	1.0
MUSC 130	Introduction to Music	3.0
MUSC 190	Class Piano I	2.0
or MUSC 191	Class Guitar I	
MUSC 323	Songwriting	3.0

Music Elective (Select one) 3.0

MUSC 231	Music History I	
MUSC 232	Music History II	
MUSC 234	The Beatles	
MUSC 236	Rock Music Through the Mid-60s	
MUSC 238	Rock Music Since the Mid-60s	
MUSC 331	World Musics	
MUSC 333	Afro-American Music USA	
MUSC 336	History of Jazz	
MUSC 338 [WI]	American Popular Music	
MUSC T380	Special Topics in Music	

Total Credits **15.0**

Music Industry Core Requirements

ACCT 110	Accounting for Professionals	4.0
BLAW 201	Business Law I	4.0
ECON 201	Principles of Microeconomics	4.0
ECON 202	Principles of Macroeconomics	4.0
FIN 301	Introduction to Finance	4.0
MIP 132	Survey of the Recording Industry	3.0
MIP 133	Digital Audio Workstations I	3.0
MIP 161	Copyrights in the Music Industry	3.0
MIP 179	Introduction to Sound Recording	2.0
MIP 227	Listening Techniques	1.0
MIP 270	Live Music Industry	3.0
MIP 293 [WI]	Survey of Music Production	3.0
MIP 361	Music Publishing	3.0
MIP 374	Entrepreneurship in the Music Industry	3.0
MIP 375 [WI]	Marketing and Promo in Music Industry	3.0
MIP 491	Senior Project in Music Industry *	9.0
STAT 201	Introduction to Business Statistics	4.0
WEST 100	Introduction to Digital Design Tools	3.0

Total Credits **63.0**

*   Repeated over three terms.

Music Industry: Business Concentration Requirements

MIP 276	Sound Recording for Business Concentration *	3.0
MIP 336	Contracts and Legal Issues in the Music Industry	3.0
MIP 366	Music Supervision	3.0
MIP 376	MAD Dragon Music Group (Taken three terms)	9.0
MIP 394	Big Data In The Music Industry	3.0
MIP 395	Digital Revenue & Creative Destruction	3.0
MIP 426	Global Trends in the Music Industry	3.0
MIP 467	Artist Representation	3.0
MIP 468	Music Industry E-Commerce	3.0
Select Three of the following Business Concentration Electives		**9.0**
MIP 170	Radio Management	
MIP 263	Media Promotion	
MIP 318	Music Merchandising	
MIP 331	Music Venues and Concerts	
MIP 341	Touring and Booking	
MIP 365	Cities of Music and Culture	

Total Credits **42.0**

*   MUSI Business Concentration Students who would like to continue taking more advanced recording studio and music production courses should take MIP 279 *Sound Recording I* instead of MIP 276 *Sound Recording* for Business Concentration. Take MIP 233 in Term 3 instead of MIP 276, which is a prerequisite to MIP 279, which you will take in Terms 5 or 6.

Music Industry: Recording Arts & Music Production (RAMP) Concentration Requirements

MIP 233	Digital Audio Workstations II	3.0
MIP 279	Sound Recording I	3.0

MIP 333	Digital Audio Workstations III	3.0
MIP 338	Audio Seminar	2.0
MIP 379	Sound Recording II	3.0
MIP 381	Audio for Video	3.0
MIP 388	Music and Audio Freelancing	2.0
MIP 389	Sound Reinforcement	3.0
MIP 477	Music Production	3.0
MIP 481	Mixing and Mastering	3.0
MUSC 122	Music Theory II	3.0
MUSC 229	Modern Arranging Techniques	3.0
Select Three of the following RAMP Concentration electives:		**9.0**
MIP 358	Electronic Music Production	
MIP 382	Scoring to Picture	
MIP 384	Synthesis and Sampling	
MIP 386	Commercial Music Production	
MIP 387	Studio Maintenance	
MIP 390	Video Game Music and Audio	
MIP 391	Analog Recording	
MIP 433	Digital Audio Workstations IV	
Total Credits		**43.0**

Sample Plans of Study

Music Industry: Recording Arts & Music Production Concentration

First Year

Fall	Credits	Winter	Credits	Spring	Credits	Summer	Credits
ENGL 101 or 111	3.0	CIVC 101	1.0	ACCT 110	4.0	VACATION	
MIP 132	3.0	ENGL 102 or 112	3.0	ENGL 103 or 113	3.0		
MIP 179	2.0	MIP 133	3.0	MIP 233	3.0		
MIP 227	1.0	MIP 161	3.0	MIP 270	3.0		
MUSC 121	3.0	MUSC 130	3.0	MUSC 122	3.0		
MUSC 190 or 191	2.0	WEST 100	3.0	MUSC 125	1.0		
UNIV A101	1.0						
	15		**16**		**17**		**0**

Second Year

Fall	Credits	Winter	Credits	Spring	Credits	Summer	Credits
COOP 101	1.0	ECON 201	4.0	BLAW 201	4.0	COOP EXPERIENCE	
MATH 101 or 121	4.0	MATH 102 or 122	4.0	MIP 279[**]	3.0		
MIP 333	3.0	MIP 279[*]	3.0	MUSC 229	3.0		
MIP 361	3.0	MIP 293	3.0	MUSC 323	3.0		
MIP 375	3.0	Free Elective	3.0	STAT 201	4.0		
Free Elective	3.0						
	17		**17**		**17**		**0**

Third Year

Fall	Credits	Winter	Credits	Spring	Credits	Summer	Credits
ECON 202	4.0	MIP 374	3.0	COM 230	3.0	COOP EXPERIENCE	
FIN 301	4.0	MIP 389	3.0	PHYS 107[***]	3.0		
MIP 379	3.0	MIP 388	2.0	MIP 338	2.0		
MIP 381	3.0	MIP 481	3.0	MIP 477	3.0		
Arts and Humanities Elective	3.0	Social Science Elective	3.0	Social Science Elective	3.0		
	17		**14**		**14**		**0**

Fourth Year

Fall	Credits	Winter	Credits	Spring	Credits
MIP 491	3.0	MIP 491	3.0	MIP 491	3.0
MIP RA&MP Concentration Elective	3.0	MIP RA&MP Concentration Elective	3.0	MIP RA&MP Concentration Elective	3.0
Arts and Humanities Elective	3.0	Social Science Elective	3.0	Arts and Humanities Electives	3.0
MUSC Elective	3.0	Free Electives	6.0	Free Elective	6.0

	Credits		Credits		Credits
Free Elective	3.0				
	15		**15**		**15**

Total Credits 189

*   Can substitute with free elective.

**   Can substitute with Natural Science elective

***   Can substitute with Social Science elective

Music Industry: Business Concentration

First Year

Fall	Credits	Winter	Credits	Spring	Credits	Summer	Credits
ENGL 101 or 111	3.0	CIVC 101	1.0	ACCT 110	4.0	VACATION	
MIP 132	3.0	ENGL 102 or 112	3.0	ENGL 103 or 113	3.0		
MIP 179	2.0	MIP 133	3.0	MIP 270	3.0		
MIP 227	1.0	MIP 161	3.0	MIP 276**	3.0		
MUSC 121	3.0	MUSC 130	3.0	MUSC 125	1.0		
MUSC 190 or 191	2.0	WEST 100	3.0	Free Elective	3.0		
UNIV A101	1.0						
	15		**16**		**17**		**0**

Second Year

Fall	Credits	Winter	Credits	Spring	Credits	Summer	Credits
COOP 101	1.0	BLAW 201	4.0	MIP 336	3.0	COOP EXPERIENCE	
MATH 101	4.0	ECON 201	4.0	MIP 467	3.0		
MIP 361	3.0	MATH 102	3.0	MUSC 323	3.0		
MIP 375	3.0	MIP 293	3.0	STAT 201	4.0		
Natural Science Elective	3.0	Social Science Elective	3.0	Social Science Elective	3.0		
Free Elective	3.0						
	17		**18**		**16**		**0**

Third Year

Fall	Credits	Winter	Credits	Spring	Credits	Summer	Credits
ECON 202	4.0	MIP 374	3.0	COM 230	3.0	COOP EXPERIENCE	
FIN 301	4.0	MIP 376	3.0	MIP 376	3.0		
MIP 376	3.0	MIP 394	3.0	MIP 426	3.0		
MIP 395	3.0	Free Electives	6.0	MIP 468	3.0		
MIP Business Concentration Elective	3.0			Arts and Humanities Elective	3.0		
	17		**15**		**15**		**0**

Fourth Year

Fall	Credits	Winter	Credits	Spring	Credits
MIP 491	3.0	MIP 491	3.0	MIP 491	3.0
MIP 366	3.0	MIP Business Concentration Elective	3.0	MIP Business Concentration Elective	3.0
Arts and Humanities Elective	3.0	Social Science Elective	3.0	Arts and Humanities Elective	3.0
MUSC Elective	3.0	Free Electives	6.0	Free Elective	3.0
Free Elective	3.0				
	15		**15**		**12**

Total Credits 188

*   See degree requirements (p. 81).

**   MUSI Business Concentration Students who would like to continue taking more advanced recording studio and music production courses should take MIP 279 *Sound Recording I* instead of MIP 276 *Sound Recording* for Business Concentration. Take MIP 233 in Term 3 instead of MIP 276, which is a prerequisite to MIP 279, which you will take in Terms 5 or 6.

Music Industry Faculty

Jeff Apruzzese, MS *(Northeastern University) Program Director, Music Industry.* Assistant Professor. Former bass player of the band Passion Pit and researcher in the live music industry.

Jason Berger Adjunct Faculty.

Tony Dofat Associate Teaching Professor.

Karl Fowlkes, JD *(Villanova University)*. Adjunct Faculty.

Danielle Lewis, MS *(Drexel University)*. Adjunct Faculty. Sound engineer

James McKinney Assistant Professor.

Ryan Moys Assistant Teaching Professor. Music production

Ben Runyan Instructor.

Ryan Schwabe, BS, MBA (in progress) *(Drexel University)*. Associate Teaching Professor. Musician, producer, sound engineer, programmer and upright bass player. Owner of RareMP3s LLC and guest lecturer at Curtis Institute of Music.

Toby Seay, MS *(Drexel University)*. Professor. Sound and recording engineer, music technologist, music producer and studio technician.

Joe Steinhardt, PhD *(Cornell University)*. Assistant Teaching Professor. Owner of Don Giovanni Records, a label that he co-founded in 2003. Don Giovanni Records remains committed to furthering alternative culture and independent values, providing resources for artists who prefer to work outside of the mainstream music industry.

Cyrille Taillandier, BTS *(Ecole Superieure de Realisation Audiovisuelle, Paris, France)*. Associate Teaching Professor. Recording engineer, music producer and digital editor.

Photography

Major: Photography
Degree Awarded: Bachelor of Science (BS)
Calendar Type: Quarter
Total Credit Hours: 181.0
Co-op Options: One Co-op (Four years)
Classification of Instructional Programs (CIP) code: 50.0605
Standard Occupational Classification (SOC) code: 27-4021

About the Program

The Drexel University Photography Program is one of the most elite of its kind in the United States. The students who have completed the Bachelor of Science Photography degree at Drexel have gone on to win The Pulitzer Prize for Photojournalism and The John Simon Guggenheim Fellowship for the arts (https://www.gf.org/fellows/all-fellows/jeffrey-stockbridge/). Their work has also been featured at AIPAD (https://searspeyton.com/exhibition/103/exhibition_works/7951/), one of the world's most prestigious annual photography events and in Times Square, New York City. In the Spring of 2020, Hannah Beier's Senior Thesis project, "Time Apart," was featured on the cover of Time Magazine (https://time.com/5839765/college-graduation-2020/). Along with the cover, she had a portfolio of images that were featured inside the magazine.

In addition, alumni have had their work featured in the New York Times Magazine (https://www.nytimes.com/2017/09/26/magazine/how-fake-news-turned-a-small-town-upside-down.html), Time Magazine, Philadelphia Magazine, Architectural Digest (https://www.architecturaldigest.com/story/inside-the-century-old-new-jersey-home-of-squawk-box-joe-kernen/), Martha Stewart Living, Newsweek, and Italian Vogue (https://www.vogue.it/en/photography/photostories/2017/05/26/inside-out-by-harris-mizrahi/). Along with being included in these publications, our alumni have their work included in the permanent collection of the Philadelphia Museum of Art (https://www.philamuseum.org/collections/permanent/337608.html?mulR=1528382777%7C1) and PAFA (https://www.pafa.org/museum/collection-artist/jeffrey-stockbridge/), as well as having monographs (https://www.aint-bad.com/product/books/tyler-haughey-everything-is-regional/) published of their work. The Drexel University Photography Program is without peer in regard to the student outcomes we have achieved.

Our Photography major is unique in the United States because of our teaching approach which blends a high degree of visual literacy together with cutting edge lessons in technology. We prepare our students for the marketplace by teaching every aspect of the medium, beginning in the darkroom, moving on to complex still digital techniques, and incorporating motion and video. Couple all these lessons with the value of having a six-month co-op in the industry and three courses dedicated to photographic business practices and you have the reason why our students have such a high placement rate after graduation.

The College's extensive photographic facilities (https://drexel.edu/westphal/academics/undergraduate/PHTO/Facilities/) are available to every photography major at Drexel.

Additional Information

For more information about this major, visit the College's Photography (https://drexel.edu/westphal/academics/undergraduate/PHTO/) website.

Degree Requirements

General education requirements

ENGL 101	Composition and Rhetoric I: Inquiry and Exploratory Research	3.0
or ENGL 111	English Composition I	
ENGL 102	Composition and Rhetoric II: Advanced Research and Evidence-Based Writing	3.0
or ENGL 112	English Composition II	
ENGL 103	Composition and Rhetoric III: Themes and Genres	3.0
or ENGL 113	English Composition III	
MATH 119	Mathematical Foundations for Design	4.0
COOP 101	Career Management and Professional Development	1.0
UNIV A101	The Drexel Experience	2.0
Required Arts and Humanities-students elect a minimum of 9 credits		9.0
Required Natural Science-students elect a minimum of 7 credits		7.0
Required Social Science-students elect a minimum of 9 credits		9.0
Free electives		**30.0**
Visual Studies requirements		
ARTH 101	History of Art I	3.0
ARTH 102	History of Art II	3.0
ARTH 103	History of Art III	3.0
VSST 101	Design I	4.0
VSST 102	Design II	4.0
VSST 110	Introductory Drawing	3.0
VSST 111	Figure Drawing I	3.0
Visual Studies electives		**12.0**
Students select three additional visual studies (VSST) courses as electives.		
Photography requirements		
PHTO 110	Photography	3.0
PHTO 141	Digital Photographic Post Production	3.0
PHTO 210	Intermediate Photography	3.0
PHTO 230	Color Photography I	3.0
PHTO 233	Large Format Photography	4.0
PHTO 234	Studio Photography	4.0
PHTO 236	Photojournalism	3.0
PHTO 240	Digital Photography II	4.0
PHTO 253	Fine Black & White Printing	3.0
PHTO 275 [WI]	History of Photography I	3.0
PHTO 276 [WI]	History of Photography II	3.0
PHTO 334	Advanced Studio Photography	4.0
PHTO 340	Digital Photography III	4.0
PHTO 361	Advanced Photography	4.0
PHTO 392	Junior Project in Photography	3.0
PHTO 451	Photography and Business	3.0
PHTO 452 [WI]	History of Contemporary Photography	3.0
PHTO 453	Photography Production	3.0
PHTO 458	Print and Web Portfolio Development	3.0
PHTO 492	Senior Thesis in Photography I	3.0
PHTO 493	Senior Thesis in Photography II	3.0
PHTO 495	Senior Thesis in Photography III	3.0
Photography elective		**3.0**
Students select one course from the following:		
PHTO 335	Portraiture	
PHTO 455	Landscape Photography	
PHTO 456	Fashion Photography	
PHTO 457	Palladium Printing	
PHTO 459	Marketing for Photographers	
Total Credits		**181.0**

Sample Plan of Study

4 year, one co-op

First Year

Fall	Credits	Winter	Credits	Spring	Credits	Summer	Credits
ARTH 101	3.0	ENGL 102 or 112	3.0	ARTH 102	3.0	VACATION	
ENGL 101 or 111	3.0	PHTO 110	3.0	ENGL 103 or 113	3.0		
PHTO 141	3.0	VSST 102	4.0	MATH 119	4.0		
UNIV A101	1.0	UNIV A101	1.0	PHTO 210	3.0		
VSST 101	4.0	Natural Science	4.0	Natural Science	3.0		
	14		**15**		**16**		**0**

Second Year

Fall	Credits	Winter	Credits	Spring	Credits	Summer	Credits
ARTH 103	3.0	COOP 101	1.0	PHTO 230	3.0	PHTO 234	4.0
PHTO 233	4.0	PHTO 236	3.0	PHTO 276	3.0	VSST elective[*]	4.0
PHTO 253	3.0	PHTO 240	4.0	PHTO 451	3.0	Arts & Humanities Elective	3.0
VSST 110	3.0	PHTO 275	3.0	VSST 111	3.0	Free Elective	3.0
Free elective		Social Science elective	3.0	Social Science elective	3.0		
		Free elective			3.0		
	16		**17**		**15**		**14**

Third Year

Fall	Credits	Winter	Credits	Spring	Credits	Summer	Credits
COOP EXPERIENCE		COOP EXPERIENCE		PHTO 334	4.0	PHTO 392	3.0
				PHTO 340	4.0	VSST elective[*]	4.0
				VSST elective[*]	4.0	Arts & Humanities Elective	3.0
				Social Science Elective	3.0	Free Elective	3.0
	0		**0**		**15**		**13**

Fourth Year

Fall	Credits	Winter	Credits	Spring	Credits
PHTO 361		PHTO 453	4.0	PHTO 458	3.0
PHTO 452		PHTO 493	3.0	PHTO 495	3.0
PHTO 492		Free electives	3.0	Photography elective[*]	3.0
Free Elective			9.0	Free elective	3.0
Arts & Humanities Elective			3.0		6.0
	16		**15**		**15**

Total Credits 181

*   See degree requirements (p. 86).

Co-op/Career Opportunities

Photographers pursue careers in a wide variety of fields. Primary choices among Drexel graduates include journalism, illustration, fashion and advertising, and fine arts.

POSITIONS

- Advertising Photography
- Editorial Photography
- Wedding Photography
- Fine Art Photography
- Fashion Photography
- Sports and Event Photography
- Art Director and Photo Editor at Magazines
- Curatorial Assistant at Photography Galleries and Museums
- Teaching Assistants in public schools
- Digital Technician and Retoucher

Visit the Drexel Steinbright Career Development Center (http://www.drexel.edu/scdc/) page for more detailed information on co-op and post-graduate opportunities.

Photography Faculty

Noah Addis, BS *(Drexel University)*. Adjunct Instructor. Photographing informal settlements and unplanned growth in the world's major cities

Michael Froio, BS *(Drexel University)*. Adjunct Instructor. Photography; intermediate photography and fine black and white printing.

George McCardle, BS *(Drexel University)*. Adjunct Instructor. Digital Photography III

Andrea Modica, MFA *(Yale University)*. Professor. Photography; portraiture, photojournalism, palladium printing, and thesis.

Joy Moody, BS *(Drexel University)*. Adjunct Instructor. Portraits

Eddy Rhenals, MFA *(University of Delaware)*. Adjunct Instructor.

Diana Rossi, M.Ed *(Arcadia University)*. Adjunct Instructor. Photography and intermediate photography.

Paul Runyon, BFA *(The University of New Mexico) Program Director, Photography*. Associate Professor. Studio photography, view-camera photography, studio lighting, business aspects of photography.

Ashley Smith, MFA *(School of Visual Arts)*. Adjunct Instructor. Photography

Amanda Tinker, MFA *(Temple University)*. Assistant Teaching Professor. Photography, history of photography, historical and alternative processes, and intermediate photography.

L. Kylie Wright, BA *(University of Virginia)*. Assistant Teaching Professor. Photography; digital photography, and master printing.

Matt Zugale , BS *(Drexel University)*. Adjunct Instructor. Studio Photography

Product Design

Major: Product Design
Degree Awarded: Bachelor of Science (BS)
Calendar Type: Quarter
Total Credit Hours: 191.0
Co-op Options: One Co-op (Four years)
Classification of Instructional Programs (CIP) code: 50.0404
Standard Occupational Classification (SOC) code: 27-1021; 25-1121; 27-1024; 27-1029

About the Program

Product design combines the fields of art, engineering, technology, psychology, business, and sociology to design the products, services, and experiences people interact with every day. The program in product design focuses creativity and intellect, and prepares students for careers in a range of product design fields including corporate product design, design consulting, design research, experiential design, entrepreneurial endeavors, sustainable product development, and social impact design initiatives.

The major in product design is centered on teaching students the technical skills to develop and design products, services, and experiences for a vast array of industries as well as the strategic problem-finding and problem-solving skills that can be applied across a variety of contexts. Product design majors will learn design research methods focused on product development, commercialization, and user experience. It will also encourage diverse collaboration to address opportunities in sustainability, social impact design, health, technology, and interdisciplinary product development and innovation.

Students have the opportunity to create products ranging from consumer products, furniture, and toys to medical devices, wearable technology, and interactive experiences through design studio courses, competitions, and campus design jams. Students learn in state-of-the-art facilities that include studios, a modeling shop, digital fabrication lab (laser cutters, 3D printers, and CNC routers), and a smart product lab. The shops, labs, and studios are collaborative, design-centered spaces, built to promote and sustain the studio culture students will enter upon graduation.

Students enrolled in the Product Design major will be expected to pursue a minor outside of Product Design that will allow them to apply their design capabilities toward a specific area of expertise.

Additional Information

For more information about this major, visit the College's Product Design (https://drexel.edu/westphal/academics/undergraduate/prod/) page.

Degree Requirements

In addition to the following requirements for graduation, students enrolled in the Product Design major will be expected to pursue a minor outside of Product Design that will allow them to apply their design capabilities toward a specific area of expertise.

General Education Requirements

CHEM 201	Why Things Work: Everyday Chemistry	3.0
CIVC 101	Introduction to Civic Engagement	1.0
COOP 101	Career Management and Professional Development [*]	1.0
COM 220	Qualitative Research Methods	3.0
ENGL 101	Composition and Rhetoric I: Inquiry and Exploratory Research	3.0
or ENGL 111	English Composition I	
ENGL 102	Composition and Rhetoric II: Advanced Research and Evidence-Based Writing	3.0
or ENGL 112	English Composition II	
ENGL 103	Composition and Rhetoric III: Themes and Genres	3.0
or ENGL 113	English Composition III	
IDM 214	Human Factors Engineering	3.0
MATH 101	Introduction to Analysis I	4.0
PHYS 170	Electricity and Motion	3.0
PHYS 171	Computational Lab for Electricity and Motion	1.0
PSY 101	General Psychology I	3.0
UNIV A101	The Drexel Experience	1.0
Required Arts and Humanities-students elect a minimum of 6.0 credits [**]		6.0
Required Social Science-students elect a minimum of 3.0 credits [***]		3.0
Required Art History-students elect a minimum of 9.0 credits [†]		9.0
Free electives		27.0
Visual Studies Requirements		
PHTO 110	Photography	3.0
PHTO 234	Studio Photography	4.0
VSCM 230	Visual Communication I	4.0
VSCM 240	Typography I	3.0
VSST 101	Design I	4.0
VSST 102	Design II	4.0
VSST 103	Design III	4.0
VSST 110	Introductory Drawing	3.0
VSST 111	Figure Drawing I	3.0
WEST 107	Maker Workshop	3.0
Select one of the following:		4.0
VSST 201	Multimedia: Performance	
VSST 202	Multimedia: Space	
VSST 203	Multimedia: Materials	
Product Design Requirements		
DSMR 100	Computer Imaging I	3.0
DSMR 201	Analysis of Product	3.0
ECON 201	Principles of Microeconomics	4.0
MATE 120	Modern Materials in Your World	3.0
MATE 121	Mechanical Behavior of Materials for Product Design	1.0
MGMT 260	Introduction to Entrepreneurship	4.0
PROD 101	History and Analysis of Product Design	3.0
PROD 205	Applied Making I	3.0
PROD 210	Introduction to Product Design	3.0
PROD 220	Product Design Form Studio	4.0
PROD 225	Computer Aided Imagining in Product Design	3.0
PROD 230	Product Design Process Studio	4.0
PROD 235	Applied Design Visualization	3.0
PROD 245	Seminar Professional Landscape	3.0
PROD 255	Applied Materials in Product Design	3.0
PROD 265	Introduction to CAD Product Design	3.0
PROD 340	Interdisciplinary Product Design Studio	4.0
PROD 345	Applied Human Centered Design	3.0
PROD 425	Applied Design Research	3.0
PROD 460	Research Synthesis Studio	4.0

PROD 470	Create Build Studio	4.0
PROD 475	Professional Practice in Product Design	3.0
PROD 480	Exhibition Studio	4.0
Optional Product Design Electives		
PROD 215	Design Thinking in Product Design	
PROD 240	Smart Product Design	
PROD 350	Sponsored Product Design Studio	
PROD T180	Special Topics in Product Design	
PROD T280	Special Topics in Product Design	
PROD T380	Special Topics in Product Design	
PROD T480	Special Topics in Product Design	
PROD I199	Independent Study in Product Design	
PROD I299	Independent Study in Product Design	
PROD I399	Independent Study in Product Design	
PROD I499	Independent Study in Product Design	
Total Credits		**191.0**

*   COOP 101 registration is determined by the co-op cycle assigned and may be scheduled in a different term. Select students may be eligible to take COOP 001 in place of COOP 101.

**   Select 6.0 credits from 100-499 level, including T380-T480 in AFAS, ARCH, ARTH, COM, DANC, ENGL, FMST, GST, HIST, INTR, IST, JWST, LANG, LING, MENA, MUSC, PHIL, PHTO, PPE, PBHL, RELS, SCRP, THTR, TVST, VSCM, WGST, WRIT

***   Select 3.0 credits from 100-499 level courses, including T380-T480 in AFAS, ANTH, CJS, CS, ECON, ENSS, ENVS, PSCI, PSY, PBHL, SOC, WGST

†   Select 9.0 credits from 100-499 level courses, including T380 and T480, in ARTH

Sample Plan of Study

4 year, 1 coop

First Year

Fall	Credits	Winter	Credits	Spring	Credits	Summer	Credits
ENGL 101 or 111	3.0	CIVC 101	1.0	ENGL 103 or 113	3.0	VACATION	
PROD 101	3.0	DSMR 100	3.0	MATH 101	4.0		
UNIV A101	1.0	ENGL 102 or 112	3.0	VSST 103	4.0		
VSST 101	4.0	VSST 102	4.0	VSST 111	3.0		
VSST 110	3.0	WEST 107	3.0	Art History Elective	3.0		
		Art History Elective	3.0				
	14		**17**		**17**		**0**

Second Year

Fall	Credits	Winter	Credits	Spring	Credits	Summer	Credits
PROD 205	3.0	MATE 120	3.0	CHEM 201	3.0	COOP 101[*]	1.0
PROD 220	4.0	MATE 121	1.0	DSMR 201	3.0	PHTO 110	3.0
PROD 235	3.0	PROD 210	3.0	ECON 201	4.0	PROD 225	3.0
VSCM 230	4.0	PROD 265	4.0	PROD 230	4.0	PROD 245	3.0
Arts and Humanities Elective	3.0	VSCM 240	3.0	VSST 201, 202, or 203	3.0	PROD 255	3.0
		Arts and Humanities Elective	3.0			Free Elective	3.0
	17		**17**		**16**		**16**

Third Year

Fall	Credits	Winter	Credits	Spring	Credits	Summer	Credits
PHYS 170	3.0	COM 220	3.0	COOP EXPERIENCE		COOP EXPERIENCE	
PHYS 171	1.0	IDM 214	3.0				
PROD 340	4.0	PHTO 234	4.0				
PSY 101	3.0	PROD 345	3.0				
Free Elective	3.0	Free Elective	3.0				
Social Science Elective	3.0						
	17		**16**		**0**		**0**

Fourth Year

Fall	Credits	Winter	Credits	Spring	Credits
PROD 425	3.0	MGMT 260	4.0	PROD 475	3.0
PROD 460	4.0	PROD 470	4.0	PROD 480	4.0

Art History Elective	3.0	Free Electives	6.0	Free Electives	6.0
Free Electives	6.0				
	16		**14**		**13**

Total Credits 191

*   COOP 101 registration is determined by the co-op cycle assigned and may be scheduled in a different term. Select students may be eligible to take COOP 001 in place of COOP 101.

Co-op/Career Opportunities

Product designers have careers in a wide range of industries including consumer electronics, housewares, furniture, fashion accessories, medical devices, toys, automotive and transportation. The work of product designers improves the usefulness and appearance of countless products that contribute to the quality of our work and personal lives.

Visit the Drexel Steinbright Career Development Center (http://www.drexel.edu/scdc/) page for more detailed information on co-op and post-graduate opportunities.

Product Design Faculty

Noah Dingler, BFA *(College for Creative Studies).* Adjunct Faculty. Product Design, Product Design Minor

Carl Durkow, BSID *(Drexel University).* Adjunct Faculty. Product Design, Product Design Minor

Bamidélé Elégbèdé, MFA *(California College of the Arts).* Adjunct Faculty. Product Design, Product Design Minor

Nicole Feller-Johnson, MS *(Drexel University).* Adjunct Faculty. Product Design, MS Design Research

Jemma Frost, BSID *(Drexel University).* Adjunct Faculty. Product Design

Ann Gerondelis, AIA, IDSA *(Georgia Institute of Technology) Design Department Head.* Teaching Professor. Embodied perception and its relationship to the design of human experiences, from the scale of the built environment to objects that surround us.

Michael Glaser, MFA *(The Ohio State University).* Associate Professor. Product Design

Jay Haon, MFA *(Rhode Island School of Design).* Adjunct Instructor. Product Design, Product Design Minor

Henry Homza, BSID *(Kean University).* Adjunct Faculty. Product Design, Product Design Minor

Maia Ottenstein, BSID *(Drexel University).* Adjunct Faculty. Product Design, Product Design Minor

Ayana Paterson, BSID *(Syracuse University).* Adjunct Faculty. Product Design, Product Design Minor

Raja Schaar, MAAE,IDSA *(School of the Art Institute of Chicago) Product Design Program Director.* Assistant Professor. Product Design

Alexandra Schmidt-Ullrich, MArch *(University of Pennsylvania).* Associate Teaching Professor. Product Design

Erik Sundquist, MA *(Florida International University) Hybrid Making Lab Director.* Associate Teaching Professor. Product design

Beth Van Why, MID *(University of the Arts).* Adjunct Faculty. Product Design

Cooper Wright, BA *(Maryland Institute College).* Fabrication Shop Manager, Product Design

Emeritus Faculty

Roberta Gruber, MS *(Drexel University).* Associate Professor Emeritus. Fashion designer and illustrator; wearable artist, merchandiser, special events.

Screenwriting and Playwriting

Major: Screenwriting and Playwriting
Degree Awarded: Bachelor of Science (BS)
Calendar Type: Quarter
Total Credit Hours: 184.0
Co-op Options: One Co-op (Four years)
Classification of Instructional Programs (CIP) code: 50.0504
Standard Occupational Classification (SOC) code: 27-3043

About the Program

The Westphal College Screenwriting and Playwriting program guides students in their pursuit of a career writing for the stage or screen. The program emphasizes the principles of dramatic writing through a practical hands-on approach to instruction in small classes. Our graduates take away the skills, experience, and confidence to gain an edge in a rewarding and competitive field.

Students first acquire the essential skills of dramatic story telling and then apply those abilities to the creation of scripts that conform to professional standards. Drexel's pioneering co-op affords hands-on experience in the field, working alongside professional artists. Drexel marks the beginning of the lifelong process of developing a writer's eye that sees the world from a different angle and allows writers to tell their own uniquely compelling stories.

The Screenwriting and Playwriting program offers a minor in Screenwriting and a minor in Playwriting (p. 172).

Additional Information

For more information about this major, visit the College's Screenwriting and Playwriting (https://drexel.edu/westphal/academics/undergraduate/scrp/) page or contact the program director:

Matthew J. Kaufhold (http://drexel.edu/westphal/about/directory/KaufholdMatthew/)
Screenwriting and Playwriting Program
Department of Cinema & Television
Antoinette Westphal College of Media Arts & Design
215-895-2882
kaufhold@drexel.edu

Degree Requirements

General education requirements		
CIVC 101	Introduction to Civic Engagement	1.0
COOP 101	Career Management and Professional Development	1.0
ENGL 101	Composition and Rhetoric I: Inquiry and Exploratory Research	3.0
or ENGL 111	English Composition I	
ENGL 102	Composition and Rhetoric II: Advanced Research and Evidence-Based Writing	3.0
or ENGL 112	English Composition II	
ENGL 103	Composition and Rhetoric III: Themes and Genres	3.0
or ENGL 113	English Composition III	
MATH 119	Mathematical Foundations for Design	4.0
UNIV A101	The Drexel Experience	2.0
Required Arts and Humanities (excluding ENGL courses) - students elect a minimum of 9.0 credits		9.0
Required Natural Science-students elect a minimum of 8.0 credits		8.0
Required Social Science-students elective a minimum of 9.0 credits		9.0
Electives		31.0
Visual Studies Requirements		
ARTH 102	History of Art II	3.0
VSST 107	Introduction to Design for Media	3.0
Screenwriting and Playwriting Requirements		
Literature requirements		
ENGL 315 [WI]	Shakespeare	3.0
Select one of the following:		3.0
ENGL 200 [WI]	Classical to Medieval Literature	
or ENGL 201	Renaissance to the Enlightenment	
or ENGL 202	Romanticism to Modernism	
Select one of the following:		3.0
ENGL 203 [WI]	Survey of World Literature	
or ENGL 204	Post-Colonial Literature	
Literature (ENGL) electives		6.0
Cinema studies/Theatre studies requirements		
ENGL 216 [WI]	Readings in Drama	3.0
THTR 121 [WI]	Dramatic Analysis	3.0
Theatre (THTR) choice elective (any advanced acting, directing or production course)		3.0
FMST 101	Film History I: Emergence	3.0
FMST 102	Film History II: New Waves	3.0
Cinema studies (FMST Film Studies or TVST Television Studies) elective		3.0
Methods requirements		
FMTV 110	Basic Cinematography	3.0

FMTV 115	Basic Editing	3.0
FMTV 120	Basic Sound	3.0
FMTV 240	Narrative Production	3.0
THTR 210	Acting: Fundamentals	3.0
THTR 211	Acting: Scene Study	2.0
THTR 240	Theatre Production I	3.0
THTR 320	Play Direction	3.0
or FMTV 270	Basic Directing	
Writing requirements		
SCRP 150	Entertainment Storytelling Fundamentals	3.0
SCRP 220	Playwriting I	3.0
SCRP 225	Playwriting II	3.0
SCRP 230	Page to Stage	3.0
SCRP 270 [WI]	Screenwriting I	3.0
SCRP 275 [WI]	Screenwriting II	3.0
SCRP 280 [WI]	Writing the Short Film	3.0
SCRP 310	Literature for Screenwriters	3.0
SCRP 370	Screenplay Story Development	3.0
SCRP 495	Senior Project in Dramatic Writing I	3.0
SCRP 496	Senior Project in Dramatic Writing II	3.0
SCRP 497	Senior Project in Dramatic Writing III	3.0
WRIT 225 [WI]	Creative Writing	3.0
Writing Choice: select one of the following courses:		3.0
COM 160 [WI]	Introduction to Journalism	
COM 181	Public Relations Principles and Theory	
WRIT 220 [WI]	Creative Nonfiction Writing	
Select one of the following two-course sequences:		6.0
SCRP 382 & SCRP 383	Playwriting Workshop I and Playwriting Workshop II	
SCRP 380 & SCRP 381	Screenwriting Workshop I and Screenwriting Workshop II	
Total Credits		**184.0**

CONCENTRATION OPTIONS

Concentration in Writing Comics & Graphic Novels

SCRP 260	Writing Comics	3.0
SCRP 263	Comic Book Editing	3.0
SCRP 266	Graphic Novel Art and Industry	3.0
SCRP 384	Comic/Graphic Novel Writing Workshop I	3.0
SCRP 385	Comic/Graphic Novel Writing Workshop II	3.0

Concentration in Narrative Game Writing

GMAP 260	Overview of Computer Gaming	3.0
SCRP 290	Game: Universe & Story	3.0
SCRP 295	Future of Narrative Games	3.0
SCRP 377	Game Writing Workshop I	3.0
SCRP 378	Game Writing Workshop II	3.0

Sample Plan of Study

First Year

Fall	Credits	Winter	Credits	Spring	Credits	Summer	Credits
ENGL 101 or 111	3.0	ENGL 102 or 112	3.0	CIVC 101	1.0	VACATION	
FMTV 120	3.0	FMST 101	3.0	ENGL 103 or 113	3.0		
SCRP 220	3.0	FMTV 115	3.0	FMTV 110	3.0		
THTR 121	3.0	SCRP 270	3.0	MATH 119	4.0		
UNIV A101	1.0	UNIV A101	1.0	SCRP 150	3.0		
		Natural Science Elective	4.0	VSST 107	3.0		
	13		**17**		**17**		**0**

Second Year

Fall	Credits	Winter	Credits	Spring	Credits	Summer	Credits
ENGL 203 or 204	3.0	COOP 101	1.0	ARTH 102	3.0	Film Studies/Television Studies Elective*	3.0
SCRP 225	3.0	ENGL 216	3.0	ENGL 200, 201, or 202	3.0	Free Elective	6.0
Literature (ENGL) Elective	3.0	FMST 102	3.0	SCRP 280	3.0	Arts & Humanities Elective	3.0
Free Elective	6.0	SCRP 230	3.0	SCRP 370	3.0		
		SCRP 275	3.0	THTR 211	2.0		
		THTR 210	3.0	Natural Science Elective	4.0		
	15		**16**		**18**		**12**

Third Year

Fall	Credits	Winter	Credits	Spring	Credits	Summer	Credits
COOP EXPERIENCE		COOP EXPERIENCE		ENGL 315	3.0	SCRP 381 or 383	3.0
				THTR 240	3.0	Writing Choice	3.0
				THTR 320 or FMTV 270	3.0	Arts and Humanities Elective (excluding ENGL courses)	3.0
				SCRP 380 or 382	3.0	Literature (ENGL) Elective	3.0
				Arts and Humanities Elective (excluding ENGL courses)	3.0	Social Science Elective	3.0
	0		**0**		**15**		**15**

Fourth Year

Fall	Credits	Winter	Credits	Spring	Credits
SCRP 495	3.0	FMTV 240	3.0	SCRP 497	3.0
WRIT 225	3.0	SCRP 310	3.0	Free Electives	13.0
Free Elective	3.0	SCRP 496	3.0		
Social Science Elective	3.0	Free Elective	3.0		
Theater Elective	3.0	Social Science Elective	3.0		
	15		**15**		**16**

Total Credits 184

Writing Comics and Graphic Novels Concentration

First Year

Fall	Credits	Winter	Credits	Spring	Credits	Summer	Credits
ENGL 101 or 111	3.0	ENGL 102 or 112	3.0	CIVC 101	1.0	VACATION	
FMTV 120	3.0	FMST 101	3.0	ENGL 103 or 113	3.0		
SCRP 220	3.0	FMTV 115	3.0	FMTV 110	3.0		
THTR 121	3.0	SCRP 270	3.0	MATH 119	4.0		
UNIV A101	1.0	Natural Science	4.0	SCRP 150	3.0		
		UNIV A101	1.0	VSST 107	3.0		
	13		**17**		**17**		**0**

Second Year

Fall	Credits	Winter	Credits	Spring	Credits	Summer	Credits
ENGL 203 or 204	3.0	COOP 101	1.0	ARTH 102	3.0	FMST or TVST Elective	3.0
FMST 102	3.0	ENGL 216	3.0	ENGL 200, 201, or 202	3.0	Free Elective	6.0
SCRP 225	3.0	SCRP 260	3.0	SCRP 263	3.0	Arts & Humanities Elective	3.0
Literature (ENGL) Elective	3.0	SCRP 275	3.0	SCRP 370	3.0		
Free Elective	3.0	THTR 210	3.0	THTR 211	2.0		
		SCRP 230	3.0	Natural Science Elective	4.0		
	15		**16**		**18**		**12**

Third Year

Fall	Credits	Winter	Credits	Spring	Credits	Summer	Credits
COOP EXPERIENCE		COOP EXPERIENCE		ENGL 315	3.0	SCRP 385	3.0
				SCRP 384	3.0	Arts and Humanities Elective (excluding ENGL courses)	3.0
				THTR 240	3.0	SCRP 280	3.0

				Spring	Credits	Summer	Credits
				THTR 320 or FMTV 270	3.0	Literature (ENGL) Elective	3.0
				Arts and Humanities Elective (excluding ENGL courses)		Social Science Elective	3.0
						Writing Choice	3.0
	0		**0**		**15**		**18**

Fourth Year

Fall	Credits	Winter	Credits	Spring	Credits
SCRP 495	3.0	SCRP 496	3.0	SCRP 497	3.0
SCRP 266	3.0	FMTV 240	3.0	Free Electives	13.0
WRIT 225	3.0	SCRP 310	3.0		
Theater Elective	3.0	Social Science Elective	3.0		
Social Science Elective	3.0				
	15		**12**		**16**

Total Credits 184

Writing Narrative Games Concentration

First Year

Fall	Credits	Winter	Credits	Spring	Credits	Summer	Credits
ENGL 101 or 111	3.0	ENGL 102 or 112	3.0	CIVC 101	1.0	VACATION	
FMTV 120	3.0	FMST 101	3.0	ENGL 103 or 113	3.0		
SCRP 220	3.0	FMTV 115	3.0	FMTV 110	3.0		
THTR 121	3.0	SCRP 270	3.0	MATH 119	4.0		
UNIV A101	1.0	UNIV A101	1.0	SCRP 150	3.0		
		Natural Science Elective	4.0	VSST 107	3.0		
	13		**17**		**17**		**0**

Second Year

Fall	Credits	Winter	Credits	Spring	Credits	Summer	Credits
ENGL 203 or 204	3.0	COOP 101	1.0	ARTH 102	3.0	FMST or TVST Elective	3.0
FMST 102	3.0	ENGL 216	3.0	ENGL 200, 201, or 202	3.0	Free Elective	6.0
GMAP 260	3.0	SCRP 275	3.0	SCRP 295	3.0	Arts & Humanities Elective	3.0
SCRP 225	3.0	SCRP 290	3.0	SCRP 370	3.0		
Literature (ENGL) Elective	3.0	THTR 210	3.0	THTR 211	2.0		
		SCRP 230	3.0	Natural Science Elective	4.0		
	15		**16**		**18**		**12**

Third Year

Fall	Credits	Winter	Credits	Spring	Credits	Summer	Credits
COOP EXPERIENCE		COOP EXPERIENCE		ENGL 315	3.0	SCRP 378	3.0
				SCRP 377	3.0	SCRP 280	3.0
				THTR 240	3.0	Arts and Humanities Elective (excluding ENGL courses)	3.0
				THTR 320 or FMTV 270	3.0	Social Science Elective	3.0
				Arts and Humanities Elective (excluding ENGL courses)	3.0	Literature (ENGL) Elective	3.0
						Writing Choice	3.0
	0		**0**		**15**		**18**

Fourth Year

Fall	Credits	Winter	Credits	Spring	Credits
SCRP 495	3.0	SCRP 496	3.0	SCRP 497	3.0
WRIT 225	3.0	Social Science Elective	3.0	Free Electives	13.0
Arts and Humanities Elective	3.0	FMTV 240	3.0		
Theater Elective	3.0	SCRP 310	3.0		
Social Science Elective	3.0				
	15		**12**		**16**

Total Credits 184

*   Please see degree requirements

Co-op/Career Opportunities

Dramatic writing is writing for production—work intended for performance on the stage or screen. These days, "screen" can mean movie, TV, or computer, and the work can be anything from full stage plays to 15-second commercials to video game scripts. As the entertainment industry changes, so do the outlets for our students and graduates.

Co-op Experiences

By working for film and television production companies, theater organizations, entertainment management companies, magazines, advertising and public relations firms, and other professional writers, Screenwriting and Playwriting students gain valuable insights into how the entertainment industry works. In an industry where the process of building a career often begins with a few key contacts, the co-op program gives Drexel students the chance to begin shaping their own professional networks.

Screenwriting and Playwriting students secured co-op or post-graduation positions with:

- IM Global
- Disney Video Animation
- Marvel Comics
- Lionsgate Films
- Skyless Games
- Arden Theater Company
- Campbell's Soup
- Marvel Studios
- SyFy Network
- Nickelodeon
- Dynamite Entertainment
- Prominent Hollywood talent managers
- The Playwright's Center
- Valiant Entertainment
- Sciencefiction.com
- Major League Baseball Productions
- Panels.net
- Voice of America
- Fantagraphics
- The production office of "Star Trek: Enterprise"

Visit the Drexel Steinbright Career Development Center (http://www.drexel.edu/scdc/) page for more detailed information on co-op and post-graduate opportunities.

Screenwriting and Playwriting Faculty

Bruce Graham, BA *(Indiana University of Pennsylvania).* Associate Teaching Professor. Playwright.

David Greenberg, BA *(Temple University).* Adjunct Assistant Professor. Screenwriter, Producer, Director.

Matthew Kaufhold, MA *(University of North Carolina) Program Director, Screenwriting and Playwriting.* Associate Teaching Professor. Screenwriter, Producer.

Thomas Quinn, MFA *(Temple University).* Assistant Professor. Feature film writer and director.

Jeffrey Stanley, MFA *(NYU Tisch School).* Adjunct Professor. Screenwriter, Playwright.

Andrew Susskind, BA *(Harvard University).* Associate Teaching Professor. Producing for television, the sitcom, directing single and multi-camera.

Emeritus Faculty

Ian Abrams, BA *(Duke University).* Professor Emeritus. Screenwriting.

User Experience and Interaction Design BS

Major: User Experience and Interaction Design
Degree Awarded: Bachelor of Science (BS)
Calendar Type: Quarter
Total Credit Hours: 188.0
Co-op Options: One Co-op (Four years); Three Co-op (Five years)
Classification of Instructional Programs (CIP) code: 11.0801
Standard Occupational Classification (SOC) code: 15-1250

About the Program

Technology and your future career prospects are evolving at lightning speeds. Where it was once as simple as pursuing "website design" or "programming," today's world offers—and demands—more. To truly succeed in tech, you need creativity, versatility, and an interdisciplinary skillset. You need to be able to see through the eyes of the user and understand projects from start to finish. You need to be a unicorn.

User Experience & Interaction Design (UXID) helps you get there.

By combining principles from a range of disciplines, UXID gives you the tools not only to understand technology but also the human principles underpinning it. You'll get exposure to:

- **User Experience Design (UX)**—Researching and advocating for the needs of people who will be using technologies, prototyping digital products, and working with agile methodologies
- **User Interface and Interaction Design (UI/IXD)**—Using tools like Adobe Creative Suite to create visual experiences for technology products
- **Development**—Programming the code (HTML/CSS, JavaScript, PHP/MySQL, etc.) that makes products work in a variety of media (websites, apps, augmented and virtual reality, Internet of Things, etc.)
- **Information Architecture (IA) and Content Strategy**—Organizing and planning information systems for digital products
- **Project Management**—Managing workflows to keep teams on track

As a freshman, you learn the basics of user interface and interaction design. In sophomore year, you learn the coding and development skills to bring those designs to life. In the pre-junior year you will learn the fundamentals of user experience design and usability testing. Your junior and senior studies are focused on electives and interdisciplinary teamwork. In our 5-year sequence you will also have the opportunity for 3 six-month full-time work experiences within a company through Drexel's Cooperative Education program, and your capstone project will result in a full-scale, industry-level product launch.

By the end of this program, you'll have real-world experience, an enviable portfolio, and the highly adaptable skills to find your way in the uncertain, ever-evolving world of tech.

Degree Requirements

General Education Requirements

CIVC 101	Introduction to Civic Engagement	1.0
COM 230	Techniques of Speaking	3.0
COOP 101	Career Management and Professional Development [*]	1.0
ENGL 101	Composition and Rhetoric I: Inquiry and Exploratory Research	3.0
or ENGL 111	English Composition I	
ENGL 102	Composition and Rhetoric II: Advanced Research and Evidence-Based Writing	3.0
or ENGL 112	English Composition II	
ENGL 103	Composition and Rhetoric III: Themes and Genres	3.0
or ENGL 113	English Composition III	
MATH 119	Mathematical Foundations for Design	4.0
PHYS 170	Electricity and Motion	3.0
PHYS 171	Computational Lab for Electricity and Motion	1.0
PHYS 175	Light and Sound	3.0
PHYS 176	Computational Lab for Light and Sound	1.0
PSY 330	Cognitive Psychology	3.0
UNIV A101	The Drexel Experience	2.0
Arts & Humanities - students elective [**]		3.0
History (HIST) elective (100-499)		4.0
Literature (ENGL) elective (100-499)		3.0
Social Science electives [***]		6.0
Free electives		23.0
Art and Art History Requirements		

ARTH 103	History of Art III	3.0
ARTH 300 [WI]	History of Modern Design	3.0
ARTH 314	Contemporary Art	3.0
VSST 108	Design I for Media	3.0
VSST 109	Design II for Media	3.0
VSST 110	Introductory Drawing	3.0
Business & Management Requirements		
EAM 211	Strategic Management for Entertainment and Arts Management	3.0
Media Requirements		
FMVD 206	Audio Production and Post	3.0
INFO 110	Introduction to Human-Computer Interaction	3.0
PHTO 110	Photography	3.0
PROD 215	Design Thinking in Product Design	4.0
WEST 107	Maker Workshop	3.0
Digital Media Core Requirements		
ANIM 115	Introduction to Production with Animation & VFX	3.0
DIGM 105	Overview of Digital Media	3.0
DIGM 475 [WI]	Seminar: The Future of Digital Media	3.0
DIGM 490	Digital Media Senior Project	9.0
DIGM 491	Digital Media Senior Project Studio	3.0
GMAP 260	Overview of Computer Gaming	3.0
Interactive Digital Media Requriements		
IDM 211	User Interface Design I	3.0
IDM 212	User Interface Design II	3.0
IDM 213	Interaction Design	3.0
IDM 214	Human Factors Engineering	3.0
IDM 215	User Experience Design I	3.0
IDM 216	User Experience Design II	3.0
IDM 221	Web Design I	3.0
IDM 222	Web Design II	3.0
IDM 231	Scripting for Interactive Digital Media I	3.0
IDM 232	Scripting for Interactive Digital Media II	3.0
IDM 241	Microinteractions	3.0
IDM 250	Content Management Systems	3.0
IDM 371	Interactive Digital Media Workshop I	3.0
IDM 372	Interactive Digital Media Workshop II	3.0
IDM 401	Professional Practices in Interactive Digital Media	3.0
IDM 418	Storytelling for User Experience Design	3.0
Select three (3) of the following:		**9.0**
DIGM 308 [WI]	Digital Cultural Heritage	
DIGM 451 [WI]	Explorations in New Media	
EAM 315	Content Strategies for Digital Products	
IDM 101	History of Web Development	
IDM 240	Interactive Graphics	
IDM 245	Web Game Design	
IDM 311	User Interface Design for Immersive Media	
IDM 331	WebVR	
IDM 361	Interactive App Design I	
IDM 362	Interactive App Design II	
IDM 363	Interactive App Design III	
IDM 364	Interactive App Design IV	
IDM 381	Experimental Interactive Technologies	
IDM 402	Validating Product Ideas	
IDM 417	User Research Methodologies	
IDM T380	Special Topics in Interactive Digital Media	
IDM I399	Independent Study in Interactive Digital Media	
Total Credits		**188.0**

*   Co-op cycles may vary. Students are assigned a co-op cycle (fall/winter, spring/summer, summer-only) based on their co-op program (4-year, 5-year) and major.
COOP 101 registration is determined by the co-op cycle assigned and may be scheduled in a different term. Select students may be eligible to take COOP 001 in place of COOP 101.

**   Arts & Humanities: Select from 100-499 level courses, including T380-T480 in AFAS, ARTH, COM, ENGL, FMST, GST, HIST, IST, JWST, LANG, LING, MENA, MUSC, PHIL, PPE, PBHL, SCRP, THTR, TVST, WGST, WRIT, ARCH, DANC, INTR, PHTO, RELS, VSCM

***   Select from 100-499 level courses, including T380-T480, in AFAS, ANTH, CJS, CS, ECON, ENSS, ENVS, PSI, PSY, PBHL, SOC, WGST

Sample Plan of Study

Four year, One Co-op

First Year

Fall	Credits	Winter	Credits	Spring	Credits	Summer	Credits
DIGM 105	3.0	ENGL 102 or 112	3.0	CIVC 101	1.0	VACATION	
ENGL 101 or 111	3.0	IDM 212	3.0	ENGL 103 or 113	3.0		
IDM 211	3.0	PHTO 110	3.0	IDM 213	3.0		
PROD 215	4.0	UNIV A101	1.0	INFO 110	3.0		
UNIV A101	1.0	WEST 107	3.0	MATH 119	4.0		
VSST 108	3.0	VSST 109	3.0	VSST 110	3.0		
	17		**16**		**17**		**0**

Second Year

Fall	Credits	Winter	Credits	Spring	Credits	Summer	Credits
EAM 211	3.0	ANIM 115	3.0	IDM 215	3.0	ARTH 103	3.0
FMVD 206	3.0	IDM 214	3.0	IDM 232	3.0	COM 230	3.0
GMAP 260	3.0	IDM 222	3.0	IDM 241	3.0	COOP 101	1.0
IDM 221	3.0	IDM 231	3.0	IDM 418	3.0	IDM 216	3.0
PHYS 170	3.0	PHYS 175	3.0	Elective	3.0	IDM 250	3.0
PHYS 171	1.0	PHYS 176	1.0			IDM Elective	3.0
	16		**16**		**15**		**16**

Third Year

Fall	Credits	Winter	Credits	Spring	Credits	Summer	Credits
ARTH 300	3.0	ARTH 314	3.0	COOP EXPERIENCE		COOP EXPERIENCE	
DIGM 475	3.0	IDM 372	3.0				
IDM 371	3.0	Arts & Humanities Elective	3.0				
PSY 330	3.0	IDM Elective	3.0				
IDM Elective	3.0	Social Science Elective	3.0				
	15		**15**		**0**		**0**

Fourth Year

Fall	Credits	Winter	Credits	Spring	Credits
DIGM 490	3.0	DIGM 490	3.0	DIGM 490	3.0
DIGM 491	1.0	DIGM 491	1.0	DIGM 491	1.0
IDM 401	3.0	History (HIST) Elective	4.0	Free Electives	9.0
Literature (ENGL) Elective	3.0	Free Electives	8.0		
Social Science Elective	3.0				
Free Elective	3.0				
	16		**16**		**13**

Total Credits 188

Five year, Three Co-ops

First Year

Fall	Credits	Winter	Credits	Spring	Credits	Summer	Credits
DIGM 105	3.0	ENGL 102 or 112	3.0	CIVC 101	1.0	VACATION	
ENGL 101 or 111	3.0	IDM 212	3.0	COOP 101	1.0		
IDM 211	3.0	PHTO 110	3.0	ENGL 103 or 113	3.0		
PROD 215	4.0	UNIV A101	1.0	IDM 213	3.0		
UNIV A101	1.0	WEST 107	3.0	INFO 110	3.0		
VSST 108	3.0	VSST 109	3.0	MATH 119	4.0		
				VSST 110	3.0		
	17		**16**		**18**		**0**

Second Year

Fall	Credits	Winter	Credits	Spring	Credits	Summer	Credits
EAM 211	3.0	ANIM 115	3.0	COOP EXPERIENCE		COOP EXPERIENCE	
FMVD 206	3.0	IDM 214	3.0				

Fall	Credits	Winter	Credits	Spring	Credits	Summer	Credits
GMAP 260	3.0	IDM 222	3.0				
IDM 221	3.0	IDM 231	3.0				
PHYS 170	3.0	PHYS 175	3.0				
PHYS 171	1.0	PHYS 176	1.0				
	16		16		0		0

Third Year

Fall	Credits	Winter	Credits	Spring	Credits	Summer	Credits
IDM 215	3.0	ARTH 103	3.0	COOP EXPERIENCE		COOP EXPERIENCE	
IDM 232	3.0	COM 230	3.0				
IDM 241	3.0	IDM 216	3.0				
IDM 418	3.0	IDM 250	3.0				
Elective	3.0	IDM Elective	3.0				
	15		15		0		0

Fourth Year

Fall	Credits	Winter	Credits	Spring	Credits	Summer	Credits
ARTH 300	3.0	ARTH 314	3.0	COOP EXPERIENCE		COOP EXPERIENCE	
DIGM 475	3.0	IDM 372	3.0				
IDM 371	3.0	Arts & Humanities Elective	3.0				
PSY 330	3.0	IDM Elective	3.0				
IDM Elective	3.0	Social ScienceElective	3.0				
	15		15		0		0

Fifth Year

Fall	Credits	Winter	Credits	Spring	Credits
DIGM 490	3.0	DIGM 490	3.0	DIGM 490	3.0
DIGM 491	1.0	DIGM 491	1.0	DIGM 491	1.0
IDM 401	3.0	History (HIST) Elective	4.0	Free Electives	9.0
Literature (ENGL) Elective	3.0	Free Electives	8.0		
Social Science Elective	3.0				
Free Elective	3.0				
	16		16		13

Total Credits 188

Co-op/Career Opportunities

Students who study User Experience and Interaction Design can move on to careers as web designers, graphic designers, digital media designers, user research and experience specialists, multimedia artists, interactive designers, web programmers, and web user interface designers.

Co-op Experiences

Some past co-op employers of User Experience and Interaction Design students include:

- Brownstein Group
- Comcast
- Digitas Health
- eCity Interactive
- Electronic Ink
- Happy Cog

Visit the Drexel Steinbright Career Development Center (http://drexel.edu/scdc/) webpage for more detailed information on co-op and post-graduate opportunities.

Facilities

Digital Media department facilities include a motion capture and green screen studio, a screening room, DSLR digital still cameras, HD video cameras and lighting equipment, triple boot PowerMac stations (Mac / Windows / Unix) with dual monitors, wacom tablets, game consoles, mobile devices, and two undergraduate open labs with 24/7 access.

Additionally, the program houses the RePlay Lab (http://replay.drexel.edu/facilities.html) in the URBN Center which is a collaborative effort between the Digital Media department and the Computer Science department (in the College of Computing & Informatics). At Drexel University, game development does not "live" in solely one department, and so mirrors the true nature of game development in commercial settings.

User Experience and Interaction Design Faculty

Antonia Brown, MS *(Thomas Jefferson University)*. Adjunct Instructor. User interface design and user experience design.

Chester Cunan, BS/MS *(Drexel University)*. Adjunct Instructor.

Darien Davis, BS *(Drexel University)*. Adjunct Professor. User Experience Design

Darielle Davis, BS *(Drexel University)*. Adjunct Instructor. Website/application programming

Troy Finamore, MS *(Drexel University) Program Director, User Experience & Interaction Design*. Teaching Professor. User interface design, interaction design, user experience design, and user research.

Kevin Gross, MS *(Drexel University)*. Adjunct Instructor.

Chelsea Jones, BS *(Westchester University)*. Adjunct Professor. User Experience Design

Glen Muschio, PhD *(Temple University)*. Associate Professor. Digital media, society, communication

Mark Petrovich, MS *(Drexel University)*. Adjunct Instructor.

Paul Phan, BS *(Drexel University)*. Adjunct Professor. Website/application programming.

Emil Polyak, MDCArtDes *(University of New South Wales)*. Assistant Professor. Cross-disciplinary art and design

Kathryn Rieger, University of Southern California *(PhD)*. Adjunct Professor. Human Factors Engineering

Khrystyna Oros Ryan, BS *(Temple University)*. Adjunct Professor. UI/UX Design.

Philip Sinatra, BS *(Drexel University)*. Professor. Website/application programming.

Jervis Thompson, BS *(Drexel University)*. Teaching Professor. Digital media, interactive multimedia

Michael Wagner, PhD *(Vienna University of Technology) Program Director, Digital Media*. Associate Professor. Educational use of digital media and computer games.

Emeritus Faculty

Theo Artz, BFA *(Tyler School of Art, Temple University)*. Associate Professor. Digital media.

Virtual Reality & Immersive Media

Major: Virtual Reality and Immersive Media
Degree Awarded: Bachelor of Science (BS)
Calendar Type: Quarter
Total Credit Hours: 187.0
Co-op Options: One Co-op (Four years); Three Co-op (Five years)
Classification of Instructional Programs (CIP) code: 09.0702
Standard Occupational Classification (SOC) code: 11-9199

About the Program

The design and production of Virtual Reality (VR), Augmented Reality (AR), 360° Video and other Immersive Media formats requires a unique skill set—creative thinking, understanding of design, aesthetic sensitivity, and storytelling are balanced with technical knowledge in areas such as 3D Computer Graphics, Animation, Visual Effects, interactivity, digital camera and image processing technologies. Additionally, critical thinking, the ability to collaborate effectively and communication skills are also integral to success in this rapidly expanding industry.

Drexel's Bachelor of Science in Virtual Reality & Immersive Media program encompasses foundation courses in the applied and social sciences, the humanities, and a wide range of professional digital media coursework to prepare students for careers in VR/AR and related Immersive Media fields. At the heart of the curriculum are the design and production labs and workshops where students are challenged to apply their knowledge acquired from the above disciplines to consequential design problems.

Admission Requirements

In addition to standard application requirements (http://drexel.edu/admissions/overview/), VRIM requires program director review of an additional, major specific essay question and applicant portfolio.

Degree Requirements

General Education

CIVC 101	Introduction to Civic Engagement	1.0
COM 230	Techniques of Speaking	3.0
COOP 101	Career Management and Professional Development	1.0
ENGL 101	Composition and Rhetoric I: Inquiry and Exploratory Research	3.0
or ENGL 111	English Composition I	
ENGL 102	Composition and Rhetoric II: Advanced Research and Evidence-Based Writing	3.0
or ENGL 112	English Composition II	
ENGL 103	Composition and Rhetoric III: Themes and Genres	3.0
or ENGL 113	English Composition III	
MATH 101	Introduction to Analysis I	4.0
PHYS 170	Electricity and Motion	3.0
PHYS 171	Computational Lab for Electricity and Motion	1.0
PHYS 175	Light and Sound	3.0
PHYS 176	Computational Lab for Light and Sound	1.0
UNIV A101	The Drexel Experience	2.0
Required Arts and Humanities-students elect a minimum of 9.0 credits		9.0
Required Social Science-students elect a minimum of 9.0 credits		9.0
Free electives		24.0
Art and Art History Requirements		
ARTH 102	History of Art II	3.0
ARTH 103	History of Art III	3.0
ARTH 300 [WI]	History of Modern Design	3.0
VSST 108	Design I for Media	3.0
VSST 109	Design II for Media	3.0
VSST 110	Introductory Drawing	3.0
VSST 111	Figure Drawing I	3.0
VSST 210	Painting Basics	3.0
Media and Computer Science Requirements		
CS 171	Computer Programming I	3.0
FMVD 206	Audio Production and Post	3.0
Digital Media Requirements		
ANIM 140	Computer Graphics Imagery I	3.0
ANIM 155	Previsualization for Animated Production	3.0
ANIM 145	Realtime Visualization	3.0
ANIM 211	Animation I	3.0
ANIM 212	Animation II	3.0
ANIM 215	History of Animation	3.0
ANIM 220	Digital Compositing I	3.0
DIGM 105	Overview of Digital Media	3.0
DIGM 350 [WI]	Digital Storytelling	3.0
DIGM 451 [WI]	Explorations in New Media	3.0
DIGM 475 [WI]	Seminar: The Future of Digital Media	3.0
DIGM 490	Digital Media Senior Project [*]	9.0
DIGM 491	Digital Media Senior Project Studio [**]	3.0
GMAP 260	Overview of Computer Gaming	3.0
IDM 100	Introduction to Web Development	3.0
Immersive Media Requirements		
VRIM 100	Digital Tools for VR/AR Media	3.0
VRIM 110	Digital Imaging for VR/AR Media	3.0
VRIM 120	VR/AR Production Lab I	3.0
VRIM 220	VR/AR Production Lab II	3.0
VRIM 250	Professional Practices for Immersive Media	3.0
VRIM 310	Immersive Media Workshop I	3.0
VRIM 320	Immersive Media Workshop II	3.0
Immersive Media Electives (Choose 5 of the following classes)		**15.0**
ANIM 141	Computer Graphics Imagery II	
ANIM 221	Digital Compositing II	
ANIM 248	Advanced Lighting	
ANIM 388	Spatial Data Capture	

ANIM 410	Advanced Compositing
ANIM 411	Advanced Animation
CS 172	Computer Programming II
CS 265	Advanced Programming Tools and Techniques
DIGM 308 [WI]	Digital Cultural Heritage
GMAP 345	Game Development Foundations
GMAP 367	Character Animation for Gaming
VRIM I199	Independent Study in Immersive Media
VRIM I299	Independent Study in Immersive Media
VRIM I399	Independent Study in Immersive Media
VRIM I499	Independent Study in Immersive Media
VRIM T180	Special Topics in Immersive Media
VRIM T280	Special Topics in Immersive Media
VRIM T380	Special Topics in Immersive Media
VRIM T480	Special Topics in Immersive Media

Total Credits **187.0**

*   DIGM 490 is taken 3 times for a total of 9.0 credits.

**   DIGM 491 is taken 3 times for a total of 3.0 credits.

Sample Plan of Study

4 year, 1 co-op

First Year

Fall	Credits	Winter	Credits	Spring	Credits	Summer	Credits
DIGM 105	3.0	ANIM 140	3.0	ANIM 145	3.0	VACATION	
ENGL 101 or 111	3.0	ENGL 102 or 112	3.0	CIVC 101	1.0		
PHYS 170	3.0	PHYS 175	3.0	ENGL 103 or 113	3.0		
PHYS 171	1.0	PHYS 176	1.0	MATH 101	4.0		
UNIV A101	1.0	UNIV A101	1.0	VRIM 120	3.0		
VRIM 100	3.0	VRIM 110	3.0	VSST 109	3.0		
VSST 110	3.0	VSST 108	3.0				
	17		**17**		**17**		**0**

Second Year

Fall	Credits	Winter	Credits	Spring	Credits	Summer	Credits
ANIM 155	3.0	ANIM 212	3.0	ANIM 220	3.0	COM 230	3.0
ANIM 211	3.0	ANIM 215	3.0	ARTH 103	3.0	COOP 101***	1.0
CS 171	3.0	ARTH 102	3.0	VRIM 220	3.0	DIGM 350	3.0
GMAP 260	3.0	IDM 100	3.0	Elective	3.0	FMVD 206	3.0
VSST 210	3.0	VSST 111	3.0	Immersive Media Elective	3.0	VRIM 250	3.0
						Immersive Media Elective	3.0
	15		**15**		**15**		**16**

Third Year

Fall	Credits	Winter	Credits	Spring	Credits	Summer	Credits
ARTH 300	3.0	DIGM 475	3.0	COOP EXPERIENCE		COOP EXPERIENCE	
DIGM 451	3.0	VRIM 320	3.0				
VRIM 310	3.0	Arts and Humanities Elective	3.0				
Elective	3.0	Immersive Media Elective	3.0				
Immersive Media Elective	3.0	Social Science Elective	3.0				
	15		**15**		**0**		**0**

Fourth Year

Fall	Credits	Winter	Credits	Spring	Credits
DIGM 490	3.0	DIGM 490	3.0	DIGM 490	3.0
DIGM 491	1.0	DIGM 491	1.0	DIGM 491	1.0
Arts and Humanities Elective	3.0	Electives	6.0	Arts and Humanities Elective	3.0
Elective	3.0	Social Science Elective	3.0	Electives	9.0

	Credits		Credits		Credits		Credits
Immersive Media Elective	3.0						
Social Science Elective	3.0						
	16		**13**		**16**		

Total Credits 187

5-Year, 3 co-ops

First Year

Fall	Credits	Winter	Credits	Spring	Credits	Summer	Credits
DIGM 105	3.0	ANIM 140	3.0	ANIM 145	3.0	VACATION	
ENGL 101 or 111	3.0	COOP 101 ***	1.0	CIVC 101	1.0		
PHYS 170	3.0	ENGL 102 or 112	3.0	ENGL 103 or 113	3.0		
PHYS 171	1.0	PHYS 175	3.0	MATH 101	4.0		
UNIV A101	1.0	PHYS 176	1.0	VRIM 120	3.0		
VRIM 100	3.0	UNIV A101	1.0	VSST 109	3.0		
VSST 110	3.0	VRIM 110	3.0				
		VSST 108	3.0				
	17		**18**		**17**		**0**

Second Year

Fall	Credits	Winter	Credits	Spring	Credits	Summer	Credits
COOP EXPERIENCE		COOP EXPERIENCE		ANIM 155	3.0	ANIM 212	3.0
				ANIM 211	3.0	ANIM 215	3.0
				CS 171	3.0	ARTH 102	3.0
				GMAP 260	3.0	IDM 100	3.0
				VSST 210	3.0	VSST 111	3.0
	0		**0**		**15**		**15**

Third Year

Fall	Credits	Winter	Credits	Spring	Credits	Summer	Credits
COOP EXPERIENCE		COOP EXPERIENCE		ANIM 220	3.0	COM 230	3.0
				ARTH 103	3.0	DIGM 350	3.0
				VRIM 220	3.0	FMVD 206	3.0
				Elective	3.0	VRIM 250	3.0
				Immersive Media Elective	3.0	Immersive Media Elective	3.0
	0		**0**		**15**		**15**

Fourth Year

Fall	Credits	Winter	Credits	Spring	Credits	Summer	Credits
COOP EXPERIENCE		COOP EXPERIENCE		ARTH 300	3.0	DIGM 475	3.0
				DIGM 451	3.0	VRIM 320	3.0
				VRIM 310	3.0	Arts and Humanities Elective	3.0
				Elective	3.0	Immersive Media Elective	3.0
				Immersive Media Elective	3.0	Social Science Elective	3.0
	0		**0**		**15**		**15**

Fifth Year

Fall	Credits	Winter	Credits	Spring	Credits
DIGM 490	3.0	DIGM 490	3.0	DIGM 490	3.0
DIGM 491	1.0	DIGM 491	1.0	DIGM 491	1.0
Arts and Humanities Elective	3.0	Electives	6.0	Arts and Humanities Elective	3.0
Elective	3.0	Social Science Elective	3.0	Electives	9.0
Immersive Media Elective	3.0				
Social Science Elective	3.0				
	16		**13**		**16**

Total Credits 187

Facilities

This major is based in the Westphal College's Digital Media Department, located in the Westphal College's URBN Center.

The central creative space for the department is the Animation Capture & Effects Lab (ACE-Lab), featuring a 1200-sq-ft open studio space dedicated to digital media production. The studio features include a 25-foot-by-17-foot green screen cyclorama, studio lighting and modifiers, HD/2k/4k camera systems, camera dolly, Vicon Vantage motion capture system, stereo-360 "VR Video" capture systems, room-scale VR tracking systems, and a full 360° Immersive Projection Dome among other resources.

Additional spaces surrounding the main studio include screening rooms, classrooms and computer labs featuring advanced graphics work stations, VR labs, research labs, meeting rooms and faculty offices.

Westphal Studies Program

Major: Westphal Studies
Degree Awarded: Bachelor of Science (BS)
Calendar Type: Quarter
Total Credit Hours: 180.0
Classification of Instructional Programs (CIP) code: 50.0101
Standard Occupational Classification (SOC) code: 27-1019

About the Program

The Westphal Studies program provides an individualized course of study initiated by a student. The student must have completed two terms of their junior year in an Antoinette Westphal College of Media Arts and Design major to be eligible for admission into this major.

A small number of students in the Antoinette Westphal College of Media Arts and Design decide that their goals lie at the periphery of the major or the intersection between several majors, and would be served by more latitude than offered in the highly specified courses in their major. For these students, the Westphal Studies program major broadens future career goals and allows exploration combined with a focused exposure to a second field. It acknowledges the specialization that is characteristic of the majors in the College and the expectations of the professional fields for which our students are being prepared. Simultaneously, it recognizes the breadth and rapidly changing nature of many disciplines and permits a student who has acquired a basic working knowledge of a specific aspect of media arts and design to investigate a clearly defined alternative.

Admission to the program is limited to currently matriculated College of Media Arts and Design students who have completed the major-intensive sophomore year and experienced a co-op placement or completed their junior-year courses. The following items are required as part of the application:

- A student-generated, individualized plan of study, developed with and signed by a member of the Westphal Studies Program Advisors Committee
- A statement in writing of the student's goals in applying to the major and the rationale of how the proposed plan of study addresses those goals
- A definition of appropriate co-operative education placement if the student has not completed a six-month employment in the field of their major
- A letter from the student's current program director

Approval by the Westphal Studies Program Advisors Committee is required for admission to the major; it is not automatic upon request. The committee must be convinced by the validity of the applicant's reasons for applying, the proposed study plan, and accompanying documentation. Details about the application procedure may be obtained from the director of Westphal Studies Program.

Recommended Plan of Study

This program requires an individualized plan of study. Students sign off on this agreed-upon plan with the director of the Westphal Studies program. A student must have completed two terms of junior year in a College of Media Arts and Design major to be eligible for admission into this major.

The student, in consultation with their advisor and the director of the program, devises a personalized interdisciplinary study plan. The approved plan of study provides a rationale for the concentration and how the elective credits are to be used. This plan of study must be completed and approved before admission into the major.

Degree Requirements

General Education Requirements

General Education Requirements

ENGL 101	Composition and Rhetoric I: Inquiry and Exploratory Research	3.0

or ENGL 111	English Composition I	
ENGL 102	Composition and Rhetoric II: Advanced Research and Evidence-Based Writing	3.0
or ENGL 112	English Composition II	
ENGL 103	Composition and Rhetoric III: Themes and Genres	3.0
or ENGL 113	English Composition III	
UNIV A101	The Drexel Experience	2.0
Arts and humanities electives		9.0
Mathematics and natural science electives [**]		12.0
Social science electives		9.0
Co-operative education [***]		0.0
Total Credits		**41.0**

*	Students taking the Architecture Part-Time Evening program do not have this requirement.
**	At least one course in mathematics and one course in natural science are required.
***	Not required if prior major did not require co-operative education experience.

Other Requirements

Requirements	Hours
Unrestricted electives	max of 75.0
Professional requirements*	min of 51.0
Concentration or minor**	min of 24.0

*	All professional and visual studies courses required in prior major through winter term of junior year must be successfully completed.
**	Up to 9 credits of general education and professional requirements may be included in this minimum.

Undeclared Design & Media

About the Program

The Antoinette Westphal College of Media Arts & Design offers an Undeclared Design & Media option that allows incoming high school students to explore the wide range of academic programs in our college. The program is designed as a point of entry for prospective students who know they want to study creative disciplines at Westphal but aren't sure which of our 15 undergraduate co-op programs is right for them. It gives students the ability to enroll in their freshman year of college and take a one-year sequence of courses, comprehensive career counseling, and academic advising that will help them discover their major without losing valuable time and money. No later than the end of spring term in the first academic year, students are required to select an appropriate major which will lead to a bachelor's degree.

Major placement is subject to meeting the program's requirements and space availability in the desired program. Students in this program may not track into the Music Industry or 2+4 Architecture programs. This program is not available to transfer students.

Admission Requirements

The College Recruitment Office will review applications for the Undeclared option. Admissions requirements will be average Westphal requirements (GPA – 3.0 /SAT- 1100). Portfolio is optional

Degree Requirements

General Education Requirements		
CIVC 101	Introduction to Civic Engagement	1.0
ENGL 101	Composition and Rhetoric I: Inquiry and Exploratory Research	3.0
or ENGL 111	English Composition I	
ENGL 102	Composition and Rhetoric II: Advanced Research and Evidence-Based Writing	3.0
or ENGL 112	English Composition II	
ENGL 103	Composition and Rhetoric III: Themes and Genres	3.0
or ENGL 113	English Composition III	
UNIV A101	The Drexel Experience	2.0
Required Mathematics and Natural Sciences		12.0
Required Arts and Humanities		9.0
Required Social Sciences		9.0
Electives		37.0
Art and Art History Requirements		
Select two of the following:		6.0

ARTH 101	History of Art I	
ARTH 102	History of Art II	
ARTH 103	History of Art III	
VSST 101	Design I	4.0
VSST 110	Introductory Drawing	3.0
College Requirements		
WEST 105	Deciding Design & Media	3.0
Major Requirements		85.0
Total Credits		**180.0**

Sample Plan of Study

First Year

Fall	Credits	Winter	Credits	Spring	Credits	Summer	Credits
ENGL 101 or 111	3.0	ENGL 102 or 112	3.0	CIVC 101	1.0	VACATION	
UNIV A101	1.0	UNIV A101	0.5	ENGL 103 or 113	3.0		
VSST 101	4.0	Major Requirement	12.0	UNIV A101	0.5		
WEST 105	3.0			VSST 110	3.0		
Major Requirement	6.0			Major Requirement	6.0		
				Mathematics Requirement	3.0		
	17		**15.5**		**16.5**		**0**

Second Year

Fall	Credits	Winter	Credits	Spring	Credits	Summer	Credits
Major Requirement		Art History Requirement	6.0	Major Requirement	3.0	VACATION	9.0
Mathematics Requirement		Major Requirement	3.0	Natural Science Requirement	6.0		3.0
Arts and Humanities Elective		Natural Science Requirement	3.0	Elective	3.0		3.0
Art History Requirement		Elective	3.0	Elective	4.0		
	15		**16**		**15**		**0**

Third Year

Fall	Credits	Winter	Credits	Spring	Credits	Summer	Credits
Arts amd Humanities Elective		Major Requirements	3.0	Arts and Humanities Elective	6.0	VACATION	3.0
Social Science Elective		Social Science Requirement	3.0	Major Requirements	3.0		9.0
Electives		Electives	9.0	Social Science Elective	6.0		3.0
	15		**15**		**15**		**0**

Fourth Year

Fall	Credits	Winter	Credits	Spring	Credits
Major Requirement		Major Requirement	9.0	Major Requirement	10.0
Elective		Elective	6.0	Elective	3.0
	15		**13**		**12**

Total Credits 180

Animation and Visual Effects BS / Digital Media MS

Major: Animation & Visual Effects and Digital Media
Degree Awarded: Bachelor of Science (BS) and Master of Science (MS)
Calendar Type: Quarter
Total Credit Hours: 232.0
Co-op Options: Three Co-op (Five years); One Co-op (Five years)
Classification of Instructional Programs (CIP) code: 10.0304
Standard Occupational Classification (SOC) code: 27-1014

About the Program

The program is a natural extension of our undergraduate program in Animation and Visual Effects and challenges students to push beyond what's known and into what's possible. It combines research with applicable skills in 21st century media applications and offers a mix of academic coursework and project-related activities in advanced digital design, including 3-D modeling, animation, interactivity, gaming and digital media history, theory, and methods.

Admission Requirements

Students who wish to enter the accelerated program are required to have a minimum GPA of 3.5 and between 70.0 and 120.0 credits of completed undergraduate coursework.

Acceptance into the accelerated program is decided by the program director of the Digital Media MS program in consultation with the undergraduate program director in Animation and Visual Effects as well as the Department's Graduate Admissions Committee.

Main criteria for acceptance is an evaluation of the student's prior academic performance and the student's likelihood of success within the program.

Degree Requirements

Undergraduate General Education Requirements		
CIVC 101	Introduction to Civic Engagement	1.0
COM 230	Techniques of Speaking	3.0
COOP 101	Career Management and Professional Development	1.0
ENGL 101	Composition and Rhetoric I: Inquiry and Exploratory Research	3.0
or ENGL 111	English Composition I	
ENGL 102	Composition and Rhetoric II: Advanced Research and Evidence-Based Writing	3.0
or ENGL 112	English Composition II	
ENGL 103	Composition and Rhetoric III: Themes and Genres	3.0
or ENGL 113	English Composition III	
MATH 101	Introduction to Analysis I	4.0
PHYS 170	Electricity and Motion	3.0
PHYS 171	Computational Lab for Electricity and Motion	1.0
PHYS 175	Light and Sound	3.0
PHYS 176	Computational Lab for Light and Sound	1.0
UNIV A101	The Drexel Experience	2.0
Required Arts and Humanities-students elect a minimum of 9 credits		9.0
Required Social Science-students elect a minimum of 9.0 credits		9.0
Free electives		24.0
Art and Art History Requirements		
Required Art History-students elect a minimum of 6 credits of ARTH		6.0
ARTH 300 [WI]	History of Modern Design	3.0
VSST 108	Design I for Media	3.0
VSST 109	Design II for Media	3.0
VSST 110	Introductory Drawing	3.0
VSST 111	Figure Drawing I	3.0
VSST 210	Painting Basics	3.0
Media and Computer Science Requirements		
ANIM 231	Scripting for Animation and Visual Effects	3.0
CS 171	Computer Programming I	3.0
FMVD 206	Audio Production and Post	3.0
SCRP 270 [WI]	Screenwriting I	3.0
Digital Media Core Requirements		
ANIM 140	Computer Graphics Imagery I	3.0

ANIM 141	Computer Graphics Imagery II	3.0
ANIM 211	Animation I	3.0
DIGM 105	Overview of Digital Media	3.0
DIGM 350 [WI]	Digital Storytelling	3.0
DIGM 451 [WI]	Explorations in New Media	3.0
DIGM 475 [WI]	Seminar: The Future of Digital Media	3.0
DIGM 490	Digital Media Senior Project [*]	9.0
DIGM 491	Digital Media Senior Project Studio [*]	3.0
GMAP 260	Overview of Computer Gaming	3.0
IDM 100	Introduction to Web Development	3.0
Animation Requirements		
ANIM 100	Foundational Tools for Animation & VFX	3.0
ANIM 110	Digital Imaging for Animation & VFX	3.0
ANIM 155	Previsualization for Animated Production	3.0
ANIM 212	Animation II	3.0
ANIM 214	Digital Character Creation	3.0
ANIM 215	History of Animation	3.0
ANIM 220	Digital Compositing I	3.0
ANIM 221	Digital Compositing II	3.0
ANIM 250	Professional Practices for Animation & VFX	3.0
Animation Electives		
Select five of the following:		15.0
ANIM 145	Realtime Visualization	
ANIM 240	Lighting & Surfacing	
ANIM 247	Organic Modeling I	
ANIM 248	Advanced Lighting	
ANIM 314	Character Animation I	
ANIM 315	Character Animation II	
ANIM 347	Organic Modeling II	
ANIM 350	Experimental Animation Lab	
ANIM 388	Spatial Data Capture	
ANIM 410	Advanced Compositing	
ANIM 411	Advanced Animation	
ANIM 412	Advanced Visual Effects	
ANIM 435	Technical Directing for Animation	
ANIM T180	Special Topics in Animation	
ANIM T280	Special Topics in Animation	
ANIM T380	Special Topics in Animation	
ANIM T480	Special Topics in Animation	
ANIM I199	Independent Study in Animation	
ANIM I299	Independent Study in Animation	
ANIM I399	Independent Study in Animation	
ANIM I499	Independent Study in Animation	
DIGM 308 [WI]	Digital Cultural Heritage	
DIGM 355	Overview of Immersive Media	
GMAP 345	Game Development Foundations	
GMAP 367	Character Animation for Gaming	
Required Graduate Courses		
Digital Media Core		
DIGM 501	New Media: History, Theory and Methods	3.0
DIGM 510	Designing for Interactivity	3.0
DIGM 511	Research Methods for Digital Media	3.0
Digital Media Specialization: Select 18.0 credits from the following list:		18.0
Game Design and Development		
DIGM 530	Game Design I	
DIGM 531	Game Design II	
GMAP 545	Game Development Foundations	
GMAP 547	Serious Games	
GMAP 548	Experimental Games	
GMAP 560	Game Design from the Player's Perspective	
Animation and Immersive Media		
ANIM 588	Spatial Data Capture	

DIGM 525	Animation I	
DIGM 526	Animation II	
DIGM 547	Organic Modeling	
DIGM 560	Advanced Concepts and Applications in Interactive 3D Environments	
DIGM 616	Immersive World Building	
UX Design and Digital Cultural Heritage		
DIGM 508	Digital Cultural Heritage	
DIGM 520	Interactivity I	
DIGM 521	Interactivity II	
General Digital Media		
DIGM 591	Digital Media Skills Intensive	
DIGM I599	Independent Study in Digital Media	
DIGM I699	Independent Study in Digital Media	
DIGM T580	Special Topics in Digital Media	
DIGM T680	Special Topics in Digital Media	
New Media Project		
DIGM 540	New Media Project [**]	6.0
Thesis		
DIGM 680	Thesis Development	3.0
Electives [***]		9.0
Total Credits		**232.0**

*   DIGM 490 and DIGM 491 are repeated 3 times each to complete the DIGM Capstone Senior Project sequence.

**   DIGM 540 is repeated two times.

***   Select 9.0 credits from 500-600 level courses, including Special Topics (T580 and T680) in ANIM, CS, DIGM, DSRE, GMAP, IDM, and INFO.

Sample Plan of Study

4+1, 1 co-op (Spring/Summer) (Accelerated program completed in 5 years)

Students complete undergraduate requirements in four years, then convert to graduate status in the fifth and final year.

First Year

Fall	Credits	Winter	Credits	Spring	Credits	Summer	Credits
ANIM 100	3.0	ANIM 110	3.0	ANIM 141	3.0	VACATION	
DIGM 105	3.0	ANIM 140	3.0	ANIM 220	3.0		
ENGL 101 or 111	3.0	ENGL 102 or 112	3.0	CIVC 101	1.0		
PHYS 170	3.0	PHYS 175	3.0	ENGL 103 or 113	3.0		
PHYS 171	1.0	PHYS 176	1.0	MATH 101	4.0		
UNIV A101 (Department Specific)	1.0	UNIV A101 (Program Specific)	1.0	VSST 109	3.0		
VSST 110	3.0	VSST 108	3.0				
	17		**17**		**17**		**0**

Second Year

Fall	Credits	Winter	Credits	Spring	Credits	Summer	Credits
ANIM 155	3.0	ANIM 212	3.0	ANIM 214	3.0	ANIM 231	3.0
ANIM 211	3.0	ANIM 215	3.0	ANIM 221	3.0	ANIM 250	3.0
SCRP 270	3.0	IDM 100	3.0	CS 171	3.0	COM 230	3.0
GMAP 260	3.0	VSST 111	3.0	(UG) Free Elective	3.0	COOP 101	1.0
VSST 210	3.0	(UG) Art History Elective	3.0	(UG) Art History Elective	3.0	DIGM 350	3.0
						FMVD 206	3.0
	15		**15**		**15**		**16**

Third Year

Fall	Credits	Winter	Credits	Spring	Credits	Summer	Credits
ARTH 300	3.0	DIGM 451	3.0	COOP EXPERIENCE		COOP EXPERIENCE	
(UG) Animation Electives	6.0	(UG) Animation Elective	3.0				
(UG) Free Electives	6.0	(UG) Arts and Humanities Elective	3.0				
DIGM 501	3.0	(UG) Social Science Elective	3.0				
		(UG) Free Elective	3.0				

DIGM 510		3.0				
	18		**18**		**0**	**0**

Fourth Year

Fall	Credits	Winter	Credits	Spring	Credits	
DIGM 490	3.0	DIGM 491	1.0	DIGM 490	3.0	
DIGM 491	1.0	DIGM 490	3.0	DIGM 491	1.0	
(UG) Animation Elective	3.0	(UG) Animation Elective	3.0	DIGM 475	3.0	
(UG) Arts and Humanities Elective	3.0	(UG) Social Science Elective	3.0	(UG) Arts and Humanities Elective	3.0	
(UG) Social Science Elective	3.0	(UG) Free Electives	6.0	(UG) Free Elective	3.0	
(UG) Free Elective	3.0	DIGM 540	3.0	DIGM 511	3.0	
(GR) Digital Media Specialization	3.0			DIGM 540	3.0	
	19		**19**		**19**	

Fifth Year

Fall	Credits	Winter	Credits	Spring	Credits	
DIGM 591	2.0	DIGM 591	2.0	DIGM 591	2.0	
DIGM 680	1.0	DIGM 680	1.0	DIGM 680	1.0	
(GR) Digital Media Specialization	3.0	(GR) Digital Media Specialization	3.0	(GR) Digital Media Specialization	3.0	
(GR) Elective	3.0	(GR) Elective	3.0	(GR) Elective	3.0	
	9		**9**		**9**	

Total Credits 232

5+0 Co-terminal Accelerated Program, Fall-Winter COOP Cycle

First Year

Fall	Credits	Winter	Credits	Spring	Credits	Summer	Credits
ANIM 100	3.0	ANIM 110	3.0	ANIM 141	3.0	VACATION	
DIGM 105	3.0	ANIM 140	3.0	ANIM 220	3.0		
ENGL 101 or 111	3.0	COOP 101	1.0	CIVC 101	1.0		
PHYS 170	3.0	ENGL 102 or 112	3.0	ENGL 103 or 113	3.0		
PHYS 171	1.0	PHYS 175	3.0	MATH 101	4.0		
UNIV A101 (Department Specific)	1.0	PHYS 176	1.0	VSST 109	3.0		
VSST 110	3.0	UNIV A101 (Program Specific)	1.0	(UG) Free Elective	1.0		
		VSST 108	3.0				
	17		**18**		**20**		**0**

Second Year

Fall	Credits	Winter	Credits	Spring	Credits	Summer	Credits
COOP EXPERIENCE		COOP EXPERIENCE		ANIM 155	3.0	ANIM 212	3.0
				ANIM 211	3.0	ANIM 215	3.0
				SCRP 270	3.0	IDM 100	3.0
				GMAP 260	3.0	VSST 111	3.0
				VSST 210	3.0	(UG) Art History Elective	3.0
				(UG) Free Elective	4.0	(UG) Free Elective	4.0
	0		**0**		**19**		**19**

Third Year

Fall	Credits	Winter	Credits	Spring	Credits	Summer	Credits
COOP EXPERIENCE		COOP EXPERIENCE		ANIM 221	3.0	ANIM 231	3.0
				ANIM 214	3.0	ANIM 250	3.0
				CS 171	3.0	COM 230	3.0
				(UG) Art History Elective	3.0	DIGM 350	3.0
				(UG) Free Elective	4.0	FMVD 206	3.0
				DIGM 501	3.0	DIGM 510	3.0
						DIGM 591	2.0
	0		**0**		**19**		**20**

Fourth Year

Fall	Credits	Winter	Credits	Spring	Credits	Summer	Credits
COOP EXPERIENCE		COOP EXPERIENCE		ARTH 300	3.0	DIGM 451	3.0

Fall	Credits	Winter	Credits	Spring	Credits	Summer	Credits
				(UG) Animation Electives	6.0	(UG) Animation Elective	3.0
				(UG) Free Elective	3.0	(UG) Arts and Humanities Elective	3.0
				DIGM 511	3.0	(UG) Social Science Elective	3.0
				DIGM 540	3.0	DIGM 540	3.0
				DIGM 591	2.0	DIGM 591	2.0
						(GR) Digital Media Specialization	3.0
0		**0**		**20**		**20**	

Fifth Year

Fall	Credits	Winter	Credits	Spring	Credits
DIGM 490	3.0	DIGM 490	3.0	DIGM 490	3.0
DIGM 491	1.0	DIGM 491	1.0	DIGM 491	1.0
(UG) Animation Elective	3.0	(UG) Animation Elective	3.0	DIGM 475	3.0
(UG) Arts and Humanities Elective	3.0	(UG) Social Science Elective	3.0	(UG) Arts and Humanities Elective	3.0
(UG) Social Science Elective	3.0	(UG) Free Elective	3.0	(UG) Free Elective	3.0
DIGM 680	1.0	DIGM 680	1.0	DIGM 680	1.0
(GR) Digital Media Specialization	3.0	(GR) Digital Media Specialization	3.0	(GR) Digital Media Specialization	3.0
(GR) Directed Studies	3.0	(GR) Directed Studies	3.0	(GR) Directed Studies	3.0
	20		**20**		**20**

Total Credits 232

Dance BS / Education MS

Major: Dance and Education
Degree Awarded: Bachelor of Science (BS) & Master of Science (MS)
Calendar Type: Quarter
Total Credit Hours: 231.0
Co-op Options: One Co-op (Five years)
Classification of Instructional Programs (CIP) code: 50.0399
Standard Occupational Classification (SOC) code: 25-1121

About the Program

BS/MS in Dance and Teaching, Learning and Curriculum is an accelerated degree that will allow students to pursue a BS degree in Dance through the Department of Performing Arts and continue for a fifth year of study to earn an MS degree in Teaching, Learning and Curriculum through the School of Education. During the graduate portion of the program, students will complete requirements to pursue initial Pennsylvania teacher certification for grade level PreK-4.

Admission Requirements

Admission requirements are the same as a BS in Dance and an MS in Education.

Degree Requirements

BS in Dance Requirements

General Education Requirement		
CIVC 101	Introduction to Civic Engagement	1.0
COOP 101	Career Management and Professional Development	1.0
ENGL 101	Composition and Rhetoric I: Inquiry and Exploratory Research	3.0
or ENGL 111	English Composition I	
ENGL 102	Composition and Rhetoric II: Advanced Research and Evidence-Based Writing	3.0
or ENGL 112	English Composition II	
ENGL 103	Composition and Rhetoric III: Themes and Genres	3.0
or ENGL 113	English Composition III	
MATH 171	Introduction to Analysis A	3.0
MATH 172	Introduction to Analysis B	3.0
PSY 101	General Psychology I	3.0
PSY 120	Developmental Psychology	3.0

PSY 240 [WI]	Abnormal Psychology	3.0
UNIV A101	The Drexel Experience	1.0
Two English (ENGL) electives		6.0
One Art or Humanities Elective		3.0
Two Natural Science Electives		8.0
Free Electives		40.0
Dance Major Requirements		
Foundation and Theory Requirements		
ARTH 103	History of Art III	3.0
DANC 108	Dance Improvisation I	2.0
DANC 115	Introduction to Dance	3.0
DANC 116	Dance and Fitness	3.0
DANC 117	Foundations of Somatic Theory and Practice	3.0
DANC 135	Rhythmic Study for Dance	3.0
DANC 215	Dance Appreciation	3.0
DANC 216	Introduction to Laban Movement Analysis	3.0
DANC 221	Survey of Dance and Movement Therapy	3.0
DANC 222	Dance Pedagogy	3.0
DANC 235	Dance Composition I	3.0
DANC 315	Twentieth Century Dance	3.0
DANC 316	Dance Kinesiology	3.0
DANC 335	Dance Composition II	3.0
DANC 415	Dance Aesthetics and Criticism	3.0
DANC 481	Senior Seminar in Dance	1.0
DANC 491	Senior Project in Dance (1.0 credit hour course repeated for a total of 3 credit hours)	3.0
MUSC 331	World Musics	3.0
NFS 100 & NFS 101	Nutrition, Foods, and Health and Introduction to Nutrition & Food	3.0
THTR 240	Theatre Production I	3.0
Performance Requirements		
DANC 131	Dance Practicum in Performance (1.0 credit course repeated for a total of 11 credits) [*]	11.0
or DANC 133	Dance Practicum in Choreography	
Technique Requirements		
DANC 104	Ballet Technique I (2.0 credit course repeated for a total of 4.0 credits)	4.0
DANC 204	Ballet Technique II (2.0 credit course repeated for a total of 6.0 credits)	6.0
DANC 304	Ballet Dance Technique III (2.0 credit course repeated for a total of 4.0 credits)	4.0
DANC 105	Modern Dance Technique I (2.0 credit course repeated for a total of 4.0 credits)	4.0
DANC 205	Modern Dance Technique II (2.0 credit course repeated for a total of 6.0 credits)	6.0
DANC 305	Modern Dance Technique III (2.0 credit course repeated for a total of 4.0 credits)	4.0
Select two terms from one of the following:		4.0
DANC 106	Jazz Dance Technique I	
DANC 107	Hip-Hop Dance Technique I	
DANC 109	African Dance Technique I	
Select one term of the following:		2.0
DANC 206	Jazz Dance Technique II	
DANC 207	Hip-Hop Dance Technique II	
DANC 209	African Dance Technique II	
DANC 306	Jazz Dance Technique III	
MS in Education Requirements		
EDEX 542	Fundamentals of Special Education	3.0
EDEX 544	Inclusive Practices	3.0
EDEX 548	Emotional and Behavioral Support of Individuals with Disabilities	3.0
EDLT 525	Design for Learning with Digital Media	3.0
EDUC 513	Elementary Science Teaching Methods	3.0
EDUC 520	Professional Studies in Instruction	3.0
EDUC 521	Typical and Atypical Development in Early Childhood Education	3.0
EDUC 522	Evaluation of Instruction	3.0
EDUC 529	Early Literacy	3.0
EDUC 539	Expressive Arts	3.0
EDUC 555	Social Studies Teaching Methods	3.0
EDUC 565	Foundations in Instructing English Language Learners	3.0
EDUC 540	Field Experience	3.0

MTED 517	Mathematics Methods and Content (PreK-4)	3.0
EDUC Elective		3.0
Total Credits		**231.0**

Sample Plan of Study

First Year

Fall	Credits	Winter	Credits	Spring	Credits	Summer	Credits
DANC 104	2.0	CIVC 101	1.0	DANC 104	2.0	VACATION	
DANC 105	2.0	DANC 105	2.0	DANC 115	3.0		
DANC 116	3.0	DANC 117	3.0	DANC 131 or 133	1.0		
DANC 131 or 133	1.0	DANC 131 or 133	1.0	Select One of the Following:	2.0		
ENGL 101 or 111	3.0	DANC 135	3.0	DANC 106			
MATH 171	3.0	ENGL 102 or 112	3.0	DANC 107			
NFS 100	2.0	MATH 172	3.0	DANC 109			
NFS 101	1.0			ENGL 103 or 113	3.0		
UNIV A101	1.0			PSY 101	3.0		
				(UG) Free Elective	3.0		
	18		**16**		**17**		**0**

Second Year

Fall	Credits	Winter	Credits	Spring	Credits	Summer	Credits
ARTH 103	3.0	COOP 101	1.0	DANC 131 or 133	1.0	DANC 131 or 133	1.0
DANC 131 or 133	1.0	DANC 131 or 133	1.0	DANC 204	2.0	DANC 204	2.0
DANC 108	2.0	DANC 221	3.0	DANC 205	2.0	DANC 215	3.0
DANC 204	2.0	DANC 222	3.0	MUSC 331	3.0	(UG) ENGL Elective	3.0
DANC 216	3.0	DANC 235	3.0	THTR 240	3.0	(UG) Arts & Humanities Elective	3.0
PSY 240	3.0	Select One of the Following:		(UG) Free Electives	2.0	(UG) Free Electives	6.0
(UG) Free Elective	2.0	DANC 106					
		DANC 107					
		DANC 109					
		DANC 206					
		DANC 207					
		DANC 209					
		PSY 120	3.0				
	16		**16**		**17**		**18**

Third Year

Fall	Credits	Winter	Credits	Spring	Credits	Summer	Credits
CO-OP EXPERIENCE		CO-OP EXPERIENCE		DANC 131 or 133	1.0	DANC 131 or 133	1.0
				DANC 205	2.0	DANC 205	2.0
				DANC 304	2.0	DANC 304	2.0
				DANC 315	3.0	DANC 335	3.0
				DANC 316	3.0	(UG) Natural Science Elective	4.0
				DANC 481	1.0	(UG) Free Elective	3.0
				(UG) Free Elective	2.0	EDUC 522	3.0
				EDUC 565	3.0		
	0		**0**		**17**		**18**

Fourth Year

Fall	Credits	Winter	Credits	Spring	Credits	Summer	Credits
DANC 131 or 133	1.0	DANC 131 or 133	1.0	DANC 415	3.0	EDUC 525	3.0
DANC 305	2.0	DANC 305	2.0	DANC 491	1.0	EDUC 539	3.0
DANC 491	1.0	DANC 491	1.0	(UG) ENGL Elective	3.0	EDUC 555	3.0
Select One of the Following:	2.0	(UG) Natural Science Elective	4.0	(UG) Free Elective	6.0	EDEX 542	3.0
DANC 206		(UG) Free Electives		EDUC 529	3.0		
DANC 207		EDUC 513	3.0				
DANC 209							
DANC 306							
(UG) Free Elective	6.0						

MTED 517	3.0			
	15	**17**	**16**	**12**
Fifth Year				
Fall	**Credits**	**Winter**	**Credits**	
EDUC 520	3.0	EDUC 521	3.0	
EDUC 540	3.0	EDEX 568	3.0	
EDEX 544	3.0	(GR) EDUC Elective	3.0	
	9		**9**	

Total Credits 231

Design & Merchanding BS / Business Administration MBA

Major: Design & Merchandising and Business Administration
Degree Awarded: Bachelor of Science (BS) and Master of Business Administration (MBA)
Calendar Type: Quarter
Total Credit Hours: 230.0
Co-op Options: One Co-op (Five years)
Classification of Instructional Programs (CIP) code: 52.0201
Standard Occupational Classification (SOC) code: 11-1021

About the Program

Only available to Design & Merchandising majors, this accelerated dual degree program combines study in the areas of fashion retail merchandising, buying, and product development with the MBA degree. The program is designed to allow students to complete both the bachelor's degree and the Master of Business Administration degree in five years.

The program is offered to qualified students who apply for this option prior to the end of freshmen year or prior to the completion of 90.0 credits. All students who apply for this option must take the GMAT entrance exam. Incoming freshmen selected for this program will generally have a minimum of 1350 on the SAT, a GPA of 3.5 or better, and rank in the top 10% of their high school graduating class. A strong candidate for this program will have taken significant AP coursework while in high school.

BS/MBA students may be waived from two LeBow MBA courses, assuming a grade of B or better is earned in specified undergraduate courses. Students can review the Waiver Policies for the Statement of Curriculum Standing on the LeBow College's website for additional information. The above conditions hold only for fully accepted BS/MBA students as identified by Enrollment Management.

Additional Information

Students should visit the Westphal College of Media Arts and Design (http://www.drexel.edu/westphal/) for more information.

Admission Requirements

Additional requirements for the accelerated dual degree program include:

- A minimum of a 3.2 cumulative GPA must be maintained throughout the entire undergraduate portion of this program or the student will not be able to continue on to the MBA.
- Students must take the GMAT examination and achieve a minimum score of 570 prior to the end of the tenth term in order to continue in the program. It is recommended that students take the GMAT examination late in the student's third year.
- Students must submit an acceptable plan of study at least three terms before anticipated start of the graduate part of the program.

Degree Requirements

General Education Requirements

CIVC 101	Introduction to Civic Engagement	1.0
ENGL 101	Composition and Rhetoric I: Inquiry and Exploratory Research	3.0
or ENGL 111	English Composition I	
ENGL 102	Composition and Rhetoric II: Advanced Research and Evidence-Based Writing	3.0
or ENGL 112	English Composition II	
ENGL 103	Composition and Rhetoric III: Themes and Genres	3.0
or ENGL 113	English Composition III	
ENVS 160	Environment in the News	2.0
ENVS 260	Environmental Science and Society	3.0
GEO 111	Natural Disasters	3.0
MATH 119	Mathematical Foundations for Design	4.0
UNIV A101	The Drexel Experience	1.0

COOP 101	Career Management and Professional Development	1.0
Required Arts and Humanities		
COM 220	Qualitative Research Methods	3.0
COM 230	Techniques of Speaking	3.0
Arts and Humanities elective *		3.0
Required Social Science		
Select one of the following:		3.0
AFAS 301	Politics of Hip Hop	
PSY 150	Introduction to Social Psychology	
WGST 324	Retail Intersections: Social & Cultural Issues	
Social Science electives **		6.0
Visual Studies Requirements		
ARTH 103	History of Art III	3.0
ARTH 314	Contemporary Art	3.0
Select one of the following:		3.0
ARTH 301	Asian Art and Culture	
ARTH 302	Art of India	
ARTH 303	Art of China	
ARTH 304	Art of Japan	
ARTH 315	African-American Art	
ARTH 316	African Art	
ARTH T380	Special Topics in Art History	
ARTH T480	Special Topics in Art History	
PHTO 110	Photography	3.0
VSST 101	Design I	4.0
VSST 102	Design II	4.0
VSST 103	Design III	4.0
VSST 110	Introductory Drawing	3.0
Professional Requirements		
ACCT 110	Accounting for Professionals	4.0
ARTH 335 [WI]	History of Costume I: Preclassical to 1800	3.0
ARTH 336 [WI]	History of Costume II: 1800-1920	3.0
or ARTH 337	History of Costume III: 1920 to Present	
DSMR 100	Computer Imaging I	3.0
DSMR 103	Introduction to the Fashion Industry	3.0
DSMR 201	Analysis of Product	3.0
DSMR 210	Presentation Techniques Design and Merchandising	3.0
DSMR 211	Computer Design for Design and Merchandising	3.0
DSMR 230	Textiles for Design and Merchandising	3.0
DSMR 231	Retail Operations	3.0
DSMR 232	Merchandise Planning and Buying	4.0
DSMR 310	Merchandising Operations & Management	3.0
DSMR 311	Visual Merchandising	4.0
DSMR 333	Fashion Product Development	3.0
DSMR 454	Sourcing Strategies for Textile and Apparel	4.0
DSMR 464	Merchandising Analytics	4.0
DSMR 477 [WI]	Design and Merchandising Seminar	3.0
DSMR 496 [WI]	Senior Problem in Design and Merchandising	3.0
ECON 201	Principles of Microeconomics	4.0
ECON 202	Principles of Macroeconomics	4.0
ENTP 105	Entrepreneurial Thinking	3.0
MKTG 201	Introduction to Marketing Management	4.0
MKTG 321	Selling and Sales Management	4.0
or MKTG 326	Marketing Insights	
or MKTG 344	Professional Personal Selling	
or MKTG 356	Consumer Behavior	
or MKTG 362	Brand and Reputation Management	
PHIL 301	Business Ethics	3.0
Career Pathway Electives ***		31.0
MBA Requirements		
ACCT 510	Essentials of Financial Reporting	2.0
BLAW 510	Analyzing Legal Options in Decision-Making	1.0

ECON 601	Managerial Economics	3.0
FIN 601	Corporate Financial Management	3.0
MGMT 510	Business Problem Solving	3.0
MGMT 520	Strategy Analysis	2.0
MGMT 530	Managing and Leading the Total Enterprise	2.0
MGMT 770	MBA Capstone	2.0
MKTG 510	Marketing Strategy	2.0
ORGB 511	Leading in Dynamic Environments: A Personal, Relational, and Strategic Approach	3.0
ORGB 520	Leading High-Performance Teams	1.0
POM 510	Operations and Supply Chain Management	2.0
STAT 510	Introduction to Statistics for Business Analytics	2.0
Experiential Requirement-Select one course:		**3.0**
BUSN 615	Graduate Internship	
INTB 790	International Business Seminar and Residency	
MGMT 680	Leading for Innovation	
MGMT 715	Business Consulting	
MIS 652	Business Agility and IT	
ORGB 640	Negotiations for Leaders	
TAX 715	Tax Experiential Learning	
Concentration Requirements (Select one concentration from list below)		9.0
Free Electives		9.0
Total Credits		**230.0**

*   Arts and Humanities electives must equal a minimum of 9.0 credits.

**   Social Science electives must equal a minimum of 9.0 credits. Suggested social science electives: SOC 210 *Race, Ethnicity and Social Inequality*; SOC 215 *Sociology of Work*; SOC 240 *Urban Sociology*; SOC 340 *Globalization*; SOC I499 *Independent Study in SOC*.

***   Career Pathway Electives enable students to pursue specific areas of study, which complement the Design and Merchandising major and the student's desired career pathway.

MBA Concentrations

Real Estate Management & Development Concentration

Required Courses

BLAW 631	Real Estate Law for Managers and Developers	3.0
REMD 675	Real Estate Finance	3.0
Select one of the following:		3.0
CMGT 535	Community Impact Analysis	
ECON 625	Urban and Real Estate Economics	
FIN 622	Financial Institutions & Markets	
MKTG 638	New Product Planning, Strategy, and Development	
ORGB 640	Negotiations for Leaders	
POM 610	Supply Chain Management I	
REAL 568	Real Estate Development	
REMD T680	Special Topics in REMD	
Total Credits		**9.0**

Business Analytics Concentration

Required Courses

STAT 632	Datamining for Managers	3.0
Select two of the following:		6.0
ECON 650	Business & Economic Strategy: Game Theory & Applications	
FIN 642	Business Conditions and Forecasting	
MIS 630	Inter-Active Decision Support Systems	
MIS 633	Predictive Business Analytics with Relational Database Data	
MKTG 606	Customer Analytics	
MKTG 607	Marketing Experiments	
OPR 601	Managerial Decision Models and Simulation	
OPR 626	System Simulation	
POM 610	Supply Chain Management I	
STAT 634	Quality & Six-Sigma	
STAT 636	Experimental Design	

STAT T680	Special Topics in STAT	
Total Credits		**9.0**

Finance Concentration*

Required Courses

Select three of the following:		9.0
FIN 602	Advanced Financial Management	
FIN 610	Corporate Governance	
FIN 622	Financial Institutions & Markets	
FIN 624	Risk Management	
FIN 626	Investment Management	
FIN 635	Entrepreneurial Finance	
FIN 640	Mergers and Acquisitions	
FIN 642	Business Conditions and Forecasting	
FIN 648	International Financial Management	
FIN 650	Derivative Securities	
FIN 790	Seminar in Finance	
FIN 794	Seminar in Investments	
FIN T680	Special Topics in FIN	
REMD 675	Real Estate Finance	
Total Credits		**9.0**

*   Students pursuing a Finance concentration in the MBA can use their concentration plus free electives to complete one of the following suggested focus areas:
Corporate Finance Focus: FIN 602, FIN 610, FIN 635, FIN 640, and FIN 790
Investments Focus: FIN 624, FIN 626, FIN 642, FIN 650, and FIN 794
Financial Markets Focus: FIN 622, FIN 642, FIN 648, and REMD 675

Marketing Concentration

Required Courses

Select three of the following, of which two MUST be from MKTG:		9.0
BLAW T680	Special Topics in BLAW	
ECON 540	Intro to Econometrics and Data Analysis	
ECON 610	Microeconomics	
FIN 642	Business Conditions and Forecasting	
FIN 648	International Financial Management	
INTB 620	International Business Management	
MGMT 655	Knowledge Management	
MIS 624	Systems Analysis & Design	
MIS 630	Inter-Active Decision Support Systems	
MIS 632	Database Analysis and Design for Business	
MKTG 606	Customer Analytics	
MKTG 607	Marketing Experiments	
MKTG 622	Buyer Behavior Theory	
MKTG 624	Channels of Distribution Management	
MKTG 627	Digital Marketing	
MKTG 630	Global Marketing	
MKTG 634	Integrated Marketing Communications Management	
MKTG 638	New Product Planning, Strategy, and Development	
MKTG 646	Services Marketing	
MKTG 652	Marketing Information Management and Research	
MKTG T680	Special Topics in MKTG	
OPR 601	Managerial Decision Models and Simulation	
POM 610	Supply Chain Management I	
POM 624	Management of Service Firms	
STAT 634	Quality & Six-Sigma	
Total Credits		**9.0**

Strategic Technology & Innovation Management Concentration (STIM)

Required Courses

MGMT 602	Innovation Management	3.0
MGMT 603	Technology Strategy	3.0
Select one of the following:		3.0
ECON 650	Business & Economic Strategy: Game Theory & Applications	
FIN 642	Business Conditions and Forecasting	
MGMT 600	Introduction to Change Management: An Integration of Macro and Micro Perspectives	
MGMT 604	Strategic Change Management	
MGMT 640	Strategic Human Resource Management	
MGMT 655	Knowledge Management	
MGMT 676	Sustainability and Value Creation	
MGMT 680	Leading for Innovation	
MGMT 686	Strategy Implementation	
MGMT 690	Change Management Experiential Capstone	
MIS 641	MIS Policy and Strategy	
MIS 652	Business Agility and IT	
MKTG 638	New Product Planning, Strategy, and Development	
OPR 601	Managerial Decision Models and Simulation	
ORGB 602	Leading and Executing Change	
ORGB 640	Negotiations for Leaders	
Total Credits		**9.0**

Supply Chain Management & Logistics Concentration

Required Courses

POM 610	Supply Chain Management I	3.0
POM 615	Supply Chain Management II	3.0
Select one of the following:		3.0
ECON 650	Business & Economic Strategy: Game Theory & Applications	
FIN 635	Entrepreneurial Finance	
FIN 642	Business Conditions and Forecasting	
MIS 624	Systems Analysis & Design	
MIS 630	Inter-Active Decision Support Systems	
MKTG 606	Customer Analytics	
MKTG 624	Channels of Distribution Management	
MKTG 638	New Product Planning, Strategy, and Development	
OPR 601	Managerial Decision Models and Simulation	
POM 624	Management of Service Firms	
POM 630	Transportation & Logistics Management	
POM T680	Special Topics in POM	
STAT 632	Datamining for Managers	
STAT 634	Quality & Six-Sigma	
Total Credits		**9.0**

General Business Concentration

Complete 9.0 graduate credits. See advisor for suggestions.	9.0
MBA Graduate Credits include courses in Accounting (ACCT), Statistics (STAT), Economics (ECON), Finance (FIN), General Business (BUSN), International Business (INTB), Legal Studies (BLAW), Management (MGMT), Management Information Systems (MIS), Marketing (MKTG), Operations Management (OPM), Operations Research (OPR), Organizational Behavior (ORGB), Production Operations Management (POM), Sport Management (SMT), or Taxation (TAX), with a course number range between 500-799.	
Total Credits	**9.0**

Sample Plan of Study

4+1, 1 co-op (Accelerated program completed in 5 years)

Students complete undergraduate requirements in four years, then convert to graduate status in the fifth and final year.

First Year

Fall	Credits	Winter	Credits	Spring	Credits	Summer	Credits
DSMR 103		3.0 DSMR 100		3.0 CIVC 101		1.0 VACATION	
ENGL 101 or 111		3.0 DSMR 230		3.0 DSMR 201		3.0	

Fall	Credits	Winter	Credits	Spring	Credits	Summer	Credits
ENVS 260	3.0	ENGL 102 or 112	3.0	ENGL 103 or 113	3.0		
UNIV A101	1.0	GEO 111	3.0	ENVS 160	2.0		
VSST 101	4.0	VSST 102	4.0	MATH 119	4.0		
VSST 110	3.0			VSST 103	4.0		
	17		**16**		**17**		**0**
Second Year							
Fall	**Credits**	**Winter**	**Credits**	**Spring**	**Credits**	**Summer**	**Credits**
ACCT 110	4.0	ARTH 103	3.0	DSMR 232	4.0	DSMR 210	3.0
COM 230 or 220	3.0	COM 220 or 230	3.0	ECON 202	4.0	ENTP 105	3.0
DSMR 211 or 231	3.0	COOP 101*		MKTG 201	1.0	PHTO 110 (or Arts & Humanities course)	3.0
(UG) Art History Elective	3.0	DSMR 211 or 231	3.0	PHTO 110 (or Arts & Humanities course)	3.0	(UG) Career Pathway Elective	4.0
(UG) Career Pathway Elective	3.0	ECON 201	3.0		4.0		
		(UG) Career Pathway Elective	3.0		3.0		
	16		**17**		**15**		**13**
Third Year							
Fall	**Credits**	**Winter**	**Credits**	**Spring**	**Credits**	**Summer**	**Credits**
COOP EXPERIENCE		COOP EXPERIENCE		ARTH 314	3.0	DSMR 311	4.0
				DSMR 310	3.0	DSMR 477	3.0
				DSMR 333	3.0	Select one of the following:	4.0
				(UG) Career Pathway Elective	4.0	MKTG 321	
				Select one of the following:	3.0	MKTG 344	
				AFAS 301		MKTG 356	
				PSY 150		MKTG 362	
				WGST 324		(UG) Career Pathway Elective	4.0
	0		**0**		**16**		**15**
Fourth Year							
Fall	**Credits**	**Winter**	**Credits**	**Spring**	**Credits**	**Summer**	**Credits**
ARTH 335	3.0	ARTH 336 or 337	3.0	PHIL 301	3.0	Awarded UG Degree	
DSMR 464 or 454	4.0	DSMR 454 or 464	4.0	(UG) Social Science (choice)	3.0	Student converts to Grad status	
DSMR 496	3.0	(UG) Career Pathway Elective	3.0	(UG) Career Pathway Electives	4.0		6.0
(UG) Career Pathway Elective	3.0	(UG) Social Science (choice)	3.0	ECON 601	3.0		3.0
ACCT 510	2.0	MGMT 510	2.0		3.0		
	15		**17**		**15**		**0**
Fifth Year							
Fall	**Credits**	**Winter**	**Credits**	**Spring**	**Credits**	**Summer**	**Credits**
FIN 601	3.0	BLAW 510	1.0	MGMT 520	2.0	MGMT 770	2.0
MGMT 530	2.0	ORGB 511	3.0	ORGB 520	1.0	(GR) Experiential Elective	3.0
MKTG 510	2.0	STAT 510	2.0	(GR) Concentration Requirement	3.0	(GR) Concentration Requirements	6.0
POM 510	2.0	(GR) Elective	2.0	(GR) Elective	3.0		3.0
(GR) Elective	3.0						
	12		**9**		**9**		**11**

Total Credits 230

*   COOP 101 registration is determined by the co-op cycle assigned and may be scheduled in a different term. Select students may be eligible to take COOP 001 in place of COOP 101.

Entertainment & Arts Management BS / Business Administration MBA

Major: Entertainment & Arts Management and Business Administration
Degree Awarded: Bachelor of Science (BS) & Master of Business Administration (MBA)
Calendar Type: Quarter

Total Credit Hours: 229.0
Co-op Options: One Co-op (Five years)
Classification of Instructional Programs (CIP) code: 50.1001
Standard Occupational Classification (SOC) code: 13-1011

About the Program

Students majoring in Entertainment & Arts Management (4-year with co-op) may choose the BS in Entertainment & Arts Management/MBA program. This highly attractive program option combines study in the management of the arts and entertainment industries along with the MBA degree. The program is designed to allow students to complete both the bachelor's degree and the MBA in five years.

Admission Requirements

Freshman applicants to the Entertainment & Arts Management program, with a combined Math and Critical Reading SAT score of 1300 and a 3.5 GPA, may apply for the BS/MBA program at the time of their initial application to Drexel University.

Current students may choose to apply to the program once they have achieved between 90.0 and 120.0 credits. All students who are accepted into the accelerated program must maintain a 3.2 GPA as an EAM undergraduate, and must submit 2 letters of recommendation and meet minimum GMAT requirements at the time of the application to the MBA program.

Degree Requirements

General Education Requirements

Written Analysis and Communication Requirements		
ENGL 101	Composition and Rhetoric I: Inquiry and Exploratory Research	3.0
or ENGL 111	English Composition I	
ENGL 102	Composition and Rhetoric II: Advanced Research and Evidence-Based Writing	3.0
or ENGL 112	English Composition II	
ENGL 103	Composition and Rhetoric III: Themes and Genres	3.0
or ENGL 113	English Composition III	
Mathematics and Natural Sciences Requirements		
MATH 101	Introduction to Analysis I	4.0
MATH 102	Introduction to Analysis II	4.0
PHYS 170	Electricity and Motion	3.0
PHYS 171	Computational Lab for Electricity and Motion	1.0
PHYS 175	Light and Sound	3.0
PHYS 176	Computational Lab for Light and Sound	1.0
Arts/Humanities Requirements		
COM 230	Techniques of Speaking	3.0
Required Arts and Humanities-students elect a minimum of 6 credits		6.0
Social Science Requirements		
Required Social Science-students elect a minimum of 9.0 credits		9.0
University Seminar Requirements		
CIVC 101	Introduction to Civic Engagement	1.0
COOP 101	Career Management and Professional Development	1.0
UNIV A101	The Drexel Experience	2.0
Free electives (39 credits total; 3 of which are satisfied by GR Free Electives) [*]		36.0
Entertainment and Arts Management Core Requirements		
ACCT 110	Accounting for Professionals	4.0
BLAW 201	Business Law I	4.0
EAM 130	Overview of Entertainment and Arts Management	3.0
EAM 200	Introduction to the Music Industry	3.0
EAM 211	Strategic Management for Entertainment and Arts Management	3.0
EAM 220	Law for Entertainment and Arts Management Managers	3.0
EAM 221	Copyrights and Trademarks	3.0
EAM 225	Financial Management for Entertainment & Arts Managers	3.0
EAM 308	Entertainment Promotion and Branding	3.0
EAM 310	Social Media in Entertainment	3.0
EAM 315	Content Strategies for Digital Products	3.0
EAM 340	Artist Representation and Management	3.0
EAM 420	Arts, Culture and Society	3.0
EAM 422	Human Resources in the Creative Industries	3.0
EAM 491	Entertainment and Arts Management Senior Project [**]	3.0

ECON 201	Principles of Microeconomics	4.0
ECON 202	Principles of Macroeconomics	4.0
MIS 200	Management Information Systems	4.0
MKTG 201	Introduction to Marketing Management	4.0
ORGB 300 [WI]	Organizational Behavior	4.0
BS Concentration Requirements		**21.0**
BS Concentration Electives		**9.0**
MBA Requirements		
ACCT 510	Essentials of Financial Reporting	2.0
BLAW 510	Analyzing Legal Options in Decision-Making	1.0
ECON 601	Managerial Economics	3.0
FIN 601	Corporate Financial Management	3.0
MGMT 510	Business Problem Solving	3.0
MGMT 520	Strategy Analysis	2.0
MGMT 530	Managing and Leading the Total Enterprise	2.0
MGMT 770	MBA Capstone	2.0
MKTG 510	Marketing Strategy	2.0
ORGB 511	Leading in Dynamic Environments: A Personal, Relational, and Strategic Approach	3.0
ORGB 520	Leading High-Performance Teams	1.0
POM 510	Operations and Supply Chain Management	2.0
STAT 510	Introduction to Statistics for Business Analytics	2.0
Experiential Elective - Select one		**3.0**
BUSN 615	Graduate Internship	
INTB 790	International Business Seminar and Residency	
MGMT 680	Leading for Innovation	
MGMT 715	Business Consulting	
MIS 652	Business Agility and IT	
ORGB 640	Negotiations for Leaders	
TAX 715	Tax Experiential Learning	
MBA Concentration Requirements		**9.0**
MBA Free Electives		**9.0**
Total Credits		**229.0**

*   BS/MBA students should take STAT 201 and FIN 301. Students who take STAT 201 and FIN 301 should not take BUSN 301.

**   EAM 491 is a 1.0 credit course, taken 3 times during the senior year, for a total of 3.0 credits.

UG Concentration Requirements

A. Visual Arts Management Concentration

EAM 215 [WI]	Writing for Arts Managers	3.0
EAM 270	Audience Development for Arts	3.0
EAM 301	Gallery and Collection Management	3.0
EAM 302	Exhibition Design	3.0
EAM 312	Introduction to Fund Development for the Arts	3.0
EAM 313	Volunteer and Board Management	3.0
EAM 321	Box Office and Venue Management	3.0
Select three from the following:		**9.0**
ARTH 150	Building Skills in Object Analysis	
ARTH 314	Contemporary Art	
ARTH 331 [WI]	Global Material Culture	
OR		
DIGM 308 [WI]	Digital Cultural Heritage	
DIGM 451 [WI]	Explorations in New Media	
IDM 211	User Interface Design I	
Total Credits		**30.0**

B. Performing Arts Management Concentration

EAM 215 [WI]	Writing for Arts Managers	3.0
EAM 270	Audience Development for Arts	3.0
EAM 312	Introduction to Fund Development for the Arts	3.0
EAM 313	Volunteer and Board Management	3.0

EAM 321	Box Office and Venue Management	3.0
EAM 322	Performing Arts Touring	3.0
EAM 325	Producing for Live Entertainment	3.0
Select three from the following:		**9.0**
DANC 115	Introduction to Dance	
DANC 215	Dance Appreciation	
DANC 315	Twentieth Century Dance	
OR		
MUSC 121	Music Theory I	
MUSC 249	Digital Music Composition	
MUSC 331	World Musics	
OR		
THTR 121 [WI]	Dramatic Analysis	
THTR 240	Theatre Production I	
Select one of the following:		
THTR 221 [WI]	Theatre History I	
THTR 222 [WI]	Theatre History II	
THTR 231	Introduction to Musical Theatre	
THTR 232	Contemporary Musical Theatre	
Total Credits		**30.0**

C. Media Arts Management Concentration

DIGM 105	Overview of Digital Media	3.0
EAM 215 [WI]	Writing for Arts Managers	3.0
EAM 288	eSport Entertainment Management	3.0
EAM 295	Streaming Entertainment Management	3.0
EAM 338	Entertainment Enterprise	3.0
EAM 365	Media and Entertainment Business	3.0
TVIE 290	Introduction to Money and the Media	3.0
Select three from the following:		**9.0**
FMST 101	Film History I: Emergence	
FMST 102	Film History II: New Waves	
FMST 203	Film History III: Trends	
OR		
FMTV 110	Basic Cinematography	
FMTV 115	Basic Editing	
FMTV 120	Basic Sound	
OR		
FMTV 185	TV Industry	
FMTV 282	Research, Sales and Programming	
FMTV 285	Media Law and Ethics	
OR		
IDM 100	Introduction to Web Development	
IDM 211	User Interface Design I	
IDM 221	Web Design I	
Total Credits		**30.0**

MBA Concentrations

Real Estate Management & Development Concentration

Required Courses		
BLAW 631	Real Estate Law for Managers and Developers	3.0
REMD 675	Real Estate Finance	3.0
Select one of the following:		3.0
CMGT 535	Community Impact Analysis	
ECON 625	Urban and Real Estate Economics	
FIN 622	Financial Institutions & Markets	
MKTG 638	New Product Planning, Strategy, and Development	
ORGB 640	Negotiations for Leaders	
POM 610	Supply Chain Management I	
REAL 568	Real Estate Development	

REMD T680	Special Topics in REMD	
Total Credits		**9.0**

Business Analytics Concentration

Required Courses

STAT 632	Datamining for Managers	3.0
Select two of the following:		6.0
ECON 650	Business & Economic Strategy: Game Theory & Applications	
FIN 642	Business Conditions and Forecasting	
MIS 630	Inter-Active Decision Support Systems	
MIS 633	Predictive Business Analytics with Relational Database Data	
MKTG 606	Customer Analytics	
MKTG 607	Marketing Experiments	
OPR 601	Managerial Decision Models and Simulation	
OPR 626	System Simulation	
POM 610	Supply Chain Management I	
STAT 634	Quality & Six-Sigma	
STAT 636	Experimental Design	
STAT T680	Special Topics in STAT	
Total Credits		**9.0**

Finance Concentration*

Required Courses

Select three of the following:		9.0
FIN 602	Advanced Financial Management	
FIN 610	Corporate Governance	
FIN 622	Financial Institutions & Markets	
FIN 624	Risk Management	
FIN 626	Investment Management	
FIN 635	Entrepreneurial Finance	
FIN 640	Mergers and Acquisitions	
FIN 642	Business Conditions and Forecasting	
FIN 648	International Financial Management	
FIN 650	Derivative Securities	
FIN 790	Seminar in Finance	
FIN 794	Seminar in Investments	
FIN T680	Special Topics in FIN	
REMD 675	Real Estate Finance	
Total Credits		**9.0**

*   Students pursuing a Finance Concentration in the MBA can use their concentration credits plus free electives to complete one of the following suggested focus areas:
Corporate Finance Focus: FIN 602, FIN 610, FIN 635, FIN 640, and FIN 790
Investments Focus: FIN 624, FIN 626, FIN 642, FIN 650, and FIN 794
Financial Markets Focus: FIN 622, FIN 642, FIN 648 and REMD 675

Marketing Concentration

Required Courses

Select three of the following, of which two MUST be from MKTG:		9.0
BLAW T680	Special Topics in BLAW	
ECON 540	Intro to Econometrics and Data Analysis	
ECON 610	Microeconomics	
FIN 642	Business Conditions and Forecasting	
FIN 648	International Financial Management	
INTB 620	International Business Management	
MGMT 655	Knowledge Management	
MIS 624	Systems Analysis & Design	
MIS 630	Inter-Active Decision Support Systems	
MIS 632	Database Analysis and Design for Business	
MKTG 606	Customer Analytics	

MKTG 607	Marketing Experiments	
MKTG 622	Buyer Behavior Theory	
MKTG 624	Channels of Distribution Management	
MKTG 627	Digital Marketing	
MKTG 630	Global Marketing	
MKTG 634	Integrated Marketing Communications Management	
MKTG 638	New Product Planning, Strategy, and Development	
MKTG 646	Services Marketing	
MKTG 652	Marketing Information Management and Research	
MKTG T680	Special Topics in MKTG	
OPR 601	Managerial Decision Models and Simulation	
POM 624	Management of Service Firms	
POM 610	Supply Chain Management I	
STAT 634	Quality & Six-Sigma	
Total Credits		**9.0**

Strategic Technology & Innovation Management Concentration (STIM)

Required Courses

MGMT 602	Innovation Management	3.0
MGMT 603	Technology Strategy	3.0
Select one of the following:		3.0
ECON 650	Business & Economic Strategy: Game Theory & Applications	
FIN 642	Business Conditions and Forecasting	
MGMT 600	Introduction to Change Management: An Integration of Macro and Micro Perspectives	
MGMT 604	Strategic Change Management	
MGMT 655	Knowledge Management	
MGMT 676	Sustainability and Value Creation	
MGMT 680	Leading for Innovation	
MGMT 686	Strategy Implementation	
MGMT 690	Change Management Experiential Capstone	
MIS 641	MIS Policy and Strategy	
MIS 652	Business Agility and IT	
MKTG 638	New Product Planning, Strategy, and Development	
OPR 601	Managerial Decision Models and Simulation	
ORGB 602	Leading and Executing Change	
ORGB 640	Negotiations for Leaders	
Total Credits		**9.0**

Supply Chain Management & Logistics Concentration

Required Courses

POM 610	Supply Chain Management I	3.0
POM 615	Supply Chain Management II	3.0
Select one of the following:		3.0
ECON 650	Business & Economic Strategy: Game Theory & Applications	
FIN 635	Entrepreneurial Finance	
FIN 642	Business Conditions and Forecasting	
MIS 624	Systems Analysis & Design	
MIS 630	Inter-Active Decision Support Systems	
MKTG 606	Customer Analytics	
MKTG 624	Channels of Distribution Management	
MKTG 638	New Product Planning, Strategy, and Development	
OPR 601	Managerial Decision Models and Simulation	
POM 624	Management of Service Firms	
POM 630	Transportation & Logistics Management	
POM T680	Special Topics in POM	
STAT 632	Datamining for Managers	
STAT 634	Quality & Six-Sigma	
Total Credits		**9.0**

General Business Concentration

Required Courses

	Credits
Complete 9.0 graduate credits. See advisor for suggestions.	9.0
MBA Graduate Credits include courses in Accounting (ACCT), Statistics (STAT), Economics (ECON), Finance (FIN), General Business (BUSN), International Business (INTB), Legal Studies (BLAW), Management (MGMT, Management Information Systems (MIS), Marketing (MKTG), Operations Management (OPM), Operations Research (OPR), Organizational Behavior (ORGB), Production Operations Management (POM), Sport Management (SMT), or Taxation (TAX), with a course number range between 500-799.	
Total Credits	**9.0**

Sample Plan of Study

Visual Arts Management Concentration

4+1, 1 co-op (Accelerated program completed in 5 years)

Students complete undergraduate requirements in four years, then convert to graduate status in the fifth and final year.

First Year

Fall	Credits	Winter	Credits	Spring	Credits	Summer	Credits
EAM 130	3.0	EAM 200	3.0	ACCT 110	4.0	VACATION	
ENGL 101 or 111	3.0	ENGL 102 or 112	3.0	CIVC 101	1.0		
MATH 101	4.0	MATH 102	4.0	EAM 211	3.0		
PHYS 170	3.0	PHYS 175	3.0	ENGL 103 or 113	3.0		
PHYS 171	1.0	PHYS 176	1.0	(UG) Arts and Humanities elective	3.0		
UNIV A101	1.0	UNIV A101	1.0	(UG) Social Science elective	3.0		
	15		**15**		**17**		**0**

Second Year

Fall	Credits	Winter	Credits	Spring	Credits	Summer	Credits
BLAW 201	4.0	EAM 220	3.0	COM 230	3.0	COOP EXPERIENCE	
COOP 101	1.0	EAM 225	3.0	EAM 221	3.0		
EAM 215	3.0	EAM 270	3.0	EAM 301	3.0		
ECON 201	4.0	ECON 202	4.0	MKTG 201	4.0		
(UG) Concentration Elective	3.0	(UG) Arts & Humanities Elective	3.0	(UG) Concentration Elective	3.0		
(UG) Social Science elective	3.0						
	18		**16**		**16**		**0**

Third Year

Fall	Credits	Winter	Credits	Spring	Credits	Summer	Credits
EAM 308	3.0	EAM 302	3.0	EAM 313	3.0	COOP EXPERIENCE	
EAM 321	3.0	EAM 310	3.0	EAM 315	3.0		
EAM 340	3.0	EAM 312	3.0	ORGB 300	4.0		
MIS 200	4.0	(UG) Concentration Elective	3.0	(UG) Free Electives	6.0		
(UG) Free elective*	3.0	(UG) Social Science Elective	3.0				
	16		**15**		**16**		**0**

Fourth Year

Fall	Credits	Winter	Credits	Spring	Credits	Summer	Credits
EAM 422	3.0	EAM 491	1.0	EAM 420	3.0	Convert to Graduate Status	
EAM 491	1.0	(UG) Free Electives	9.0	EAM 491	1.0		
(UG) Free electives	9.0	(GR) Elective (counts as UG Free elective)	3.0	(UG) Free Electives	9.0		
ACCT 510	2.0	MGMT 510	2.0	MGMT 520	3.0		
MGMT 530	2.0	ORGB 511	2.0	ORGB 520	3.0		
MKTG 510	2.0						
	19		**19**		**16**		**0**

Fifth Year

Fall	Credits	Winter	Credits	Spring	Credits
FIN 601	3.0	ECON 601	3.0	MGMT 770	2.0

POM 510	2.0	BLAW 510	1.0	(GR) Concentration Requirements	6.0
(GR) Elective	3.0	STAT 510	2.0	(GR) Experiential Elective	3.0
		(GR) Concentration Requirement	3.0		
		(GR) Elective	3.0		
	8		**12**		**11**

Total Credits 229

*   BS/MBA students should take STAT 201 and FIN 301. Students who take STAT 201 and FIN 301 should not take BUSN 301.

Performing Arts Management Concentration

4+1, 1 co-op (Accelerated program completed in 5 years)

Students complete undergraduate requirements in four years, then convert to graduate status in the fifth and final year.

First Year

Fall	Credits	Winter	Credits	Spring	Credits	Summer	Credits
EAM 130	3.0	EAM 200	3.0	ACCT 110	4.0	VACATION	
ENGL 101 or 111	3.0	ENGL 102 or 112	3.0	CIVC 101	1.0		
PHYS 170	3.0	MATH 102	4.0	EAM 211	3.0		
PHYS 171	1.0	PHYS 175	3.0	ENGL 103 or 113	3.0		
MATH 101	4.0	PHYS 176	1.0	(UG) Arts and Humanities elective	3.0		
UNIV A101	1.0	UNIV A101	1.0	(UG) Social Science elective	3.0		
	15		**15**		**17**		**0**

Second Year

Fall	Credits	Winter	Credits	Spring	Credits	Summer	Credits
BLAW 201	4.0	EAM 220	3.0	COM 230	3.0	COOP EXPERIENCE	
COOP 101	1.0	EAM 225	3.0	EAM 221	3.0		
EAM 215	3.0	EAM 322	3.0	EAM 270	3.0		
ECON 201	4.0	ECON 202	4.0	MKTG 201	4.0		
(UG) Concentration Elective	3.0	(UG) Arts & Humanities	3.0	(UG) Concentration Elective	3.0		
(UG) Social Science Elective	3.0						
	18		**16**		**16**		**0**

Third Year

Fall	Credits	Winter	Credits	Spring	Credits	Summer	Credits
EAM 308	3.0	EAM 310	3.0	EAM 313	3.0	COOP EXPERIENCE	
EAM 321	3.0	EAM 312	3.0	EAM 315	3.0		
EAM 340	3.0	EAM 325	3.0	ORGB 300	4.0		
MIS 200	4.0	(UG) Concentration Elective	3.0	(UG) Free Elective	3.0		
(UG) Free Elective	3.0	(UG) Social Science Elective	3.0				
	16		**15**		**16**		**0**

Fourth Year

Fall	Credits	Winter	Credits	Spring	Credits	Summer	Credits
EAM 422	3.0	EAM 491	1.0	EAM 420	3.0	Convert to Graduate Status	
EAM 491	1.0	(UG) Free Electives	9.0	EAM 491	1.0		
(UG) Free Electives	9.0	(GR) Elective (counts as UG Free elective)	3.0	(UG) Free Electives	9.0		
ACCT 510	2.0	MGMT 510	3.0	MGMT 520	2.0		
MGMT 530	2.0	ORGB 511	3.0	ORGB 520	1.0		
MKTG 510	2.0						
	19		**19**		**16**		**0**

Fifth Year

Fall	Credits	Winter	Credits	Spring	Credits
FIN 601	3.0	BLAW 510	1.0	MGMT 770	2.0

POM 510	2.0	ECON 601	3.0	(GR) Concentration Requirements	6.0	
(GR) Elective	3.0	STAT 510	2.0	(GR) Experiential Elective	3.0	
		(GR) Concentration Requirement	3.0			
		(GR) Elective	3.0			
	8		**12**		**11**	

Total Credits 229

Media Arts Management Concentration

4+1, 1 co-op (Accelerated program completed in 5 years)

Students complete undergraduate requirements in four years, then convert to graduate status in the fifth and final year.

First Year

Fall	Credits	Winter	Credits	Spring	Credits	Summer	Credits
EAM 130	3.0	EAM 200	3.0	ACCT 110	4.0	VACATION	
ENGL 101 or 111	3.0	ENGL 102 or 112	3.0	CIVC 101	1.0		
MATH 101	4.0	MATH 102	4.0	EAM 211	3.0		
PHYS 170	3.0	PHYS 175	3.0	ENGL 103 or 113	3.0		
PHYS 171	1.0	PHYS 176	1.0	(UG) Arts and Humanities elective	3.0		
UNIV A101	1.0	UNIV A101	1.0	(UG) Social Science elective	3.0		
	15		**15**		**17**		**0**

Second Year

Fall	Credits	Winter	Credits	Spring	Credits	Summer	Credits
BLAW 201	4.0	EAM 220	3.0	COM 230	3.0	COOP EXPERIENCE	
COOP 101	1.0	EAM 225	3.0	EAM 215	3.0		
DIGM 105	3.0	ECON 202	4.0	EAM 221	3.0		
ECON 201	4.0	TVIE 290	3.0	MKTG 201	4.0		
(UG) Concentration Elective	3.0	(UG) Arts & Humanities Elective	3.0	(UG) Concentration Elective	3.0		
(UG) Social Science Elective	3.0						
	18		**16**		**16**		**0**

Third Year

Fall	Credits	Winter	Credits	Spring	Credits	Summer	Credits
EAM 288	3.0	EAM 295	3.0	EAM 315	3.0	COOP EXPERIENCE	
EAM 308	3.0	EAM 310	3.0	EAM 338	3.0		
EAM 340	3.0	EAM 365	3.0	ORGB 300	4.0		
MIS 200	4.0	(UG) Social Science Elective	3.0	(UG) Free Electives	6.0		
(UG) Free Elective	3.0	(UG) Concentration Elective	3.0				
	16		**15**		**16**		**0**

Fourth Year

Fall	Credits	Winter	Credits	Spring	Credits	Summer	Credits
EAM 422	3.0	EAM 491	1.0	EAM 420	3.0	Convert to Graduate Status	
EAM 491	1.0	(UG) Free Electives	9.0	EAM 491	1.0		
(UG) Free Electives	9.0	(GR) Elective (counts as UG Free elective)	3.0	(UG) Free Electives	9.0		
ACCT 510	2.0	MGMT 510	2.0	MGMT 520	3.0		
MGMT 530	2.0	ORGB 511	3.0	ORGB 520	1.0		
MKTG 510	2.0						
	19		**19**		**16**		**0**

Fifth Year

Fall	Credits	Winter	Credits	Spring	Credits
FIN 601	3.0	BLAW 510	1.0	MGMT 770	2.0
POM 510	2.0	ECON 601	3.0	(GR) Concentration Requirements	6.0

(GR) Elective		3.0 STAT 510	2.0 (GR) Experiential Elective	3.0
	(GR) Elective	3.0		
	(GR) Concentration Requirement	3.0		
	8		**12**	**11**

Total Credits 229

Game Design and Production BS / Digital Media MS

Major: Game Design and Production & Digital Media
Degree Awarded: Bachelor of Science (BS) & Master of Science (MS)
Calendar Type: Quarter
Total Credit Hours: 236.0
Co-op Options: One Co-op (Five years); Three Co-op (Five years)
Classification of Instructional Programs (CIP) code: 11.0899
Standard Occupational Classification (SOC) code: 27-1014, 25-1199

About the Program

The program is a natural extension of our undergraduate program in Game Design and Production and challenges students to push beyond what's known and into what's possible. It combines research with applicable skills in 21st century media applications and offers a mix of academic coursework and project-related activities in advanced digital design, including 3-D modeling, animation, interactivity, gaming, and digital media history, theory, and methods.

Admission Requirements

Students who wish to enter the accelerated program are required to have a minimum GPA of 3.5 and between 70.0 and 120.0 credits of completed undergraduate coursework.

Acceptance into the accelerated program is decided by the program director of the Digital Media MS program in consultation with the undergraduate program director in Game Design and Production, as well as the Department's Graduate Admissions Committee.

Main criteria for acceptance is an evaluation of the student's prior academic performance and the student's likelihood of success within the program.

Degree Requirements

General Education Requirements

CIVC 101	Introduction to Civic Engagement	1.0
COM 230	Techniques of Speaking	3.0
COOP 101	Career Management and Professional Development [*]	1.0
ENGL 101	Composition and Rhetoric I: Inquiry and Exploratory Research	3.0
or ENGL 111	English Composition I	
ENGL 102	Composition and Rhetoric II: Advanced Research and Evidence-Based Writing	3.0
or ENGL 112	English Composition II	
ENGL 103	Composition and Rhetoric III: Themes and Genres	3.0
or ENGL 113	English Composition III	
MATH 101	Introduction to Analysis I	4.0
PHYS 170	Electricity and Motion	3.0
PHYS 171	Computational Lab for Electricity and Motion	1.0
PHYS 175	Light and Sound	3.0
PHYS 176	Computational Lab for Light and Sound	1.0
UNIV A101	The Drexel Experience	2.0
Arts and humanities elective [**]		3.0
History (HIST) elective		4.0
Literature (ENGL) elective		3.0
Social sciences electives [***]		9.0
Free electives		23.0
Art and Art History Requirements		
ARTH 102	History of Art II	3.0
ARTH 103	History of Art III	3.0
ARTH 300 [WI]	History of Modern Design	3.0
VSST 108	Design I for Media	3.0
VSST 109	Design II for Media	3.0

VSST 110	Introductory Drawing	3.0
VSST 111	Figure Drawing I	3.0
Media and Computer Science Requirements		
CS 171	Computer Programming I	3.0
FMTV 110	Basic Cinematography	3.0
FMVD 206	Audio Production and Post	3.0
GMAP 231	Scripting for Game Design	3.0
SCRP 270 [WI]	Screenwriting I	3.0
Digital Media Core Requirements		
ANIM 140	Computer Graphics Imagery I	3.0
ANIM 145	Realtime Visualization	3.0
ANIM 211	Animation I	3.0
DIGM 105	Overview of Digital Media	3.0
DIGM 350 [WI]	Digital Storytelling	3.0
DIGM 451 [WI]	Explorations in New Media	3.0
DIGM 475 [WI]	Seminar: The Future of Digital Media	3.0
DIGM 490	Digital Media Senior Project [†]	9.0
DIGM 491	Digital Media Senior Project Studio [†]	3.0
GMAP 260	Overview of Computer Gaming	3.0
PROD 215	Design Thinking in Product Design	4.0
Gaming Requirements		
GMAP 101	Game Design Lab I	3.0
GMAP 102	Game Design Lab II	3.0
GMAP 121	Game Playtesting (Taken two times.)	2.0
GMAP 123	Basic Portfolio	1.0
GMAP 211	Game User Interface Design	3.0
GMAP 246	Advanced Portfolio (Taken three times.)	3.0
GMAP 301	Game History	3.0
GMAP 345	Game Development Foundations	3.0
GMAP 367	Character Animation for Gaming	3.0
GMAP 377	Game Development: Workshop I	3.0
GMAP 378	Game Development: Workshop II	3.0
GMAP 395	Advanced Game Design and Production	3.0
Select four of the following Gaming electives		12.0
ANIM 212	Animation II	
ANIM 388	Spatial Data Capture	
ENTP 105	Entrepreneurial Thinking	
GMAP 341	Serious Games	
GMAP 342	Experimental Games	
GMAP 360	Game Design from the Player's Perspective	
GMAP 368	Artificial Intelligence in Gaming	
GMAP 369	Mobile Game Development	
GMAP T180	Special Topics in Game Art and Production	
GMAP T280	Special Topics in Game Art and Production	
GMAP T380	Special Topics in Game Art and Production	
GMAP T480	Special Topics in Game Art and Production	
SCRP 290	Game: Universe & Story	
SCRP 295	Future of Narrative Games	
Required Graduate Courses		
Digital Media Core		
DIGM 501	New Media: History, Theory and Methods	3.0
DIGM 510	Designing for Interactivity	3.0
DIGM 511	Research Methods for Digital Media	3.0
Digital Media Specialization		**18.0**
Select 18.0 credits from the following list:		
Game Design and Development		
DIGM 530	Game Design I	
DIGM 531	Game Design II	
GMAP 545	Game Development Foundations	
GMAP 547	Serious Games	
GMAP 548	Experimental Games	
GMAP 560	Game Design from the Player's Perspective	

Animation and Immersive Media		
ANIM 588	Spatial Data Capture	
DIGM 525	Animation I	
DIGM 526	Animation II	
DIGM 547	Organic Modeling	
DIGM 560	Advanced Concepts and Applications in Interactive 3D Environments	
DIGM 616	Immersive World Building	
UX Design and Digital Cultural Heritage		
DIGM 508	Digital Cultural Heritage	
DIGM 520	Interactivity I	
DIGM 521	Interactivity II	
General Digital Media		
DIGM 591	Digital Media Skills Intensive	
DIGM I599	Independent Study in Digital Media	
DIGM I699	Independent Study in Digital Media	
DIGM T580	Special Topics in Digital Media	
DIGM T680	Special Topics in Digital Media	
New Media Project		
DIGM 540	New Media Project ††	6.0
Thesis		
DIGM 680	Thesis Development	3.0
**Directed Studies ††† **		**9.0**
Total Credits		**236.0**

*   Co-op cycles may vary. Students are assigned a co-op cycle (fall/winter, spring/summer, summer-only) based on their co-op program (4-year, 5-year) and major.
COOP 101 registration is determined by the co-op cycle assigned and may be scheduled in a different term. Select students may be eligible to take COOP 001 in place of COOP 101.

**   Select 3.0 credits from 100-499 level courses, including T380-T480 in AFAS, ARTH, COM, ENGL, FMST, GST, HIST, IST, JWST, LANG, LING, MENA, MUSC, PHIL, PPE, PBHL, SCRP, THTR, TVST, WGST, WRIT, ARCH, DANC, INTR, PHTO, RELS, VSCM

***   Select 9.0 credits from 100-499 level courses, including T380-T480, in AFAS, ANTH, CJS, CS, ECON, ENSS, ENVS, PSI, PSY, PBHL, SOC, WGST

†   DIGM 490 and DIGM 491 are repeated 3 times each to complete the DIGM Capstone Senior Project sequence.

††   DIGM 540 is repeated two times.

†††   Select 9.0 credits from 500-600 level courses, including I599, I699, T580 and T680, in ANIM, CS, DIGM, DSRE, GMAP, IDM and INFO.

Sample Plan of Study

5 year, 1 co-op, Fall-Winter Coop Cycle

First Year

Fall	Credits	Winter	Credits	Spring	Credits	Summer	Credits
DIGM 105	3.0	ANIM 140	3.0	ANIM 145	3.0	VACATION	
ENGL 101 or 111	3.0	ENGL 102 or 112	3.0	CIVC 101	1.0		
GMAP 101	3.0	GMAP 102	3.0	ENGL 103 or 113	3.0		
PHYS 170	3.0	GMAP 123	1.0	FMTV 110	3.0		
PHYS 171	1.0	PHYS 175	3.0	GMAP 121	1.0		
UNIV A101	1.0	PHYS 176	1.0	MATH 101	4.0		
VSST 110	3.0	UNIV A101	1.0	VSST 109	3.0		
		VSST 108	3.0				
	17		**18**		**18**		**0**

Second Year

Fall	Credits	Winter	Credits	Spring	Credits	Summer	Credits
ANIM 211	3.0	ARTH 102	3.0	COM 230	3.0	ARTH 103	3.0
CS 171	3.0	COOP 101*	1.0	GMAP 246	1.0	DIGM 350	3.0
GMAP 211	3.0	GMAP 231	3.0	GMAP 345	3.0	FMVD 206	3.0
GMAP 260	3.0	GMAP 367	3.0	SCRP 270	3.0	GMAP 395	3.0
GMAP 301	3.0	PROD 215	4.0	(UG) Free Elective	4.0	(UG) Gaming Elective	3.0
		VSST 111	3.0	(UG) Gaming Elective	3.0		
	15		**17**		**16**		**15**

Third Year

Fall	Credits	Winter	Credits	Spring	Credits	Summer	Credits
COOP EXPERIENCE		COOP EXPERIENCE		ARTH 300	3.0	DIGM 475	3.0
				DIGM 451	3.0	GMAP 121	1.0
				GMAP 246	1.0	GMAP 378	3.0
				GMAP 377	3.0	(UG) Free Elective	3.0
				(UG) Arts and Humanities Elective	3.0	(UG) Gaming Elective	3.0
				(UG) Gaming Elective	3.0	(UG) Social Science Elective	3.0
				DIGM 501	3.0	DIGM 510	3.0
	0		**0**		**19**		**19**

Fourth Year

Fall	Credits	Winter	Credits	Spring	Credits	Summer	Credits
DIGM 490	3.0	DIGM 490	3.0	DIGM 490	3.0	Student converts to Graduate status	
DIGM 491	1.0	DIGM 491	1.0	DIGM 491	1.0		
(UG) Free Electives	6.0	GMAP 246	1.0	(UG) Free Electives	5.0		
(UG) Literature (ENGL) Elective	3.0	(UG) Free Electives	6.0	(UG) History (HIST) Elective	4.0		
(UG) Social Science Elective	3.0	(UG) Social Science Elective	3.0	DIGM 511	3.0		
(GR) Digital Media Specialization	3.0	DIGM 540	3.0	DIGM 540	3.0		
	19		**17**		**19**		**0**

Fifth Year

Fall	Credits	Winter	Credits	Spring	Credits
DIGM 591	2.0	DIGM 591	2.0	DIGM 591	2.0
DIGM 680	1.0	DIGM 680	1.0	DIGM 680	1.0
(GR) Digital Media Specialization	3.0	(GR) Digital Media Specialization	3.0	(GR) Digital Media Specialization	3.0
(GR) Directed Studies	3.0	(GR) Directed Studies	3.0	(GR) Directed Studies	3.0
	9		**9**		**9**

Total Credits 236

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5 year, 1 co-op, Spring-Summer Coop Cycle

First Year

Fall	Credits	Winter	Credits	Spring	Credits	Summer	Credits
DIGM 105	3.0	ANIM 140	3.0	ANIM 145	3.0	VACATION	
ENGL 101 or 111	3.0	ENGL 102 or 112	3.0	CIVC 101	1.0		
GMAP 101	3.0	GMAP 102	3.0	ENGL 103 or 113	3.0		
PHYS 170	3.0	GMAP 123	1.0	FMTV 110	3.0		
PHYS 171	1.0	PHYS 175	3.0	GMAP 121	1.0		
UNIV A101	1.0	PHYS 176	1.0	MATH 101	4.0		
VSST 110	3.0	UNIV A101	1.0	VSST 109	3.0		
		VSST 108	3.0				
	17		**18**		**18**		**0**

Second Year

Fall	Credits	Winter	Credits	Spring	Credits	Summer	Credits
ANIM 211	3.0	ARTH 102	3.0	COM 230	3.0	ARTH 103	3.0
CS 171	3.0	GMAP 231	3.0	GMAP 246	1.0	COOP 101[*]	1.0
GMAP 211	3.0	GMAP 367	3.0	GMAP 345	3.0	DIGM 350	3.0
GMAP 260	3.0	PROD 215	4.0	SCRP 270	3.0	FMVD 206	3.0
GMAP 301	3.0	VSST 111	3.0	(UG) Free Elective	3.0	GMAP 395	3.0
				(UG) Gaming Elective	3.0	(UG) Gaming Elective	3.0
	15		**16**		**16**		**16**

Third Year

Fall	Credits	Winter	Credits	Spring	Credits	Summer	Credits
ARTH 300	3.0	DIGM 475	3.0	COOP EXPERIENCE		COOP EXPERIENCE	
DIGM 451	3.0	GMAP 121	1.0				
GMAP 246	1.0	GMAP 378	3.0				
GMAP 377	3.0	(UG) Free Elective	3.0				
(UG) Arts and Humanities Elective	3.0	(UG) Gaming Elective	3.0				
(UG) Gaming Elective	3.0	(UG) Social Science Elective	3.0				
DIGM 501	3.0	DIGM 510	3.0				
	19		**19**		**0**		**0**

Fourth Year

Fall	Credits	Winter	Credits	Spring	Credits	Summer	Credits
DIGM 490	3.0	DIGM 491	1.0	DIGM 490	3.0	Student converts to Graduate status	
DIGM 491	1.0	DIGM 490	3.0	DIGM 491	1.0		
(UG) Digital Media Specialization	3.0	GMAP 246	1.0	(UG) Free Electives	5.0		
(UG) Free Electives	6.0	(UG) Free Electives	6.0	(UG) History (HIST) Elective	4.0		
(UG) Literature (ENGL) Elective	3.0	(UG) Social Science Elective	3.0	DIGM 511	3.0		
(UG) Social Science Elective	3.0	DIGM 540	3.0	DIGM 540	3.0		
	19		**17**		**19**		**0**

Fifth Year

Fall	Credits	Winter	Credits	Spring	Credits
DIGM 591	2.0	DIGM 591	2.0	DIGM 591	2.0
DIGM 680	1.0	DIGM 680	1.0	DIGM 680	1.0
(GR) Digital Media Specialization	3.0	(GR) Digital Media Specialization	3.0	(GR) Digital Media Specialization	3.0
(GR) Directed Studies	3.0	(GR) Directed Studies	3.0	(GR) Directed Studies	3.0
	9		**9**		**9**

Total Credits 236

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5 year, 3 co-op, Co-terminal Accelerated Program, Fall-Winter Coop Cycle

First Year

Fall	Credits	Winter	Credits	Spring	Credits	Summer	Credits
DIGM 105	3.0	ANIM 140	3.0	ANIM 145	3.0	VACATION	
ENGL 101 or 111	3.0	COOP 101*	1.0	CIVC 101	1.0		
GMAP 101	3.0	ENGL 102 or 112	3.0	ENGL 103 or 113	3.0		
PHYS 170	3.0	GMAP 102	3.0	FMTV 110	3.0		
PHYS 171	1.0	GMAP 123	1.0	GMAP 121	1.0		
UNIV A101	1.0	PHYS 175	1.0	MATH 101	4.0		
VSST 110	3.0	PHYS 176	3.0	VSST 109	1.0		
		UNIV A101	1.0	(UG) Free Elective	2.0		
		VSST 108	3.0				
	17		**19**		**20**		**0**

Second Year

Fall	Credits	Winter	Credits	Spring	Credits	Summer	Credits
COOP EXPERIENCE		COOP EXPERIENCE		ANIM 211	3.0	ARTH 102	3.0
				CS 171	3.0	GMAP 231	3.0
				GMAP 211	3.0	GMAP 367	3.0
				GMAP 246	1.0	PROD 215	4.0
				GMAP 260	3.0	VSST 111	3.0
				GMAP 301	3.0	(UG) Free Elective	4.0

Fall	Credits	Winter	Credits	Spring	Credits	Summer	Credits
				(UG) Free Elective	4.0		
	0		**0**		**20**		**20**

Third Year

Fall	Credits	Winter	Credits	Spring	Credits	Summer	Credits
COOP EXPERIENCE		COOP EXPERIENCE		COM 230	3.0	ARTH 103	3.0
				GMAP 246	1.0	DIGM 350	3.0
				GMAP 345	3.0	FMVD 206	3.0
				SCRP 270	3.0	GMAP 395	3.0
				(UG) Free Elective	4.0	(UG) Gaming Elective	3.0
				(UG) Gaming Elective	3.0	DIGM 510	3.0
				DIGM 501	3.0	DIGM 591	2.0
	0		**0**		**20**		**20**

Fourth Year

Fall	Credits	Winter	Credits	Spring	Credits	Summer	Credits
COOP EXPERIENCE		COOP EXPERIENCE		ARTH 300	3.0	DIGM 475	3.0
				DIGM 451	3.0	GMAP 121	1.0
				GMAP 377	3.0	GMAP 378	3.0
				(UG) Gaming Elective	3.0	(UG) Free Elective	2.0
				DIGM 511	3.0	(UG) Gaming Elective	3.0
				DIGM 540	3.0	DIGM 540	3.0
				DIGM 591	2.0	DIGM 591	2.0
						(GR) Digital Media Specialization	3.0
	0		**0**		**20**		**20**

Fifth Year

Fall	Credits	Winter	Credits	Spring	Credits
DIGM 490	3.0	DIGM 490	3.0	DIGM 490	3.0
DIGM 491	1.0	DIGM 491	1.0	DIGM 491	1.0
(UG) Arts and Humanities Elective	3.0	GMAP 246	1.0	(UG) Free electives	5.0
(UG) Literature (ENGL) Elective	3.0	(UG) Free Electives	2.0	(UG) History (HIST) Elective	4.0
(UG) Social Science Elective	3.0	(UG) Social Science Electives	6.0	DIGM 680	1.0
DIGM 680	1.0	DIGM 680	1.0	(GR) Digital Media Specialization	3.0
(GR) Digital Media Specialization	3.0	(GR) Digital Media Specialization	3.0	(GR) Directed Studies	3.0
(GR) Directed Studies	3.0	(GR) Directed Studies	3.0		
	20		**20**		**20**

Total Credits 236

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COOP 101 registration is determined by the co-op cycle assigned and may be scheduled in a different term. Select students may be eligible to take COOP 001 in place of COOP 101.

5 year, 3 co-op, Co-terminal Accelerated Program, Spring-Summer Coop Cycle

First Year

Fall	Credits	Winter	Credits	Spring	Credits	Summer	Credits
DIGM 105	3.0	ANIM 140	3.0	ANIM 145	3.0	VACATION	
ENGL 101 or 111	3.0	ENGL 102 or 112	3.0	CIVC 101	1.0		
GMAP 101	3.0	GMAP 102	3.0	COOP 101[*]	1.0		
PHYS 170	3.0	GMAP 123	3.0	ENGL 103 or 113	3.0		
PHYS 171	1.0	PHYS 175	3.0	FMTV 110	3.0		
UNIV A101	1.0	PHYS 176	1.0	GMAP 121	1.0		
VSST 110	3.0	UNIV A101	1.0	MATH 101	4.0		
		VSST 108	3.0	VSST 109	3.0		
		(UG) Free Elective	2.0				
	17		**20**		**19**		**0**

Second Year

Fall	Credits	Winter	Credits	Spring	Credits	Summer	Credits
ANIM 211	3.0	ARTH 102	3.0	COOP EXPERIENCE		COOP EXPERIENCE	
CS 171	3.0	GMAP 231	3.0				
GMAP 211	3.0	GMAP 367	3.0				
GMAP 246	1.0	PROD 215	4.0				
GMAP 260	3.0	VSST 111	3.0				
GMAP 301	3.0	(UG) Free Elective	4.0				
(UG) Free Elective	4.0						
	20		**20**		**0**		**0**

Third Year

Fall	Credits	Winter	Credits	Spring	Credits	Summer	Credits
COM 230	3.0	ARTH 103	3.0	COOP EXPERIENCE		COOP EXPERIENCE	
GMAP 246	1.0	DIGM 350	3.0				
GMAP 345	3.0	FMVD 206	3.0				
SCRP 270	3.0	GMAP 395	3.0				
(UG) Free Elective	4.0	(UG) Gaming Elective	3.0				
(UG) Gaming Elective	3.0	DIGM 510	3.0				
DIGM 501	3.0	DIGM 591	2.0				
	20		**20**		**0**		**0**

Fourth Year

Fall	Credits	Winter	Credits	Spring	Credits	Summer	Credits
ARTH 300	3.0	DIGM 475	3.0	COOP EXPERIENCE		COOP EXPERIENCE	
DIGM 451	3.0	GMAP 121	1.0				
GMAP 377	3.0	GMAP 378	3.0				
(UG) Gaming Elective	3.0	(UG) Free Elective	2.0				
DIGM 511	3.0	(UG) Gaming Elective	3.0				
DIGM 540	3.0	DIGM 540	3.0				
DIGM 591	2.0	DIGM 591	2.0				
		(GR) Digital Media Specialization	3.0				
	20		**20**		**0**		**0**

Fifth Year

Fall	Credits	Winter	Credits	Spring	Credits
DIGM 490	3.0	DIGM 490	3.0	DIGM 490	3.0
DIGM 491	1.0	DIGM 491	1.0	DIGM 491	1.0
(UG) Arts and Humanities Elective	3.0	GMAP 246	1.0	(UG) Free electives	5.0
(UG) Literature (ENGL) Elective	3.0	(UG) Free Electives	2.0	(UG) History (HIST) Elective	4.0
(UG) Social Science Elective	3.0	(UG) Social Science Electives	6.0	DIGM 680	1.0
DIGM 680	1.0	DIGM 680	1.0	(GR) Digital Media Specialization	3.0
(GR) Digital Media Specialization	3.0	(GR) Digital Media Specialization	3.0	(GR) Directed Studies	3.0
(GR) Directed Studies	3.0	(GR) Directed Studies	3.0		
	20		**20**		**20**

Total Credits 236

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Interactive Digital Media BS / Digital Media MS

Major: Interactive Digital Media and Digital Media
Degree Awarded: Bachelor of Science (BS) & Master of Science (MS)
Calendar Type: Quarter
Total Credit Hours: 233.0
Co-op Options: One Co-op (Five years); Three Co-op (Five years)

Classification of Instructional Programs (CIP) code: 11.0801
Standard Occupational Classification (SOC) code: 15-1250

About the Program

The program is a natural extension of our undergraduate program in Interactive Digital Media and challenges students to push beyond what's known and into what's possible. It combines research with applicable skills in 21st century media applications and offers a mix of academic coursework and project-related activities in advanced digital design, including 3-D modeling, animation, interactivity, gaming and digital media history, theory and methods.

Admission Requirements

Students who wish to enter the accelerated program are required to have a minimum GPA of 3.5 and between 70.0 and 120.0 credits of completed undergraduate coursework.

Acceptance into the accelerated program is decided by the program director of the Digital Media MS program in consultation with the undergraduate program director in Interactive Digital Media, as well as the Department's Graduate Admissions Committee.

Main criteria for acceptance is an evaluation of the student's prior academic performance and the student's likelihood of success within the program.

Degree Requirements

Required Undergraduate Courses

General Education Requirements		
CIVC 101	Introduction to Civic Engagement	1.0
COM 230	Techniques of Speaking	3.0
COOP 101	Career Management and Professional Development [*]	1.0
ENGL 101	Composition and Rhetoric I: Inquiry and Exploratory Research	3.0
or ENGL 111	English Composition I	
ENGL 102	Composition and Rhetoric II: Advanced Research and Evidence-Based Writing	3.0
or ENGL 112	English Composition II	
ENGL 103	Composition and Rhetoric III: Themes and Genres	3.0
or ENGL 113	English Composition III	
MATH 119	Mathematical Foundations for Design	4.0
PHYS 170	Electricity and Motion	3.0
PHYS 171	Computational Lab for Electricity and Motion	1.0
PHYS 175	Light and Sound	3.0
PHYS 176	Computational Lab for Light and Sound	1.0
PSY 330	Cognitive Psychology	3.0
UNIV A101	The Drexel Experience	2.0
Arts and humanities elective [**]		3.0
History (HIST) elective		4.0
Literature (ENGL) elective		3.0
Social science elective [***]		6.0
Free electives		23.0
Art and Art History Requirements		
ARTH 103	History of Art III	3.0
ARTH 300 [WI]	History of Modern Design	3.0
ARTH 314	Contemporary Art	3.0
VSST 108	Design I for Media	3.0
VSST 109	Design II for Media	3.0
VSST 110	Introductory Drawing	3.0
Business & Management Requirements		
EAM 211	Strategic Management for Entertainment and Arts Management	3.0
Media Requirements		
FMVD 206	Audio Production and Post	3.0
INFO 110	Introduction to Human-Computer Interaction	3.0
PHTO 110	Photography	3.0
PROD 215	Design Thinking in Product Design	4.0
WEST 107	Maker Workshop	3.0
Digital Media Core Requirements		
ANIM 115	Introduction to Production with Animation & VFX	3.0
DIGM 105	Overview of Digital Media	3.0
DIGM 475 [WI]	Seminar: The Future of Digital Media	3.0
DIGM 490	Digital Media Senior Project [†]	9.0

DIGM 491	Digital Media Senior Project Studio [†]	3.0
GMAP 260	Overview of Computer Gaming	3.0
Interactive Digital Media Requirements		
IDM 211	User Interface Design I	3.0
IDM 212	User Interface Design II	3.0
IDM 213	Interaction Design	3.0
IDM 214	Human Factors Engineering	3.0
IDM 215	User Experience Design I	3.0
IDM 216	User Experience Design II	3.0
IDM 221	Web Design I	3.0
IDM 222	Web Design II	3.0
IDM 231	Scripting for Interactive Digital Media I	3.0
IDM 232	Scripting for Interactive Digital Media II	3.0
IDM 241	Microinteractions	3.0
IDM 250	Content Management Systems	3.0
IDM 371	Interactive Digital Media Workshop I	3.0
IDM 372	Interactive Digital Media Workshop II	3.0
IDM 401	Professional Practices in Interactive Digital Media	3.0
IDM 418	Storytelling for User Experience Design	3.0
Select three (3) of the following:		**9.0**
DIGM 308 [WI]	Digital Cultural Heritage	
DIGM 451 [WI]	Explorations in New Media	
EAM 315	Content Strategies for Digital Products	
IDM 101	History of Web Development	
IDM 240	Interactive Graphics	
IDM 245	Web Game Design	
IDM 311	User Interface Design for Immersive Media	
IDM 331	WebVR	
IDM 361	Interactive App Design I	
IDM 362	Interactive App Design II	
IDM 363	Interactive App Design III	
IDM 364	Interactive App Design IV	
IDM 381	Experimental Interactive Technologies	
IDM 382	Internet of Things	
IDM 402	Validating Product Ideas	
IDM 417	User Research Methodologies	
IDM I399	Independent Study in Interactive Digital Media	
IDM T380	Special Topics in Interactive Digital Media	
Required Graduate Courses		
Digital Media Core		
DIGM 501	New Media: History, Theory and Methods	3.0
DIGM 510	Designing for Interactivity	3.0
DIGM 511	Research Methods for Digital Media	3.0
Digital Media Specialization		**18.0**
Select 18.0 credits from the following list:		
Game Design and Development		
DIGM 530	Game Design I	
DIGM 531	Game Design II	
GMAP 545	Game Development Foundations	
GMAP 547	Serious Games	
GMAP 548	Experimental Games	
GMAP 560	Game Design from the Player's Perspective	
Animation and Immersive Media		
ANIM 588	Spatial Data Capture	
DIGM 525	Animation I	
DIGM 526	Animation II	
DIGM 547	Organic Modeling	
DIGM 560	Advanced Concepts and Applications in Interactive 3D Environments	
DIGM 616	Immersive World Building	
UX Design and Digital Cultural Heritage		
DIGM 508	Digital Cultural Heritage	
DIGM 520	Interactivity I	

DIGM 521	Interactivity II	
General Digital Media		
DIGM 591	Digital Media Skills Intensive	
DIGM I599	Independent Study in Digital Media	
DIGM I699	Independent Study in Digital Media	
DIGM T580	Special Topics in Digital Media	
DIGM T680	Special Topics in Digital Media	
New Media Project		
DIGM 540	New Media Project ††	6.0
Thesis		
DIGM 680	Thesis Development	3.0
Directed Studies ±		**9.0**
Total Credits		**233.0**

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         take COOP 001 in place of COOP 101.

**   Select 3.0 credits from 100-499 level courses, including T380-T480 in AFAS, ARTH, COM, ENGL, FMST, GST, HIST, IST, JWST, LANG, LING, MENA, MUSC, PHIL, PPE, PBHL, SCRP, THTR, TVST, WGST, WRIT, ARCH, DANC, INTR, PHTO, RELS, VSCM

***   Select 6.0 credits from 100-499 level courses, including T380-T480, in AFAS, ANTH, CJS, CS, ECON, ENSS, ENVS, PSI, PSY, PBHL, SOC, WGST

†   DIGM 490 and DIGM 491 are repeated 3 times each to complete the DIGM Capstone Senior Project sequence.

††   DIGM 540 is repeated two times.

±   Select 9.0 credits from 500-600 level courses, including I599, I699, T580, T680 in ANIM, CS, DIGM, DSRE, GMAP, IDM and INFO.

Sample Plan of Study

5 year, one co-op, Spring/Summer

First Year

Fall	Credits	Winter	Credits	Spring	Credits	Summer	Credits
DIGM 105	3.0	ENGL 102 or 112	3.0	CIVC 101	1.0	VACATION	
ENGL 101 or 111	3.0	IDM 212	3.0	ENGL 103 or 113	3.0		
IDM 211	3.0	PHTO 110	3.0	IDM 213	3.0		
PROD 215	4.0	UNIV A101 (Program Specific)	1.0	INFO 110	3.0		
UNIV A101 (Department Specific)	1.0	VSST 108	3.0	MATH 119	4.0		
VSST 110	3.0	WEST 107	3.0	VSST 109	3.0		
	17		**16**		**17**		**0**

Second Year

Fall	Credits	Winter	Credits	Spring	Credits	Summer	Credits
EAM 211	3.0	ANIM 115	3.0	IDM 215	3.0	ARTH 103	3.0
FMVD 206	3.0	IDM 214	3.0	IDM 232	3.0	COM 230	3.0
GMAP 260	3.0	IDM 222	3.0	IDM 241	3.0	COOP 101*	1.0
IDM 221	3.0	IDM 231	3.0	IDM 418	3.0	IDM 216	3.0
PHYS 170	3.0	PHYS 175	3.0	(UG) Free Elective	3.0	IDM 250	3.0
PHYS 171	1.0	PHYS 176	1.0			(UG) IDM Elective	3.0
	16		**16**		**15**		**16**

Third Year

Fall	Credits	Winter	Credits	Spring	Credits	Summer	Credits
ARTH 300	3.0	ARTH 314	3.0	COOP EXPERIENCE		COOP EXPERIENCE	
DIGM 475	3.0	IDM 372	3.0				
IDM 371	3.0	(UG) Arts & Humanities Elective	3.0				
PSY 330	3.0	(UG) Free Elective	3.0				
(UG) IDM Elective	3.0	(UG) IDM Elective	3.0				
DIGM 501	3.0	DIGM 510	3.0				
	18		**18**		**0**		**0**

Fourth Year

Fall	Credits	Winter	Credits	Spring	Credits	Summer	Credits
DIGM 490	3.0	DIGM 491	1.0	DIGM 490	3.0	Student Classified as Graduate Status	
DIGM 491	1.0	DIGM 490	3.0	DIGM 491	1.0		
IDM 401	3.0	(UG) Free Electives	9.0	(UG) Free Electives	6.0		
(UG) Free Electives	5.0	(UG) Social Science Elective	3.0	(UG) Literature (ENGL) Elective	3.0		
(UG) History (HIST) Elective	4.0	DIGM 540	3.0	DIGM 511	3.0		
(GR) Digital Media Specialization	3.0			DIGM 540	3.0		
	19		**19**		**19**		**0**

Fifth Year

Fall	Credits	Winter	Credits	Spring	Credits
DIGM 591	2.0	DIGM 591	2.0	DIGM 591	2.0
DIGM 680	1.0	DIGM 680	1.0	DIGM 680	1.0
(GR) Digital Media Specialization	3.0	(GR) Digital Media Specialization	3.0	(GR) Digital Media Specialization	3.0
(GR) Directed Studies	3.0	(GR) Directed Studies	3.0	(GR) Directed Studies	3.0
	9		**9**		**9**

Total Credits 233

[*]   Co-op cycles may vary. Students are assigned a co-op cycle (fall/winter, spring/summer, summer-only) based on their co-op program (4-year, 5-year) and major.
COOP 101 registration is determined by the co-op cycle assigned and may be scheduled in a different term. Select students may be eligible to take COOP 001 in place of COOP 101.

5+0 Co-terminal Accelerated Program, Spring-Summer Coop Cycle

First Year

Fall	Credits	Winter	Credits	Spring	Credits	Summer	Credits
DIGM 105	3.0	ENGL 102 or 112	3.0	CIVC 101	1.0	VACATION	
ENGL 101 or 111	3.0	IDM 212	3.0	COOP 101[*]	1.0		
IDM 211	3.0	PHTO 110	3.0	ENGL 103 or 113	3.0		
PROD 215	4.0	UNIV A101 (Program Specific)	1.0	IDM 213	3.0		
UNIV A101 (Department Specific)	1.0	VSST 108	3.0	INFO 110	3.0		
VSST 110	3.0	WEST 107	3.0	MATH 119	4.0		
		(UG) Free Elective	4.0	VSST 109	3.0		
	17		**20**		**18**		**0**

Second Year

Fall	Credits	Winter	Credits	Spring	Credits	Summer	Credits
EAM 211	3.0	ANIM 115	3.0	COOP EXPERIENCE		COOP EXPERIENCE	
FMVD 206	3.0	IDM 214	3.0				
GMAP 260	3.0	IDM 222	3.0				
IDM 221	3.0	IDM 231	3.0				
PHYS 170	3.0	PHYS 175	3.0				
PHYS 171	1.0	PHYS 176	1.0				
(UG) Free Elective	4.0	(UG) Free Elective	4.0				
	20		**20**		**0**		**0**

Third Year

Fall	Credits	Winter	Credits	Spring	Credits	Summer	Credits
IDM 215	3.0	ARTH 103	3.0	COOP EXPERIENCE		COOP EXPERIENCE	
IDM 232	3.0	COM 230	3.0				
IDM 241	3.0	IDM 216	3.0				
IDM 418	3.0	IDM 250	3.0				
(UG) Free Elective	3.0	(UG) IDM Elective	3.0				
DIGM 501	3.0	DIGM 510	3.0				
		DIGM 591	2.0				
	18		**20**		**0**		**0**

Fourth Year

Fall	Credits	Winter	Credits	Spring	Credits	Summer	Credits
ARTH 300	3.0	ARTH 314	3.0	COOP EXPERIENCE		COOP EXPERIENCE	
DIGM 475	3.0	IDM 372	3.0				
IDM 371	3.0	(UG) Arts & Humanities Elective	3.0				
PSY 330	3.0	(UG) IDM Elective	3.0				
DIGM 540	3.0	DIGM 511	3.0				
DIGM 591	2.0	DIGM 540	3.0				
(GR) Digital Media Specialization	3.0	DIGM 591	2.0				
	20		**20**		**0**		**0**

Fifth Year

Fall	Credits	Winter	Credits	Spring	Credits
DIGM 490	3.0	DIGM 490	3.0	DIGM 490	3.0
DIGM 491	1.0	DIGM 491	1.0	DIGM 491	1.0
IDM 401	3.0	(UG) Free Electives	5.0	(UG) Free Electives	6.0
(UG) IDM Elective	3.0	(UG) History (HIST) Elective	4.0	(UG) Literature Elective	3.0
(UG) Social Science Elective	3.0	DIGM 680	1.0	DIGM 680	1.0
DIGM 680	1.0	(GR) Digital Media Specialization	3.0	(GR) Digital Media Specialization	3.0
(GR) Digital Media Specialization	3.0	(GR) Directed Studies	3.0	(GR) Directed Studies	3.0
(GR) Directed Studies	3.0				
	20		**20**		**20**

Total Credits 233

*   Co-op cycles may vary. Students are assigned a co-op cycle (fall/winter, spring/summer, summer-only) based on their co-op program (4-year, 5-year) and major.

COOP 101 registration is determined by the co-op cycle assigned and may be scheduled in a different term. Select students may be eligible to take COOP 001 in place of COOP 101.

Interior Design BS / Design Research MS

Major: Interior Design and Design Research
Degrees Awarded: Bachelor of Science (BS) and Master of Science (MS)
Calendar Type: Quarter
Total Credit Hours: 227.0
Co-op Options: One Co-op (Five years)
Classification of Instructional Programs (CIP) code: 50.0408
Standard Occupational Classification (SOC) code: 27-1025

About the Program

This five-year path allows students to graduate with a Bachelor of Science in Interior Design, enhanced by a Master of Science in Design Research. Preparing them for a human-centered technology-driven professional career.

The undergraduate Interior Design program explores the behavioral, technological, environmental and aesthetic aspects of interior design within the context of increasingly more complex design projects. Combined with art and art history and general education requirements, a core of interior design courses creates a unique education at the forefront of design. Through academics grounded in problem-solving design studios, cooperative employment, and a dedicated faculty, the Interior Design program prepares students for leadership positions in the industry. The Interior Design program is consistently ranked among the top programs in the country, and in the survey by Design Intelligence of "America's Best Design Schools."

The BS interior design program is CIDA (Council for Interior Design Accreditation) and NASAD (National Association of Schools of Art & Design) accredited.

The Design Research Masters program creates an arena for advanced students to explore and enhance their skills in design research areas that include Technology, Environmental Design and Health, including Community Based Design. Driven by the interdisciplinary nature of design, the program addresses the future in response to the emerging and complex designed environment. Designers operate in a world of increasing intricacy; this degree gives candidates a greater depth of knowledge and experience in topics relevant to present and future challenges in design.

The program focuses on providing a forum for students to pursue paths of inquiry and investigation within Design, Technology, Environmental Design and Health. This flexible program operates with a core curriculum that is built on, and augmented by, a customized set of electives, and the second year thesis sequence.

Admission Requirements

- Must apply between 90.0-120.0 credits
- 3.0 or better GPA
- 2 recommendations
- 500-word essay
- Work Sample
- Applicants apply in spring of their sophomore year and must be approved by both program directors.

Degree Requirements

General education requirements

CIVC 101	Introduction to Civic Engagement	1.0
COOP 101	Career Management and Professional Development [*]	1.0
ENGL 101	Composition and Rhetoric I: Inquiry and Exploratory Research	3.0
or ENGL 111	English Composition I	
ENGL 102	Composition and Rhetoric II: Advanced Research and Evidence-Based Writing	3.0
or ENGL 112	English Composition II	
ENGL 103	Composition and Rhetoric III: Themes and Genres	3.0
or ENGL 113	English Composition III	
MATH 101	Introduction to Analysis I	4.0
PHYS 175	Light and Sound	3.0
PHYS 176	Computational Lab for Light and Sound	1.0
SOC 101	Introduction to Sociology	3.0
UNIV A101	The Drexel Experience	2.0
Required Arts and Humanities-students elect a minimum of 9.0 credits [**]		9.0
Required Natural Science-students elect a minimum of 3.0 credits [***]		3.0
Required Social Science-students elect a minimum of 6.0 credits [†]		6.0
Free electives		**24.0**
Undergraduate electives (18.0 credits)		
Shared graduate electives (6.0 credits)		
Visual studies requirements		
Required Art History (ARTH) students select a minimum of 6 credits		6.0
ARTH 103	History of Art III	3.0
VSST 101	Design I	4.0
VSST 102	Design II	4.0
VSST 103	Design III	4.0
VSST 110	Introductory Drawing	3.0
VSST 201	Multimedia: Performance	4.0
or VSST 202	Multimedia: Space	
VSST 203	Multimedia: Materials	4.0
VSST 301	Painting I	4.0
or VSST 311	Sculpture I	
Interior design requirements		
INTR 160	Visualization I: Computer Imaging	3.0
INTR 200	History of Modern Architecture and Interiors	3.0
INTR 211	Textiles for Interiors	3.0
INTR 220	Visualization II: Orthographic	3.0
INTR 225	Environmental Design Theory	3.0
INTR 232	Interior Studio I	4.0
INTR 233	Interior Studio II	4.0
INTR 241	Visualization III: Digital	3.0
INTR 245	Visualization IV: 3D Modeling	3.0
INTR 250	Interior Materials	3.0
INTR 300 [WI]	Visual Culture: Interiors	3.0
INTR 305 [WI]	Visual Culture: Furniture	3.0
INTR 331	Residential Design Studio	4.0
INTR 340	Community Studio	4.0

INTR 341	Visualization V: Methods	3.0
INTR 350	Interior Detailing	3.0
INTR 351	Interior Lighting	3.0
INTR 430	Commercial Design Studio	4.0
INTR 441	Furniture Design	4.0
INTR 442	Hospitality Design Studio	4.0
INTR 445	Contract Documentation for Interior Design	3.0
INTR 450 [WI]	Professional Practice	3.0
INTR 451	Interior Systems	3.0
INTR 491	Senior Project I	3.0
INTR 492	Senior Project II	3.0
INTR 493	Senior Project III	3.0
Design Research requirements		
ARTH 530	History of Modern Design	3.0
or VSST 501	Contemporary Art Issues	
DSRE 620	Design Problem Solving	3.0
DSRE 625	Technologies of Making	3.0
DSRE 630	Data Visualization for Design Professionals	3.0
DSRE 635	Translational Design Research	3.0
DSRE 641	Contemporary Design Theory	3.0
DSRE 645	Design Research Thesis Proposal	3.0
DSRE 650	Thesis Research and Practicum	1.0
DSRE 750	Thesis in Design Research I	3.0
DSRE 760	Thesis in Design Research II	3.0
DSRE 770	Thesis in Design Research III	3.0
Graduate electives [††]		9.0
Total Credits		**227.0**

*   Co-op cycles may vary. Students are assigned a co-op cycle (fall/winter, spring/summer, summer-only) based on their co-op program (4-year, 5-year) and major.

COOP 101 registration is determined by the co-op cycle assigned and may be scheduled in a different term. Select students may be eligible to take COOP 001 in place of COOP 101.

**   Select 9.0 credits from 100-499 level courses, including T380, T480 in AFAS, ARCH, ARTH, COM, DANC, ENGL, FMST, GST, HIST, INTR, IST, JWST, LANG, LING, MENA, MUSC, PHIL, PHTO, PPE, PBHL, RELS, SCRP, THTR, TVST, VSCM, WGST, WRIT

***   Select 3.0 credits from 100-499 level courses in ANAT, ENVS, PHEV, BIO, GEO, PHYS, CHEM, NFS (must take 100 + 101 to earn credit)

†   Select 6.0 credits from from 100-499 level courses, including T380, T480 in AFAS, ANTH, CJS, CS, ECON, ENSS, ENVS, PSCI, PSY, PBHL, SOC, WGST

††   Select 9.0 credits from 500-600 level courses, including I599, I699, T580, T680, in DIGM, FASH, IDM, RMER, CRTV, EPI, PBHL, INFO, ENVS, AS-I, ENTP

Sample Plan of Study

4+1, 1 co-op (Accelerated program completed in 5 years)

Students complete undergraduate requirements in four years, then convert to graduate status in the fifth and final year.

First Year

Fall	Credits	Winter	Credits	Spring	Credits	Summer	Credits
ARTH 103	3.0	ENGL 102 or 112	3.0	CIVC 101	1.0	VACATION	
ENGL 101 or 111	3.0	UNIV A101	1.0	ENGL 103 or 113	3.0		
MATH 101	4.0	VSST 102	4.0	INTR 160	3.0		
UNIV A101	1.0	VSST 110	3.0	INTR 200	3.0		
VSST 101	4.0	Art History Elective	3.0	VSST 103	3.0		
		(UG) Arts & Humanities elective	3.0	Art History Elective	3.0		
	15		**17**		**17**		**0**

Second Year

Fall	Credits	Winter	Credits	Spring	Credits	Summer	Credits
INTR 220	3.0	COOP 101*	1.0	INTR 211	3.0	INTR 245	3.0
INTR 225	3.0	INTR 233	4.0	INTR 331	4.0	INTR 305	3.0
INTR 232	4.0	INTR 241	3.0	INTR 341	3.0	INTR 340	4.0
INTR 250	3.0	INTR 300	3.0	(UG) Elective	3.0	INTR 350	3.0

Fall	Credits	Winter	Credits	Spring	Credits	Summer	Credits
(UG) Elective	3.0	PHYS 175	3.0	(UG) Elective	3.0	(UG) Elective	3.0
		PHYS 176	1.0				
		SOC 101	3.0				
	16		**18**		**16**		**16**

Third Year

Fall	Credits	Winter	Credits	Spring	Credits	Summer	Credits
COOP EXPERIENCE		COOP EXPERIENCE		INTR 351	3.0	ARTH 530 or VSST 501	3.0
				INTR 430	4.0	VSST 301 or 311	4.0
				INTR 451	3.0	(UG) Arts & Humanities elective	3.0
				VSST 203	4.0	(UG) Social Science elective	3.0
				(UG) Arts & Humanities elective	3.0	(UG) Natural Science	3.0
	0		**0**		**17**		**16**

Fourth Year

Fall	Credits	Winter	Credits	Spring	Credits	Summer	Credits
INTR 442	4.0	INTR 445	3.0	INTR 441	4.0	Student converts to Grad status	
INTR 491	3.0	INTR 450	3.0	INTR 493	3.0		
VSST 201 or 202	4.0	INTR 492	3.0	(UG) Elective	3.0		
(UG) Social Science Elective	3.0	(UG) Elective	3.0	DSRE 641 (counts as UG Free Electives)	3.0		
DSRE 620	3.0	DSRE 630 (counts as UG Free Electives)	3.0	DSRE 645	3.0		
		DSRE 635	3.0	DSRE 650	1.0		
				BS Degree Awarded			
	17		**18**		**17**		**0**

Fifth Year

Fall	Credits	Winter	Credits	Spring	Credits
DSRE 625	3.0	DSRE 760	3.0	DSRE 770	3.0
DSRE 750	3.0	(GR) DSRE Elective	3.0	(GR) DSRE elective	3.0
(GR) DSRE elective	3.0	(GR) DSRE Elective	3.0	(GR) DSRE elective	3.0
	9		**9**		**9**

Total Credits 227

* Co-op cycles may vary. Students are assigned a co-op cycle (fall/winter, spring/summer, summer-only) based on their co-op program (4-year, 5-year) and major.

COOP 101 registration is determined by the co-op cycle assigned and may be scheduled in a different term. Select students may be eligible to take COOP 001 in place of COOP 101.

Interior Design BS / Interior Architecture MS

Major: Interior Design and Interior Architecture
Degree Awarded: Bachelor of Science (BS) & Master of Science (MS)
Calendar Type: Quarter
Total Credit Hours: 226.0
Co-op Options: One Co-op (Five years)
Classification of Instructional Programs (CIP) code: 50.0408
Standard Occupational Classification (SOC) code: 27-1025

About the Program

The BS Interior Design / MS Interior Architecture program offers a first-professional degree in interior design and a post-professional graduate degree for students looking to accelerate their career and/or specialize in an area of interior design. The BS Interior Design program explores the behavioral, technological, environmental and aesthetic aspects of interior design within the context of increasingly more complex design projects. Combined with art and art history and general education requirements, a core of interior design courses is completed along with a 6-month professional co-op. This undergraduate education prepares students to enter the interior design industry.

The MS Interior Architecture program reinforces design fundamentals; advances technical skills and conceptual approaches; allows for specialization in areas such as health/wellness, making/fabrication, or technology/representation; and culminates in a comprehensive thesis research and design project. Students select from a range of studio, seminar, and elective courses to create a program tailored to their professional interest.

Admission Requirements

Application for the Accelerated Degree Program must be made to the Department of Architecture, Design & Urbanism and the Graduate College after completing 90.0 credits, but no more than 120.0 credits.

Criteria for Admission

- Overall GPA of undergraduate coursework – 3.2 minimum
- Overall GPA in interior design studio coursework – 3.5 minimum
- Portfolio Review – interior studio work and other visual work from other design courses
- Essay – Address reason for application, attitude towards profession, professional goals and leadership qualities you possess
- Two letters of recommendation speaking about your work ethic and leadership skills.

Degree Requirements

General education requirements

CIVC 101	Introduction to Civic Engagement	1.0
COOP 101	Career Management and Professional Development [*]	1.0
ENGL 101	Composition and Rhetoric I: Inquiry and Exploratory Research	3.0
or ENGL 111	English Composition I	
ENGL 102	Composition and Rhetoric II: Advanced Research and Evidence-Based Writing	3.0
or ENGL 112	English Composition II	
ENGL 103	Composition and Rhetoric III: Themes and Genres	3.0
or ENGL 113	English Composition III	
MATH 101	Introduction to Analysis I	4.0
PHYS 175	Light and Sound	3.0
PHYS 176	Computational Lab for Light and Sound	1.0
SOC 101	Introduction to Sociology	3.0
UNIV A101	The Drexel Experience	2.0
Required Arts and Humanities-students elect a minimum of 9.0 credits [**]		9.0
Required Natural Science-students elect a minimum of 3.0 credits [***]		3.0
Required Social Science-students elect a minimum of 6.0 credits [†]		6.0
Free electives		24.0
Visual studies requirements		
Required Art History (ARTH) students select a minimum of 6 credits		6.0
ARTH 103	History of Art III	3.0
VSST 101	Design I	4.0
VSST 102	Design II	4.0
VSST 103	Design III	4.0
VSST 110	Introductory Drawing	3.0
VSST 201	Multimedia: Performance	4.0
or VSST 202	Multimedia: Space	
VSST 203	Multimedia: Materials	4.0
VSST 301	Painting I	4.0
or VSST 311	Sculpture I	
Interior design requirements		
INTR 160	Visualization I: Computer Imaging	3.0
INTR 200	History of Modern Architecture and Interiors	3.0
INTR 211	Textiles for Interiors	3.0
INTR 220	Visualization II: Orthographic	3.0
INTR 225	Environmental Design Theory	3.0
INTR 232	Interior Studio I	4.0
INTR 233	Interior Studio II	4.0
INTR 241	Visualization III: Digital	3.0
INTR 245	Visualization IV: 3D Modeling	3.0
INTR 250	Interior Materials	3.0
INTR 300 [WI]	Visual Culture: Interiors	3.0
INTR 305 [WI]	Visual Culture: Furniture	3.0
INTR 331	Residential Design Studio	4.0
INTR 340	Community Studio	4.0
INTR 341	Visualization V: Methods	3.0
INTR 350	Interior Detailing	3.0

INTR 351	Interior Lighting	3.0
INTR 430	Commercial Design Studio	4.0
INTR 441	Furniture Design	4.0
INTR 442	Hospitality Design Studio	4.0
INTR 445	Contract Documentation for Interior Design	3.0
INTR 450 [WI]	Professional Practice	3.0
INTR 451	Interior Systems	3.0
INTR 491	Senior Project I	
INTR 492	Senior Project II ††	
INTR 493	Senior Project III ††	3.0
Interior Architecture Requirements		
Interior Architecture Studios-Choose 4 from the following:		16.0
INTR 622	Graduate Studio A	
INTR 632	Graduate Studio B	
INTR 641	Furniture Design	
INTR 642	Graduate Studio C	
INTR 652	Graduate Studio D	
INTR 662	Graduate Studio E	
INTR 674	Fabrication and Making	
INTR T680	Special Topics in Interior Design	
Interior Architecture Seminars-Choose 4 from the following:		8.0
INTR 623	Studio A Seminar	
INTR 633	Studio B Seminar	
INTR 643	Studio C Seminar	
INTR 653	Studio D Seminar	
INTR 663	Studio E Seminar	
INTR T680	Special Topics in Interior Design	
Interior Architecture Electives - Choose 4 from the following: ±		**12.0**
INTR 624	Material Investigations	
INTR 625	Advanced Visual Methods	
INTR 634	Interior Systems I	
INTR 645	Advanced Digital Methods	
INTR 654	Interior Systems II	
DSRE 625	Technologies of Making	
DSRE 630	Data Visualization for Design Professionals	
DSRE 635	Translational Design Research	
URBS 610	Civic Engagement & Participatory Methods	
URBS 620	City of Systems	
URBS 650	Urbanism, Health & the Built Environment	
Thesis		
INTR 694	Thesis Programming	3.0
INTR 697	Thesis - Development	3.0
INTR 698	Thesis - Documentation	3.0
Comprehensive Exam		
INTR 699	Comp Exam for Interior Design ±±	0.0
Total Credits		**226.0**

*   Co-op cycles may vary. Students are assigned a co-op cycle (fall/winter, spring/summer, summer-only) based on their co-op program (4-year, 5-year) and major.
COOP 101 registration is determined by the co-op cycle assigned and may be scheduled in a different term. Select students may be eligible to take COOP 001 in place of COOP 101.

**   Select 9.0 credits from 100-499 level courses, including T380, T480 in AFAS, ARCH, ARTH, COM, DANC, ENGL, FMST, GST, HIST, INTR, IST, JWST, LANG, LING, MENA, MUSC, PHIL, PHTO, PPE, PBHL, RELS, SCRP, THTR, TVST, VSCM, WGST, WRIT

***   Select 3.0 credits from 100-499 level courses in ANAT, ENVS, PHEV, BIO, GEO, PHYS, CHEM, NFS (must take 100 + 101 to earn credit).

†   Select 6.0 credits from from 100-499 level courses, including T380, T480 in AFAS, ANTH, CJS, CS, ECON, ENSS, ENVS, PSCI, PSY, PBHL, SOC, WGST

††   **Shared Coursework** – counts for both UG and GR degree requirements
   • INTR 492 *Senior Project II* = INTR xxx *IA Seminar* (GR) - 2.0 credits
   • INTR 493 *Senior Project III* = INTR xxx *IA Studio* (GR) - 4.0 credits

±   Select 12.0 credits from 500-700 level courses, including I599, I699, I799 and T580, T680 and T780 in ARCH, DSRE, INTR, URBS

±±   INTR 699 consists of several components: a series of sketch problems, design competitions, professional experience and portfolio review. These must be completed during the two + graduate years.

Sample Plan of Study

First Year

Fall	Credits	Winter	Credits	Spring	Credits	Summer	Credits
ARTH 103	3.0	ENGL 102 or 112	3.0	CIVC 101	1.0	VACATION	
ENGL 101 or 111	3.0	UNIV A101	1.0	ENGL 103 or 113	3.0		
MATH 101	4.0	VSST 102	4.0	INTR 160	3.0		
UNIV A101	1.0	VSST 110	3.0	INTR 200	3.0		
VSST 101	4.0	Art History Elective	3.0	VSST 103	4.0		
		(UG) Arts & Humanities elective	3.0	Art History Elective	3.0		
	15		**17**		**17**		**0**

Second Year

Fall	Credits	Winter	Credits	Spring	Credits	Summer	Credits
INTR 220	3.0	COOP 101[*]	1.0	INTR 211	3.0	INTR 245	3.0
INTR 225	3.0	INTR 233	4.0	INTR 331	4.0	INTR 305	3.0
INTR 232	4.0	INTR 241	3.0	INTR 341	3.0	INTR 340	4.0
INTR 250	3.0	INTR 300	3.0	(UG) Electives	6.0	INTR 350	3.0
(UG) Elective	3.0	PHYS 175	3.0			(UG) Elective	3.0
		PHYS 176	1.0				
		SOC 101	3.0				
	16		**18**		**16**		**16**

Third Year

Fall	Credits	Winter	Credits	Spring	Credits	Summer	Credits
COOP EXPERIENCE		COOP EXPERIENCE		INTR 351	3.0	VSST 301 or 311	4.0
				INTR 430	4.0	(UG) Arts & Humanities Elective	3.0
				INTR 451	3.0	(UG) Natural Science Elective	3.0
				INTR 491 (or (UG) INTR Elective)[**]	3.0	(UG) Social Science Elective	3.0
				VSST 203	4.0	(UG)Elective	3.0
						(GR) INTR IA Elective	3.0
	0		**0**		**17**		**19**

Fourth Year

Fall	Credits	Winter	Credits	Spring	Credits	Summer	Credits
INTR 442	4.0	INTR 441	4.0	(UG) Elective	9.0	Classified as a Graduate Student	
Arts & Humanities Elective	3.0	INTR 445	3.0	(UG) Social Science Elective	3.0		
VSST 201 or 202	4.0	INTR 450	3.0	(GR) INTR IA Studio	4.0		
(GR) INTR IA Seminar **(INTR 492)	2.0	(GR) INTR IA Elecive	3.0	(GR) IA Seminar	2.0		
(GR) INTR IA Elective	3.0	(GR) INTR IA Studio***(INTR 493)	4.0	Award BS ID Degree			
	16		**17**		**18**		**0**

Fifth Year

Fall	Credits	Winter	Credits	Spring	Credits
INTR 694	3.0	INTR 697	3.0	INTR 698	3.0
(GR) INTR IA Seminar	2.0	(GR) INTR IA Studio	4.0	INTR 699	0.0
(GR) INTR IA Studio	4.0	(GR) IA Seminar	2.0	(GR) INTR IA Elective	3.0
	9		**9**		**6**

Total Credits 226

*   Co-op cycles may vary. Students are assigned a co-op cycle (fall/winter, spring/summer, summer-only) based on their co-op program (4-year, 5-year) and major.
COOP 101 registration is determined by the co-op cycle assigned and may be scheduled in a different term. Select students may be eligible to take COOP 001 in place of COOP 101.

**   **Course Substitutions**
  - INTR 491 *Senior Project I* = INTR xxx *Interiors Elective* (UG) - 3.0 credits

***   **Shared Coursework** – counts for both UG and GR degree requirements
  - INTR 492 *Senior Project II* = INTR xxx *IA Seminar* (GR) - 2.0 credits
  - INTR 493 *Senior Project III* = INTR xxx *IA Studio* (GR) - 4.0 credits

Interior Design BS / Urban Strategy MS

Major: Interior Design and Urban Strategy
Degrees Awarded: Bachelor of Science (BS) and Master of Science (MS)
Calendar Type: Quarter
Total Credit Hours: 229
Co-op Options: One Co-op (Five years)
Classification of Instructional Programs (CIP) code: 50.0408
Standard Occupational Classification (SOC) code: 27-1025

About the Program

This five-year path allows students to graduate with a Bachelor of Science in Interior Design, enhanced by a Master of Science in Urban Strategy, preparing them to problem solve, and collaborate in the domains of urban planning, design, health, policy, community and economic development.

The Bachelor of Science in Interior Design program explores the behavioral, technological, environmental and aesthetic aspects of interior design within the context of increasingly more complex design projects. Combined with art and art history and general education requirements, a core of interior design courses creates a unique education at the forefront of design. Through academics grounded in problem-solving design studios, cooperative employment, and a dedicated faculty, the Interior Design program prepares students for leadership positions in the industry. The Interior Design program is consistently ranked among the top programs in the country, and in the survey by Design Intelligence of "America's Best Design Schools."

The BS interior design program is CIDA (Council for Interior Design Accreditation) and NASAD (National Association of Schools of Art & Design) accredited.

The MS in Urban Strategy program is a cross-disciplinary, 48.0 credit master's degree designed to prepare students to become 21st century urbanists equipped to collaboratively and creatively solve complex multi-faceted urban challenges on all levels: locally, nationally and globally. The program boasts a cross-disciplinary curriculum focused on strategy, problem solving, and collaboration in the domains of urban planning, design, health, engineering, policy, community and economic development and sociology.

Admission Requirements

Transcripts: Provide official transcripts from all colleges and universities attended

Standardized Test Scores: GRE/MAT test scores are accepted and appreciated, but not required. TOEFL scores are required for international applicants or applicants who earned a degree outside the U.S. (minimum scores: 100/577/233). Scores will be reviewed based on section scores and total scores. IELTS scores may be submitted in lieu of TOEFL scores.

Essay: Please write approximately 500 words explaining your reasons for pursuing a degree from Drexel; your short-term and long-term career plans; and how your background, experience, interest, and/or values, when combined with a Drexel degree, will enable you to pursue these goals successfully.

Résumé: Please submit a resume electronically

Letters of Recommendation: Two letters of recommendation are required. To electronically request recommendations, you must list your recommenders and their contact information on your application. We advise that you follow up with your recommenders to ensure they received your recommendation request — they may need to check their junk mail folder. Additionally, it is your responsibility to confirm that your recommenders will submit letters by your application deadline and follow up with recommenders who have not completed their recommendations.

Academic Experience: You must have a minimum undergraduate GPA of 3.0 in your major.

Degree Requirements

General Education requirements

CIVC 101	Introduction to Civic Engagement	1.0
COOP 101	Career Management and Professional Development [*]	1.0
ENGL 101	Composition and Rhetoric I: Inquiry and Exploratory Research	3.0
or ENGL 111	English Composition I	
ENGL 102	Composition and Rhetoric II: Advanced Research and Evidence-Based Writing	3.0

or ENGL 112	English Composition II	
ENGL 103	Composition and Rhetoric III: Themes and Genres	3.0
or ENGL 113	English Composition III	
MATH 101	Introduction to Analysis I	4.0
PHYS 175	Light and Sound	3.0
PHYS 176	Computational Lab for Light and Sound	1.0
SOC 101	Introduction to Sociology	3.0
UNIV A101	The Drexel Experience	2.0
Required Arts and Humanities-students elect a minimum of 9.0 credits [**]		9.0
Required Natural Science-students elect a minimum of 3.0 credits [***]		3.0
Required Social Science-students elect a minimum of 6.0 credits [†]		6.0
Free electives		**24.0**
Undergraduate electives (18.0 credits)		
Shared graduate electives (6.0 credits) - URBS 510 and URBS 610		
Visual Studies requirements		
Required Art History (ARTH) students select a minimum of 6 credits		6.0
ARTH 103	History of Art III	3.0
VSST 101	Design I	4.0
VSST 102	Design II	4.0
VSST 103	Design III	4.0
VSST 110	Introductory Drawing	3.0
VSST 203	Multimedia: Materials	4.0
VSST 202	Multimedia: Space	4.0
or VSST 201	Multimedia: Performance	
VSST 301	Painting I	4.0
or VSST 311	Sculpture I	
Interior Design requirements		
INTR 160	Visualization I: Computer Imaging	3.0
INTR 200	History of Modern Architecture and Interiors	3.0
INTR 211	Textiles for Interiors	3.0
INTR 220	Visualization II: Orthographic	3.0
INTR 225	Environmental Design Theory	3.0
INTR 232	Interior Studio I	4.0
INTR 233	Interior Studio II	4.0
INTR 241	Visualization III: Digital	3.0
INTR 245	Visualization IV: 3D Modeling	3.0
INTR 250	Interior Materials	3.0
INTR 300 [WI]	Visual Culture: Interiors	3.0
INTR 305 [WI]	Visual Culture: Furniture	3.0
INTR 331	Residential Design Studio	4.0
INTR 340	Community Studio	4.0
INTR 341	Visualization V: Methods	3.0
INTR 350	Interior Detailing	3.0
INTR 351	Interior Lighting	3.0
INTR 430	Commercial Design Studio	4.0
INTR 441	Furniture Design	4.0
INTR 442	Hospitality Design Studio	4.0
INTR 445	Contract Documentation for Interior Design	3.0
INTR 450 [WI]	Professional Practice	3.0
INTR 451	Interior Systems	3.0
INTR 491	Senior Project I	3.0
INTR 492	Senior Project II	3.0
INTR 493	Senior Project III	3.0
Urban Strategy requirements		
ECON 616	Public Finance and Cost Benefit Analysis	3.0
URBS 510	History of Urban Space	3.0
URBS 520	What is a City	3.0
URBS 530	Quantitative Methods & Reasoning for Urban Strategists	3.0
URBS 610	Civic Engagement & Participatory Methods	3.0
URBS 620	City of Systems	3.0
URBS 630	Spatial Reasoning for Urbanists, Architects & Designers	3.0
URBS 650	Urbanism, Health & the Built Environment	3.0

URBS 670	Thesis I: Research Inquiry & Design	3.0
URBS 675	Thesis Seminar I	1.5
URBS 680	Thesis II: Fieldwork	3.0
URBS 685	Thesis Seminar II	1.5
URBS 690	Thesis III: Documentation	3.0
Graduate Free Electives ††		6.0
Total Credits		**229.0**

*   Co-op cycles may vary. Students are assigned a co-op cycle (fall/winter, spring/summer, summer-only) based on their co-op program (4-year, 5-year) and major.

COOP 101 registration is determined by the co-op cycle assigned and may be scheduled in a different term. Select students may be eligible to take COOP 001 in place of COOP 101.

**   Select 9.0 credits from 100-499 level courses, including T380, T480 in AFAS, ARCH, ARTH, COM, DANC, ENGL, FMST, GST, HIST, INTR, IST, JWST, LANG, LING, MENA, MUSC, PHIL, PHTO, PPE, PBHL, RELS, SCRP, THTR, TVST, VSCM, WGST, WRIT

***   Select 3.0 credits from 100-499 level courses in ANAT, ENVS, PHEV, BIO, GEO, PHYS, CHEM, NFS (must take 100 + 101 to earn credit)

†   Select 6.0 credits from from 100-499 level courses, including T380, T480 in AFAS, ANTH, CJS, CS, ECON, ENSS, ENVS, PSCI, PSY, PBHL, SOC, WGST

††   Select 6.0 credits from 500-600 level courses, including Special Topics (T580 and T680) in AADM, AAML, BUSN, CHP, COM ,DSRE, EDPO, ENT, ENVP, HMP, INTR, PBHL, PLCY, SCTS, URBS

Sample Plan of Study

4+1, 1 co-op (Accelerated program completed in 5 years)

Students complete undergraduate requirements in four years, then convert to graduate status in the fifth and final year.

First Year

Fall	Credits	Winter	Credits	Spring	Credits	Summer	Credits
ARTH 103	3.0	ENGL 102 or 112	3.0	CIVC 101	1.0	VACATION	
ENGL 101 or 111	3.0	UNIV A101	1.0	ENGL 103 or 113	3.0		
MATH 101	4.0	VSST 102	4.0	INTR 160	3.0		
UNIV A101	1.0	VSST 110	3.0	INTR 200	3.0		
VSST 101	4.0	Art History Elective	3.0	VSST 103	4.0		
		(UG) Arts & Humanities Elective		Art History Elective	3.0		
	15		**17**		**17**		**0**

Second Year

Fall	Credits	Winter	Credits	Spring	Credits	Summer	Credits
INTR 220	3.0	COOP 101*	1.0	INTR 211	3.0	INTR 245	3.0
INTR 225	3.0	INTR 233	4.0	INTR 331	4.0	INTR 305	3.0
INTR 232	4.0	INTR 241	3.0	INTR 341	3.0	INTR 340	4.0
INTR 250	3.0	INTR 300	3.0	(UG) Elective	3.0	INTR 350	3.0
(UG) Elective	3.0	PHYS 175	3.0	(UG) Elective	3.0	(UG) Elective	3.0
		PHYS 176	1.0				
		SOC 101	3.0				
	16		**18**		**16**		**16**

Third Year

Fall	Credits	Winter	Credits	Spring	Credits	Summer	Credits
COOP EXPERIENCE		COOP EXPERIENCE		INTR 351	3.0	VSST 301 or 311	4.0
				INTR 430	4.0	(UG) Arts & Humanities Elective	3.0
				INTR 451	3.0	(UG) Social Science Elective	3.0
				VSST 203	4.0	Natural Science	3.0
				(UG) Arts & Humanities Elective	3.0	(GR) URBS Elective	3.0
	0		**0**		**17**		**16**

Fourth Year

Fall	Credits	Winter	Credits	Spring	Credits	Summer	Credits
INTR 442	4.0	INTR 445	3.0	INTR 441	4.0	Student converts to Grad status	
INTR 491	3.0	INTR 450	3.0	INTR 493	3.0		
VSST 201 or 202	4.0	INTR 492	3.0	(UG) Electives	6.0		

	Credits		Credits		Credits	Credits
(UG) Social Science Elective	3.0	URBS 610 (counts as UG Free Electives)	3.0	ECON 616	3.0	
URBS 510 (counts as UG Free Electives)	3.0	URBS 620	3.0	BS Degree Awarded		
		URBS 630	3.0	URBS 650	3.0	
	17		**18**		**19**	**0**

Fifth Year

Fall	Credits	Winter	Credits	Spring	Credits
URBS 520	3.0	URBS 675	1.5	URBS 685	1.5
URBS 530	3.0	URBS 680	3.0	URBS 690	3.0
URBS 670	3.0	(GR) URBS Elective	3.0	(GR) URBS elective	3.0
		(GR) URBS Elective	3.0		
	9		**10.5**		**7.5**

Total Credits 229

*   Co-op cycles may vary. Students are assigned a co-op cycle (fall/winter, spring/summer, summer-only) based on their co-op program (4-year, 5-year) and major.

COOP 101 registration is determined by the co-op cycle assigned and may be scheduled in a different term. Select students may be eligible to take COOP 001 in place of COOP 101.

Music Industry BS / Business MBA

Major: Music Industry and Business Administration
Degree Awarded: Bachelor of Science (BS) and Master of Business Administration (MBA)
Calendar Type: Quarter
Total Credit Hours: 234.0
Co-op Options: Two Co-ops (Five years)
Classification of Instructional Programs (CIP) code: 50.1003
Standard Occupational Classification (SOC) code: 27-2041; 25-1121

About the Program

The BS in Music Industry/MBA program offers students a program that combines an undergraduate degree in music business and technology with an MBA degree awarded by the Drexel LeBow College of Business. The program is designed to allow students to complete both the BS and the Master of Business Administration degree in five years.

The program is offered to qualified students who apply for this option prior to the end of freshmen year or prior to the completion of 90.0 credits. All students who apply for this option must take the GMAT entrance exam.

Admission Requirements

Students selected for this program will generally have a minimum of 1350 on the SAT, a GPA of 3.5 or better, and rank in the top 10% of their high school graduating class. A strong candidate for this program will have taken significant AP coursework while in high school.

Degree Requirements

Requirements

CIVC 101	Introduction to Civic Engagement	1.0
COM 230	Techniques of Speaking	3.0
COOP 101	Career Management and Professional Development	1.0
ENGL 101	Composition and Rhetoric I: Inquiry and Exploratory Research	3.0
or ENGL 111	English Composition I	
ENGL 102	Composition and Rhetoric II: Advanced Research and Evidence-Based Writing	3.0
or ENGL 112	English Composition II	
ENGL 103	Composition and Rhetoric III: Themes and Genres	3.0
or ENGL 113	English Composition III	
MATH 101	Introduction to Analysis I	4.0
or MATH 121	Calculus I	
MATH 102	Introduction to Analysis II	4.0
or MATH 122	Calculus II	
UNIV A101	The Drexel Experience	1.0
Required Arts and Humanities-students elect a minimum of 9 credits		9.0
Required Natural Science-students elect a minimum of 3 credits [*]		3.0

Required Social Science-students elect a minimum of 9 credits		9.0
Music Core Requirements		
MUSC 121	Music Theory I	3.0
or MUSC 122	Music Theory II	
MUSC 125	Ear Training I	1.0
MUSC 130	Introduction to Music	3.0
MUSC 190	Class Piano I	2.0
or MUSC 191	Class Guitar I	
MUSC 323	Songwriting	3.0
Music Elective (Select one)		3.0
MUSC 231	Music History I	
MUSC 232	Music History II	
MUSC 234	The Beatles	
MUSC 236	Rock Music Through the Mid-60s	
MUSC 238	Rock Music Since the Mid-60s	
MUSC 331	World Musics	
MUSC 333	Afro-American Music USA	
MUSC 336	History of Jazz	
MUSC 338 [WI]	American Popular Music	
MUSC T380	Special Topics in Music	
Music Industry Core Requirements		
ACCT 110	Accounting for Professionals	4.0
BLAW 201	Business Law I	4.0
ECON 201	Principles of Microeconomics	4.0
ECON 202	Principles of Macroeconomics	4.0
FIN 301	Introduction to Finance	4.0
MIP 132	Survey of the Recording Industry	3.0
MIP 133	Digital Audio Workstations I	3.0
MIP 161	Copyrights in the Music Industry	3.0
MIP 179	Introduction to Sound Recording	2.0
MIP 227	Listening Techniques	1.0
MIP 270	Live Music Industry	3.0
MIP 293 [WI]	Survey of Music Production	3.0
MIP 361	Music Publishing	3.0
MIP 374	Entrepreneurship in the Music Industry	3.0
MIP 375 [WI]	Marketing and Promo in Music Industry	3.0
MIP 491	Senior Project in Music Industry **	9.0
STAT 201	Introduction to Business Statistics	4.0
WEST 100	Introduction to Digital Design Tools	3.0
Concentration requirements		33.0-34.0
Concentration electives		9.0
Free electives (24 credits total; 3 of which are satisfied by GR Free electives) ***		21.0
MBA Requirements		
ACCT 510	Essentials of Financial Reporting	2.0
BLAW 510	Analyzing Legal Options in Decision-Making	1.0
ECON 601	Managerial Economics	3.0
FIN 601	Corporate Financial Management	3.0
MGMT 510	Business Problem Solving	3.0
MGMT 520	Strategy Analysis	2.0
MGMT 530	Managing and Leading the Total Enterprise	2.0
MKTG 510	Marketing Strategy	2.0
MGMT 770	MBA Capstone	2.0
ORGB 511	Leading in Dynamic Environments: A Personal, Relational, and Strategic Approach	3.0
ORGB 520	Leading High-Performance Teams	1.0
POM 510	Operations and Supply Chain Management	2.0
STAT 510	Introduction to Statistics for Business Analytics	2.0
Experiential Elective - Select one		**3.0**
BUSN 615	Graduate Internship	
INTB 790	International Business Seminar and Residency	
MGMT 680	Leading for Innovation	
MGMT 715	Business Consulting	
MIS 652	Business Agility and IT	

ORGB 640	Negotiations for Leaders	
TAX 715	Tax Experiential Learning	
MBA Concentration Requirements		**9.0**
MBA Free Electives		**9.0**
Total Credits		**234.0-235.0**

*   PHYS 107 - Acoustics is recommended.

**   Repeated over three terms.

***   MKTG 301, PHIL 301, PSY 101 and/or PSY 150 are recommended.

UG Concentration Requirements

Music Industry: Business Concentration Requirements

MIP 276	Sound Recording for Business Concentration *	3.0
MIP 336	Contracts and Legal Issues in the Music Industry	3.0
MIP 366	Music Supervision	3.0
MIP 376	MAD Dragon Music Group (Taken three terms)	9.0
MIP 394	Big Data In The Music Industry	3.0
MIP 395	Digital Revenue & Creative Destruction	3.0
MIP 426	Global Trends in the Music Industry	3.0
MIP 467	Artist Representation	3.0
MIP 468	Music Industry E-Commerce	3.0
Select Three of the following Business Concentration Electives		**9.0**
MIP 170	Radio Management	
MIP 263	Media Promotion	
MIP 318	Music Merchandising	
MIP 331	Music Venues and Concerts	
MIP 341	Touring and Booking	
MIP 365	Cities of Music and Culture	
MIP 366	Music Supervision	
Total Credits		**42.0**

*   MUSI Business Concentration Students who would like to continue taking more advanced recording studio and music production courses should take MIP 279 *Sound Recording I* instead of MIP 276 *Sound Recording* for Business Concentration. Take MIP 233 in Term 3 instead of MIP 276, which is a prerequisite to MIP 279, which you will take in Terms 5 or 6.

Music Industry: Recording Arts & Music Production (RAMP) Concentration Requirements

MIP 233	Digital Audio Workstations II	3.0
MIP 279	Sound Recording I	3.0
MIP 333	Digital Audio Workstations III	3.0
MIP 338	Audio Seminar	2.0
MIP 379	Sound Recording II	3.0
MIP 381	Audio for Video	3.0
MIP 388	Music and Audio Freelancing	2.0
MIP 389	Sound Reinforcement	3.0
MIP 477	Music Production	3.0
MIP 481	Mixing and Mastering	3.0
MUSC 122	Music Theory II	3.0
MUSC 229	Modern Arranging Techniques	3.0
Select Three of the following RAMP Concentration electives:		**9.0**
MIP 358	Electronic Music Production	
MIP 382	Scoring to Picture	
MIP 384	Synthesis and Sampling	
MIP 386	Commercial Music Production	
MIP 387	Studio Maintenance	
MIP 390	Video Game Music and Audio	
MIP 391	Analog Recording	
MIP 433	Digital Audio Workstations IV	
Total Credits		**43.0**

MBA Concentrations

Business Analytics Concentration

Required Courses

STAT 632	Datamining for Managers	3.0
Select two of the following:		
ECON 650	Business & Economic Strategy: Game Theory & Applications	
FIN 642	Business Conditions and Forecasting	
MIS 630	Inter-Active Decision Support Systems	
MIS 633	Predictive Business Analytics with Relational Database Data	
MKTG 606	Customer Analytics	
MKTG 607	Marketing Experiments	
OPR 601	Managerial Decision Models and Simulation	
OPR 626	System Simulation	
POM 610	Supply Chain Management I	
STAT 634	Quality & Six-Sigma	
STAT 636	Experimental Design	
Total Credits		**3.0**

Finance Concentration*

Required Courses		**9.0**
Select three of the following:		
FIN 602	Advanced Financial Management	
FIN 610	Corporate Governance	
FIN 622	Financial Institutions & Markets	
FIN 624	Risk Management	
FIN 635	Entrepreneurial Finance	
FIN 640	Mergers and Acquisitions	
FIN 642	Business Conditions and Forecasting	
FIN 648	International Financial Management	
FIN 650	Derivative Securities	
FIN 790	Seminar in Finance	
FIN 794	Seminar in Investments	
FIN T680	Special Topics in FIN	
REMD 675	Real Estate Finance	
Total Credits		**9.0**

*   Students pursuing a Finance Concentration in the MBA can use their concentration credits plus free electives to complete one of the following suggested focus areas:
Corporate Finance Focus: FIN 602, FIN 610, FIN 635, FIN 640, and FIN 790
Investments Focus: FIN 624, FIN 626, FIN 642, FIN 650, and FIN 794
Financial Markets Focus: FIN 622, FIN 642, FIN 648, and REMD 675

Marketing Concentration

Required Courses

Select three of the following, of which two MUST be from MKTG:		9.0
BLAW T680	Special Topics in BLAW	
ECON 540	Intro to Econometrics and Data Analysis	
ECON 610	Microeconomics	
FIN 642	Business Conditions and Forecasting	
FIN 648	International Financial Management	
INTB 620	International Business Management	
MGMT 655	Knowledge Management	
MIS 624	Systems Analysis & Design	
MIS 630	Inter-Active Decision Support Systems	
MIS 632	Database Analysis and Design for Business	
MKTG 606	Customer Analytics	
MKTG 607	Marketing Experiments	
MKTG 622	Buyer Behavior Theory	
MKTG 624	Channels of Distribution Management	

MKTG 627	Digital Marketing	
MKTG 630	Global Marketing	
MKTG 634	Integrated Marketing Communications Management	
MKTG 638	New Product Planning, Strategy, and Development	
MKTG 646	Services Marketing	
MKTG 652	Marketing Information Management and Research	
MKTG T680	Special Topics in MKTG	
OPR 601	Managerial Decision Models and Simulation	
POM 610	Supply Chain Management I	
POM 624	Management of Service Firms	
STAT 634	Quality & Six-Sigma	
Total Credits		**9.0**

Real Estate Management & Development Concentration

Required Courses

BLAW 631	Real Estate Law for Managers and Developers	3.0
REMD 675	Real Estate Finance	3.0
Select one of the following:		3.0
CMGT 535	Community Impact Analysis	
ECON 625	Urban and Real Estate Economics	
FIN 622	Financial Institutions & Markets	
MKTG 638	New Product Planning, Strategy, and Development	
ORGB 640	Negotiations for Leaders	
POM 610	Supply Chain Management I	
REAL 568	Real Estate Development	
REMD T680	Special Topics in REMD	
Total Credits		**9.0**

Strategic Technology & Innovation Management Concentration (STIM)

Required Courses

MGMT 602	Innovation Management	3.0
MGMT 603	Technology Strategy	3.0
Select one of the following:		3.0
ECON 650	Business & Economic Strategy: Game Theory & Applications	
FIN 642	Business Conditions and Forecasting	
MGMT 600	Introduction to Change Management: An Integration of Macro and Micro Perspectives	
MGMT 604	Strategic Change Management	
MGMT 655	Knowledge Management	
MGMT 676	Sustainability and Value Creation	
MGMT 680	Leading for Innovation	
MGMT 686	Strategy Implementation	
MGMT 690	Change Management Experiential Capstone	
MIS 641	MIS Policy and Strategy	
MIS 652	Business Agility and IT	
MKTG 638	New Product Planning, Strategy, and Development	
OPR 601	Managerial Decision Models and Simulation	
ORGB 602	Leading and Executing Change	
ORGB 640	Negotiations for Leaders	
Total Credits		**9.0**

Supply Chain Management & Logistics Concentration

Required Courses

POM 610	Supply Chain Management I	3.0
POM 615	Supply Chain Management II	3.0
Select one of the following:		3.0
ECON 650	Business & Economic Strategy: Game Theory & Applications	
FIN 635	Entrepreneurial Finance	
FIN 642	Business Conditions and Forecasting	
MIS 624	Systems Analysis & Design	
MIS 630	Inter-Active Decision Support Systems	

MKTG 606	Customer Analytics	
MKTG 624	Channels of Distribution Management	
MKTG 638	New Product Planning, Strategy, and Development	
OPR 601	Managerial Decision Models and Simulation	
POM 624	Management of Service Firms	
POM 630	Transportation & Logistics Management	
POM T680	Special Topics in POM	
STAT 634	Quality & Six-Sigma	
STAT 632	Datamining for Managers	
Total Credits		**9.0**

General Business Concentration

Required Courses

Complete 9.0 graduate credits. See advisor for suggestions.	9.0

MBA Graduate Credits include courses in Accounting (ACCT), Statistics (STAT), Economics (ECON), Finance (FIN), General Business (BUSN), International Business (INTB), Legal Studies (BLAW), Management (MGMT, Management Information Systems (MIS), Marketing (MKTG), Operations Management (OPM), Operations Research (OPR), Organizational Behavior (ORGB), Production Operations Management (POM), Sport Management (SMT), or Taxation (TAX), with a course number range between 500-799.

Total Credits	**9.0**

Sample Plan of Study

Music Industry: Recording Arts & Music Production Concentration

First Year

Fall	Credits	Winter	Credits	Spring	Credits	Summer	Credits
ENGL 101 or 111	3.0	CIVC 101	1.0	ACCT 110	4.0	VACATION	
MIP 132	3.0	ENGL 102 or 112	3.0	ENGL 103 or 113	3.0		
MIP 179	2.0	MIP 133	3.0	MIP 233	3.0		
MIP 227	1.0	MIP 161	3.0	MIP 270	3.0		
MUSC 121	3.0	MUSC 130	3.0	MUSC 122	3.0		
MUSC 190 or 191	2.0	WEST 100	3.0	MUSC 125	1.0		
UNIV A101	1.0						
	15		**16**		**17**		**0**

Second Year

Fall	Credits	Winter	Credits	Spring	Credits	Summer	Credits
COOP 101	1.0	ECON 201	4.0	BLAW 201	4.0	COOP EXPERIENCE	
MATH 101 or 121	4.0	MATH 102 or 122	4.0	MIP 279 (or UG Free Elective)	3.0		
MIP 333	3.0	MIP 279 (or UG Free Elective)	3.0	MUSC 229	3.0		
MIP 361	3.0	MIP 293	3.0	MUSC 323	3.0		
MIP 375	3.0	(UG) Free Elective	3.0	STAT 201	4.0		
(UG) Free Elective	3.0						
	17		**17**		**17**		**0**

Third Year

Fall	Credits	Winter	Credits	Spring	Credits	Summer	Credits
ECON 202	4.0	MIP 374	3.0	COM 230	3.0	COOP EXPERIENCE	
FIN 301	4.0	MIP 388	2.0	MIP 338	2.0		
MIP 379	3.0	MIP 389	3.0	MIP 477	3.0		
MIP 381	3.0	MIP 481	3.0	(UG) Social Science Electives	6.0		
(UG) Arts and Humanities Elective	3.0	(UG) Social Science Elective	3.0	(UG) Natural Science Elective *	3.0		
		(UG) MUSC Elective	3.0				
	17		**17**		**17**		**0**

Fourth Year

Fall	Credits	Winter	Credits	Spring	Credits	Summer	Credits
MIP 491	3.0	MIP 491	3.0	MIP 491	3.0	Convert to Graduate Status	
(UG) Arts and Humanities Elective	3.0	(UG) MIP Production Elective	3.0	(UG) MIP Production Elective	3.0		
(UG) Free Elective	3.0	(UG) Free Elective	3.0	(UG) Arts and Humanities Elective	3.0		

Fall	Credits	Winter	Credits	Spring	Credits	Summer	Credits
(UG) MIP Production Elective	3.0	(GR) Elective (counts as UG Free elective)	3.0	(UG) Free Elective	6.0		
ACCT 510	2.0	MGMT 510	3.0	MGMT 520	2.0		
MGMT 530	2.0	ORGB 511	3.0	ORGB 520	1.0		
MKTG 510	2.0			Awarded BS Degree			
	18		**18**		**18**		**0**

Fifth Year

Fall	Credits	Winter	Credits	Spring	Credits
FIN 601	3.0	BLAW 510	1.0	MGMT 770	2.0
POM 510	2.0	ECON 601	3.0	(GR) Concentration Requirements	6.0
(GR) Electives	3.0	STAT 510	2.0	(GR) Experiential Elective	3.0
		(GR) Concentration Requirement	3.0		
		(GR) Elective	3.0		
	8		**12**		**11**

Total Credits 235

*   PHYS 107 - Acoustics is recommended.

Music Industry: Business Concentration

First Year

Fall	Credits	Winter	Credits	Spring	Credits	Summer	Credits
ENGL 101 or 111	3.0	CIVC 101	1.0	ACCT 110	4.0	VACATION	
MIP 132	3.0	ENGL 102 or 112	3.0	ENGL 103 or 113	3.0		
MIP 179	2.0	MIP 133	3.0	MIP 270	3.0		
MIP 227	1.0	MIP 161	3.0	MIP 276	3.0		
MUSC 121	3.0	MUSC 130	3.0	MUSC 125	1.0		
MUSC 190 or 191	2.0	WEST 100	3.0	(UG) Free Elective	3.0		
UNIV A101	1.0						
	15		**16**		**17**		**0**

Second Year

Fall	Credits	Winter	Credits	Spring	Credits	Summer	Credits
COOP 101	1.0	BLAW 201	4.0	MIP 336	3.0	COOP EXPERIENCE	
MATH 101	4.0	ECON 201	4.0	MIP 467	3.0		
MIP 361	3.0	MATH 102	4.0	MUSC 323	3.0		
MIP 375	3.0	MIP 293	3.0	STAT 201	4.0		
(UG) Natural Science Elective	3.0	(UG) Social Science Elective	3.0	(UG) Social Science Elective	3.0		
(UG) Free Elective	3.0						
	17		**18**		**16**		**0**

Third Year

Fall	Credits	Winter	Credits	Spring	Credits	Summer	Credits
ECON 202	4.0	MIP 374	3.0	COM 230	3.0	COOP EXPERIENCE	
FIN 301	4.0	MIP 376	3.0	MIP 376	3.0		
MIP 376	3.0	MIP 394	3.0	MIP 426	3.0		
MIP 395	3.0	(UG) Free Electives	9.0	MIP 468	3.0		
(UG) MIP Business Concentration Elective	3.0			(UG) Arts and Humanities Elective			
				(UG) Free Elective	3.0		
	17		**18**		**18**		**0**

Fourth Year

Fall	Credits	Winter	Credits	Spring	Credits	Summer	Credits
MIP 366	3.0	MIP 491	3.0	MIP 491	3.0	Convert to Graduate Status	
MIP 491	3.0	(UG) MIP Business Concentration Elective	3.0	(UG) MIP Business Concentration Elective	3.0		
(UG) Arts and Humanities Elective	3.0	(UG) Social Science Elective	3.0	(UG) Arts and Humanities Elective	3.0		
(UG) MUSC Elective	3.0	(GR) Elective (counts as UG Free elective)	3.0	(UG) Free Elective	3.0		
ACCT 510	2.0	MGMT 510	3.0	MGMT 520	2.0		

MKTG 510	2.0	ORGB 511	3.0	ORGB 520	1.0	
MGMT 530	2.0			Awarded BS Degree		
	18		**18**		**15**	**0**

Fifth Year

Fall	Credits	Winter	Credits	Spring	Credits	
FIN 601	3.0	BLAW 510	1.0	MGMT 770	2.0	
POM 510	2.0	ECON 601	3.0	(GR) Concentration Requirements	6.0	
(GR) Elective	3.0	STAT 510	2.0	(GR) Experiential Elective	3.0	
		(GR) Elective	3.0			
		(GR) Concentration Requirement	3.0			
	8		**12**		**11**	

Total Credits 234

Virtual Reality & Immersive Media BS / Digital Media MS

Major: Virtual Reality & Immersive Media and Digital Media
Degree Awarded: Bachelor of Science (BS) & Master of Science (MS)
Calendar Type: Quarter
Total Credit Hours: 232.0
Co-op Options: Three Co-op (Five years); One Co-op (Five years)
Classification of Instructional Programs (CIP) code: 09.0702
Standard Occupational Classification (SOC) code: *11-9199*

About the Program

The program is a natural extension of our undergraduate program in Virtual Reality and Immersive Media and challenges students to push beyond what's known and into what's possible. It combines research with applicable skills in 21st century media applications and offers a mix of academic coursework and project-related activities in advanced digital design, including 3-D modeling, animation, interactivity, gaming and digital media history, theory and methods.

Admission Requirements

Students who wish to enter the accelerated program are required to have a minimum GPA of 3.5 and between 70.0 and 120.0 credits of completed undergraduate coursework.

Acceptance into the accelerated program is decided by the program director of the Digital Media MS program in consultation with the undergraduate program director in Virtual Reality and Immersive Media as well as the Department's Graduate Admissions Committee.

Main criteria for acceptance is an evaluation of the student's prior academic performance and the student's likelihood of success within the program.

Degree Requirements

Undergraduate Required Courses

General Education		
CIVC 101	Introduction to Civic Engagement	1.0
COM 230	Techniques of Speaking	3.0
COOP 101	Career Management and Professional Development [*]	1.0
ENGL 101	Composition and Rhetoric I: Inquiry and Exploratory Research	3.0
or ENGL 111	English Composition I	
ENGL 102	Composition and Rhetoric II: Advanced Research and Evidence-Based Writing	3.0
or ENGL 112	English Composition II	
ENGL 103	Composition and Rhetoric III: Themes and Genres	3.0
or ENGL 113	English Composition III	
MATH 101	Introduction to Analysis I	4.0
PHYS 170	Electricity and Motion	3.0
PHYS 171	Computational Lab for Electricity and Motion	1.0
PHYS 175	Light and Sound	3.0
PHYS 176	Computational Lab for Light and Sound	1.0
UNIV A101	The Drexel Experience	2.0
Required Arts and Humanities-students elect a minimum of 9.0 credits [**]		9.0
Required Social Science-students elect a minimum of 9.0 credits [***]		9.0

Free electives		24.0
Art and Art History Requirements		
ARTH 102	History of Art II	3.0
ARTH 103	History of Art III	3.0
ARTH 300 [WI]	History of Modern Design	3.0
VSST 108	Design I for Media	3.0
VSST 109	Design II for Media	3.0
VSST 110	Introductory Drawing	3.0
VSST 111	Figure Drawing I	3.0
VSST 210	Painting Basics	3.0
Media and Computer Science Requirements		
CS 171	Computer Programming I	3.0
FMVD 206	Audio Production and Post	3.0
Digital Media Requirements		
ANIM 140	Computer Graphics Imagery I	3.0
ANIM 145	Realtime Visualization	3.0
ANIM 155	Previsualization for Animated Production	3.0
ANIM 211	Animation I	3.0
ANIM 212	Animation II	3.0
ANIM 215	History of Animation	3.0
ANIM 220	Digital Compositing I	3.0
DIGM 105	Overview of Digital Media	3.0
DIGM 350 [WI]	Digital Storytelling	3.0
DIGM 451 [WI]	Explorations in New Media	3.0
DIGM 475 [WI]	Seminar: The Future of Digital Media	3.0
DIGM 490	Digital Media Senior Project [†]	9.0
DIGM 491	Digital Media Senior Project Studio [†]	3.0
GMAP 260	Overview of Computer Gaming	3.0
IDM 100	Introduction to Web Development	3.0
Immersive Media Requirements		
VRIM 100	Digital Tools for VR/AR Media	3.0
VRIM 110	Digital Imaging for VR/AR Media	3.0
VRIM 120	VR/AR Production Lab I	3.0
VRIM 220	VR/AR Production Lab II	3.0
VRIM 250	Professional Practices for Immersive Media	3.0
VRIM 310	Immersive Media Workshop I	3.0
VRIM 320	Immersive Media Workshop II	3.0
Immersive Media Electives (Choose 5 of the following classes)		**15.0**
ANIM 141	Computer Graphics Imagery II	
ANIM 221	Digital Compositing II	
ANIM 248	Advanced Lighting	
ANIM 388	Spatial Data Capture	
ANIM 410	Advanced Compositing	
ANIM 411	Advanced Animation	
CS 172	Computer Programming II	
CS 265	Advanced Programming Tools and Techniques	
DIGM 308 [WI]	Digital Cultural Heritage	
GMAP 345	Game Development Foundations	
GMAP 367	Character Animation for Gaming	
VRIM I199	Independent Study in Immersive Media	
VRIM I299	Independent Study in Immersive Media	
VRIM I399	Independent Study in Immersive Media	
VRIM I499	Independent Study in Immersive Media	
VRIM T180	Special Topics in Immersive Media	
VRIM T280	Special Topics in Immersive Media	
VRIM T380	Special Topics in Immersive Media	
VRIM T480	Special Topics in Immersive Media	
Graduate Required Courses		
Digital Media Core		
DIGM 501	New Media: History, Theory and Methods	3.0
DIGM 510	Designing for Interactivity	3.0
DIGM 511	Research Methods for Digital Media	3.0

Digital Media Specialization

Select 18.0 credits from the following list:		18.0
Game Design and Development		
DIGM 530	Game Design I	
DIGM 531	Game Design II	
GMAP 545	Game Development Foundations	
GMAP 547	Serious Games	
GMAP 548	Experimental Games	
GMAP 560	Game Design from the Player's Perspective	
Animation and Immersive Media		
ANIM 588	Spatial Data Capture	
DIGM 525	Animation I	
DIGM 526	Animation II	
DIGM 547	Organic Modeling	
DIGM 560	Advanced Concepts and Applications in Interactive 3D Environments	
DIGM 616	Immersive World Building	
US Design and Digital Cultural Heritage		
DIGM 508	Digital Cultural Heritage	
DIGM 520	Interactivity I	
DIGM 521	Interactivity II	
General Digital Media		
DIGM 591	Digital Media Skills Intensive	
DIGM I599	Independent Study in Digital Media	
DIGM I699	Independent Study in Digital Media	
DIGM T580	Special Topics in Digital Media	
DIGM T680	Special Topics in Digital Media	
New Media Project		
DIGM 540	New Media Project [††]	6.0
Thesis		
DIGM 680	Thesis Development	3.0
Directed Studies [‡]		9.0
Total Credits		**232.0**

* Co-op cycles may vary. Students are assigned a co-op cycle (fall/winter, spring/summer, summer-only) based on their co-op program (4-year, 5-year) and major.
  COOP 101 registration is determined by the co-op cycle assigned and may be scheduled in a different term. Select students may be eligible to take COOP 001 in place of COOP 101.
** Select 9.0 credits from 100-499 level courses, including T380-T480 in AFAS, ARTH, COM, ENGL, FMST, GST, HIST, IST, JWST, LANG, LING, MENA, MUSC, PHIL, PPE, PBHL, SCRP, THTR, TVST, WGST, WRIT, ARCH, DANC, INTR, PHTO, RELS, VSCM
*** Select 9.0 credits from 100-499 level courses, including T380-T480, in AFAS, ANTH, CJS, CS, ECON, ENSS, ENVS, PSI, PSY, PBHL, SOC, WGST
† DIGM 490 and DIGM 491 are repeated 3 times each to complete the DIGM Capstone Senior Project sequence.
†† DIGM 540 is repeated two times.
‡ Select 9.0 credits from 500-600 level courses, including special topics (T580 and T680), in ANIM, CS, DIGM, DSRE, GMAP, IDM, and INFO.

Sample Plan of Study

4+1, 1 co-op (Spring/Summer) (Accelerated program completed in 5 years)

Students complete undergraduate requirements in four years, then convert to graduate status in the fifth and final year.

First Year

Fall	Credits	Winter	Credits	Spring	Credits	Summer	Credits
DIGM 105	3.0	ANIM 140	3.0	ANIM 145	3.0	VACATION	
ENGL 101 or 111	3.0	ENGL 102 or 112	3.0	CIVC 101	1.0		
PHYS 170	3.0	PHYS 175	3.0	ENGL 103 or 113	3.0		
PHYS 171	1.0	PHYS 176	1.0	MATH 101	4.0		
UNIV A101 (Department Specific)	1.0	UNIV A101 (Program Specific)	1.0	VRIM 120	3.0		
VRIM 100	3.0	VRIM 110	3.0	VSST 109	3.0		
VSST 110	3.0	VSST 108	3.0				
	17		**17**		**17**		**0**

Second Year

Fall	Credits	Winter	Credits	Spring	Credits	Summer	Credits
ANIM 155	3.0	ANIM 212	3.0	ANIM 220	3.0	COM 230	3.0
ANIM 211	3.0	ANIM 215	3.0	ARTH 103	3.0	COOP 101*	1.0
CS 171	3.0	ARTH 102	3.0	VRIM 220	3.0	DIGM 350	3.0
GMAP 260	3.0	IDM 100	3.0	(UG) Free Elective	3.0	FMVD 206	3.0
VSST 210	3.0	VSST 111	3.0	(UG) Immersive Media Elective	3.0	VRIM 250	3.0
						(UG) Immersive Media Elective	3.0
	15		**15**		**15**		**16**

Third Year

Fall	Credits	Winter	Credits	Spring	Credits	Summer	Credits
ARTH 300	3.0	DIGM 475	3.0	COOP EXPERIENCE		COOP EXPERIENCE	
DIGM 451	3.0	DIGM 510	3.0				
DIGM 501	3.0	VRIM 320	3.0				
VRIM 310	3.0	(UG) Arts and Humanities Elective	3.0				
(UG) Free Elective	3.0	(UG) Immersive Media Elective	3.0				
(UG) Immersive Media Elective	3.0	(UG) Social Science Elective	3.0				
	18		**18**		**0**		**0**

Fourth Year

Fall	Credits	Winter	Credits	Spring	Credits	Summer	Credits
DIGM 490	3.0	DIGM 490	3.0	DIGM 490	3.0	Bachelor's Degree Awarded	
DIGM 491	1.0	DIGM 491	1.0	DIGM 491	1.0	Student classified as Graduate Student	
(UG) Arts and Humanities Elective	3.0	DIGM 540	3.0	DIGM 511	3.0		
(GR) Digital Media Specialization	3.0	(UG) Free Electives	9.0	DIGM 540	3.0		
(UG) Free Elective	3.0	(UG) Social Science Elective	3.0	(UG) Arts and Humanities Elective	3.0		
(UG) Immersive Media Elective	3.0			(UG) Free Electives	6.0		
(UG) Social Science Elective	3.0						
	19		**19**		**19**		**0**

Fifth Year

Fall	Credits	Winter	Credits	Spring	Credits
DIGM 591	2.0	DIGM 591	2.0	DIGM 591	2.0
DIGM 680	1.0	DIGM 680	1.0	DIGM 680	1.0
(GR) Digital Media Specialization	3.0	(GR) Digital Media Specialization	3.0	(GR) Digital Media Specialization	3.0
(GR) Directed Studies	3.0	(GR) Directed Studies	3.0	(GR) Directed Studies	3.0
	9		**9**		**9**

Total Credits 232

* Co-op cycles may vary. Students are assigned a co-op cycle (fall/winter, spring/summer, summer-only) based on their co-op program (4-year, 5-year) and major.

  COOP 101 registration is determined by the co-op cycle assigned and may be scheduled in a different term. Select students may be eligible to take COOP 001 in place of COOP 101.

5+0 Co-terminal Accelerated Program, Fall-Winter COOP Cycle

First Year

Fall	Credits	Winter	Credits	Spring	Credits	Summer	Credits
DIGM 105	3.0	ANIM 140	3.0	ANIM 145	3.0	VACATION	
ENGL 101 or 111	3.0	COOP 101*	1.0	CIVC 101	1.0		
PHYS 170	3.0	ENGL 102 or 112	3.0	ENGL 103 or 113	3.0		
PHYS 171	1.0	PHYS 175	3.0	MATH 101	4.0		
UNIV A101 (Department Specific)	1.0	PHYS 176	1.0	VRIM 120	3.0		

Fall	Credits	Winter	Credits	Spring	Credits	Summer	Credits
VRIM 100	3.0	UNIV A101 (Program Specific)	1.0	VSST 109	3.0		
VSST 110	3.0	VRIM 110	3.0	(UG) Free Elective	3.0		
		VSST 108	3.0				
	17		**18**		**20**		**0**

Second Year

Fall	Credits	Winter	Credits	Spring	Credits	Summer	Credits
COOP EXPERIENCE		COOP EXPERIENCE		ANIM 155	3.0	ANIM 212	3.0
				ANIM 211	3.0	ANIM 215	3.0
				CS 171	3.0	ARTH 102	3.0
				GMAP 260	3.0	IDM 100	3.0
				VSST 210	3.0	VSST 111	3.0
				(UG) Free Elective	4.0	(UG) Free Elective	4.0
	0		**0**		**19**		**19**

Third Year

Fall	Credits	Winter	Credits	Spring	Credits	Summer	Credits
COOP EXPERIENCE		COOP EXPERIENCE		ANIM 220	3.0	COM 230	3.0
				ARTH 103	3.0	DIGM 350	3.0
				DIGM 501	3.0	DIGM 510	3.0
				VRIM 220	3.0	DIGM 591	2.0
				(UG) Free Elective	4.0	FMVD 206	3.0
				(UG) Immersive Media Elective	3.0	VRIM 250	3.0
						(UG) Immersive Media Elective	3.0
	0		**0**		**19**		**20**

Fourth Year

Fall	Credits	Winter	Credits	Spring	Credits	Summer	Credits
COOP EXPERIENCE		COOP EXPERIENCE		ARTH 300	3.0	DIGM 475	3.0
				DIGM 451	3.0	DIGM 540	3.0
				DIGM 511	3.0	DIGM 591	2.0
				DIGM 540	3.0	VRIM 320	3.0
				DIGM 591	2.0	(UG) Arts and Humanities Elective	3.0
				VRIM 310	3.0	(GR) Digital Media Specialization	3.0
				(UG) Immersive Media Elective	3.0	(UG) Immersive Media Elective	3.0
	0		**0**		**20**		**20**

Fifth Year

Fall	Credits	Winter	Credits	Spring	Credits
DIGM 490	3.0	DIGM 490	3.0	DIGM 490	3.0
DIGM 491	1.0	DIGM 491	1.0	DIGM 491	1.0
DIGM 680	1.0	DIGM 680	1.0	DIGM 680	1.0
(UG) Arts and Humanities Elective	3.0	(GR) Digital Media Specialization	3.0	(UG) Arts and Humanities Elective	3.0
(GR) Digital Media Specialization	3.0	(GR) Directed Studies	3.0	(GR) Digital Media Specialization	3.0
(GR) Directed Studies	3.0	(UG) Free Electives	6.0	(GR) Directed Studies	3.0
(UG) Immersive Media Elective	3.0	(UG) Social Science Elective	3.0	(UG) Free Elective	3.0
(UG) Social Science Elective	3.0			(UG) Social Science Elective	3.0
	20		**20**		**20**

Total Credits 232

*   Co-op cycles may vary. Students are assigned a co-op cycle (fall/winter, spring/summer, summer-only) based on their co-op program (4-year, 5-year) and major.
COOP 101 registration is determined by the co-op cycle assigned and may be scheduled in a different term. Select students may be eligible to take COOP 001 in place of COOP 101.

Minor in Animation and Visual Effects

About the Minor

The Animation and Visual Effects Minor requires the completion of eight courses (minimum 24.0 credits). The minor provides basic foundation in the technological, storytelling, and design skills used by 3D animators and visual effects artists in the highly competitive entertainment and design worlds, with the opportunity for individualized tailoring according to the student's interests.

Program Requirements

Required Courses:

ANIM 100	Foundational Tools for Animation & VFX	3.0
or DIGM 100	Digital Design Tools	
or PHTO 141	Digital Photographic Post Production	
or VSCM 200	Computer Imaging II	
ANIM 110	Digital Imaging for Animation & VFX	3.0
ANIM 140	Computer Graphics Imagery I	3.0
ANIM 211	Animation I	3.0
Select four of the following:		12.0
ANIM 141	Computer Graphics Imagery II	
ANIM 212	Animation II	
ANIM 215	History of Animation	
ANIM 220	Digital Compositing I	
ANIM 221	Digital Compositing II	
ANIM 247	Organic Modeling I	
ANIM 248	Advanced Lighting	
ANIM 314	Character Animation I	
ANIM 315	Character Animation II	
ANIM 388	Spatial Data Capture	
ANIM 410	Advanced Compositing	
ANIM 411	Advanced Animation	
Total Credits		**24.0**

Minor in Architecture

About the Minor

A minor in Architecture gives students majoring in other disciplines an opportunity to explore architecture through a coherent sequence of coursework. The minor in Architecture can also be used for preparation towards professional graduate study in this field. Interested students should consult the Architecture program director for course selection and scheduling.

The minor requires design studio courses, courses in architectural history, and architectural elective courses. No more than 9.0 credits from a student's major can be used to fulfill the minor requirements.

Program Requirements

Required Courses

Required Architectural History		9.0
Choice of Three		
ARCH 141	Architecture and Society I	
ARCH 142	Architecture and Society II	
ARCH 143	Architecture and Society III	
ARCH 144	Architecture and Society IV	
Required Architecture Studios [*]		12.0
ARCH 107	Foundation Design I (Non Design Majors)	
ARCH 108	Foundation Design II	
ARCH 109	Foundation Design III	
ARCH 211	Architectural Representation I	
ARCH 181	Architecture Studio 1A	
OR		
ARCH 181	Architecture Studio 1A	
ARCH 182	Architecture Studio 1B	
ARCH 183	Architecture Studio 1C	

OR		
ARCH 183	Architecture Studio 1C	
ARCH 281	Architecture Studio 2A	
ARCH 282	Architecture Studio 2B	
Elective Architecture Courses **		3.0-6.0
Total Credits		**24.0-27.0**

*   Non-Design Majors will be required to take the following studios: ARCH 107, ARCH 108, ARCH 109, ARCH 211 & ARCH 181
        Students who have successfully completed ARCH 192 or VSST 103 should start the studio sequence with ARCH 181
        Students who have successfully completed INTR 233 should start the studio sequence with ARCH 183

**   Electives can be chosen from the ARCH rubric if the prerequisite is satisfied.

Minor in Art History

About the Minor

The minor in Art History provides a broad humanistic background not only for students planning to attend graduate and professional schools in the fields of applied, media, and design arts, social and information sciences, education, business, and medicine, but also for those entering a more general job market. The minor is designed to be flexible enough to appeal to Antoinette Westphal College of Media Arts and Design majors as well as majors from the other colleges throughout the University.

Program Requirements

Required Courses		
ARTH 101	History of Art I	3.0
ARTH 102	History of Art II	3.0
ARTH 103	History of Art III	3.0
Select five of the following: *		15.0
Art History		
ARTH 150	Building Skills in Object Analysis	
ARTH 200	Principles and Methods of Art History	
ARTH 300 [WI]	History of Modern Design	
ARTH 301	Asian Art and Culture	
ARTH 302	Art of India	
ARTH 303	Art of China	
ARTH 304	Art of Japan	
ARTH 313	20th Century Art	
ARTH 314	Contemporary Art	
ARTH 315	African-American Art	
ARTH 316	African Art	
ARTH 318	Latin American Art	
ARTH 321	Material Matters in Contemporary Art	
ARTH 325	Ancient Greek and Roman Art	
ARTH 326	Medieval Art	
ARTH 327	Italian Renaissance Art	
ARTH 328	Northern Renaissance	
ARTH 331 [WI]	Global Material Culture	
ARTH 335 [WI]	History of Costume I: Preclassical to 1800	
ARTH 336 [WI]	History of Costume II: 1800-1920	
ARTH 337	History of Costume III: 1920 to Present	
ARTH 340	Women in Art	
ARTH 477	Art History Seminar	
ARTH I399	Independent Study in Art History	
ARTH I499	Independent Study in Art History	
ARTH T380	Special Topics in Art History	
ARTH T480	Special Topics in Art History	
History of Architecture		
ARCH 141	Architecture and Society I	
ARCH 142	Architecture and Society II	
ARCH 143	Architecture and Society III	
ARCH 341 [WI]	Theories of Architecture I	
ARCH 342 [WI]	Theories of Architecture II	

ARCH 343	Theories of Architecture III	
ARCH 346 [WI]	History of Philadelphia Architecture	
ARCH 347 [WI]	Intensive Architectural Studies	
ARCH 348 [WI]	Studies in Vernacular Architecture	
ARCH 421 [WI]	Environmental Psychology and Design Theory	
ARCH 441	Urban Design Seminar	
ARCH T380	Special Topics in Architecture	
ARCH I399	Independent Study in Architecture	
ARCH I499	Independent Study in Architecture	
ARCH T480	Special Topics in Architecture	
History of Film		
FMST 101	Film History I: Emergence	
FMST 102	Film History II: New Waves	
FMST 103	Film History III: Trends	
FMST 150	American Classic Cinema	
FMST 250	Documentary Studies	
FMST 255	Hitchcock	
FMST 260	The Western	
FMST T380	Special Topics in Film Studies	
FMST T480	Special Topics in Film Studies	
History of Interior Design		
INTR 200	History of Modern Architecture and Interiors	
INTR 300 [WI]	Visual Culture: Interiors	
INTR 305 [WI]	Visual Culture: Furniture	
History of Graphic Design		
VSCM 350 [WI]	Graphic Design: 20th Century and Beyond	
History of Theatre		
THTR 221 [WI]	Theatre History I	
THTR 222 [WI]	Theatre History II	
History of Photography		
PHTO 275 [WI]	History of Photography I	
PHTO 276 [WI]	History of Photography II	
PHTO 452 [WI]	History of Contemporary Photography	
Total Credits		**24.0**

Minor in Dance

About the Minor

The minor in dance offers students an opportunity to explore dance in the studio through technique classes, and in the classroom through academic classes in dance. Participation in the dance ensemble class(s) is required, although performance with the ensemble is not. There is no audition for the dance minor program.

Required Courses		
DANC 104	Ballet Technique I	2.0
DANC 105	Modern Dance Technique I	2.0
DANC 106	Jazz Dance Technique I	2.0
or DANC 107	Hip-Hop Dance Technique I	
DANC 115	Introduction to Dance	3.0
DANC 135	Rhythmic Study for Dance	3.0
DANC 235	Dance Composition I	3.0
DANC 315	Twentieth Century Dance	3.0
THTR 240	Theatre Production I	3.0
Electives in Dance (DANC 104-DANC T480)		3.0
Dance Practicum (6 terms from DANC 131-DANC 133)		0.0
Total Credits		**24.0**

Minor in Entertainment & Arts Management

About the Minor

Drexel's Entertainment & Arts Management (EAM) minor program gives students an introduction to the challenging industry of entertainment and arts business. The selected curriculum gives students a basis in entertainment finance, promotion, business planning, intellectual property rights, cultural literacy, and artist representation. Students in Drexel's EAM minor do not choose concentrations but rather take a core selection of classes and then select nine hours of electives in order to customize their learning.

The EAM minor is open to all undergraduate students in the Drexel University system; no prerequisites are required but departmental approval is needed.

Interested students should contact EAM professor Dr. Brea Heidelberg at bmh29@drexel.edu to schedule a meeting to discuss adding the EAM minor.

Program Requirements

EAM 130	Overview of Entertainment and Arts Management	3.0
EAM 211	Strategic Management for Entertainment and Arts Management	3.0
EAM 220	Law for Entertainment and Arts Management Managers	3.0
EAM 340	Artist Representation and Management	3.0
EAM 422	Human Resources in the Creative Industries	3.0
Select three courses from the following:		9.0
EAM 215 [WI]	Writing for Arts Managers	
EAM 200	Introduction to the Music Industry	
EAM 221	Copyrights and Trademarks	
EAM 225	Financial Management for Entertainment & Arts Managers	
EAM 270	Audience Development for Arts	
EAM 288	eSport Entertainment Management	
EAM 295	Streaming Entertainment Management	
EAM 301	Gallery and Collection Management	
EAM 302	Exhibition Design	
EAM 308	Entertainment Promotion and Branding	
EAM 310	Social Media in Entertainment	
EAM 312	Introduction to Fund Development for the Arts	
EAM 313	Volunteer and Board Management	
EAM 315	Content Strategies for Digital Products	
EAM 321	Box Office and Venue Management	
EAM 322	Performing Arts Touring	
EAM 325	Producing for Live Entertainment	
EAM 338	Entertainment Enterprise	
EAM 365	Media and Entertainment Business	
EAM 420	Arts, Culture and Society	
EAM 461	Entertainment Publishing	
EAM 471	Fine Arts Market Development	
EAM T380	Special Topics in Entertainment & Arts Management	
EAM T480	Special Topics in Entertainment & Arts Management	
Total Credits		**24.0**

Minor in Esports

About the Minor

Esports is establishing itself as an industry with significant global implications that draws from a variety of disciplines including digital media, game design, and sports management, as well as entertainment management. This minor provides students with a comprehensive understanding of the core foundational areas of this emerging field.

Students must be enrolled in an undergraduate major at Drexel.

Program Requirements

Required Courses

EAM 365	Media and Entertainment Business	3.0
GMAP 260	Overview of Computer Gaming	3.0
SMT 120	The Business of Esport	4.0

Electives		14.0
DIGM 350 [WI]	Digital Storytelling	
EAM 211	Strategic Management for Entertainment and Arts Management	
EAM 220	Law for Entertainment and Arts Management Managers	
EAM 315	Content Strategies for Digital Products	
EAM 391 [WI]	Entertainment Promotion and Branding	
GMAP 301	Game History	
GMAP 345	Game Development Foundations	
GMAP 360	Game Design from the Player's Perspective	
GMAP 395	Advanced Game Design and Production	
SMT 201	Sports Marketing, Promotion, and Public Relations	
SMT 262	Digital Sports Storytelling	
SMT 275	Sports Event Management	
TVPR 236	Reality TV Production	
Total Credits		**24.0**

Minor in Film Studies

About the Minor

The Minor in Film Studies comprises courses that cover the major artistic and institutional developments in cinema from its late-nineteenth-century origins to the present. As these courses cover a variety of critical topics that are essential to any film studies curriculum—such as the study of major genres and auteurs, and the technologies and techniques contributing to the development of the medium, as well as the historical circumstances that influenced the cinema's evolution since its inception—they will establish a sound critical foundation for students to choose and to flourish in the subsequent courses required for the minor.

The Minor in Film Studies is open to all University students.

Program Requirements

Required Courses:

FMST 101	Film History I: Emergence	3.0
or FMST 105	Film History & Theory I	
FMST 102	Film History II: New Waves	3.0
or FMST 205	Film History & Theory II	
FMST 250	Documentary Studies	3.0
Select five of the following:		15.0
FMST 103	Film History III: Trends	
FMST 255	Hitchcock	
FMST 260	The Western	
FMST 262	Film Comedy	
FMST 266	The Cinematographer's Art	
FMST 270	Controversial Films	
FMST 275	Breakthroughs of Contemporary Film Directors	
FMST 276	Great Years in Cinema: 1999	
FMST 290	Hollywoodland I	
FMST 291	Hollywoodland II	
FMST 352	The Horror Film	
FMST 355	Contemporary Cinema	
FMST T180	Special Topics in Film Studies	
FMST T280	Special Topics in Film Studies	
FMST T380	Special Topics in Film Studies	
FMST T480	Special Topics in Film Studies	
Total Credits		**24.0**

Minor in Film & Television Production

About the Minor

The minor in Film & Television Production will introduce students to the core production skills of cinematic storytelling. After a foundation in screenwriting, cinematography, editing, and sound, students will have room to gain intermediate experiences in the areas of their choice.

Admission Requirements

The Film & Television Production minor is open to all University students.

Program Requirements

Required Courses

FMTV 110	Basic Cinematography	3.0
FMTV 115	Basic Editing	3.0
FMTV 120	Basic Sound	3.0
SCRP 270 [WI]	Screenwriting I	3.0
Four of the following courses:		**12.0**
FMTV 131	Multi-Camera Production	3.0
FMTV 210	Intermediate Cinematography	3.0
FMTV 211	Intermediate Lighting	3.0
FMTV 215	Intermediate Editing	3.0
FMTV 220	Intermediate Sound	3.0
FMTV 270	Basic Directing	3.0
FMTV 280	Basic Producing	3.0
Total Credits:		24.0

Minor in Film & Television Studies

About the Minor

The minor in Film & Television Studies allows students to explore cinema and television history while engaging in critical analysis. After the foundation courses, students will have opportunity to explore areas of interest based on genre, historical periods, and artists.

Admission Requirements

The Film & Television Studies minor is open to all University students.

Program Requirements

Required Courses:

FMST 101	Film History I: Emergence	3.0
FMST 102	Film History II: New Waves	3.0
TVST 100	Recent TV Trends	3.0
Select five of the following:		15.0
FMST 203	Film History III: Trends	3.0
FMST 250	Documentary Studies	3.0
FMST 255	Hitchcock	3.0
FMST 260	The Western	3.0
FMST 256	Films of Gus Van Sant	3.0
FMST 266	The Cinematographer's Art	3.0
FMST 290	Hollywoodland I	3.0
FMST 291	Hollywoodland II	3.0
FMST 293	Japanese Cinema: Kurosawa	3.0
FMST 352	The Horror Film	3.0
TVST 260	History of Television	3.0
TVST 361	Art of TV Comedy	3.0
TVST 362	Art of TV Drama	3.0
TVST 368	Supernatural Fantasy TV Shows	3.0
FMST T280	Special Topics in Film Studies	3.0-12.0
or FMST T380	Special Topics in Film Studies	
TVST T280	Special Topics in TV Studies	0.0-12.0
or TVST T380	Special Topics in TV Studies	
Total Credits:		24.0

Minor in Fine Arts

About the Minor

The Fine Arts minor enables students to develop skills and concepts in the studio arts. Students in studio courses learn to combine skills in using tools and materials, visual theoretical concepts, and new technologies, all of which are necessary for design professionals.

To be eligible for the minor in Fine Arts, a student must have completed a minimum of 30.0 undergraduate credits, have a declared major, and have a minimum GPA of 2.7. The academic credit requirements for the minor must be completed at or before the time of graduation.

Basic design prerequisite courses are required for many programs in Westphal College and some of these may already have been taken for a student's major; however, only 9.0 credits of major-related coursework can be applied to the credits required for the minor in Fine Arts. Students with design credits from other schools or departments may be allowed to apply them to their prerequisite requirements only upon review by the Fine Arts minor faculty advisor.

Program Requirements

Required Courses

VSST 101	Design I	4.0
or VSST 108	Design I for Media	
VSST 110	Introductory Drawing	3.0
Select a minimum of an additional 17.0 credits from the following:		17.0
PHTO 110	Photography	
PHTO 210	Intermediate Photography	
PHTO 233	Large Format Photography	
PHTO 253	Fine Black & White Printing	
VSST 102	Design II	
VSST 103	Design III	
VSST 111	Figure Drawing I	
VSST 109	Design II for Media	
VSST 112	Figure Drawing II	
VSST 201	Multimedia: Performance	
VSST 202	Multimedia: Space	
VSST 203	Multimedia: Materials	
VSST 301	Painting I	
VSST 302	Painting II	
VSST 303	Painting III	
VSST 304	Materials Exploration	
VSST 310	Sculpture: Metal Fabrication	
VSST 311	Sculpture I	
VSST 312	Sculpture II	
VSST 313	Sculpture III	
VSST 321	Screenprint I	
VSST 322	Printmaking I	
VSST 323	Printmaking II	
VSST 324	Advanced Printmaking	
VSST 325	Screenprint II	
VSST I399	Independent Study in Visual Studies	
VSST T480	Special Topics in Visual Studies	

Total Credits   **24.0**

Minor in Graphic Design

About the Minor

The Graphic Design minor features individualized investigation of medium, content, context, and technology. It places emphasis on critical thinking, analytical reasoning, written and oral communication skills, integrity, and ethics while instructing technology as a tool.

The minor offers coursework with a focus on the connection between graphic design and technology with instruction in digital design tools, composition, corporate identity, typography, publication design, and photography. Recommended electives include Computer Imaging 2, Web Graphics, Drawing, and Design History.

The Graphic Design minor is available to all Drexel University students, and requires the completion of seven courses for a minimum of 24.0 credits.

Program Requirements

Select one VSST course *		3.0
VSST 100	Introduction to Art & Design	
VSST 102	Design II	
VSST 107	Introduction to Design for Media	
VSST 109	Design II for Media	
PHTO 110	Photography	3.0
VSCM 230	Visual Communication I	4.0
VSCM 231	Visual Communication II	4.0
VSCM 232	Visual Communication III	4.0
VSCM 240	Typography I	3.0
WEST 100	Introduction to Digital Design Tools	3.0
Recommended Electives: *		
VSCM 200	Computer Imaging II	
VSCM 242	Typography II	
VSCM 332	Visual Communication IV	
VSCM 350 [WI]	Graphic Design: 20th Century and Beyond	
WMGD 220	Web Graphics I	
Total Credits		**24.0**

*   Westphal students and others who have taken VSST 102, VSST 107 or VSST 109 should complete a recommended elective.

Additional Information

For more information, contact program director Bill Rees (wbr24@drexel.edu).

Minor in Interactive Digital Media

About the Minor

The Interactive Digital Media minor requires the completion of eight courses (minimum 24.0 credits). The minor provides basic foundations in user interface design (UI), user experience design (UX), and interaction design (IXD), including design and development of websites and mobile applications with the opportunity for individualized tailoring according to the student's interests. It is open to all University students and is administered and advised by the Interactive Digital Media program.

Program Requirements

Required Courses

IDM 100	Introduction to Web Development	3.0
IDM 211	User Interface Design I	3.0
Select six of the following:		18.0
ANIM 115	Introduction to Production with Animation & VFX	
DIGM 100	Digital Design Tools	
DIGM 308 [WI]	Digital Cultural Heritage	
DIGM 451 [WI]	Explorations in New Media	
EAM 315	Content Strategies for Digital Products	
IDM 101	History of Web Development	
IDM 212	User Interface Design II	
IDM 213	Interaction Design	
IDM 215	User Experience Design I	
IDM 216	User Experience Design II	
IDM 221	Web Design I	
IDM 222	Web Design II	
IDM 231	Scripting for Interactive Digital Media I	
IDM 232	Scripting for Interactive Digital Media II	
IDM 240	Interactive Graphics	
IDM 241	Microinteractions	
IDM 245	Web Game Design	
IDM 250	Content Management Systems	
IDM 311	User Interface Design for Immersive Media	
IDM 331	WebVR	

IDM 361	Interactive App Design I	
IDM 362	Interactive App Design II	
IDM 363	Interactive App Design III	
IDM 364	Interactive App Design IV	
IDM 371	Interactive Digital Media Workshop I	
IDM 372	Interactive Digital Media Workshop II	
IDM 381	Experimental Interactive Technologies	
IDM 382	Internet of Things	
IDM 402	Validating Product Ideas	
IDM 417	User Research Methodologies	
IDM 418	Storytelling for User Experience Design	
IDM T380	Special Topics in Interactive Digital Media	
WEST 107	Maker Workshop	
Total Credits		**24.0**

Minor in Jazz and African-American Music

About the Minor

The minor in Jazz and African-American music takes advantage of Drexel faculty expertise in those areas. This minor can include course work in jazz history, African-American music, jazz theory, private study in jazz performance, and ensemble work in several ensembles devoted to jazz.

MUSC 121	Music Theory I	3.0
MUSC 125	Ear Training I	1.0
MUSC 126	Ear Training II	1.0
MUSC 196	Jazz Class Piano	2.0
MUSC 241	Private Lesson (3 terms)	6.0
MUSC 300	Improvisation	3.0
MUSC 331	World Musics	3.0
MUSC 333	Afro-American Music USA	3.0
MUSC 336	History of Jazz	3.0
Ensembles*		
Total Credits		**25.0**

*   6 terms of MUSC 107 and/or MUSC 108, MUSC 112, MUSC 115

Minor in Music

About the Minor

The minor in Music requires 26.0 credits, including work in music theory, history, applied music (class or private lessons), and ensemble performance, as well as 6.0 credits of music electives.

MUSC 121	Music Theory I	3.0
MUSC 125	Ear Training I	1.0
MUSC 126	Ear Training II	1.0
MUSC 331	World Musics	3.0
MUSC 231	Music History I	3.0
MUSC 232	Music History II	3.0
MUSC 241	Private Lesson (Students take 3 terms)	6.0
Music electives		6.0
Ensembles (Six terms from MUSC 101 to MUSC 118)		0.0
Total Credits		**26.0**

Minor in Music Performance

About the Minor

The minor in Music Performance requires two years of private lessons study with our artist faculty, culminating in a recital. The Music Program will provide support for the recital venue and accompanist. Students must audition and be approved to pursue this minor.

Required Courses

MUSC 121	Music Theory I	3.0
MUSC 125	Ear Training I	1.0
MUSC 126	Ear Training II	1.0
MUSC 241	Private Lesson (5 terms)	10.0
MUSC 231	Music History I	3.0
MUSC 232	Music History II	3.0
MUSC 331	World Musics	3.0
MUSC 342	Applied Music-Recital	2.0
Ensembles (six terms from MUSC 101 to MUSC 118))		0.0
Total Credits		**26.0**

Minor in Music Theory and Composition

About the Minor

The minor in Music Theory and Composition is aimed at people who are writing their own music or who would like to begin doing so. Students will take courses in music theory, arranging, composition, and digital composition, and end with a portfolio of several completed pieces.

Requirements

MUSC 121	Music Theory I	3.0
MUSC 122	Music Theory II	3.0
MUSC 229	Modern Arranging Techniques	3.0
MUSC 125	Ear Training I	1.0
MUSC 249	Digital Music Composition	3.0
MUSC 231	Music History I	3.0
MUSC 232	Music History II	3.0
MUSC 252	Music Composition	3.0
MUSC 331	World Musics	3.0
MUSC 241	Private Lesson (*)	2.0
Ensembles [**]		
Total Credits		**27.0**

*   Students are strongly encouraged to register for the section designated for composition.

**   Ensembles (6 terms from MUSC 101 to MUSC 118)

Minor in Performing Arts

About the Minor

Designed for the student who wishes to explore the fields of dance, music, and theatre rather than specialize in one area, the minor in Performing Arts provides motivated students the opportunity to learn about all three areas while performing for two years in one or more of the department's performing groups.

Program Requirements

Required Courses

DANC 115	Introduction to Dance	3.0
MUSC 130	Introduction to Music	3.0
Applied music (two terms selected from MUSC 241 / MUSC 242)		4.0
THTR 115	Theatrical Experience	3.0
Theatre Elective		3.0
Dance Elective		3.0
Performing Arts Electives		7.0
Performing Arts Practicum [*]		0.0
Total Credits		**26.0**

*   Performing arts practicum (6 terms from MUSC 101 - MUSC 115, THTR 130 , and/or DANC 131 - DANC 133).

Minor in Photography

About the Minor

The minor in Photography gives students a thorough understanding of photographic practices using a combination of aesthetics and technology. This flexible minor has been developed to accommodate both Antoinette Westphal College of Media Arts and Design majors as well as majors from any other college. It is an excellent choice for students who are majoring in marketing, communications, and journalism. Many employers in these fields now routinely request that candidates have a good working knowledge of Photoshop and photographic practices.

Program Requirements

PHTO 110	Photography	3.0
PHTO 141	Digital Photographic Post Production	3.0
PHTO 210	Intermediate Photography	3.0
PHTO 230	Color Photography I	3.0
PHTO 234	Studio Photography	4.0
PHTO 236	Photojournalism	3.0
PHTO 240	Digital Photography II	4.0
Please select one of the following:		3.0
PHTO 275 [WI]	History of Photography I	
PHTO 276 [WI]	History of Photography II	
PHTO 451	Photography and Business	
PHTO 452 [WI]	History of Contemporary Photography	
Total Credits		**26.0**

Minor in Playwriting

About the Minor

The minor in Playwriting is intended to guide students from the acquisition of foundational playwriting skills through the completion of a full-length stage play. Fifteen of the credits are directly craft-oriented, teaching students what they need to know to translate their ideas into a format suitable for production on the stage; the other 9.0 credits are dedicated to background knowledge intended to inform creative thinking and develop a student's individual voice.

Students pursuing a Theater minor should note that common courses in the Playwriting minor make this course of study a relatively simple addition to their education.

The Playwriting minor is open to all students in the University.

Program Requirements

SCRP 220	Playwriting I	3.0
SCRP 225	Playwriting II	3.0
SCRP 230	Page to Stage	3.0
SCRP 382	Playwriting Workshop I	3.0
SCRP 383	Playwriting Workshop II	3.0
THTR 121 [WI]	Dramatic Analysis	3.0
Choice of 2 classes from:		**6.0**
ENGL 216 [WI]	Readings in Drama	
ENGL 315 [WI]	Shakespeare	
THTR 209	Improvisation for the Theatre	
THTR 210	Acting: Fundamentals	
THTR 212	Sketch Comedy	
Total Credits		**24.0**

Minor in Product Design

About the Minor

Students in this minor—through a combination of three studio courses and four applied lecture courses—learn to combine skills in creative problem solving with a visual and human-centered product design process. Students develop product concepts and collaborate on the development of product

ideas, including the creation and integration of new technologies, sustainability, health-care and socially responsible design, all of which are beneficial for design professionals.

The minor is specifically created to offer students a unique multi-disciplinary studio experience. Students will develop skills in the rapid visualization of ideas, creative problem solving, transformative design thinking and an understanding of the product development process in a collaborative setting. This minor is offered to all students having an interest in developing product ideas, including students from the College of Engineering, the LeBow College of Business, and the School of Biomedical Engineering as well as College of Media Arts and Design students who would like to add a product focus to their design degree.

Academic requirements

To be eligible for the minor in Product Design, a student must have completed a minimum of 30.0 undergraduate credits, have declared a major, and have a minimum GPA of 2.7. No prerequisite courses are required. Students may be encouraged to augment or prepare for this minor. Only upon review by the faculty advisor for the minor will students with design credits from other institutions or departments be allowed to apply these to the requirements.

Program Requirements

Required courses		
PROD 101	History and Analysis of Product Design	3.0
PROD 210	Introduction to Product Design	3.0
PROD 215	Design Thinking in Product Design	4.0
PROD 235	Applied Design Visualization	3.0
Select two of the following:		**8.0**
PROD 220	Product Design Form Studio	
PROD 230	Product Design Process Studio	
PROD 340	Interdisciplinary Product Design Studio	
Select one of the following:		**3.0**
PROD 205	Applied Making I	
WEST 107	Maker Workshop	
Total Credits		**24.0**

Minor in Retail

About the Minor

The Retail Minor, administered by the Design & Merchandising program, provides core foundations in retail and wholesale operations, buying and merchandise planning, and e-commerce for the fashion lifestyle industries. Students develop key competencies in marketplace research, competitive analysis, retail math and assortment planning, product sourcing, inventory allocation and retail analytics. The curriculum allows the opportunity for individualized tailoring with course options in DSMR Special Topics including Sustainability, Beauty Merchandising and Retail Globalization. The minor is open to all Drexel University students, and requires the completion of eight or nine courses for a minimum of 25.0 credits.

Required Courses:		
DSMR 231	Retail Operations [*]	3.0
DSMR 232	Merchandise Planning and Buying [*]	4.0
Select 6 courses:		18.0-19.0
DSMR 201	Analysis of Product	
DSMR 205	Digital Commerce & Promotion	
DSMR 233 [WI]	Branding and Retail Strategies	
DSMR 305	Digital Commerce	
DSMR 310	Merchandising Operations & Management	
DSMR 324	Retail Intersections: Social & Cultural Issues	
DSMR 325	Advanced Merchandise Planning and Buying	
DSMR 333	Fashion Product Development	
Total Credits		**25.0-26.0**

[*]   All courses are currently open to all DSMR students. DSMR 231 and DSMR 232 are required for all students enrolled in DSMR and the retail minor. Elective courses are offered only in certain quarters. Students are required to review an approved plan of study with the Minor Advisor. All courses will be restricted to appropriately include the students enrolled in the retail minor. As the industry and curriculum change, courses will be added and adapted accordingly.

NOTE: The minor was built to accommodate students from outside the major. DSMR students cannot do a major and a minor in the same field of study.

Minor in Screenwriting

About the Minor

The minor in Screenwriting is intended to guide students from the acquisition of foundational screenwriting skills through the completion of a full-length script for film or television. Fifteen of the credits are directly craft-oriented, teaching students what they need to know to translate their ideas into a format suitable for production; the other 9.0 credits are dedicated to background knowledge intended to inform creative thinking and develop a student's individual voice.

Film and Video majors should note that they will be taking half of the courses in the Screenwriting minor as part of their degree requirements, making this minor a relatively simple addition to their education.

Program Requirements

Required courses		
FMST 105	Film History & Theory I	3.0
FMST 205	Film History & Theory II	3.0
SCRP 270 [WI]	Screenwriting I	3.0
SCRP 275 [WI]	Screenwriting II	3.0
SCRP 310	Literature for Screenwriters	3.0
SCRP 370	Screenplay Story Development	3.0
SCRP 380	Screenwriting Workshop I	3.0
SCRP 381	Screenwriting Workshop II	3.0
Total Credits		**24.0**

Minor in Somatics

About the Minor

An understanding of movement and body language has become increasingly important across many fields; in communication, corporate training, movement therapy, education, performance, rehabilitation, sport and fitness. Physical health, clear communication and effective leadership all rely on an awareness of how we carry our bodies through our lives. The Somatics Minor provides an in-depth study of the body, building from an understanding of its functional/structural basis, to its patterns and habits. We focus on how to interpret, analyze, and articulate somatic concepts and develop strategies for application.

Admission requirements

Admission on consultation with Somatics Coordinator:

Jennifer Morley
jsm76@drexel.edu
215.895.2018

Program Requirements

Minor Requirements		
DANC 102	Yoga	3.0
DANC 108	Dance Improvisation I	2.0
DANC 116	Dance and Fitness	3.0
DANC 117	Foundations of Somatic Theory and Practice	3.0
DANC 216	Introduction to Laban Movement Analysis	3.0
DANC 316	Dance Kinesiology	3.0
DANC 416	Survey of Somatic Practices	3.0
Complete two of the following courses:		4.0-5.0
DANC 104	Ballet Technique I	
DANC 204	Ballet Technique II	
DANC 304	Ballet Dance Technique III	
DANC 105	Modern Dance Technique I	
DANC 205	Modern Dance Technique II	
DANC 305	Modern Dance Technique III	
DANC 106	Jazz Dance Technique I	
DANC 206	Jazz Dance Technique II	
DANC 306	Jazz Dance Technique III	
DANC 107	Hip-Hop Dance Technique I	

DANC 207	Hip-Hop Dance Technique II	
DANC 208	Dance Improvisation II	
DANC 109	African Dance Technique I	
DANC 209	African Dance Technique II	
Total Credits		**24.0-25.0**

Minor in Sports Media Production

About the Minor

Please Note: The Sports Media Production Minor is no longer accepting new students.

The Sports Media Production minor is a gateway for students committed to pursuing a career in sports media while also serving as a meaningful introduction for those who are intrigued but uncertain about sports media as a profession. Students are required to take the same foundational shooting and lighting, editing, sound, and studio operations courses as the Film & Television majors and minors. They are also required to take a TVIE sports media strategy course as well as SMT digital and sports media history courses that will provide a greater academic and contextual understanding of the profession. Additional courses include actual physical production, on-air performance, and technology.

Program Requirements

FMTV 110	Basic Cinematography	3.0
FMTV 115	Basic Editing	3.0
FMTV 120	Basic Sound	3.0
FMTV 355	DNews	3.0
SMT 110	The Business of Sport	4.0
SMT 290	Digital Media in Sport	4.0
TVIE 250	TV Sports Program Strategies	3.0
TVPR 100	TV Studio: Basic Operations	3.0
or FMTV 131	Multi-Camera Production	
Choose one of the following		3.0
SMT T280	Special topics in SMT	
SMT T380	Special topics in SMT	
SMT T480	Special topics in SMT	
TVPR 200	TV Studio: Live Directing	
or FMTV 230	Intermediate TV Studio	
TVPR 242	TV On-Camera Performance	
TVPR T280	Special Topics in TV Production	
TVPR T380	Special Topics in TV Production	
TVPR T480	Special Topics in TV Production	
Total Credits		**29.0**

Minor in Sustainability in the Built Environment

About the Minor

The intent of this minor is to prepare students to engage and analyze future design challenges from a sustainability perspective. Students completing this program will be able to approach these challenges in a resourceful and insightful way with a solid foundation of sustainability principles. The emphasis on collaboration and transdisciplinary teamwork will allow students to serve as agile leaders in their future careers and be active participants in the critical discourse of their field.

In addition to the 15.0 credits of core courses, students select 9.0 credits of electives. The list below will be updated as new courses in sustainability become available. Students having a question about the inclusion of a course not currently listed as a possible elective should check with the coordinator for this minor.

Program Requirements

Required Courses

ARCH 315	Sustainable Built Environment I	3.0
ARCH 320	Sustainable Built Environment II	3.0
INTR 310	Sustainability: History, Theory and Critic	3.0
INTR 410	Collaborative Research in Sustainability	3.0
Arts and Sciences Course		**3.0**

Students must select one of the following courses from the Arts and Science College or an approved substitute with the permission of the advisor for this minor:

ANTH 360	Culture and the Environment	
ENVS 260	Environmental Science and Society	
PHIL 341	Environmental Philosophy	
SOC 244	Sociology of the Environment	
Additional Electives [*]		**9.0**

Students select three of the following (or alternative options with the permission of the advisor for this minor):

ANTH 360	Culture and the Environment	
ARCH 348 [WI]	Studies in Vernacular Architecture	
ARCH 463	Emerging Architectural Technology	
ARCH 465	Energy and Architecture	
COM 317 [WI]	Environmental Communication	
ENVS 260	Environmental Science and Society	
INTR T180	Special Topics in Interior Design	
INTR T280	Special Topics in Interior Design	
INTR T380	Special Topics in Interior Design	
INTR T480	Special Topics in Interior Design	
PHIL 341	Environmental Philosophy	
SOC 341	Global Environmental Movements	
Total Credits		**24.0**

[*]   The elective list will be updated as new courses in sustainability become available. If a student has questions regarding inclusion of a course not on this list, he or she should see the Advisor for the Sustainability in the Built Environment Minor Program.

Additional Information

For more information about this program, contact the program's advisor:

Diana Nicholas
URBN Center, Suite 410
Phone: 215.571.4432
dsn35@drexel.edu

Minor in Television Industry and Enterprise

About the Minor

Note: The Minor in Television Industry and Enterprise is no longer accepting new students.

Students with a 3.0 or higher GPA may apply for the TV Industry & Enterprise minor program. Once accepted, they take 21.0 credits of required courses that provide a basic foundation in the historical, financial, and programming elements of the television industry. The remaining 6.0 credits of study provide students the opportunity to have more hands-on production experience and/or to delve more deeply into the academic study of a specific area of interest.

Program Requirements

Required Courses		
FMTV 282	Research, Sales and Programming	3.0
FMTV 285	Media Law and Ethics	3.0
TVIE 180	TV Industry Overview	3.0
or FMTV 185	TV Industry	
TVIE 290	Introduction to Money and the Media	3.0
TVST 260	History of Television	3.0
TVST 261	History of TV Journalism	3.0
or TVST 361	Art of TV Comedy	
or TVST 362	Art of TV Drama	
Three of the following courses:		9.0
EAM 211	Strategic Management for Entertainment and Arts Management	
EAM 365	Media and Entertainment Business	
EAM 391 [WI]	Entertainment Promotion and Branding	
FMTV 281	Producing for Television	
FMTV 110	Basic Cinematography	
FMTV 115	Basic Editing	
FMTV 120	Basic Sound	
SCRP 270 [WI]	Screenwriting I	

TVIE T180	Special Topics in TV Industry & Enterprise	
TVIE T280	Special Topics in TV Industry & Enterprise	
TVIE T380	Special Topics in TV Industry & Enterprise	
TVIE T480	Special Topics in TV Industry & Enterprise	
TVPR 200	TV Studio: Live Directing	
or FMTV 230	Intermediate TV Studio	
TVPR 201	TV Studio: Comedy	
TVPR 205	TV Studio: Advanced Live Directing	
Total Credits		**27.0**

Minor in TV Production & Media Management

About the Minor

Note: The Minor in TV Production & Media Management is no longer accepting new students.

Students with a 3.0 or higher GPA may apply for the TV Production & Media Management minor program. Once accepted, they take 21.0 credits of required courses that provide a basic foundation in the technical, historical, and creative elements of television production. The remaining 6.0 credits of study provide students the opportunity to have more hands-on production experience and/or to delve more deeply into the academic study of a specific area of interest.

Program Requirements

Required Courses		
FMTV 110	Basic Cinematography	3.0
FMTV 115	Basic Editing	3.0
FMTV 120	Basic Sound	3.0
SCRP 270 [WI]	Screenwriting I	3.0
TVPR 100	TV Studio: Basic Operations	3.0
TVPR 212	TV Commercials and Promos	3.0
or FMTV 265	Commercials and Promos	
TVST 260	History of Television	3.0
or TVST 105	TV History	
Two of the following courses:		**6.0**
FMTV 281	Producing for Television	
SCRP 241	Writing TV Comedy	
SCRP 242	Writing TV Drama	
TVPR 200	TV Studio: Live Directing	
or FMTV 230	Intermediate TV Studio	
TVPR 201	TV Studio: Comedy	
TVPR 205	TV Studio: Advanced Live Directing	
TVPR 220	TV News Writing	
TVPR 221	TV News Production	
TVPR 230	Scripted TV Production	
TVPR 236	Reality TV Production	
TVPR 242	TV On-Camera Performance	
TVPR T380	Special Topics in TV Production	
TVPR T480	Special Topics in TV Production	
TVST 361	Art of TV Comedy	
TVST 362	Art of TV Drama	
TVST T380	Special Topics in TV Studies	
TVST T480	Special Topics in TV Studies	
Total Credits		**27.0**

Minor in Theatre

About the Minor

The minor in Theatre consists of two distinct, yet closely integrated components: academics and performance. The intertwining of foundation studies and practical application empowers students to discover and develop their own voice and style in their art.

Program Requirements

Required Course

THTR 121 [WI]	Dramatic Analysis	3.0

Theatre History Requirement

Select 6.0 credits from any combination of approved 3.0 credit Theatre courses listed below with Historical Perspectives (these include 3.0 credit special topics courses with a historical theater perspective as well)		6.0
THTR 221 [WI]	Theatre History I	
THTR 222 [WI]	Theatre History II	
THTR 231	Introduction to Musical Theatre	
THTR 232	Contemporary Musical Theatre	
Select 3.0 credits total from any combination of the following 1.0 credit courses:		3.0
THTR 130	Introduction to Theater Production Practicum	
THTR 131	Theatre Performance Practicum	
THTR 132	Theatre Production Practicum	
THTR 133	Theatre Management Practicum	
THTR 134	Open Mic Management Practicum	
THTR 141	Theatre Performance Ensemble	
THTR 142	Director's Lab Practicum	
THTR 143	Musical Theatre Cabaret	
THTR 144	NewWorks Festival Performance Practicum	
THTR 145	Advanced Theatre Improvisation Ensemble	
Select 12.0 credits from the following:		12.0
THTR 110	Voice and Articulation	
THTR 115	Theatrical Experience	
THTR 116	Philadelphia Theatre Let's Go!	
THTR 209	Improvisation for the Theatre	
THTR 210	Acting: Fundamentals	
THTR 211	Acting: Scene Study	
THTR 212	Sketch Comedy	
THTR 231	Introduction to Musical Theatre	
THTR 232	Contemporary Musical Theatre	
THTR 240	Theatre Production I	
THTR 241	Theatre Production II	
THTR 260	Production Design	
THTR 320	Play Direction	
THTR 360	Lighting Design	
THTR I199	Independent Study in THTR	
THTR I299	Independent Study in THTR	
THTR I399	Independent Study in THTR	
THTR I499	Independent Study in THTR	
THTR T180	Special Topics in Theatre	
THTR T280	Special Topics in Theatre	
THTR T380	Special Topics in Theatre	
THTR T480	Special Topics in Theatre	
Total Credits		**24.0**

*   A limit of 3.0 credits of Practicum can be used toward fulfilling the General Electives Requirement. These include THTR 131, THTR 132, THTR 133, THTR 134, THTR 141, THTR 142, THTR 143 THTR 144, and THTR 145.

Minor in Virtual Reality & Immersive Media

About the Minor

The design and production of Virtual Reality (VR), Augmented Reality (AR), 360° Video and other Immersive Media formats requires a unique skill set—creative thinking, understanding of design, aesthetic sensitivity, and story telling are balanced with technical knowledge in areas such as 3D Computer Graphics, Animation, Visual Effects, interactivity, digital camera and image processing technologies. Additionally, critical thinking, the ability to collaborate effectively and communication skills are also integral to success in this rapidly expanding industry.

Drexel's Minor in Virtual Reality & Immersive Media provides a foundation in the principles, techniques and tools used in the design and production of virtual reality, augmented reality (VR/AR) and other forms of Immersive Media, with the opportunity for individualized tailoring according to the student's interests.

Admission Requirements

Open to students with a 3.0 GPA.

Program Requirements

VRIM 100	Digital Tools for VR/AR Media	3.0
or ANIM 100	Foundational Tools for Animation & VFX	
or DIGM 100	Digital Design Tools	
or PHTO 141	Digital Photographic Post Production	
or VSCM 200	Computer Imaging II	
or FMVD 110	Basic Shooting and Lighting	
or VSST 104	Accelerated Design I	
VRIM 110	Digital Imaging for VR/AR Media	3.0
VRIM 120	VR/AR Production Lab I	3.0
ANIM 140	Computer Graphics Imagery I	3.0
ANIM 145	Realtime Visualization	3.0
Select three of the following:		9.0
ANIM 141	Computer Graphics Imagery II	
ANIM 211	Animation I	
ANIM 220	Digital Compositing I	
ANIM 221	Digital Compositing II	
ANIM 388	Spatial Data Capture	
GMAP 345	Game Development Foundations	
GMAP 367	Character Animation for Gaming	
VRIM 220	VR/AR Production Lab II	
VRIM I199	Independent Study in Immersive Media	
VRIM I299	Independent Study in Immersive Media	
VRIM T180	Special Topics in Immersive Media	
VRIM T280	Special Topics in Immersive Media	
Total Credits		**24.0**

Dance Studies

Professional Dance Certificate Program

Certificate Level: Undergraduate
Admission Requirements: High school diploma or GED equivalency
Certificate Type: Certificate
Number of Credits of Completion: 18.0
Instructional Delivery: Campus
Calendar Type: Quarter
Maximum Time Frame: 1 year
Financial Aid Eligibility: Not aid eligible
Classification of Instructional Program (CIP) Code: 50.0301
Standard Occupational Classification (SOC) Code: 27-2031

About the Program

The certificate in dance studies is a one-year option for any qualified professional dancer to assess whether they have the interest and aptitude for entering an undergraduate dance program. The certificate program has no entrance requirement beyond possession of a high school diploma or GED equivalency. All credits earned in the certificate of study in dance will be transferable into the part-time or full-time BS in Dance (p. 24).

Program Requirements

General Requirements

DANC 100	Survey of Dance Studies	3.0
DANC 115	Introduction to Dance	3.0
DANC 116	Dance and Fitness	3.0
DANC 135	Rhythmic Study for Dance	3.0
DANC 215	Dance Appreciation	3.0
DANC 216	Introduction to Laban Movement Analysis	3.0
Total Credits		**18.0**

Sample Plan of Study

First Year (Part-Time)

Fall	Credits	Winter	Credits	Spring	Credits
DANC 100	3.0	DANC 115	3.0	DANC 215	3.0
DANC 116	3.0	DANC 135	3.0	DANC 216	3.0
	6		**6**		**6**

Total Credits 18

Index

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