

## ***Entertainment Technologies (Associate of Applied Science)***

The Associate of Applied Science in Entertainment Technologies (AAS) provides a course of study for students who want to prepare for immediate entry into the Louisiana entertainment industry. Students learn about media production and the structures of the film, interactive digital media (web development), and audio recording/engineering industries. This program of study is *not intended for college transfer*. Students should consult with an Entertainment Technologies advisor for specific course selections relevant to their career goals and interests.

To receive this degree, the student must:

- Have a cumulative GPA of 2.00 or higher in all credit hours to be used towards the degree.
- Earn a “C” or better in major courses, in ENGL 1013 and ENGL 1023, and in all courses that are prerequisites for other courses.
- Complete the coursework listed below.

**Program Outcomes. Upon successful completion of the program, the graduate will be able to:**

1. Apply the competencies learned in the classroom to work in the fields of Film, Interactive Digital Media, and/or Audio Recording and Engineering.
2. **Use Core Area-specific software to create and/or develop a work-ready portfolio for application to work in an Entertainment Technology-related field.**
3. **Articulate the process of the creation of entertainment products.**

### **Program of Study**

<b>First Semester</b>	<b>Credit Hours</b>
ENGL 1013            English Composition I	3
ETEC 1013            Introduction to Entertainment Technologies	3
BUSN 1003            Introduction to Business	3
Any General Education Speech	3
Any General-Education Social Science	3
	<hr/> <b>15</b>
<b>Second Semester</b>	<b>Credit Hours</b>
ENGL 1023            English Composition II	3
<i>Choose one:</i>	3
Any General-Education Mathematics	
PHIL 2113, Introduction to Logic	
Any General Education Natural Science	3
ETEC Core Requirement (see below)	3
ETEC Core Elective (see below)	3
	<hr/> <b>15</b>
<b>Third Semester</b>	<b>Credit Hours</b>
General Education Humanities Elective (see below)	3
ETEC Core Requirement (see below)	3
ETEC Core Elective (see below)	3

ETEC Core Elective (see below)	3
ETEC Core Elective (see below)	3
	<b>15</b>

<b>Fourth Semester</b>	<b>Credit Hours</b>
ETEC Core Requirement (see below)	3
ETEC General Elective (see below)	3
ETEC General Elective (see below)	3
ETEC General Elective (see below)	3
ETEC General Elective (see below)	3
	<b>15</b>

**Total Program Hours: 60**

### ETEC Core Requirements and Core Electives

Students must select an area of interest—Digital Film Production, Interactive Digital Media, or Audio Recording and Engineering—and take the corresponding courses (nine credit hours) from that area as their ETEC Core Requirement courses. Students must also meet with an ETEC advisor to determine the area of interest and suggested course sequence (ETEC Core Electives and ETEC General Electives) for their area of interest.

### ETEC Core Requirements

	<b>Semester Credit Hours</b>
<i>Core Area One: <u>Digital Film Production</u></i>	
FILM 2003 Introduction to Cinema Studies	<b>3</b>
ETEC 2213 Digital Film Production I (or FILM 2213)	<b>3</b>
ETEC 2223 Digital Film Production II (or FILM 2223)	<b>3</b>
<i>Core Area Two: <u>Interactive Digital Media</u></i>	
ETEC 2503 Digital Literacy	<b>3</b>
ETEC 2513 Web Development I	<b>3</b>
ETEC 2523 Web Development II	<b>3</b>
<i>Core Area Three: <u>Audio Recording and Engineering</u></i>	
ETEC 2053 Introduction to Recording Technology	<b>3</b>
ETEC 2303 Audio Engineering	<b>3</b>
ETEC 2403 Audio for Digital Media	<b>3</b>

### ETEC Core Electives (all students, all Core Areas)

ETEC 2003 Acoustic Theory	<b>3</b>
ETEC 2013 Storyboard Development	<b>3</b>
ETEC 2023 Production Management	<b>3</b>
ETEC 2043 Introduction to Music Business	<b>3</b>
ETEC 2053 Introduction to Recording Technology	<b>3</b>
ETEC 2063 Introduction to MIDI and Electronic Music	<b>3</b>
ETEC 2073 Introduction to the Art of Foley	<b>3</b>

ETEC 2083	Music and the Entertainment Industry	
ETEC 2103	Game Theory and Design	3
ETEC 2153	Game Production	3
ETEC 2203	Game Programming	3
ETEC 2213	Digital Film Production I	3
ETEC 2223	Digital Film Production II	3
ETEC 2233	Digital Post Production	3
ETEC 2253	3D Modeling and Animation	3
ETEC 2303	Audio Engineering	3
ETEC 2403	Audio for Digital Media	3
ETEC 2503	Digital Literacy	3
ETEC 2513	Web Development I	3
ETEC 2523	Web Development II	3
FILM 2003	Introduction to Cinema Studies	3
FILM 2013	Cinema History Through 1945	3
FILM 2023	Cinema History After 1945	3

### **General Elective Courses (all students, all Core Areas)**

Any MUSC course		3
Any HUMN course		3
Any ARTS course		3
Any FILM course (not taken as Core Requirement or Core Elective)		3
Any ETEC course (except ETEC 1013 or course taken as Core Requirement)		3
Any CSCI course (credit will not be given for both CSCI 1013 and CSCI 1903)		3
Any THTR course		3
BUSN 2403	Business Communication	3
ENGL 2513	Professional Writing	3
ENGL 2053	Introduction to Writing Short Stories	3
ENGL 2093	Introduction to Screenwriting	3
ENGL 2423	Film as Literature	3
SPCH 2403	Performance of Literature	3

### **General Education Humanities Courses**

ENGL 2133	Literature and Ethnicity	3
ENGL 2303	Introduction to Fiction	3
ENGL 2313	Introduction to Poetry and Drama	3
ENGL 2123	Major British Writers	3
ENGL 2173	Major American Writers	3
ENGL 2223	Major World Writers	3
ENGL 2403	Introduction to African-American Literature	3
ENGL 2323	Introduction to Literature	3
ENGL 2503	Introduction to Folklore	3
ENGL 2483	Shakespeare: The More Popular Plays	3
HIST 1113	History of World Civilizations I	3
HIST 1123	History of World Civilizations II	3
HIST 2003	History of Roman Republic and Empire	3
HIST 2013	American History Colonial to 1865	3
HIST 2023	American History 1865-Present	3

HIST 2213	Modern Europe 1500-1848	<b>3</b>
HIST 2223	Modern Europe 1848 to Present	<b>3</b>
HUMN 2103	World Mythology	<b>3</b>
HUMN 2013	Africa and the Middle East	<b>3</b>
HUMN 2553	Asia and the Americas	<b>3</b>
HUMN 2753	The Heroic Journey: From Classical to Contemporary	<b>3</b>
PHIL 1013	Introduction to Philosophy	<b>3</b>
PHIL 2013	Introduction to Ethics	<b>3</b>
PHIL 2283	Philosophy of Religion	<b>3</b>

For more information, contact the Division of Liberal Arts at 225-216-8165.