

## THEATRE AND ENTERTAINMENT TECHNOLOGY

### Theatre and Entertainment Technology, AS (ENTR-AS)

<b>Communications Area</b>		<b>3 Credit Hours</b>
ENC 1101	English Composition I	3
<b>Humanities Area</b>		<b>3 Credit Hours</b>
•*See General Education Core Requirement		3
<b>Mathematics Area</b>		<b>3 Credit Hours</b>
•+*See General Education Core Requirement		3
<b>Natural Sciences Area</b>		<b>3 Credit Hours</b>
•See General Education Core Requirement		3
Recommend: •PHY1020 or •EVR1001		
<b>Social Sciences Area</b>		<b>3 Credit Hours</b>
POS 2041	Amer National Government	3
OR		
AMH 2010	United States History I	3
OR		
AMH 2020	United States History II	3
<b>Major Courses</b>		<b>38 Credit Hours</b>
TPA 1210	Stagecraft I	3
TPA 1211	Stagecraft II	3
TPA 1340	Drafting for the Theatre I	3
TPA 1220	Introduction to Stage Lighting	3
TPA 2070	Scenic Painting and Sculpting	3
TPA 2212	Sound for the Stage	3
TPA 1290L	Technical Theatre Lab I	2
TPA 1291L	Technical Theatre Lab II	2
TPA 2221	Advanced Stage Lighting	3
TPA 2341	Drafting for Theatre II	3
TPA 2072	Adv Scenic Painting and Sculpt	3
DIG 2251	Sound for Digital Media	3
TPA 2930	Spcl Topics Entertainment Tech	3
THE 1925	Play Production	1
<b>Electives (Choose 11 credits)</b>		<b>11 Credit Hours</b>
DIG 2200	Digital Video Fundamentals	3
DIG 2430	Digital Story Development	3
DIG 2205	Digital Post Production	3
MUM 2600	Sound Recording I	3
MUM 2601	Sound Recording II	3
MUM 2600L	Sound Record Lab	2
THE 1925	Play Production	1

• General Education Core.

+ Prerequisites and/or corequisites required. See course descriptions.

# Applies to AS degree and certificate programs.

= Career Certificate course.

\* Minimum grade of "C" required.

@ Civic Literacy.