

## 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
Recomment: •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

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- 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.

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