

SCHOOL OF ARTS, ENTERTAINMENT, AND CREATIVE TECHNOLOGIES

Bachelor's Degree

- Bachelor of Science in Arts, Entertainment, and Creative Technologies

AECT 1000. The Science and Practice of Creativity. 3 Credit Hours.

Explores the science and practice of creativity, especially how to spur innovation and creatively solve problems at the intersection of emerging technologies and arts practice.

AECT 1500. Creative Coding and Emerging Technologies. 3 Credit Hours.

Explores the role of emerging technologies in creative coding processes and allows students to deepen their computer programming knowledge while building computational art portfolio pieces.

AECT 2000. Storytelling Studio. 3 Credit Hours.

Introduces technologies, techniques, and creative practices related to storytelling across multiple media platforms. Students hone their voice, vision, and craft as storytellers for media technologies.

AECT 2030. Leaders in Progress and Service for the Creative Industries. 2 Credit Hours.

Introduces students to the creative industries and the evolving role of technology within arts and entertainment. Empowers students to explore industry-specific leadership challenges and opportunities.

AECT 3000. Visual Arts and Design Studio I. 3 Credit Hours.

An introduction to creative problem-solving and the design realization cycle through project-based design exercises that emphasize the role of representation.

AECT 3100. Sound for Artistic Expression. 3 Credit Hours.

Explores technologies and techniques used in digital sound, music production, and audio for entertainment media including motion picture, art installation, gaming, and immersive experience.

AECT 3200. History and Critique of Arts and Technology. 3 Credit Hours.

Explores critical frameworks for analyzing creative technologies, the way technologies intersect with creative methods and the history of technologies as they intersect with the arts.

AECT 3400. Visual Arts and Design Studio II. 3 Credit Hours.

A project-based course focused on technologies, techniques, and artistic design skills for creating compelling visual experiences within computer software and media applications.

AECT 3500. Worldbuilding Studio. 3 Credit Hours.

A collaborative, project-based course that combines emerging technologies, design, and storytelling to build worlds for transmedia projects, spherical narratives, and post-cinematic entertainment experiences.

AECT 4000. Senior Capstone for Arts, Entertainment, and Creative Technologies I. 3 Credit Hours.

The first semester of the capstone studio course for Arts, Entertainment, and Creative Technologies.

AECT 4500. Senior Capstone for Arts, Entertainment, and Creative Technologies II. 3 Credit Hours.

The second semester of the capstone studio course for Arts, Entertainment, and Creative Technologies.