

BACHELOR OF SCIENCE IN ARTS, ENTERTAINMENT, AND CREATIVE TECHNOLOGIES

Georgia Tech’s newest degree brings together creative arts, technology, and entrepreneurship in a bold, future focused program designed for students who want to imagine, design, and build what comes next. We believe artistic practice and STEM are equally essential. Our major combines creative expression with technical innovation through a curriculum that values intellectual diversity, critical thinking, and courageous ideas. Students learn to move fluently between disciplines, developing both the creative voice and the analytical rigor needed to address complex real world challenges.

The program emphasizes hands on, industry relevant learning from the start. Students build a strong foundation in arts and technology while working in studios, labs, and project based environments led by accomplished practitioners. Our curriculum weaves experiential learning, collaboration, and entrepreneurial thinking throughout, so graduates leave with practical skills, professional portfolios, and the confidence to pursue careers across creative industries, emerging technologies, and their own ventures.

Deeply connected to local and global arts organizations and creative industry partners, the major prepares students to engage meaningfully beyond campus and to lead at the intersections of culture, technology, and innovation. It complements Georgia Tech’s long standing strengths by expanding how creativity and artistic practice are experienced across the Institute, encouraging new forms of collaboration among students and faculty from many disciplines. As graduates carry this integrated approach into professional and creative communities, they exemplify Georgia Tech’s reputation as a place where technical excellence and creative inquiry advance together.

Code	Title	Credit Hours
Wellness Requirement		
APPH 1040	Scientific Foundations of Health	2
	or APPH 10 The Science of Physical Activity and Health	
	or APPH 10 Flourishing: Strategies for Well-being and Resilience	
Core IMPACTS		
Institutional Priority		
CS 1315	Introduction to Media Computation	3
Mathematics and Quantitative Skills		
MATH 1552	Integral Calculus	4
Political Science and U.S. History		
HIST 2111	The United States to 1877	3
	or HIST 2111 The United States since 1877	
	or INTA 1200 American Government in Comparative Perspective	
	or POL 1101 Government of the United States	
	or PUBP 3000 American Constitutional Issues	
Art, Humanities, and Ethics		
Any HUM		6
Communicating in Writing		
ENGL 1101	English Composition I	3
ENGL 1102	English Composition II	3

Technology, Mathematics, and Sciences		
Lab Science		8
MATH 1551	Differential Calculus	2
MATH 1553	Introduction to Linear Algebra	2
Social Sciences		
Any SS		9
Field of Study		
AECT 1000	The Science and Practice of Creativity	3
AECT 1500	Creative Coding and Emerging Technologies	3
AECT 2030	Leaders in Progress and Service for the Creative Industries	2
ECE 2806	Special Topics (AI First)	3
	or CS 1331 Introduction to Object Oriented Programming	
ECE 2026	Introduction to Signal Processing	3
	or CS 1332 Data Structures and Algorithms for Applications	
AECT 2000	Storytelling Studio	3
Major Requirements		
AECT 3000	Visual Arts and Design Studio I	3
AECT 3100	Sound for Artistic Expression	3
AECT 3200	History and Critique of Arts and Technology	3
AECT 3400	Visual Arts and Design Studio II	3
AECT 3500	Worldbuilding Studio	3
AECT 4000	Senior Capstone for Arts, Entertainment, and Creative Technologies I	3
AECT 4500	Senior Capstone for Arts, Entertainment, and Creative Technologies II	3
	Arts, History, Theory, and Aesthetics Elective	3
	Arts Practice Electives	9
	Arts + Tech Ethics/Law Course	3
	Entrepreneurship and Business Elective	3
	Technology Major Electives	3
	Additional Major Electives	9
Free Electives		
	Free Electives ¹	9
Total Credit Hours		122

¹ Please note that all students must complete at least 39-hours of 3000/4000-level coursework in order to graduate. There are many ways to satisfy this requirement using the elective options for the major.

Code	Title	Credit Hours
Arts, History, Theory and Aesthetics Elective Options		
ARCH 1060	Introduction to Design and the Built Environment	3
ARCH 3010	Design Strategies	3
ARCH 3007	Art & Architecture in Greece	3
ARCH 3008	Art & Architecture in Italy I	3
ARCH 3009	Art & Architecture in Italy II	3
ARCH 4143	Museums: History, Theory, Design	3
ARCH 4833	Special Topics: Architectural Technology	3
FREN 3697	Paris in Cinema/Cinema in Paris	3
FREN 4011	French Art	3

Code	Title	Credit Hours
FREN 4160	Arts and Power in Paris: Architecture, Urban Art, Visual Arts, Literature, and More	3
FREN 4242	The French New Wave	3
GRMN 3055	German Fairy Tales: From the Grimm Brothers to Disney	3
GRMN 3110	Television & Electronic Culture	3
GRMN 4010	Perspectives of German Media	3
GRMN 4025	German Culture & Film	3
GRMN 4026	German Post-Wall Cinema	3
ID 2241	History of Art 1	3
ID 2242	History of Art 2	3
ID 4206	Culture of Objects: A Seminar on the Design and Culture of Objects	3
JAPN 4165	Critical Readings in Japanese Culture and Arts	3
JAPN 4173	Japanese Culture and Society through Anime	3
JAPN 4813	Special Topics (Sociolinguistics through Manga)	3
KOR 3415	Korea in Media: K-Pop, Film, and Drama	3
KOR 3813	Special Topics (East Asian Cinema Masteworks of Genre)	3
or JAPN 3813	Special Topics	
LMC 2400	Introduction to Media Studies	3
LMC 2410	Introduction to Game Studies	3
LMC 2450	Introduction to Black Media Studies	3
LMC 2500	Introduction to Film	3
LMC 2600	Introduction to Performance Studies	3
LMC 2720	Principles of Visual Design	3
LMC 2730	Constructing the Moving Image	3
LMC 3253	Animation	3
LMC 3254	Film History	3
LMC 3255	Cinema and Digital Culture	3
LMC 3256	Major Filmmakers	3
LMC 3257	Global Cinema	3
LMC 3258	Documentary Film	3
LMC 3259	Experimental Film	3
LMC 3262	Performance Studies	3
LMC 3263	Music, Culture, and Society	3
LMC 3352	Film and/as Technology	3
LMC 3405	Media, Culture, and Society	3
LMC 3450	Blackness, Media, and Meaning-Making	3
LMC 3451	Race, Gender, and Digital Media	3
LMC 3705	Principles of Information Design	3
LMC 3710	Principles of Interaction Design	3
LMC 4720	Interactive Narrative	3
LMC 4725	Games Design as a Cultural Practice	3
LMC 4730	Experimental Digital Art	3
MUSI 2700	Introduction to Music Theory	3
MUSI 3450	Survey of Music Technology	3
MUSI 3621	European Composers and Thier Music	3
MUSI 3630	The History of Jazz, the Roots and Evolution of an American Musical Art Form	3
MUSI 4456	Music Technology History and Repertoire	3
Arts Practice Elective Options		
ARCH 1020	Media + Modeling 1	3
CS 4455	Video Game Design and Programming	3
CS 4731	Game AI	3
CS 4496	Computer Animation	3
ID 2101	Digital Design Methods	3
ID 2102	3D Modeling	2
ID 3510	Introduction to Interactive Product Design	3
ID 4062	ID Capstone Design Studio 2	4
LMC 3402	Graphic and Visual Design	3
LMC 3406	Video Production	3
LMC 3407	Advanced Video Production	3
LMC 3454	Producing Black Documentary Film and Podcasts	3
LMC 4407	Video Editing and Postproduction	3
LMC 4710	Game Studio	3
LMC 4733	Mixed Reality Experience Design	3
LMC 4720	Interactive Narrative	3
MUSI 2015	Laptop Orchestra	3
MUSI 3541	Electronic Percussion Ensemble	1
MUSI 3770	Project Studio: Technology	4
MUSI 4450	Integrating Music Into Multimedia	3
MUSI 4458	Computer Music Composition	3
MUSI 4670	Music Interface Design	3
ARCH 4413	Collage Making	3
ARCH 4833	Special Topics: Architectural Technology	3
ID 1418	Introduction to Sketching and Modeling 1	1
ID 1419	Introduction to Sketching and Modeling 2	1
ID 4418	Design Sketching	3
LMC 2661	Theatre Production I	1
LMC 2662	Theatre Production II	1
LMC 3062	Film Acting Workshop	3
LMC 3236	Writing for the Stage and Screen	3
LMC 4602	Performance Practicum	3
MUSI 3019	Pep Band	1
MUSI 3121	Concert Band	1
MUSI 3131	Symphonic Band	1
MUSI 3231	Chamber Choir	1
MUSI 3241	Chorale	1
MUSI 3251	Glee Club	1
MUSI 3261	Treble Choir	1
MUSI 3311	Jazz Ensemble	1
MUSI 3321	Jazz Combo	1
MUSI 3411	Chamber Ensemble	1
MUSI 3531	New Music Ensemble	1
MUSI 3511	Percussion Ensemble	1
MUSI 3551	Rock and Pop Ensemble	1
MUSI 3611	Symphony Orchestra	1

Code	Title	Credit Hours
Arts + Tech Ethics/Law Course Options		
MGT 4803	Special Topics in Management (Sports and Entertainment Law)	3
MGT 2106	Legal, Social, Ethical Aspects of Business	3
PHIL 3101	AI Ethics and Policy	3

Code	Title	Credit Hours
Entrepreneurship and Business Elective Options		
MGT 4803	Special Topics in Management (Start up Lab) or COE 270 Startup Lab: Introduction to Technology Ventures or CS 2701 Startup Lab: Introduction to Technology Ventures	3
MGT 3101	Organizational Behavior	3
MGT 3150	Principles of Management	3
MGT 4450	Project Management	3
MGT 4670	Entrepreneurship	3

Code	Title	Credit Hours
Technology Major Elective		
CS 2110	Computer Organization and Programming	4
CS 2261	Media Device Architectures	4
CS 3600	Introduction to Artificial Intelligence	3
CS 4455	Video Game Design and Programming	3
CS 4496	Computer Animation	3
CS 4625	Intelligent and Interactive Systems	3
CS 4635	Knowledge-Based Artificial Intelligence	3
CS 4641	Machine Learning	3
CS 4644	Deep Learning	3
CS 4731	Game AI	3
ECE 2026	Introduction to Signal Processing	3
ECE 3077	Prob/Stats for ECE	3
ECE 3084	Signals and Systems	3
ECE 3251	Optimization for Information Systems	3
ECE 3710	Circuits and Electronics	2
ECE 4252	Fundamentals of Machine Learning (FunML)	3
ECE 4258	Digital Image Processing	3
ECE 4260	Random Signals and Applications	3
ECE 4270	Fundamentals of Digital Signal Processing	3

Code	Title	Credit Hours
Additional Major Electives		
ARCH 3200	Portfolio Design	3
ARCH 4508/ ID 4803/CS 4803	Shape Grammars	3
CS 2110	Computer Organization and Programming	4
CS 3790	Introduction to Cognitive Science	3
FREN 3110	Comics & Graphic Arts	3
FREN 4013	French Literature and the Visual Arts	3
FREN 4105	Francophone Cinema	3

FREN 4246	French and Francophone Films and Media	3
GT 1000	Freshman Seminar	1
ID 2325	User Centered Design Methods	3
ID 2401	Visual Design Thinking	3
ID 3320	Design Methods: User Centered Design	3
LMC 3403	Technical Communication, Theory and Practice	3
LMC 3451	Race, Gender, and Digital Media	3
MGT 2250	Management Statistics	3
MGT 3000	Financial and Managerial Accounting	3
MGT 3103	Leadership in a Changing Environment	3
MGT 3150	Principles of Management	3
MGT 3300	Marketing Management I	3
MGT 3607	Business Ethics	3
MGT 3614	Law for Entrepreneurs	3
MGT 3743	Analysis of Emerging Technologies	3
MGT 4311	Digital Marketing	3
MGT 4726	Privacy, Technology, Policy, and Law	3
MGT 4803	Special Topics in Management (Sports and Entertainment Practicum)	3
MGT 4803	Special Topics in Management (Sports and Entertainment Marketing)	3
MUSI 2525	Introduction Audio Technology I	3
MUSI 2526	Introduction to Audio Technology II	3
MUSI 4459	Digital Signal Processing for Music	3
MUSI 4630	Music Recording and Mixing	3
MUSI 4670	Music Interface Design	3
MUSI 4677	Music Perception and Cognition	3
PHIL 3101	AI Ethics and Policy	3
PSYC 2280	Psychology of Creativity and Art	3
PSYC 3750	Human Computer Interface Design and Evaluation	3
PSYC 3790	Introduction to Cognitive Science	3
PSYC 4010	Human Abilities	3
PSYC 4011	Cognitive Psychology	4
PSYC 4090	Cognitive Neuroscience	3