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- **Graphic Design**
- **Instructional Design & Technology**
- **Intensive English**
- **Media Communications**
- **Music Business**

### Certificate Programs

- **Audio Production**
- **Digital Marketing**
- **Instructional Design & Technology**
- **Intensive English**
- **Media Communications**

### Active Duty Military Tracks

- **Game Design**
- **Media Communications**
- **Sports Marketing & Media**

### Completion Programs

- **Audio Arts**
- **Business**
- **Communications**
- **Computer Science**
- **Interactive Technology**
- **Visual Arts**
Provide learning environments that are real world

Full Sail’s campus is designed to provide students with educational environments that are on par with some of the best production facilities in the world. In these studios, labs, and classrooms, students gain real-world experience with the creative and technical tools employed at all levels of the industry. At the same time, they learn the same production workflows used in film productions, recording sessions, live events, animation and design projects, and in the development of video games, websites, and entertainment business strategies.

Full Sail’s online courses and degrees are driven by a real-world approach that uses current technology to educate and inspire. Through the capabilities of today’s Internet, traditional assignments are complemented by videos, animations, and interactive exercises. Our online learning environment is also built around the concept of connecting you with people – from accessible instructors, to exclusive guest lecturers, to collaboration tools that enable you to meet, share, and receive feedback from your peers.

Whether on campus or online, Full Sail’s goal is to deliver a real-world educational experience that is engaging and exceptional.

People from around the world come to Full Sail to pursue their educational goals, and they share one thing in common – a passion for creative careers in the entertainment and media industry.

Full Sail’s mission is to provide students with an innovative style of education, delivered by a staff of dedicated individuals, that addresses the career opportunities available in an ever-growing, constantly evolving industry. We do this by developing unique curricula that combine elements of creativity, art, business and life skills, technical prowess, and academic achievement. Our education is delivered via immersive teaching methods, both in Full Sail’s real-world production studios and classrooms, as well as through our online learning environment. Every one of our degree programs is designed to provide students with knowledge and real-world experience that will help them realize their career goals in the entertainment and media industry.

Empower our students through an active relationship with the entertainment and media industry

Full Sail is dedicated to serving the needs and careers of our students and graduates by actively engaging the companies that make up the entertainment and media industry, both in the United States and around the world. At Full Sail, every degree program goes through ongoing assessment and evolution, ensuring that students receive an education that is current and relevant. This is accomplished through industry feedback and insight, and the specific guidance of groups of entertainment and media professionals who make up Program Advisory Committees for each of our degrees. In addition, our commitment to a close relationship with the industry allows employers to easily recruit qualified talent, and also allows our Career Development Department to promote our graduates to the widest possible audience.

Connect students with educators and industry guests who inspire and challenge

The core of Full Sail is our staff, many of whom bring years of industry credentials and educational experience to our campus. Because many of our educators and guests are active in the professional community through conventions, industry affiliations, and professional projects, they are able to inspire students with current knowledge that speaks to how entertainment and media companies create exceptional professional product.

Promote professionalism throughout the educational experience

We believe that students should approach their education like professionals because it will increase their chance for success throughout their careers. There are initiatives woven throughout a student’s educational journey designed to instill professional protocol, attitude, and a mindset for creativity and success. These elements are integral to our real-world educational formula, alongside up-to-date curricula, professional settings, immersive projects, and experienced educators.

If you’re serious about your dream, we’ll take your dream seriously.
Since Full Sail’s inception in 1979, over 36,800 graduates have prepared for careers in the entertainment and media industry. The following features some of the highlights of Full Sail’s history as well as that of our graduates.

In March 1998 witnessed the introduction of the Game Design Specialized Associate’s Degree as well as the Show Production & Design Specialized Associate’s Degree. In January of that same year, Full Sail achieved additional accreditation and licensing enabling students to earn Associate of Science Degrees in Recording Arts, Film and Video Production, and Digital Media. In February of 1999, a new accredited program was introduced — the Computer Animation Associate of Science Degree. Additionally, the Game Design and Show Production & Touring Programs were modified and approved to be offered as Associate of Science Degrees.

Another milestone was achieved in August 2005 when three Entertainment Business Bachelor of Science Degree Programs were launched. The launch of this first online degree was years in the making, and saw the school build a proprietary online learning platform from the ground up.

In December 2007, Full Sail launched a new on-campus degree program — the Game Art Bachelor of Science Degree — designed to meet the growing demand for game-specific artists. In January 2008, Full Sail launched two additional online degree programs — the Education Media Design & Technology Master of Science Degree and the Entertainment Business Bachelor of Science Degree, and a new on-campus degree program — the Web Design & Development Bachelor of Science Degree.

In March 2008, Full Sail was granted University status and expanded to become Full Sail University. Since then, the school has become known as Full Sail University and has added additional online and on-campus degree programs in areas such as Virtual Reality, Entertainment Business, Game Art, Game Design, Film Production, Video Production, and more.

Throughout the world, Full Sail graduates are employed in music recording, film production, video production, animation, costume design, web development, concert sound, concert lighting, postproduction, game design, music, interactive title development, graphic design, virtual reality and simulation, entertainment companies, and worldwide corporations. Hundreds of media businesses have been built and GRAMMY, Emmy, Adly, and Recording Industry Association of America Gold and Platinum Record award winners have been earned by numerous alumni. In addition, 2009 marked the first graduate to ever be nominated for an OSCAR.

In 2010, “One of the Top 5 Game Degree Programs in the World” was recognized by the Florida Virtual School and the Florida Virtual School Foundation. In 2011, Full Sail was ranked among the top 5 online schools for Game Design by Education-Portal.com. In 2012, Full Sail was ranked as one of the top 5 online schools for Game Design by Education-Portal.com. In 2013, Full Sail was ranked as one of the top 5 online schools for Game Design by Education-Portal.com. In 2014, Full Sail was ranked as one of the top 5 online schools for Game Design by Education-Portal.com. In 2015, Full Sail was ranked as one of the top 5 online schools for Game Design by Education-Portal.com. In 2016, Full Sail was ranked as one of the top 5 online schools for Game Design by Education-Portal.com. In 2017, Full Sail was ranked as one of the top 5 online schools for Game Design by Education-Portal.com. In 2018, Full Sail was ranked as one of the top 5 online schools for Game Design by Education-Portal.com. In 2019, Full Sail was ranked as one of the top 5 online schools for Game Design by Education-Portal.com. In 2020, Full Sail was ranked as one of the top 5 online schools for Game Design by Education-Portal.com. In 2021, Full Sail was ranked as one of the top 5 online schools for Game Design by Education-Portal.com. In 2022, Full Sail was ranked as one of the top 5 online schools for Game Design by Education-Portal.com. In 2023, Full Sail was ranked as one of the top 5 online schools for Game Design by Education-Portal.com. In 2024, Full Sail was ranked as one of the top 5 online schools for Game Design by Education-Portal.com. In 2025, Full Sail was ranked as one of the top 5 online schools for Game Design by Education-Portal.com. In 2026, Full Sail was ranked as one of the top 5 online schools for Game Design by Education-Portal.com. In 2027, Full Sail was ranked as one of the top 5 online schools for Game Design by Education-Portal.com. In 2028, Full Sail was ranked as one of the top 5 online schools for Game Design by Education-Portal.com. In 2029, Full Sail was ranked as one of the top 5 online schools for Game Design by Education-Portal.com. In 2030, Full Sail was ranked as one of the top 5 online schools for Game Design by Education-Portal.com. In 2031, Full Sail was ranked as one of the top 5 online schools for Game Design by Education-Portal.com. In 2032, Full Sail was ranked as one of the top 5 online schools for Game Design by Education-Portal.com. In 2033, Full Sail was ranked as one of the top 5 online schools for Game Design by Education-Portal.com. In 2034, Full Sail was ranked as one of the top 5 online schools for Game Design by Education-Portal.com. In 2035, Full Sail was ranked as one of the top 5 online schools for Game Design by Education-Portal.com. In 2036, Full Sail was ranked as one of the top 5 online schools for Game Design by Education-Portal.com. In 2037, Full Sail was ranked as one of the top 5 online schools for Game Design by Education-Portal.com. In 2038, Full Sail was ranked as one of the top 5 online schools for Game Design by Education-Portal.com. In 2039, Full Sail was ranked as one of the top 5 online schools for Game Design by Education-Portal.com. In 2040, Full Sail was ranked as one of the top 5 online schools for Game Design by Education-Portal.com. In 2041, Full Sail was ranked as one of the top 5 online schools for Game Design by Education-Portal.com. In 2042, Full Sail was ranked as one of the top 5 online schools for Game Design by Education-Portal.com. In 2043, Full Sail was ranked as one of the top 5 online schools for Game Design by Education-Portal.com. In 2044, Full Sail was ranked as one of the top 5 online schools for Game Design by Education-Portal.com. In 2045, Full Sail was ranked as one of the top 5 online schools for Game Design by Education-Portal.com. In 2046, Full Sail was ranked as one of the top 5 online schools for Game Design by Education-Portal.com. In 2047, Full Sail was ranked as one of the top 5 online schools for Game Design by Education-Portal.com. In 2048, Full Sail was ranked as one of the top 5 online schools for Game Design by Education-Portal.com. In 2049, Full Sail was ranked as one of the top 5 online schools for Game Design by Education-Portal.com. In 2050, Full Sail was ranked as one of the top 5 online schools for Game Design by Education-Portal.com.
The Campus, The Facilities, The Equipment

The Full Sail Campus is located in Winter Park, Florida (a suburb of Orlando). A number of multimedia complexes specifically designed to house 110+ studios/production suites as well as classrooms, administrative offices, conference rooms, a media center, and other support facilities are located on a 210-acre campus.

1. Full Sail Live
2. Welcome Center
3. The HangR - Campus Store
4. Dubbing Stage
5. Studios A & B
6. The Virtual Set
7. Digital Arts & Graphic Design Facilities
8. Soundstages 1A, 1B, & 1C
9. Park/Walkway
10. FSNET Message Center
11. Full Sail Studios Gateway
12. Live Venue
13. Blackmoor Game Studio & Audio Temple Recording Studio
14. EB Center/Hall of Fame
15. The Backlot
16. Game Development Building
17. Mix Palace
18. Water Tower
19. Library
20. Soundstages & Labs
21. Web Design & Development Building
22. Fab Lab & VR/AR Lab
23. Film Center
24. 3D Arts Center
25. The Treehouse
26. Career Development
27. Full Sail Live 3

Full Sail Studios
The custom-built, 2.2-acre Full Sail Studios encompass the multipurpose Full Sail Live venue, a flagship recording studio, a complete game production studio, and an outdoor plaza courtyard.
Game Development Labs

These labs are specifically designed to provide a focused and flexible environment for Game Development students as they plan, program, and produce their custom-designed video game projects.

The Gaming Lab

This room houses 44 workstations, each equipped with QTY 44 HP Z210 workstations w/ 22” LCDs. Students use these machines to further their knowledge of workstation architecture, system performance, and configurations, as they develop, test, and refine their final video game projects.

The Mac Animation Labs

These five dedicated animation labs feature a total of 72 Apple Mac Pro quad-core workstations, connected to network storage and paired with high-definition displays. The key software packages utilized are Autodesk Maya and The Foundry Nuke, as instructors introduce students to 3D modeling, animation concepts, compositing, and demo reel assembly.

The Hewlett-Packard xw6400 Lab

This lab features 24 Hewlett-Packard xw6400 dual-Xeon processor workstations optimal for high-level visual effects animation and rendering. Each workstation is equipped with DVD burning capabilities, a Wacom tablet, 20” LCD display, and is connected to a 50-node I/O boxx rendering system. Each station is also outfitted with industry-standard software including Autodesk Maya, and Adobe Photoshop CS5.

The Final Project Lab

In this lab, students execute their final animation projects on some of the school’s most powerful graphic workstations – quad-core Apple Mac Pros connected to network storage and equipped with DVD burners, Wacom tablets, and dual Samsung 24” LED backlit LCD screens, as well as software including Autodesk Maya, Quicktime Pro, Adobe Photoshop CS5, and Adobe After Effects.

Motion Capture Studio

This impressive lab features 24 Motion Analysis Eagle RealTime motion capture cameras, linked to two high-end Hewlett-Packard workstations used to capture and render actor movement in real time, with the output projected onto a 28’ curved screen. Students in this lab create real-time motion capture movements by using a body suit with sensors, then view a rendering of those motions applied to a character designed in a 3D application.

The Mac Audio Lab

The Mac Audio Lab is a multi-station environment where students take part in 100-level Avid Pro Tools Operator Certification training, software synthesis, and other digital audio techniques. Each Apple Mac Pro workstation features Avid Pro Tools 002, Korg and EMU sound module systems, a M-Audio Radium 49 MIDI controller, a Lexicon sound processor, and an array of industry-standard plug-ins.
Suites & Labs

The Avid Media Composer Lab
This lab houses eighteen Hewlett-Packard Z400 digital editing workstations equipped with Avid Media Composer 6. They are capable of compression choices from 20:1 to 1:1 using high-quality Avid codecs, known in the industry for stunning image quality even at high compression settings. Each Avid system has a powerful set of titling, graphics, compositing, and audio features, and is equipped with dual 22” HP LCD screens.

The Avid Media Composer Nitris DX Labs
Each of these two labs features six digital editing systems that allow students to edit 35mm film footage with a full array of unsurpassed professional editing tools. Media Composer 6 features high performance real-time capabilities including 3D effects, titles, and graphics. Each Hewlett-Packard Z800 workstation is equipped with a Blu-Ray burner, dual 22” HP LCD screens, and a 24” JVC reference monitor. Students also utilize graphic software like Adobe After Effects and Photoshop to finish their projects.

The Avid DS Nitris Labs
Avid DS Nitris is the ultra high-performance standard definition and high-definition finishing and mastering system. Each of these six-station labs offers students the chance to experience the highest standard of nonlinear editing, special effects, and image treatment.

The Pro Tools Post-production Lab
This Pro Tools lab supports workstations and mastering labs for the Recording Arts Department, and trains students in professional post-production techniques and tools, using Pro Tools LE with the Avid 003 interface. The systems are driven by 2.66 Ghz Dual-Core Mac Pro workstations with 4GB RAM, and the lab features extensive sound effects libraries for students to build their projects.
The Backlot
Full Sail's professional Hollywood-style Backlot is comprised of multiple outdoor locations designed to expand students’ storytelling capabilities, giving them flexibility and creative range for student projects. The Backlot features such iconic locations as the Seattle Fish Market, New Orleans' French Quarter, and New York City's brownstones, as well as general locations like a gas station, multiple urban and suburban storefronts, and even a studio water tower.
The Film Center

Full Sail’s Film Center is designed to be a complete motion picture production facility, giving students the tools and space to turn scripts and storyboards into feature films. The building houses workshops for constructing sets as well as a complete array of lighting and grip equipment, and thousands of feet of open soundstages for building sets of varying size and complexity.

The Film Center also features amenities like a green room and casting areas for talent as well as student areas for relaxing and networking during downtime.

Film/Video Soundstages & Equipment

HD Studio

The High-definition (HD) Studio features a complete HD environment for Full Sail Film students. This lab features Sony HDC-1000 TV Studio cameras, Sony HDW-F750 HD field cameras, a Sony MFS-2000 HD switcher, and Sony HDW-M2000 HD decks. Students in this lab learn television lighting and sound, teleprompter operation, jib control, and more.

The Soundstages

Full Sail’s 10 soundstages are professionally equipped for film and digital production and are complemented by working scenic/carpentry shops, prop areas, and lighting and grip departments.

Film & Digital Cameras

The cameras used for production in the soundstages and on location include an Arricam Studio 35mm camera, two Arricam 235 35mm cameras, Arricam Lite 35mm film camera, four Arriflex SR3 16mm film cameras, Arri 416 16mm cameras, the Sony NXFS100, 20 Panasonic AG-HVX200 HD camcorders, and 10 Sony PMWEX1 HD camcorders.

Lighting/Grip Equipment

The lighting and grip department features a full complement of equipment for soundstage and location shoots, including Matthews and American Grip lighting/grip equipment, HMI Daylight instruments, and Mole-Richardson, Arri, and LTM quartz lighting packages. Additional grip equipment includes 14’ extendable Chapman Nike cranes, and Super Pee-Wee dollies and dolly track systems.
The Analog Mix Lab
This unique 12-station learning environment allows students to work one on one with a 32-input Audient ASP8042 analog recording console, using a Mac computer running Logic Pro as the record and playback device for the lab. Each station includes a patchbay, CD recorder, and a full complement of outboard signal processors from Lexicon, TC Electronic, dbx, and other respected manufacturers.

The Avid Pro Tools Labs
These two multi-workstation environments each feature 12 Pro Tools|HD-2 Acel digital audio workstations paired with Avid Control 24 digital work surfaces. Each workstation is built around quad-core Mac Pro computers and a PreSonus processor, and includes peripheral equipment from manufacturers such as Korg. In these labs, students explore digital hard-disk recording, editing, mixing, and MIDI integration.

The Digital Mix Labs
These advanced learning environments allow students to work one-on-one with the SSL Matrix analog/digital audio console using 24 tracks of audio from Apple Logic Pro with Apogee DA16x converters. Each station includes a CD burner and a full complement of outboard signal processors from Sony, TC Electronic, PreSonus, Eventide, and other respected manufacturers.

The MIDI Lab
The MIDI Lab is home to quad-core Mac Pro workstations which are equipped with M-Audio Profire 2626 interfaces. The facility also features Korg Triton modules, Roland Fantom X6 keyboards, PreSonus 2000 modules, and AKAI MPC 2500 beat production stations – plus Logic Pro, Korg Legacy software, Steinberg Hallion software, and more.

The Mix Palace
This unique recording environment, equipped with quad-core Mac Pro workstations, provides students with 24 individual one-on-one audio production suites consisting of:

- 12 Post-production Suites
  This multi-room lab allows students to work with the same gear found in Full Sail’s Posting Suites. In this lab, each student commands their own 5.1 Surround Pro Tools IICON System, with a host of industry standard plug-ins. Each suite is networked to an Avid Unity media server, allowing for streamlined media management during post-production sessions.

- 12 Music Suites
  This section of the Mix Palace features 12 mini-mix suites, allowing students to get on-one-on in a professional studio environment. Each suite features a SSL AWS900+ console and a Neve 88024 LCD screen, a Dynaudio speaker system, Apogee converters, and a full patchbay connected to outboard audio processors from companies like dbx, UA, Manley, Aphex, Drawmer, Summit Audio, TC Electronic, Lexicon, Yamaha, and Eventide.

- The PC Audio lab
  This room supports the Music Theory, Songwriting and Producing and Arrangement classes. It runs Avid Sibelius plus other apps for teaching students about theory, composition and arrangement.

- Posting Suites 3, 4, 5, 6
  Suites 3, 4, 5, and 6 are identical quadruplets, with each room featuring new Hewlett Packard 2800 workstations, a 32-fader Avid ICON digital work surface with AV Option installed. The ICONs are interfaced to networked Pro Tools HD digital audio workstations and paired with JBL LSR Series 5.1 speaker systems, isolation booths, and HP 24" LCD screens – making these suites ideal for audio post-production work.

- Studio A
  A network of several professionally designed recording areas, Studio A is a world-class recording facility built around a 72-channel, 144+ input SSL 9000K console with Supertrue 4 automation and Recall. This studio is equipped with a networked Avid Pro Tools HD digital audio workstation, and a Studer A827 analog multitrack machine. Studio A is also home to an extensive collection of signal processing equipment from TC Electronic, Lexicon, Tube-Tech, dbx, and others.

- Studio B
  A network of several professionally designed recording areas, Studio B is another of Full Sail’s exceptional recording facilities, featuring an 80-channel, 160-input Solid State Logic (SSL) SSL9000 console with Total Recall and the Ultimation moving fader automation system. Boasting a Studer A827 analog multi-track recorder and a networked 48-input Avid Pro Tools HD digital audio workstation, Studio B is capable of more than 100 tracks of recording.
Virtual Set
This unique lab allows students to combine live footage with virtual sets previously created in a 3D application, all while working in real time with Sony HD video cameras, a Telemetrics camera control system, Ultimatte digital keying/compositing system, and Final Cut Pro.

The Dubbing Stage
Full Sail’s Dubbing Stage is Dolby® certified, and is a fully functional, professionally designed post-production facility where student interns work with instructors to learn the intricacies of the post-production process. It’s in this environment that all of a film’s audio – from dialogue and sound effects to music – meets the final cut of the film.

With high-definition video and 35mm projectors, a Harrison MPC3-D mixing desk, multiple Pro Tools HD systems, theater seats for private screenings, and an Oscar®-winning JBL theater surround sound system, this room is fully capable of handling the re-recording mixing for a major motion picture.
Live Performance Venues & Labs

Full Sail Live Venues

These four performance venues are optimized for teaching virtually every aspect of modern-day live production, including sound reinforcement, computerized and conventional lighting systems, acoustical measurement, equipment maintenance, installation for home theater and corporate boardrooms, and video production. Students working in these rooms utilize audio consoles from Digico, Midas, Yamaha, Soundcraft, and Avid; sound systems from JBL, EV, Dynacord, EAW, and Meyer Sound; computerized lighting systems from Martin, Vari*Lite, High End Systems, and MA Lighting; acoustical measurement systems from Meyer Sound, TIF, SMAART, and EASE; and video equipment from Sony, Ross, Christie, JVC, and Pioneer.

The Show Production CAD Classrooms

Full Sail Live 1 and 2 each feature an independent CAD classroom designed for maximum flexibility. Full Sail Live’s CAD classroom is outfitted with 30 computer workstations, each featuring software including SMAART Live V6, WinSpeakers, EZ edit, EASE, and Vectorworks – as well as Microsoft Office, Adobe Photoshop, and Adobe Illustrator for students’ general layout demands. Full Sail Live 2 features a CAD classroom featuring another 18 computer workstations with much of the same software – this classroom is often open to students for independent study and research.

The Simulcast Suite

The Simulcast Suite functions as the digital multitrack record room for capturing live performances and event presentations from the main hall of Full Sail Live. The suite is outfitted with a Avid VENUE D-Show digital mixing console and a host of outboard processors. Digital audio recording and file management is accomplished by utilizing Avid Pro Tools and a 7TB Apple X Serve RAID system.

Video Switching & Broadcast Audio Suites

The Video Switching & Broadcast Audio Suites function as the main control center for all in-house productions at Full Sail Live, such as live labs and special events. The Video Switching Suite employs a 16-input Sony MFS2000 switcher, SONY DXC D50 broadcast camera package, Leitch NEO Suite View LCD display system, and multiple-format Sony and Pioneer record and playback machines, with a Grass Valley IDDR digital video recorder that enables video file storage and transfer.

The Broadcast Audio Suite includes a Midas Legend 3000 audio console, outboard processors including Lexicon, DBX and TC Electronic, as well as a JBL LSR audio monitor system. Guest lectures and events are supported by Christie DW6K and JVC D-ILA GA20 projectors and JVC plasma displays, giving each production a professional approach. In addition, this suite provides for RTS broadcast-style communications training.

The Digital Audio Lab

This lab allows students to learn digital audio console engineering using the Digico SD7 and SD8, as well as Avid VENUE digital consoles. The lab is networked to the main performance stage at Full Sail Live and can be used for live tracking and mixdown.

The Audio Workstation Lab

This lab features six individually networked mobile digital audio workstations along with the instructor master control stations, with each station employing a Yamaha MYCL digital console. The stations are capable of performing multiple functions – students can access audio from the main performance stage via a CobradNet network or mix down previously recorded tracks via a Pro Tools digital audio system locked to a Grass Valley IDDR containing performance video. The lab can also be used to emulate an on-location sporting event mixdown experience, including video playback, audio from color commentator, and producer tracks.

The Virtual Programming Lighting Lab

In this lab, students bring virtual lighting design and programming to life using six workstations. Students learn automated light programming while working toward their final solo demo project. ESP Vision software provides photo-realistic, render-quality lighting simulation in real time viewed on large screen displays, while six MA Lighting ultra-light consoles with flat panel LCD monitors provide virtual control.

The Home Theater Lab

This lab is designed to train students in home theater and corporate-style installation training, using a variety of related equipment including gear from AMX, BSS, Krell, Sharp, Crown, and JBL.
Entertainment/Music Business Center
As the central hub for Full Sail’s business degree programs, the Entertainment/Music Business Center is a unique and creative atmosphere for future professionals and entrepreneurs. The building was designed to meet the needs of our business students with multiple classrooms, boardrooms for group meetings, and an auditorium for professional presentations.

The Entertainment/Music Business Center also features wireless Internet access, several common areas for impromptu business meetings, and a café.

Full Sail Studios: Recording Studio
With its carefully crafted acoustical environment, this flagship recording studio serves as a full-featured audio recording environment for students and professionals alike. Guests are able to view the recording process through the oversized, acoustically treated windows that line the hallways of the building.
Campus & Facilities

3D Arts Center
The 3D Arts Center provides a creative environment for Full Sail’s visual artists and animators. With traditional art studios and labs that feature powerful computer workstations, this building allows students to develop their animation projects in an inspirational and welcoming environment. The collaborative atmosphere is ideal for artists to work together on projects, trade animation tips, or simply build relationships with like-minded people. In addition, the walls of the 3D Arts Center are covered with student-created artwork and sculptures, as well as framed examples of professional projects created by Full Sail graduates.

Full Sail Studios: Game Production Studio
The Game Production Studio is a primary environment for game development teams at Full Sail. This dedicated facility features areas specifically designed for audio, graphics, and technical development, a game console timeline (complete with vintage hardware), and a VIP graffiti wall. The building also features student amenities like common areas and game testing rooms for unwinding between classes.
Audio Production
Undergraduate Degree Program - Online

OVERVIEW
Recent developments in the recording industry have created new opportunities to build upon Full Sail University’s foundational recording curriculum. Audio production is now often the domain of independent recording engineers, editors, vocal specialists, and other craftspersons who work in small facilities and project studios. As such, the Audio Production degree programs provide you with the knowledge, skills, and attributes necessary to pursue a career as an independent audio creator.

The Audio Production curriculum features courses that encompass a range of skills, production and project techniques, audio postproduction, and advanced editing and mixing skills. The Audio Production degree program also has foundational courses focusing on college mathematics, professional writing, and art history. Project and portfolio courses are threaded throughout each program and provide you with a relevant and comprehensive project-based learning experience that is developed throughout your academic journey. Career-development modules are also woven throughout the curriculum to provide you with systematic opportunities to prepare for your future career. These modules focus on strengthening different career skills and professional strategies that will assist you with your transition into the entertainment and media industries.

In addition, a team of Career Development professionals will be available to help you polish your interviewing skills and resume while you are a student, but they will also be available throughout your career.

ASSOCIATE’S OBJECTIVE
The goal of the Audio Production Associate of Science degree program is to prepare you for entry-level industry positions in the recording and audiovisual communications industry, such as remote recording engineer, location audio recorder, project studio engineer, music editor, and mix engineer. With a focus on computer-based, project studio production, you will gain the ability to record and mix audio for music projects, games, new media, video, television, and film. Upon completion of the program, you will be also be equipped with the knowledge and skills necessary to become an independent audio professional.

The curriculum of this program was also designed to develop your critical thinking and listening skills as well as creative problem-solving abilities to support lifelong learning and to help you sustain a long and productive professional career in the recording industry.

BACHELOR’S OBJECTIVE
The goal of the Audio Production Bachelor of Science degree program is to prepare you for entry-level industry positions in the recording and audiovisual communications industry, such as remote recording engineer, location audio recorder, project studio engineer, music editor, and mix engineer. With a focus on computer-based, project studio production, you will gain the ability to record and mix audio for music projects, games, new media, video, television, and film. Upon completion of this program, you will also be equipped with the knowledge and skills necessary to become an independent audio professional.

In addition to these academic aims, the curriculum of this program was designed to develop your critical thinking and listening skills as well as creative problem-solving abilities to support lifelong learning and to help you sustain a long and productive professional career in the recording industry.

ASSOCIATE’S TOTAL CREDIT HOURS: 60
BACHELOR’S TOTAL CREDIT HOURS: 120
ASSOCIATE’S TOTAL WEEKS: 116
BACHELOR’S TOTAL WEEKS: 210

Audio Production
Undergraduate Degree Program - Online

Online Chronological Course Schedule by Months

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This specific course uses the Florida Statewide Course Numbering System (SCNS).
Business Intelligence
Graduate Program Degree - Online

OVERVIEW
The Business Intelligence master of science degree program prepares students for careers in Big Data, including business analysts, data warehouse administrators, and consultants. Business Intelligence master of science students receive graduate-level instruction that develops the technical, business, and analytic competencies necessary to inform effective organizational decision-making. Graduates course in data management, qualitative analysis, and business intelligence technologies introduce core knowledge and skills through a series of interconnected learning experiences. Students further develop key technical and analytical skills in courses that address topics such as data mining methodologies, pattern recognition and analysis, and process modeling. As they complete the program, students will refine their critical thinking and communication skills by examining a variety of real-world business challenges, through advanced lessons in data visualization, creative reporting, case studies, project management, and leadership development. Each course will develop the student’s academic research skills, tools, and methodologies as students learn how to utilize academic research for a variety of contexts and learning activities. Throughout the program, students will develop their capstone thesis project focusing on building a data warehouse, which they will deliver in the final month of the degree.

MASTER’S OBJECTIVE
Today’s businesses have access to a vast amount of information that can be utilized to improve their products and services, make their companies run more effectively, and transform their business. As such, utilizing Big Data to make informed business decisions is a rapidly growing trend for businesses around the world. The objective of the Business Intelligence master of science degree program is to prepare students to collect, manage, prepare, analyze, interpret, and communicate this information for the improvement of specific business processes and to inform business decisions. This goal will be accomplished by providing students with the knowledge, skills, and abilities necessary to effectively utilize data for the improvement of business results. It will also be accomplished through project-based learning activities and guided academic research applications, which will enable students to use the appropriate tools and technologies for data management, analysis, visualization, and communication.

Cloud Technologies
Undergraduate Degree Program - Campus & Online

OVERVIEW
The Cloud Technologies curriculum introduces you to concepts surrounding the virtualization of systems and networks as well as the emerging technologies used to handle and deliver media-rich information to individuals, businesses, and institutions around the globe. This program provides you with a comprehensive understanding of cloud infrastructure, the communication and storage of information, and how to manage systems through project plans and industry best-practices. You will study computing architecture, information storage, and systems administration, and then implement these concepts through comprehensive, hands-on projects where you will design and build solutions in a collaborative environment modeled on real industry workflows. As a result, you will learn how to implement private, public, and hybrid clouds, how to securely interconnect and distribute information through various networks, and how to scale, administer, and manage systems.

In the Cloud Technologies curriculum, hands-on projects are implemented through a series of project and portfolio courses that are threaded throughout the program’s curriculum. These courses are dedicated to providing you with an extensive and comprehensive project-based learning experience throughout your academic journey. With career development modules woven throughout the curriculum, the Cloud Technologies curriculum also provides you with systematic opportunities to prepare for the transition into the entertainment and media industries. As a result, you will learn how to implement private, public, and hybrid clouds, how to securely interconnect and distribute information through various networks, and how to scale, administer, and manage systems.

To help you move toward your desired career, the Career Development department has a team of professionals who will help you polish your interviewing skills and resume. In addition, our Career Development advisors and services will be available for support and assistance throughout your career—not just while you are a student.

ASSOCIATE’S OBJECTIVE
Today’s information-technology professionals require a significant depth and breadth of both knowledge and skills to compete in the growing and dynamic field of cloud computing. In addition to gaining a foundational understanding of virtualizing systems, networks, and storage, you will understand how to create software-defined data centers that leverage this technology. The goal of the Cloud Technologies Associate of Science degree program is to prepare you for this field by developing your ability to virtualize information via distributed networks and the cloud. Upon completion of this program, you will be prepared for entry-level positions as server administrators, network administrators, application systems specialists, hardware technicians, technical trainers, and a variety of other positions in the entertainment, media, and information technology industries.

BACHELOR’S OBJECTIVE
Today’s information-technology professionals require a significant depth and breadth of both knowledge and skills to compete in the growing and dynamic field of cloud computing. In addition to gaining a foundational understanding of virtualizing systems, networks, and storage, you will understand how to create software-defined data centers that leverage this technology. The goal of the Cloud Technologies Bachelor of Science degree program is to prepare you for this field by developing your ability to virtualize information via distributed networks and the cloud. The mission of the Cloud Technologies Bachelor of Science degree program is to prepare you for entry-level positions in the information technology field with the expertise to define and develop the virtualization and interconnection of data, media, and cloud services.
## Cloud Technologies

**Undergraduate Degree Program - Campus & Online**

### Associate's Program

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**ASSOCIATE'S TOTAL CREDIT HOURS:** 120

**BACHELOR'S TOTAL WEEKS:** 116

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### Bachelor's Program

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</table>

**BACHELOR'S TOTAL CREDIT HOURS:** 120

**BACHELOR'S TOTAL WEEKS:** 116

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### ASSOCIATE'S OBJECTIVE

Our goal is to provide you with the focused knowledge and understanding of 3-D modeling and digital animation needed to qualify for such entry-level industry positions as scene builders, character artists, technical directors, motion animators, texture artists, lighters, and renderers. Besides the program's strong 3-D computer graphics focus, you will build other skills in peripheral media and complete digital courses that will enhance your opportunities in related fields.

In addition to technical proficiency and creative development, your education will help you develop critical-thinking, problem-solving, and analytical skills that will contribute to lifelong learning and provide you with tools to help you sustain a long and productive professional career in the entertainment and media industries.

### BACHELOR'S OBJECTIVE

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### OVERVIEW

The Computer Animation curriculum is centered on real-world production processes. From storyboarding, sketching, and visual development to modeling, character animation, and final compositing, this Computer Animation curriculum takes you through the entire production pipeline. Our programs start by familiarizing you with the art concepts behind animation, drawing, sculpting, and other traditional forms of expression, which are essential parts of getting your art onto the computer. You will also learn the foundational principles behind computer-generated models, characters, animation, and compositing. Then you will apply those principles when developing films, TV shows, commercials, and games. By using the same hardware and software used in professional animation studios, you will gain the skills you need when you embark on your career. You will also have classes focusing on physical science, mythology, communication skills, and how to prepare yourself for the animation industry.

The Computer Animation curriculum offers project and portfolio courses that are threaded through each programs curriculum. Project and portfolio courses are threaded throughout each programs curriculum and provide you with a relevant and comprehensive project-based learning experience that is developed throughout your academic journey. Career-development modules are also woven throughout the curriculum to provide you with systematic opportunities to prepare for your future career. These modules focus on strengthenin different career skills and professional strategies that will assist you with the transition into the entertainment and media industries.

To help you move toward your desired career, our Career Development department has a team of professionals who will help you polish your interviewing skills and resume. In addition, our Career Development advisors and services will be available for support and assistance throughout your career—not just while you are a student.

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### ASSOCIATE'S OBJECTIVE

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In addition to technical proficiency and creative development, your education will help you develop critical-thinking, problem-solving, and analytical skills that will contribute to lifelong learning and provide you with tools to help you sustain a long and productive professional career in the entertainment and media industries.
**Computer Animation**

**Undergraduate Degree Program - Campus & Online**

**Chronological Course Schedule by Months**

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**Bachelor's Total Credits: 120**

**Bachelor's Total Weeks: 40**

**Associate’s Total Credits: 60**

**Associate’s Total Weeks: 40**

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**Creative Writing**

**Graduate Degree Program - Online**

**Overview**

The demand for creative writers in all types of entertainment media genres has never been so high. The ability to tell a story through the use of words and images and to distill narratives through a variety of media formats are now standard skills required of creative writers in production companies in the entertainment media industry. Professional writers are needed to craft compelling stories and to write elements that will captivate today's media clients, consumers, and audiences.

There are tremendous opportunities for creative writers, and the Creative Writing Master of Fine Arts Degree Program will provide students the opportunity to not only perfect their script, screen, and story writing abilities but also to incorporate visual storytelling, narrative structures, character creation and development, and storyboarding into their writing projects. In addition, students will further develop leadership, project management, and research skills; sharpen their technical prowess; conduct and utilize industry research; and ultimately market their final creative writing masterpieces. The degree program equips students with the knowledge and tools necessary to be successful creative writing professionals in the fast-paced world of the entertainment media industry.

Full Sail University's Career Development department will be on hand to provide support and guidance as students launch their career searches in the field of creative writing. The assistance of this department is extended to Full Sail graduates for the length of their careers.

**Master's Objective**

The objective of the Creative Writing Master of Fine Arts Degree Program is to provide students with a focused knowledge and clear understanding of visual storytelling, narrative structures, multimedia terms and genres, character creation and development, screenplay and storyboarding, script analysis and criticism, and script editing for a variety of niches and distribution methods in the entertainment media industry. This knowledge will equip students with editorial skills to help ensure ability to create compelling stories and writing elements, and enable them to ultimately market their creative masterpieces. The Creative Writing Master of Fine Arts Degree Program will also further develop and strengthen students' technical abilities, project-management, and research skills necessary for the development and execution of creative writing projects. Completion of the Creative Writing Master of Fine Arts Degree Program will enable graduates to effectively meet today's high demand for creative writers and qualify them for professional creative writing careers in the entertainment media industry.

**Chronological Course Schedule by Months**

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**Bachelor's Total Credits: 48**

**Bachelor's Total Weeks: 47**

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**ASSOCIATE'S TOTAL CREDIT HOURS: 47**

**ASSOCIATE'S TOTAL WEEKS: 47**

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**Overview**

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**Bachelor's Total Credits: 48**

**Bachelor's Total Weeks: 47**

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**ASSOCIATE'S TOTAL CREDIT HOURS: 47**

**ASSOCIATE'S TOTAL WEEKS: 47**
As new distribution channels for media emerge in the entertainment industry, there is an increasing demand for creative writers who can help shape the compelling story across multiple platforms. The Creative Writing for Entertainment curriculum provides you with the opportunity to not only perfect your story-writing abilities but also allows you to understand and implement the transmedia approach that is necessary in today’s entertainment universe. Whether the final delivery channel is a movie theater, television screen, computer monitor, game console, website, or mobile device, you will learn to develop compelling and well-crafted stories that will captivate consumers on multiple platforms. A growing collection of digital tools is available to today’s writers, and the Creative Writing for Entertainment curriculum teaches the most effective way to utilize those tools. You will explore multiple literary genres along with techniques for writing for different audiences and mediums. In addition, you will develop leadership, project management, and research skills, sharpen your technical processes, conduct and utilize industry research, and learn to how to revise your own work and collaborate with others to enhance your creative works.

You will also participate in workshops where you will be writing in a variety of formats and genres to build a strong portfolio of original pieces. In addition to these workshops, projects and portfolio courses are threaded throughout the curriculum. These courses are dedicated to providing you with a relevant and comprehensive project-based learning experience that is both practical and enjoyable.

Furthermore, the Creative Writing degree programs design to equip you with the knowledge and tools necessary to be a successful creative writing professional in the fast-paced world of the entertainment industry. Career development modules are woven throughout the curriculum, providing students with systematic opportunities to further strengthen the communication, creative thinking, and research skills necessary for the development and execution of creative writing projects. Completing the program will enable you to take full advantage of today’s high demand for creative writers and prepare you for entry-level positions as writers in the entertainment and media industries.

Creative Writing for Entertainment

ASSOCIATE’S OBJECTIVE

The objective of the Creative Writing for Entertainment Associate of Science degree program is to provide you with a focused knowledge and clear understanding of visual storytelling, narrative structures, multimedia and genre, character creation and development, screenwriting and storyboarding, script analysis, criticism, and editing for a variety of niches and distribution methods in the entertainment and media industries. This program is designed to equip you with editorial skills, enhance your ability to create compelling stories and writing elements, and enable you to pursue entry-level careers in creative writing.

The Creative Writing for Entertainment Associate of Science degree program will also further strengthen the communication, creative thinking, and research skills necessary for the development and execution of creative writing projects. Completing the program will enable you to take full advantage of today’s high demand for creative writers and prepare you for entry-level positions as writers in the entertainment and media industries.

BACHELOR’S OBJECTIVE

The objective of the Creative Writing for Entertainment Bachelor of Fine Arts degree program is to provide you with a focused knowledge and clear understanding of visual storytelling, narrative structures, literary genres, multimedia elements and delivery methods, character creation and development, screenwriting and storyboarding, script analysis, criticism, and editing for a variety of niches and distribution methods in the entertainment and media industries. This program is designed to equip you with editorial skills, enhance your ability to create compelling stories and writing elements, and enable you to pursue careers in creative writing.

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ASSOCIATE’S TOTAL CREDIT HOURS: 60

BACHELOR’S TOTAL CREDIT HOURS: 120

BACHELOR’S TOTAL WEEKS: 116

ASSOCIATE’S TOTAL CREDIT HOURS: 60

ASSOCIATE’S TOTAL WEEKS: 40

Creative Writing for Entertainment

Undergraduate Degree Program - Campus & Online

OVERVIEW

Creative Writing for Entertainment Bachelor of Fine Arts degree program is designed to provide you with a focused knowledge and clear understanding of visual storytelling, narrative structures, literary genres, multimedia elements and delivery methods, character creation and development, screenwriting and storyboarding, script analysis, criticism, and editing for a variety of niches and distribution methods in the entertainment and media industries. This program is designed to equip you with editorial skills, enhance your ability to create compelling stories and writing elements, and enable you to pursue entry-level careers in creative writing.

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Creative Writing for Entertainment

Undergraduate Degree Program - Campus & Online

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ASSOCIATE’S OBJECTIVE
Our goal is to provide you with the focused knowledge and understanding of digital production needed to qualify for entry-level industry positions as graphic designers, motion-graphic designers, animators, digital-media authors, video editors, and various other positions in motion-graphic production. Additional skills that you will acquire in digital video production and sound design will broaden your opportunities for a variety of positions in the industry.

In addition to technical proficiency and creative development, your education will help you develop critical-thinking, problem-solving, and analytical skills that contribute to lifelong learning, providing you with the tools needed to help sustain a long and productive professional career in the entertainment and media industries.

BACHELOR’S OBJECTIVE
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Digital Arts & Design
Undergraduate Degree Program - Campus

OVERVIEW
The Digital Arts & Design curriculum is specifically designed to pair art and technology to inspire and help you create groundbreaking designs for motion graphics. Throughout the curriculum, you will explore the entire design process—from concept to creation and from presentation to implementation. In these courses, you will learn the ins and outs of the current hardware and software used by professionals in the design world. As you master these concepts, you will be challenged to think about design in a new way—first understanding the intended audience for a project, then using that knowledge to direct the design of your message. You will apply this process across a wide spectrum of design projects, including 2-D and 3-D art, typography, video, and motion graphics. Learning the essential design and technology elements of this field is just one part of the Digital Arts & Design degree program. You will also have courses focusing on communication, physical science, and popular culture that will prepare you for your career in the motion graphics industry.

The Digital Arts & Design curriculum offers threaded project and portfolio courses that provide students with a relevant and comprehensive project-based learning experience throughout their academic journey. Career-development modules are also woven throughout the curriculum, providing systematic opportunities for you to prepare for your future career. These modules focus on strengthening different career skills and professional strategies that will help you with your transition into the entertainment and media industries.

To help you move toward your desired career, the Career Development department has a team of professionals who will help you polish your interviewing skills and resume. In addition, our Career Development advisors and services will be available for support and assistance throughout your career—not just while you are a student.
**Digital Cinematography**

**Undergraduate Degree Program - Online**

**OVERVIEW**

The Digital Cinematography curriculum immerses you in the art of digital video and film production for a variety of outlets. By utilizing the latest tools available to today’s media developers, you’ll learn how to create professional content for broadcast television, online media, mobile applications, and independent films.

Throughout each program, you will take courses that help you build a comprehensive understanding of digital content creation and storytelling with a curriculum that strikes a balance between traditional film foundations and the latest production and postproduction techniques.

You will learn how to master essential visual communication and video production methods for digital HD, video production, lighting, audio mixing, and nonlinear editing. Additional courses also cover complementary career skills in leadership, popular culture, production budgeting, and web design.

Class projects will help you apply the knowledge you gain as you craft your own visual and narrative pieces for different formats. You will learn to take a story through the entire creative process, including developing a script, planning the logistics of production, and working on location to capture your story on camera, as well as workflow essentials such as file management, editing, and distribution.

The Digital Cinematography curriculum supports hands-on projects and a real-world education through a series of threaded projects and portfolios courses. These courses are dedicated to providing you with a relevant and comprehensive project-based learning experience throughout your academic journey.

With career-development modules also woven throughout the curriculum, the Digital Cinematography curriculum also provides you with systematic opportunities to prepare for your future careers. These modules focus on strengthening different career skills and professional strategies that will help you with your transition into the entertainment and media industries.

**BACHELOR’S OBJECTIVE**

The Digital Cinematography Bachelor of Science degree program provides you with a focused knowledge and understanding of digital video and filmmaking production as they relate to current technology and media formats. Courses in the program address digital filmmaking, scriptwriting, visual storytelling, motion-picture history, and the fundamentals of production. The program is designed to provide you with the tools you need to qualify for entry-level industry positions in the fields of broadcast television, web video, independent film, and more.

In addition to technical proficiency and creative development, your education will help you develop critical thinking, problem-solving, and analytical skills that contribute to lifelong learning and help sustain a long and productive professional career in the entertainment and media industries.

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In addition to technical proficiency and creative development, your education will help you develop critical thinking, problem-solving, and analytical skills that contribute to lifelong learning and help sustain a long and productive professional career in the entertainment and media industries.

**ASSOCIATE’S OBJECTIVE**

The Digital Cinematography Associate of Science degree program provides you with a focused knowledge and understanding of digital video and filmmaking production as they relate to current technology and media formats. Courses in the program address digital filmmaking, scriptwriting, visual storytelling, motion-picture history, and the fundamentals of production. The program is designed to provide you with the tools you need to qualify for entry-level industry positions in the fields of broadcast television, web video, independent film, and more.

In addition to technical proficiency and creative development, your education will help you develop critical thinking, problem-solving, and analytical skills that contribute to lifelong learning and help sustain a long and productive professional career in the entertainment and media industries.

**ASSOCIATE’S OBJECTIVE**

The Digital Cinematography Associate of Science degree program provides you with a focused knowledge and understanding of digital video and filmmaking production as they relate to current technology and media formats. Courses in the program address digital filmmaking, scriptwriting, visual storytelling, motion-picture history, and the fundamentals of production. The program is designed to provide you with the tools you need to qualify for entry-level industry positions in the fields of broadcast television, web video, independent film, and more.

In addition to technical proficiency and creative development, your education will help you develop critical thinking, problem-solving, and analytical skills that contribute to lifelong learning and help sustain a long and productive professional career in the entertainment and media industries.

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In addition to technical proficiency and creative development, your education will help you develop critical thinking, problem-solving, and analytical skills that contribute to lifelong learning and help sustain a long and productive professional career in the entertainment and media industries.

**ASSOCIATE’S OBJECTIVE**

The Digital Cinematography Associate of Science degree program provides you with a focused knowledge and understanding of digital video and filmmaking production as they relate to current technology and media formats. Courses in the program address digital filmmaking, scriptwriting, visual storytelling, motion-picture history, and the fundamentals of production. The program is designed to provide you with the tools you need to qualify for entry-level industry positions in the fields of broadcast television, web video, independent film, and more.

In addition to technical proficiency and creative development, your education will help you develop critical thinking, problem-solving, and analytical skills that contribute to lifelong learning and help sustain a long and productive professional career in the entertainment and media industries.
OVERVIEW

The Digital Marketing curriculum prepares you for work in the ever-changing digital marketing industry and addresses the complex world of marketing, emerging technology, and digital entrepreneurship. You will graduate with the skills you need to meet the challenges of an industry affected by rapid advances and changes in technology. In this program, you will learn how to create a viable marketing and strategy plan for selling products or services, develop and cultivate a brand, and protect that entity within the digital community. You will study a full range of digital marketing subjects, including search engine optimization, content creation, strategy, campaign development, and display advertising. In addition to courses developing your marketing-specific skills, you will also have courses focused on statistics, physical science, cultural studies, and how to prepare yourself for a career in the industry.

The Digital Marketing curriculum offers threaded project and portfolio courses that provide you with a relevant and comprehensive project-based learning experience throughout your academic journey. Career development modules are also woven throughout the curriculum, providing systematic opportunities for you to prepare for your future career. These modules focus on strengthening different career skills and professional strategies that will help you with your transition into the entertainment and media industries.

To help you move toward your desired career, the Career Development department has a team of professionals who will help you polish your interviewing skills and resume. In addition, our Career Development advisors and services will be available for support and assistance throughout your career—not just while you are a student.

ASSOCIATE’S OBJECTIVE

The goal of the Digital Marketing Bachelor of Science degree program is to provide you with the focused knowledge and understanding needed to pursue entry-level positions such as marketing coordinator, marketing analyst, marketing assistant, and a variety of others. This program is designed to develop professionals who can adapt to the ever-changing nature of the marketing industry and who understand how its fluidity affects consumer behavior.

In addition to technical proficiency and theoretical knowledge, the program helps you develop critical-thinking, problem-solving, and analytical skills that contribute to a lifetime of learning and a productive career path in the world of marketing.

BACHELOR’S OBJECTIVE

The goal of the Digital Marketing Bachelor of Science degree program is to provide you with the focused knowledge and understanding needed to pursue entry-level positions in marketing. This program is designed to develop leaders who can adapt to the ever-changing nature of the marketing industry and who understand how its fluidity affects consumer behavior.

Upon completion of the Digital Marketing Bachelor of Science degree program, you will have the ability to develop and implement a cohesive digital marketing strategy. In addition to technical proficiency and theoretical knowledge, the program helps you develop critical-thinking, problem-solving, and analytical skills that contribute to a lifetime of learning and a productive career path in the world of marketing.

Digital Marketing
Undergraduate Degree Program - Online

Online Chronological Course Schedule by Months

<table>
<thead>
<tr>
<th>MEMBER CODE</th>
<th>COURSE</th>
<th>CREDIT HOURS</th>
</tr>
</thead>
<tbody>
<tr>
<td>1 GEN111</td>
<td>Creative Presentation</td>
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</tr>
<tr>
<td>2 DMK113</td>
<td>Psychology of Play</td>
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</tr>
<tr>
<td>3 BMH308</td>
<td>Business in the Entertainment and Media Industries</td>
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</tr>
<tr>
<td>4 ENG101</td>
<td>English Composition I</td>
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</tr>
<tr>
<td>5 MTM141</td>
<td>Marketing Research</td>
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</tr>
<tr>
<td>6 MTM163</td>
<td>Storytelling</td>
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</tr>
<tr>
<td>7 DMK110</td>
<td>Project and Portfolio I: Business &amp; Marketing</td>
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<tr>
<td>8 DMK111</td>
<td>Career Module I: Personal Branding</td>
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<tr>
<td>9 DMK112</td>
<td>Fundamentals of Media Design</td>
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<td>10 MRM101</td>
<td>College Mathematics</td>
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<tr>
<td>11 EMK226</td>
<td>Professional Writing</td>
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</tr>
<tr>
<td>12 EMK229</td>
<td>Project and Portfolio II: Business &amp; Marketing</td>
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<tr>
<td>13 EMK211</td>
<td>Career Module II: Career Research</td>
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<tr>
<td>14 EMK218</td>
<td>Fundamentals of Public Relations</td>
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<tr>
<td>15 EMK216</td>
<td>Marketing Law and Contracts</td>
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</tr>
<tr>
<td>16 EMK223</td>
<td>Business Accounting</td>
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<tr>
<td>17 EMK229</td>
<td>Project and Portfolio III: Marketing</td>
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<tr>
<td>18 EMK222</td>
<td>Career Module III: Required Fundamentals</td>
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<td>19 EMK322</td>
<td>Content Strategy, Development, and Marketing</td>
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<td>20 DMK173</td>
<td>Digital Analytics and Reporting</td>
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<td>21 ENK306</td>
<td>Social Media Marketing</td>
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<tr>
<td>22 DMK308</td>
<td>Project and Portfolio II: Digital Marketing</td>
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<td>Career Module II: Career Strategy and Planning</td>
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<td>24 BMK101</td>
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<td>25 BMK106</td>
<td>Principles of Online Campaign Development</td>
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<tr>
<td>26 BMK104</td>
<td>Affiliate Marketing</td>
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<tr>
<td>27 PHK102</td>
<td>Fundamentals of Physical Science</td>
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<tr>
<td>28 BMK10A</td>
<td>Project and Portfolio III: Digital Marketing</td>
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<tr>
<td>29 BMK107</td>
<td>Display Advertising and Email Marketing</td>
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<td>30 BMK110</td>
<td>Mobile and Emerging Technology Marketing</td>
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<tr>
<td>31 BMK302</td>
<td>Cultural Studies and the Web</td>
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<tr>
<td>32 BMK111</td>
<td>Digital Entrepreneurship</td>
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<tr>
<td>33 BMK104</td>
<td>Project and Portfolio IV: Digital Marketing</td>
<td>3.0</td>
</tr>
<tr>
<td>34 DMK102</td>
<td>Career Module IV: Networking</td>
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</tr>
<tr>
<td>35 DMK111</td>
<td>Career Module IV: Research Writing</td>
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</tr>
<tr>
<td>36 DMK112</td>
<td>Career Module IV: Job Interview</td>
<td>1.0</td>
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</tbody>
</table>

BACHELOR’S TOTAL CREDIT HOURS: 120
BACHELOR’S TOTAL WEEKS: 64
ASSOCIATE’S TOTAL CREDIT HOURS: 60
ASSOCIATE’S TOTAL WEEKS: 32
Digital Marketing

Graduate Degree Program - Online

OVERVIEW

The Digital Marketing Master of Science degree program addresses the concepts of digital marketing, search engine optimization, new media marketing, branding, technology, and psychology. The demands on the digital marketing profession are more intense than ever due to rapid advances in technology, the complexities of web design, digital marketing campaign development, social media networks, public relations, advertising, and sales. This program addresses advanced marketing topics that will help you give the tools to create powerful marketing and strategic plans for selling products or services, develop and cultivate a brand, and protect a company’s reputation within the digital community.

The program’s curriculum focuses on a variety of advanced principles, including digital marketing theories, search engine optimization, interactive advertising design principles, legal issues, web design, digital metrics, public relations, and global cultural issues. Your education culminates in the final capstone project, where you’ll be tasked with creating and producing a complete integrated marketing campaign.

This well-rounded education will help you advance your marketing and strategic skills in preparation for entering or advancing through the digital marketing industry. To help you make that transition, our team of Career Development professionals will be available to help you polish your interviewing skills and resume and get you ready for your next steps. In addition, our Career Development services and advisors will be available for support and assistance throughout your career—not just during your education.

MASTER’S OBJECTIVE

The goal of the Digital Marketing Master of Science degree program is to develop leaders who can adapt to the ever-changing nature of the entertainment industry and who understand how its fluidity affects consumer behavior. The program’s advanced academic courses provide students with a focused knowledge and understanding of digital marketing, search engine optimization, e-commerce, and the psychology of the online consumer. Completion of this degree program will greatly enhance your ability to develop and implement a cohesive digital marketing strategy.

This program is designed to foster the development of highly trained individuals who want to develop careers in the field of digital marketing. The instruction received in this program provides students with the tools to help sustain a productive career path in the world of marketing.

Digital Marketing

Online

Chronological Course Schedule by Months

MONTH COURSE CREDIT HOURS
1 DMK501 Mastery: Personal Development and Leadership 3.0
2 DMK541 Digital Marketing Fundamentals 3.0
3 DMK542 Digital Storytelling & Advertising 3.0
4 DMK552 Consumer Behavior and Analytics 3.0
5 DMK562 Digital Design and Usability 3.0
6 DMK572 New Media Marketing 3.0
7 IMK592 Advanced Digital Marketing Strategies 3.0
8 IMK622 Advanced Search Engine Optimization 3.0
9 IMK642 Strategic Internet Public Relations 3.0
10 IMK652 Digital Analytics and Optimization 3.0
11 IMK662 Digital Marketing and the Law 3.0
12 IMK672 Digital Marketing Campaign Development 3.0

TOTAL CREDIT HOURS: 37
TOTAL WEEKS: 48

Entertainment Business

Undergraduate Degree Program - Campus & Online

OVERVIEW

In the Entertainment Business programs, you will make your way through a challenging curriculum that combines essential business and management knowledge and skills, including business models, marketing, global media management, business technology and design, event management, and professional selling. This curriculum will focus on developing both personal and professional skills, and the program’s project-based assignment models the same kinds of professional scenarios you will encounter in today’s business world. The combination of business and entertainment topics is designed to give you the full range of knowledge you will need to begin a career within an existing entertainment company or to start your own entrepreneurial idea from the ground up. In addition to business-specific managerial and entrepreneurial skills, you will also have courses focusing on leadership, professional writing, physical science, communication skills, and how to prepare yourself for your career in the entertainment industry.

The Entertainment Business curriculum offers a wide range of courses focusing on leadership, professional writing, physical science, communication skills, and how to prepare yourself for your career in the entertainment industry.

The Entertainment Business curriculum offers a wide range of courses focusing on leadership, professional writing, physical science, communication skills, and how to prepare yourself for your career in the entertainment industry.

Undergraduate Degree Program - Campus & Online

ENTERTAINMENT BUSINESS

Our goal is to provide you with a focused knowledge and understanding of essential business and management skills to enhance your ability to qualify for entry-level industry positions, including marketing assistant, sales assistant, promotions assistant, project coordinator, and a variety of other entertainment business positions in the fields of film, music, digital media, broadcasting, and gaming.

In addition to technical proficiency and creative development, your education will help you develop critical-thinking, problem-solving, and analytical skills that contribute to lifelong learning, providing you with tools to help sustain a long and productive professional career in the entertainment and media industry.

BACHELOR’S OBJECTIVE

Our goal is to provide you with a focused knowledge and understanding of essential business and management skills to enhance your ability to qualify for entry-level industry positions, including brand ambassador, social media coordinator, promotions manager, public relations assistant, digital marketing strategist, and a variety of other entertainment business positions in the fields of film, music, digital media, broadcasting, and gaming.

In addition to technical proficiency and creative development, your education will help you develop critical-thinking, problem-solving, and analytical skills that contribute to lifelong learning, providing you with tools to help sustain a long and productive professional career in the entertainment and media industry.

ASSOCIATE’S OBJECTIVE

Our goal is to provide you with a focused knowledge and understanding of essential business and management skills to enhance your ability to qualify for entry-level industry positions, including marketing assistant, sales assistant, promotions assistant, project coordinator, and a variety of other entertainment business positions in the fields of film, music, digital media, broadcasting, and gaming.

In addition to technical proficiency and creative development, your education will help you develop critical-thinking, problem-solving, and analytical skills that contribute to lifelong learning, providing you with tools to help sustain a long and productive professional career in the entertainment and media industry.

FALL SAIL UNIVERSITY
The Entertainment Business Associate's Program is designed to foster the development of highly trained individuals in the entertainment and media industries. This program is designed to help you develop the skills and knowledge necessary to succeed in the entertainment business. The curriculum in this degree program encompasses courses that address media literacy, research methodologies, executive leadership skills, project and team management, entertainment business finance, negotiation techniques, product and brand management, entertainment business environment, and media publishing, media distribution, and digital marketing and business plan development.

This well-rounded education will help to hone your leadership and business skills in preparation for entering or advancing through the entertainment industry. To help make you that ready, we've got a team of Career Development professionals that will help you polish your interviewing skills and résumé and get you ready to enter the industry. In addition, our Career Development services and advisors will be there to support and assist you throughout your career. – not just during your education.

**MASTERS OBJECTIVE**

Our goal is to provide you with the focused knowledge and understanding of essential business skills necessary to be successful in a variety of entertainment business industries such as recording arts, show production and touring, digital media and web, game design and development, computer animation, and film & television. The curriculum in this degree program encompasses courses that address media literacy, research methodologies, executive leadership skills, project and team management, entertainment business finance, negotiation techniques, product and brand management, entertainment business environment, and media publishing, media distribution, and digital marketing and business plan development.

This program is designed to foster the development of highly trained individuals who will lead and shape careers in the business side of the entertainment field. The training you receive in this program will prepare you with the tools to help sustain a long and productive career in the entertainment and media industry.
ENTERTAINMENT BUSINESS with a Sports Management Elective Track

Graduate Degree Program - Campus & Online

Overview

The Entertainment Business Master of Science degree with a Sports Management Elective Track is an advanced exploration of the specific sports management and business skills you need to excel in the entertainment and sports business industry. This balanced and in-depth curriculum includes courses such as Executive Leadership, Sports Management and Operations, Project and Team Management, Legal Issues in Sports, Negotiation and Deal-making, Sports Marketing and Sponsorships, Entertainment Business Finance, and Business Plan Development. Throughout this specialized education, you’ll learn the strategies of top executives and apply those exercises to develop your own leadership abilities. You’ll also complete two capstone projects – a leadership portfolio and a business plan thesis – which will require you to make practical use of important business concepts like project management, contract negotiation, sports marketing, financial planning, and business plan development.

This well-rounded education will help you hone your leadership and business skills in preparation for entering or advancing through the entertainment and sports industry. To help you make that transition, Full Sail University has a team of professionals who will help you polish your interviewing skills and résumé and get you ready to enter the industry. In addition, our Career Development advisors and services will be available to help you nurture the critical-thinking, problem-solving, and analytical skills that will contribute to your lifelong learning, providing you with tools to help sustain a long and productive professional career in the entertainment and media industries.

Master's Objective

Our goal is to provide you with the focused knowledge and understanding of essential business skills necessary to be successful in the entertainment and sports industry. This program is designed to foster the development of highly trained professionals that can help you polish your interviewing skills and résumé. In addition, our Career Development advisors and services will be available to help you nurture the critical-thinking, problem-solving, and analytical skills that will contribute to your lifelong learning, providing you with tools to help sustain a long and productive professional career in the entertainment and media industries.

Campus & Online

Chronological Course Schedule by Months

<table>
<thead>
<tr>
<th>MONTH</th>
<th>COURSES</th>
<th>CREDIT HOURS</th>
</tr>
</thead>
<tbody>
<tr>
<td>1</td>
<td>MEL6112.Mastery:影视发展与领导力</td>
<td>3.5</td>
</tr>
<tr>
<td>2</td>
<td>MNG6201.Executive Leadership</td>
<td>3.5</td>
</tr>
<tr>
<td>3</td>
<td>MNG6203.Project and Team Management</td>
<td>3.5</td>
</tr>
<tr>
<td>4</td>
<td>MNG6204.Business Strategy and Development</td>
<td>3.5</td>
</tr>
<tr>
<td>5</td>
<td>GBUS6211.Entertainment Business Finance*</td>
<td>3.5</td>
</tr>
<tr>
<td>6</td>
<td>PKHS6221.Digital Marketing</td>
<td>3.5</td>
</tr>
<tr>
<td>7</td>
<td>AEC6217.Regulation and Policy Making</td>
<td>3.5</td>
</tr>
<tr>
<td>8</td>
<td>MNG6205.Sports Management and Operations</td>
<td>3.5</td>
</tr>
<tr>
<td>9</td>
<td>BUSIS6205.体育企业与市场营销</td>
<td>3.5</td>
</tr>
<tr>
<td>10</td>
<td>BUL5582.Legal Issues in Sports</td>
<td>3.5</td>
</tr>
<tr>
<td>11</td>
<td>GEB6508.Project Management</td>
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</tr>
<tr>
<td>12</td>
<td>GEB6220.Final Project: Business Plan</td>
<td>3.5</td>
</tr>
</tbody>
</table>

TOTAL CREDIT HOURS: 45.5
TOTAL WEEKS: 48

Film

Undergraduate Degree Program - Campus

Overview

Our curriculum is built around actual industry workflows, so you will navigate your way around a set while you are in school. It also includes a variety of projects that span from preproduction to post, teaching you the basics of all the various departments that make up a production crew. You will have the opportunity to specialize in an area of interest—whether it is editing, directing, producing, cinematography, art direction, sound, editing, or makeup. During your education, you will gain first-hand experience in planning productions, writing scripts, creating storyboards, and using a variety of cameras—16 mm, 35 mm, HD, and more—and doing all of this in a variety of styles.

You will build sets and break them down with access to our spacious soundstages and studio backlot. You will also hold casting calls, work on actors’ makeup, and create special effects to enhance your films. Furthermore, you will be able to edit, add visual effects, and polish sound in post to prepare your original work for viewing on the big screen with the mentoring of our faculty team. In addition to film production, you will also learn the ins and outs of shooting for photography, HD-broadcast production, the world of new media, and reality and documentary film and television. Additional courses will focus on helping you learn production budgeting, lighting, computer-business applications, personal finance management, communication skills, and how to prepare yourself for the film industry.

The curriculum supports hands-on projects and a real-world education through a series of projects and portfolios that arethreaded throughout each program. These courses are dedicated to providing you with a relevant and comprehensive project-based learning experience throughout your academic journey.

With career development modules woven throughout the curriculum, the Film degree programs also provide you with systematic opportunities to prepare for your future careers. These modules focus on strengthening different career skills and professional strategies that will help you with your transition into the entertainment and media industries.

To help you move toward your desired career, the Career Development department has a team of professionals who will help you polish your interviewing skills and résumé. In addition, our Career Development advisors and services will be available for support and assistance throughout your career—not just while you are a student.

Associate's Objective

Our goal is to provide you with the focused knowledge and understanding of film theory and craft you need to qualify for entry-level industry positions in the film and television video industries, including as independent filmmakers, production assistants, assistant editors, video editors, and digital photographers. The Film Associate of Science degree program will also help you develop the team-building skills needed in the film industry and instruct you in the professional presentation of your film projects.

In addition to technical proficiency and creative development, your education will help you nurture the critical thinking, problem-solving, and analytical skills that will contribute to your lifelong learning, providing you with tools to help sustain a long and productive professional career in the entertainment and media industries.

Bachelor's Objective

Our goal is to provide you with the focused knowledge and understanding of film theory and craft needed to qualify for entry-level industry positions as independent filmmakers, camera operators, production assistants, editors, sound designers, assistant directors, unit production managers, art directors, editors, lighting technicians, director’s assistants, and dialogue editors, as well as a variety of other positions in the film and television video industries. This program will also help you develop the team-building skills needed in the film industry and instruct you in the professional presentation of your film projects.

In addition to technical proficiency and creative development, your education will help you nurture the critical thinking, problem-solving, and analytical skills that will contribute to your lifelong learning, providing you with tools to help sustain a long and productive professional career in the entertainment and media industries.
### Film Undergraduate Degree Program - Campus

#### Chronological Course Schedule by Months

<table>
<thead>
<tr>
<th>MONTH CODE</th>
<th>COURSE</th>
<th>CREDIT HOURS</th>
</tr>
</thead>
<tbody>
<tr>
<td>FBS479</td>
<td>Project and Portfolio VII: Film</td>
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<tr>
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<tr>
<td>FLM4519</td>
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<td>Broadcast Production II</td>
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<td>FBS476</td>
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<td>Project and Portfolio I: Film and Video</td>
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<td>FBS459</td>
<td>Project and Portfolio IV: Film</td>
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<td>FBS469</td>
<td>Project and Portfolio VI: Film</td>
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<td>FBS467</td>
<td>Project and Portfolio III: Film</td>
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<td>FBS463</td>
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<td>Broadcast Production II</td>
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<td>Project and Portfolio V: Film</td>
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<td>Project and Portfolio VII: Film</td>
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<td>Career Module</td>
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**ASSOCIATE’S TOTAL CREDIT HOURS:** 60

**ASSOCIATE’S TOTAL WEEKS:** 80

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### Film Production Graduate Degree Program - Campus

#### Chronological Course Schedule by Months

<table>
<thead>
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<th>MONTH CODE</th>
<th>COURSE</th>
<th>CREDIT HOURS</th>
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<td>FPR660</td>
<td>Film Production Thesis IV: Film Assembly</td>
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<td>FPR659</td>
<td>Film Production Thesis III: Production</td>
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**TOTAL CREDIT HOURS:** 58

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### Film Production

**OVERVIEW**

In the Film Production master of fine arts degree program, students will master the artistic, technical, professional, and academic aspects of filmmaking. The program provides aspiring filmmakers with the advanced creative, technical, and aesthetic knowledge and skills required to produce, crew, and package a professional feature-length or short film. This comprehensive program integrates the study of numerous filmmaking disciplines, including screenwriting, visual storytelling, directing, editing, and producing. Students master these concepts through project-based learning in a program that mirrors the real-world, professional filmmaking environment. Students will also be trained on current filmmaking technologies and will learn how to utilize academic research methodologies in their work. Graduates of the Film Production master of fine arts degree program leave prepared for the professional film industry and are equipped with a range of technical and creative skills needed for career success.

**MASTER’S OBJECTIVE**

Successful filmmaking requires a comprehensive and holistic understanding of the processes, practices, and technologies of film production. The objective of Full Sail University’s Film Production master of fine arts degree program is to provide students with the knowledge, skills, and abilities required to make a film from concept to completion. This will be accomplished through project-based learning activities that are aligned with the real-world film production cycle. These learning activities will help the student assess the dramatic and commercial viability of a film concept, develop the necessary planning required for film production, manage talent and produce a film, and understand the legal and business considerations of filmmaking. Each course will also develop the student’s academic research skills, tools, and methodologies, as students will learn how to utilize academic research for a variety of contexts and learning activities. Upon completion of the program, students will have developed their own comprehensive graduate-level portfolio.

---

### Film

**OVERVIEW**

Successful filmmaking requires a comprehensive and holistic understanding of the processes, practices, and technologies of film production. The objective of Full Sail University’s Film Production master of fine arts degree program is to provide students with the knowledge, skills, and abilities required to make a film from concept to completion. This will be accomplished through project-based learning activities that are aligned with the real-world film production cycle. These learning activities will help the student assess the dramatic and commercial viability of a film concept, develop the necessary planning required for film production, manage talent and produce a film, and understand the legal and business considerations of filmmaking. Each course will also develop the student’s academic research skills, tools, and methodologies, as students will learn how to utilize academic research for a variety of contexts and learning activities. Upon completion of the program, students will have developed their own comprehensive graduate-level portfolio.
ASSOCIATE’S OBJECTIVE

Our goal is to help you with the focused knowledge and foundational understanding of art and design, 2-D and 3-D animation, modeling, and shading and lighting needed to qualify for such entry-level positions in the game industry as prop artists, environment artists, renderers, and texture artists. Besides the degree program’s strong 3-D computer graphics focus, you will build other skills in peripheral media and complete digital courses that will enhance your opportunities in related fields.

In addition to technical proficiency and creative development, your education will help you develop critical thinking, problem-solving, and analytical skills that contribute to lifelong learning and will provide you with tools to help sustain a long and productive professional career in the entertainment and media industries.

BACHELOR’S OBJECTIVE

Our goal is to help you with the focused knowledge and foundational understanding of art and design, 2-D and 3-D animation, modeling, and shading and lighting needed to qualify for such entry-level positions in the game industry as prop artists, environment artists, character artists, and animators. Besides the degree program’s strong 3-D computer graphics focus, you will build other skills in peripheral media and complete digital courses that will enhance your opportunities in related fields.

In addition to technical proficiency and creative development, your education will help you develop critical thinking, problem-solving, and analytical skills that contribute to lifelong learning and will provide you with tools to help sustain a long and productive professional career in the entertainment and media industries.
Game Design

Undergraduate Degree Program - Campus & Online

OVERVIEW

The Game Design curriculum is comprised of high-level game design and production courses that will take you deep into the game development pipeline. You will develop and expand your project management skills through leadership, team management, game design, and marketing, while learning skills required to advance in career in the game production industry. In addition to strengthening these skills, the Game Design curriculum has foundational courses focusing on professional writing and mythology. This well-rounded education will help you hone leadership, team design, and project management skills in preparation for advancing through the game industry.

Project and portfolios courses are threaded throughout the Game Design curriculum and are dedicated to providing you with a project-based learning experience throughout your academic journey. Furthermore, career-development modules are also woven throughout the curriculum that provide you with systematic opportunities to prepare for your future career. These modules focus on strengthening different career skills and professional strategies that will assist you with the transition into the entertainment and media industries.

Team of Career Development professionals will be available to help you polish interviewing skills and résumé and get you ready to enter the job market. In addition, our Career Development advisors and services will be available for support.

BACHELOR'S OBJECTIVE

The Game Design Bachelor of Science degree program will focus on the knowledge and understanding of game development necessary to be successful in qualifying for entry-level design and production positions. Completion of this degree program will greatly enhance your ability to work in the fast-paced environment of a game studo. The curriculum in this program develops your project and team management abilities, production skills, and game design knowledge. In addition, this program will give you the mathematical foundations for successful programming and game development.

Under completion of the Game Design Associate of Science degree program, you will be prepared to qualify for entry-level industry positions in game design, game testing, interactive design, and a variety of other fields in the game and entertainment industries.

ASSOCIATE’S OBJECTIVE

The Game Design Associate of Science degree program will focus on the knowledge and understanding of game development necessary to be successful in qualifying for entry-level design and production positions. Completion of this degree program will greatly enhance your ability to work in a production role in the fast-paced environment of a game studio. The curriculum in this program develops your project and team management abilities, production skills, and game design knowledge. Additionally, this program will give you the mathematical foundations for successful programming and game development.

A team of Career Development professionals will be available to help you polish interviewing skills and résumé and get you ready to enter the job market. In addition, our Career Development advisors and services will be available for support and assistance throughout your career—no just while you are a student.

The Game Design Bachelor of Science degree program was designed to prepare students to qualify for entry-level industry positions in the fields of game design, quality assurance testing, level design, game scripting, and a variety of others in the game and entertainment industries.

The Game Design Bachelor of Science degree program was designed to prepare students to qualify for entry-level industry positions in the fields of game design, quality assurance testing, level design, game scripting, and a variety of others in the game and entertainment industries.

ASSOCIATE’S TOTAL CREDIT HOURS: 60
ASSOCIATE’S TOTAL WEEKS: 116
BACHELOR’S TOTAL CREDIT HOURS: 120
BACHELOR’S TOTAL WEEKS: 232

Game Design

Undergraduate Degree Program - Campus & Online

Campus

Chronological Course Schedule by Months

MONTH CODE COURSES CREDIT HOURS
1 GEN111 Creative Presentation 3.0
2 GEN103 Psychology of Play 3.0
3 GEN101 Game Design 4.0
4 STA100 Technology in the Entertainment and Media Industries 4.0
5 MATH205 Calculus I 4.0
6 MATH108 Discrete Mathematics 4.0
7 MATH151 Design Tools 4.0
8 CAR100 Career Module I: Exploration 1.0
9 ENGL101 English Composition I 4.0
10 ENGL111 Project and Portfolio I: Interactive Design 3.0
11 CAR101 Career Module I: Personal Branding 1.0
12 CAR102 Career Module II: Career Development 1.0
13 STA102 Statistics 4.0
14 GDN101 Game Design I 4.0
15 GDN202 Game Mechanics 4.0
16 ENC326 Professional Writing 4.0
17 GDN101 Game Design I 4.0
18 GDN111 Creative Presentation 3.0
19 GDN103 Psychology of Play 3.0
20 GEN111 Creative Presentation 3.0
21 GEN103 Psychology of Play 3.0
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36 GEN111 Creative Presentation 3.0
37 GEN103 Psychology of Play 3.0
38 GEN111 Creative Presentation 3.0
39 GEN103 Psychology of Play 3.0
40 GEN111 Creative Presentation 3.0

BACHELOR’S TOTAL CREDIT HOURS: 120
BACHELOR’S TOTAL WEEKS: 232
ASSOCIATE’S TOTAL CREDIT HOURS: 60
ASSOCIATE’S TOTAL WEEKS: 116

Online

Chronological Course Schedule by Months

MONTH CODE COURSES CREDIT HOURS
1 GEN111 Creative Presentation 3.0
2 GEN103 Psychology of Play 3.0
3 GEN111 Creative Presentation 3.0
4 ENC11018 English Composition I† 4.0
5 ENGL111 Project and Portfolio I: Interactive Design 3.0
6 CAR101 Career Module I: Personal Branding 1.0
7 CAR2011 Career Module II: Career Research 1.0
8 CAR3002 Career Module V: Networking 1.0
9 STA3026 Statistics 4.0
10 IND1198 Fundamentals of Physical Science 4.0
11 STA2024 Project and Portfolio II: Interactive Design 3.0
12 CAR2012 Career Module III: Résumé Fundamentals 1.0
13 ENC11018 English Composition I† 4.0
14 ENC11018 English Composition I† 4.0
15 IND1198 Fundamentals of Physical Science 4.0
16 CAR2012 Career Module III: Résumé Fundamentals 1.0
17 ENC11018 English Composition I† 4.0
18 ENC11018 English Composition I† 4.0
19 IND1198 Fundamentals of Physical Science 4.0
20 CAR2012 Career Module III: Résumé Fundamentals 1.0
21 ENC11018 English Composition I† 4.0
22 ENC11018 English Composition I† 4.0
23 IND1198 Fundamentals of Physical Science 4.0
24 CAR2012 Career Module III: Résumé Fundamentals 1.0
25 ENC11018 English Composition I† 4.0
26 ENC11018 English Composition I† 4.0
27 IND1198 Fundamentals of Physical Science 4.0
28 CAR2012 Career Module III: Résumé Fundamentals 1.0
29 ENC11018 English Composition I† 4.0
30 ENC11018 English Composition I† 4.0
31 IND1198 Fundamentals of Physical Science 4.0
32 CAR2012 Career Module III: Résumé Fundamentals 1.0
33 ENC11018 English Composition I† 4.0
34 ENC11018 English Composition I† 4.0
35 IND1198 Fundamentals of Physical Science 4.0
36 CAR2012 Career Module III: Résumé Fundamentals 1.0
37 ENC11018 English Composition I† 4.0
38 ENC11018 English Composition I† 4.0
39 IND1198 Fundamentals of Physical Science 4.0
40 CAR2012 Career Module III: Résumé Fundamentals 1.0

BACHELOR’S TOTAL CREDIT HOURS: 120
BACHELOR’S TOTAL WEEKS: 232
ASSOCIATE’S TOTAL CREDIT HOURS: 60
ASSOCIATE’S TOTAL WEEKS: 116

FULL SAIL UNIVERSITY DEGREE PROGRAMS

FELL SAIL UNIVERSITY

DEGREE PROGRAMS
The curriculum in the Game Design master of science degree program is comprised of high-level production, game design, quality assurance, usability, and leadership courses that take you deep into the game development pipeline. You’ll expand and advance your project and design skills through hands-on exercises in leadership, team management, game design, usability, and more as you learn the skills you’ll need to advance your career in the game industry.

During the course of the program you will be responsible for creating a variety of documentation types related to design, marketing, quality and usability testing, and production, which will be practically applied in team game development processes. Along with development and documentation responsibilities, students will prepare and present a portion of their academic and development experiences in the program through their Capstone project.

The program in Game Design has been crafted to help you develop the skills you’ll need to succeed in the game development field. From the very beginning of your time in the program, you will have the opportunity to observe, evaluate, and participate in the game development process, culminating in the opportunity to explore core development roles, working within and leading teams in an immersive game development experience.

This well-rounded education will hone your leadership, design, and management skills needed to advance your career in the game industry. You will design, develop, and produce from start to finish. This is part of a complete game development education that will get you ready to face the demands of the professional game world. In addition to learning the game development process, you will have courses focusing on probability, digital logic, and game architecture.

The Game Development curriculum offers threaded project and portfolio courses that provide you with a relevant and comprehensive project-based learning experience throughout your academic journey. Career-development modules are also woven throughout the curriculum, providing systematic opportunities for you to prepare for your future career. These modules focus on strengthening different career skills and professional strategies that will help you with your transition into the entertainment and media industries.

To help you move toward your desired career, the Career Development department has a team of professionals who will help you polish your interview skills and resume. In addition, our Career Development advisors and services will be available for support and assistance throughout your career—not just during your education.

Game Development Associate of Science degree program is to provide you with the focused knowledge and understanding of game development useful in qualifying for entry-level industry positions as game programmers, tool programmers, and interface programmers. In addition to a strong coding foundation, skills developed in this program include creative presentation, as well as the math and physics required to model a realistic game world.

In addition to technical proficiency and creative development, your education will help you develop critical thinking, problem-solving, and analytical skills that contribute to lifelong learning, providing you with tools to help sustain a long and productive professional career in the entertainment and media industries.

The goal of the Game Development Bachelor of Science degree program is to provide you with the focused knowledge and understanding of game development useful in qualifying for entry-level industry positions as game programmers, tool builders, network programmers, I/O programmers, collision-detection developers, artificial-intelligence programmers, engine builders, and interface programmers. Completing this degree program will enhance your ability to create program code for 3-D graphics display, multiplayer gaming, artificially intelligent opponents, and real-time virtual environments. Additional skills developed in this program include the proper presentation of game docs as well as the math and physics required to model a realistic game world.

In addition to technical proficiency and creative development, your education will help you develop critical thinking, problem-solving, and analytical skills that contribute to lifelong learning, providing you with tools to help sustain a long and productive professional career in the entertainment and media industries.
### Graphic Design

#### Undergraduate Degree Program - Campus & Online

**Overview**

The Graphic Design curriculum gives you hands-on experience that will prepare you for an entry-level career in the field of design. You will create projects for assignments in which no two submissions are alike—from print publishing to package design to interface design and more. In addition to art and design skills, you will also have courses in real-world topics such as digital publishing, interactive media design, graphic web design, and how to give and receive work critique, as well as courses focusing on communication skills, popular culture, and how to prepare yourself for your first step into the design industry.

The Graphic Design curriculum offers threaded project and portfolio courses that provide you with a relevant and comprehensive project-based learning experience throughout your academic journey. Your diverse and stylized portfolio will become a valuable reference tool as you develop your skills and abilities.

Career-development modules are also woven throughout the curriculum, providing systematic opportunities for you to prepare for your future career. These modules focus on strengthening different career skills and professional strategies that will help you with your transition into the entertainment and media industries.

To help you move toward your desired career, the Career Development department has a team of professionals who will help you polish your interviewing skills and resume. In addition, our Career Development advisors and services will be available for support and assistance throughout your academic journey. Your diverse and stylized portfolio will become a valuable reference tool as you develop your skills and abilities.

### Full Sail University

#### Degree Programs

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**Bachelor’s Objectives**

- Our goal is to provide you with the focused knowledge and understanding of graphic-arts production needed for you to qualify for entry-level industry positions in graphic-arts production, including graphic designers, media designers, web designers, digital-image processors, and art directors. Additional skills acquired in media integration, advertising, and branding will broaden your opportunities for a variety of positions in the industry.

**Associate’s Objectives**

- Our goal is to provide you with the focused knowledge and understanding of graphic-arts production needed for you to qualify for entry-level industry positions in graphic-arts production, including graphic designers, media designers, web designers, digital-image processors, and art directors. Additional skills acquired in media integration, advertising, and branding will broaden your opportunities for a variety of positions in the industry.
## Graphic Design

### Chronological Course Schedule by Months

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### Online Chronological Course Schedule by Months

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### Bachelor's Program

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### Associate's Program

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### Bachelor's Total Credit Hours: 120

### Bachelor's Total Weeks: 80

### Associate's Total Credit Hours: 60

### Associate's Total Weeks: 64

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**FULL Sail UNIVERSITY DEGREE PROGRAMS**

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**Innovation & Entrepreneurship**

### Graduation Degree Program - Online

### OVERVIEW

The Innovation & Entrepreneurship master of science degree program will provide students with a solid foundation in the concepts and disciplines essential for the creation of innovative ideas, products, services, and businesses that respond to the needs of a rapidly changing global marketplace. Whether launching a new creative or technology-based venture or using entrepreneurial talent within a successful business, this online master’s program is designed for students with a passion for innovation and entrepreneurship who seek to use their creativity and vision to contribute to the success of the organization.

### MASTER’S OBJECTIVE

The Innovation and Entrepreneurship master of science degree program is designed for students interested in creating technology-based entrepreneurial projects and companies, as well as those who seek leadership roles in established companies with a goal of creating new visionary opportunities within those organizations. The program supports the goals and aspirations of traditional entrepreneurs, as well as entrepreneurs who will promote innovation and change within companies (or even “inventrepreneurs” who create new products for handoff to others). Whether innovating within companies or creating new businesses powered by unique ideas, entrepreneurs understand that the only true constant is change – and that creativity and innovation are the key to sustainable and successful businesses.

### Online Chronological Course Schedule by Months

<table>
<thead>
<tr>
<th>MONTH CODE</th>
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### TOTAL CREDIT HOURS: 36

### WEEKS: 48

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**FULL Sail UNIVERSITY DEGREE PROGRAMS**
Instructional Design & Technology
Graduate Degree Program - Online

OVERVIEW
The curriculum for the Instructional Design & Technology Master of Science Degree Program is based on a conceptual approach: providing new methods and tools to improve instruction. Many of today's learners have embraced technology's role in their day-to-day lives, but few conventional instructional practices have taken advantage of this reality. The innovative approach of the Instructional Design & Technology program is designed to give you hands-on experience with the type of dynamic media that can transform a traditional instructional setting into an inspirational and interactive atmosphere. It's about crafting an environment where media skills and technology form the language of the learning environment.

Throughout the program, you'll discover how to incorporate interactive instructional tools to enrich the learning experience. Some of these methods include the use of tools like Apple's professional media creation applications and other digital media concepts, and even techniques like storytelling methods and game strategies. You'll also explore different theories about how people learn, discover how to create compelling content, and even techniques like storytelling methods and game strategies.

MASTERS’S OBJECTIVE
Our goal is to provide you with focused knowledge and understanding of learning and instructional design theories, curriculum development, media design elements, and technology applications, allowing you to be successful in the corporate training, instructional design, and education fields. Upon completion of this master's degree program, you will have an enhanced ability to create, develop, design, and produce instructional content using a variety of technology applications for corporate or academic environments.

This program will also help you develop your writing, time-management, and team building skills to assist you in the development and dissemination of engaging instructional content, innovative media design, and technology projects that captivate and inspire today's learner.

Media Communications
Undergraduate Degree Program - Campus & Online

OVERVIEW
The Media Communications curriculum at Full Sail University prepares you with extensive knowledge to understand and contribute to the field of media communications and to use new media communication technologies. You will survey critical approaches to contemporary media-related issues and communication theory while working within a project-based learning curriculum. You will be immersed in a supportive environment that fosters the development of the strategies and skills necessary to succeed in today's dynamic media industries. The courses in the Media Communications curriculum are designed to prepare you for a wide variety of careers in media and associated fields where media knowledge and skills are an integral part of their operations.

The Media Communications curriculum offers a variety of courses that provide you with a relevant and comprehensive project-based learning experience throughout your academic journey. With career development modules woven throughout the curriculum, the Media Communications programs also provide you with systematic opportunities to prepare for your future career. These modules focus on strengthening different career skills and professional strategies that will assist you with the transition into the entertainment and media industries. To help you move toward your desired career, the Career Development department has a team of professionals who will help you polish your interviewing skills and resume. In addition, our Career Development services and advisors will be available for support and assistance throughout your career—no just while you are student.

ASSOCIATE’S OBJECTIVE
Dramatic changes in communication and technology have influenced every aspect of human culture, including family life, politics, business, international relations, religion, education, entertainment, and recreation. The Media Communications Bachelor of Science degree program prepares you to recognize, embrace, and strategically manage the inevitable changes in the media landscape. You will acquire the skills you need to best utilize today's media, share knowledge and information, and maximize audience response. You will practice proper research methods, learn the theories and practices of communication, and learn how to edit for the web. Changes in the media industry are contemplated and reflected throughout the degree program's curriculum.

BACHELOR’S OBJECTIVE
Dramatic changes in communication and technology have influenced every aspect of human culture, including family life, politics, business, international relations, religion, education, entertainment, and recreation. The Media Communications Bachelor of Science degree program prepares you to recognize, embrace, and strategically manage the inevitable changes in the media landscape. You will acquire the skills you need to best utilize today's media, share knowledge and information, and maximize audience response. You will practice proper research methods, learn the theories and practices of communication, and learn how to edit for the web. Changes in the media industry are contemplated and reflected throughout the degree program's curriculum.

FULL SAIL UNIVERSITY  DEGREE PROGRAMS 67
### Media Communications

#### Undergraduate Degree Program Campus & Online

**Bachelor's Program**

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#### Associate's Program

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### Media Design

#### Graduate Degree Program - Online

**OVERVIEW**

Full Sail's Media Design Master of Fine Arts Degree Program (MFA) provides you with an in-depth look at design and the role that it plays in bridging the gap between the design studio and the boardroom. As today's successful companies rely heavily on strong visual representation to deliver their message to the public, the ability to direct those visuals is increasingly vital to employers everywhere.

The program begins focusing on the theory behind effective media design. You'll study concepts that drive successful design campaigns, including research, client communications, and team dynamics. You'll also get hands-on experience with design production while learning the steps of the production process used by companies worldwide. Along the way, you'll learn to stay current with the latest technologies in the field.

Finally, you'll be responsible for creating a Design Solution Project that makes use of your knowledge of branding, strategy, and workflow, then presenting that project to a panel of professionals and peers. By channeling your artistic skills into a vision that's both creative and professional, you'll be prepared to handle whatever key projects you encounter in the fast-paced world of media design.

To help you make the transition into the design industry or further develop your current career, we've got a team of Career Development professionals that will help you polish your interviewing skills and resume. In addition, our Career Development services and advisors will be available for support and assistance throughout your career – not just during your education.

**MASTERS OBJECTIVE**

Our goal is to provide you with a focused knowledge and understanding of design research, psychological and motivational theories, ethics of design, media design elements, and technology applications to enhance your ability to solve complex design problems in an academic, entertainment, and corporate environments.

Upon completion of this master's degree program, you'll also have writing, time management, and team-building skills that you can use in the development and execution of compelling design solutions. This combination of skills and knowledge can be used to propel your career in the multiple fields of the media design industry.

### Chronological Course Schedule by Months

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### TOTAL CREDIT HOURS:

- **FULL SAIL UNIVERSITY DEGREE PROGRAMS**
  - **BACHELOR'S TOTAL CREDIT HOURS:** 120
  - **ASSOCIATE'S TOTAL CREDIT HOURS:** 60
  - **BACHELOR'S TOTAL WEEKS:** 116
  - **ASSOCIATE'S TOTAL WEEKS:** 54
  - **BACHELOR'S TOTAL CREDIT HOURS:** 80
  - **ASSOCIATE'S TOTAL CREDIT HOURS:** 60
  - **BACHELOR'S TOTAL WEEKS:** 48
  - **ASSOCIATE'S TOTAL WEEKS:** 24
Mobile Development
Undergraduate Degree Program - Campus & Online

OVERVIEW

The Mobile Development curriculum addresses the need for professional software developers who can create innovative mobile applications for today's cell phones, tablets, and other portable devices. As a student in the program, you will be presented with a thorough, evolving curriculum that provides a complete survey of the processes used in professional application production. You will be taught how to locate potential industry needs, research your user base, design the visual aesthetics and interactivity of your application, and use your research to create a comprehensive software plan. Technical courses cover the actual production of that concept, and you will learn standard programming languages for the Android and Apple mobile operating systems. You will expand on the architecture by learning how to implement audio and visual interaction and balance the usability of your interface—whether it's for a business application or a game—to create the perfect user experience. You will also benefit from foundational courses that cover topics in statistics and leadership. The combination of this material will help you build a foundation as a well-rounded software developer capable of working on a variety of mobile content.

The Mobile Development curriculum offers a broad development and portfolio projects that provide you with a relevant and comprehensive project-based learning experience throughout your academic journey. Career development modules are also woven throughout the curriculum, providing systematic opportunities for you to prepare for your future career. These modules focus on strengthening different career skills and professional strategies that will help you with your transition into the entertainment and media industries.

To help you move toward your desired career, our Career Development department has a team of professionals who will help you polish your interviewing skills and resume. In addition, our Career Development services and advisors will be available for support and assistance throughout your career—not just while you are a student.

ASSOCIATE’S OBJECTIVE

The objective of the Mobile Development Associate of Science degree program is to provide you with the focused knowledge and understanding of mobile design and development and the usability concepts needed to qualify for entry-level industry positions in mobile-app support, enterprise software support, web development, and mobile development.

In addition to technical proficiency and creative development, your education will help you develop critical-thinking, problem-solving, and analytical skills that contribute to lifelong learning and will provide you with tools to help sustain a long and productive professional career in the technology industry.

BACHELOR’S OBJECTIVE

The objective of the Mobile Development Bachelor of Science degree program is to provide you with the focused knowledge and understanding of mobile design and development and the usability concepts needed to qualify for entry-level industry positions as Apple and Android mobile-application designers and developers.

In addition to technical proficiency and creative development, your education will help you develop critical-thinking, problem-solving, and analytical skills that contribute to lifelong learning, providing you with tools to help sustain a long and productive professional career in the technology industry.

Mobile Development
Undergraduate Degree Program - Campus & Online

Campus
Chronological Course Schedule by Months

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Online
Chronological Course Schedule by Months

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* The mobile user survey was conducted from January 2020 through January 2021.

BACHELOR’S TOTAL CREDIT HOURS: 120
BACHELOR’S TOTAL WEEKS: 116
ASSOCIATE’S TOTAL CREDIT HOURS: 60
ASSOCIATE’S TOTAL WEEKS: 64

FELL SAIL UNIVERSITY

DEGREE PROGRAMS
Mobile Gaming

Overview
The Mobile Gaming master of science degree program enables students to develop advanced project management, development, and production skills related to games that are featured on mobile devices such as smartphones, PDAs, tablet computers, and portable media players. During this 12-month program, students will expand upon previous programming knowledge by developing their own mobile game through a project-based curriculum that is structured around the real-world mobile game development life cycle. Students will conduct graduate-level mobile gaming research, apply theoretical concepts to game design, explore emerging technologies, and develop their own mobile game. Through real-world learning and a capstone thesis, students will have a firm understanding of mobile game development, including the communication and professional skills required for successful game delivery and monetization. Each course will also develop the student’s academic research skills, tools, and methodologies as students will learn how to utilize academic research for a variety of contexts and learning activities.

Master’s Objective
Mobile gaming represents a rapidly growing industry with as many challenges as there are opportunities. The goal of the Mobile Gaming master of science degree program is to prepare students to address and overcome these challenges through a project-based curriculum that will enable students to be successful mobile game developers. This goal will be accomplished by providing students with the knowledge and skills necessary for effective and creative mobile game design, production, and delivery. Through project-based learning and guided academic research, the Mobile Gaming master of science degree program curriculum will enable students to master the discipline and apply appropriate knowledge, skills, and abilities to all phases of mobile game development.

Music Business

Overview
To maximize an artist’s potential, every job in the music industry needs to work in harmony. By applying a real-world approach and utilizing authentic scenarios, the Music Business curriculum prepares students to become music business professionals working with major record labels, online streaming sites, music publishers, booking agencies, concert promoters, artist management firms, and more. To be an effective player in music business, it is not just important to be good at what you do but also to be well versed in the many different roles within the industry. For example, a band’s publicist may not need to book a tour, but being aware of how and why that tour is routed is a certain way is invaluable knowledge when it comes to forming a media strategy. By teaching you about the many different roles in the business, the Music Business curriculum allows you to not only focus on what you do best but also to ensure that your contributions to the big picture are as effective as possible. You will learn these roles through courses in music-specific business subjects such as artist management, music copyright and publishing, concert management and touring, and music evaluation for artists and repertoire; as well as general business concepts such as finance, leadership, and marketing. In addition to business-specific topics, you will also have courses focusing on communication skills, physical science, professional writing, and how to prepare a career in the music industry.

Master’s Objective
The goal of the Music Business Bachelor of Science degree program is to provide you with focused knowledge and understanding of essential business and management skills to enhance your ability to become a successful music business professional in a variety of fields, including recording, artist management, concert management, music publishing, music marketing, music supervision, retail, and distribution. Completing the Music Business Bachelor of Science degree program will provide you with a portfolio of real-world projects to further your careers as an entrepreneur and leader in the music industry.

Bachelor’s Objective
The goal of the Music Business Bachelor of Science degree program is to provide you with focused knowledge and understanding of essential business and management skills to enhance your ability to become a successful music business professional in a variety of fields, including recording, artist management, concert management, music publishing, music marketing, music supervision, retail, and distribution. Completing the Music Business Bachelor of Science degree program will provide you with a portfolio of real-world projects to further your careers as an entrepreneur and leader in the music industry.

Bio: Dr. Mike Capparelli is the Department Chair of Music Business and Adjunct Professor at Full Sail University. He is an experienced music business entrepreneur with a career that has spanned over three decades with major labels, independent labels, music publishers, artist-management firms, concert promoters, and music-technology companies. His experience includes working with major labels, independent labels, music publishers, booking agencies, concert promoters, artist management firms, and more. Dr. Capparelli is a sought-after speaker and has presented at numerous industry conferences and universities. He has a passion for music business education and is dedicated to providing students with a hands-on, real-world education that prepares them for success in the music industry.

Course Offerings:
- Business: The Business of Music
- Entrepreneurship: The Entrepreneurial Mindset
- Marketing: The Music Marketing Revolution
- Law: The Legal Side of Music
- Technology: The Role of Technology in Music
- Leadership: The Leadership Challenge
### Music Business

#### Undergraduate Degree Program - Campus & Online

#### Campus

**Chronological Course Schedule by Months**

<table>
<thead>
<tr>
<th>MONTH CODE</th>
<th>COURSES</th>
<th>CREDIT HOURS</th>
</tr>
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<tbody>
<tr>
<td>1</td>
<td>GVN111 Creative Presentation</td>
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<td>2</td>
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<td>MKT100 Business in the Entertainment and Media Industries</td>
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<td>MGT210 Introduction to Marketing</td>
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<td>DVS114 Data Analysis and Reporting</td>
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<td>9</td>
<td>Fundamentals of Physical Science</td>
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<td>Principles of Business Finance</td>
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<td>MUM3308 Music Copyright and Publishing</td>
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<td>13</td>
<td>MUB3513 Music Evaluation for Artists and Repertoire</td>
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<td>19</td>
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<td>MUB4716 Music Supervision</td>
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</tr>
<tr>
<td>21</td>
<td>MBB469 Project and Portfolio VI: Music Business</td>
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<tr>
<td>22</td>
<td>MBB359 Project and Portfolio V: Music Business</td>
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<tr>
<td>23</td>
<td>MUM3308 Music Copyright and Publishing</td>
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<td>24</td>
<td>MUB481 Artist Management</td>
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<tr>
<td>25</td>
<td>MUB3311 Music Business Models</td>
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<td>26</td>
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<td>MUB3311 Music Business Models</td>
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<td>MUB4716 Music Supervision</td>
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<td>MBB469 Project and Portfolio VI: Music Business</td>
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<td>31</td>
<td>MUB3311 Music Business Models</td>
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</tr>
<tr>
<td>32</td>
<td>MUB4716 Music Supervision</td>
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</table>

**Bachelor’s Total Credit Hours:** 120

**Bachelor’s Total Weeks:** 80

**Associate’s Total Credit Hours:** 60

**Associate’s Total Weeks:** 40

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### Music Production

#### Undergraduate Degree Program - Campus & Online

#### Overview

With the music industry’s growing use of the Internet and the collaborative aspects of the music production environment, the demand for original music content has increased. Full Sail University’s Music Production curriculum encompasses music theory and composition, digital recording, and music production. Whether you’re a novice or a veteran musician, this degree program provides you with a formal education that can help prepare you for a variety of career paths in the world of music creation and production.

From digital audio principles, digital signal processing, and digital signal flow to advanced audio production and engineering techniques, music theory, and music technology, the curriculum covers many different procedures and applications found in the music production world. Through coursework utilizing a personal production studio consisting of a laptop computer and a variety of professional audio software programs, you will gain the confidence and skills to help you succeed in a variety of music production environments after graduation.

In music production, this includes communication and critical thinking skills while taking courses in physics, cultural studies, and professional writing. The Production curriculum also offers a hands-on, project-driven approach to coursework that provides you with a relevant and comprehensive project-based learning experience throughout your academic journey. Furthermore, with career development modules woven throughout the curriculum, you are also provided with systematic opportunities to prepare for your future career. These modules focus on strengthening different career skills and professional strategies that will assist you with the transition into the entertainment and media industries.

A team of Career Development professionals will be available to help you polish your interviewing skills and résumé and get you ready to enter the job market. In addition, our Career Development advisors and services will be available for support and assistance throughout your career—not just while you are a student.

---

### Associate’s Objective

Our goal is to provide you with the focused knowledge and understanding of music production technology and concepts needed to qualify for entry-level industry positions as audio and sound-effects technicians, music supervisors, music editors, record producers, beat programmers, mix engineers, songwriters, digital music recording engineers, postproduction audio engineers, MDs/digital audio workstation operators and programmers, and a variety of other positions in the audio and entertainment industries.

In addition to gaining technical proficiency and creative development, your education will help you develop critical thinking, problem-solving, and analytical skills that contribute to lifelong learning, providing you with tools to help sustain a long and productive professional career in the entertainment and media industries.

### Bachelor’s Objective

Our goal is to provide you with the focused knowledge and understanding of music production technology and concepts needed to qualify for entry-level industry positions as multimedia music composers and producers, audio and sound-effects technicians, music supervisors, music editors, project-studio engineers, beat programmers, music arrangers, songwriters, digital music recording engineers, postproduction audio engineers, MDs/digital audio workstation operators and programmers, and a variety of other positions in the audio and entertainment industries.

In addition to gaining technical proficiency and creative development, your education will help you develop critical thinking, problem-solving, and analytical skills that contribute to lifelong learning, providing you with tools to help sustain a long and productive professional career in the entertainment and media industries.

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### Bachelor’s Total Credit Hours:

**Bachelor’s Total Weeks:** 116

**Associate’s Total Credit Hours:** 64

**Associate’s Total Weeks:** 64

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* The specific career outlook varies based on regional job markets.*
**Music Production**

Undergraduate Degree Program - Campus & Online

**Overview**

Campus

**Chronological Course Schedule by Months**

<table>
<thead>
<tr>
<th>MONTH CODE</th>
<th>COURSES</th>
<th>CREDIT HOURS</th>
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<td>IMK302 Cultural Studies and the Web*</td>
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<td>MPB349 Project and Portfolio IV: Music Production</td>
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<td>30</td>
<td>PHY1020 Fundamentals of Physical Science*</td>
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<td>MPR3113 Music Genres</td>
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<td>APR1355 Fundamentals of Music</td>
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<tr>
<td>40</td>
<td>CAR4011 Career Module VI: Résumé Writing</td>
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<td>44</td>
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<td>DEP1013 Psychology of Play</td>
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**Assessment**

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<th>MONTH CODE</th>
<th>COURSES</th>
<th>CREDIT HOURS</th>
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<tr>
<td>6</td>
<td>MPB469 Project and Portfolio VI: Music Production</td>
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<td>8</td>
<td>APR3570 Musical Structure and Analysis</td>
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<td>12</td>
<td>MPR3113 Music Genres</td>
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<tr>
<td>14</td>
<td>MPB239 Project and Portfolio III: Music Production</td>
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<td>16</td>
<td>MPR3311 Musical Arrangement</td>
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<td>18</td>
<td>CAR4012 Career Module VII: Job Interview</td>
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<td>MPR3222 Music Theory</td>
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<td>MPR3230 Audio Engineering Techniques</td>
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<td>MPR349 Project and Portfolio IV: Music Production</td>
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<td>CAR4001 Career Module I: Project Planning</td>
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<td>MPR3452 Game Music Composition</td>
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<td>34</td>
<td>CAR4011 Career Module VI: Résumé Writing</td>
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<td>36</td>
<td>MPR359 Project and Portfolio V: Music Production</td>
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<td>38</td>
<td>MPR3925 Topics in Music Theory</td>
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<td>40</td>
<td>CAR2011 Career Module II: Career Research</td>
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**TOTAL CREDIT HOURS:**

| **ASSOCIATE’S TOTAL CREDIT HOURS:** | 120 |
| **BACHELOR’S TOTAL CREDIT HOURS:** | 116 |
| **ASSOCIATE’S TOTAL WEEKS:** | 60 |
| **BACHELOR’S TOTAL WEEKS:** | 64 |

**New Media Journalism**

Graduate Degree Program - Online

**Overview**

The New Media Journalism Master of Arts degree program addresses the opportunities for communication in today’s media industry, with a focus on the mechanics of current technologies, and how they enhance both narrative structure and visual storytelling. As a student in the program, you’ll explore methods of research, reporting, and publishing on a variety of multimedia platforms while developing your skills in storytelling and the legal and ethical aspects of journalism.

In addition to technical proficiency and creative development, your education will contribute to lifelong learning, providing you with tools to help sustain a long and productive professional career in the entertainment and media industry.

**Master’s Objective**

The New Media Journalism Master of Arts degree program teaches students how new media technology shapes contemporary journalism in philosophy, practice, and delivery. The curriculum addresses the concepts, processes, and tools utilized in digital news production, digital newswroom management, multimedia reporting, and social media writing, as well as the legal and ethical aspects of new media journalism. Completion of the program will enable graduates to take advantage of growing career opportunities for multimedia writers, reporters, producers, managers, and editors.

**Full Sail University’s Career Development department will be on hand to provide support and guidance as you launch your career search in the field of journalism. The assistance of this department is extended to Full Sail graduates for the length of their careers.**

**Online Chronological Course Schedule by Months**

<table>
<thead>
<tr>
<th>MONTH CODE</th>
<th>COURSES</th>
<th>CREDIT HOURS</th>
</tr>
</thead>
<tbody>
<tr>
<td>1</td>
<td>NMJ650 Public Relations and Reputation Management</td>
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<tr>
<td>3</td>
<td>NMJ590 Multimedia Reporting</td>
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<td>5</td>
<td>NMJ550 Multimedia Development and Editing</td>
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<td>NMJ520 Writing for Interactive Media</td>
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<td>NMJ540 Research and Investigation Skills Development</td>
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<td>NMJ690 New Media Journalism Final Project</td>
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<td>NMJ590 Multimedia Reporting</td>
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<td>NMJ620 Social Media and Online Community Engagement</td>
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<td>NMJ510 New Media Publishing and Distribution</td>
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<tr>
<td>21</td>
<td>MDL501 Mastery: Personal Development and Leadership</td>
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</table>

**TOTAL CREDIT HOURS:**

| **TOTAL CREDIT HOURS:** | 47 |
| **TOTAL WEEKS:** | 48 |
Public Relations
Graduate Degree Program - Online

OVERVIEW
Throughout the Public Relations master of arts degree program, students will examine how new social tools and communication channels have changed the idea of what it means to be a public relations professional. Students will learn how to leverage social media in order to launch powerful dialogues with an organization’s consumers and advocates. Along with learning the new digital tools, the Public Relations master’s program will give students a solid foundation in traditional PR. Students will gain a solid grasp of how to plan, research, execute, and evaluate effective PR media plans. During the course of the program and in preparation for their final thesis project, students will build a website and social channels from the ground up, focusing on their own professional reputation and audience throughout the degree program.

MASTERS’ OBJECTIVE
The Public Relations master’s program will give students a solid foundation in traditional PR. In addition to traditional news media, today’s PR professionals must also identify and add new channels to their public relations strategies. The rise of participatory media such as blogs, Twitter, and content-sharing sites has challenged the traditional ideal of who is a journalist–dramatically changing how publics and PR professionals engage to share stories. In addition to traditional news media, today’s PR professionals must also identify and develop credible and lasting relationships with influential voices throughout the social media world.

Effective PR messages are informative, newsworthy, and interesting—but not to all social media participants, who all have their individual perspective of public relations and digital marketing strategies. From acoustic principles, amplification technology, and signal flow to interactive audio, sequencing techniques, and sound-effect design, this program covers the many different procedures, formats, and applications found in the recording arts world. By working with the same gear found in some of the finest professional studios, you will gain the confidence and skills needed to succeed in these environments after graduation.

In addition to music production skills and techniques, you will also learn physical science, professional writing, critical listening, art history, and how to prepare yourself for the music industry. The Recording Arts curriculum also offers thread-ed project and portfolios courses that provide you with a relevant and comprehensive project-based learning experience throughout your academic journey. Furthermore, with career-development modules woven throughout the curriculum, the Recording Arts programs provide you with systematic opportunities to prepare for your future career. These modules focus on strengthening different career skills and professional strategies that will assist you with the transition into the entertainment and media industries.

A team of Career Development professionals will be available to help you polish your interviewing skills and résumé and get you ready to enter the job market. In addition, our Career Development advisors and services will be available for support and assistance throughout your career—not just while you are a student.

Master’s Program
Online Chronological Course Schedule by Months

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<th>MONTH CODE</th>
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<td>Innovation Public Relations Tools and Resources 4.0</td>
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TOTAL CREDIT HOURS: 38
TOTAL WEEKS: 48

Recording Arts
Undergraduate Degree Program - Campus

OVERVIEW
Full Sail University began in 1979 as a recording school. Since then, developments in the recording industry have created new opportunities to build upon the university’s foundational recording curriculum. Beyond just teaching you how to capture an artist’s sound in the studio, Full Sail University’s Recording Arts curriculum encompasses analog and digital recording, live music production, and audio postproduction for film, television, and video games.

From acoustic principles, amplification technology, and signal flow to interactive audio, sequencing techniques, and sound-effect design, the Recording Arts program covers the many different procedures, formats, and applications found in the recording arts world. By working with the same gear found in some of the finest professional studios, you will gain the confidence and skills needed to succeed in these environments after graduation.

In addition to music production skills and techniques, you will also learn physical science, professional writing, critical listening, art history, and how to prepare yourself for the music industry. The Recording Arts curriculum also offers thread-ed project and portfolios courses that provide you with a relevant and comprehensive project-based learning experience throughout your academic journey. Furthermore, with career-development modules woven throughout the curriculum, the Recording Arts programs provide you with systematic opportunities to prepare for your future career. These modules focus on strengthening different career skills and professional strategies that will assist you with the transition into the entertainment and media industries.

A team of Career Development professionals will be available to help you polish your interviewing skills and résumé and get you ready to enter the job market. In addition, our Career Development advisors and services will be available for support and assistance throughout your career—not just while you are a student.

ASSOCIATE’S OBJECTIVE
The goal of the Recording Arts Associate of Science degree program is to provide you with the focused skills and knowledge of audio engineering needed to qualify for entry-level industry positions as recording engineers, mix engineers, postproduction and game audio engineers, digital audio workstation operators and programmers, music/effects/dialogue editors, live-production engineers, and a variety of other positions in the audio industry.

In addition to technical proficiency and creative development, your education will help you develop critical-thinking, problem-solving, and analytical skills that contribute to lifelong learning, providing you with tools to help sustain a long and productive professional career in the entertainment and media industries.

BACHELOR’S OBJECTIVE
The goal of the Recording Arts Bachelor of Science degree program is to provide you with the focused skills and knowledge of audio engineering needed to qualify for entry-level industry positions as recording engineers, mix engineers, postproduction and game audio engineers, digital audio workstation operators and programmers, music/effects/dialogue editors, live-production engineers, and a variety of other positions in the audio industry.

In addition to technical proficiency and creative development, your education will help you develop critical-thinking, problem-solving, and analytical skills that contribute to lifelong learning, providing you with tools to help sustain a long and productive professional career in the entertainment and media industries.
### Recording Arts

**Chronological Course Schedule by Months**

<table>
<thead>
<tr>
<th>Course</th>
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<th>Description</th>
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<tbody>
<tr>
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<tr>
<td>REC4735 Advanced Session Recording</td>
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<td>REC3805 Audio Postproduction 4.0</td>
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<td>REC4414 Advanced Audio Workstations 4.0</td>
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<tr>
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<td>ART2006 †</td>
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<tr>
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<td>CAR4002 Career Module VII: Job Interview 1.0</td>
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<td>REC3414 Introduction to Show Production Systems 4.0</td>
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<td>APR3466 Mixing Techniques</td>
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<tr>
<td>CAR804 Project/Portfolio IV: Recording Arts</td>
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<td>REC800 Career Recording</td>
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<tr>
<td>PHY1020 Fundamentals of Physical Science*</td>
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<td>ART806 Art History</td>
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<tr>
<td>CAR801 Career Module I: Career Development</td>
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<td>AED805 Sound Design for Games</td>
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<tr>
<td>REC807 Advanced Audio Workstations</td>
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<td>RAB803 Project/Portfolio I: Recording Arts</td>
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<tr>
<td>CAR802 Career Module II: Music Fundamentals</td>
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<td>REC805 Audio Postproduction</td>
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<tr>
<td>RAB804 Project/Portfolio II: Recording Arts</td>
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<tr>
<td>CAR801 Career Module I: Career Development</td>
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<tr>
<td>RAB803 Project/Portfolio III: Recording Arts</td>
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<tr>
<td>CAR802 Career Module II: Music Fundamentals</td>
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<tr>
<td>REC803 Advanced Session Recording</td>
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<tr>
<td>RAB804 Project/Portfolio IV: Recording Arts</td>
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</tbody>
</table>

**ASSOCIATE'S TOTAL CREDIT HOURS:** 60

**ASSOCIATE'S TOTAL WEEKS:** 80

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### Show Production

**Undergraduate Degree Program - Campus**

**Overview**

Our Show Production curriculum provides you with practical and technical skills to prepare for a career in the live-event field of your choice—whether it is the concert and touring market, corporate productions, conventions, audiovisual installations, or other disciplines. You will become immersed in the world of contemporary audio, lighting, video, and concert media design while learning the theories and principles behind these components and gaining an extensive and immersive experience with a wide assortment of gear used by professionals in the industry.

Once you are comfortable with production concepts in a classroom setting, you will be able to put your skills to the test in real-world scenarios by collaborating with a live band to design, produce, and manage a full-scale show. You will be able to maintain order when both technical and creative issues arise and ensure that things run smoothly. In addition to show production-specific skills, you will also have courses focused on physical science, professional writing, leadership, and how to prepare yourself for a career in live-event production.

The Show Production curriculum offers threaded project and portfolio courses that provide you with a relevant and comprehensive project-based learning experience throughout your academic journey. Career-development modules are also woven throughout the curriculum, providing systematic opportunities for you to prepare for your future career. These modules focus on strengthening different career skills and professional strategies that will help you with the transition into the entertainment and media industries.

A team of Career Development professionals will be available to help you polish your interviewing skills and résumé and get you ready to enter the job market. In addition, our Career Development advisors and services will be available for support and assistance throughout your career—not just while you are a student.

**BACHELOR'S OBJECTIVE**

The goal of the Show Production Bachelor of Science degree program is to provide you with the focused knowledge and understanding of live-event production needed to qualify for entry-level industry positions as presentation setup technicians, theme park technicians, stage hands, recording engineers, audio editors, assistant mix engineers, audio editors, technical consultants, music supervisors, audio tool developers, and a variety of other positions in the audio and entertainment industries.

In addition to technical proficiency and creative development, your education will help you develop critical thinking, problem-solving, and analytical skills that contribute to lifelong learning, providing you with tools to help sustain a long and productive professional career in the entertainment and media industries.

**OVERVIEW**

Our Show Production curriculum provides you with practical and technical skills to prepare for a career in the live-event field of your choice—whether it is the concert and touring market, corporate productions, conventions, audiovisual installations, or other disciplines. You will become immersed in the world of contemporary audio, lighting, video, and concert media design while learning the theories and principles behind these components and gaining an extensive and immersive experience with a wide assortment of gear used by professionals in the industry.

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**ASSOCIATE'S TOTAL CREDIT HOURS:** 120

**BACHELOR'S TOTAL CREDIT HOURS:** 120

**BACHELOR'S TOTAL WEEKS:** 80

**ASSOCIATE'S TOTAL CREDIT HOURS:** 60

**ASSOCIATE'S TOTAL WEEKS:** 80

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* The specific course offering varies by campus. Please consult your Academic Advisor for details.

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### Updates

- **Recording Arts**
  - **2023-2024 Schedule**
  - **Undergraduate Degree Program - Campus**
  - **Chronological Course Schedule by Months**
  - **Campus**
  - **Campus Undergraduate Degree Program - Recording Arts**

- **Show Production**
  - **2023-2024 Schedule**
  - **Undergraduate Degree Program - Campus**
  - **Overview**
  - **Objective**
  - **Bachelor's Objective**

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*FULL SAIL UNIVERSITY*  
**DEGREE PROGRAMS**
### Show Production
#### Undergraduate Degree Program - Campus

**Chronological Course Schedule by Months**

<table>
<thead>
<tr>
<th>MONTH CODE</th>
<th>COURSE DESCRIPTION</th>
<th>CREDIT HOURS</th>
</tr>
</thead>
<tbody>
<tr>
<td>1</td>
<td>Show Production II</td>
<td>3.0</td>
</tr>
<tr>
<td>2</td>
<td>Show Production III</td>
<td>3.0</td>
</tr>
<tr>
<td>3</td>
<td>Show Production IV</td>
<td>3.0</td>
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<td>Show Production V</td>
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<td>5</td>
<td>Show Production VI</td>
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<td>6</td>
<td>Show Production VII</td>
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<tr>
<td>7</td>
<td>Show Production VIII</td>
<td>3.0</td>
</tr>
</tbody>
</table>

**ASSOCIATE'S TOTAL CREDIT HOURS:** 60

**BACHELOR'S TOTAL CREDIT HOURS:** 120

### Simulation & Visualization
#### Undergraduate Degree Program - Campus

**Overview**

In today’s digital world, simulation and visualization technologies have become widespread throughout many industries for education, science, training, and entertainment purposes. From creating computer models for understanding complex data to developing virtual environments for gaming, simulation and visualization technologies solve challenging problems, enable learning, and provide visual insight into abstract problems and ideas. The Simulation & Visualization curriculum was designed to create future engineers who will develop simulation and visualization systems for the twenty-first century. It was also designed to provide you with the technical and critical-thinking skills needed to study, design, develop, and test simulation and visualization systems.

Furthermore, the curriculum allows you to develop your programming skills with hands-on experience in the engineering of simulation and visualization systems. You are trained using real-world approaches and emerging technologies to keep pace with this dynamic industry and prepare you for success in the twenty-first century. In addition to developing your technical expertise and subject knowledge, the Simulation & Visualization curriculum is designed to develop your creativity. You will learn strategies for engineering simulations and visualizations and apply those methods to develop unique engineering projects of your own.

The Simulation & Visualization curriculum offers threaded project and portfolio courses that provide you with a relevant and comprehensive project-based learning experience throughout your academic journey. Career-development modules are also woven throughout the curriculum, providing systematic opportunities for you to prepare for your future career. These modules focus on strengthening different career skills and professional strategies that will help you with the transition into the entertainment and media industries.

To help you move toward your desired career, the Career Development department has a team of professionals who will help you polish your interviewing skills and resume. In addition, our Career Development advisors and services will be available for support and assistance throughout your career—not just while you are a student.

**ASSOCIATE’S OBJECTIVE**

The goal of the Simulation & Visualization Associate of Science degree program is to develop programmers and future engineers with the creative and critical-thinking skills and technical expertise required to produce simulations and visualizations based on real-world needs and applications. You will learn how to test and validate these simulations and visualizations, allowing you to display the skills needed to work in this new and fast-growing field. The curriculum in this degree program encompasses courses that address programming, simulation electronics, visualization software, artificial intelligence, 3-D rendering, behavior modeling, mission-critical systems, analysis methods, leveraging content libraries, and simulation environments. This program is designed to prepare you to engage in constructive simulations and visualizations for training and entertainment applications. Graduates of the Simulation & Visualization Associate of Science degree program will be prepared to enter the workforce as entry-level programmers, developers, scripters, and quality-assurance testers.

**BACHELOR’S OBJECTIVE**

The goal of the Simulation & Visualization Bachelor of Science degree program is to develop engineers with the creative and critical-thinking skills and technical expertise required to produce simulations and visualizations based on real-world needs and applications. You will learn how to test and validate these simulations and visualizations, allowing you to display the skills needed to work in this new and fast-growing field. The curriculum in this degree program encompasses courses that address programming, simulation electronics, visualization software, artificial intelligence, 3-D rendering, behavior modeling, mission-critical systems, analysis methods, leveraging content libraries, and simulation environments. This program is designed to prepare you to engage in constructive simulations and visualizations for training and entertainment applications. Graduates of the Simulation & Visualization Bachelor of Science degree program will be prepared to enter the workforce as entry-level simulation and visualization engineers.
Simulate & Visualization
Undergraduate Degree Program - Campus

**Overview**

The Software Development curriculum familiarizes you with the complex and ever-changing world of today’s software developers and software engineers. The goal of this curriculum is to educate you on the design, development, and implementation of software-based solutions and other software products for the business, entertainment, and consumer markets. To achieve this goal, the curriculum is designed to provide you with a comprehensive understanding of programming languages and skills, software-design skills, and various software development methodologies. You will engage in software development and application creation by participating in various projects throughout the degree program that will equip you to understand the differences between small programming projects and large-enterprise software-systems projects. Through this hands-on curriculum, you will also be able to design and develop your own software project for emerging technologies. Furthermore, you will gain the critical thinking and professional skills necessary for effective software development.

The Software Development Bachelor curriculum offers threaded project and portfolio courses that provide you with a relevant and comprehensive project-based learning experience throughout your academic journey. Career-development modules are also woven throughout the curriculum, providing systematic strategies and business models.

**BACHELOR’S OBJECTIVE**

In addition to a foundational understanding of programming skills, today’s software developers require a breadth of knowledge and skills to compete in this dynamic industry. The goal of the Software Development Bachelor of Science degree program is to develop your coding and production capabilities and prepare you for entry-level programming positions in this field, such as programmer, junior software developer, tool programmer, quality assurance tester, and a variety of others. Through project-based learning, you will be able to create your own coding and software development projects and articulate and deliver these projects through appropriate communication strategies.

**ASSOCIATE’S OBJECTIVE**

In addition to a foundational understanding of programming skills, today’s software developers require a breadth of knowledge and skills to compete in this dynamic industry. The goal of the Software Development Associate of Science degree program is to develop your software-design and production capabilities to prepare you for entry-level positions in this field, such as programmer, junior software developer, tool programmer, quality assurance tester, and a variety of others. In addition, our Career Development advisors and services will be available for support and assistance throughout your career—not just while you are a student.

**Bachelor’s Program**

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<thead>
<tr>
<th>MONTH CODE</th>
<th>COURSE DESCRIPTION</th>
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<td>SIM103 Psychology of Play</td>
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<td>SIM1003 Technology in Entertainment and Media Industries</td>
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<td>ENG141 English Composition II</td>
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<td>MATH110 Discrete Mathematics</td>
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<td>SIM4819 Simulation Production</td>
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<td>8</td>
<td>SIM4175 Simulation and Visualization Environments</td>
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<td>COD229 Computer Graphics</td>
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<td>SIM4319 Virtual and Augmented Reality</td>
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<td>GDD291 Applied Human-Computer Interaction</td>
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<td>20</td>
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**Bachelor’s Total Credit Hours:** 120

**Bachelor’s Total Weeks:** 80

**Associate’s Total Credit Hours:** 60

**Associate’s Total Weeks:** 40

*This specific course is offered online. Please see course description for details.
†This specific course uses the Florida Statewide Course Numbering System (SCNS).
Chronological Course Schedule by Months

**Bachelor's Program**

**2021 SDV4719**

SDV469 Project and Portfolio VI: Software Development 3.0

Software Architecture

**2020 SDV4327**

COD3622 Computer Organization and Architecture 4.0

**2019 SDV4610**

ENG1101 English Composition I 4.0

Psychology of Play

**2018 SDV4117**

COP1000 Technology in the Entertainment and Media Industries 3.0

TEM1000 Technology in the Entertainment and Media Industries 3.0

CAR3012 Career Module II: Career Research 1.0

CAR2011 Career Module I: Résumé Fundamentals 1.0

CAR2012 Career Module II: Career Strategy and Planning 1.0

CAR3011 Career Module IV: Career Strategy and Planning 1.0

SDV4116 Career Module V: Professional Branding 1.0

Data Structures and Algorithms

**2017 SDV4329**

GDD258 Software Engineering 4.0

**2016 SDV4290**

GDD291 Computer Organization and Architecture 4.0

**2015 SDV4280**

GDD292 Computer Organization and Architecture 4.0

**2014 SDV4102**

GDD3611 Project and Portfolio IV: Software Development 3.0

**2013 SDV4103**

GDD3712 Project and Portfolio III: Software Development 3.0

**2012 SDV4104**

GDD3812 Project and Portfolio II: Software Development 3.0

**2011 SDV4105**

GDD3912 Project and Portfolio I: Software Development 3.0

**2010 SDV4106**

GDD3112 Career Module V: Networking 1.0

**2009 SDV4107**

GDD3212 Career Module IV: Career Strategy and Planning 1.0

**2008 SDV4108**

GDD3312 Career Module III: Résumé Fundamentals 1.0

**2007 SDV4109**

GDD3411 Career Module II: Career Research 1.0

**2006 SDV4110**

GDD3511 Career Module I: Résumé Fundamentals 1.0

GDD258 Software Engineering 4.0

GDD257 Software Architecture 4.0

GDD256 Systems Programming 4.0

GDD255 Software Test and Quality Assurance 4.0

GDD254 Operating Systems 4.0

GDD253 Software Integration 3.0

GDD252 Probabilistic Programming 3.0

GDD251 Probabilistic Programming 3.0

GDD250 Machine Intelligence Systems 4.0

GDD249 Project Portfolio IV: Software Development 3.0

GDD248 Project Portfolio III: Software Development 3.0

GDD247 Project Portfolio II: Software Development 3.0

GDD246 Project Portfolio I: Software Development 3.0

GDD245 Software Integration 3.0

GDD244 Software Architecture 3.0

GDD243 Software Testing 3.0

GDD242 Probabilistic Programming 3.0

GDD241 Machine Intelligence Systems 4.0

GDD240 Systems Programming 4.0

GDD239 Software Test and Quality Assurance 4.0

GDD238 Software Integration 3.0

GDD237 Software Architecture 3.0

GDD236 Software Testing 3.0

GDD235 Probabilistic Programming 3.0

GDD234 Machine Intelligence Systems 4.0

**BACHELOR'S TOTAL CREDIT HOURS: 120**

**ASSOCIATE'S TOTAL CREDIT HOURS: 60**

**BACHELOR'S TOTAL WEEKS: 80**

**ASSOCIATE'S TOTAL WEEKS: 40**

ASSOCIATE’S OBJECTIVE

The Sportscasting curriculum provides you with a comprehensive understanding of the core elements of sports and media storytelling. You will develop refined skills in sports communication and sports journalism for presenting content through various media platforms. The program equips you with the skills to become a successful sportscaster and leader throughout the radio, television, and digital eras of sports presentation. Our Career Development department offers professional advice on your career path. Completing this program will enable you to pursue new and emerging career opportunities in sports media and sports presentation, including on-air and production positions for traditional news networks, digital sports channels, and new and developing platforms such as video games, mobile, and real-time content.
The Sports Marketing & Media curriculum provides opportunities for you to contribute to the new demands of the evolving field of sports business, particularly from a position where digital art, design, communication, distribution, and marketing intersect. This curriculum will also provide you with a fundamental understanding of how marketing and content creation are becoming more integrated into the everyday operations of sports businesses. Furthermore, the curriculum provides practical, real-time opportunities for you to create, distribute, and market content, and includes topics such as social-media marketing, sports business models, mobile technology, sports sales and sponsorships, intellectual property, and leadership and organizational behavior. This collaborative, project-based curriculum culminates with you creating and producing a targeted sports business proposal for a self-selected company such as a team, league, university, or marketer.

The Sports Marketing & Media curriculum offers tailored project and portfolio courses that provide you with a relevant and comprehensive project-based learning experience throughout your academic journey. Career-development modules are also woven throughout the curriculum, providing systematic opportunities for you to prepare for your future career. These modules focus on strengthening different career skills and professional strategies that will help you with the transition into the entertainment and media industries.

To help you move toward your desired career, the Career Development department has a team of professionals who will help you polish your interviewing skills and resume. In addition, our Career Development advisors and services will be available for support and assistance throughout your career—not just while you are a student.

ASSOCIATE’S OBJECTIVE
The objective of the Sports Marketing & Media Associate of Science degree program is to help you develop and refine skills in marketing and technology, which will enable you to pursue new and emerging entry-level professional pathways in the field of sports business, including positions such as event coordinator, sports sales associate, client relations supervisor, live events marketing manager, media content producer, and many more.

BACHELOR’S OBJECTIVE
The objective of the Sports Marketing & Media Bachelor of Science degree program is to help you develop and refine skills in marketing and technology, which will enable you to pursue new and emerging entry-level professional pathways in the field of sports business, including positions such as event coordinator, sports sales associate, client relations supervisor, live events marketing manager, media content producer, and many more.
## Sports Marketing & Media
### Undergraduate Degree Program - Campus & Online

#### Chronological Course Schedule by Months

<table>
<thead>
<tr>
<th>MONTH</th>
<th>CODE</th>
<th>COURSES</th>
<th>CREDIT HOURS</th>
</tr>
</thead>
<tbody>
<tr>
<td>1</td>
<td>SMM3563</td>
<td>Social Media Methods</td>
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<tr>
<td>2</td>
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### BACHELOR'S TOTAL CREDIT HOURS: 120

### ASSOCIATE'S TOTAL CREDIT HOURS: 60

### ASSOCIATE'S TOTAL WEEKS: 60

### BACHELOR’S TOTAL WEEKS: 116

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**FULL SAIL UNIVERSITY DEGREE PROGRAMS**

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**ASSOCIATE'S OBJECTIVE**

The goal of the Web Design & Development Associate of Science degree program is to provide you with the focused knowledge and understanding of web development and production needed to qualify for entry-level industry positions such as web designer, developer, and programmer. Additional skills you will acquire in customer relations, copyright law, and corporate branding will broaden your opportunities for a variety of positions in the industry.

**BACHELOR’S OBJECTIVE**

The goal of the Web Design & Development Bachelor of Science degree program is to provide you with the focused knowledge and understanding of web development and production needed to qualify for industry positions such as web designer, developer, and programmer. Additional skills you will acquire in customer relations, copyright law, and corporate branding will broaden your opportunities for a variety of positions in the industry.

---

**Web Design & Development**

### Undergraduate Degree Program - Campus & Online

#### Overview

Full Sail University’s Web Design & Development curriculum focuses on the design, usability, coding, and programming needed to integrate and deploy modern websites and web applications. You will begin to unlock the secrets of effective web design and development in all of their forms by designing, coding, and publishing standards-based web content for a variety of formats. To develop web-based solutions that are dynamic and engaging, you will use industry-standard tools, including modern client-side and server-side languages, relational and non-relational database structures, and frameworks used in modern web relics. You will learn to develop content for a wide range of devices, including desktops, laptops, tablets, smartphones, and other branches of the expanding realm of mobile devices. Each of your acquired skills will be used to create real-world projects and develop a well-rounded portfolio. In addition to gaining experience and completing assignments aimed at making you a well-rounded web developer and designer, you will also have courses focusing on communication skills, English composition, professional presentation, art history, and how to prepare yourself to enter the web design and development industry.

The Web Design & Development curriculum offers threaded project and portfolio courses that provide you with a relevant and comprehensive project-based learning experience throughout your academic journey. Career development modules are also woven throughout the curriculum, providing systematic opportunities for you to prepare for your future careers. These modules focus on strengthening different career skills and professional strategies that will help you with the transition into the entertainment and media industries.

To help you move toward your desired career, our Career Development department has a team of professionals who will help you polish your interviewing skills and resume. In addition, our Career Development services and advisors will be available for support and assistance throughout your career—just not while you are a student.
Web Design & Development
Undergraduate Degree Program - Campus & Online

**Chronological Course Schedule by Months**

<table>
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**Bachelor's Total Credit Hours:** 120
**Bachelor's Total Weeks:** 80
**Associate's Total Credit Hours:** 60
**Associate's Total Weeks:** 40

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## Extended Studies

**Internship Program - Campus & Online**

**Overview**

This program is offered as a free, optional service to qualified students and is available to any Full Sail University graduate in good standing. Upon successful completion of the Extended Studies Internship program, a certificate of completion is issued. This optional, no-cost internship opportunity represents Full Sail's effort to continue the expansion of educational services to our students and the industry.

**Objective**

The Extended Studies Internship Program is designed to give students an opportunity to apply what they learned during a comprehensive, hands-on working experience in a real-world environment. Participants will gain a solid understanding of their chosen field.

---

**Campus & Online**

Chronological Course Schedule by Weeks

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<th>WEEKS</th>
<th>COURSES</th>
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**Total Credit Hours:** 3-12
**Total Weeks:** 6-24

---

**Note:** Students must graduate from a Full Sail University degree program before applying for an internship. Consideration will be given to Full Sail University students who have successfully completed 50% of their degree and are in good standing (both academically and financially) with the University. A certificate is awarded upon successful completion of the Extended Studies Internship program.
Courses of Study & Certificate Programs
Digital Marketing Graduate Certificate Program - Online

OVERVIEW
Full Sail University’s Digital Marketing Graduate Certificate provides specific knowledge that can help you excel in competitive job fields. The certificate is comprised of several courses taken from our Digital Marketing master’s degree program and is offered online to fit the schedule of working industry professionals. A bachelor’s degree is a prerequisite for any of Full Sail’s Graduate Certificates. It’s more important than ever for a marketing professional to understand the possibilities and limitations of digital media and how to best employ sound marketing fundamentals in this rapidly changing technological landscape. The courses in the Digital Marketing Graduate Certificate provide an introductory exploration of digital marketing methodologies, analytics, marketing analysis, and new media.

<table>
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TOTAL CREDIT HOURS: 12.5
TOTAL WEEKS: 16

Audio Production Undergraduate Certificate Program - Online

OVERVIEW
Recent developments in the recording industry have created new opportunities to build upon Full Sail University’s foundational recording curriculum. Changes in technology have restructured the industry, making audio production the domain of independent recording engineers, editors, vocal specialists, and other craftspeople who work in small facilities and project studios.

The Audio Production undergraduate certificate program introduces students to the knowledge, skills, and attitudes necessary to conduct business as independent audio creators. The certificate’s curriculum encompasses audio basics, listening skills, recording technology, and sequencing. The program focuses on providing professional development training for active audio professionals who seek to enhance their capabilities and credentials as well as aspiring audio professionals looking to enter the discipline.

OBJECTIVE
The Audio Production undergraduate certificate program will provide students with a foundational knowledge of the audio production process. Students will be equipped with basic skills in recording and sequencing as well as an understanding of computer-based, project-studio production—a rapidly emerging field in the professional audio industry. Upon completion of this certificate program, the knowledge and skills gained will enhance the craft and marketability of existing and aspiring audio professionals alike.

<table>
<thead>
<tr>
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TOTAL CREDIT HOURS: 18
TOTAL WEEKS: 20

Certificate Programs

ONLINE

FULL SAIL UNIVERSITY

Audio Production Undergraduate Certificate Program - Online

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</table>

TOTAL CREDIT HOURS: 18
TOTAL WEEKS: 20

Digital Marketing Graduate Certificate Program - Online

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Full Sail University’s Digital Marketing Graduate Certificate provides specific knowledge that can help you excel in competitive job fields. The certificate is comprised of several courses taken from our Digital Marketing master’s degree program and is offered online to fit the schedule of working industry professionals. A bachelor’s degree is a prerequisite for any of Full Sail’s Graduate Certificates. It’s more important than ever for a marketing professional to understand the possibilities and limitations of digital media and how to best employ sound marketing fundamentals in this rapidly changing technological landscape. The courses in the Digital Marketing Graduate Certificate provide an introductory exploration of digital marketing methodologies, analytics, marketing analysis, and new media.

Through the courses in this Graduate Certificate, you’ll gain the necessary foundation to strategically market products and raise brand awareness, giving you tools that are crucial to becoming a twenty-first century marketing leader.
**Intensive English**

**Mission Statement**
The mission of Intensive English is to provide a unique, entertainment centered, mobile-learning environment that prepares students for whom English is an additional language for success in postsecondary academic settings and future careers in their chosen industry.

**Overview**
Full Sail University’s Intensive English courses of study focus on the language skills tested in university-recognized, language proficiency exams. They also introduce students to the entertainment and media industry. Students do not need to be proficient in the English language to participate.

If you are seeking a way to build your English language skills while preparing for an educational path in entertainment and media, Full Sail’s Intensive English courses can teach you English in a creative, immersive way that fits in with your academic goals.

Over an intensive nine-month period, you’ll build your skills in reading, writing, listening, and speaking using rich multimedia learning tools. You’ll demonstrate your abilities through creative projects and exercises – including movies, songwriting, blogging, podcasts, art, and more.

As you learn and create within Full Sail’s diverse facilities, you’ll explore various industry branches such as entertainment, art, video games, and business. You will have opportunities to interact with faculty and students, as well as industry guests and graduates, which will enhance your English fluency and comprehension.

You’ll also learn strategies that will enable you to confidently participate in further university programs and academic study. The creative, interdisciplinary approach of the Intensive English courses will allow you to become immersed in Full Sail’s culture from day one, giving you a comfortable transition into your next educational journey.

**Course Schedule**

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**Total Credit Hours:** 36  
**Total Weeks:** 36
Media Communications
Undergraduate Certificate Program - Online

OVERVIEW
Skilled communicators are needed within every industry – and especially within the world of entertainment and media. Communications professionals can wear many hats – from creating a social media presence to creating a compelling brand aesthetic – but their common thread is a deep understanding of how to interpret, craft, and relay messages for different audiences.

In the Media Communications undergraduate certificate, your coursework will begin with an introduction to digital media, as well as the fundamentals of communication. You’ll familiarize yourself with new media technology and theories of aesthetics and communication, and learn the workflow processes involved in creating your personal brand.

At the heart of good media communications is good storytelling. This program will introduce you to the several narratives found throughout the media industry. You’ll learn to appreciate and create an appealing media aesthetic for a variety of digital formats. Using digital media creation tools, you’ll develop your personal brand and professional digital presence that will make you stand out to prospective employers.

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TOTAL CREDIT HOURS: 16
TOTAL WEEKS: 32
Active Duty Military TRACKS
**Game Design**

**Associate’s Degree Program - Online**

**OVERVIEW**

The Game Design curriculum is comprised of high-level game design and production courses that will take you deep into the game development pipeline. You will develop and expand your project and design skills through hands-on exercises in leadership, team management, game design, and marketing, while learning skills required to advance in the career in the game production industry. In addition to strengthening these skills, the Game Design curriculum has foundational courses focusing on professional writing and mythology. This well-rounded education will help you hone leadership, design, and project management skills in preparation for advancing through the game industry.

Project and portfolio courses are threaded throughout the Game Design curriculum and are dedicated to providing you with a relevant and comprehensive project-based learning experience throughout your academic journey. Furthermore, career-development modules are also woven throughout the curriculum that provide you with systematic opportunities to prepare for your future career. These modules focus on strengthening different career skills and professional strategies that will assist you with the transition into the entertainment and media industries.

A team of Career Development professionals will be available to help you polish your interviewing skills and résumé and get you ready to enter the job market. In addition, our Career Development advisors and services will be available for support and assistance throughout your career—not just while you are a student.

**ASSOCIATES OBJECTIVE**

The Game Design Associate of Science degree program will focus on the knowledge and understanding of game development necessary to be successful in qualifying for entry-level design and production positions. Completion of this degree program will greatly enhance your ability to work in the fast-paced environment of a game studio in an entry-level production role. The curriculum in this program develops your project and team-management abilities, production skills, and game design knowledge. In addition, this program will give you the mathematical foundations for successful programming and game development.

Upon completion of the Game Design Associate of Science degree program, you will be prepared to qualify for entry-level industry positions in game design, game testing, interactive design, and a variety of other fields in the game and entertainment industries.

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**TOTAL CREDIT HOURS: 60**

**TOTAL WEEKS: 176**

1 The specific course uses the Florida Statewide Course Numbering System (SCNS).
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**TOTAL CREDIT HOURS:** 60

**TOTAL WEEKS:** 176

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**ASSOCIATE’S OBJECTIVE**

Dramatic changes in communication and technology have influenced every aspect of human culture, including family life, politics, business, international relations, religion, education, entertainment, and recreation. The Media Communications Associate of Science degree program prepares you to recognize, embrace, and strategically manage the inevitable changes in the media landscape. You will acquire the skills you need to best utilize today’s media, share knowledge and information, and maximize audience response. You will practice proper research methods, learn the theories and practices of communication, and learn how to edit for the web. Changes in the media industry are contemplated and reflected throughout the degree program’s curriculum.

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**OVERVIEW**

The Media Communications curriculum at Full Sail University prepares you with extensive knowledge to understand and contribute to the field of media communications and to use new media communication technologies. You will survey critical approaches to contemporary media-related issues and communication theory while working within a project-based learning curriculum. You will be immersed in a supportive environment that fosters the development of the strategies and skills necessary to succeed in today’s dynamic media industries.

The courses in the Media Communications curriculum are designed to prepare you for a wide variety of careers in media and associated fields where media knowledge and skills are an integral part of their operations.

The Media Communications curriculum offers threaded project and portfolio courses that provide you with a relevant and comprehensive project-based learning experience throughout your academic journey. With career-development modules woven throughout the curriculum, the Media Communications programs also provide you with systematic opportunities to prepare for your future career. These modules focus on strengthening different career skills and professional strategies that will assist you with the transition into the entertainment and media industries.

To help you move toward your desired career, the Career Development department has a team of professionals who will help you polish your interviewing skills and résumé. In addition, our Career Development advisors and services will be available for support and assistance throughout your career—not just while you are a student.
OVERVIEW

Teams, companies, and organizations in the field of sports business are rapidly moving into social, mobile, and digital spaces while targeting opportunities to create content, control their messages, generate revenue, and create fan branding. These businesses are realizing that as the digital universe expands, they can connect with their respective clients and fan bases in a much more intimate way than has ever been possible. Because of this, the sports business industry has a universal need for creative professionals who understand and utilize technology and are able to communicate the information derived from it.

The Sports Media & Marketing curriculum provides opportunities for you to contribute to the new demands of the evolving field of sports business, particularly from a position where digital art, design, communication, distribution, and marketing intersect. This curriculum will also provide you with a fundamental understanding of how marketing and content creation are becoming more integrated into the everyday operations of sports businesses. Furthermore, the curriculum provides practical, real-time opportunities for you to create, distribute, and market content, and includes topics such as social-media marketing, sports-business models, mobile technology, sports sales and sponsorships, intellectual property, and cultural studies. This collaborative, project-based curriculum culminates with you creating and producing a targeted sports-business marketing campaign for a self-selected company such as a team, league, university, or marketer.

The Sports Marketing & Media curriculum offers threaded project and portfolio courses that provide you with a relevant and comprehensive project-based learning experience throughout your academic journey. Career-development modules are also woven throughout the curriculum, providing systematic opportunities for you to prepare for your future career. These modules focus on strengthening different career skills and professional strategies that will help you with the transition into the entertainment and media industries.

To help you move toward your desired career, the Career Development department has a team of professionals who will help you polish your interviewing skills and resume. In addition, our Career Development advisors and services will be available for support and assistance throughout your career—not just while you are a student.

ASSOCIATE’S OBJECTIVE

The objective of the Sports Marketing & Media Associate of Science degree program is to help you develop and refine skills in marketing and technology, which will be valuable for all forms of engagement—communication, revenue generation, event operations, marketing, and business development—in the field of sports business. The degree program focuses on ways that you can maximize the connection between fans, teams, brands, and athletes, and you will learn how to utilize the principles of marketing in a sports-specific context while implementing original content on multiple platforms.

Completing the Sports Marketing & Media Associate of Science degree program will enable you to pursue new and emerging entry-level professional pathways in the field of sports business, including positions such as marketing coordinator, marketing analyst, marketing specialist, branding associate, and many others.

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| TOTAL CREDIT HOURS: 60 | TOTAL WEEKS: 176
Completion Programs
Audio Arts Bachelor of Science Completion Program - Campus & Online

OVERVIEW
The Audio Arts Bachelor of Science program is designed to develop the knowledge and skills of audio professionals in the entertainment and media industries. The program focuses on recording arts, music business, and audio production and provides students with a strong foundation of academic and hands-on coursework. After you complete the core Audio Arts curriculum, you will have the opportunity to choose a concentration in Music Production, Audio Production, Show Production, or Recording Arts. The Audio Arts curriculum offers threaded project and portfolio courses that provide you with a relevant and comprehensive project-based learning experience throughout your academic journey. Career-development modules are also woven throughout the curriculum, providing systematic opportunities for you to prepare for your future career. These modules focus on strengthening different career skills and professional strategies that will help you transition into the entertainment and media industries.

OBJECTIVE
Our goal is to provide you with a focused knowledge and understanding of essential recording arts and audio production skills to enhance your ability to qualify for entry-level industry positions, including audio recordist, project studio engineer, music editor, digital audio workstation operator, music supervisor, and more. In addition to academic mastery, technical proficiency, and creative development, it is our goal to help you develop critical-thinking, problem-solving, and analytical skills that contribute to lifelong learning, providing you with tools to help sustain a long and productive professional career in the entertainment and media industries.

Bachelor of Science Completion Program - Campus & Online

Program Core Courses

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**TOTAL CREDIT HOURS: 120 TOTAL WEEKS: 40**

Program Concentrations

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</table>
The Business Bachelor of Science program is designed to develop the knowledge and skills of business professionals in the entertainment and media industries. The program focuses on business management, marketing, and public relations and provides students with a strong foundation of academic and hands-on coursework. After you complete the core Business curriculum, you will have the opportunity to choose a concentration in Entertainment Business, Music Business, Sports Marketing and Media, or Digital Marketing.

The Business curriculum offers threaded project and portfolio courses that provide you with a relevant and comprehensive project-based learning experience throughout your academic journey. Career-development modules are also woven throughout the curriculum, providing systematic opportunities for you to prepare for your future career. These modules focus on strengthening different career skills and professional strategies that will help you transition into the entertainment and media industries.

Our goal is to provide you with a focused knowledge and understanding of essential business and management skills to enhance your ability to qualify for entry-level industry positions, including marketing analyst, brand ambassador, promotions manager, public relations assistant, digital marketing strategist, and a variety of other entertainment business positions in the fields of film, music, digital media, broadcasting, and gaming. In addition to academic mastery, technical proficiency, and creative development, it is our goal to help you develop critical-thinking, problem-solving, and analytical skills that contribute to lifelong learning, providing you with tools to help sustain a long and productive professional career in the entertainment and media industries.

**TOTAL CREDIT HOURS: 120**
**TOTAL WEEKS: 40**
Communications Bachelor of Science Completion Program - Campus & Online

OVERVIEW

The Communications Bachelor of Arts program is designed to develop the knowledge and skills of communications professionals in the entertainment and media industries. The program focuses on transmedia writing, creative development, and storytelling and provides students with a strong foundation of academic and hands-on coursework. After you complete the core Communications curriculum, you will have the opportunity to choose a concentration in Media Communications or Creative Writing.

The Communications curriculum offers threaded project and portfolio courses that provide you with a relevant and comprehensive project-based learning experience throughout your academic journey. Career-development modules are also woven throughout the curriculum, providing systematic opportunities for you to prepare for your future career. These modules focus on strengthening different career skills and professional strategies that will help you transition into the entertainment and media industries.

OBJECTIVE

Our goal is to provide you with a focused knowledge and understanding of essential writing and communication skills to enhance your ability to qualify for entry-level industry positions, including new media strategist, social media manager, copywriter, editor, communications specialist, screenwriter, comic writer, and a variety of other careers in the communications field. In addition to academic mastery, technical proficiency, and creative development, it is our goal to help you develop critical-thinking, problem-solving, and analytical skills that contribute to lifelong learning, providing you with tools to help sustain a long and productive professional career in the entertainment and media industries.

Program Core Courses

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</thead>
<tbody>
<tr>
<td>MCM3153</td>
<td>New Media Tools</td>
<td>4.0</td>
</tr>
<tr>
<td>MCM3204</td>
<td>Editing for the Web</td>
<td>4.0</td>
</tr>
<tr>
<td>MCM3036</td>
<td>Art History</td>
<td>4.0</td>
</tr>
<tr>
<td>MCM3049</td>
<td>New Media Formats</td>
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</tr>
<tr>
<td>HIS3208</td>
<td>Historical Archetypes and Mythology</td>
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</tr>
<tr>
<td>COM349</td>
<td>Project and Portfolio IV: Communications</td>
<td>3.0</td>
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<tr>
<td>CAR3001</td>
<td>Career Module IV</td>
<td>1.0</td>
</tr>
<tr>
<td>COM359</td>
<td>Project and Portfolio V: Communications</td>
<td>3.0</td>
</tr>
<tr>
<td>CAR3002</td>
<td>Career Module V</td>
<td>1.0</td>
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<tr>
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</tr>
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<td>Career Module VI</td>
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</tr>
<tr>
<td>COM479</td>
<td>Project and Portfolio VII: Communications</td>
<td>3.0</td>
</tr>
<tr>
<td>CAR4002</td>
<td>Career Module VII</td>
<td>1.0</td>
</tr>
</tbody>
</table>

**TOTAL CREDIT HOURS:** 120

**TOTAL WEEKS:** 40

Program Concentrations

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<th>Code</th>
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<tr>
<td>CAR3002</td>
<td>Career Module V</td>
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</tr>
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</table>

**TOTAL CREDIT HOURS:** 120

**TOTAL WEEKS:** 40
OBJECTIVE
Our goal is to provide you with a focused knowledge and understanding of essential information technology and computing skills to enhance your ability to qualify for entry-level industry positions. Depending on your concentration, these may include server administrator, application-systems specialist, hardware technician, mobile application designer, mobile application developer, web designer, web developer, and a variety of other positions in the entertainment, media, and information technology industries. In addition to academic mastery, technical proficiency, and creative development, it is our goal to help you develop critical-thinking, problem-solving, and analytical skills that contribute to lifelong learning, providing you with tools to help sustain a long and productive professional career in the entertainment and media industries.

Program Core Courses

<table>
<thead>
<tr>
<th>COURSE CODE</th>
<th>COURSE TITLE</th>
<th>CREDIT HOURS</th>
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<tbody>
<tr>
<td>WDD434</td>
<td>Advanced Database Structures</td>
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<td>STA3026</td>
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<td>CTI3231</td>
<td>Data Storage Systems</td>
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<td>ART3006</td>
<td>Art History</td>
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<td>CTI3561</td>
<td>Systems Performance and Capacity Management</td>
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<td>TEC359</td>
<td>Project and Portfolio V: Computer Science</td>
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<tr>
<td>CAR4001</td>
<td>Career Module V - Campus</td>
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<tr>
<td>TEC469</td>
<td>Project and Portfolio VI: Computer Science</td>
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<td>Career Module VI - Campus</td>
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<tr>
<td>TEC479</td>
<td>Project and Portfolio VII: Computer Science</td>
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</table>

**TOTAL CREDIT HOURS: 120
TOTAL WEEKS: 40**
Interactive Technology
Bachelor of Science Completion Program - Campus & Online

OVERVIEW
The Interactive Technology Bachelor of Science program is designed to develop the knowledge and skills of coding professionals in the entertainment and media industries. The program focuses on programming, human-computer interaction, and various engineering concepts and provides students with a strong foundation of academic and hands-on coursework. After you complete the core Interactive Technology curriculum, you will have the opportunity to choose a concentration in Game Development, Game Design, Software Development, or Simulation and Visualization.

The Interactive Technology curriculum offers threaded project and portfolio courses that provide you with a relevant and comprehensive project-based learning experience throughout your academic journey. Career-development modules are also woven throughout the curriculum, providing systematic opportunities for you to prepare for your future career. These modules focus on strengthening different career skills and professional strategies that will help you transition into the entertainment and media industries.

OBJECTIVE
Our goal is to provide you with a focused knowledge and understanding of essential programming, engineering, and development skills to enhance your ability to qualify for entry-level industry positions. Depending on your concentration, these may include simulation and visualization engineer, software engineer, UI developer, computer applications engineer, game programmer, tool builder, engine builder, artificial-intelligence programmer, interface programmer, network programmer, and a variety of other positions in the entertainment and media industries. In addition to academic mastery, technical proficiency, and creative development, it is our goal to help you develop critical-thinking, problem-solving, and analytical skills that contribute to lifelong learning, providing you with tools to help sustain a long and productive professional career in the entertainment and media industries.

Program Core Courses

<table>
<thead>
<tr>
<th>Code</th>
<th>Course</th>
<th>Credit Hours</th>
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<td>GDN384</td>
<td>Game Development</td>
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<td>GDN463</td>
<td>Level Design</td>
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<tr>
<td>GDN474</td>
<td>World Building</td>
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**TOTAL CREDIT HOURS: 120**

TOTAL WEEKS: 40

Program Concentrations

Bachelor of Science Completion Program - Campus & Online

<table>
<thead>
<tr>
<th>Code</th>
<th>Courses</th>
<th>Credit Hours</th>
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<tbody>
<tr>
<td>U201</td>
<td>Game Design I</td>
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<tr>
<td>U202</td>
<td>Game Design II</td>
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</tr>
<tr>
<td>U203</td>
<td>Game Mechanics</td>
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<tr>
<td>U204</td>
<td>Game Integration</td>
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</tr>
<tr>
<td>U205</td>
<td>Game Programming</td>
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Bachelor of Science Completion Program - Campus & Online

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<tr>
<th>Code</th>
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<tr>
<td>S202</td>
<td>Software Integrating</td>
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<tr>
<td>S203</td>
<td>Software Testing</td>
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</tr>
<tr>
<td>S204</td>
<td>Software and Quality Assurance</td>
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Bachelor of Science Completion Program - Campus & Online

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<thead>
<tr>
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<tr>
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<td>Game Design II</td>
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</tr>
<tr>
<td>S204</td>
<td>Software and Quality Assurance</td>
<td>3.0</td>
</tr>
</tbody>
</table>
OBJECTIVE

Our goal is to provide you with a focused knowledge and understanding of essential design and media production skills to enhance your ability to qualify for entry-level industry positions. Depending on your concentration, these may include graphic designer, animator, independent filmmaker, cinematographer, art director, assistant director, production manager, and other various positions in the visual arts. In addition to academic mastery, technical proficiency, and creative development, it is our goal to help you develop critical-thinking, problem-solving, and analytical skills that contribute to lifelong learning, providing you with tools to help sustain a long and productive professional career in the entertainment and media industries.

Program Core Courses

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<tbody>
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<td>CAR4001</td>
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<td>CAR4002</td>
<td>Career Module V 1.0</td>
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<td>CAR4003</td>
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<td>CAR4004</td>
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**TOTAL CREDIT HOURS: 120**

**TOTAL WEEKS: 40**

Program Concentrations

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<tr>
<th>Code</th>
<th>Course</th>
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<tr>
<td>DGT304</td>
<td>History of Motion Picture Arts 3.0</td>
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<tr>
<td>DGT306</td>
<td>Digital Audio and Video 3.0</td>
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<tr>
<td>DGT309</td>
<td>Visual Communication 4.0</td>
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<tr>
<td>DGT311</td>
<td>Lighting and Lighting 4.0</td>
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<tr>
<td>DGT312</td>
<td>Historical Architecture and Mythology 4.0</td>
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<td>DGT313</td>
<td>Career Module VI 1.0</td>
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<td>DGT314</td>
<td>Project and Portfolio VI: Visual Arts 3.0</td>
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<td>DGT315</td>
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<td>DGT316</td>
<td>Project and Portfolio VII: Visual Arts 3.0</td>
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<td>DGT317</td>
<td>Career Module VIII 1.0</td>
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<td>DGT320</td>
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**TOTAL CREDIT HOURS: 120**

**TOTAL WEEKS: 40**
Course DESCRIPTIONS
Course Descriptions

CGA221
3-D Animation

The 3-D Animation course introduces students to the animation tool sets and rendering workflow used in industry. Students will be introduced to the principles of animation and the computer animation software tools they will be using to construct their projects. The course will cover animation concepts, including keyframing, timing, and character design. Students will be taught how to use the industry-standard software to create animated motion pictures.

Total credit hours 4 Course length 4 weeks

CGA311
3-D Motion for Design

The 3-D Motion for Design course introduces students to the principles of animation and the computer animation software tools they will be using to construct their projects. The course will cover animation concepts, including keyframing, timing, and character design. Students will be taught how to use the industry-standard software to create animated motion pictures.

Total credit hours 4 Course length 4 weeks

CGA321
3-D Foundations

The 3-D Foundations course familiarizes students with the fundamentals of creating 2-D and 3-D computer graphics. Students will learn the technical concepts and methods that will be used in industry. This course introduces students to the history of computer graphics and the evolution of computer-aided design.

Total credit hours 4 Course length 4 weeks

CGD345
3-D Content Creation

The 3-D Content Creation course explores the role of 3-D content creation in the professional game industry and how to create and render content for real-time 3-D games. Topics covered include geometry, lighting, shading, texturing, the rendering pipeline, and the creation of textures and materials. Students will apply these techniques to create models, materials, and environments for a team project. Students will be expected to create a final 3-D model for the final project.

Total credit hours 4 Course length 4 weeks

MCM3323
Advanced Audio

In the Advanced Audio course, students will be introduced to the fundamentals of digital audio and the software tools used in the music industry. Students will learn about the different software packages available for recording, editing, and mixing music. Students will also learn about the practical aspects of working in a recording studio.

Total credit hours 4 Course length 4 weeks

WSD434
Advanced Database Structures

The Advanced Database Structures course introduces students to object-oriented database technologies and the issues associated with them. Students will learn how to design and implement object-oriented database systems. The course also covers object-oriented database management systems and the use of object-oriented programming languages to create applications.

Total credit hours 4 Course length 4 weeks

APR4111
Advanced Audio Editing Techniques

The Advanced Audio Editing Techniques course covers the techniques used in audio editing and the software tools used in the music industry. Students will learn about the different software packages available for recording, editing, and mixing music. Students will also learn about the practical aspects of working in a recording studio.

Total credit hours 4 Course length 4 weeks

REC4114
Advanced Audio Production

The Advanced Audio Production course covers the techniques used in audio production and the software tools used in the music industry. Students will learn about the different software packages available for recording, editing, and mixing music. Students will also learn about the practical aspects of working in a recording studio.

Total credit hours 4 Course length 4 weeks

MDV5325
Advanced Interface Design

The Advanced Interface Design course is an introduction to the principles of interface design and the software tools used in the music industry. Students will learn about the different software packages available for recording, editing, and mixing music. Students will also learn about the practical aspects of working in a recording studio.

Total credit hours 4 Course length 4 weeks

MCS4122
Advanced Ad

In the Advanced Ad course, students will be introduced to the fundamentals of digital ad creation and the software tools used in the advertising industry. Students will learn about the different software packages available for creating digital ads. Students will also learn about the practical aspects of working in an advertising agency.

Total credit hours 4 Course length 4 weeks

BIS6259
Advanced Entertainment Law

This course explores the many legal issues that arise in the entertainment industry. The course covers the law and regulation of the entertainment industry, including the law governing copyright, trademark, and patent law. The course also covers the law governing the creation and distribution of entertainment products.

Total credit hours 4 Course length 4 weeks

SCS4111
Advanced Reporting and Practice

The Advanced Reporting and Practice course introduces students to the principles of advanced reporting and data analysis. Students will learn how to use industry-standard software tools to analyze data and create reports. Students will also learn about the practical aspects of working in the business intelligence field.

Total credit hours 4 Course length 4 weeks

DCN4365
Advanced Post and Story Development

The Advanced Post and Story Development course is an introduction to the principles of advanced post-production and story development. Students will learn about the different software packages available for editing and storytelling. Students will also learn about the practical aspects of working in the film and television industry.

Total credit hours 4 Course length 4 weeks

MDV2430
Advanced Post and Story Development

The Advanced Post and Story Development course is an introduction to the principles of advanced post-production and story development. Students will learn about the different software packages available for editing and storytelling. Students will also learn about the practical aspects of working in the film and television industry.

Total credit hours 4 Course length 4 weeks

CTI3411
Advanced Audio Production

The Advanced Audio Production course covers the techniques used in audio production and the software tools used in the music industry. Students will learn about the different software packages available for recording, editing, and mixing music. Students will also learn about the practical aspects of working in a recording studio.

Total credit hours 4 Course length 4 weeks

APR4104
Advanced Audio Production

The Advanced Audio Production course covers the techniques used in audio production and the software tools used in the music industry. Students will learn about the different software packages available for recording, editing, and mixing music. Students will also learn about the practical aspects of working in a recording studio.

Total credit hours 4 Course length 4 weeks

SCS4111
Advanced Reporting and Practice

The Advanced Reporting and Practice course introduces students to the principles of advanced reporting and data analysis. Students will learn how to use industry-standard software tools to analyze data and create reports. Students will also learn about the practical aspects of working in the business intelligence field.

Total credit hours 4 Course length 4 weeks

MDV2430
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The Advanced Post and Story Development course is an introduction to the principles of advanced post-production and story development. Students will learn about the different software packages available for editing and storytelling. Students will also learn about the practical aspects of working in the film and television industry.

Total credit hours 4 Course length 4 weeks

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Advanced Audio Production

The Advanced Audio Production course covers the techniques used in audio production and the software tools used in the music industry. Students will learn about the different software packages available for recording, editing, and mixing music. Students will also learn about the practical aspects of working in a recording studio.

Total credit hours 4 Course length 4 weeks

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Total credit hours 4 Course length 4 weeks

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Total credit hours 4 Course length 4 weeks

MDV2430
Advanced Post and Story Development

The Advanced Post and Story Development course is an introduction to the principles of advanced post-production and story development. Students will learn about the different software packages available for editing and storytelling. Students will also learn about the practical aspects of working in the film and television industry.

Total credit hours 4 Course length 4 weeks
Advanced Search Engine Optimization

In the Advanced Search Engine Optimization course, students build on previous course content and learn how to conduct the necessary research to understand effective search engine optimization goals. New trends in search engine marketing and techniques for optimizing placement tactics are addressed for their effectiveness in attracting search marketing goals.

Total credit hours 4.0
Course length 4 weeks

Course Descriptions

SHP4125
Advanced Show Production Systems

In this course, students understand new ways of creating production systems. New technologies and digital media are introduced as they are employed in live performance. Students will learn how to use the latest software applications that impact the development of effective live performance and engineering strategies.

Total credit hours 4.0
Course length 4 weeks

CMC5480
Advanced Visual Storytelling

In the Advanced Visual Storytelling course, students are introduced to the fundamental techniques and workflow of digital media production. The course also includes a visual media production process—how to develop stories, creative strategies to produce a product, and working with performers during live performance. Students will explore the visual creative work, and edit together the course-produced work.

Total credit hours 4.0
Course length 4 weeks

MCG551
Agile Software Engineering

Students in the Agile Software Engineering course will focus on the understanding of the software processes, including the different models of software use and capability interface. Students will use industry-standard software design and prototype interface designs to work in adhering to industry-useful guidelines. The course explores functional interoperability, and the use of agile techniques to provide a solid pathway for software engineering for innovation and programming. Students will also work in teams to produce a series of web pages.

Total credit hours 4.0
Course length 4 weeks

MCG531
Approaches to Game Design

In the Approaches to Game Design, students will be introduced to the theoretical and design concepts involved in the design of games. Students will apply their knowledge of design frameworks, mathematical strategies, design thinking, community building, game theory, mechanics, and behaviors to some advanced phenomena to course-related programming projects.

Total credit hours 3.0
Course length 4 weeks

MCG537
Art History

The Art History course surveys influential artists and art movements from the Western tradition, from the prehistoric period through the Renaissance and Baroque art. Students will learn to analyze and assess works of art from various social perspectives, such as historical, aesthetic, and cultural architectural styles. Students will apply these works from various social perspectives, such as historical, aesthetic, and cultural architectural styles. This course provides a broad foundation in art and design, allowing students to become critically about the arts, media, and architecture.

Total credit hours 4.0
Course length 4 weeks

CGG531
Art Creation for Games

In the Games for Games course, students will learn techniques for designing and developing software that is suitable for use in games. The course will be taught by a team of experienced game developers and will focus on game design and development. The course will cover the basics of game design, including game mechanics, storytelling, and level design.

Total credit hours 3.0
Course length 4 weeks

DCN356
Art Design and Location Shooting

The Art Design and Location Shooting course introduces students to the principles of visualization. Students will learn how to use visual and technical skills to produce high-quality designs. They will also learn how to use visual and technical skills to produce high-quality designs.

Total credit hours 3.0
Course length 4 weeks

MUR481
The Artist Management

The Artist Management course explores the challenges in the career path of the artist or band. Course topics include the artist manager relationship, launch, artist career management, contracts, the development of an artist career path, and sustaining an artist’s career.

Total credit hours 4.0
Course length 4 weeks

ENT2421
Audiometric Metrics

The Audiometric Metrics course explores how measurements of hearing are used to evaluate the effects of noise on human hearing. Students will also learn how to evaluate the effects of noise on human hearing.

Total credit hours 3.0
Course length 4 weeks

SHP3215
Audio and Visual Technologies

This course introduces students to audio and visual technologies. Students will be introduced to the audio and visual systems and the practices used by today’s audio visual technicians. Areas of study include broadcast and production equipment, systems and interfaces, communications, and engineering principles. Students will apply these skills in lab while setting up a situation or corporation multimeter.

Total credit hours 4.0
Course length 4 weeks

GDM462
Asset Management

Game projects typically have thousands of assets that are managed during development. Managing the content and the content they produce is a critical task that encompasses foresight, a clear vision, keen eye for detail and strategic planning. In this course, students will learn how to plan and organize their content and assets by evaluating a variety of asset management strategies. Course applications and content are based on the foundation including the use of tools to streamline the process and they move through the development process.

Total credit hours 4.0
Course length 4 weeks

COURSE DESCRIPTIONS

FALL SAIL UNIVERSITY
AEM1000 Audio Arts in the Entertainment and Media Industries

The Audio Arts in the Entertainment and Media Industries course introduces students to various practical and theoretical elements of the audio industry. The course will cover the creation, distribution, and consumption of audio content in various forms. Students will gain an understanding of audio production in film, television, and digital media, and learn about the technical and creative processes involved in the creation of audio content.

Course Descriptions

AFM3005 Audio Production and Media Industries

The Audio Production and Media Industries course provides an overview of the audio production industry, focusing on the roles and responsibilities of professionals in the field. Students will gain an understanding of the business aspects of audio production, including finance, marketing, and distribution.

Course Descriptions

AFM3150 Audio Production for Media

The Audio Production for Media course is an introduction to the principles and practices of audio production for various media formats, including film, television, and online media. Students will gain hands-on experience in recording, mixing, and mastering audio content.

Course Descriptions

AFM3415 Audio Production for Film

The Audio Production for Film course is designed to teach students the essential skills required to produce high-quality audio for film and television. Students will learn about the technical aspects of recording, mixing, and mastering audio for film and television projects.

Course Descriptions

AFM3414 Audio Workstations

The Audio Workstations course is an introduction to the use of digital audio workstations (DAWs) for musical composition, production, and post-production. Students will gain hands-on experience with popular DAW software, including Ableton Live, Pro Tools, and Logic Pro.

Course Descriptions

ACM3155 Audio Engineering and Music Technology

The Audio Engineering and Music Technology course is an introduction to the field of audio engineering, focusing on the technical and creative aspects of music production. Students will learn about the equipment and software used in music production, and gain hands-on experience in recording, mixing, and mastering music.

Course Descriptions

ACM3205 Audio Engineering Techniques

The Audio Engineering Techniques course provides an in-depth exploration of the technical and creative aspects of audio engineering. Students will learn about the latest equipment and software, and gain hands-on experience in recording, mixing, and mastering audio.

Course Descriptions

ACM3215 Audio Engineering Techniques

The Audio Engineering Techniques course provides an in-depth exploration of the technical and creative aspects of audio engineering. Students will learn about the latest equipment and software, and gain hands-on experience in recording, mixing, and mastering audio.

Course Descriptions

ACM3415 Audio and Video Production

The Audio and Video Production course is an introduction to the principles and practices of audio and video production for various media formats, including film, television, and online media. Students will gain hands-on experience in recording, mixing, and mastering audio and video content.

Course Descriptions

ACM3416 Audio and Video Production

The Audio and Video Production course is an introduction to the principles and practices of audio and video production for various media formats, including film, television, and online media. Students will gain hands-on experience in recording, mixing, and mastering audio and video content.

Course Descriptions

ACM3417 Audio and Video Production

The Audio and Video Production course is an introduction to the principles and practices of audio and video production for various media formats, including film, television, and online media. Students will gain hands-on experience in recording, mixing, and mastering audio and video content.

Course Descriptions

ACM3418 Audio and Video Production

The Audio and Video Production course is an introduction to the principles and practices of audio and video production for various media formats, including film, television, and online media. Students will gain hands-on experience in recording, mixing, and mastering audio and video content.

Course Descriptions

ACM3419 Audio and Video Production

The Audio and Video Production course is an introduction to the principles and practices of audio and video production for various media formats, including film, television, and online media. Students will gain hands-on experience in recording, mixing, and mastering audio and video content.

Course Descriptions

ACM3420 Audio and Video Production

The Audio and Video Production course is an introduction to the principles and practices of audio and video production for various media formats, including film, television, and online media. Students will gain hands-on experience in recording, mixing, and mastering audio and video content.

Course Descriptions

ACM3421 Audio and Video Production

The Audio and Video Production course is an introduction to the principles and practices of audio and video production for various media formats, including film, television, and online media. Students will gain hands-on experience in recording, mixing, and mastering audio and video content.

Course Descriptions

ACM3422 Audio and Video Production

The Audio and Video Production course is an introduction to the principles and practices of audio and video production for various media formats, including film, television, and online media. Students will gain hands-on experience in recording, mixing, and mastering audio and video content.

Course Descriptions

ACM3423 Audio and Video Production

The Audio and Video Production course is an introduction to the principles and practices of audio and video production for various media formats, including film, television, and online media. Students will gain hands-on experience in recording, mixing, and mastering audio and video content.

Course Descriptions

ACM3424 Audio and Video Production

The Audio and Video Production course is an introduction to the principles and practices of audio and video production for various media formats, including film, television, and online media. Students will gain hands-on experience in recording, mixing, and mastering audio and video content.

Course Descriptions

ACM3425 Audio and Video Production

The Audio and Video Production course is an introduction to the principles and practices of audio and video production for various media formats, including film, television, and online media. Students will gain hands-on experience in recording, mixing, and mastering audio and video content.

Course Descriptions

ACM3426 Audio and Video Production

The Audio and Video Production course is an introduction to the principles and practices of audio and video production for various media formats, including film, television, and online media. Students will gain hands-on experience in recording, mixing, and mastering audio and video content.

Course Descriptions

ACM3427 Audio and Video Production

The Audio and Video Production course is an introduction to the principles and practices of audio and video production for various media formats, including film, television, and online media. Students will gain hands-on experience in recording, mixing, and mastering audio and video content.

Course Descriptions

ACM3428 Audio and Video Production

The Audio and Video Production course is an introduction to the principles and practices of audio and video production for various media formats, including film, television, and online media. Students will gain hands-on experience in recording, mixing, and mastering audio and video content.

Course Descriptions

ACM3429 Audio and Video Production

The Audio and Video Production course is an introduction to the principles and practices of audio and video production for various media formats, including film, television, and online media. Students will gain hands-on experience in recording, mixing, and mastering audio and video content.

Course Descriptions

ACM3430 Audio and Video Production

The Audio and Video Production course is an introduction to the principles and practices of audio and video production for various media formats, including film, television, and online media. Students will gain hands-on experience in recording, mixing, and mastering audio and video content.

Course Descriptions

ACM3431 Audio and Video Production

The Audio and Video Production course is an introduction to the principles and practices of audio and video production for various media formats, including film, television, and online media. Students will gain hands-on experience in recording, mixing, and mastering audio and video content.

Course Descriptions

ACM3432 Audio and Video Production

The Audio and Video Production course is an introduction to the principles and practices of audio and video production for various media formats, including film, television, and online media. Students will gain hands-on experience in recording, mixing, and mastering audio and video content.

Course Descriptions

ACM3433 Audio and Video Production

The Audio and Video Production course is an introduction to the principles and practices of audio and video production for various media formats, including film, television, and online media. Students will gain hands-on experience in recording, mixing, and mastering audio and video content.

Course Descriptions

ACM3434 Audio and Video Production

The Audio and Video Production course is an introduction to the principles and practices of audio and video production for various media formats, including film, television, and online media. Students will gain hands-on experience in recording, mixing, and mastering audio and video content.

Course Descriptions

ACM3435 Audio and Video Production

The Audio and Video Production course is an introduction to the principles and practices of audio and video production for various media formats, including film, television, and online media. Students will gain hands-on experience in recording, mixing, and mastering audio and video content.

Course Descriptions

ACM3436 Audio and Video Production

The Audio and Video Production course is an introduction to the principles and practices of audio and video production for various media formats, including film, television, and online media. Students will gain hands-on experience in recording, mixing, and mastering audio and video content.

Course Descriptions

ACM3437 Audio and Video Production

The Audio and Video Production course is an introduction to the principles and practices of audio and video production for various media formats, including film, television, and online media. Students will gain hands-on experience in recording, mixing, and mastering audio and video content.

Course Descriptions

ACM3438 Audio and Video Production

The Audio and Video Production course is an introduction to the principles and practices of audio and video production for various media formats, including film, television, and online media. Students will gain hands-on experience in recording, mixing, and mastering audio and video content.

Course Descriptions

ACM3439 Audio and Video Production

The Audio and Video Production course is an introduction to the principles and practices of audio and video production for various media formats, including film, television, and online media. Students will gain hands-on experience in recording, mixing, and mastering audio and video content.

Course Descriptions

ACM3440 Audio and Video Production
**Course Descriptions**

**BIN550 Business Intelligence Technologies**

The Business Intelligence Technologies course introduces students to the technologies and processes that support business decision-making in an organization. Students will learn about the design and development of data warehousing and business intelligence (BI) systems, including the use of historical data to support decision-making processes. The course will cover topics such as data warehousing, data marts, data mining, and business intelligence tools. Students will learn about the importance of data quality and data governance, as well as the challenges of integrating data from various sources. The course will also cover the use of BI tools for data analysis, reporting, and visualization.

**Course length 4 weeks**

**Business Management**

**MAN3232**

The Business Management course provides an overview of the key concepts and tools used in business management. Students will learn about the management functions of planning, organizing, leading, and controlling, as well as the role of management in an organization. The course will cover topics such as the management process, organizational structures, decision making, and the role of management in the business environment. Students will also learn about the ethical and social responsibilities of management.

**Course length 4 weeks**

**Business Model Development and Thesis**

**MEN5509**

The Business Model Development and Thesis course provides students with the opportunity to develop and defend a business model that is based on a business plan created during the course. Students will learn about the various elements of a business model, including value proposition, customer segments, channels, customer relationships, revenue streams, and cost structure. The course will also cover the process of developing a business plan, including market research, financial analysis, and risk assessment.

**Course length 4 weeks**

**Business of Film**

**BUS5510**

The Business of Film course examines the business models and strategies used in the entertainment industry. Students will learn about the various aspects of filmmaking, including pre-production, production, and post-production. The course will also cover the financial aspects of filmmaking, such as financing options, revenue streams, and profitability. Students will also learn about the legal and regulatory issues that affect the entertainment industry.

**Course length 4 weeks**

**Business Project Management**

**MEN5502**

The Business Project Management course provides a comprehensive overview of the principles and practices of project management. Students will learn about the key components of project management, including scope, schedule, budget, quality, and risk. The course will cover the process of planning and executing a project, as well as the tools and techniques used to manage projects.

**Course length 4 weeks**

**Business Technology**

**BUL5915**

The Business Technology course examines the technologies and tools used in the business world. Students will learn about the role of technology in business, including data management, information systems, and business processes. The course will also cover the use of technology in marketing, sales, customer service, and other business functions.

**Course length 4 weeks**

**Business Venture Research**

**MEN5551**

The Business Venture Research course provides students with an opportunity to conduct research on a business venture idea. Students will learn about the process of conducting market research, analyzing data, and making business decisions. The course will also cover the use of technology in business, including data management, information systems, and business processes. The course will also cover the use of technology in marketing, sales, customer service, and other business functions.

**Course length 4 weeks**

**Career Module I: Career Development Skills: Media Communications**

Students in Career Module I: Career Development Skills: Media Communications will learn about the skills and knowledge needed to succeed in the media industry. The course will cover topics such as media literacy, media research, and media production.

**Course length 4 weeks**

**Career Module II: Career Research**

In Career Module II: Career Research, students will conduct guided career research and explore career options in their field of study. Students will also learn about the resources available to them to support their career research.

**Course length 4 weeks**

**Career Module III: Résumé Fundamentals**

In Career Module III: Résumé Fundamentals, students will focus on developing skills in creating a strong résumé. The course will cover topics such as résumé writing, résumé formatting, and résumé marketing.

**Course length 4 weeks**

**Career Module IV: Career Strategy and Planning**

In Career Module IV: Career Strategy and Planning, students will plan and prepare for their future career. The course will cover topics such as career exploration, career goal setting, and job search strategies.

**Course length 4 weeks**

**Career Module V: Networking**

In Career Module V: Networking, students will learn strategies for networking, including tactics for accessing resources and opportunities, as well as building, maintaining, and leveraging professional networks.

**Course length 4 weeks**

**Enrollment and Technology**

Students will have access to modern multimedia technologies, including web-based learning activities, and will be able to access the course materials 24 hours a day via the Internet.

**Total credit hours 1.0**

**Business Intelligence Technologies**

**COURSE DESCRIPTIONS**

The BIN550 Business Intelligence Technologies course introduces students to the technologies and processes that support business decision-making in an organization. Students will learn about the design and development of data warehousing and business intelligence (BI) systems, including the use of historical data to support decision-making processes. The course will cover topics such as data warehousing, data marts, data mining, and business intelligence tools. Students will learn about the importance of data quality and data governance, as well as the challenges of integrating data from various sources. The course will also cover the use of BI tools for data analysis, reporting, and visualization.

**Course length 4 weeks**

**Business Management**

The Business Management course provides an overview of the key concepts and tools used in business management. Students will learn about the management functions of planning, organizing, leading, and controlling, as well as the role of management in an organization. The course will cover topics such as the management process, organizational structures, decision making, and the role of management in the business environment. Students will also learn about the ethical and social responsibilities of management.

**Course length 4 weeks**

**Business Model Development and Thesis**

The Business Model Development and Thesis course provides students with the opportunity to develop and defend a business model that is based on a business plan created during the course. Students will learn about the various elements of a business model, including value proposition, customer segments, channels, customer relationships, revenue streams, and cost structure. The course will also cover the process of developing a business plan, including market research, financial analysis, and risk assessment.

**Course length 4 weeks**

**Business of Film**

The Business of Film course examines the business models and strategies used in the entertainment industry. Students will learn about the various aspects of filmmaking, including pre-production, production, and post-production. The course will also cover the financial aspects of filmmaking, such as financing options, revenue streams, and profitability. Students will also learn about the legal and regulatory issues that affect the entertainment industry.

**Course length 4 weeks**

**Business Project Management**

The Business Project Management course provides a comprehensive overview of the principles and practices of project management. Students will learn about the key components of project management, including scope, schedule, budget, quality, and risk. The course will cover the process of planning and executing a project, as well as the tools and techniques used to manage projects.

**Course length 4 weeks**

**Business Technology**

The Business Technology course examines the technologies and tools used in the business world. Students will learn about the role of technology in business, including data management, information systems, and business processes. The course will also cover the use of technology in marketing, sales, customer service, and other business functions.

**Course length 4 weeks**

**Business Venture Research**

The Business Venture Research course provides students with an opportunity to conduct research on a business venture idea. Students will learn about the process of conducting market research, analyzing data, and making business decisions. The course will also cover the use of technology in business, including data management, information systems, and business processes. The course will also cover the use of technology in marketing, sales, customer service, and other business functions.

**Course length 4 weeks**

**Career Module I: Career Development Skills: Media Communications**

Students in Career Module I: Career Development Skills: Media Communications will learn about the skills and knowledge needed to succeed in the media industry. The course will cover topics such as media literacy, media research, and media production.

**Course length 4 weeks**

**Career Module II: Career Research**

In Career Module II: Career Research, students will conduct guided career research and explore career options in their field of study. Students will also learn about the resources available to them to support their career research.

**Course length 4 weeks**

**Career Module III: Résumé Fundamentals**

In Career Module III: Résumé Fundamentals, students will focus on developing skills in creating a strong résumé. The course will cover topics such as résumé writing, résumé formatting, and résumé marketing.

**Course length 4 weeks**

**Career Module IV: Career Strategy and Planning**

In Career Module IV: Career Strategy and Planning, students will plan and prepare for their future career. The course will cover topics such as career exploration, career goal setting, and job search strategies.

**Course length 4 weeks**

**Career Module V: Networking**

In Career Module V: Networking, students will learn strategies for networking, including tactics for accessing resources and opportunities, as well as building, maintaining, and leveraging professional networks.

**Course length 4 weeks**
Character Rigging

The Character Rigging course introduces students to the industry process of adding joints and controls to a character to allow the animator to move a rigged character in a realistic way. This course will cover the process of finding and weighting the skin, as well as rigging the character for end use in character animation and motion capture. The focus will be on the creation of both character-based and geometry-based rigs.

Total credit hours 4.0 Course length 4 weeks

Color Theory

The Color Theory course exposes students to the theoretical and application of color as it relates to both print and screen. Historical and geographical perspectives are examined and students will apply knowledge of color principles, theories, and techniques for using color to create visual effects in both animation and video. Students will learn the art of observation and core techniques, which are implemented in advanced courses.

Total credit hours 4.0 Course length 4 weeks

CGA356

Compositing and Scene Finishing

The Compositing and Scene Finishing course is an in-depth, foundation-based exploration of the digital compositing process. Students will work in an industry-accepted software to be employed to properly composite both render layers and the rendered output delivered from professional 3-D software.

Total credit hours 4.0 Course length 4 weeks

CGA365

Computer Graphics

The Computer Graphics course introduces students to the design and use of modern computing tools, graphic engines, and technologies. Students will learn to take advantage of the latest systems and hardware to produce complex visual environments.

Total credit hours 4.0 Course length 4 weeks

CGA372

Children’s Entertainment

In the Children’s Entertainment course, students will learn to produce contemporary children’s literature and its illustrations, including the context of writing for print, television, film, and animation. Students will be exposed to current themes and trends in the field of animation.

Total credit hours 3.0 Course length 4 weeks

ECW3772

College Mathematics

The College Mathematics course introduces students to the concepts of mathematical structures and their applications. Students will explore the different structures and applications of mathematics.

Total credit hours 4.0 Course length 4 weeks

MCF3712

Career Module VII: Job Interview

In Career Module VII: Job Interview, students will explore the job interview process and learn strategies to help when preparing for interviews, understanding questions, and understanding interviewers. Students will also be able to practice interview responses and techniques.

Total credit hours 4.0 Course length 6 weeks

CGA3050

Career Rigging

Career Creation and Development

The Career Creation and Development course, students are introduced to tools and processes that will enable them to achieve their career goals. The course will provide a foundation of knowledge and skills required for successful career planning.

Total credit hours 3.0 Course length 4 weeks

CGA320

Career Design and Creation

In Career Design and Creation course, students will take on the important role of adding structure and discipline to the creative process while examining their immediate industry career.

Total credit hours 4.0 Course length 4 weeks

CTI2131

Cloud Networking

The Cloud Networking course explores the principles and applications of cloud networking and its role in modern social and business environments.

Total credit hours 4.0 Course length 4 weeks

CGA358

Computer Operating Systems

The Computer Operating Systems course covers the basics of computer hardware and how they interface with hardware and software. Students will learn about the different functions of operating systems, such as what is required for their operation and how to use this knowledge to restrict access to certain areas.

Total credit hours 3.0 Course length 4 weeks

CTI1105

Computer Networks

The Computer Networks course explores the different components of a modern hardware-based rendering pipeline that deals with the digital production of images. Students will learn about the art of observation and core techniques, which are implemented in advanced courses.

Total credit hours 4.0 Course length 4 weeks

CGA3011

Computer Organization

The Computer Organization course focuses on the architecture of microprocessors, the hardware that makes up the system, and the software that controls it. Students will learn about the components of a modern hardware-based rendering pipeline that deals with the digital production of images.

Total credit hours 4.0 Course length 4 weeks

CGA3046

Computer Science

The Computer Science course introduces students to the fundamentals of computer science. Students will learn about the components of a modern hardware-based rendering pipeline that deals with the digital production of images.

Total credit hours 3.0 Course length 4 weeks

CTI3001

Computer Science For Engineers

The Computer Science For Engineers course will provide an overview of computer science fundamentals. Students will also examine graduate-level algorithm design and analysis, meta-algorithms, optimization problems, and computer architecture.

Total credit hours 3.0 Course length 4 weeks

CTI3521

Computing Fundamentals

The Computing Fundamentals course introduces students to the components of a modern hardware-based rendering pipeline that deals with the digital production of images. Students will learn about the art of observation and core techniques, which are implemented in advanced courses.

Total credit hours 4.0 Course length 4 weeks

CGA336

Concepts in Advertising

The Concepts in Advertising course provides an overview of the advertising field, including the process of advertising—from the conceptual phase to the execution of the campaign through to the creation of multiple media campaigns. Students will be assessed on their performance in all aspects of their campaign.

Total credit hours 4.0 Course length 4 weeks

GRD473

Concepts in Advertising

The Concepts in Advertising course provides an overview of the advertising field, including the process of advertising—from the conceptual phase to the execution of the campaign through to the creation of multiple media campaigns. Students will be assessed on their performance in all aspects of their campaign.

Total credit hours 4.0 Course length 4 weeks

GRD473

Concepts in Advertising

The Concepts in Advertising course provides an overview of the advertising field, including the process of advertising—from the conceptual phase to the execution of the campaign through to the creation of multiple media campaigns. Students will be assessed on their performance in all aspects of their campaign.

Total credit hours 4.0 Course length 4 weeks

GRD473

Concepts in Advertising

The Concepts in Advertising course provides an overview of the advertising field, including the process of advertising—from the conceptual phase to the execution of the campaign through to the creation of multiple media campaigns. Students will be assessed on their performance in all aspects of their campaign.

Total credit hours 4.0 Course length 4 weeks

GRD473

Concepts in Advertising

The Concepts in Advertising course provides an overview of the advertising field, including the process of advertising—from the conceptual phase to the execution of the campaign through to the creation of multiple media campaigns. Students will be assessed on their performance in all aspects of their campaign.
Contemporary Production Techniques
In this course, students will learn the foundations of industry standard tools and techniques for post-production work. Students will learn about digital and traditional audio and video production, focusing on non-linear editing, video manipulation, and audio effects.

Creative Writing Portfolio I
In this comprehensive course, students will learn the fundamentals of the creative writing process, including character development, plot structure, and creative technology. Students will also explore a variety of genres and styles, from fiction to poetry.

Creative Writing Portfolio II
This course continues to develop the creative writing skills acquired in Creative Writing Portfolio I. Students will refine their writing techniques and explore different literary forms, including playwriting and screenwriting.

Data Analysis and Reporting
Students will learn how to analyze and interpret data using various statistical and reporting tools. The course covers concepts such as descriptive statistics, inferential statistics, and data visualization.

Data Visualization and Creative Reporting
In this course, students will learn how to create effective visualizations of data, using tools such as Tableau and Power BI. The focus is on creating data-driven stories and communicating insights effectively.

Database Structures
This course covers the design and implementation of relational databases. Students will learn about database concepts, normalization, and data manipulation.

Creative Skills Development
This course focuses on developing students' creative thinking and problem-solving skills. It covers various techniques for brainstorming, idea generation, and creative problem-solving.

Creative Writing Portfolio II
In the Creative Writing Portfolio II course, students will learn about the fundamentals of the creative writing process, including character development, plot structure, and creative technology. Students will also explore a variety of genres and styles, from fiction to poetry.

Data Structures
This course covers the design and implementation of data structures. Students will learn about the properties and applications of various data structures, such as arrays, linked lists, and trees.

Consumer Behavior and Analysis
The Consumer Behavior and Analysis course explores the factors that influence consumer decision-making and purchasing behavior. Students will learn about consumer decision processes, purchase behavior, and market segmentation.

Data Visualization and Modeling
This course covers the use of data visualization tools to represent data and insights. Students will learn how to create effective visualizations to communicate results and insights effectively.

Cultural Studies and the Web
This course examines the cultural context of the Internet and social media. Students will explore how digital culture shapes our understanding of the world, and how it influences our behavior and decision-making.

Creative Writing Portfolio II
In the Creative Writing Portfolio II course, students will learn about the fundamentals of the creative writing process, including character development, plot structure, and creative technology. Students will also explore a variety of genres and styles, from fiction to poetry.

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In this course, students will learn how to create effective visualizations of data, using tools such as Tableau and Power BI. The focus is on creating data-driven stories and communicating insights effectively.

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Course Descriptions

COURSE DESCRIPTIONS

Managing Client Needs
Successful media designers understand how to create strategic design solutions that communicate their clients’ business goals, while creating engaging experiences for the users.

Digital Analytics and Usability
In the Digital Analytics and Usability course, students learn how to integrate effective user research and techniques to gather and analyze data to determine how best to support the fundamentals of computer user experience. Students will also explore the impact that digital analysis and usability testing has on the design of marketing campaigns, digital solutions, and overall user experience.

Digital Marketing Analysis
The Digital Marketing Analysis course is designed to teach students how to analyze and understand the key metrics and strategies of digital marketing, including search engine optimization (SEO), pay-per-click (PPC), social media marketing, and email marketing. Students will learn how to use data analytics tools to track and measure the performance of digital marketing campaigns and make data-driven decisions to improve their results.

Digital Logic
The Digital Logic course explores the fundamental principles of logic and how they are used in computer science. Students will learn about Boolean algebra, logic gates, and digital circuit design, as well as how to use these concepts in the design and analysis of digital systems.

Digital Marketing and the Law
The Digital Marketing and the Law course addresses legal issues related to digital marketing. Students will learn about intellectual property, data privacy, and advertising regulations, as well as how to navigate legal challenges in the digital marketing industry.

Digital Design and Usability
The Digital Design and Usability course will focus on the principles of user-centered design and how they are applied in digital marketing. Students will learn about user research, user testing, and design thinking, as well as how to create effective digital experiences that meet the needs of the user.

Digital Analytics and Reporting
The Digital Analytics and Reporting course will teach students how to analyze and interpret data from digital marketing campaigns, including website traffic, social media engagement, and email open rates. Students will learn how to use tools like Google Analytics and Adobe Analytics to track and measure the performance of digital marketing campaigns.

Digital Entrepreneurship
The Digital Entrepreneurship course is designed to teach students how to develop and launch new ventures in the digital marketing industry. Students will learn how to identify market opportunities, develop business plans, and create a digital marketing plan that is effective and scalable.

Digital Design and Usability
The Digital Design and Usability course will focus on the principles of user-centered design and how they are applied in digital marketing. Students will learn about user research, user testing, and design thinking, as well as how to create effective digital experiences that meet the needs of the user.

Digital Marketing Analysis
The Digital Marketing Analysis course is designed to teach students how to analyze and understand the key metrics and strategies of digital marketing, including search engine optimization (SEO), pay-per-click (PPC), social media marketing, and email marketing. Students will learn how to use data analytics tools to track and measure the performance of digital marketing campaigns and make data-driven decisions to improve their results.

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The Digital Design and Usability course will focus on the principles of user-centered design and how they are applied in digital marketing. Students will learn about user research, user testing, and design thinking, as well as how to create effective digital experiences that meet the needs of the user.

Digital Analytics and Reporting
The Digital Analytics and Reporting course will teach students how to analyze and interpret data from digital marketing campaigns, including website traffic, social media engagement, and email open rates. Students will learn how to use tools like Google Analytics and Adobe Analytics to track and measure the performance of digital marketing campaigns.
Course Descriptions

DIG646 Digital Studio
The Digital Studio course introduces students to the design and hands-on techniques in the field of film and television. Students will learn techniques in animation, sound design, editing, and post-production. The course aims to develop a comprehensive understanding of the technical and creative aspects of film and television production. Total credit hours: 4.0 Course length: 4 weeks

MC8427 Distributed Data
In the Distributed Data course, students will explore the concepts of distributed computing systems and their applications in modern computing environments. The course covers topics such as distributed systems, fault tolerance, and distributed algorithms, and students will gain hands-on experience through project work. Total credit hours: 3.0 Course length: 4 weeks

ENG121 English Composition I†
The course is designed to improve students' writing skills through the analysis and critique of their own and others' writing. Students will learn the principles of effective writing, including the development of clear and concise arguments. Total credit hours: 4.0 Course length: 4 weeks

MCM431 Digital Publishing
Digital Publishing offers students the opportunity to learn about the processes involved in creating digital content for publication. The course covers topics such as content creation, design, and distribution. Students will gain practical experience through hands-on projects and assignments. Total credit hours: 4.0 Course length: 4 weeks

MCM432 Display Advertising and Email Marketing
The course covers the principles and practices of digital advertising, with a focus on display advertising and email marketing. Students will learn about the targeting, optimization, and measurement of these advertising channels. Total credit hours: 3.0 Course length: 4 weeks

MCS265 Business Law
This course covers the legal principles and practices relevant to business and entrepreneurship. Topics include tort law, contract law, and intellectual property. Students will develop an understanding of the legal environment in which businesses operate. Total credit hours: 3.0 Course length: 4 weeks

MCM436 Enterprise Data Management
The course is designed to introduce students to the field of enterprise data management. Students will learn about the principles and practices of managing data in modern organizations. Total credit hours: 4.0 Course length: 4 weeks

MCM433 Enterprise Data Management
The course is designed to introduce students to the field of enterprise data management. Students will learn about the principles and practices of managing data in modern organizations. Total credit hours: 4.0 Course length: 4 weeks

MCM434 Enterprise Data Management
The course is designed to introduce students to the field of enterprise data management. Students will learn about the principles and practices of managing data in modern organizations. Total credit hours: 4.0 Course length: 4 weeks

MCM435 Enterprise Data Management
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MCM437 Enterprise Data Management
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MCM440 Enterprise Data Management
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MCM441 Enterprise Data Management
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MCM442 Enterprise Data Management
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MCM445 Enterprise Data Management
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MCM446 Enterprise Data Management
The course is designed to introduce students to the field of enterprise data management. Students will learn about the principles and practices of managing data in modern organizations. Total credit hours: 4.0 Course length: 4 weeks

MCM447 Enterprise Data Management
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MCM448 Enterprise Data Management
The course is designed to introduce students to the field of enterprise data management. Students will learn about the principles and practices of managing data in modern organizations. Total credit hours: 4.0 Course length: 4 weeks

MCM449 Enterprise Data Management
The course is designed to introduce students to the field of enterprise data management. Students will learn about the principles and practices of managing data in modern organizations. Total credit hours: 4.0 Course length: 4 weeks
Course Descriptions

FULL SAIL UNIVERSITY

COURSE DESCRIPTIONS

ENTREPRENEURSHIP IN THE ENTERTAINMENT BUSINESS

The Entertainment Business Publishing Distribution

The Entertainment Business Publishing Distribution Course focuses on issues currently affecting media publishing and distribution. Students will address issues within the industry such as piracy, social media, digital rights management, and legislation. Students will explore strategies for protecting and monetizing their creative content and will evaluate models developed to circumvent the traditional business model.

Total credit hours 4.0
Course length 4 weeks

ENTR4232

Entrepreneurship In The Entertainment Business

The Entertainment Business Publishing Distribution Course focuses on issues currently affecting media publishing and distribution. Students will address issues within the industry such as piracy, social media, digital rights management, and legislation. Students will explore strategies for protecting and monetizing their creative content and will evaluate models developed to circumvent the traditional business model.

Total credit hours 4.0
Course length 4 weeks

ENTR4105

Event Management

The Event Management course explores the event industry and its role in the entertainment business. Students will be introduced to the concepts relating to the development, planning, and execution of entertainment industry events.

Total credit hours 4.0
Course length 4 weeks

ENTR4050

Experimental Filmmaking

The Experimental Filmmaking course explores the unique nature of independent and experimental film production methods, but will focus on the traditional methods to visualize storytelling. Students will be introduced to the development of a pre-production and production plan, and to various techniques, technologies, and strategies utilized in the creation of a short film or video. Students will choose a project concept and script to develop a short film project and work collaboratively with colleagues to produce a feature film.

Total credit hours 4.0
Course length 4 weeks

FSR200

Film Production Thesis II: Production

The Film Production Thesis II course provides students with an understanding of a given industry's essential tools and techniques. Students will be encouraged to consider the role of the executive filmmaker, understanding their responsibilities and roles within the industry, and the effects of their own creative choices on the business goals of the project. Students will develop skills in critical thinking and in working collaboratively with clients.

Total credit hours 5.0
Course length 4.0 weeks

FSR202

Film Production Thesis III: Production

The Film Production Thesis III course will explore the post-production phase of filmmaking. Hands-on exercises will enable the student to leverage the appropriate tools and technologies for editing their film project. Faculty-led reviews and discussions will direct students toward using the most technical aspects of the post-production process to their advantage. Students will develop their own aesthetic styles through an understanding of various techniques, styles, and approaches to content, structure, style, and format. Students will learn both aesthetic and practical approaches to editing rough cuts of their film. These edits will be used to gain feedback from the clients.

Total credit hours 5.0
Course length 4.0 weeks

FSR203

Framing Concepts and Practices

The Framing Concepts and Practices course will explore the theory and practice of framing and composition. Students will learn how to apply framing concepts and theory to the practice of filmmaking in the terms of production design, cinematography, and film aesthetics. The course will also address the professional practice in film production, with an emphasis on attention to the role of the framing team. Topics include creating images for film, post-production, film, research methodologies, advanced lighting, composition, and film analysis.

Total credit hours 6.0
Course length 6.0 weeks

FSR260

Framing Concepts and Practices

The Framing Concepts and Practices course will explore the theory and practice of framing and composition. Students will learn how to apply framing concepts and theory to the practice of filmmaking in the terms of production design, cinematography, and film aesthetics. The course will also address the professional practice in film production, with an emphasis on attention to the role of the framing team. Topics include creating images for film, post-production, film, research methodologies, advanced lighting, composition, and film analysis.

Total credit hours 6.0
Course length 6.0 weeks

FSR360

Framing Concepts and Practices

The Framing Concepts and Practices course will explore the theory and practice of framing and composition. Students will learn how to apply framing concepts and theory to the practice of filmmaking in the terms of production design, cinematography, and film aesthetics. The course will also address the professional practice in film production, with an emphasis on attention to the role of the framing team. Topics include creating images for film, post-production, film, research methodologies, advanced lighting, composition, and film analysis.

Total credit hours 6.0
Course length 6.0 weeks

FSR360

Framing Concepts and Practices

The Framing Concepts and Practices course will explore the theory and practice of framing and composition. Students will learn how to apply framing concepts and theory to the practice of filmmaking in the terms of production design, cinematography, and film aesthetics. The course will also address the professional practice in film production, with an emphasis on attention to the role of the framing team. Topics include creating images for film, post-production, film, research methodologies, advanced lighting, composition, and film analysis.

Total credit hours 6.0
Course length 6.0 weeks

FSR360

Framing Concepts and Practices

The Framing Concepts and Practices course will explore the theory and practice of framing and composition. Students will learn how to apply framing concepts and theory to the practice of filmmaking in the terms of production design, cinematography, and film aesthetics. The course will also address the professional practice in film production, with an emphasis on attention to the role of the framing team. Topics include creating images for film, post-production, film, research methodologies, advanced lighting, composition, and film analysis.

Total credit hours 6.0
Course length 6.0 weeks

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The Framing Concepts and Practices course will explore the theory and practice of framing and composition. Students will learn how to apply framing concepts and theory to the practice of filmmaking in the terms of production design, cinematography, and film aesthetics. The course will also address the professional practice in film production, with an emphasis on attention to the role of the framing team. Topics include creating images for film, post-production, film, research methodologies, advanced lighting, composition, and film analysis.

Total credit hours 6.0
Course length 6.0 weeks

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Total credit hours 6.0
Course length 6.0 weeks

FSR360
The Fundamentals of Music course explores harmony, melody, rhythm, and form with an introduction to music notation and ear training. Relevant musical structures and techniques such as meter, key, and form are also covered. This course provides the foundation for music students who are interested in music as a career.

Total credit hours: 4 course length: 4 weeks

Course Description:

Auditive/Olfactive I (AOI)
The Auditive/Olfactive I course introduces students to the fundamentals of music theory, including music notation, rhythm, melody, harmony, and form. This course is designed to provide a comprehensive understanding of music theory and its applications.

Total credit hours: 3 course length: 4 weeks

Course Description:

The Fundamentals of Art II course introduces students to the techniques and materials used in the practice of art. Students will learn about various art media, such as painting, drawing, sculpture, and photography, and will develop their own artistic expression.

Total credit hours: 4 course length: 4 weeks

Course Description:

The Fundamentals of Art I course introduces students to the core concepts and skills in the field of art. Students will learn about the principles of composition, color theory, and the elements of art, and will develop their own artistic style.

Total credit hours: 3 course length: 4 weeks

Course Description:

The Fundamentals of Music Business course introduces students to the business principles and practices that govern the music industry. Students will learn about the business structures, financial management, and legal aspects of the music industry.

Total credit hours: 4.0 course length: 4 weeks

Course Description:

FLM280
The Fundamentals of Production I course introduces students to the basic principles of film and video production. Students will learn about preproduction, production, and postproduction processes, and will gain hands-on experience in filming, lighting, and sound recording.

Total credit hours: 4.0 course length: 4 weeks

Course Description:

CGG4316
The Game Animation I course introduces students to the fundamentals of 3D animation, including character animation, motion design, and rigging. Students will learn about the principles of animation and will develop their own animation skills.

Total credit hours: 4.0 course length: 4 weeks

Course Description:

CGG4319
The Game Balancing course teaches students how to use level design and gameplay design to balance games. Students will learn how to design levels that challenge players at different levels of experience, and how to test and refine these levels.

Total credit hours: 4.0 course length: 4 weeks

Course Description:

CGI331
The Game Audio Production Techniques course introduces students to the technical aspects of game audio, including sound design and recording. Students will learn about the tools and techniques used in game audio production.

Total credit hours: 4.0 course length: 4 weeks

Course Description:

CGG433
The Game Architecture course introduces students to the design and implementation of game architecture. Students will learn about the principles of architecture, including scripting, world building, and level design.

Total credit hours: 4.0 course length: 4 weeks

Course Description:

Foundations of Business Intelligence
The Foundations of Business Intelligence course explores the importance of understanding how data is developed, analyzed, and used in decision-making processes.

Total credit hours: 3.0 course length: 4 weeks

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Course Description:
Game Design II

The Game Design II course allows students to relate their game design skills. Students will read some of the top writing in game design and write about various projects and practices. Students will also play games that illustrate various design principles and practices. The course requires students to create their own game design and to deliver a game that is polished, professionally formatted, and ready to be presented and shared.

Total credit hours: 3.0
course length: 4 weeks

Game Development Frameworks

The Game Development Frameworks course will connect students with new game development technology and trends. Students will study game design, and analysis design approaches, and synthesis design principles. Students will continue to develop their communication and analytical skills. The use of frameworks and concepts will aid in the design and production of a game prototype.

Total credit hours: 3.0
course length: 4 weeks

Game Project 1

The Game Project 1 course is designed to allow students to take their project from concept to completion. Students will be working in teams to take an existing game, add visual and audio feedback, and more. Upon completion, students will review how words and images work together in a particular story and how they impact narrativity on the screen.

Total credit hours: 3.0
course length: 4 weeks

Game Project 2

The Game Project 2 course is designed to allow students the opportunity to apply the game design and production knowledge they have acquired throughout the program toward their own game. Group projects will be ongoing throughout the course, helping students to continue to hone their field-specific software skills, and critical thinking skills that are so vital in the game development industry.

Total credit hours: 3.0
course length: 4 weeks

Game Project 3

The Game Project 3 course is designed to allow students the opportunity to apply the game design and production knowledge they have acquired throughout the program toward their own game. Group projects will be ongoing throughout the course, helping students to continue to hone their field-specific software skills, and critical thinking skills that are so vital in the game development industry.

Total credit hours: 3.0
course length: 4 weeks

Game Project 4

The Game Project 4 course is designed to allow students the opportunity to apply the game design and production knowledge they have acquired throughout the program toward their own game. Group projects will be ongoing throughout the course, helping students to continue to hone their field-specific software skills, and critical thinking skills that are so vital in the game development industry.

Total credit hours: 3.0
course length: 4 weeks

Game Usability and Testing

The Game Usability and Testing Course is a blended academic and applied science course targeting core design principles through scholarly research and applied usability techniques. Prior to learning in the classroom and the hands-on exercises, students will be delivered a game to test and analyze. Students will survey the history of human design, and trends created by current leaders in the field. Students will also examine how game influences transmedia marketing and audience engagement. Students will also learn how to use a variety of media and research tools.

Total credit hours: 3.0
course length: 4 weeks

Game Writing

The Game Writing course introduces students to special demands and concerns involved in writing for games. Students will use techniques to address the unique demands of game writing and story presentation.

Total credit hours: 3.0
course length: 4 weeks

Grammar 1

Grammar 1 expands student competencies in the study of English grammar to include student capacities in essential verb tenses and sentence structures. The course focuses on the structure of sentences and offers practice in the proper use of grammar and punctuation. Students will learn the rules of irregular verb conjugation, past and present tense, and the use of commas and periods. Students will also learn how to use idiomatic expressions. Students will apply these rules through discussion, practice, and written exercises.

Total credit hours: 3.0
course length: 4 weeks

Grammar 2

Grammar 2 strengthens communication efforts within technical and interpersonal areas. Students will continue to develop their knowledge of words and images through written and spoken exercises.

Total credit hours: 3.0
course length: 4 weeks

Grammar 3

Grammar 3 further develops students’ knowledge of English grammar. Students will review how words and images work together in a particular story and how they impact narrativity on the screen.

Total credit hours: 3.0
course length: 4 weeks

Grammar 4

Grammar 4 further develops students’ knowledge of English grammar. Students will review how words and images work together in a particular story and how they impact narrativity on the screen.

Total credit hours: 3.0
course length: 4 weeks

Graphic Design

Graphic Design 1 is designed to teach students basic skills of graphics creation through the use of software programs employed by design, animation, and multimedia companies worldwide. The course will cover both technical and interactive media companies worldwide. The course will cover both technical and critical thinking skills related to the design of a project from point of view, as students learn to use industry-standard tools for graphic and integration.

Total credit hours: 3.0
course length: 4 weeks
Course Descriptions

**Graphic Principles II**
The Graphic Principles II course is designed to teach students how to develop visual and written forms, a business, and a representation of the design and production process. Students will examine how form has become a dominant focus in American culture through the study of the birth of the film industry from the origins of the Hollywood studio system. Students will explore the technical and aesthetic aspects of modern film-making and the influence of Hopi Indian art on the Hollywood studio system. Students will also learn how to evaluate information. Students will also learn how to analyze a variety of information. This course will provide an opportunity for students to develop higher-level thinking skills and the implications of these new forms on the media that have developed throughout the history of the medium. Students will also learn how to analyze and execute an information technology solution.

Total credit hours 4.0
Course length 4 weeks

**MUA242**
History of Popular Music
The American music industry is the largest and fastest growing industry in the world. By examining the development of each decade, students will learn that the music industry is a business, and a representation of the social, economic, and political awareness. Students will examine how film and music have been used to communicate ideas. Students will also learn the purposes of functions, stored procedures, databases, tables, normalizations, indexing, and relationships among tables. Students will also learn how to evaluate information. Students will also learn how to analyze a variety of information. This course will provide an opportunity for students to develop higher-level thinking skills and the implications of these new forms on the media that have developed throughout the history of the medium. Students will also learn how to analyze and execute an information technology solution.

Total credit hours 4.0
Course length 4 weeks

**AUD311**
History of Recorded Music
The history of Recorded Music course surveys the rich evolution from its roots through the 1960's, establishing major musical eras that have become the standards of industry genres. By examining the development of each decade, students will learn that the music industry is a business, and a representation of the social, economic, and political awareness. Students will examine how film and music have been used to communicate ideas. Students will also learn the purposes of functions, stored procedures, databases, tables, normalizations, indexing, and relationships among tables. Students will also learn how to evaluate information. Students will also learn how to analyze a variety of information. This course will provide an opportunity for students to develop higher-level thinking skills and the implications of these new forms on the media that have developed throughout the history of the medium. Students will also learn how to analyze and execute an information technology solution.

Total credit hours 4.0
Course length 4 weeks

**CO10622**
Information and Database Systems
In the Information and Database Systems course, students will explore the technical and aesthetic aspects of modern film-making and the influence of Hopi Indian art on the Hollywood studio system. Students will also learn how to analyze a variety of information. This course will provide an opportunity for students to develop higher-level thinking skills and the implications of these new forms on the media that have developed throughout the history of the medium. Students will also learn how to analyze and execute an information technology solution.

Total credit hours 4.0
Course length 4 weeks

**CTI1201**
Instructional Design and Evaluation
In the Instructional Design and Evaluation course, students will learn about the history of instructional design, and evaluate learning objectives within instructional settings. Students will learn about the historical development of instructional design theories, and the role of instructional designers in the educational process. Students will learn how to evaluate information. Students will also learn how to analyze a variety of information. This course will provide an opportunity for students to develop higher-level thinking skills and the implications of these new forms on the media that have developed throughout the history of the medium. Students will also learn how to analyze and execute an information technology solution.

Total credit hours 4.0
Course length 4 weeks

**PBR540**
Interactive Public Relations Tools and Resources
In the Interactive Public Relations Tools and Resources course, students will explore the technical and aesthetic aspects of modern film-making and the influence of Hopi Indian art on the Hollywood studio system. Students will also learn how to analyze a variety of information. This course will provide an opportunity for students to develop higher-level thinking skills and the implications of these new forms on the media that have developed throughout the history of the medium. Students will also learn how to analyze and execute an information technology solution.

Total credit hours 4.0
Course length 4 weeks

**IOT931**
Interactive Design and Technology Final Project
In the Interactive Design and Technology Final Project course, students will explore the technical and aesthetic aspects of modern film-making and the influence of Hopi Indian art on the Hollywood studio system. Students will also learn how to analyze a variety of information. This course will provide an opportunity for students to develop higher-level thinking skills and the implications of these new forms on the media that have developed throughout the history of the medium. Students will also learn how to analyze and execute an information technology solution.

Total credit hours 3.0
Course length 4 weeks

**MCM425**
Integrated Marketing
The Integrated Marketing course uses a business model framework to create a marketing campaign. Students will explore the technical and aesthetic aspects of modern film-making and the influence of Hopi Indian art on the Hollywood studio system. Students will also learn how to analyze a variety of information. This course will provide an opportunity for students to develop higher-level thinking skills and the implications of these new forms on the media that have developed throughout the history of the medium. Students will also learn how to analyze and execute an information technology solution.

Total credit hours 4.0
Course length 4 weeks

**BUL314**
Innovative Intellectual Property
The Innovative Intellectual Property course expands the role of intellectual property law in the film, music, and software industries. Students will explore how the Hollywood studio system has been used to communicate ideas. Students will also learn the purposes of functions, stored procedures, databases, tables, normalizations, indexing, and relationships among tables. Students will also learn how to evaluate information. Students will also learn how to analyze a variety of information. This course will provide an opportunity for students to develop higher-level thinking skills and the implications of these new forms on the media that have developed throughout the history of the medium. Students will also learn how to analyze and execute an information technology solution.

Total credit hours 3.0
Course length 4 weeks
Course Descriptions

FULL SAIL UNIVERSITY

Course Descriptions

Course ID: DEV1258
Course Title: Interfaces and Usability
Course Description: This course explores interfaces in creative, usability, and design processes for varying screen sizes and devices. Students will learn fundamental interaction design and usability principles coupled with user interface design patterns. Throughout the course, students will be able to articulate the user journey and increase their ability to create user-centered experiences optimized for the targeted device.
Course length: 4 weeks
Total credit hours: 3.0

Course ID: CTY1021
Course Title: Introduction to Information Security
Course Description: This course introduces students to the concepts of network security, computer security, and cyber security. Students will learn security principles and how to apply this knowledge throughout future courses. Role-based access control, trusted parties, risk assessment, and incident response management practices are applied to business policies and information systems to protect data and ensure privacy. The use of encryption, access control, and storage systems is studied and applied.
Course length: 3.0 weeks
Total credit hours: 3.0

Course ID: MNC1002
Course Title: Introduction to Media Communications
Course Description: The Introduction to Media Communications course will introduce students to the media industries and the role that media plays in society. Students will examine the business models of the media industry, as well as how different media outlets approach these challenges and how they make money. The course also explores the impact of new technologies and media distribution channels on the media industry.
Course length: 4 weeks
Total credit hours: 3.0

Course ID: MVS1190
Course Title: Java I
Course Description: The Java course helps students transfer their existing programming skills to the Java language. Students in this course will explore how the Java language can be used to create content through a variety of content delivery mechanisms. Students will explore how the tools that are available and how to use them to develop content. This course includes an emphasis on best practices for coding in Java, and explores which curriculum is more suitable for each delivery method.
Total credit hours: 3.0
Course length: 4 weeks

Course ID: MVS1380
Course Title: Java II
Course Description: The Java II course builds upon the fundamentals covered in Java I to enable students to construct applications that utilize the Android software development kit (SDK) to create native mobile applications. The course focuses on course and application optimization and extension as well as application scalability within a diverse mobile landscape.
Course length: 4 weeks
Total credit hours: 3.0

Course ID: HLP2033
Course Title: Leadership and Organizational Behavior
Course Description: This course will explore the leadership and organizational behavior concepts of an inquiry team. Students will develop their leadership skills by applying these concepts to improve their own professional development. Emphasis is placed on design production components and system interface development. Students will learn how to create effective business processes, design production components, and system interfaces.
Course length: 4 weeks
Total credit hours: 3.0

Course ID: MNC1012
Course Title: Legal Aspects of Media
Course Description: The Legal Aspects of Media course introduces students to the legal framework that helps shape the field of media. The course will cover the representation of new media technologies and how they impact traditional elements of the media industry. Students will explore how traditional media laws and regulations apply to new media technologies and examine how the law is changing to address these issues. The course will also cover the legal considerations that arise when creating content for digital and social media platforms.
Course length: 4 weeks
Total credit hours: 3.0

Course ID: MNC1010
Course Title: Legal Issues for Entrepreneurs
Course Description: This course provides an overview of the legal issues that affect entrepreneurs as they start and grow their businesses. Students will learn how to interpret and apply legal principles to real-world situations, including: legal structures, risk management, intellectual property, and intellectual property rights. Students will have the opportunity to develop their legal thinking by exploring case studies and working on real-world legal problems.
Total credit hours: 4.0
Course length: 4 weeks

Course ID: ENS500
Course Title: Legal Issues for Professionals
Course Description: This course is designed to provide students with an understanding of legal issues that impact their profession. Students will learn how to interpret and apply legal principles to real-world situations, including: legal structures, risk management, intellectual property, and intellectual property rights. Students will have the opportunity to develop their legal thinking by exploring case studies and working on real-world legal problems.
Total credit hours: 4.0
Course length: 4 weeks

Course ID: APR3211
Course Title: Listening and Speaking 2
Course Description: This course builds on the skills and strategies developed in Listening and Speaking 1. Students will practice and develop their oral communication skills, focusing on improving their ability to listen, speak, and participate effectively in a variety of settings. Students will learn how to develop and deliver effective presentations, as well as how to communicate effectively in written and digital formats.
Total credit hours: 4.0
Course length: 4 weeks

Course ID: IPA1021
Course Title: Listening and Speaking 3
Course Description: This course expands on the skills and strategies developed in Listening and Speaking 2. Students will practice and develop their oral communication skills, focusing on improving their ability to listen, speak, and participate effectively in a variety of settings. Students will learn how to develop and deliver effective presentations, as well as how to communicate effectively in written and digital formats.
Total credit hours: 4.0
Course length: 4 weeks

Course ID: IPA1020
Course Title: Listening and Speaking 1
Course Description: This course focuses on the development of listening and speaking skills in academic and professional settings. Students will learn how to interpret and apply legal principles to real-world situations, including: legal structures, risk management, intellectual property, and intellectual property rights. Students will have the opportunity to develop their legal thinking by exploring case studies and working on real-world legal problems.
Total credit hours: 4.0
Course length: 4 weeks
The Literary Genre II: Horror, Mystery, and Tragedy

Course Descriptions

Course length: 4 weeks
Total credit hours: 4.0

ECR2111
Literary Genre II: Comedy and Tragedy

The Literary Genre I: Comedy and Tragedy course introduces students to two fundamental traditions in media and literature. Through an analysis of modern works of comedy and tragedy, students will learn what makes these forms distinct, and how they relate to other genres and narrative structures as they are depicted in film, television, and theater. Students will focus on the role of comedy and tragedy in drama, film, and literature, and how they are used to explore themes such as love, power, and human nature. This course will also explore the interplay between comedy and tragedy in the works of Shakespeare and other classical authors. Students will be required to participate in class discussions, write papers, and complete a final project. The final project may include an analysis of a film or theatrical production, or the creation of a script or performance. Students will also engage in several writing assignments, including a research paper and a literature review. The course will culminate in a final exam that assesses students' understanding of the course material and their ability to apply it to real-world situations.

Course length: 4 weeks
Total credit hours: 4.0

IDT6801
Media Law and Ethics

This course explores the legal and ethical implications of media law and ethics. Students will learn about the principles of media law and ethics, and how they are applied in the industry. Students will also learn about the role of media law and ethics in the development of media policies and the regulation of the media. The course will focus on the key legal and ethical issues that affect the media industry, including the First Amendment, copyright law, and the Freedom of Information Act. Students will also learn about the role of media law and ethics in the development of media policies and the regulation of the media. The course will focus on the key legal and ethical issues that affect the media industry, including the First Amendment, copyright law, and the Freedom of Information Act. Students will also learn about the role of media law and ethics in the development of media policies and the regulation of the media. The course will focus on the key legal and ethical issues that affect the media industry, including the First Amendment, copyright law, and the Freedom of Information Act. Students will also learn about the role of media law and ethics in the development of media policies and the regulation of the media. The course will focus on the key legal and ethical issues that affect the media industry, including the First Amendment, copyright law, and the Freedom of Information Act. Students will also learn about the role of media law and ethics in the development of media policies and the regulation of the media. The course will focus on the key legal and ethical issues that affect the media industry, including the First Amendment, copyright law, and the Freedom of Information Act.
During this course, students will explore the affective, cognitive, and cultural aspects of media. The field of Media Sociology teaches students how to evaluate the psychological impact of media and also learn how to leverage their community's assets to develop successful marketing campaigns. Students will explore the basic techniques of mobile applications development kits (SDKs). In this course, students will learn the use of audio processors and mixers to control from a PC.

Mobile Development Frameworks I

The Mobile Development Frameworks I course focuses on mobile-application development frameworks. Students will learn how to develop applications using mobile-device APIs and concepts involved in developing mobile applications using mobile-user interface (UI) frameworks. By using these techniques, students will develop mobile applications that incorporate mobile-device frameworks to meet functional requirements of these frameworks. Total credit hours: 4.0 Course length: 4 weeks

Mobile Development Frameworks II

The Mobile Development Frameworks II course is a continuation of the benefits of using Apple Frameworks. Students will build mobile applications that are typically used to realize the mobile-applications platform. Students will be challenged to develop mobile applications that leverage the mobile platform's features and functionality to take advantage of emerging and standard mobile frameworks. Total credit hours: 4.0 Course length: 4 weeks

Mobile Game Development I Course

The Mobile Game Development I course introduces students to the business of mobile gaming, with an emphasis on understanding the current mobile-games industry, and monetization. Students will learn how mobile-games development includes the development of usability standards for mobile applications on a given platform. This course explores platform guidelines and the means to apply standards to highly usable interfaces that consider user preferences as well as functional requirements. In addition, students will learn to use professional tools for mobile game development, and explore user definitions and profiles for mobile-games identification methods. Total credit hours: 3.0 Course length: 4 weeks

Mobile Game Development II Course

The Mobile Game Development II course is the second course in the Mobile Gaming Master of Science degree program sequence. This course will focus on the development of the students' own mobile game. In this course, students will further develop their mobile game by comparing and contrasting with other classes. Topics will include mobile-game design, development, and programming paradigms. Students will also learn to write analytical code to test game errors and bug fixes, and overall game design. Students will also learn to write test cases for mobile applications. Total credit hours: 4.0 Course length: 4 weeks

Mobile Game Frameworks Course

The Mobile Game Frameworks course covers two courses in the Mobile Gaming Master of Science degree program sequence. This course will provide an understanding of the development of the students' own mobile game. In this course, students will further develop their mobile game by comparing and contrasting with other classes. Topics will include mobile-game design, development, and programming paradigms. Students will also learn to write analytical code to test game errors and bug fixes, and overall game design. Students will also learn to write test cases for mobile applications. Total credit hours: 3.0 Course length: 4 weeks

Model Capture† Course

The Model Capture course teaches students in basic techniques of motion graphics creation through the use of software programs utilized by design and animation companies worldwide. This course emphasizes design from a problem-solving point of view through editing, animation, and rendering and provides students with an in-depth understanding of its techniques, special effects, image comping, and motion graphics. Total credit hours: 4.0 Course length: 4 weeks

Motion Graphics Production Course Description

The Motion Graphics Production course trains students in the basic techniques of motion graphics creation through the use of software programs utilized by design and animation companies. This course emphasizes design from a problem-solving point of view through editing, animation, and rendering and provides students with an in-depth understanding of its techniques, special effects, image comping, and motion graphics. Total credit hours: 4.0 Course length: 4 weeks

Motion Capture Capture Course Description

The Motion Capture course teaches students in basic techniques of motion graphics creation through the use of software programs utilized by design and animation companies worldwide. This course emphasizes design from a problem-solving point of view through editing, animation, and rendering and provides students with an in-depth understanding of its techniques, special effects, image comping, and motion graphics. Total credit hours: 4.0 Course length: 4 weeks

Motion Graphics Production Course Description

The Motion Graphics Production course trains students in the basic techniques of motion graphics creation through the use of software programs utilized by design and animation companies worldwide. This course emphasizes design from a problem-solving point of view through editing, animation, and rendering and provides students with an in-depth understanding of its techniques, special effects, image comping, and motion graphics. Total credit hours: 4.0 Course length: 4 weeks

Model Creation† Course

The Model Creation course teaches students in basic techniques of motion graphics creation through the use of software programs utilized by design and animation companies worldwide. This course emphasizes design from a problem-solving point of view through editing, animation, and rendering and provides students with an in-depth understanding of its techniques, special effects, image comping, and motion graphics. Total credit hours: 4.0 Course length: 4 weeks

Motion Graphics Production Course Description

The Motion Graphics Production course trains students in the basic techniques of motion graphics creation through the use of software programs utilized by design and animation companies worldwide. This course emphasizes design from a problem-solving point of view through editing, animation, and rendering and provides students with an in-depth understanding of its techniques, special effects, image comping, and motion graphics. Total credit hours: 4.0 Course length: 4 weeks

Mobile Game Testing Course Description

The Mobile Game Testing course focuses on class-testing of student’s mobile game. Students will address issues of quality assurance and distinguish between software assets, bug tracking, and overall game improvement. Students will work with mobile games, advanced testing, and realistic gaming experiences. Testing tools are utilized during this course. Testing types and tools include functional testing, environmental testing, performance-testing, OQA testing, simulations, and mobile execution. Total credit hours: 3.0 Course length: 4 weeks

Mobile Game Design I Course

The Mobile Game Design I course is the first of two courses in the Mobile Gaming Master of Science degree program. This course focuses on the development of the students’ own mobile game. In this course, students will learn the production of their mobile game through design, engineering, and programming exercises. Topics will include mobile-game design and development, issues of engine programming, and utilizing the appropriate programming language. Total credit hours: 4.0 Course length: 4 weeks

Mobile Game Design II Course

The Mobile Game Design II course is the second of two courses in the Mobile Gaming Master of Science degree program. In this course, students will focus exclusively on the development of their own mobile game. In this course, students will have the opportunity to develop their mobile game through design, engineering, and programming exercises. Topics will include mobile-game design and development, issues of engine programming, and utilizing the appropriate programming language. Total credit hours: 4.0 Course length: 4 weeks

Motion Graphics Production Course Description

The Motion Graphics Production course trains students in the basic techniques of motion graphics creation through the use of software programs utilized by design and animation companies worldwide. This course emphasizes design from a problem-solving point of view through editing, animation, and rendering and provides students with an in-depth understanding of its techniques, special effects, image comping, and motion graphics. Total credit hours: 4.0 Course length: 4 weeks

Motion Capture Course Description

The Motion Capture course trains students in basic techniques of motion graphics creation through the use of software programs utilized by design and animation companies worldwide. This course emphasizes design from a problem-solving point of view through editing, animation, and rendering and provides students with an in-depth understanding of its techniques, special effects, image comping, and motion graphics. Total credit hours: 4.0 Course length: 4 weeks
MCM4500
Multi-Platform Delivery
Today’s professional media designer is required to produce content for multiple platforms available for communicating information. In the Multi-Platform Delivery Course, students will design a project demonstrating their ability to develop content for a variety of platforms and devices. Emphasis is placed on designing for a purpose, considering the intended audience and goal of developing a unified multi-media campaign. The work is also evaluated through critique and refined through iteration in preparation for its presentation.

Total credit hours: 4.0
Course length: 4 weeks

 coursework: 175
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Which will assist them in their future strategies to solve real-world problems, interactive programs, students will develop by learning the technology, techniques, possibilities and challenges of new media projects and further their understanding of a variety of media used in digital and news environment.

Course Descriptions

**FULL SAIL UNIVERSITY**

**MDM570**

**Organizational Structures**

Course description: Students learn to organize, process, and evaluate information obtained from their studies and other sources. They also examine the role of data mining in supporting effective decision making. In addition, this course builds an understanding of the importance of research and inquiry in decision making. Course credit hours 4.0 Total credit hours 4.0 Course length 4 weeks

**BINGO Patterns and Recognition in Media**

The Patterns and Recognition in Media course will examine advanced data mining concepts and tools and techniques that are used to identify meaningful statistical patterns and relationships in data. Students will explore a variety of algorithms in a variety of dimensions from basic machine learning techniques to real-time analytics. Assignments will be centered around applications in real-world domains. Students will also examine how algorithms are used to make sense of large and complex datasets. Topics that will be covered include course using data mining concepts and tools to examine large and complex datasets. Course total credit hours 4.0 Course length 4 weeks

**ENET532 Principles of Electronics**

The Principles of Electronics course explores the fundamentals of electricity and its applications. Students will learn the basic electrical concepts and principles that are essential to understanding how electronic devices work. Course total credit hours 4.0 Course length 4 weeks

**ENET583 Principles of Business Finance**

The Principles of Business Finance course provides students with the skills needed to make sound financial decisions in their personal and professional lives. Students will learn the basic principles of business, investment, and economic analysis. Course total credit hours 4.0 Course length 4 weeks

**MCM1203**

**Course Descriptions**

**Principles of Entrepreneurship**

The Principles of Entrepreneurship course will cover the process of developing a new business venture. Students will learn the steps required to launch a start-up company. Other topics covered include types of business entities and their effect on the global economy. The behaviors and principles that guide entrepreneurs will be discussed. Course total credit hours 4.0 Course length 4 weeks

**GAN050**

**Product Design and Development**

The Product Design and Development course focuses on the design, development, and introduction of new products and services. Students will learn how to address the design process and how to develop products and services that customers need and want. Students will analyze case studies and create plans to launch new products or services for their businesses. Course total credit hours 3.0 Course length 4 weeks

**FLM464**

**Producing**

The Producing course explores the world of production, from preproduction to final delivery. Focus will be placed on the role of the producer, including supervision of the production staff, and creating a budget for the production. Students will learn how to navigate the budgeting process and make decisions that are critical to the success of a project. Course total credit hours 4.0 Course length 4 weeks

**REC213**

**Process Modeling and Analysis**

The Process Modeling and Analysis course will address how business processes can be modeled and analyzed. Students will learn the basics of business process modeling (BPM), process simulation modeling (PSM), and enterprise risk modeling. Students will gain an understanding of the tools and techniques used to analyze and design business processes. Course total credit hours 4.0 Course length 4 weeks

**GEL232**

**Probability**

The Probability course explores the theory and applications of probability and its use in the real world. Students will learn the basics of probability and its applications in various real-world situations. Course total credit hours 4.0 Course length 4 weeks

**GEN3322**

**Business Finance**

The Business Finance course provides students with the skills needed to make sound financial decisions in their personal and professional lives. Students will learn the basic principles of business, investment, and economic analysis. Course total credit hours 4.0 Course length 4 weeks

**IMK484**

**Principles of Online Campaign Development**

The Principles of Online Campaign Development course will cover the fundamentals of online marketing and advertising. Students will learn the importance of understanding the role of data mining in the industry. Course total credit hours 4.0 Course length 4 weeks

**BING050**

**Process Mining**

The Process Mining course focuses on the process of mining data to extract meaningful patterns and rules from large and complex datasets. Students will learn how to use data mining techniques to discover hidden patterns and relationships in data. Course total credit hours 4.0 Course length 4 weeks

**GEN1050**

**Principles of Online Marketing**

The Principles of Online Marketing course covers the role of data mining in advertising. Students will learn the importance of understanding the role of data mining in the industry. Course total credit hours 4.0 Course length 4 weeks

**BINO2**

**Process Modeling and Analysis**

The Process Modeling and Analysis course will address how business processes can be modeled and analyzed. Students will learn the basics of business process modeling (BPM), process simulation modeling (PSM), and enterprise risk modeling. Students will gain an understanding of the tools and techniques used to analyze and design business processes. Course total credit hours 4.0 Course length 4 weeks
ENTB4525

Professional Selling
The Professional Selling course teaches students about the techniques of building client relationships and managing interactions with sales representatives. The course will cover topics such as client needs assessment, negotiation techniques, and managing customer relations. Throughout the course, students will practice their selling skills and receive feedback on their performance. Students will also have the opportunity to work with industry professionals and conduct case studies to apply their knowledge in real-world situations.

Course length: 4 weeks
Total credit hours: 3.0

ENC2206

Professional Writing
The Professional Writing course focuses on the development of effective writing skills. Students will learn how to write clear, concise, and persuasive business documents such as reports, proposals, and emails. The course will cover topics such as research, drafting, revising, and editing. Throughout the course, students will apply their writing skills in various professional contexts, such as creating business plans, proposals, and reports.

Course length: 4 weeks
Total credit hours: 3.0

COG1032

Programming for Web Applications
The Programming Foundations I course covers topics such as basic programming concepts, logic and control flow, functions, object-oriented programming, and the use of libraries and frameworks. Students will learn how to use programming languages such as JavaScript, Python, and Java. The course will provide students with a solid foundation in programming that they can build upon in future courses.

Course length: 4 weeks
Total credit hours: 3.0

COG1036

Programming Foundations I
The Programming Foundations I course covers topics such as basic programming concepts, logic and control flow, functions, object-oriented programming, and the use of libraries and frameworks. Students will learn how to use programming languages such as JavaScript, Python, and Java. The course will provide students with a solid foundation in programming that they can build upon in future courses.

Course length: 4 weeks
Total credit hours: 3.0

COG1104

Programming Foundations II
The Programming Foundations II course covers topics such as basic programming concepts, logic and control flow, functions, object-oriented programming, and the use of libraries and frameworks. Students will learn how to use programming languages such as JavaScript, Python, and Java. The course will provide students with a solid foundation in programming that they can build upon in future courses.

Course length: 4 weeks
Total credit hours: 3.0

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Professional Writing
The Professional Writing course focuses on the development of effective writing skills. Students will learn how to write clear, concise, and persuasive business documents such as reports, proposals, and emails. The course will cover topics such as research, drafting, revising, and editing. Throughout the course, students will apply their writing skills in various professional contexts, such as creating business plans, proposals, and reports.

Course length: 4 weeks
Total credit hours: 3.0

English

Professional Writing
The Professional Writing course focuses on the development of effective writing skills. Students will learn how to write clear, concise, and persuasive business documents such as reports, proposals, and emails. The course will cover topics such as research, drafting, revising, and editing. Throughout the course, students will apply their writing skills in various professional contexts, such as creating business plans, proposals, and reports.

Course length: 4 weeks
Total credit hours: 3.0

Course Descriptions
Course Descriptions

Project and Portfolio III: Game Design

The Project and Portfolio III: Game Design course combines hands-on learning experiences with summative and formative portfolio assessments. In this course, students will design and develop their own game projects in a variety of genres and perspectives, and design techniques to enable students to effectively communicate their ideas. These applications will allow users to create their own custom levels, which can be uploaded and shared with the broader community. Students will be encouraged to demonstrate mastery of design theory and technique.

Total credit hours: 3.0
Course length: 4 weeks

Project and Portfolio III: Marketing

The Project and Portfolio III: Marketing course combines hands-on learning experiences with summative and formative portfolio assessments. In this course, students will work closely with industry professionals to develop marketing strategies and campaigns that will be showcased to potential employers. Students will be encouraged to demonstrate mastery of design theory and technique.

Total credit hours: 3.0
Course length: 4 weeks

Project and Portfolio III: Music Production

The Project and Portfolio III: Music Production course combines hands-on learning experiences with summative and formative portfolio assessments. In this course, students will develop their own projects and share them with the class, while also learning new techniques and skills. Students will be encouraged to demonstrate mastery of design theory and technique.

Total credit hours: 3.0
Course length: 4 weeks

Project and Portfolio III: Simulation and Visualization

The Project and Portfolio III: Simulation and Visualization course combines hands-on learning experiences with summative and formative portfolio assessments. In this course, students will learn how to use the latest tools and techniques to create realistic simulations and visualizations. Students will be encouraged to demonstrate mastery of design theory and technique.

Total credit hours: 3.0
Course length: 4 weeks

Project and Portfolio III: Sportscasting

The Project and Portfolio III: Sportscasting course combines hands-on learning experiences with summative and formative portfolio assessments. In this course, students will develop their own projects and share them with the class, while also learning new techniques and skills. Students will be encouraged to demonstrate mastery of design theory and technique.

Total credit hours: 3.0
Course length: 4 weeks

PHP239 Project and Portfolio IV: Cloud Technologies

The Project and Portfolio IV: Cloud Technologies course combines hands-on learning experiences with summative and formative portfolio assessments. In this course, students will develop their own projects and share them with the class, while also learning new techniques and skills. Students will be encouraged to demonstrate mastery of design theory and technique.

Total credit hours: 3.0
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Course Descriptions

FULL SAIL UNIVERSITY

COURSE DESCRIPTIONS

GAA349 Project and Portfolio IV: Game Art
The Project and Portfolio IV: Game Art course combines hands-on learning experiences with summative and formative portfolio assessments. This course gives students the opportunity to produce a final project that fulfills all production-ready requirements, including meshes and materials. Building on the techniques from previous courses, students will create high-resolution meshes, in-game renders, and a variety of technologies used in the video-game industry. This course allows students to show how they will create a professional-level mix that represents the selected artist from both a technical and realistic perspective. This course combines hands-on learning experiences with summative and formative portfolio assessments. This course gives students the opportunity to produce a final project that fulfills all production-ready requirements, including meshes and materials. Building on the techniques from previous courses, students will create high-resolution meshes, in-game renders, and a variety of technologies used in the video-game industry. This course allows students to show how they will create a professional-level mix that represents the selected artist from both a technical and realistic perspective.

MGD349 Project and Portfolio IV: Game Design
The Project and Portfolio IV: Game Design course combines hands-on learning experiences with summative and formative portfolio assessments. Building on concepts introduced in Digital Video Game Development, students will complete a video production in which they will also identify and perform the practical components of problem formation and build the basic framework for solving problems using models. This course, students will integrate historical perspectives of recorded music with relevant stylistic traits to produce an original composition in a chosen genre. Students will demonstrate their ability to write for the web, produce multimedia production and editing skills. The taught content will include structure, form, and meaning in developing narratives and stories. Students will develop prototypes that demonstrate the application of user-centered design and systems.

SPR349 Project and Portfolio IV: Show Production
The Project and Portfolio IV: Show Production course combines hands-on learning experiences with summative and formative portfolio assessments. This course gives students the opportunity to produce a final project that fulfills all production-ready requirements, including meshes and materials. Building on the techniques from previous courses, students will create high-resolution meshes, in-game renders, and a variety of technologies used in the video-game industry. This course allows students to show how they will create a professional-level mix that represents the selected artist from both a technical and realistic perspective.

MDV349 Project and Portfolio IV: Media Communications
The Project and Portfolio IV: Media Communications course combines hands-on learning experiences with summative and formative portfolio assessments. Building on concepts introduced in Digital Video Game Development, students will complete a video production in which they will also identify and perform the practical components of problem formation and build the basic framework for solving problems using models. This course, students will integrate historical perspectives of recorded music with relevant stylistic traits to produce an original composition in a chosen genre. Students will demonstrate their ability to write for the web, produce multimedia production and editing skills. The taught content will include structure, form, and meaning in developing narratives and stories. Students will develop prototypes that demonstrate the application of user-centered design and systems.

GDB349 Project and Portfolio IV: Game Business
The Project and Portfolio IV: Game Business course combines hands-on learning experiences with summative and formative portfolio assessments. This course gives students the opportunity to produce a final project that fulfills all production-ready requirements, including meshes and materials. Building on the techniques from previous courses, students will create high-resolution meshes, in-game renders, and a variety of technologies used in the video-game industry. This course allows students to show how they will create a professional-level mix that represents the selected artist from both a technical and realistic perspective.

MDV349 Project and Portfolio IV: Recording Arts
The Project and Portfolio IV: Recording Arts course combines hands-on learning experiences with summative and formative portfolio assessments. This course gives students the opportunity to produce a final project that fulfills all production-ready requirements, including meshes and materials. Building on the techniques from previous courses, students will create high-resolution meshes, in-game renders, and a variety of technologies used in the video-game industry. This course allows students to show how they will create a professional-level mix that represents the selected artist from both a technical and realistic perspective.

MBA349 Project and Portfolio IV: Music Business
The Project and Portfolio IV: Music Business course combines hands-on learning experiences with summative and formative portfolio assessments. This course gives students the opportunity to produce a final project that fulfills all production-ready requirements, including meshes and materials. Building on the techniques from previous courses, students will create high-resolution meshes, in-game renders, and a variety of technologies used in the video-game industry. This course allows students to show how they will create a professional-level mix that represents the selected artist from both a technical and realistic perspective.

MBG349 Project and Portfolio IV: Simulation and Visualization
The Project and Portfolio IV: Simulation and Visualization course combines hands-on learning experiences with summative and formative portfolio assessments. This course gives students the opportunity to produce a final project that fulfills all production-ready requirements, including meshes and materials. Building on the techniques from previous courses, students will create high-resolution meshes, in-game renders, and a variety of technologies used in the video-game industry. This course allows students to show how they will create a professional-level mix that represents the selected artist from both a technical and realistic perspective.

WOO349 Project and Portfolio IV: Web Design and Development
The Project and Portfolio IV: Web Design and Development course combines hands-on learning experiences with summative and formative portfolio assessments. This course gives students the opportunity to produce a final project that fulfills all production-ready requirements, including meshes and materials. Building on the techniques from previous courses, students will create high-resolution meshes, in-game renders, and a variety of technologies used in the video-game industry. This course allows students to show how they will create a professional-level mix that represents the selected artist from both a technical and realistic perspective.

DES349 Project and Portfolio IV: Creative Writing for Entertainment
The Project and Portfolio IV: Creative Writing for Entertainment course combines hands-on learning experiences with summative and formative portfolio assessments. This course gives students the opportunity to produce a final project that fulfills all production-ready requirements, including meshes and materials. Building on the techniques from previous courses, students will create high-resolution meshes, in-game renders, and a variety of technologies used in the video-game industry. This course allows students to show how they will create a professional-level mix that represents the selected artist from both a technical and realistic perspective.

CIS349 Project and Portfolio IV: Digital Technologies
The Project and Portfolio IV: Digital Technologies course combines hands-on learning experiences with summative and formative portfolio assessments. This course gives students the opportunity to produce a final project that fulfills all production-ready requirements, including meshes and materials. Building on the techniques from previous courses, students will create high-resolution meshes, in-game renders, and a variety of technologies used in the video-game industry. This course allows students to show how they will create a professional-level mix that represents the selected artist from both a technical and realistic perspective.
The Project and Portfolio V: Entertainment Business course combines hands-on learning experiences with summative and formative portfolio assessments. In this course, students will explore the history of modern entertainment business and learn about the various business models that have emerged to deliver content to consumers. Students will also learn about the legal and ethical aspects of the entertainment industry, and how to navigate the cultural and social changes that have impacted the industry in recent years. The course also focuses on the business models and strategies that companies use to create value, and how they leverage new technologies to reach and engage their target audiences.

The Project and Portfolio V: Media Production course combines hands-on learning experiences with summative and formative portfolio assessments. This course builds upon the skills and knowledge gained in previous courses in the Entertainment Business curriculum, and provides students with the opportunity to apply their understanding of the industry to the design and production of projects in their area of specialization.

The Project and Portfolio V: Web Design and Development course combines hands-on learning experiences with summative and formative portfolio assessments. In this course, students will learn about the web design and development process, and how to create effective websites that meet the needs of their target audience. Students will also learn about the latest tools and technologies used in web development, and how to use them to create responsive, mobile-ready websites.

Total credit hours 3.0
course length 4 weeks

FBS359 Project and Portfolio V: Music Business
This course builds upon the previous courses in the Entertainment Business curriculum, and provides students with the opportunity to apply their understanding of the industry to the design and production of projects in their area of specialization.

The Project and Portfolio V: Music Production course combines hands-on learning experiences with summative and formative portfolio assessments. In this course, students will learn about the technical aspects of music production, including audio engineering, mixing, and mastering.

Total credit hours 3.0
course length 4 weeks

GDB469 Project and Portfolio V: Computer Animation
This course builds upon the previous courses in the Entertainment Business curriculum, and provides students with the opportunity to apply their understanding of the industry to the design and production of projects in their area of specialization.

The Project and Portfolio V: Computer Animation course combines hands-on learning experiences with summative and formative portfolio assessments. This course focuses on the development of computer graphics and animation skills, and provides students with the opportunity to create digital animations and visual effects for games, movies, or other media.

Total credit hours 3.0
course length 4 weeks

Project and Portfolio V: Animation
This course builds upon the previous courses in the Entertainment Business curriculum, and provides students with the opportunity to apply their understanding of the industry to the design and production of projects in their area of specialization.

The Project and Portfolio V: Animation course combines hands-on learning experiences with summative and formative portfolio assessments. In this course, students will learn how to create 2D and 3D animations, and how to incorporate them into digital media projects.

Total credit hours 3.0
course length 4 weeks

SMM359 Project and Portfolio V: Sports Marketing and Media
This course builds upon the previous courses in the Entertainment Business curriculum, and provides students with the opportunity to apply their understanding of the industry to the design and production of projects in their area of specialization.

The Project and Portfolio V: Sports Marketing and Media course combines hands-on learning experiences with summative and formative portfolio assessments. In this course, students will learn about the principles of sports business, and how to apply them to the design and production of projects in the sports industry.

Total credit hours 3.0
course length 4 weeks

Project and Portfolio VI: Cloud Technologies
The Project and Portfolio VI: Cloud Technologies course combines hands-on learning experiences with summative and formative portfolio assessments. In this course, students will explore the latest cloud technologies and how they are used to design and develop cloud-based applications.

Total credit hours 3.0
course length 4 weeks

CAB469 Project and Portfolio VI: Computer Animation
This course builds upon the previous courses in the Entertainment Business curriculum, and provides students with the opportunity to apply their understanding of the industry to the design and production of projects in their area of specialization.

The Project and Portfolio VI: Computer Animation course combines hands-on learning experiences with summative and formative portfolio assessments. In this course, students will learn about the latest tools and technologies used in computer animation, and how to use them to create realistic and engaging animations.

Total credit hours 3.0
course length 4 weeks

Project and Portfolio VI: Creative Writing for Entertainment
This course builds upon the previous courses in the Entertainment Business curriculum, and provides students with the opportunity to apply their understanding of the industry to the design and production of projects in their area of specialization.

The Project and Portfolio VI: Creative Writing for Entertainment course combines hands-on learning experiences with summative and formative portfolio assessments. In this course, students will explore the creative process and how to use it to develop compelling narratives for a wide range of media, including film, television, and multimedia.

Total credit hours 3.0
course length 4 weeks

Project and Portfolio VII: Entertainment Business
The Project and Portfolio VII: Entertainment Business course combines hands-on learning experiences with summative and formative portfolio assessments. In this course, students will explore the history and future of the entertainment industry, and learn about the latest trends and technologies that are shaping the industry.

Total credit hours 3.0
course length 4 weeks

Course Descriptions

FULL SAIL UNIVERSITY
Course Descriptions

The Marketing course combines hands-on learning experiences with summative and formative portfolio assessments. This course introduces students to the principles and strategies of effective marketing communications and media communications. Students will learn the importance of effective communication in today's rapidly evolving business environment.

**Course Descriptions**

**Project and Portfolio VI:**

**Digital Arts and Design**

The Digital Arts and Design course combines hands-on learning experiences with summative and formative portfolio assessments. This course enables students to synthesize digital media and design skills to create unique visual content, including videos, photos, and interactive graphics. Students will learn to apply their skills in various fields, from web design to animation and video production.

**Digital Cinematography**

The Digital Cinematography course combines hands-on learning experiences with summative and formative portfolio assessments. This course introduces students to the technical aspects of digital cinematography, including camera operation, lighting, and post-production techniques. Students will learn to create a cinematic style for their projects.

**Project and Portfolio VI:**

**Entertainment Business**

The Entertainment Business course combines hands-on learning experiences with summative and formative portfolio assessments. This course focuses on the business aspects of the entertainment industry, including production, distribution, and marketing. Students will learn about the various roles and responsibilities that are involved in this dynamic field.

**Game Design**

The Game Design course combines hands-on learning experiences with summative and formative portfolio assessments. This course explores the design and development of video games, including character design, level creation, and game mechanics. Students will learn the principles of game design and create their own original games.

**Media Communications**

The Media Communications course combines hands-on learning experiences with summative and formative portfolio assessments. This course focuses on the principles of effective communication in the media industry, including writing, editing, and producing media content. Students will learn to create compelling media materials for various platforms.

**Music Business**

The Music Business course combines hands-on learning experiences with summative and formative portfolio assessments. This course focuses on the business aspects of the music industry, including recording, production, and distribution. Students will learn about the various roles and responsibilities involved in this dynamic field.

**Recording Arts**

The Recording Arts course combines hands-on learning experiences with summative and formative portfolio assessments. This course focuses on the technical aspects of recording and producing music, including audio engineering, mixing, and mastering. Students will learn to create professional-quality recordings.

**Sports Marketing and Media**

The Sports Marketing and Media course combines hands-on learning experiences with summative and formative portfolio assessments. This course focuses on the business aspects of the sports industry, including marketing and media communications. Students will learn about the various roles and responsibilities involved in this dynamic field.

**Web Design and Development**

The Web Design and Development course combines hands-on learning experiences with summative and formative portfolio assessments. This course focuses on the technical aspects of web design and development, including HTML, CSS, and JavaScript. Students will learn to create professional-quality websites.

Additional courses may be available in the upcoming academic year. Please check with your academic advisor for the most up-to-date information.

**Course Length:**

- 4 weeks
- 3.0 total credit hours

**Course Outcomes:**

- Students will demonstrate proficiency in their chosen field.
- Students will develop a portfolio of work to showcase their skills.
- Students will gain practical experience through hands-on projects.

**Additional Information:**

- Completion of the course is based on participation and successful completion of assignments.
- Students will be required to complete a final project or portfolio to demonstrate their learning.

**Instructor:**

- Required

**Prerequisites:**

- None

**Course Requirements:**

- Mandatory

**Course Materials:**

- Required

**Technical Support:**

- Optional

**Course Delivery:**

- Online

**Course Dates:**

- Spring 2023

**Enrollment:**

- Limited

**Course Fee:**

- $500

**Additional Costs:**

- None

**Course Availability:**

- Limited availability

**Advising:**

- Required

**Contact Information:**

- Course Coordinator: 555-555-5555
- Academic Advisor: 555-555-5555
**Course Descriptions**

<table>
<thead>
<tr>
<th>Course Code</th>
<th>Course Name</th>
<th>Credits</th>
<th>Course Length</th>
</tr>
</thead>
<tbody>
<tr>
<td>APD479</td>
<td>Project and Portfolio VII: Audio Production</td>
<td>3.0</td>
<td>4 weeks</td>
</tr>
<tr>
<td>CAB479</td>
<td>Project and Portfolio VII: Computer Animation</td>
<td>3.0</td>
<td>4 weeks</td>
</tr>
<tr>
<td>DCB479</td>
<td>Project and Portfolio VII: Digital Cinematography</td>
<td>3.0</td>
<td>4 weeks</td>
</tr>
<tr>
<td>SSB479</td>
<td>Project and Portfolio VII: Entertainment Business</td>
<td>3.0</td>
<td>4 weeks</td>
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<tr>
<td>MCB479</td>
<td>Project and Portfolio VII: Game Design</td>
<td>3.0</td>
<td>4 weeks</td>
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<tr>
<td>MBV479</td>
<td>Project and Portfolio VII: Music Business</td>
<td>3.0</td>
<td>4 weeks</td>
</tr>
<tr>
<td>SPA479</td>
<td>Project and Portfolio VII: Show Production</td>
<td>3.0</td>
<td>4 weeks</td>
</tr>
</tbody>
</table>

**Course Details**

- **APD479**: Project and Portfolio VII: Audio Production course combines hands-on learning experiences with summative and formative portfolio assessments. In this course, students will develop a professional-quality portfolio piece while working against a deadline. Students will apply knowledge acquired in their degree to improve their artistic sensibilities, workflow, technical knowledge, and personal time management. Students will work through a critique and assessment process to improve and finalize their portfolio work.

- **CAB479**: Project and Portfolio VII: Computer Animation course combines hands-on learning experiences with summative and formative portfolio assessments. In this course, students will be expected to demonstrate expertise in the principles and techniques of animation. They will be required to create a polished project based on their individual project specifications. The course will include weekly critiques and formative feedback to help students improve their skills.

- **DCB479**: Project and Portfolio VII: Digital Cinematography course combines hands-on learning experiences with summative and formative portfolio assessments. This course will serve as the final checkpoint for students’ learning and will result in a fully polished project. Students will be expected to display a comprehensive understanding of the principles and techniques of digital cinematography.

- **SSB479**: Project and Portfolio VII: Entertainment Business course combines hands-on learning experiences with summative and formative portfolio assessments. This course will serve as the final checkpoint for students’ learning and will result in a fully polished project. Students will be expected to demonstrate expertise in the principles and techniques of entertainment business. They will be required to create a polished project based on their individual project specifications. The course will include weekly critiques and formative feedback to help students improve their skills.

- **MCB479**: Project and Portfolio VII: Game Design course combines hands-on learning experiences with summative and formative portfolio assessments. This course will serve as the final checkpoint for students’ learning and will result in a fully polished project. Students will be expected to demonstrate expertise in the principles and techniques of game design. They will be required to create a polished project based on their individual project specifications. The course will include weekly critiques and formative feedback to help students improve their skills.

- **MBV479**: Project and Portfolio VII: Music Business course combines hands-on learning experiences with summative and formative portfolio assessments. This course will serve as the final checkpoint for students’ learning and will result in a fully polished project. Students will be expected to demonstrate expertise in the principles and techniques of music business. They will be required to create a polished project based on their individual project specifications. The course will include weekly critiques and formative feedback to help students improve their skills.

- **SPA479**: Project and Portfolio VII: Show Production course combines hands-on learning experiences with summative and formative portfolio assessments. In this course, students will apply the techniques and strategies learned in previous courses, demonstrating a comprehensive understanding of the principles and techniques of show production.

For more information, please visit the Full Sail University website at [Full Sail University](https://www.fullsail.edu).
In the Psychology of Play course, students will examine how the action of play shapes the psychological, social, and emotional development of a person and strengthen the skills to collaborate with others and develop content and design settings. By exploring the key words of historic and contemporary theories, students will learn about the value of play to apply in the development of play in cognitive strategies to understand ideas, social, and cultural tools. This course enables students to utilize personal experiences with the use of education, and choose creative fields.

Total credit hours course: 3.0

Course Length: 4 weeks

IEP008 Reading 4

In Reading 4, students will develop strategies in advanced reading comprehension, such as skimming, scanning, and previewing. Student's academic and professional vocabulary will be expanded to enhance the reading process and using discipline specific reading techniques. Students will be presented with authentic materials such as magazines, newspapers, and comics and engage in vocabulary note-taking and journaling.

Total credit hours course: 3.0

Course Length: 4 weeks

AUD1923 Technical Audio

In Technical Audio, students will learn about the process of audio processors, and basic file and audio processors, and basic file and session management.

Total credit hours course: 4.0

Course Length: 4 weeks

Reading 3

In Reading 3, students will acquire reading skills that make them effective in the classroom, as well as in the workplace. The process and applying metacognitive strategies such as organization, assignments, and projects are designed to develop personal and social regulation skills. Students will be assessed in both oral and written assignments, as well as in class discussions and projects. Students will also be introduced to various genres of text, including academic, journalistic, and creative writing.

Total credit hours course: 3.0

Course Length: 4 weeks

IEP109 Recording Principles

In Recording Principles, the course introduces students to the theory and operation of electronic recording and digital audio. Topics include audio basics, signal flow, basic microphone techniques, digital audio processors, and basic file and audio processors.
In the Simulation Production course, students will learn the tools and techniques for creating virtual environments or modeled data is visualized through the creation of effective scenes. Throughout the course curriculum, students will be working on their own film scripts in this comprehensive writing course. A final script will be achieved through engagement with the course instructor, in-class readings, collaborative reading exercises, and formal feedback on writing topics. Scripts will be evaluated based on narrative structure, character development, and pacing.

Course Description:

The Simulation Production course focuses on the development of software and techniques in music production, live sound recording, digital audio production of music, and the relationship between music and software. Emphasis is placed on the means to conduct live performance, digital audio production, and software in music production, live sound recording, digital audio production of music, and the relationship between music and software. Students will evaluate and refine their skills by working in teams to produce a virtual environment, encompassing live performance, digital audio production, and software skills to enable students to create and produce their own social media campaign.

Total credit hours: 4.0
Course length: 4 weeks

COURSE DESCRIPTIONS
PBR550 Social Media Metrics and ROI
The ability to measure and evaluate public relations effectiveness is critical to ensuring the success of any marketing and public relations campaign. This course will examine the Social Media Metrics and ROI course, students will learn the tools and methodologies to measure their social media campaigns. Students will be able to describe audience behavior and attitudes, and the effects of social media metrics and ROI on their organizations.

4 weeks

SDV4710 Software Integration
The Software Integration course focuses on integration testing, release, and maintenance. Students will utilize various tools and methodologies to test their software applications, including static and dynamic analysis tools. Students will also learn about code coverage and testing execution. Attention will be focused on testing complex systems and their role in software implementation.

4 weeks

AUD4255 Sound Design for Games
The Sound Design for Games course explores the fundamentals of sound design and the role of sound in video games. Students will learn the principles of sound design and production of game audio. They will also gain an understanding of the use of sound in interactive games and their role in audio implementation.

Course length 4 weeks

SDV4422 Sports Broadcast Production
The Sports Broadcast Production course focuses on the technical fundamentals of audio, video, and communications systems used for the production of live and broadcast events. Areas of study include intercom communications, audio frequency response, television systems, digital video, camera types and proper operation and maintenance.

Course length 3.5 weeks

SMAS3122 Sports Business Models
Sports Business Models course will introduce students to the principles of sports management and the role of individual decision makers, both consumers and producers, in the world of sports. Students will learn about the different types of relationships forged between sports organizations, their management, and business practices and how industry dynamics and market forces influence profitability. Students will also analyze case studies and current issues related to their own business.

Course length 4 weeks

SMAS4511 Sports Digital Marketing
The Sports Digital Marketing course provides students with an overview of the fundamentals of social media and digital marketing for the sport and media markets. Students will be introduced to the principles of social media and digital marketing and how to develop marketing plans for their own businesses. The course will also include case studies of successful sports marketing campaigns.

Course length 4.5 weeks

SMAS4540 Sports Sales and Sponsorship
This course explores topic and concepts pertaining to sports marketing and the role of sports sponsorships and the media. Students will be introduced to the principles of sports marketing and the role of sports sponsorships in today’s media landscape. The course will include case studies of successful sports marketing campaigns and how to develop marketing plans for their own businesses.

Course length 3.5 weeks

SDV4326 Sports Events and Entertainment
The Sports Events and Entertainment course introduces students to the principles of events and entertainment management and the role of the events and entertainment industry. Students will learn about the principles of events and entertainment management and how to develop marketing plans for their own businesses.

Course length 4 weeks

STAT2302 Statistics
The Statistics course provides an introduction to statistical analysis and the use of statistical methods to analyze data. The course will also include case studies of successful sports marketing campaigns and how to develop marketing plans for their own businesses.

Course length 4 weeks

COURSE DESCRIPTIONS

SPORTS MANAGEMENT

Course Descriptions

FALL SAIL UNIVERSITY
Course Descriptions

CGA4631

Technical Animation

The Technical Animation course moves beyond traditional animation techniques to explore systems that allow for the creation of more complex visual assets such as cloth, hair, and other physical and water-based objects. Students will research and implement various techniques to create these assets and will also be expected to build a finished animation that can be presented in a variety of formats.

Total credit hours: 3.0

Course length: 4 weeks

ECW3702

Television Writing

The Television Writing course provides a foundation in writing for television. Students will learn about the principles of writing for television and will develop a working knowledge of the basics of writing for the medium. Students will also be expected to develop a working knowledge of television production, including writing and directing.

Total credit hours: 4.0

Course length: 4 weeks

CMA5000

The Business of Creative Writing

In this course, students will learn about the business of creative writing, focusing on the differences among various entertainment industries. Students will explore the business opportunities available in the entertainment industry and will develop the skills necessary to be successful in the creative writing industry. In addition, current issues, trends, and trends that help the careers of creative writers will be discussed.

Total credit hours: 4.0

Course length: 4 weeks

ENG3111

Technical Writing

The Technical Writing course teaches students to write technical documents for specialized audiences. The ability to clearly express ideas into words is a professional requirement in today's technology-driven world. Critical understanding of technical communication is an essential tool for professionals in various fields.

Total credit hours: 3.0

Course length: 4 weeks

CGA4332

Texturing and Painting

The Texturing and Painting course is designed to teach students the skills necessary to create realistic and believable visual assets for use in a variety of entertainment media. Students will learn about the principles of color theory and lighting, as well as the various tools and techniques used to create these assets.

Total credit hours: 4.0

Course length: 4 weeks

TEM1000

Technology in the Entertainment and Media Industries

The Technology in the Entertainment and Media Industries course examines the role of technology in the various industries that utilize visual storytelling. Students will research and compare the various technologies utilized, as well as how formatting of visual content that is appropriate for the selected medium impacts audience engagement.

Total credit hours: 4.0

Course length: 4 weeks

ECW3552

Transmedia Writing

The Transmedia Writing course explores the full range of multimedia and entertainment forms in which digital media can be expressed. Students will learn about the techniques used to create these forms and how they relate to the various industries that utilize them. Students will also be expected to understand the various practices and approaches used to create these forms.

Total credit hours: 4.0

Course length: 4 weeks

CT1301

Virtual Computing

In the Virtual Computing course, students will learn about computer hardware visualization, container technologies, and other virtual computing technologies and applications. Students will be expected to develop a working knowledge of virtual computing technologies and will also be expected to research and evaluate various virtual computing technologies and applications.

Total credit hours: 3.0

Course length: 4 weeks

CT13107

Virtualization Technologies

The Virtualization Technologies course covers the fundamentals of virtualization and the technologies that underpin them. Various virtualization technologies are introduced in this course, including virtual machines, containers, and cloud computing. Students will also be required to research and evaluate various virtualization technologies and applications.

Total credit hours: 3.0

Course length: 4 weeks

EMD513

Visual and Verbal Communications in Instructional Design

In the Visual and Verbal Communications in Instructional Design course, students will study various aspects of visual and verbal communication. Students will research and evaluate various visual and verbal communication tools and techniques, as well as the various methods used to create these tools and techniques. Students will also be required to research and evaluate various visual and verbal communication tools and techniques.

Total credit hours: 3.0

Course length: 4 weeks

MDV1130

Visual Frameworks

In the Visual Frameworks course, students will research and evaluate various visual frameworks and their applications in the entertainment industry. Students will also be required to research and evaluate various visual frameworks and their applications in the entertainment industry.

Total credit hours: 4.0

Course length: 4 weeks

FILL SAIL UNIVERSITY

ACCOUNTING DESCRIPTIONS

CT1261

Systems Performance and Capacity Management

In this course, students will be introduced to traditional capacity management and modern approaches to load balancing. Students will explore the various tools and techniques used to measure system performance and will be expected to develop a working knowledge of these tools and techniques.

Total credit hours: 4.0

Course length: 4 weeks

SVD111

Systems Programming

The Systems Programming course explores the techniques and methods used in object-oriented programming (OOP). Students will research and evaluate various OOP approaches and will be expected to develop a working knowledge of these approaches. Students will also be required to research and evaluate various OOP approaches and will be expected to develop a working knowledge of these approaches.

Total credit hours: 4.0

Course length: 4 weeks

Course Descriptions

This text is a sample representation of the curriculum of the Game Technology Management program. It is not intended to be exhaustive but rather to provide a brief overview of the areas of study that are covered in the program. To learn more about the specific courses offered, please consult the college catalog or speak with an academic advisor.
**Course Descriptions**

**EMA4123**

**Visual Storytelling I**
The Visual Storytelling course examines the interdisciplinary and cross-disciplinary approaches of the storytelling process. Through case studies, class discussion, and a comprehensive, hands-on project, students explore the fundamental elements of the storytelling process, including narrative, character development, and the role of the storyteller. The course emphasizes the importance of narrative structure in film and television, and students will be expected to apply these concepts in their own work. The course includes lectures, workshops, and peer reviews.

**Course length 4 weeks**

**FPR3580**

**Visual Storytelling Techniques and Technology**
This course focuses on the techniques and technology of visual storytelling. Students will learn how to create effective visual narratives, including the use of light, color, and composition to convey meaning. The course will also cover the use of digital tools and software for visual storytelling, including video editing and motion graphics.

**Course length 4 weeks**

**APR4043**

**Vocal Techniques**
The Vocal Techniques course covers the fundamental aspects of vocal performance, including voice placement, breath control, and emotional expression. Through technique exercises and performance, students will learn to develop their vocal instrument and explore the unique qualities of their own voices.

**Course length 4 weeks**

**WOD4146**

**Web Application Integration**

**Writing I**

**Writing 1** promotes the development of basic competencies in written English. Through writing assignments and feedback, students will improve their ability to communicate ideas clearly and effectively. Students will also learn the conventions of English language and grammar, and academic vocabulary, and develop their ability to write critically and analytically.

**Course length 4 weeks**

**WEB4550**

**Web Design**
The course focuses on the design and development of websites. Students will learn the principles of user experience, interaction design, and responsive design, and will create their own website projects using HTML, CSS, and JavaScript.

**Course length 4 weeks**

**REC3125**

**Voice Production**
The Voice Production course is designed to develop students' ability to produce a wide range of vocal sounds and to develop their own unique vocal style. The course includes vocal technique exercises, musical improvisation, and performance opportunities.

**Course length 4 weeks**

**IEP099**

**Writing 4**

**Writing Workshop IV**

**Writing Workshop IV: Videos and Games**

**Writing Workshop IV: Videos and Games**

Students in this workshop will work on the development of storyboarding and visual effects for videos and games. The course will offer opportunities for students to work on generating creative ideas and executing them and exploring the process of developing video games and animations. Students will work in teams to develop a short video or animation project, and will present it at the end of the workshop.

**Course length 4 weeks**

**WWD3140**

**Writing for Games and Animation**
The Writing for Games and Animation course focuses on the process of creating narratives for video games and animated content. Students will learn to write compelling game narratives and to develop engaging characters and storylines.

**Course length 4 weeks**

**WEB3610**

**Web Application Integration**

**Writing Workshop IV: Videos and Games**

**Writing Workshop IV: Videos and Games**

The Writing Workshop IV: Videos and Games course aims to provide students with a comprehensive understanding of the process of creating digital stories and animations. Students will work on developing storyboards and visual effects for video games and animations, and will present their work at the end of the workshop.

**Course length 4 weeks**
Faculty Roster

Croft, Kimberly
Course Director, Entertainment Business MS
J.D. Marshall Law School
WM & BM DePaul University

Crespo, Alfonso
Course Director, Game Design BS
BS & AS Full Sail University

Cuesta, John
Course Director, Simulation and Visualization BS & AS Full Sail University

Dacosta, Patricia
Course Director, Mobile Development BS
BS Full Sail University

Dammann, Brian
Course Director, Game Design BS
BS & AS Full Sail University

Danieli, Laura
Course Director, Art History
BS & AS Full Sail University

De La Cruz, Miguel
Course Director, Game Development BS
BS Full Sail University

De La Cruz, Fernando
Course Director, Game Design BS
BS & AS Full Sail University

Dean, David
Course Director, Show Production BS & AS Full Sail University

Deason, Christopher
Course Director, Instruction Design & Technology MS
MS & MG Texas Tech University
BA Angelo State University

DeGilio, Kenneth
Course Director, Entertainment Business MS
MS Florida State University
BS Full Sail University

De Jesus, Kevin
Course Director, Media Communications BS
MA & AS University of Central Florida

DeLeon, Roxanne
Course Director, Media Communications BS
MG Full Sail University
BA Columbia University

Dennis, Thomas
Course Director, Digital Cinematography BS
BS Full Sail University

Diaz, Diane
Course Director, Digital Marketing BS
MBA University of Central Florida
BA The University of West Florida

Dickinson, Scott
Course Director, Music Production BS
Ph.D University of Miami
MM DePaul University
BM University of North Florida

Dillingar, Grace
Course Director, English Program
MA Teachers College Columbia University
BS University of Santa Tomas

Ditta, Ronald
Course Director, Digital Cinematography MFA, MA & BS Full Sail University
BA Florida University

Dinsmore, Brian
Course Director, Computer Animation BS
BS & AS Full Sail University

Dobrow, Diane
Course Director, New Media Journalism MA
EDL Teacher’s College Columbia University
MA Columbia University

Donato, Yolanda
Course Director, Cloud Technologies BS
BS Full Sail University
AS Daytona State College

Downen, Gerrick
Course Director, Creative Writing BFA
BA University of Maryland

Downey, Gregory
Course Director, Digital Marketing M S
State University of New York at Buffalo

Fairchild, John
Course Director, Game Design BS
BS & AS Full Sail University

Ford, Isabel
Course Director, Media Communications BS
MS Full Sail University
BA University of Central Florida

Forsyth, Stephen
Course Director, Game Art BS
BS Full Sail University
BSA University of Delaware

Fox, Rachel
Course Director, English
MA Southern University of Mississippi
BA Savannah College of Art and Design

Frank, Troy
Course Director, Recording Arts BS
BA Florida Atlantic University

Fraser, Kyle
Course Director, Digital Communications BS & AS Full Sail University

Ferrer, Jonelle
Course Director, Media Communications BS
MS Full Sail University
BA Southern University

Fidler, Lester
Course Director, Entertainment Business MS
EG Full Sail University
MBA Liberty University
BA Luther Rose University
BA Trinity Baptist College

Funk, Edward
Course Director, Digital Cinematography BS & AS Full Sail University

Garraway, Andrew
Course Director, ENT Finance BS
BA University of Southern Mississippi
AS Full Sail University

Greenlee, Abby
Course Director, Media Communications BS
MFA & BS Full Sail University

Greenwood Erickson, Adams
Course Director, Game Design MS
Ph.D & MS, University of Central Florida
BS Washington and Lee University

Griffin, Charles
Course Director, Entertainment BS
Ph.D University of Minnesota
BS & BA Queens College City University of New York

Griffith, Robin
Course Director, Mobile Development BS & AS Full Sail University

Gum, Alessandro
Course Director, Digital Cinematography BS
BS Full Sail University

Hall, Bryan
Course Director, Audio Production BS & AS Full Sail University

Hannock, David
Course Director, Sports Marketing and Entertainment BS & AS Full Sail University

Hasty, Michael
Course Director, Entertainment BS
BS Full Sail University
BA Columbia College

Harrin, Derrick
Course Director, Audio Production BS & AS Full Sail University

FELL SAIL UNIVERSITY
Faculty Roster

Serrlesko, Kyle
Course Director, Game Art BS
BS Full Sail University

Hoyek, Thomas
Course Director, Film BS
BFA School of Visual Arts

Hayes, Bruce
Course Director, Music Production BS
BS Full Sail University

Haynes, William
Course Director, Film BS
BS Full Sail University

Haynes, J. William
Course Director, Intensive English Program
MA University of London
BA University of Illinois

Higashiguchi, Helena
Course Director, Business Management
MA University of London
BA University of Illinois

Higley, Rachel
Course Director, Web Design and Development BS
BS Full Sail University

Himmelfarb, Robin
Course Director, Math
BA & MA University of Central Florida

Hinson, Shane
Course Director, Entertainment Business BS
MS & BS University of Central Florida

Hollon, Garrett
Course Director, Recording Arts BS
BS & AS Full Sail University

Hope, Justin
Course Director, Entertainment Business BS
BA University of Central Florida

Hope, Rachel
Course Director, Digital Media Production BS
BS Full Sail University

Huggins, Jason
Course Director, Digital Marketing BS
BA & MA University of Central Florida

Huggins, Thomas
Course Director, Graphic Design BS
BS Full Sail University

Hulshof, Steven
Course Director, Game Design BS
BS & AS Full Sail University

Imhoff, Kevin
Course Director, Web Design and Development BS
BS Full Sail University

Jackson, Erik
Course Director, Audio Production BS
MFA & BS Full Sail University

Jackson, Kathleen
Course Director, Digital Arts and Design BS
MFA Full Sail University
BFA Georgia State University

Jacobs, Kosha
Course Director, Game Design BS
BFA Full Sail University

Jacques, Lionel
Course Director, Film BS
BA Central Michigan University

Kaplan, Jacob
Course Director, Media Communications BS
BA University of Central Florida

Kegel, Paul
Course Director, Innovation & Entrepreneurship MS
DBA Rollins College
MMFA American Graduate School of International Management University of Florida

Kellogg, Matthew
Course Director, Game Development BS
MA & BA University of Central Florida

Kellerer, Susan
Course Director, Game Production BS
MFA Virginia Tech University
BS Sierra College

Kelly, Patrick
Course Director, Game Development BS
MFA & BS Full Sail University

Kemp, Shannon
Course Director, Game Production BS
MFA & BS Full Sail University

Kendall, Sharon
Course Director, Game Design BS
BS Full Sail University

Kendall, Matthew
Course Director, Intensive English Program
BA & MA University of Central Florida

Kerr, Andrew
Course Director, Art History
MA & BFA University of Florida

Kischke, Sean
Course Director, Film BS
BA & MA University of Central Florida

Kirk, Jonathan
Course Director, Show Production BS
MFA Full Sail University
BA University of Northern Iowa

Kot, Jonathan
Course Director, Show Production BS
MFA Full Sail University
BA University of Northern Iowa

Kottas, Andrea
Course Director, Media Design MFA
MFA Full Sail University
BFA Rochester Institute of Technology

Krause, Liz
Course Director, Intensive English Program
MA & BA Universidad Catolica de Mérida

Krabbe, Philip
Course Director, Digital Music BS
Ph.D & MS University of Central Florida
MFA University of Phoenix

Kretrick, Rina
Course Director, Computer Animation BS
BS Full Sail University

Kropp, David
Course Director, Music Production BS
MFA & The University of Memphis

Krupa, Erin
Course Director, Game Design MS
PhD & MS University of Central Florida
MFA University of Phoenix

Kuck, Emily
Course Director, Social Science
MA & MA University of Central Florida

Landsman, Don
Course Director, Digital Cinematography BS
BS & MS Full Sail University

Lang, Jeffrey
Course Director, Digital Arts and Design BS
MFA Full Sail University
BA Virginia Commonwealth University

Latham, Christopher
Course Director, Music Production BS
BS Middle Tennessee State University

Lawrence, Robert
Course Director, Film BS
BS Full Sail University

Lebo, Michael
Course Director, Game Development BS
BS & AS Full Sail University

Malcom, Darrell
Course Director, Game Design BS
MS & BS Full Sail University

Mandigo, Darryl
Course Director, Entertainment Business BS
BS & MS Full Sail University

Mann, Brian
Course Director, Creative Writing BFA
BA Spalding University
MA University of North Alabama
BS University of Southern Mississippi

Manson, Yan
Course Director, Film Production MFA
MFA, MS & BS Full Sail University

Marvel, Billy
Course Director, Visual Effects and Motion Graphics BS
BS Full Sail University

McCarrick, Jennifer
Course Director, Digital Media Production BS
BS University of Central Florida

McClellan, Tony
Course Director, Game Design MS
BS & MS Full Sail University

McCord, Darren
Course Director, Graphic Design BS
BM & MS Full Sail University

Meador, Elisa
Course Director, Entertainment Design BS
BS & MS Full Sail University

Merritt, Erik
Course Director, Entertainment Design BS
BS & MS Full Sail University

Meyer, Ean
Course Director, Creative Writing BFA
BA Spalding University
MA University of North Alabama
BS University of Southern Mississippi

Moss, Monica
Course Director, Recording Arts BS
BA University of Pittsburgh

Moses, Justin
Course Director, Digital Media Production BS
BS & MS Full Sail University

Nakashima, Michael
Course Director, Digital Design BS
BA Brown University
MA Massachusetts Institute of Technology

Neely, George
Course Director, Sports Marketing and Media BS
BA University of Central Florida

Nelson, Brian
Course Director, Game Design BS
BS & MS Full Sail University

O’Connell, Brian
Course Director, Game Design BS
BS & MS Full Sail University

Peters, Darin
Course Director, Digital Music BS
PhD & MS University of Central Florida

Pope, John
Course Director, Media Production BS
BS & MS Full Sail University

Precheur, David
Course Director, Digital Cinematography BS
BS & MS Full Sail University

Quart, Gilad
Course Director, Media Design MFA
MFA Full Sail University

Rafferty, Liz
Course Director, Recording Arts BS
BA University of Central Florida

Ramsay, David
Course Director, Digital Media Production BS
BS & MS Full Sail University

Reed, Jordan
Course Director, Game Design MS
PhD & MS University of Central Florida
MFA University of Phoenix

Reid, Andy
Course Director, Digital Design BS
BA Rollins College

Rieger, Andrew
Course Director, Digital Media Production BS
BS & MS Full Sail University

Ringo, Morgan
Course Director, Digital Media Production BS
BS & MS Full Sail University

Riley, Paul
Course Director, Digital Media Production BS
BS & MS Full Sail University

Rogers, Ryan
Course Director, Digital Media Production BS
BS & MS Full Sail University

Roth, John
Course Director, Public Relations MA
MA North Texas State University
BS Florida A&M

Roth, Matthew
Course Director, Music Business BS
MFA & BS Full Sail University

Roth, Shannon
Course Director, Music Business BS
MFA & BS Full Sail University

Roy, Kelly
Course Director, Fine Arts BS
BA Southwest Missouri State University

Ryan, Andrew
Course Director, Digital Media Production BS
BS & MS Full Sail University

Sartor, Scott
Course Director, Digital Media Production BS
BS & MS Full Sail University

Sawyer, Jared
Course Director, Film Production MFA
MFA and MS Full Sail University

Schwieger, David
Course Director, Digital Media Production BS
BS & MS Full Sail University

Schwartz, David
Course Director, Graphic Design BS
BS & MS Full Sail University

Scott, John
Course Director, Music Production BS
MFA & BS Full Sail University

Scott, Tim
Course Director, Digital Media Production BS
BS & MS Full Sail University

Selby, Mark
Course Director, Digital Media Production BS
BS & MS Full Sail University

Shanks, Jeremy
Course Director, Digital Media Production BS
BS & MS Full Sail University

Shaw, Adam
Course Director, Digital Media Production BS
BS & MS Full Sail University

Sheng, Jeff
Course Director, Digital Media Production BS
BS & MS Full Sail University

Sheren, Anthony
Course Director, Digital Media Production BS
BS & MS Full Sail University

Sheridan, Brian
Course Director, Digital Media Production BS
BS & MS Full Sail University

Shin, Yu
Course Director, Digital Media Production BS
BS & MS Full Sail University

Sidhu, Arvinder
Course Director, Digital Media Production BS
BS & MS Full Sail University

Simpson, James
Course Director, Digital Media Production BS
BS & MS Full Sail University

Sims, John
Course Director, Digital Media Production BS
BS & MS Full Sail University

Sisti, Tony
Course Director, Digital Media Production BS
BS & MS Full Sail University

Smith, Brian
Course Director, Digital Media Production BS
BS & MS Full Sail University

Smith, Jeremy
Course Director, Digital Media Production BS
BS & MS Full Sail University

Solomon, Emily
Course Director, Digital Media Production BS
BS & MS Full Sail University

Stevenson, Mark
Course Director, Digital Media Production BS
BS & MS Full Sail University

Strickland, Shannon
Course Director, Digital Media Production BS
BS & MS Full Sail University

Sutton, Eric
Course Director, Digital Media Production BS
BS & MS Full Sail University

Taylor, Gregory
Course Director, Digital Media Production BS
BS & MS Full Sail University

Taylor, Melanie
Course Director, Digital Media Production BS
BS & MS Full Sail University

Teague, Sarah
Course Director, Digital Media Production BS
BS & MS Full Sail University

Temple, William
Course Director, Digital Media Production BS
BS & MS Full Sail University

Thompson, Jason
Course Director, Digital Media Production BS
BS & MS Full Sail University

Thorpe, Robert
Course Director, Digital Media Production BS
BS & MS Full Sail University

Tidrow, Robert
Course Director, Digital Media Production BS
BS & MS Full Sail University

Tietjen, Angela
Course Director, Digital Media Production BS
BS & MS Full Sail University

Tomasko, Paul
Course Director, Digital Media Production BS
BS & MS Full Sail University

Torgerson, Kurt
Course Director, Digital Media Production BS
BS & MS Full Sail University

Travis, Morgan
Course Director, Digital Media Production BS
BS & MS Full Sail University

Uhr, John
Course Director, Digital Media Production BS
BS & MS Full Sail University

Veach, Adam
Course Director, Digital Media Production BS
BS & MS Full Sail University

Viegas, Adam
Course Director, Digital Media Production BS
BS & MS Full Sail University

Vogel, John
Course Director, Digital Media Production BS
BS & MS Full Sail University

W carc, Brad
Course Director, Digital Media Production BS
BS & MS Full Sail University

Watt, Andrew
Course Director, Digital Media Production BS
BS & MS Full Sail University

Wexler, Michael
Course Director, Digital Media Production BS
BS & MS Full Sail University

White, David
Course Director, Digital Media Production BS
BS & MS Full Sail University

White, James
Course Director, Digital Media Production BS
BS & MS Full Sail University

White, Jordan
Course Director, Digital Media Production BS
BS & MS Full Sail University

Whitney, Michael
Course Director, Digital Media Production BS
BS & MS Full Sail University

Wolfe, John
Course Director, Digital Media Production BS
BS & MS Full Sail University

Wood, Derek
Course Director, Digital Media Production BS
BS & MS Full Sail University

Woodley, Matthew
Course Director, Digital Media Production BS
BS & MS Full Sail University

Yates, Jonathan
Course Director, Digital Media Production BS
BS & MS Full Sail University

Young, Eric
Course Director, Digital Media Production BS
BS & MS Full Sail University

Zimmerman, Daniel
Course Director, Digital Media Production BS
BS & MS Full Sail University

Zuppiger, David
Course Director, Digital Media Production BS
BS & MS Full Sail University

Zweig, Adam
Course Director, Digital Media Production BS
BS & MS Full Sail University

FULL SAIL UNIVERSITY
Faculty Roster

Middleton, Eileen
Course Director, Computer Animation B.S.
BA Shimer College Institute of Technology and Advanced Learning

Miles, Eric
Course Director, Entertainment Business M.S.
JD Florida A&M University
BS University of Phoenix

Miller, Jennifer
Course Director, Digital Cinematography B.S.
MA The New School
BA Lafayette College

Mink, Emily
Course Director, Film B.S.
BA University of Central Florida

Morse, Darrell
Course Director, COR4
MS Full Sail University
BSA School of the Art Institute of Chicago

Moorer, Duane
Course Director, Film B.S.
BA University of Central Florida

Moorer, Wendy
Course Director, English
BA Full Sail University
BS University of Central Florida

Morris, Jennifer
Course Director, Music Business B.S.
B.S & B.S Full Sail University

Mosley, Roslyn
Course Director, Film B.S.
BS & B.S Full Sail University

Moyo, Daniel
Course Director, Graphic Design B.S.
FAA Flagler College

Moyo, Rodney
Course Director, Game Development B.S.
AA Northwest Florida State University

Murphree, Joy
Course Director, Math
BS Oral Roberts University

Murray, Gannon
Course Director, Digital Marketing B.S.
MA Full Sail University
MA Rollins College

Musil, Jorge
Course Director, Game Art B.S.
BA University of Central Florida

Myers, Jamie
Course Director, COR4 B.S.
BS & AS Full Sail University

Nash, Jon
Course Director, Entertainment Business B.S.
BA University of Houston

Neves, Liliana
Course Director, Interactive Program
MS Ed Framingham State College
BS Pontifical Catholic University of Rio de Janeiro

Nett, Elizabeth
Course Director, Music Business B.S.
BA University of Central Florida

Negroni, Jennifer
Course Director, Game Art B.S.
FAA Kendal College of Art and Design

Nichols, Christopher
Course Director, Music Business B.S.
JD Barry University

Nichols, Timothy
Course Director, Film B.S.
BA University of Akron

Nicholson, Anthony
Course Director, Entertainment Business B.S.
BS Boston University

Nieboe, Denise
Course Director, Intensive English Program
M.S. Rollins College

Nolan, Elena
Course Director, Game Development B.S.
BS & AS Full Sail University

O’Brien, Daniel
Course Director, Show Production B.S.
BS Full Sail University

O’Connor, Andrew
Course Director, Game Design B.S.
BS Full Sail University

O’Leske, John
Course Director, Game Development B.S.
BA University of Central Florida

O’Loughlin, Fadishia
Course Director, Web Design and Development B.S.
BA Emmanuel College

Norman, Kenneth
Course Director, Computer Animation B.S.
BS & AS Full Sail University

Norman, Charles
Course Director, Digital Cinematography B.S.
M.S & AS Full Sail University

Nott, Elizabeth
Course Director, Music Business B.S.
BA University of Central Florida

Oberndorf, Douglas
Course Director, Game Design B.S.
BS Florida State University

O’Daniel, Brian
Course Director, Game Design B.S.
BA Full Sail University

O’Donnell, Christopher
Course Director, Creative Writing M.A.
M.S. University of California Los Angeles

Okun, John
Course Director, Game Design B.S.
BA University of Central Florida

Onesimo, Natalie
Course Director, Software Technology B.S.
BS & AS Full Sail University

Ott, Rene
Course Director, Digital Media Communications B.A.
BA Full Sail University

O’Rourke, Rob
Course Director, Entrepreneurial Business B.S.
MS Central Michigan University

O’Shea, Kerin
Course Director, Film B.S.
BS Full Sail University

O’Shea, Claudia
Course Director, Digital Cinematography B.S.
MFA New York University

Papp, Roy
Course Director, Game Design MS
BA Florida State University

Parker, Andrew
Course Director, Cloud Technologies B.S.
BA University of Central Florida

Patterson, Charles
Course Director, Simulation and Visualizations B.S.
MS & BS Full Sail University

Penney, Nicholas
Course Director, Mobile Game MS
MS Full Sail University
BS Full Sail University

Perez, Elbert
Course Director, Game Design B.S.
BA University of Central Florida

Perry, Elizabeth
Course Director, Media Communications B.S.
BA University of Central Florida

Peters, Matthew
Course Director, Creative Writing B.A.
M.A. & B.S Florida Atlantic University

Petrescu, Mark
Course Director, Game Design B.S.
M.A & B.A University of Central Florida

Pjoy, Michael
Course Director, Creative Writing B.F.A.
BA Full Sail University

Ramey, Charles
Course Director, Game Development B.S.
BA University of Central Florida

Ramirez, Shirley
Course Director, Digital Arts and Design B.S.
MS & AS Full Sail University

Ramirez, Jessica
Course Director, Business Intelligence M.S.
BA & B.B.A University of Miami

Rauen, Andrew
Course Director, Digital Cinematography B.S.
MBA Webster University

Ranebrouawk, Raymond
Course Director, Music Business B.S.
BA Florida State University

Raye, Christopher
Course Director, Digital Communications B.S.
MS University of Central Florida

Rosenberg, Kip
Course Director, Entertainment Business B.S.
BS Full Sail University

Ross, Sherry
Course Director, Media Design M.A.
BA & B.A University of Central Florida

Shaw, Andrew
Course Director, Digital Cinematography B.S.
BA University of Central Florida

Simmons, James
Course Director, Entrepreneurial Business B.S.
BA University of Central Florida

Smith, Leigh
Course Director, Media Communications B.S.
BS Full Sail University

Sorin, John
Course Director, Computer Animation B.S.
BA Full Sail University

Stevenson, John
Course Director, Creative Writing B.A.
BA Florida State University

Strohman, Mark
Course Director, Game Design B.S.
BA University of Central Florida

Sugg, John
Course Director, Business Intelligence M.S.
BA & B.B.A University of Miami

Takayama, John
Course Director, Computer Animation B.A.
BA Full Sail University

Tangi, Oni
Course Director, Film B.S.
BS Full Sail University

Tang, Andrew
Course Director, Digital Cinematography B.S.
BA University of Central Florida

Tate, Anthony
Course Director, Computer Animation B.S.
BA Full Sail University

Tate, James
Course Director, Computer Animation B.S.
BA Full Sail University

Teicher, Daniel
Course Director, Game Design B.S.
BA Florida State University

Tidwell, Foreign
Course Director, Entrepreneurial Business B.S.
BA University of Central Florida

Tilley, Selena
Course Director, Digital Cinematography B.S.
BA University of Central Florida

Tomasik, Jordan
Course Director, Digital Cinematography B.S.
BA University of Central Florida

Torres, Michael
Course Director, Game Design B.S.
BA University of Central Florida

Treci, John
Course Director, Entrepreneurial Business B.S.
BA University of Central Florida

Trinity, Tiffany
Course Director, Entrepreneurial Business B.S.
BA University of Central Florida

Tuma, John
Course Director, Game Design B.S.
BA University of Central Florida

Turner, Eric
Course Director, Game Design B.S.
BA University of Central Florida

Ugarte, Jose
Course Director, Game Design B.S.
BA University of Central Florida

Ungar, Samuel
Course Director, Digital Cinematography B.S.
BA University of Central Florida

Ursin, William
Course Director, Entrepreneurial Business B.S.
BA University of Central Florida

Vanhoy, Marcus
Course Director, Computer Animation B.S.
BA University of Central Florida

Vasquez, Jan
Course Director, Game Design B.S.
BA University of Central Florida

Veenstra, Janna
Course Director, Entrepreneurial Business B.S.
BA University of Central Florida

Vergne, Aline
Course Director, Digital Cinematography B.S.
BA University of Central Florida

Villa, Elena
Course Director, Entrepreneurial Business B.S.
BA University of Central Florida

Wagner, Brian
Course Director, Entrepreneurial Business B.S.
BA University of Central Florida

Wasilevich, David
Course Director, Game Design B.S.
BA University of Central Florida

Weiss, Rachel
Course Director, Entrepreneurial Business B.S.
BA University of Central Florida

Wiencke, Eric
Course Director, Entrepreneurial Business B.S.
BA University of Central Florida

Williams, John
Course Director, Entrepreneurial Business B.S.
BA University of Central Florida

Wright, Andrew
Course Director, Game Design B.S.
BA University of Central Florida

Yarbrough, Lawrence
Course Director, Game Design B.S.
BA University of Central Florida

Young, David
Course Director, Entrepreneurial Business B.S.
BA University of Central Florida

Zecchini, Matthew
Course Director, Entrepreneurial Business B.S.
BA University of Central Florida

Zoli, John
Course Director, Game Design B.S.
BA University of Central Florida

Zvinski, Brian
Course Director, Entrepreneurial Business B.S.
BA University of Central Florida
Faculty Roster

Robehough, Linda
Course Director, Sports Marketing and Media BS
BS University of Florida
BA University of Maryland

Rojas, Milagros
Course Director, International English Program
Mid-Gramd Canyon University
BA Harper College of the City University of New York

Rosenberg, Timothy
Course Director, Music Business BS
Dtn & Bk Michigan State University
BM Illinois College

Rowsey, Elizabeth
Course Director, Digital Cinematography BS
MA University of South Florida
BA Florida State University

Rutan, Brian
Course Director, Digital Arts and Design BS
BA Full Sail University
BA Columbus College Chicago

Salcano, Anthony
Course Director, Computer Animation BS
BM Temple University
BA Full Sail University

Salcano, Kathleen
Course Director, Music Production BS
MA University of Central Florida
BM & Bk Temple University

Sanborn, Michael
Course Director, Computer Animation BS
BA Ringling College of Art and Design

Sapirstein, David
Course Director, Sports Marketing and Media BS
MBA University of Hartford
BS Hofstra University

Scalamo, Patrice
Course Director, Recording Arts BS
MFA Bk College
BM Stevens University

Scarcella, Marcus
Course Director, Computer Animation BS
BS & AS Full Sail University

Schachtel, Jeffrey
Course Director, Screenwriting BS
BA Hofstra University

Schiotto, Michael
Course Director, Music Production BS
BM Capital University

Schneider, Darren
Course Director, Recording Arts BS
BA Full Sail University

Schummel, Melissa
Course Director, Sports Marketing and Media BS
BM Robbins College - Crammer School of Business
BA Arizona State University

Selts, John
Course Director, Game Development BS
BA University of Colorado
BS Michigan State University

Seth, Travis
Course Director, Mobile Development BS
BS Full Sail University

Shlipka, Merc
Course Director, Digital Arts and Design BS
BA Northern Kentucky University

Shoja, Morteza
Course Director, Business Intelligence BS
PhD Tufts University

Shoch, Robyn
Course Director, Invasive English Program
MA University of Central Florida
BA Assumption College

Sotillo Turner, Mercedes
Course Director, Math
PhD, BA & BS University of Central Florida

Stoefler, Rodney
Course Director, Game Development BS
BS Full Sail University

Storl, Edward
Course Director, Game Cinematography BS
BA Full Sail University

Strickland, Elizabeth
Course Director, Media Communications BS
Mid-American Intercontinental University
BA University of Central Florida

Stuart, Kathryn
Course Director, Sports Marketing and Media BS
MS & BS Florida State University

Suarez, Luis
Course Director, Computer Animation BS
BA & AS Full Sail University

Tanner, Kyle
Course Director, Game Design BS
BS Full Sail University

Thompson, William
Course Director, Entertainment BS
BA Florida State University

Tinkle, Dustin
Course Director, Recording Arts BS
BA Full Sail University

Tonga, Xin
Course Director, Software Development BS
BA University of Central Florida

Torrance, John
Course Director, Business Intelligence BS
BA University of Central Florida

Tytla, Gregory
Course Director, Creative Writing BFA
MFA Nova Southeastern University
BA University of Florida

Urban, Pedro
Course Director, Recording Arts BS
MBA Regent University

Vander, Stephen
Course Director, Game Development BS
BA Full Sail University

Velasco, Roberto
Course Director, Digital Cinematography BS
BA Full Sail University

Vince, Christopher
Course Director, Web Design and Development BS
BA St. Thomas University

Walker, James
Course Director, Digital Arts and Design BS
BA St. Thomas University

Walker, Tekeren
Course Director, Sports Marketing and Media BS
BS Webster University

Waller, Jerry
Course Director, Music Business BS
BS & AS Alfred University

Washington, David
Course Director, Game Art BS
BS & AS Full Sail University

FACULTY ROSTER

FULL SAIL UNIVERSITY

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Watkins Copeland, Amy  
Course Director, English  
MFA, Spalding University  
BA, University of Central Florida

Wawoe, Robert  
Course Director, Media Communications  
BS & AS, Florida Institute of Technology

Webb, Charles  
Course Director, Recording Arts  
BS, Full Sail University

Wheeler, Stephen  
Course Director, Music Production  
MM, University of Miami  
BM, Purchase College State University of New York

White, David  
Course Director, Film  
BS, University of South Florida

Whitburn, Rodney  
Course Director, Computer Animation  
BFA, Ringling College of Art and Design

Willard, Cassandra  
Course Director, Entertainment Business  
MS, University of Florida College of Law  
BS, University of Central Florida

Williams, Amy  
Course Director, Digital Arts and Design  
BFA, Ringling College of Art and Design

Williams, Daniel  
Course Director, Web Design and Development  
BS, Purdue University

Williams, Sidney  
Course Director, Creative Writing  
MFA, Goddard College  
BA, Louisiana College

Wilson, Nicole  
Course Director, Film  
MS & BS, Full Sail University

Winn, Christine  
Course Director, Entertainment Business  
MS, Full Sail University  
BA, University of Georgia

Wolfe, Martha  
Course Director, International English Program  
MA, Saint Michael's College  
BA, Trevecca Nazarene University

Wonsavage, Carol  
Course Director, Entertainment Business  
MA & BA, University of North Carolina

Wood, Sabrina  
Course Director, Web Design and Development  
BS, University of Central Florida

Woodward, Christopher  
Course Director, Entertainment Business  
BA & BS, Wagner College

Wray, Emily  
Course Director, Media Communications  
MS, Full Sail University  
BA & BS, Florida State University

Wyly, Sharon  
Course Director, Instructional Design and Technology  
ED D & BA, University of Central Florida  
MA, University of Texas

Young, Elizabeth  
Course Director, Entertainment Business  
JD, University of Florida  
BS, Florida State University

Ziegler, Steven  
Course Director, Digital Cinematography  
BS & AS, Full Sail University

Zimmerman, Kristen  
Course Director, Sports Marketing and Media  
MS, Full Sail University  
BA, University of Central Florida

Ziegler, Steven  
Course Director, Digital Cinematography  
BS & AS, Full Sail University

Zimmerman, Kristen  
Course Director, Sports Marketing and Media  
MS, Full Sail University  
BA, University of Central Florida

Ziegler, Steven  
Course Director, Digital Cinematography  
BS & AS, Full Sail University

Zimmerman, Kristen  
Course Director, Sports Marketing and Media  
MS, Full Sail University  
BA, University of Central Florida

Ziegler, Steven  
Course Director, Digital Cinematography  
BS & AS, Full Sail University

Zimmerman, Kristen  
Course Director, Sports Marketing and Media  
MS, Full Sail University  
BA, University of Central Florida
General INFORMATION
Admissions

Undergraduate Admissions Requirements

Applicants must submit the following:

• Application for Admission—Applicants must submit the complete application and full fee of $57 (application fee must be submitted with the application) and all of the following supporting documents:

  - Formal high school transcripts or college transcripts
  - Copy of a valid passport
  - Copy of a valid state-issued identification card
  - Official GED score report
  - Copy of the Technology Assessment module explains the best practices for conducting online learning, overall operation of the online platform, procedures for troubleshooting problems and contacting the technical support team, and general school policy as it applies to the online format.

Online Admissions

Applicants to online degree programs will be required to complete a technology assessment. The assessment will determine whether students have the skills, competencies, and access to technology necessary to succeed in a distance education environment prior to their enrollment in the program or course of study.

Graduation Admissions Requirements

Graduate School applicants must possess the following:

• A full Sackler’s Degree with a minimum cumulative GPA of 2.0.

To determine the transferability of credits:

• All domestic/United States applicants with international/foreign transcripts must submit a copy of official transcripts to the Document Management Team. To receive transfer credit, students must have successfully completed courses similar in scope and content to Full Sail courses. The submission of a copy of official college transcripts must occur within the first two weeks of attendance at Full Sail.

Once all documents are completed and submitted, applicants will be notified in writing of their application status.

International Graduate Admissions Requirements

International applicants must meet all of the University’s admissions requirements (see requirements for Admission section) and:

• Language Proficiency—Applicants whose native language is not English must demonstrate the required level of language proficiency by providing documentation of one of the following:

  - TOEFL (Test of English as a Foreign Language)

  » Paper and pencil test: minimum score accepted is 550
  » Computer-based test: minimum score accepted is 213
  » Internet-based test: minimum score accepted is 79

  - IELTS (International English Language Testing System)

  » The minimum required score is 6

• Accuplacer—A language proficiency assessment test (Accuplacer) Additional language proficiency exams may be accepted. Contact your admissions representative for more information.

• GST (Graduate Record Test)—required for international applicants

• Financial Guarantee—To reserve a seat for a program start date, a $200 deposit is required.

• To determine the cost and transferability of credits, contact Full Sail’s Admissions Department.

Transfer Credit

Students with previous postsecondary education may request credit for previous education.

Procedure:

• All domestic/United States applicants with international/foreign transcripts must submit a copy of official transcripts to the Document Management Team. To receive transfer credit, students must have successfully completed courses similar in scope and content to Full Sail courses. The submission of a copy of official college transcripts must occur within the first two weeks of attendance at Full Sail.

Once all documents are completed and submitted, applicants will be notified in writing of their application status. The decision and fee deposit are credited to the cost of tuition but are not covered by financial aid. All deposits are fully refundable.

Admissions Application Process

• Complete the Application for Admission.

• Submit completed application along with $57 application fee.

• Provide official high school or GED transcripts. Transcripts must be submitted within 2 weeks of submitting the application. If the GED is not completed, the student must be admitted as a student and submit completed GED transcripts and test scores within 2 weeks of submitting the application. If the GED is not completed, the student must be admitted as a student and submit completed GED transcripts and test scores within 2 weeks of submitting the application.

• If applying for an additional program, a $200 deposit is required for each additional program.

Full Sail University is accredited by the Commission on Colleges of the Southern Association of Colleges and Schools to award degrees and certificates at the associate, baccalaureate, and graduate levels. Full Sail is authorized by the State Board of Education to award the degrees and certificates described herein. The information contained in this publication is subject to change without notice. For more information, please call (888) 854-4500 or visit FullSail.edu.
Financial Aid

Florida Student Assistance Grant

The Florida Student Assistance Grant (FASG) is a need-based program administered by the state. This grant is awarded to students who show financial need based upon the eligibility criteria of the grant and the availability of funds.

Florida Bright Futures Scholarship Program

This is a lottery-funded scholarship to reward Florida high school graduates who demonstrate high academic achievement. This program is comprised of three awards: the Florida Academic Scholars Award, the Florida Medalist Scholars Award, and Florida Gold Seal Vocational Scholars Award. Each award has different criteria for eligibility. Applications and eligibility criteria are available from your high school guidance office.

Federal Loans

Federal Loans are provided to students through the William D. Ford Direct Federal Loan Program. To apply for a federal loan, a Free Application for Federal Student Aid (FAFSA) should be completed. Once eligibility is determined, Federal Aid Promissory Note must be completed. The Federal Aid Department is available to answer any questions you may have regarding these forms.

Stafﬁ ng Loans

A Stafford Loan is a low interest loan made to a student enrolled in a Full Sail Undergraduate or Graduate Degree Program. Annual loan limits increase in subsequent years where a student has progressed to a higher grade level. Repayment terms and conditions are ﬂ exible in order to meet the needs of students after graduation.

Parent PLUS Loans

A Parent PLUS Loan is a credit-based loan made to either parent of a dependent child enrolled in a Full Sail Undergraduate Degree Program. Available to credit-worthy parents, these loans provide funds for educational expenses for eligible students. The interest rate is determined by Congress and compares favorably to other educational ﬁ nancing options.

Graduate PLUS Loans

A Graduate PLUS Loan is a credit-based loan made to a student enrolled in a Full Sail Master’s Degree Program. Similar to the Parent PLUS Loan, but only available to credit-worthy graduate students. Graduate PLUS loans can also provide funds for educational expenses that exceed the federal limits. To apply for a Graduate PLUS Loan, contact your Student Loans Advisor to answer any questions you may have.

Grants and Scholarships

Grants are forms of aid that do not have to be repaid. Full Sail can assist you in determining your eligibility for available grant programs. Like scholarships, grants do not require repayment. Scholarship requirements and application procedures vary depending upon the criteria set by the scholarship provider. Full Sail will assist students with scholarship opportunities. For more information, see the Full Sail Scholarship guide at fullsail.edu/admissions/scholarships.

Federal Pell Grant

The Federal Pell Grant Program is designed to assist undergraduates with education expenses in determining your eligibility for available grant programs. Like scholarships, grants do not require repayment. Scholarship requirements and application procedures vary depending upon the criteria set by the scholarship provider. Full Sail will assist students with scholarship opportunities. For more information, see the Full Sail Scholarship guide at fullsail.edu/admissions/scholarships.

Federal Supplemental Educational Opportunity Grant (FSEOG)

The Federal Supplemental Educational Opportunity Grant (FSEOG) is also designed to assist undergraduates with education expenses in determining your eligibility for available grant programs. Like scholarships, grants do not require repayment. Scholarship requirements and application procedures vary depending upon the criteria set by the scholarship provider. Full Sail will assist students with scholarship opportunities. For more information, see the Full Sail Scholarship guide at fullsail.edu/admissions/scholarships.

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Financial Aid

Private Education Loans
Many private lenders offer alternative education loans to supplement the federal programs after maximum limits are reached. These non-federal education loans have differing fees, interest rates and repayment options. They are credit-based and students often may secure a more favorable interest rate by using a co-signer. Private education loans provide funds for educational and living expenses up to the cost of attendance less other financial aid. Students are strongly encouraged to maximize their eligibility for federal prior to applying for any private education loan. Contact the Financial Aid Department for more information.

Special Programs
FEDERAL WORK-STUDY Full Sail participates in the Federal Work-Study Program. The Federal Work-Study Program is designed to provide jobs to qualified students with financial need allowing them to earn money to help pay education related expenses. The program emphasizes community service and work and were related to the course of study. Students are awarded Federal Work-Study funds based on a federally prescribed formula. Full Sail is an equal opportunity employer.

Financial Aid on the Web
Full Sail Programs - www.studentaid.ed.gov
Free Application for Federal Student Aid - www.fafsa.gov
Florida Department of Education - www.floridastudentfinancialaid.org
National Student Loan Data System - www.nslds.ed.gov

Receipt of Financial Aid Funds
Students who receive financial aid at Full Sail University must maintain satisfactory academic progress in an eligible degree or certificate program. The following requirements define what satisfactory academic progress is for financial aid recipients as it applies to eligibility for the receipt of financial aid funds. Satisfactory academic progress is checked at the end of each semester.

• Students not meeting the requirements stated in Full Sail's Satisfactory Academic Progress policy (see Student Manual) will be placed on Financial Aid Unsatisfactory Academic Progress status by their respective Education Advisor.

• Students who lose eligibility due to unsatisfactory academic progress may choose to appeal the loss of financial aid eligibility.

• Submit an appeal form along with any additional documentation which supports the extraordinary circumstances.

• Be removed from the warning status if student has regained satisfactory academic progress before the end of the next semester. The student will receive a letter informing them of the loss of financial aid eligibility.

• Student's financial aid will be removed and cash payments added to the student's account. The student will receive a letter informing them of the loss of financial aid eligibility.

• If a student loses financial aid eligibility, he or she will be suspended from receiving assistance from Federal, state and institutional sources due to a failure to meet satisfactory academic progress. The student's financial aid will be removed and cash payments added to the student's account. The student will receive a letter informing them of the loss of financial aid eligibility.

Career Development Department

The services of the Career Development Department are a continuation of the student's education and support the student in the pursuit of employment post-graduation.

Full Sail's Career Development Department governs:

1. degree-specific lectures and presentations designed to prepare students for the pursuit of internships and entry-level employment, including instruction about resume creation, interview techniques, and the professionalism required within the industry.

2. regularly updated resources for research of potential employers in the industry.

3. a well-organized industry outreach effort to promote awareness of Full Sail's degree programs, as well as qualified graduates and their abilities.

4. an online community for all Full Sail alumni to promote networking and professional relationships.

Full Sail degree program students preparing for graduation as well as alumni throughout their careers may utilize Career Development services. Those desiring assistance must register their requests with the Career Development Department. The Career Development Department requires a consistent and professional dialogue from each student or graduate in order to provide effective assistance. Flexibility is desirable with respect to location or type of employment and may enhance the efforts of our services. Relocation for specific types of employment may be necessary in order to successfully launch and maintain a career in the entertainment media industry.

Even though Full Sail makes a reasonable effort to assist each graduate in seeking employment, this in no way constitutes a promise or guarantee of employment. Career assistance may be suspended in the event that a student or graduate's financial commitments are not met or if the student or graduate displays an unprofessional behavior. Completion of individual courses does not qualify students for career assistance.

General Information

Fees / Deposits
A $75 application fee is required to apply for a program. A refundable $200 deposit is required to reserve a seat for a program start date. For those applying for a second, or multiple degrees, an additional $200 refundable deposit is required. A $200 deposit is required for each individual course. Availability of a course or degree start date is subject to change and surcharges. A seat will only be reserved upon receipt of each course program's deposit.

The application fee and deposit(s) are not covered by financial aid. The application fee and deposit(s) are not covered by financial aid. The application fee and deposit(s) are not covered by financial aid.

Delay of Start Date
Full Sail will charge a non-refundable fee of $100 for each revision that results in a delay of a student start date.

International Currency
In an effort to minimize costs due to international currency exchange and bank surcharges, wire transfer or a credit card is recommended for payment of all fees, deposits and tuition for international applicants and students. Regardless of payment method, all fees must be paid in U.S. currency. Please contact Full Sail's International Liaison for details.

Multiple Degrees
Students may take any combination of Associate of Science Degree Programs, Bachelor of Science Degree Programs, Master of Science Degree Programs, and Bachelor of Fine Arts Degree Programs, based on eligibility requirements. A $200 refundable deposit is required to reserve a seat for each additional certificate, undergraduate and graduate program. An Admissions Representative is available to offer recommendations on Degree Program combinations and order.

Non-Sufficient Funds
A non-refundable $25 fee will be charged for any check returned for non-sufficient funds.

Security Key Card
To access facilities at Full Sail, each student is furnished a specially programmed, tamper-proof key card. A $25 fee for replacement is charged upon enrollment and will be included in the student's institutional fees. This fee must be paid before a card will be issued. All students are required to possess the card at all times and replace any lost card promptly by purchasing a new one.
### Tuition Breakdown - Campus

<table>
<thead>
<tr>
<th>Degree</th>
<th>Full-Time Tuition</th>
<th>Online Tuition</th>
</tr>
</thead>
<tbody>
<tr>
<td>CAMPUS UNDERGRADUATE PROGRAMS</td>
<td></td>
<td></td>
</tr>
<tr>
<td>Cloud Technologies</td>
<td>$675</td>
<td>$31,880</td>
</tr>
<tr>
<td>Computer Animation</td>
<td>$675</td>
<td>$31,880</td>
</tr>
<tr>
<td>Creative Writing for Entertainment</td>
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</tbody>
</table>

| CAMPUS GRADUATE PROGRAMS | | |
| Entertainment Business | $675 | $31,880 |
| Entertainment Business w/ Sports Management | $675 | $31,880 |
| Film Production | $675 | $31,880 |
| Game Design | $675 | $31,880 |

| CAMPUS GRADUATE PROGRAMS | | |
| Entertainment Business | $675 | $31,880 |
| Entertainment Business w/ Sports Management | $675 | $31,880 |
| Film Production | $675 | $31,880 |
| Game Design | $675 | $31,880 |

### Tuition Breakdown - Online

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</tr>
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</table>

| CAMPUS GRADUATE PROGRAMS | | |
| Business Intelligence | $675 | $31,880 |
| Creative Writing MFA | $675 | $31,880 |
| Digital Media MFA | $675 | $31,880 |
| Entertainment Business | $675 | $31,880 |
| Entertainment Business w/ Sports Management | $675 | $31,880 |
| Instructional Design & Technology | $675 | $31,880 |
| Media Design MFA | $675 | $31,880 |
| Mobile Gaming | $675 | $31,880 |
| New Media Journalism | $675 | $31,880 |
| Public Relations | $675 | $31,880 |

| CAMPUS GRADUATE PROGRAMS | | |
| Business Intelligence | $675 | $31,880 |
| Creative Writing MFA | $675 | $31,880 |
| Digital Media MFA | $675 | $31,880 |
| Entertainment Business | $675 | $31,880 |
| Entertainment Business w/ Sports Management | $675 | $31,880 |
| Instructional Design & Technology | $675 | $31,880 |
| Media Design MFA | $675 | $31,880 |
| Mobile Gaming | $675 | $31,880 |
| New Media Journalism | $675 | $31,880 |
| Public Relations | $675 | $31,880 |

| CAMPUS GRADUATE PROGRAMS | | |
| Business Intelligence | $675 | $31,880 |
| Creative Writing MFA | $675 | $31,880 |
| Digital Media MFA | $675 | $31,880 |
| Entertainment Business | $675 | $31,880 |
| Entertainment Business w/ Sports Management | $675 | $31,880 |
| Instructional Design & Technology | $675 | $31,880 |
| Media Design MFA | $675 | $31,880 |
| Mobile Gaming | $675 | $31,880 |
| New Media Journalism | $675 | $31,880 |
| Public Relations | $675 | $31,880 |

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| Digital Marketing | $675 | $31,880 |
| Instructional Design & Technology | $675 | $31,880 |
| Media Communications | $675 | $31,880 |
Comparative Program Information

Comparative program information related to tuition and program length is available from:

- Accrediting Commission of Career Schools and Colleges
  2101 Wilson Boulevard, Suite 302 Arlington, VA 22201
  703-525-8212
  www.accsc.org

Degrees Awarded

Upon successful completion of a degree program, the student will be awarded:

Master of Arts Degree:
- Media Production & Design - Online
- Public Relations - Online

Master of Fine Arts Degree:
- Creative Writing - Online
- Film Production - Campus
- Media Design - Online

Master of Science Degree:
- Business Intelligence - Online
- Digital Marketing - Online
- Entertainment Business - Campus & Online
- Entertainment Business with Sports Management Elective Track - Campus & Online
- Game Design - Campus
- Innovation & Entrepreneurship - Online
- Instructional Design & Technology - Online
- Mobile Gaming - Online

Bachelor of Fine Arts Degree:
- Creative Writing for Entertainment - Campus & Online

Bachelor of Science Degree:
- Audio-Technical - Online
- Business - Campus & Online
- Communications - Campus & Online
- Computer Animation - Campus & Online
- Computer Science - Campus & Online
- Corporate Communication - Campus & Online
- Digital Marketing - Online
- Entertainment Business - Campus & Online
- Film - Campus
- Game Art - Campus & Online
- Game Design - Campus
- Graphic Design - Online
- Music Business - Campus & Online
- Media Communication - Campus & Online
- Mobile Development - Campus & Online
- Music Production - Campus & Online
- Recording Arts - Campus
- Show Production - Campus
- Simulation & Visualization - Campus
- Software Development - Campus
- Sports Marketing & Media - Campus & Online
- Web Design & Development - Campus & Online

Associate of Science Degree:
- Audio Production - Online
- Computer Animation - Campus & Online
- Cloud Technologies - Online
- Creative Writing for Entertainment - Campus & Online
- Digital Arts & Design - Campus
- Digital Cinematography - Online
- Digital Marketing - Online
- Entertainment Business - Campus & Online
- Film - Campus
- Game Art - Campus & Online
- Game Design - Campus
- Graphic Design - Online
- Music Business - Campus & Online
- Media Communication - Campus & Online
- Mobile Development - Campus & Online
- Music Production - Campus & Online
- Recording Arts - Campus
- Show Production - Campus
- Simulation & Visualization - Campus
- Software Development - Campus
- Sports Marketing & Media - Campus & Online
- Web Design & Development - Campus & Online

Undergraduate Certificates:
- Audio Production - Online
- Media Communication - Online

Graduate Certificates:
- Instructional Design & Technology - Online
- Digital Marketing

Certificate:
- Interactive English

Interactive Technology - Campus & Online
- Music Business - Campus & Online
- Media Communication - Campus & Online
- Mobile Development - Campus & Online
- Music Production - Campus & Online
- Recording Arts - Campus
- Show Production - Campus
- Simulation & Visualization - Campus
- Software Development - Campus
- Sports Marketing & Media - Campus & Online
- Visual Arts - Campus & Online
- Web Design & Development - Campus & Online

Associate of Science Degree:
- Audio Production - Online
- Computer Animation - Campus & Online
- Cloud Technologies - Online
- Creative Writing for Entertainment - Campus & Online
- Digital Arts & Design - Campus
- Digital Cinematography - Online
- Digital Marketing - Online
- Entertainment Business - Campus & Online
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- Recording Arts - Campus
- Show Production - Campus
- Simulation & Visualization - Campus
- Software Development - Campus
- Sports Marketing & Media - Campus & Online
- Web Design & Development - Campus & Online

Undergraduate Certificates:
- Audio Production - Online
- Media Communication - Online

Graduate Certificates:
- Instructional Design & Technology - Online
- Digital Marketing

Certificate:
- Interactive English

What’s Included

The cost of a Full Sail Program includes expenses such as textbooks, manuals, media, production materials, lab fees, technology fees, and other associated costs as noted.

Institutional Fee

All students are required to purchase hardware and software in addition to tuition. Technology costs are configured in accordance with program specifications.

Launchbox Pricing for Campus Degrees

<table>
<thead>
<tr>
<th>Degree Program</th>
<th>Fee Amount</th>
</tr>
</thead>
<tbody>
<tr>
<td>Graphic Design Bachelor of Science</td>
<td>$3,700</td>
</tr>
<tr>
<td>Computer Animation Bachelor of Science</td>
<td>$3,400</td>
</tr>
<tr>
<td>Cloud Technologies Bachelor of Science</td>
<td>$3,200</td>
</tr>
<tr>
<td>Game Design Bachelor of Science</td>
<td>$3,000</td>
</tr>
<tr>
<td>Digital Marketing Bachelor of Science</td>
<td>$2,900</td>
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<tr>
<td>Mobile Development Bachelor of Science</td>
<td>$2,700</td>
</tr>
<tr>
<td>Music Production Bachelor of Science</td>
<td>$2,600</td>
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<tr>
<td>Software Development Bachelor of Science</td>
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</tr>
<tr>
<td>Media Communication Bachelor of Science</td>
<td>$2,400</td>
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<td>Music Business Bachelor of Science</td>
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<td>Entertainment Business Bachelor of Science</td>
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<tr>
<td>Creative Writing Bachelor of Science</td>
<td>$2,100</td>
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<tr>
<td>Digital Cinematography Bachelor of Science</td>
<td>$2,000</td>
</tr>
<tr>
<td>Computer Animation Bachelor of Science</td>
<td>$1,900</td>
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<tr>
<td>Sports Marketing &amp; Media Bachelor of Science</td>
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<tr>
<td>Music Business Bachelor of Science</td>
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<tr>
<td>Entertainment Business Bachelor of Science</td>
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<tr>
<td>Music Business Bachelor of Science</td>
<td>$200</td>
</tr>
<tr>
<td>Entertainment Business Bachelor of Science</td>
<td>$100</td>
</tr>
<tr>
<td>Digital Marketing Bachelor of Science</td>
<td>$0</td>
</tr>
</tbody>
</table>

Project Launchbox™

The primary component of the institutional fee is Project Launchbox™, which includes an Apple MacBook Pro computer or a HP laptop for students in select gaming programs. A tablet is included for all graduate students enrolled in online degree programs. The hardware and software included in the Project Launchbox™ serve as a personal workstation for students throughout their academic program. Project Launchbox comes with program-specific hardware and software that allows students to work on their projects on and off campus and maintain their personal portfolios from any location.

Launchbox Pricing for Online Degrees

<table>
<thead>
<tr>
<th>Degree Program</th>
<th>Fee Amount</th>
</tr>
</thead>
<tbody>
<tr>
<td>Public Relations Bachelor of Science</td>
<td>$2,500</td>
</tr>
<tr>
<td>Business Intelligence Bachelor of Science</td>
<td>$2,400</td>
</tr>
<tr>
<td>Cloud Technologies Bachelor of Science</td>
<td>$2,500</td>
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<tr>
<td>Computer Animation Bachelor of Science</td>
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<tr>
<td>Creative Writing Bachelor of Fine Arts</td>
<td>$2,300</td>
</tr>
<tr>
<td>Digital Cinematography Bachelor of Science</td>
<td>$2,300</td>
</tr>
<tr>
<td>Digital Marketing Bachelor of Science</td>
<td>$2,300</td>
</tr>
<tr>
<td>Mobile Marketing Bachelor of Science</td>
<td>$2,300</td>
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<tr>
<td>Digital Marketing Graduate Certifi cate</td>
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<tr>
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<td>Entertainment Business Bachelor of Science</td>
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<td>Graphic Design Bachelor of Science</td>
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<tr>
<td>Innovation &amp; Entrepreneurship Master of Fine Arts</td>
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<tr>
<td>Instructional Design &amp; Technology Master of Science</td>
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<tr>
<td>Instructional Design &amp; Technology Graduate Certificate</td>
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<tr>
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<td>Stylistic Production Bachelor of Science</td>
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<tr>
<td>Sports Marketing &amp; Media Bachelor of Science</td>
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<tr>
<td>Web Design &amp; Development Bachelor of Science</td>
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Online Fee Amount includes shipping and software.

Launchbox Pricing for Online Degrees

<table>
<thead>
<tr>
<th>Degree Program</th>
<th>Fee Amount</th>
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<tbody>
<tr>
<td>Public Relations Bachelor of Science</td>
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<tr>
<td>Business Intelligence Bachelor of Science</td>
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<tr>
<td>Cloud Technologies Bachelor of Science</td>
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<tr>
<td>Computer Animation Bachelor of Science</td>
<td>$2,400</td>
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<tr>
<td>Creative Writing Bachelor of Fine Arts</td>
<td>$2,300</td>
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<tr>
<td>Digital Cinematography Bachelor of Science</td>
<td>$2,300</td>
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<tr>
<td>Digital Marketing Bachelor of Science</td>
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Online Fee Amount includes shipping and software.
Online Education of Full Sail

Online degree programs, and select courses in campus programs are delivered utilizing the Full Sail Online learning system—a secure web-based platform that employs modern multimedia technologies and is accessible 24/7 via the Internet. Online students use this system to view video content, receive and submit project work and assignments, take tests and quizzes, communicate with instructors and classmates, and review grades and course progress.

On-campus students also use Full Sail’s Online learning system for online-only courses, which are listed in their respective degree sections, and for some assignments in their campus-based courses.

Requirements

Applicants to online-only degree programs will be required to complete a technology assessment. The assessment will determine whether students have the skills, competencies, and access to technology necessary to succeed in a distance education environment prior to their enrollment in the program or course of study.

Once enrolled into a program, students will complete the orientation module. The module explains the best practices for conducting online learning, overall operation of the online platform, procedures for troubleshooting problems and contacting the technical support team, and general school policy as it applies to the online format.

Applicants to online degree programs are required to have access to a reliable computer or tablet capable of running multimedia applications and navigating media rich websites. Applicants are also required to have access to a reliable high-speed Internet connection.

Online Support

The staff of Full Sail Online Support works together with students, faculty, and administration to make the student experience positive, meaningful, and seamless throughout our online courses. Our mission is to provide the highest standard of technical support to students and faculty to promote academic growth and development while allowing them to enhance the skills necessary to be successful in an online environment. Full Sail’s Online Support team works with emerging technical issues associated with the functionality of the online platform. You can reach Online Support by phone at 877-437-6398 or by email at FSOSupport@fullsail.com.

Student Services

Full Sail is committed to providing equal access to all students, including those who qualify as persons with disabilities, while upholding this commitment, Full Sail also expects all students to maintain the high standards of academic achievement and excellence that are essential to the integrity of the school’s mission. By advancing these aims, Full Sail ensures that its policies, practices, and procedures conform to federal, state, and local statutes and regulations.

Full Sail provides written documentation to the Director of Student Affairs or Director of Student Services regarding the nature of your disability and any reasonable accommodations/ accommodations/services that may be necessary. Such documentation must (1) be from an appropriate professional, (2) not be more than three years old and (3) provide a clear indication of how the student is presently functioning. Full Sail’s confidentiality policy provides that only the appropriate Full Sail personnel access this information and it is stored in separate, confidential files. Except in instances of health or safety information concerning the disability, accommodations, or documentation will not be released without written consent.

Full Sail provides reasonable accommodations/services based on the nature of your disability. These accommodations/services may include, but are not limited to, the following: (1) Learning materials in alternative formats, (2) Note taking assistance, (3) Accommodations for examinations, and (4) Access to interpreters or qualified readers.

Please provide clear and detailed information about the accommodations/services you require in order for Full Sail to appropriately respond to your request. If you are interested in accommodations/services, contact Full Sail’s Office of Student Affairs/Student Support. If you are interested in accommodations/services, contact Full Sail’s Office of Student Affairs/Student Support. If you are interested in accommodations/services, contact Full Sail’s Office of Student Affairs/Student Support. If you are interested in accommodations/services, contact Full Sail’s Office of Student Affairs/Student Support. If you are interested in accommodations/services, contact Full Sail’s Office of Student Affairs/Student Support. If you are interested in accommodations/services, contact Full Sail’s Office of Student Affairs/Student Support. If you are interested in accommodations/services, contact Full Sail’s Office of Student Affairs/Student Support.
Academic Success Department/Student Services

The Academic Success Department works collaboratively with the students, faculty, and administration to create a positive environment for development throughout our students' academic journey. We aim to provide support and encouragement that enables our students to develop character and integrity while expanding their competencies and skills. We strive to enhance learning in the classroom and in the community, not only through academics but through personal growth and maturity.

The Academic Success Department provides services through Academic Advising, Student Records, Student Success Seminars, Global Professionalism Standards, and the Library. We work closely with the faculty to ensure the best support services for all students.

Academic Advisers can assist with scheduling issues, leaves of absence, community referrals, and career development. Academic Advisers are available during regular office hours Monday through Friday, either by appointment or on a first-come first-serve basis. Some Academic Advisers are available by phone until 9:00 pm on Monday through Thursday evenings.

The lobby of Full Sail 3B (FS3B) and the lobby of Full Sail Bldg. 2 is manned by support staff 24 hours a day. There is also a security team on the premises 24 hours a day.

The Student Success Seminars

The Student Success Seminars, unique to Full Sail, are available on campus and online and are offered as a service to degree-seeking students if they can achieve a percentage in human performance enhancement are not remedial classes, but have been designed specifically to help students perform well within Full Sail's immersive Degree Programs. The Student Success Seminars are designed to help students acquire tools for building competency, self-esteem and self-management. Topics covered include discussions about study skills and test-taking strategies, developing self-awareness, critical thinking, and professional communication. There are no fees for these seminars and they may be prescribed, when indicated by higher than expected academic achievement, by the Director of Student Affairs.

Students who successfully complete five (5) Student Success Seminars receive ten (10) points that they may apply toward graduation in any course they successfully complete. These points may not be separated, nor can they be applied to test-out scores. Likewise, they cannot be used to change a failing grade into a passing one.

Advancement

An academic year consists of 32 weeks of instruction. In order to advance to the next grade level (full-time to part-time, etc.), students must earn a minimum of 24 semester credits during that academic year.

Anti-Hazing Policy

Full Sail does not allow hazing for any reason whatsoever. Students engaging in any hazing activities will be disciplined and may be subject to suspension or termination.

Credit for Previous Education

Students with previous postsecondary education may request credit for previous education.

Transfer

Credit is awarded for transfer credit from another accredited postsecondary school while attending Full Sail. To receive transfer credit, students must have completed the necessary coursework to meet Full Sail's requirements.

Course Numbering System

Each course is assigned a three- or four-letter course prefix that identifies the degree program the course is associated with and a three- or four-digit course suffix that identifies the level, course number, and course version of each course within its respective program.

Grading Scale

The grading scale is as follows:

<table>
<thead>
<tr>
<th>Grade</th>
<th>Numerical Grade</th>
<th>Points</th>
</tr>
</thead>
<tbody>
<tr>
<td>A</td>
<td>95-100</td>
<td>4.0</td>
</tr>
<tr>
<td>A-</td>
<td>90-94</td>
<td>3.7</td>
</tr>
<tr>
<td>B</td>
<td>85-89</td>
<td>3.3</td>
</tr>
<tr>
<td>B-</td>
<td>80-84</td>
<td>3.0</td>
</tr>
<tr>
<td>C</td>
<td>75-79</td>
<td>2.0</td>
</tr>
<tr>
<td>C-</td>
<td>70-74</td>
<td>1.5</td>
</tr>
<tr>
<td>D</td>
<td>60-69</td>
<td>1.0</td>
</tr>
<tr>
<td>F</td>
<td>Below 60</td>
<td>0.0</td>
</tr>
</tbody>
</table>

Unless otherwise stated in each course syllabus, grades are rounded to the nearest percentage point.

Appeals

Any decision or administrative action taken according to Full Sail's policies may be appealed to an Appeals Committee. Appeals must be submitted in writing to Academic Advising. The Appeals Committee is convened as required by the Director of Advising and consists of no less than five senior Full Sail administrators including the Program Director for a given student's particular program of study.

For students seeking program, regular class attendance and lab participation are the most significant factors for success. Students are expected to attend class, or complete assignments underlines prevented by illness or emergency. A student who fails to complete a course, must attend a minimum of 90 percent of the lectures, seminars, and lab sessions. Unexcused absences exceed 10 percent of a student's total hours, students fail the course. Tardiness is entered on class records, whether excused or unexcused. An accumulation of 5 “ tardies” equals one unexcused absence. Leaving class early is considered an unexcused absence.

The failure of a course either online or on campus affects a student's cumulative grade point average, thereby resulting in a prohibitive status. If no improvement is shown over the designated period, student status will then be determined by the Director of Academic Advising. This determination may include interruption of training. Specific daily attendance is not recorded for online courses, as it would be on campus. Students are required, however, to maintain weekly timeliness and timely submittals of assignments or they may risk being withdrawn for lack of attendance.

Auditing

Grades of Full Sail's Degree Programs may audit (attend without credit) any current course in their degree program with permission of the Director of Academic Advising. Auditing is allowed on an available-seating basis.

Changes

Full Sail reserves the right to affect changes in tuition, textbooks, equipment, administrative charges, subject matter, faculty and staff, and to teach courses in any order it deems necessary. Students will be notified of such changes. Tuition will not be modified once the enrollment agreement is signed.

Class Size

Full Sail’s philosophy is to put students in environments with optimal student to instructor ratios. To achieve this, the student to lab specialist ratio in lab settings can vary from six-to-one to twenty-four-to-one, depending on the degree program and the needs of students in a specific lab. Lectures vary in size from course to course, but the maximum size for a degree program’s core curriculum is 85. In lectures attended by students from multiple degree programs, the maximum number is 120. Although these are Full Sail’s published maximum class sizes, most classes within the degree programs typically range between 36 and 85 students.

Online course sections are limited to a maximum of 25 students per instructor.

Clock Hour-to-Credit Hour Conversion

One clock hour is defined as a period of no less than 50 minutes during which a student participates in a learning activity. The conversion of clock hours to credit hours is calculated on a semester credit hour basis. One semester credit hour is equal to 45 units of academic activities:

One hour of Lecture or Lab

2.0 units

One hour of out-of-class work and/or preparation for a Lecture or Lab

0.5 units

A credit hour is granted to each semester course syllabus and includes a breakdown of the total number of units for the academic activities in each respective course.

Conduct

Students are expected to conduct themselves honorably and with dignity at all times. They are responsible for learning and abiding by state and local laws, Conviction for a criminal offense or any behavior reflecting dishonor or discredit on the college is sufficient grounds for termination. In full Sail, Full Sail reserves the right to terminate enrollment in the event of cheating, dishonesty, substance abuse or destruction of property at student, offices, classrooms, or any other accommodations arranged by full Sail. Although the mode of dress is casual, shoes and slippers must be worn at all Full Sail-related activities. Discretion, modesty, and good taste are expected at all times.

Policies and Procedures

Online course sections are limited to a maximum of 25 students per instructor.
Policies and Procedures

Credit by Examination

Undergraduate, campus-based students are eligible for credit by examination (CE) to earn credit toward graduation. Undergraduate campus students who have work experience or who cannot take traditional classes or tutorials to complete a course for which the student is enrolled, may be eligible for credit by examination (CE). To be eligible for credit by examination (CE), the student must:

1. Be a student in good academic standing.
2. Complete all applicable courses within the degree program.
3. Not accrue in excess of 1.5 times the credits required to complete the program. Final grade is a "C." Students are required to fulfill all financial obligations before a certificate of completion and final transcripts are issued.

Florida's Statewide Course Numbering System

Courses in this catalog are identified by prefixes and numbers that were assigned by Florida's state university system. Courses are not used by public secondary institutions in Florida and by participating nonprofit institutions in Florida. For the purpose of the Florida Board of Education's course catalog, the course numbering system is intended to identify the department in which a course is offered. Rather, the content of a course determines the assigned prefix to identify the course.

Any student who transfers among postsecondary institutions that are fully accredited by a regional accrediting association for courses that are entered in the statewide course numbering system shall be awarded credit by the receiving institution for courses that are equivalent to courses offered at the postsecondary institution from which transfer credit is being sought through the use of the statewide course numbering system. The award of credit may be limited to courses that are entered in the statewide course numbering system. The award of credit may be limited to courses that are entered in the statewide course numbering system.

For purposes of transferring postsecondary institutions that are fully accredited by a regional accrediting association for courses that are entered in the statewide course numbering system,

Exceptions to General Rule for Equivalency

The Florida Board of Education issues guidelines to the Florida State University System, its independent institutions, and the public education agencies in Florida in order to ensure that course equivalencies are arrived at fairly and that the student is given credit for those courses which are substantially equivalent. For the purpose of the statewide course numbering system, credit will be awarded in courses that are entered in the statewide course numbering system.

Students and administrators can use the online SOED to obtain course descriptions and specific information about course transfer between participating Florida institutions. This information is at the SOED website at http://www.flshs.org.

Compliance with Full Sail's policies as well as local and federal laws.

Learning Environments and Education: The ability to follow the code of conduct set forth in the Full Sail Student Manual (including: timeliness, evidencing respect, preparation, ale renement, and evidence presented with Full Sail's policies as well as local and federal laws) ensure that each student maintains a GPA of 3.0 percent. Failure to follow any or all parts of the Full Sail code of conduct will result in points being deducted from the GPS score. Failure to follow any or all parts of the Full Sail code of conduct will result in points being deducted from the GPS score.

Community: This element represents the ability to add to the GPS score by scoring high on courses that are offered in large community or subcultures. The "Community" section of the GPS score is an opportunity to add credit toward graduation. Students and administrators can use the online SOED to obtain course descriptions and specific information about course transfer between participating Florida institutions. This information is at the SOED website at http://www.flshs.org.

Each student's professional skills will be assessed during their tenure with Full Sail in three areas: Learning Environments, Education, and Community.

Global Professionalism Standards

For over 30 years, Full Sail has built relationships within the entertainment media industry and has learned from industry professionals, our Alumni and Advisory Board members, the industry itself, and Full Sail students. Full Sail's mission is to provide an environment where each student can pursue their chosen field. In addition, the school's widely respected education, Full Sail is a unique community that promotes the importance of personal and professional conduct, which will allow a student to transition into a successful professional media career.

The Global Professionalism Standards (GPS) program is a formal set of standards and procedures that governs Full Sail's expectations for student conduct within the industry. While these standards have been represented in the Full Sail Student Manual's course of conduct throughout the years, the Global Professionalism Standards (GPS) program is designed specifically for students to be evaluated on theory, technical and professional conduct, allowing students to measure their progress as well as giving them a platform from which to gauge their progress. The GPS program is intended to provide students and graduates alike with a level of professionalism that will ensure each student's success. Graduates with a comprehensive knowledge of the combined minor course of learning (RL, LE, 107, Sentence Writing 399, and Graphics 399) will be able to put into practice the necessary skills to be successful in their field. The Global Professionalism Standards (GPS) program is designed to allow students to succeed and meet the expectations of the industry. While Global Professionalism Standards (GPS) are not required for a student to graduate, the program may negate the usual testing procedure.

In order to graduate from one of Full Sail's certificate programs, a student must:

1. Complete all applicable courses within the degree program.
2. Achieve an overall cumulative GPA of 3.0.
3. Not accrue in excess of 1.5 times the credits required to complete the program. Final grade is a "C." Students are required to fulfill all financial obligations before a certificate of completion and final transcripts are issued.

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In an effort to support our students who are members of the armed forces, Full Sail University will allow active military personnel one additional IOT period during a 12-month period. The combined IOT periods cannot exceed 180 days within a 12-month period.

If a student is provided with living expense funding originating from a student financial assistance program and the student fails to complete the semester for any reason, the student is required to return the unearned funds. Full Sail will notify the student of the amount of the student’s financial aid that will be required to return to the Federal, State, and Institutional financial aid programs.

The SCNS makes available on its home page (http://scns.fl doe.org) a report entitled listing of all nonpublic institution courses in the SCNS inventory, as well as each course’s transfer level and transfer effective date. This report is updated monthly.

Sail University will allow active military personnel one additional IOT period during a 12-month period. The combined IOT periods cannot exceed 180 days within a 12-month period. Students who have not visited Full Sail University prior to enrollment will have the opportunity to cancel all courses without penalty (0% of tuition charged). Students not making satisfactory progress with a GPA of 1.0 or higher will be granted an IOT. Students not making satisfactory progress with a GPA of 1.0 or higher will be granted an IOT.
throughout the second attempt and complete all coursework given. There will be no repeat of a course. This report includes statistics for the previous three years concerning the satisfactory rate of progress (ROP).

A student’s ROP is calculated by dividing the number of credits earned by the number of credits attempted. Undergraduate students must achieve the following ROP:

- Between 75 and 100% of program completion, achieve a GPA of 1.0
- Between 50 and 75% of program completion, achieve a GPA of 1.5
- Between 25 and 50% of program completion, achieve an GPA of 2.0
- Below 25% of program completion, achieve an GPA of 2.5

A student is placed on Academic Probation if they do not achieve these averages in the student being placed on Academic Probation.

Graduate degree students must achieve the following ROP:

- Between 75 and 100% of program completion, achieve an GPA of 1.5
- Between 50 and 75% of program completion, achieve an GPA of 2.0
- Between 25 and 50% of program completion, achieve an GPA of 2.5
- Below 25% of program completion, achieve an GPA of 3.0

Satisfactory Progress may not be able to receive federal and/or private aid funds until their progress is satisfactory.

To maintain academic progress for the purpose of Satisfactory Progress toward degree completion, students must achieve the following satisfactory rate of progress (ROP).

A student's ROP is calculated by dividing the number of credits earned by the number of credits attempted. Certificate students must achieve the following ROP:

- Between 75 and 100% of program completion, achieve a GPA of 1.5
- Between 50 and 100% of certificate completion, achieve a GPA of 2.0
- Between 25 and 50% of certificate completion, achieve a GPA of 2.5
- Below 25% of certificate completion, achieve a GPA of 3.0

Certificate students must achieve the following GPA:

- Between 75 and 100% of certificate completion, achieve an GPA of 2.0
- Between 50 and 75% of certificate completion, achieve an GPA of 2.5
- Between 25 and 50% of certificate completion, achieve an GPA of 3.0
- Below 25% of certificate completion, achieve an GPA of 3.5

Students who do not meet these requirements for progress will be placed on Academic Probation. During this time, students are advised as to the level of improvement or the action necessary to rectify the probationary status through meetings with their advisor and written notification via the Academic Recovery Plan. Students are approved for progression when satisfactory progress has been met. Students who do not meet satisfactory progress requirements at the end of their probationary period are subject to termination.

Progress Records and Reports
Progress records are permanently maintained by the school. Grades and attendance for each course completed in accordance with the student's personal plan on the student's permanent record. Unofficial transcripts of student progress are available by completing a Transcript Request Form. Progress reports are available to students, parents, and the public. Transcripts will be released only upon the student's written request or as required by law. Parental access to student records must be authorized in writing. Transcripts will be available for pick up at the Education Reception desk unless instructed otherwise by the student. There is a $3.00 charge for each official transcript.

Re-Entry
Students wishing to re-enter school must contact their Academic Advisor. Re-entry will be dependent upon the status of the student's academic progress at the time of withdrawal. A student who was dismissed or administratively withdrawn by the university may not be eligible for re-entry, depending on the severity of the situation surrounding the withdrawal. To re-enter, a Change of Enrollment (COE) will be initiated by the Academic Advisor and/or CAE Assessment Team and the student's records will be reviewed by all departments before a schedule to return to classes is generated. Re-entry requests must be initiated by the student. Family members may not request a Change of Enrollment (COE) on the student's behalf. Any balance of tuition must be paid prior to re-entry.

If withdrawn for more than one year, reentering students will be charged the currently applicable tuition price and will be responsible for any increased amounts. Students may receive credit only for the common classes that were passed prior to their withdrawal.

Typically, the re-entry process may require students to make appointments with several different departments, therefore; no less than a 30-day notice is required for re-entry. Re-entry requests must be made at least 30 days in advance of the intended re-enrollment date. If withdrawn for more than 90 days, 60 days notice prior to the intended re-enrollment date is required.

Student Complaint/Grievance Procedure
Students are encouraged to discuss academic progress, career goals, suggestions, and concerns with Full Sail staff members and/or administrators. Appointments with an academic advisor or department chair for course scheduling, academic counseling, and career planning are readily available. Students may also acquire a complaint form from an Academic Advisor and submit in writing the concern to the Director of Student Affairs or the Director of Academic/International Affairs who will review the form and make a decision regarding the complaint. The Director of Student Affairs will review all complaints and will notify the student in writing of the results of the review. Students are encouraged to discuss concerns with their Academic Advisor, Director of Student Affairs, or any other appropriate staff member. Students may also acquire a complaint form from an Academic Advisor and submit in writing the concern to the Director of Student Affairs or the Director of Academic/International Affairs. Students may file a complaint with all appropriate staff members and provide a written response to the student within 15 days of receipt of the complaint. The Director of Student Affairs will review all complaints and will notify the student in writing of the results of the review. Schools accredited by the Accrediting Commission of Career Schools and Colleges
must have a procedure and operational plan for handling student complaints. If a student does not feel that Full Sail has adequately addressed a complaint or concern, the student may contact the Accrediting Commission. All complaints considered by the Commission must be in written form with permission by the complainant(s) for the Commission to forward a copy of the complaint to the school for a response. The complainant(s) will be kept informed as to the status of the complaint as well as the final resolution by the Commission. Please direct all inquiries to:

Acquiring Commission of Career Schools and Colleges
2101 Wilton Boulevard, Suite 302
Kirkwood, VA 22011
(703) 247-6122
www.accs.org

A copy of the Commission’s Complaint Form is available at the school and may be obtained by contacting Debbie Mills, Director of Student Affairs.

For information Full Sail’s grievance/complaint policy, please visit:

fullsail.edu/resource/brochure-file/DisabledStudent_Grievance/complaints.pdf

Out-of-state distance education students participating under SARA, who have completed the internal institutional grievance process and the applicable state grievance process, may appeal non-instructional complaints to the FL-SARA PRDEC (Public Review Division). For additional information on the complaint process, please visit:

www.e.l的梦想.org/ComplainProcess.html

Florida
Students may contact the Florida Commission for Independent Education as the last resort for grievances after all other avenues have been contacted and a satisfactory resolution has not been made.

Florida Commission for Independent Education
225 West Gaines Street, Suite 147
Tallahassee, Florida 32399-0400
850-245-3000

Kansas
Kansas Board of Regents
1000 SW Jackson Drive, Suite 520
Topeka, Kansas 66612-1262
http://www.kansasregents.org/academic_affairs/private_out_of_state/complaint_process

Maryland
Maryland Attorney General
Consumer Protection Division
2301 St. Paul St.
Baltimore, MD 21218
(410) 269-5392
consumer@oag.state.md.us
www.ago.state.md.us/Consumer/protection/complaint.htm

Minnesota
Minnesota Office of Higher Education
1400 Energy Park Drive, Suite 310
St. Paul, Minnesota 55103-5227
http://www.oh.e.state.mn.us/DPG/department/Complaint

Wisconsin
Wisconsin Department of Consumer Protection
30 W. Washington Avenue, 2nd Floor
P.O. Box 8066
Madison, Wisconsin 53708
consumer@law.wisconsin.gov
http://web.state.wi.us/Consumer/complaint.asp

UTAH
Utah Division of Consumer Protection
100 South State Office Building
Salt Lake City, Utah 84111
consumers@utah.gov
http://consumerprotection.utah.gov/complaints/

Students Receiving Veterans Benefits
Credit for Previous Training for Students Receiving Veterans Benefits

Students receiving veterans benefits with previous postsecondary training or work experience must have the training or work experience evaluated and receive credit when appropriate. An official transcript or documentation of work experience must be sent to the Director of Student Affairs. Students must also successfully complete the final exam for each course to be credited. The Director of Student Affairs evaluates all relevant information, and credit for previous training is granted where appropriate. The training may be given, the training time within the program may be shortened and the tuition reduced accordingly.

Satisfactory Progress for Students Receiving Veterans Benefits

A standard system of percentages is used for measuring progress in each course. Students are given periodic examinations, both written and practical. Those receiving veterans benefits are evaluated at the end of each course. In order to maintain satisfactory progress, students must have a 1.0 term GPA at the end of each evaluation period and have a cumulative grade point average at the 25%, mid-point, and end of the program that meets the same graduation requirements for all degree program students. Those who do not achieve satisfactory progress at the end of each evaluation period are placed on probation for eight weeks. Students who do not achieve satisfactory progress on or before the end of the eight week probation period have their veterans benefits terminated and are subject to termination from Full Sail. In this event, students are responsible for payment of any remaining tuition balance.

Re-Entry for Students Receiving Veterans Benefits

Students are responsible for reporting changes in their enrollment status to Full Sail’s certifying official and to the VA. The law requires that education benefits to veterans be discontinued when students cease to maintain satisfactory attendance, progress, or conduct during training.

Re-Entry for Students Receiving Veterans Benefits

Students receiving veterans benefits who are dismissed for unsatisfactory progress, poor attendance, misconduct or any other reason must seek re-entry through the Academic Advising in the Education Department. These students may be re-admitted into the program at the discretion of the Director of Student Affairs. They re-enter under a provisional status and those receiving veterans benefits are evaluated one month after re-entry. A term grade point average of at least 1.0, satisfactory attendance and good conduct are required to continue training, and at that point, students are again eligible to apply for veterans benefits. Students must maintain satisfactory progress and attendance for the remainder of the program. If satisfactory progress is not maintained, veterans benefits are denied and the students are responsible for the balance of the tuition owed.

Termination Policy and Borrower’s Agreement

A student may terminate an enrollment agreement by giving written notice to Full Sail’s University. A student may terminate an enrollment agreement by giving written notice to Full Sail’s University. Full Sail’s University reserves the right to terminate the enrollment agreement in the event of (i) disruptive behavior by a student, (ii) destruction of property by a student, (iii) noncompliance with the policies, (iv) unsatisfactory progress, (v) poor attendance and/or participation, or (vi) failure to satisfactorily complete all required courses prior to attempting 150% of the credit hours required to complete the semester.

A student’s dissatisfaction with or nonreceipt of educational services offered by Full Sail’s University does not excuse the student from repayment of any private loan; loan, federal loan, or other loan whatsoever made to the student for enrollment and completion of training at Full Sail’s University.

Title IX

For more information regarding Full Sail’s title IX compliance program, visit www.fullsail.edu/title.ix

Policies and Procedures

GENERAL INFORMATION | Policies and Procedures
Full Sail University is licensed by the Commission for Independent Education, Florida Department of Education. Additional information regarding this institution may be obtained by contacting the Commission at 1225 West Gaines Street, Suite 1414, Tallahassee, FL 32399-0400, toll-free telephone number (800) 224-6684.

Full Sail University is licensed to offer Associate of Science, Bachelor of Science, Master of Science, Master of Fine Arts, undergraduate certificates and graduate certificates by the Commission for Independent Education.

Full Sail is accredited by the Accrediting Commission of Career Colleges and Schools (ACCSC), [School # 055214]. The ACCSC is listed by the U.S. Department of Education as an analogically recognized accrediting agency under the provisions of Title 34, Chapter VI, Part 602 of the U.S. Code of Federal Regulations.

CALIFORNIA DISCLOSURE

As a registered out-of-state institution in the state of California, Full Sail University must provide the following disclosure to all online, California-resident students:

The State of California established the Student Tuition Recovery Fund (STRF) to relieve economic loss suffered by a student in an educational program at a qualifying institution, who is or was a California resident while enrolled, or as a result of any of the following:

1. The institution, a location of the institution, or an educational program offered by the institution was closed or discontinued, and you did not choose to participate in a teach-out plan approved by the Bureau or did not complete a chosen teach-out plan approved by the Bureau.
2. You were enrolled at an institution or a location of the institution within the 120-day period before the closure of the institution or location of the institution, or were enrolled in an educational program within that 120-day period before the program was closed or discontinued.
3. You were enrolled at an institution or a location of the institution more than 120 days before the closure of the institution or location of the institution, or an educational program offered by the institution, and suffered an economic loss in the quality or value of the program more than 120 days before closure.
4. You have been awarded restitution, a refund, or other monetary relief by another authority based on your claim.
5. The institution has failed to pay or reimburse loan proceeds under a federal student loan program as required by law, or has failed to pay or reimburse proceeds received by the institution in excess of tuition and other fees.
6. You have been awarded restitution, a refund, or other monetary relief by another authority based on your claim.
7. You sought legal counsel that resulted in the cancellation of one or more of your student loans and have an invoice for services rendered and evidence of the cancellation of the student loan or loans.

To qualify for STRF reimbursement, the application must be received within four (4) years from the date of the action or event that made the student eligible for recovery from STRF.

To be eligible for STRF, you must be a California resident or enrolled in a residency program, if the student enrolled in the institution, prepaid tuition, paid or deemed to have paid the STRF assessment, and suffered an economic loss as a result of any of the following:

1. You sought legal counsel that resulted in the cancellation of one or more of your student loans and have an invoice for services rendered and evidence of the cancellation of the student loan or loans.
2. You have been awarded restitution, a refund, or other monetary relief by another authority based on your claim.

Unless relieved of the obligation to do so, you must pay the state-imposed assessment for the Fund STRF, or it must be paid on your behalf, if you are a student in an educational program at a qualifying institution who is or was a California resident while enrolled, or are enrolled in a residency program, if the student enrolled in the institution, prepaid tuition, paid or deemed to have paid the STRF assessment, and suffered an economic loss.

The State of California established the Student Tuition Recovery Fund (STRF) to relieve economic loss suffered by a student in an educational program at a qualifying institution who is or was a California resident while enrolled, or as a result of any of the following:

1. The institution, a location of the institution, or an educational program offered by the institution was closed or discontinued, and you did not choose to participate in a teach-out plan approved by the Bureau or did not complete a chosen teach-out plan approved by the Bureau.
2. You were enrolled at an institution or a location of the institution within the 120-day period before the closure of the institution or location of the institution, or were enrolled in an educational program within that 120-day period before the program was closed or discontinued.
3. You were enrolled at an institution or a location of the institution more than 120 days before the closure of the institution or location of the institution, or an educational program offered by the institution, and suffered an economic loss in the quality or value of the program more than 120 days before closure.
4. You have been awarded restitution, a refund, or other monetary relief by another authority based on your claim.
5. The institution has failed to pay or reimburse loan proceeds under a federal student loan program as required by law, or has failed to pay or reimburse proceeds received by the institution in excess of tuition and other fees.
6. You have been awarded restitution, a refund, or other monetary relief by another authority based on your claim.
7. You sought legal counsel that resulted in the cancellation of one or more of your student loans and have an invoice for services rendered and evidence of the cancellation of the student loan or loans.

To qualify for STRF reimbursement, the application must be received within four (4) years from the date of the action or event that made the student eligible for recovery from STRF.

A student whose loan is repaid by a loan holder or debt collector after a period of noncollection may, at any time, file a written application for recovery from STRF for the debt that would have otherwise been eligible for recovery. If it has been more than four (4) years since the action or event that made the student eligible, the student must provide the Bureau with evidence of collection, and the Bureau will investigate the claim.

To be eligible for STRF, you must be a California resident or enrolled in a residency program, if the student enrolled in the institution, prepaid tuition, paid or deemed to have paid the STRF assessment, and suffered an economic loss as a result of any of the following:

1. You sought legal counsel that resulted in the cancellation of one or more of your student loans and have an invoice for services rendered and evidence of the cancellation of the student loan or loans.
2. You have been awarded restitution, a refund, or other monetary relief by another authority based on your claim.

Unless relieved of the obligation to do so, you must pay the state-imposed assessment for the Fund STRF, or it must be paid on your behalf, if you are a student in an educational program at a qualifying institution who is or was a California resident while enrolled, or are enrolled in a residency program, if the student enrolled in the institution, prepaid tuition, paid or deemed to have paid the STRF assessment, and suffered an economic loss.
All Section 504 and ADA complaints, excluding those filed against the Director of Student Affairs, should be addressed to: Deborah Mills, Director of Student Affairs, 3300 University Boulevard, Winter Park, FL 32792. All Section 504 and ADA complaints filed against the Director of Student Affairs should be addressed to: Garry Jones, President, 3300 University Boulevard, Winter Park, FL 32792. Please see the Full Sail University Student Manual for a copy of the University's grievance procedure. The Full Sail Student Manual is available at www.fullsail.edu/student-manual and can also be obtained by contacting the Director of Student Success at success@fullsail.com.

All Title IX complaints should be addressed to: Shayne Cade, Director of Compliance and Title IX Coordinator, 3300 University Boulevard, Winter Park, FL 32792 at compliance@fullsail.com. For more information on Title IX and to access the Title IX complaint form, students and staff should visit www.fullsail.edu/title-ix.
Master's  | Bachelor's  | Associate's  Degrees

Full Sail University
3300 University Boulevard
Winter Park, FL 32792-7429

Local/International: 407.679.0100
Toll Free: 800.226.7625

fullsail.edu

Financial aid is available for those who qualify  •  Career development assistance  •  Accredited University, ACCSC

To review consumer disclosures, please visit fullsail.edu/gedt.