

# MEDIA & ENTERTAINMENT: INTERACTIVE & IMMERSIVE MEDIA, BACHELOR OF SCIENCE

## Student Learning Outcomes

1. Students will display critical thinking skills, conveying complex ideas related to current issues and ethical expectations of mass media, entertainment, and related disciplines.
2. Students will communicate with clarity and organization utilizing the proper format, writing mechanics, and audience focus, in a manner that is professionally competitive for an entry-level position in the discipline.
3. Students will demonstrate technological expertise related to the specific concentration area that is professionally competitive for an entry-level position in their discipline.
4. Students will demonstrate command of subject, organization of thoughts, and skill at communication in front of an audience.
5. Experiment with and adopt a variety of processes, methods, and interpretations to explore innovative solutions to creative challenges within industry and professional standards.
6. Analyze, design, implement, and maintain an application, immersive/ interactive experience, or information system.

## Outcomes Assessment Activities

- Student success is measured through a variety of methods that include classroom writing and projects, portfolios of student work, practicum and professional internship evaluations, exit interviews, student employment upon graduation, course and progress reviews, and alumni feedback. Department faculty review and evaluate a selection of portfolios and/or works to assess student learning.
- Artifacts of student work pertinent to a particular learning outcome are collected. These artifacts are then evaluated by faculty external to the course in which the artifact was collected to determine students' level of mastery. Students' level of mastery is assessed using rubrics which have been developed for this purpose.
- The MAE program includes a two-semester senior capstone sequence required of all majors. This course requires students to apply the communication, problem solving, and technical skills they have learned during the completion of the program. Students are evaluated on not only the final product they develop, but the process they follow in completing the project.

## Specific Program Requirements

### Program Overview

Requirement	Credits
General Education (includes 6 hours of directed general education courses)	35
Core Requirements	43
Concentration Requirements	25

Electives	17
<b>Total Credits</b>	<b>120</b>

### Specific Core Requirements

Course	Title	Credits
MAE 100	College & Career Success (GT-SS3)	1
MAE 220	Professional Media Writing	3
MAE 230	Sound, Radio, & Podcasting Essentials	3
MAE 240	Film & Video Essentials	3
MAE 250	Media Design Essentials	3
MAE 251	Interactive & Immersive Media Essentials	3
MAE 301	Theories & Research in Media	3
MAE 370	Social Media & Online Strategies	3
or MAE 351	Web Design & Development	
MAE 400	Professional & Personal Success Workshop	1
MAE 401	Law, Ethics, & Regulation of Media	3
or MAE 480	Copyright, Licensing, & Publishing	
MAE 492	Capstone: Research & Proposal	2
MAE 499	Capstone: Production & Delivery	3

**Applied Interdisciplinary Requirement** Choose from the following or other approved course. **3**

ARC 110	Integrated Studies	3
ARC 210	ARC: Design Frameworks	3
ART 141	Drawing I: Observational Drawing	3
ART 176	Photography: Expressive Composition	3
ART 247	Ceramics I	3
CS 235	Ballet Folklorico	3
ENG 114	Introduction to Creative Writing (GT-AH1)	3
ENG 130	Introduction to Literature (GT-AH2)	3
MUS 105	Music Fundamentals & Foundations	3
MUS 125	Piano Class for Non-Majors	1
MUS 130	Guitar Class	1
MUS 202	Concert Choir	0.5-1
MUS 160 - MUS 179		1-2

**Diversity & Cultural Course** Choose from the following 3 or other approved Diversity & Cultural Course. **3**

MAE 210	Hispanic, Chicanx, & Indigenous Media	3
MAE 211	Women & Media	3
MAE 311	Gender & Film	3
CID 335	Gender & Communication	3

**Practicum** MAE 219 (0 credit hours) must be taken in any semester in which a student enrolls in Practicum. **6**

MAE 219	Converged Student Media	0
MAE 229	Practicum: Journalism & Print Publications	1
MAE 239	Practicum: Sound, Radio, & Podcasting	1
MAE 249	Practicum: Film, Video, & Television	1
MAE 259	Practicum: Media Design	1
MAE 279	Practicum: Social Media & Digital Comms	1
MAE 289	Practicum: Media Sales	1
MAE 329	Advanced Practicum: Journalism & Print Publication	2
MAE 339	Advanced Practicum: Sound, Radio, & Podcasting	2
MAE 349	Advanced Practicum: Film, Video, & Television	2

MAE 359	Advanced Practicum: Media Design	2
MAE 379	Advanced Practicum: Social Media & Digital Comms	2
MAE 389	Advanced Practicum: Media Sales	2

**Total Credits** **43**

### Specific Concentration Requirements

Course	Title	Credits
CIS 120	Introduction to Programming with Python	3
CIS 150	Introduction to Computer Information Systems	3
CIS 171	Introduction to Java Programming	4
Web Design/Development Requirement <small>Choose one.</small>		3
MAE 351	Web Design & Development	3
CIS 311	Introduction to Web Development	3

**DESIGN, DEVELOPMENT, & CODING COURSES** Hours must include courses from both CIS and MAE prefix. **6**

CIS 210	Introduction to Cyber Security	3
CIS 271	Advanced Program Design with Java	4
CIS 289	Network Concepts	3
CIS 315	Linux Fundamentals	3
CIS 359	Advanced Programming with C#	3
CIS 386	Android Application Development	3
CIS 411	Internet Server-Side Programming	3
MAE 352	Interactive & Immersive Media Design I	3
MAE 353	Extended Reality Production	3
MAE 452	Interactive and Immersive Media Design II	3

**Recommended Electives** **0-6**

CID 376	User Experience Design	3
CID 377	Usability & User Experience	3

**DESIGN & CREATIVE COURSES** **6**

ARC 210	ARC: Design Frameworks	3
or ART 115	Design Fundamentals for Visual Art	
ART 141	Drawing I: Observational Drawing	3
ART 276	Photography: Creative Lighting	3
ART 234	Painting I	3
ART 242	Drawing II: Life Drawing	3
ART 374	Motion Graphics	3
ART 382	Methods of Character Design	3
ART 482	3D Worlds & Game Environments	3
MAE 350	Media Design & Layout	3
MAE 355	Commercial & Creative Imaging	3
MAE 356	Digital Media Illustration	3
MAE 434	Immersive & Game Sound Design	3

**Total Credits** **25**

Course	Title	Credits
<b>Electives</b> <small>Must be from MAE, CIS, ART, or other approved prefix, in consultation with advisor.</small>		<b>17</b>

### Specific Graduation Requirements

Majors are required to complete a 61 credit hour curriculum which includes:

- 43 credit hours of fundamental core classes, including 6 hours of practicum. classes
- 25 credit hours in concentration area

Students may not use the same credits to satisfy requirements for both major and minor degrees/certificates. degrees/certificates, or use credits taken to satisfy general education requirements.

Majors who concentrate in Interactive & Immersive Media must complete 17 hours of advisor-approved electives from MAE, CIS, ART, or other approved program prefix.

Majors with concentrations in Multimedia Journalism & Storytelling, Sports and Esports Media, Strategic Communication, and Media & Entertainment Production are not required to complete a certificate or minor, however, additional university electives will be required to complete the 120 credit hour requirement.

Successful Media & Entertainment majors will demonstrate sufficient knowledge, comprehension, and analytical skills by the ability to evaluate specific communication events and/or needs in the proper context of their concentration area.

Consistent with general CSU Pueblo policy, no student enrolled in MAE courses may accumulate unexcused absences, or arrive late for scheduled classes without faculty consultation.

The Media & Entertainment department believes that grades are valid indicators of student performance. Students' GPAs in the major or minor will be used by concentration area advisors for both formative and summary evaluations of majors and minors.

While it is necessary for Media & Entertainment majors and minors to meet the minimum GPA standards set by the University, it is expected that graduates will exceed these standards.

### Directed General Education Courses

Students must complete two general education courses as part of the Media & Entertainment program:

MAE 101 Media & Society (GT-SS3) (3 c.h.) fulfills one of the two social science general education requirements.

CID 103 Speaking & Listening (3 c.h.) fulfills one of the three humanities general education requirements.

### Planning Sheet

Disclaimer: The Planning Sheet is designed as a guide for students planning their course selections. The information on this page provides only a suggested schedule. Actual course selections should be made with the advice and consent of an academic advisor. While accurately portraying the information contained in the college catalog, this form is not considered a legal substitute for that document. Students should become familiar with the catalog in effect at the time in which they entered the institution.

Course	Title	Credits
<b>Freshman</b>		
<b>Fall</b>		
ENG 101	Rhetoric & Writing I (GT-C01)	3
MAE 100	College & Career Success	1
MAE 101	Media & Society (GT-SS3)	3
MAE 251	Interactive & Immersive Media Essentials	3

Gen Ed Math		3
	<b>Credits</b>	<b>13</b>
<b>Spring</b>		
ENG 102 or ENG 115	Rhetoric & Writing II (GT-CO2) or Technical Writing (GT-CO2)	3
CID 103	Speaking & Listening	3
MAE 230	Sound, Radio, & Podcasting Essentials	3
MAE 250	Media Design Essentials	3
Gen Ed Science with Lab		4
	<b>Credits</b>	<b>16</b>
<b>Sophomore</b>		
<b>Fall</b>		
CIS 120	Introduction to Programming with Python	3
CIS 150	Introduction to Computer Information Systems	3
MAE 240	Film & Video Essentials	3
Gen Ed Science with Lab		4
Interdisciplinary Elective		3
	<b>Credits</b>	<b>16</b>
<b>Spring</b>		
MAE 220	Professional Media Writing	3
CIS 171	Introduction to Java Programming	4
Gen Ed Humanities		3
MAE Diversity & Culture Course		3
Design & Coding OR Design & Creative Course		3
	<b>Credits</b>	<b>16</b>
<b>Junior</b>		
<b>Fall</b>		
Web Design/Development Requirement select one of the following:		3
CIS 311	Introduction to Web Development	
MAE 351	Web Design & Development	
MAE 301	Theories & Research in Media	3
MAE 370	Social Media & Online Strategies	3
Gen Ed Humanities		3
Design & Coding OR Design & Creative Course		3
Student Media Practicum		2
	<b>Credits</b>	<b>17</b>
<b>Spring</b>		
MAE 401	Law, Ethics, & Regulation of Media	3
Gen Ed Social Science		3
Design & Coding AND/OR Design & Creative Course		6
Approved Electives		3
Student Media Practicum		2
	<b>Credits</b>	<b>17</b>
<b>Senior</b>		
<b>Fall</b>		
MAE 492	Capstone: Research & Proposal	2
Gen Ed History		3
Approved Electives		6
Student Media Practicum		2
	<b>Credits</b>	<b>13</b>
<b>Spring</b>		
Approved Electives		8
MAE 400	Professional & Personal Success Workshop	1
MAE 499	Capstone: Production & Delivery	3
	<b>Credits</b>	<b>12</b>
	<b>Total Credits</b>	<b>120</b>