

**BACHELOR OF SCIENCE IN ARTS AND ENTERTAINMENT TECHNOLOGIES 2016-2018**  
**Undergraduate Catalog** expires August 2024

**Degree Guideline**

This degree guideline provides only a summary of the requirements for the degree and major indicated above. For complete information about degree requirements, consult *The Undergraduate Catalog* and the pertinent *General Information* catalog. For questions, please contact the Office of the Dean, Student Affairs in DFA 1.103 (512-471-5011).

*See reverse side for "Notes" and additional requirements.*

Area/Requirement	Course	Hrs	✓
<b>Core Curriculum<sup>1</sup></b>			
First-year Signature Course	<i>UGS 302 or 303</i>	3	
English Composition (Communication)	<i>RHE 306</i>	3	
	<i>Writing Course</i>	3	
Humanities	<i>E 316</i>	3	
American & Texas Government	<i>GOV 310L</i>	3	
	<i>GOV 312L</i>	3	
American History	<i>6 hours</i>	6	
Social & Behavioral Sciences	<i>3 hours</i>	3	
Mathematics	<i>3 hours</i>	3	
Science & Technology Part I	<i>6 hours</i>	6	
Science & Technology Part II	<i>3 hours</i>	3	
Visual & Performing Arts	<i>3 hours</i>	3	

<b>Flags<sup>2</sup></b>			
Writing <sup>3</sup>	<i>2 courses</i>		
Quantitative Reasoning	<i>1 course</i>		
Global Cultures	<i>1 course</i>		
Cultural Diversity	<i>1 course</i>		
Independent Inquiry	<i>1 course</i>		
Ethics and Leadership	<i>1 course</i>		

<b>Entrance Deficiencies<sup>4</sup></b>			
Foreign Language, Language Arts, Social Science, Natural Science, Math			

<b>Additional Basic Education Requirements</b>			
Foreign Language: Intermediate proficiency	<i>12-18 hours</i>	12-18	
Social Science & Humanities <sup>5</sup>	<i>6 hours</i>	6	

Area/Requirement	Course	Hrs	✓
<b>Major Requirements</b>			
Foundations	<i>AET 304<sup>6</sup></i>	3	
	<i>AET 307</i>	3	
	<i>9 hours chosen from: AET 305, 306, 317, 318</i>	9	
Colloquium	<i>AET 101</i>	1	
	<i>AET 102</i>	1	
	<i>AET 103</i>	1	
Arts and Entertainment Technologies Emphasis <sup>7</sup>	<i>One of the following emphases:</i>	24	
	<i>Emphasis in Games and Mobile Media Apps</i>		
	<i>Emphasis in Music and Sound</i>		
	<i>Emphasis in New Performance Technologies</i>		
Capstone/Senior Thesis <sup>7</sup>	<i>One of the following pairs:</i> • <i>AET 376 and 377</i> • <i>AET 378 and 379</i>	6	
	<i>6 lower or upper-division hours</i>	6	
Secondary Field of Study <sup>8</sup>	<i>6 lower or upper-division hours</i>	6	
	<i>6 upper-division hours</i>	6	

<b>Electives<sup>9</sup></b>			
Complete hours		6	

<b>Minimum Hours Required</b>		120
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## Notes

- 1 Consult the School of Undergraduate Studies for complete lists of courses that may be used fulfill the core curriculum requirements.
- 2 Courses used to fulfill flag requirements may fulfill other degree requirements as well; therefore, students should select courses carefully. If flag requirements are not satisfied within the minimum number of semester hours required for the degree and major, the student will need to complete additional coursework to fulfill these flag requirements.
- 3 Courses used to fulfill a writing flag requirement may also be used to fulfill other degree requirements, except RHE 306.
- 4 Courses used to fulfill entrance deficiencies do not count toward the degree; all entrance deficiencies must be removed by appropriate courses in order to graduate.
- 5 Chosen from the following areas: anthropology, architecture, art, classics (classical civilization, Greek, or Latin), economics, geography, government, history, linguistics, music, philosophy, psychology, radio-television-film, sociology, theatre and dance, or programs of special concentration outside any specific department (such as women's studies and Latin American studies). This requirement is in addition to the requirements for the core curriculum.
- 6 AET 304 may also count toward the visual and performing arts requirement of the core curriculum.
- 7 In order to enroll in upper-division Arts and Entertainment Technologies courses, students must complete at least two colloquium courses with a GPA of 2.5 or higher, achieve a GPA of 2.5 or higher in all lower-division Arts and Entertainment Technologies courses, and complete the appropriate foundations course for the chosen concentration with a grade of *B-* or higher.
- 8 Must be approved by the coordinator of the Arts and Entertainment Technologies program.
- 9 Students who complete all stated degree requirements without earning the 120 semester hours required for the BS in Arts and Entertainment Technologies Major must complete additional elective coursework until 120 hours are earned.

## General Degree Requirements

**Grade Point Average (GPA) Requirements:** To graduate, students must have a GPA of at least 2.00 based on all courses undertaken at the university.

**Flag Requirements:** Extra courses may be necessary if all flag requirements are not met through regular degree requirements, so courses should be chosen carefully. The following flags are required of all students in the College of Fine Arts: Quantitative Reasoning, Global Cultures, Cultural Diversity, Independent Inquiry, Ethics and Leadership, and Writing (2 courses). Courses used to fulfill flag requirements may also be used to fulfill degree requirements. For more information, see the *2016-2018 Undergraduate Catalog*.

**Residency Requirements:** Students must fulfill all residency requirements in order to graduate. Refer to chapter 1 in the *2016-2018 Undergraduate Catalog* for university residency requirements; refer to the College of Fine Arts' chapter for college residency requirements.

- Students must complete at least 60 semester hours of coursework counted toward the degree in residence.
- At least 6 semester hours of upper-division coursework in the major must be completed in residence.
- The last 18 hours of coursework in the major must be taken in residence.

**Completing Degree Requirements:** A minimum of 120 hours and all degree requirements stated in the *2016-2018 Undergraduate Catalog* must be completed in order to earn the degree.