

Major/Minor/Certificate (Plan) Information

Program Code

CTKBS

Short Title

CrtvTechBS

Long title (as much of full title as possible)

Creative Technologies BS

Are you requesting a TITLE change to an existing major, sequence, minor or certificate?

No

If requesting a title change(s), provide the **CURRENT** and **NEW** titles, and an itemization of costs expected to be incurred by the department/school, college, or university if the proposed change(s) is approved.

-

Did a majority of your faculty approve this title change?

No

Are you requesting to add a NEW Sequence to an existing major?

Yes

Brief rationale for requested change(s).

The job outlook for graduates entering animation and entertainment arts fields is strong, with consistent inquiries from prospective students expressing interest in this area of study. All required courses for this sequence are already part of the CTK curriculum; this proposal simply formalizes the existing pathway and provides a clear identity for recruitment and advising. The program requires minimal additional resources, as students typically use personal laptops and drawing tablets, and many courses are already equipped for online delivery. Comparable programs at other institutions are significantly more expensive and offer a narrower range of interdisciplinary experiences than those available within the School of Creative Technologies.

Program Long Description / Plan Prospectus

-

Program Type

Major

Degree Designation

BS - Bachelor of Science

Career (acadCareer) (Empty for majors and certificates)**Academic Program**

Fine Arts Undergraduate

-

Department(s)

Creative Technologies

Are revisions being made to a major, or associated sequence(s), minor or certificate that lead to teacher certification/licensure?

No

Split Ownership

No

Department Percent Ownership

Creative Technologies - 100%

Is this undergraduate or graduate level?

Undergraduate

Total hours required for the major, minor, certificate or sequence(s) that you are requesting revisions to. If making revisions to more than one sequence, indicate total hours required for each sequence.

55

Undergraduate only: Provide justification if the Major (associated Sequences) you are revising require more than 72 hrs or more than 55 hrs in the major/sequence discipline.

Students completing this sequence are preparing for careers as special effects artists, animators, art directors, producers, directors, and digital designers. These fields require a solid foundation in both technical and artistic practice. The coursework ensures that students develop the professional-level skills and portfolio necessary to enter these competitive industries with confidence. The curriculum aligns with national standards and industry expectations for animation and entertainment arts programs, providing students with the breadth and depth required for success.

Academic Planning

Requested starting catalog year for the revisions. Example: 2027-2028

2026-2027

Effective Start Date

May 18, 2026

Status

Active

First Term Valid

-

Last Admit Term (`ssrLastAdmTerm`)

-

Modality of major, minor or certificate you are revising. **Indicate changes to sequence(s) modality in Sequences section below.**

On Campus (50% or more instruction is on campus)

Major/Minor/Certificate (Plan) Administration

Upload supporting files (pdfs). Example: if a major/sequence includes courses offered by a different department, an email of concurrence from department chair(s) is required.

Program Length Type (`ssrProgLenType`)
Years

Program Length Value (`ssrProgLength`)
4

Evaluate Plan Before Program
No

Last Prospect Date
-

Transcript Level
Print on Official

Print On Diploma
Yes

Print On Transcript
Yes

Diploma Description
Creative Technologies

Transcript Description
MAJ - Creative Technologies

CIP Code
11.0899

HEGIS Code
-

SULA Special Program (`sfaSpecProgFlg`)
N - Not Applicable

NSC Classification (`ssrNscCrdLvl`)
B - Bachelor's Degree

Requirement Term Default (`plnReqtrmDflt`)
Program's Admit Term

Field Of Study
-

Allow Integration Sync To SIS
Yes

Advisement

Show in What-If Advisor
Yes

Show in What-If Pre-matriculated Student
Yes

Show in What-If Student
Yes

Report as NSC Classification Program
Yes

Sequences (Subplans)

AUDMUSPRD - Audio and Music Production**Name**

AUDMUSPRD

Long Name

Audio and Music Production

Type

Sequence

Status

Active

CIP Code

50.9999

Catalog Short Description (max of 500 characters with spaces)

Audio and music are everywhere. From movies and TV shows to video games and podcasts, entertainment requires skilled professionals to bring quality sound to our ears. The audio and music production sequence at Illinois State offers a unique blend of sound, technology, and art.

Modality

On Campus (50% or more instruction is on campus)

CRTVTEACL - Creative Technologies Accelerated**Name**

CrtvTecAcl

Long Name

Creative Technologies Accel

Type

Sequence

Status

Active

CIP Code

50.9999

Catalog Short Description (max of 500 characters with spaces)

The Creative Technologies accelerated masters program allows qualified Illinois State undergraduate Creative Technologies majors to earn a master's degree in Creative Technologies. As a student in this program, you'll earn 12 hours of graduate credit in your senior year. You can complete your graduate degree requirements with only one, to one and a half years of additional enrollment.

Modality

On Campus (50% or more instruction is on campus)

GAMEDESIGN - Game Design**Name**

GAMEDESIGN

Long Name

Game Design

Type

Sequence

Status

Active

CIP Code

50.9999

Catalog Short Description (max of 500 characters with spaces)

The Game Design Sequence in the School of Creative Technologies at Illinois State lets you forge your own paths in the industry. You can choose to focus on one of the many fields, including: design and development, animation and modeling, or sound design and music.

Modality

On Campus (50% or more instruction is on campus)

INTDISCTEC - Interdisciplinary Technologies**Name**

INTDISCTEC

Long Name

Interdisciplinary Technologies

Type

Sequence

Status

Active

CIP Code

50.9999

Catalog Short Description (max of 500 characters with spaces)

The interdisciplinary Creative Technologies major emphasizes design and practice in the integration of digital technologies and the fine arts. In addition to foundational study across the fine arts, the major provides training and experiences across a range of creative/technical fields, including: video, sound, electronic music, music production, gaming, motion graphics, interactivity, AR/VR, UI/UX, mobile, web, and computer programming concept.

Modality

On Campus (50% or more instruction is on campus)

AEA - Animation + Entertainment Arts**Name**

AEA

Long Name

Animation + Entertainment Arts

Type

Sequence

Status

Active

CIP Code

50.9999

Catalog Short Description (max of 500 characters with spaces)

<p>This sequence provides concentrated study in entertainment arts such as animation, storyboarding, illustration, theory and business, DIY and entrepreneurship practices, along with opportunity for elective experiences across the Creative Technologies Program (CTK) range of creative/technical fields including video, sound, gaming, motion graphics, interactivity, AR/VR, UI/UX, mobile, web, and computer programming concepts.</p>

Modality

On Campus (50% or more instruction is on campus)

Requirements

Simple Requisites

Major, Minor or Certificate (plan)

-

Sequences (subplans)

-

Accelerated Sequence - 55 Minimum Required Hours

Type

Completion Requirement

Required courses

-

Complete ALL of the following Courses:

- CTK201 - Basic Skills In The Digital Arts
- CTK231 - Web Design and Development
- CTK232 - Computer Programming for Creatives
- CTK240 - Sound Design 1: Beginning Digital Audio
- CTK370 - Portfolio Development

-

Complete 1 of the following

-

Complete at least 1 of the following courses:

- ART103 - Visual Thinking: 2-D Fundamentals
- ART104 - Visual Thinking: Drawing Fundamentals
- ART109 - Visual Thinking: 3-D Fundamentals

-

Complete 1 of the following

-

Complete at least 1 of the following courses:

- MUS118 - Beginning Guitar
- MUS121A10 - Group Piano Non-Majors Level I
- MUS126 - Group Instruction In Voice

-

Complete 1 of the following

-

Complete at least 1 of the following courses:

- THE110 - Acting I
- THE130 - Introduction To Costume
- THE160 - Stagecraft

-

Complete 2 of the following

-

Complete at least 2 of the following courses:

- ART155 - Survey Of Art I
- ART156 - Survey Of Art II
- ART275 - World Arts: Visual Arts
- MUS152 - Experiencing Music
- MUS275 - World Arts: Music - Non-Music Majors
- THE170 - Introduction To Film Art
- THE171 - History Of The American Film
- THE275A01 - World Arts:Theatre
- THE275A02 - World Arts: Film FA

Courses must be from two separate disciplines

Complete 9 hours from the following

-

Earn at least 9 credits from the following:

- ART103 - Visual Thinking: 2-D Fundamentals
- ART104 - Visual Thinking: Drawing Fundamentals
- ART109 - Visual Thinking: 3-D Fundamentals
- ART202 - Digital Media Design I
- ART213 - Life Drawing

- ART214 - Intermediate Drawing
- ART217 - Animation: Drawing and Stop Motion
- ART224 - Metal Work And Jewelry Design I
- ART225 - Metal Work And Jewelry Design II
- ART226 - Graphic Design I
- ART227 - Graphic Design II
- ART228 - Handbuilding
- ART229 - Wheel Thrown Pottery
- ART232 - Sculpture I
- ART233 - Sculpture II
- ART235 - Black and White Darkroom Photography
- ART236 - Digital Photography
- ART238 - Wood/Metal Design 1
- ART245 - Intaglio I
- ART246 - Lithography I
- ART252 - Video I
- ART253 - Video II
- ART255 - Glass I
- ART261 - Painting Survey
- ART262 - Painting II (Inactive)
- ART284 - Expanded Media I
- ART351A84 - Special Projects: Video
- ART357 - Expanded Media II
- ART363 - Color Theory
- ART371 - Digital 3D
- MUS101 - Music Theory I
- MUS102 - Music Theory II
- MUS107 - Group Instruction In Basic Musicianship I
- MUS108 - Group Instruction In Basic Musicianship II
- MUS118 - Beginning Guitar
- MUS119 - Intermediate Guitar
- MUS121A10 - Group Piano Non-Majors Level I
- MUS126 - Group Instruction In Voice
- MUS175 - Introduction To The Music Industry
- MUS223 - Music Industry II
- THE102 - Theatre Practicum
- THE110 - Acting I
- THE130 - Introduction To Costume
- THE160 - Stagecraft
- THE170 - Introduction To Film Art
- THE171 - History Of The American Film

- THE258 - Introduction To Scenographic Techniques
- THE260 - Technical Procedures
- THE344 - Arts Administration I
- DAN104 - Beginning Modern Dance
- DAN106 - Beginning Classical Ballet
- DAN119 - Jazz Dance I

No more than 6 credit hours can be from one discipline.

Complete 19 hours of the following

-

Earn at least 19 credits from the following:

- CTK260 - Arts Technology Performance Studio
- CTK303 - Advanced Web Design and Development
- CTK320 - Programming Dynamic Media
- CTK330 - Web Video
- CTK340 - Sound Design 2: Advanced Digital Audio
- CTK345 - Sequencing And Digital Audio
- CTK377 - Motion Graphics
- CTK380 - Selected Topics In Arts Technology
- CTK390 - Directed Projects/Seminar In Arts Technology
- CTK398 - Professional Practice: Arts Micro-Computer Applications

Multiple enrollments are allowed in CTK 380 with different decimalized topic courses. See Course Finder for course options.

A course cannot satisfy more than one requirement in the sequence.

CTK 400-level electives

-

The following graduate level courses may be completed:

CTK 450, CTK 451, CTK 481a55, CTK 481a66 are recommended. Please consult your academic advisor.

Multiple enrollments allowed in CTK 380 with different decimalized topic courses. See Course Finder for course options.

High achieving students with a cumulative GPA of 3.20 or higher may apply to the accelerated sequence one year before completion of their undergraduate degree. This sequence allows students to take up to 12 hours of approved graduate courses that will count for both the

undergraduate and graduate program in Creative Technologies. Students can then apply to the Creative Technologies graduate program in the spring of their senior year. Enrollment in the Accelerated Sequence does not guarantee final admission into the Creative Technologies graduate program. For additional information on minimum requirements for admission and the application and selection process, visit IllinoisState.edu/Majors and the Creative Technologies Program advisor.

Additional Comments:

-

Animation + Entertainment Arts Sequence - 55 Minimum Required Hours**Type****Completion Requirement****Required courses**

-

Complete ALL of the following Courses:

- CTK201 - Basic Skills In The Digital Arts
- CTK232 - Computer Programming for Creatives
- CTK240 - Sound Design 1: Beginning Digital Audio
- CTK248 - Digital Painting
- CTK251 - Introduction to Digital Animation
- CTK252 - Anatomy Drawing for Digital Media
- CTK253 - Environmental Design for Digital Media
- CTK260 - Arts Technology Performance Studio
- CTK370 - Portfolio Development

-

300-level elective courses

-

Earn at least 12 credits from the following:

- CTK310 - Comics and Sequential Art
- CTK311 - Storyboarding and Narrative
- CTK312 - Introduction to 3D Modeling and Animation
- CTK314 - Advanced 3D Modeling and Animation
- CTK343 - Sound to Animation
- CTK349 - Character Design for Comics, Games, and Animation

- CTK351 - Game Design I
- CTK352 - Game Design II
- CTK356 - Experimental Technologies for Games
- CTK377 - Motion Graphics

A course cannot satisfy more than one requirement in the sequence.

Fine arts history courses

-

Complete at least 2 of the following courses:

- ART155 - Survey Of Art I
- ART156 - Survey Of Art II
- ART275 - World Arts: Visual Arts
- CTK120 - History of Games
- CTK123 - History of Comic Art
- CTK211 - Survey of Sound Design, Acoustics, and Music Production
- CTK275 - Exploring Digital Creativity: Past, Present, and Future
- MUS152 - Experiencing Music
- MUS275 - World Arts: Music - Non-Music Majors
- THE170 - Introduction To Film Art
- THE171 - History Of The American Film
- THE275A01 - World Arts:Theatre
- THE275A02 - World Arts: Film FA

Courses must be from two separate disciplines

Additional elective courses

-

Earn at least 12 credits from the following:

- ART103 - Visual Thinking: 2-D Fundamentals
- ART104 - Visual Thinking: Drawing Fundamentals
- ART109 - Visual Thinking: 3-D Fundamentals
- ART252 - Video I
- ART284 - Expanded Media I
- CTK231 - Web Design and Development
- CTK303 - Advanced Web Design and Development
- CTK320 - Programming Dynamic Media
- CTK330 - Web Video
- CTK340 - Sound Design 2: Advanced Digital Audio

- CTK351 - Game Design I
- CTK352 - Game Design II
- CTK354 - User Experience Design for Games
- CTK380 - Selected Topics In Arts Technology
- CTK390 - Directed Projects/Seminar In Arts Technology
- CTK398 - Professional Practice: Arts Micro-Computer Applications
- MUS156 - American Music as Cultural History
- MUS175 - Introduction To The Music Industry
- MUS223 - Music Industry II
- THE130 - Introduction To Costume
- THE153 - Introduction To Acting
- THE160 - Stagecraft
- THE261 - Lighting For Stage
- THE366A03 - Rendering Techniques For The Stage: Digital Rendering

Multiple enrollments are allowed in CTK 380 with different decimalized topic courses. See Course Finder for course options.

A course cannot satisfy more than one requirement in the sequence.

Additional Comments:

-

Audio and Music Production Sequence - 57 Minimum Required Hours**Type**

Completion Requirement

Required courses

-

Complete ALL of the following Courses:

- CTK201 - Basic Skills In The Digital Arts
- CTK202 - Foundations: Audio Theory
- CTK203 - Foundations: Recording and Sampling
- CTK204 - Foundations: Music Concepts
- CTK208 - Audio Production I
- CTK231 - Web Design and Development
- CTK232 - Computer Programming for Creatives
- CTK345 - Sequencing And Digital Audio
- CTK370 - Portfolio Development
- MUS175 - Introduction To The Music Industry

- MUS223 - Music Industry II

-

Complete 1 of the following

-

Complete at least 1 of the following courses:

- ART103 - Visual Thinking: 2-D Fundamentals
- ART104 - Visual Thinking: Drawing Fundamentals
- ART109 - Visual Thinking: 3-D Fundamentals

-

Complete 1 of the following

-

Complete at least 1 of the following courses:

- MUS118 - Beginning Guitar
- MUS121A10 - Group Piano Non-Majors Level I
- MUS126 - Group Instruction In Voice

-

Complete 1 of the following

-

Complete at least 1 of the following courses:

- THE110 - Acting I
- THE130 - Introduction To Costume
- THE160 - Stagecraft

-

Complete 2 of the following from two different disciplines

-

Complete at least 2 of the following courses:

- ART155 - Survey Of Art I
- ART156 - Survey Of Art II
- ART275 - World Arts: Visual Arts

- MUS152 - Experiencing Music
- MUS275 - World Arts: Music - Non-Music Majors
- THE170 - Introduction To Film Art
- THE171 - History Of The American Film
- THE275A01 - World Arts: Theatre
- THE275A02 - World Arts: Film FA

Complete 12 hours from the following**Earn at least 12 credits from the following:**

- CTK260 - Arts Technology Performance Studio
- CTK303 - Advanced Web Design and Development
- CTK320 - Programming Dynamic Media
- CTK330 - Web Video
- CTK340 - Sound Design 2: Advanced Digital Audio
- CTK356 - Experimental Technologies for Games
- CTK377 - Motion Graphics
- CTK380 - Selected Topics In Arts Technology
- CTK390 - Directed Projects/Seminar In Arts Technology
- CTK398 - Professional Practice: Arts Micro-Computer Applications
- ART253 - Video II

Multiple enrollments are allowed in CTK 380 with different decimalized topic courses. See Course Finder for course options.

A course cannot satisfy more than one requirement in the sequence.

Additional Comments:**Game Design Sequence - 56 Minimum Required Hours****Type****Completion Requirement****Required courses****Complete ALL of the following Courses:**

- CTK201 - Basic Skills In The Digital Arts
 - CTK231 - Web Design and Development
 - CTK232 - Computer Programming for Creatives
 - CTK240 - Sound Design 1: Beginning Digital Audio
 - CTK351 - Game Design I
 - CTK352 - Game Design II
 - CTK353 - Game Development
 - CTK354 - User Experience Design for Games
 - CTK355A01 - Game Studio Capstone I
 - CTK355A02 - Game Studio Capstone II
-

Complete 1 of the following

-

Complete at least 1 of the following courses:

- ART103 - Visual Thinking: 2-D Fundamentals
 - ART104 - Visual Thinking: Drawing Fundamentals
 - ART109 - Visual Thinking: 3-D Fundamentals
-

Complete 1 of the following

-

Complete at least 1 of the following courses:

- MUS118 - Beginning Guitar
 - MUS121A10 - Group Piano Non-Majors Level I
 - MUS126 - Group Instruction In Voice
-

Complete 1 of the following

-

Complete at least 1 of the following courses:

- THE110 - Acting I
- THE130 - Introduction To Costume
- THE160 - Stagecraft

Complete 2 of the following from two different disciplines**Complete at least 2 of the following courses:**

- ART155 - Survey Of Art I
- ART156 - Survey Of Art II
- ART275 - World Arts: Visual Arts
- MUS152 - Experiencing Music
- MUS275 - World Arts: Music - Non-Music Majors
- THE170 - Introduction To Film Art
- THE171 - History Of The American Film
- THE275A01 - World Arts:Theatre
- THE275A02 - World Arts: Film FA

Complete 12 hours from the following**Earn at least 12 credits from the following:**

- CTK260 - Arts Technology Performance Studio
- CTK303 - Advanced Web Design and Development
- CTK320 - Programming Dynamic Media
- CTK330 - Web Video
- CTK340 - Sound Design 2: Advanced Digital Audio
- CTK345 - Sequencing And Digital Audio
- CTK356 - Experimental Technologies for Games
- CTK359 - Games and Society
- CTK377 - Motion Graphics
- CTK380 - Selected Topics In Arts Technology
- CTK390 - Directed Projects/Seminar In Arts Technology
- CTK398 - Professional Practice: Arts Micro-Computer Applications
- IT140 - Interacting In A Digital World
- IT164 - Introduction To Problem Solving Using The Computer
- IT168 - Structured Problem Solving Using The Computer

Multiple enrollments are allowed in CTK 380 with different decimalized topic courses. See Course Finder for course options.

A course cannot satisfy more than one requirement in the sequence.

Additional Comments:

-

Interdisciplinary Technologies Sequence - 55 Minimum Required Hours**Type****Completion Requirement****Required courses**

-

Complete ALL of the following Courses:

- CTK201 - Basic Skills In The Digital Arts
- CTK231 - Web Design and Development
- CTK232 - Computer Programming for Creatives
- CTK240 - Sound Design 1: Beginning Digital Audio
- CTK370 - Portfolio Development

-

Complete 1 of the following

-

Complete at least 1 of the following courses:

- ART103 - Visual Thinking: 2-D Fundamentals
- ART104 - Visual Thinking: Drawing Fundamentals
- ART109 - Visual Thinking: 3-D Fundamentals

-

Complete 1 of the following

-

Complete at least 1 of the following courses:

- MUS118 - Beginning Guitar
- MUS121A10 - Group Piano Non-Majors Level I
- MUS126 - Group Instruction In Voice

-

Complete 1 of the following

-

Complete at least 1 of the following courses:

- THE110 - Acting I
- THE130 - Introduction To Costume
- THE160 - Stagecraft

-

Complete 2 of the following from two different disciplines

-

Complete at least 2 of the following courses:

- ART155 - Survey Of Art I
- ART156 - Survey Of Art II
- ART275 - World Arts: Visual Arts
- MUS152 - Experiencing Music
- MUS275 - World Arts: Music - Non-Music Majors
- THE170 - Introduction To Film Art
- THE171 - History Of The American Film
- THE275A01 - World Arts:Theatre
- THE275A02 - World Arts: Film FA

-

Complete 9 hours from the following

-

Earn at least 9 credits from the following:

- ART103 - Visual Thinking: 2-D Fundamentals
- ART104 - Visual Thinking: Drawing Fundamentals
- ART109 - Visual Thinking: 3-D Fundamentals
- ART202 - Digital Media Design I
- ART213 - Life Drawing
- ART214 - Intermediate Drawing
- ART217 - Animation: Drawing and Stop Motion
- ART224 - Metal Work And Jewelry Design I
- ART225 - Metal Work And Jewelry Design II
- ART226 - Graphic Design I

- ART227 - Graphic Design II
- ART228 - Handbuilding
- ART229 - Wheel Thrown Pottery
- ART232 - Sculpture I
- ART235 - Black and White Darkroom Photography
- ART236 - Digital Photography
- ART238 - Wood/Metal Design 1
- ART245 - Intaglio I
- ART246 - Lithography I
- ART252 - Video I
- ART253 - Video II
- ART261 - Painting Survey
- ART262 - Painting II (Inactive)
- ART284 - Expanded Media I
- ART351A84 - Special Projects: Video
- ART357 - Expanded Media II
- ART363 - Color Theory
- ART371 - Digital 3D
- MUS101 - Music Theory I
- MUS102 - Music Theory II
- MUS107 - Group Instruction In Basic Musicianship I
- MUS108 - Group Instruction In Basic Musicianship II
- MUS118 - Beginning Guitar
- MUS119 - Intermediate Guitar
- MUS121A10 - Group Piano Non-Majors Level I
- MUS126 - Group Instruction In Voice
- MUS175 - Introduction To The Music Industry
- MUS223 - Music Industry II
- THE102 - Theatre Practicum
- THE110 - Acting I
- THE130 - Introduction To Costume
- THE160 - Stagecraft
- THE170 - Introduction To Film Art
- THE171 - History Of The American Film
- THE258 - Introduction To Scenographic Techniques
- THE260 - Technical Procedures
- THE261 - Lighting For Stage
- THE344 - Arts Administration I
- DAN104 - Beginning Modern Dance
- DAN106 - Beginning Classical Ballet
- DAN119 - Jazz Dance I

No more than 6 credit hours can be from one discipline.

Complete 19 hours of the following

-

Earn at least 19 credits from the following:

- CTK260 - Arts Technology Performance Studio
- CTK303 - Advanced Web Design and Development
- CTK320 - Programming Dynamic Media
- CTK330 - Web Video
- CTK340 - Sound Design 2: Advanced Digital Audio
- CTK345 - Sequencing And Digital Audio
- CTK377 - Motion Graphics
- CTK380 - Selected Topics In Arts Technology
- CTK390 - Directed Projects/Seminar In Arts Technology
- CTK398 - Professional Practice: Arts Micro-Computer Applications

Multiple enrollments are allowed in CTK 380 with different decimalized topic courses. See Course Finder for course options.

A course cannot satisfy more than one requirement in the sequence.

Additional Comments:

-

General Education

-

General Education Program (students in 2014-2015 Catalog or later). For additional information on completing general education requirements for transfer students, refer to the General Education Requirements page of this catalog.

Type

Completion Requirement

-

Complete ALL of the following Requirement Sets:

- Untitled Requirement Set

-

Additional Comments:

-

University

-

Bachelor of Science Graduation Requirement in Science, Mathematics and Technology (BS-SMT) Graduation Requirement**Type**

Completion Requirement

-

Complete at least 1 of the following requirement sets:

- Untitled Requirement Set

-

Additional Comments:

-

AMALI: Cultures and traditions of Asia, the Middle East, Africa, Latin America, or Indigenous Peoples of the World Graduation Requirement**Type**

Completion Requirement

-

Complete at least 1 of the following requirement sets:

- Untitled Requirement Set

-

Additional Comments:

-

IDEAS: Inclusion, Diversity, Equity, and Access in U.S. Society Graduation Requirement**Type**

Completion Requirement

-

Complete at least 1 of the following requirement sets:

- Untitled Requirement Set

-

Additional Comments:

-

No Requirement Level

Sample Plans of Study (Degree Maps)

Degree Map Name

Animation + Entertainment Arts Sequence

Total Degree Map Credits

120

Degree Map Narrative

The requirements below pertain to this Undergraduate Catalog year only. The following is intended as a guide for academic planning, showing how a student may complete all requirements within the timeline indicated, including the order in which some courses should/must be taken. Students should consult with their academic advisor to discuss their individual plan of study.

A minimum of 120 total credit hours required, including 40 senior-level hours (200-300 level courses).

In addition to completing major requirements students must complete:

- General Education requirements (refer to the General Education Requirements page in this catalog for alternative options for transfer students)
- One course for the AMALI graduation requirement
- One course for the IDEAS graduation requirement
- Specific degree type requirements (Bachelor of Arts or Bachelor of Science)

- Some courses may satisfy a major requirement and one of the requirements noted above.

Year	Semester	Actual Credits
Year 1	Fall	15

Requirement Select

- CTK201 - Basic Skills In The Digital Arts

Actual Credits 3

Requirement Select

- Fine arts history course (Generic)

Actual Credits 3

Requirement Select

- ENG101 - Composition As Critical Inquiry
- OR**
- COM110 - Communication As Critical Inquiry

Actual Credits 3

Requirement Select

- General education course (Generic)

Actual Credits 3

Requirement Select

- General education course (Generic)

Actual Credits 3

Year	Semester	Actual Credits
Year 1	Spring	15

Requirement Select

- CTK248 - Digital Painting

Actual Credits 3

Requirement Select

- CTK231 - Web Design and Development
- Actual Credits** 3

Requirement Select

- ENG101 - Composition As Critical Inquiry
- OR**
- COM110 - Communication As Critical Inquiry

Actual Credits 3

Requirement Select

- Fine arts history course (Generic)

Actual Credits 3

Requirement Select

- General education course (Generic)

Actual Credits 3

Year

Year 2

Semester

Fall

Actual Credits

15

Requirement Select

- CTK232 - Computer Programming for Creatives

Actual Credits 3

Requirement Select

- CTK240 - Sound Design 1: Beginning Digital Audio

Actual Credits 3

Requirement Select

- Required course (Generic)

Actual Credits 3

Requirement Select

- General education course (Generic)

Actual Credits 3

Requirement Select

- General education course (Generic)

Actual Credits 3

Year
Year 2

Semester
Spring

Actual Credits
15

Requirement Select

- Required course (Generic)

Actual Credits 3

Requirement Select

- Required course (Generic)

Actual Credits 3

Requirement Select

- Elective course (Generic)

Actual Credits 3

Requirement Select

- General education course (Generic)

Actual Credits 3

Requirement Select

- B.S. SMT or B.A. foreign language (Generic)

Actual Credits 3

Year
Year 3

Semester
Fall

Actual Credits
15

Requirement Select

- Required course (Generic)

Actual Credits 3

Requirement Select

- Elective course (Generic)

Actual Credits 3**Requirement Select**

- Elective course (Generic)

Actual Credits 3**Requirement Select**

- General education course (Generic)

Actual Credits 3**Requirement Select**

- General education course (Generic)

Actual Credits 3**Year**

Year 3

Semester

Spring

Actual Credits

15

Requirement Select

- Required course (Generic)

Actual Credits 3**Requirement Select**

- Elective course (Generic)

Actual Credits 3**Requirement Select**

- Elective course (Generic)

Actual Credits 3**Requirement Select**

- IDEAS (Generic)

Actual Credits 3

Requirement Select

- General education course (Generic)

Actual Credits 3**Year**
Year 4**Semester**
Fall**Actual Credits**
15**Requirement Select**

- 300-level elective course (Generic)

Actual Credits 3**Requirement Select**

- Elective course (Generic)

Actual Credits 3**Requirement Select**

- Elective course (Generic)

Actual Credits 3**Requirement Select**

- Senior level university-wide elective (Generic)

Actual Credits 3**Requirement Select**

- General education course (Generic)

Actual Credits 3**Year**
Year 4**Semester**
Spring**Actual Credits**
15**Requirement Select**

- 300-level elective course (Generic)

Actual Credits 3**Requirement Select**

Requirement Select

- Elective course (Generic)

Actual Credits 3**Requirement Select**

- CTK370 - Portfolio Development

Actual Credits 1**Requirement Select**

- Senior level university-wide elective (Generic)

Actual Credits 3**Requirement Select**

- General education course (Generic)

Actual Credits 3**Requirement Select**

- University-wide elective (Generic)

Actual Credits 2

Degree Map Name

Audio + Music Production Sequence

Total Degree Map Credits

120

Degree Map Narrative

The requirements below pertain to this Undergraduate Catalog year only. The following is intended as a guide for academic planning, showing how a student may complete all requirements within the timeline indicated, including the order in which some courses should/must be taken. Students should consult with their academic advisor to discuss their individual plan of study.

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- One course for the IDEAS graduation requirement
- Specific degree type requirements (Bachelor of Arts or Bachelor of Science)
- Some courses may satisfy a major requirement and one of the requirements noted above.

Year	Semester	Actual Credits
Year 1	Fall	15

Requirement Select

- ENG101 - Composition As Critical Inquiry
- OR
- COM110 - Communication As Critical Inquiry

Actual Credits 3

Requirement Select

- CTK201 - Basic Skills In The Digital Arts

Actual Credits 3

Requirement Select

- CTK202 - Foundations: Audio Theory

Actual Credits 3

Requirement Select

- Fine arts history course (Generic)

Actual Credits 3

Requirement Select

- General education course (Generic)

Actual Credits 3

Year

Year 1

Semester

Spring

Actual Credits

15

Requirement Select

- ENG101 - Composition As Critical Inquiry

OR

- COM110 - Communication As Critical Inquiry

Actual Credits 3

Requirement Select

- CTK203 - Foundations: Recording and Sampling

Actual Credits 3

Requirement Select

- MUS118 - Beginning Guitar

OR

- MUS121A10 - Group Piano Non-Majors Level I

OR

- MUS126 - Group Instruction In Voice

Actual Credits 2

Requirement Select

- Fine arts history course (Generic)

Actual Credits 3

Requirement Select

- General education course (Generic)

Actual Credits 3**Requirement Select**

- University-wide elective (Generic)

Actual Credits 1

Year	Semester	Actual Credits
Year 2	Fall	14

Requirement Select

- CTK231 - Web Design and Development

Actual Credits 3**Requirement Select**

- CTK204 - Foundations: Music Concepts

Actual Credits 3**Requirement Select**

- THE110 - Acting I
- OR
- THE130 - Introduction To Costume
- OR
- THE160 - Stagecraft

Actual Credits 3**Requirement Select**

- MUS118 - Beginning Guitar
- OR
- MUS121A10 - Group Piano Non-Majors Level I
- OR
- MUS126 - Group Instruction In Voice

Actual Credits 2**Requirement Select**

- General education course (Generic)
- Actual Credits** 3

Year	Semester	Actual Credits
Year 2	Spring	15

- Requirement Select**
- CTK232 - Computer Programming for Creatives
- Actual Credits** 3

- Requirement Select**
- CTK208 - Audio Production I
- Actual Credits** 3

- Requirement Select**
- CTK240 - Sound Design 1: Beginning Digital Audio
- Actual Credits** 3

- Requirement Select**
- General education course (Generic)
- Actual Credits** 3

- Requirement Select**
- General education course (Generic)
- Actual Credits** 3

Year	Semester	Actual Credits
Year 3	Fall	15

- Requirement Select**
- MUS175 - Introduction To The Music Industry
- Actual Credits** 3

Requirement Select

- CTK345 - Sequencing And Digital Audio

Actual Credits 3

Requirement Select

- CTK342 - Audio - Loudspeaker Design

Actual Credits 3

Requirement Select

- General education course (Generic)

Actual Credits 3

Requirement Select

- General education course (Generic)

Actual Credits 3

Year	Semester	Actual Credits
Year 3	Spring	15

Requirement Select

- MUS223 - Music Industry II

Actual Credits 3

Requirement Select

- CTK340 - Sound Design 2: Advanced Digital Audio

Actual Credits 3

Requirement Select

- CTK341 - Mixing and Mastering

Actual Credits 3

Requirement Select

- General education course (Generic)

Actual Credits 3

Requirement Select

General education course (Generic)		
Actual Credits		3
Year	Semester	Actual Credits
Year 4	Fall	15
Requirement Select		
CTK343 - Sound to Animation		
Actual Credits		3
Requirement Select		
CTK330 - Web Video		
Actual Credits		3
Requirement Select		
Elective course (Generic)		
Actual Credits		3
Requirement Select		
General education course (Generic)		
Actual Credits		3
Requirement Select		
University-wide elective (Generic)		
Actual Credits		3
Year	Semester	Actual Credits
Year 4	Spring	16
Requirement Select		
CTK370 - Portfolio Development		
Actual Credits		1
Requirement Select		

- CTK346 - Advanced Sound Projects

Actual Credits 3

Requirement Select

- Senior level university-wide elective (Generic)

Actual Credits 3

Requirement Select

- Senior level university-wide elective (Generic)

Actual Credits 3

Requirement Select

- Senior level university-wide elective (Generic)

Actual Credits 3

Requirement Select

- Senior level university-wide elective (Generic)

Actual Credits 3

Degree Map Name

Game Design Sequence

Total Degree Map Credits

120

Degree Map Narrative

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- One course for the IDEAS graduation requirement
- Specific degree type requirements (Bachelor of Arts or Bachelor of Science)
- Some courses may satisfy a major requirement and one of the requirements noted above.

Year	Semester	Actual Credits
Year 1	Fall	15

Requirement Select

- ENG101 - Composition As Critical Inquiry
- OR
- COM110 - Communication As Critical Inquiry

Actual Credits 3

Requirement Select

- CTK201 - Basic Skills In The Digital Arts

Actual Credits 3

Requirement Select

- ART103 - Visual Thinking: 2-D Fundamentals
OR
- ART104 - Visual Thinking: Drawing Fundamentals
OR
- ART109 - Visual Thinking: 3-D Fundamentals

Actual Credits 3

Requirement Select

- Fine arts history course (Generic)

Actual Credits 3

Requirement Select

- General education course (Generic)

Actual Credits 3

Year	Semester	Actual Credits
Year 1	Spring	14

Requirement Select

- ENG101 - Composition As Critical Inquiry
OR
- COM110 - Communication As Critical Inquiry

Actual Credits 3

Requirement Select

- CTK240 - Sound Design 1: Beginning Digital Audio

Actual Credits 3

Requirement Select

- MUS118 - Beginning Guitar
OR
- MUS121A10 - Group Piano Non-Majors Level I
OR
- MUS126 - Group Instruction In Voice

Actual Credits 2

Requirement Select Fine arts history course (Generic) Actual Credits 3		
Requirement Select General education course (Generic) Actual Credits 3		
Year Year 2	Semester Fall	Actual Credits 15
Requirement Select CTK231 - Web Design and Development Actual Credits 3		
Requirement Select CTK351 - Game Design I Actual Credits 3		
Requirement Select - THE110 - Acting I - OR - THE130 - Introduction To Costume - OR - THE160 - Stagecraft Actual Credits 3		
Requirement Select General education course (Generic) Actual Credits 3		
Requirement Select General education course (Generic) Actual Credits 3		
Year	Semester	Actual Credits

Year 2	Spring	15
Requirement Select • CTK232 - Computer Programming for Creatives Actual Credits 3		
Requirement Select • CTK352 - Game Design II Actual Credits 3		
Requirement Select • Elective course (Generic) Actual Credits 3		
Requirement Select • General education course (Generic) Actual Credits 3		
Requirement Select • General education course (Generic) Actual Credits 3		
Year 3	Semester Fall	Actual Credits 15
Requirement Select • CTK353 - Game Development Actual Credits 3		
Requirement Select • Elective course (Generic) Actual Credits 3		
Requirement Select		

- B.S. - SMT or B.A. language course (Generic)
- Actual Credits** 3

Requirement Select

- General education course (Generic)
- Actual Credits** 3

Requirement Select

- General education course (Generic)
- Actual Credits** 3

Year	Semester	Actual Credits
Year 3	Spring	15

Requirement Select

- CTK354 - User Experience Design for Games
- Actual Credits** 3

Requirement Select

- Elective course (Generic)
- Actual Credits** 3

Requirement Select

- University-wide elective (Generic)
- Actual Credits** 3

Requirement Select

- General education course (Generic)
- Actual Credits** 3

Requirement Select

- General education course (Generic)
- Actual Credits** 3

Year	Semester	Actual Credits
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Year 4	Fall	15
Requirement Select • CTK355A01 - Game Studio Capstone I Actual Credits 3		
Requirement Select • Elective course (Generic) Actual Credits 3		
Requirement Select • University-wide elective (Generic) Actual Credits 3		
Requirement Select • Senior level university-wide elective (Generic) Actual Credits 3		
Requirement Select • General education course (Generic) Actual Credits 3		
Year Year 4	Semester Spring	Actual Credits 16
Requirement Select • CTK355A02 - Game Studio Capstone II Actual Credits 3		
Requirement Select • Elective course (Generic) Actual Credits 3		
Requirement Select		

- CTK370 - Portfolio Development

Actual Credits	1
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Requirement Select

- Senior level university-wide elective (Generic)

Actual Credits	3
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Requirement Select

- Senior level university-wide elective (Generic)

Actual Credits	3
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Requirement Select

- Senior level university-wide elective (Generic)

Actual Credits	3
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Degree Map Name

Interdisciplinary Technologies Sequence

Total Degree Map Credits

120

Degree Map Narrative

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- One course for the IDEAS graduation requirement
- Specific degree type requirements (Bachelor of Arts or Bachelor of Science)
- Some courses may satisfy a major requirement and one of the requirements noted above.

Year	Semester	Actual Credits
Year 1	Fall	15

Requirement Select

- ENG101 - Composition As Critical Inquiry
- OR
- COM110 - Communication As Critical Inquiry

Actual Credits 3

Requirement Select

- CTK201 - Basic Skills In The Digital Arts

Actual Credits 3

Requirement Select

- ART103 - Visual Thinking: 2-D Fundamentals
OR
- ART104 - Visual Thinking: Drawing Fundamentals
OR
- ART109 - Visual Thinking: 3-D Fundamentals

Actual Credits 3

Requirement Select

- Fine arts history course (Generic)

Actual Credits 3

Requirement Select

- General education course (Generic)

Actual Credits 3

Year	Semester	Actual Credits
Year 1	Spring	14

Requirement Select

- ENG101 - Composition As Critical Inquiry
OR
- COM110 - Communication As Critical Inquiry

Actual Credits 3

Requirement Select

- CTK240 - Sound Design 1: Beginning Digital Audio

Actual Credits 3

Requirement Select

- MUS118 - Beginning Guitar
OR
- MUS121A10 - Group Piano Non-Majors Level I
OR
- MUS126 - Group Instruction In Voice

Actual Credits 2

Requirement Select Fine arts history course (Generic) Actual Credits 3		
Requirement Select General education course (Generic) Actual Credits 3		
Year Year 2	Semester Fall	Actual Credits 15
Requirement Select CTK231 - Web Design and Development Actual Credits 3		
Requirement Select Fine arts elective (Generic) Actual Credits 3		
Requirement Select - THE110 - Acting I - OR - THE130 - Introduction To Costume - OR - THE160 - Stagecraft Actual Credits 3		
Requirement Select General education course (Generic) Actual Credits 3		
Requirement Select General education course (Generic) Actual Credits 3		
Year	Semester	Actual Credits

Year 2	Spring	15
Requirement Select CTK232 - Computer Programming for Creatives Actual Credits 3		
Requirement Select Fine arts elective (Generic) Actual Credits 3		
Requirement Select Required course (Generic) Actual Credits 3		
Requirement Select General education course (Generic) Actual Credits 3		
Requirement Select General education course (Generic) Actual Credits 3		
Year 3	Fall	15
Requirement Select Elective course (Generic) Actual Credits 3		
Requirement Select Elective course (Generic) Actual Credits 3		
Requirement Select		

Fine arts elective (Generic)		
Actual Credits		3
Requirement Select General education course (Generic)		
Actual Credits		3
Requirement Select General education course (Generic)		
Actual Credits		3
Year Year 3	Semester Spring	Actual Credits 15
Requirement Select Elective course (Generic)		
Actual Credits		3
Requirement Select Elective course (Generic)		
Actual Credits		3
Requirement Select University-wide elective (Generic)		
Actual Credits		3
Requirement Select B.S. - SMT or B.A. language course (Generic)		
Actual Credits		3
Requirement Select General education course (Generic)		
Actual Credits		3
Year	Semester	Actual Credits

Year 4	Fall	15
Requirement Select • Elective course (Generic) Actual Credits 3		
Requirement Select • Elective course (Generic) Actual Credits 3		
Requirement Select • AMALL or university-wide elective (Generic) Actual Credits 3		
Requirement Select • General education or senior level university-wide elective (Generic) Actual Credits 3		
Requirement Select • General education course (Generic) Actual Credits 3		
Year Year 4	Semester Spring	Actual Credits 16
Requirement Select • CTK370 - Portfolio Development Actual Credits 1		
Requirement Select • Senior level university-wide elective (Generic) Actual Credits 3		
Requirement Select		

- Senior level university-wide elective (Generic)

Actual Credits 3

Requirement Select

- Senior level university-wide elective (Generic)

Actual Credits 3

Requirement Select

- Senior level university-wide elective (Generic)

Actual Credits 3

Requirement Select

- General education course (Generic)

Actual Credits 3

Dependencies

Coursedog Only Catalog Fields

Catalog Display Name

Creative Technologies - Bachelor of Science

Catalog Short Description

The interdisciplinary Creative Technologies major emphasizes design and practice in the integration of digital technologies and the fine arts. In addition to foundational study across the fine arts, the major provides training and experiences across a range of creative/technical fields including video, sound, electronic music, music production, gaming, motion graphics, interactivity, AR/VR, UI/UX, mobile, web, and computer programming concepts.

Catalog Full Description

-

Read Only Catalog Fields

Program Level

Undergraduate

Learning Outcomes

Instructional Methods (this card is hidden and should NOT be displayed)