Overview:
The Minor in Entertainment Design and Technology supports students who want to apply the skills of their discipline to careers in live events, theatre, and themed entertainment.

Minor Requirements:
The Minor in Entertainment Design and Technology requires a minimum of 12 hours of credit, with 9 hours from a selection of relevant electives and 3 hours from courses focusing on practical experience on productions or in the field.

Disciplinary Electives (9 credit hours)
Some courses in this minor have prerequisites; please consult the course bulletin before enrolling.

- THEATRE 2211 - Intro to Production Design (3)
- THEATRE 3241 - Theatre Sound Techniques (3)
- THEATRE 3411 - Intro to Scene Design (3)
- THEATRE 3511 - Intro to Costume Design (3)
- THEATRE 3551 - Stage Make-Up (3)
- THEATRE 3611 - Intro to Lighting Design (3)
- THEATRE 5210 - Drafting & Modeling (3)
- THEATRE 5225 - Period Styles for Production (3)
- THEATRE 5241 - Topics in Sound Technology (3)
- ACCAD 5301 - Devising Experiential Media Sys. (3)
- THEATRE 5305 - Painting and Drawing (3)
- THEATRE 5310 - Fundamentals of Media Design (3)
- THEATRE 5321 - Video Production 1 (3)
- THEATRE 5401 - Engineering for Entertainment (3)
- THEATRE 5403 - Scenic Painting (3)
- THEATRE 5501 - Costume Technology (3)
- THEATRE 5603 - Lighting Technology (3)

Practicum Electives (3 credit hours)
Some courses in this minor require permission of instructor. 2000.xx and 4000.xx courses are divided into a variety of discipline-specific versions. Please consult the course bulletin.

- THEATRE 2000.xx - Production Practicum (1)
- THEATRE 3000 - Production Run Crew Practicum (2)
- THEATRE 4000.xx - Adv. Production Practicum (1-3)
- THEATRE 4191 - Internship (1-3)