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)

### Minor in Entertainment Technology program guidelines

Credit hours required: Minimum of 12 hrs. 1000 level courses shall not be counted in the minor. At least 6 credit hours must be upper-level courses as defined by the College of Arts and Sciences.

Transfer and EM credit hours allowed: A student is permitted to count up to 6 total hours of transfer credit and/or credit by examination.

Overlap with the GE: A student is permitted to overlap up to 6 credit hours between the GE and the minor.

Overlap with the major and additional minor(s):  
- The minor must be in a different subject than the major.
- The minor must contain a minimum of 12 hours distinct from the major and/or additional minor(s).

Grades required:  
- Minimum C- for a course to be counted on the minor.
- Minimum of 2.0 cumulative GPA for all minor course work.
- Course work graded Pass/Non-Pass cannot count on the minor.
- No more than 3 credit hours of course work graded Satisfactory/Unsatisfactory may count toward the minor.

X193 credits: No more than 3 credit hours.

Minor approval: The minor must be approved by the advisor or academic program coordinator.

Filing the minor program form: The minor program form must be filed at least by the time the graduation application is submitted to a college/school advisor.

Changing the minor: Once the minor program is filed in the college office, any changes must be approved by the Department of Theatre, Film, and Media Arts, or a college/school advisor.

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Brad Steinmetz, Dir. of Undergraduate Studies  
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College of Arts and Sciences  
Curriculum and Assessment Services  
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http://artsandsciences.osu.edu  
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