FULL SAIL UNIVERSITY®

2026 Catalog

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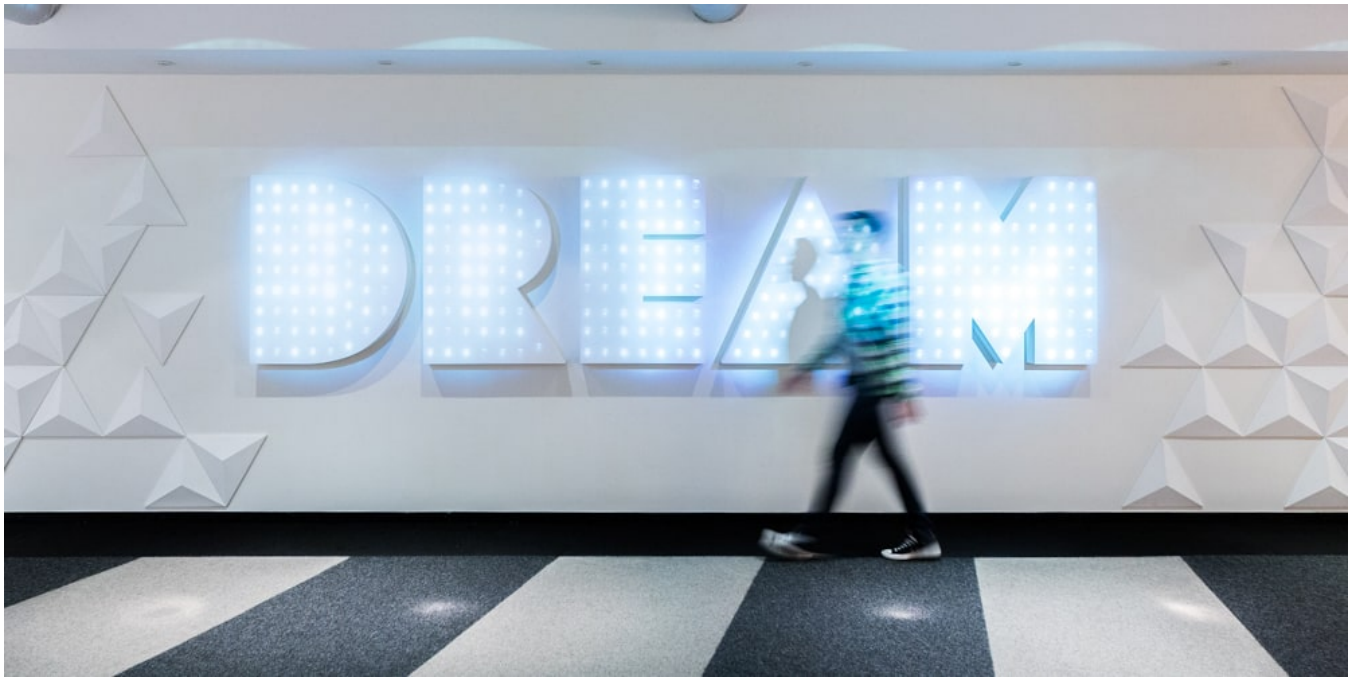
Volume XXXV, Edition 6, 9.23.2026

Our catalog details all of the current program offerings — including certificates, associate, bachelor's, and master's degrees — at Full Sail University. Explore course descriptions, degree requirements, academic policies, and other information relating to our programs in entertainment media and emerging technology.

Introduction

Educational Philosophy



1. Empower students through an active relationship with the entertainment, technology, and media industries

Full Sail is dedicated to serving the needs and careers of students and graduates by actively engaging the companies that make up the entertainment, technology, and media industries, both in the United States and around the world. At Full Sail, every program of study goes through ongoing assessment and evolution, ensuring that students receive an education that is current and relevant. This is accomplished through industry feedback and insight, and the specific guidance of groups of entertainment, technology, and media professionals who make up Program Advisory Committees for each program of study. In addition, the

university's commitment to a close relationship with the industry allows employers to easily recruit qualified talent, and also allows the Career Development department to promote graduates to the widest possible audience.

2. Connect students with educators and industry guests who inspire and challenge

The core of Full Sail University is the staff, many of whom bring years of industry credentials and educational experience to the university. Because many Full Sail educators and guests are active in the professional community through conventions, industry affiliations, and professional projects, they are able to inspire students with current knowledge that speaks to how entertainment, technology, and media companies create exceptional professional product.

3. Provide learning environments that are real world

Full Sail's campus is designed to provide students with educational environments that are on par with some of the best production facilities in the world. In these studios, labs, and classrooms, students gain real-world experience with the creative and technical tools employed at all levels of the industry. At the same time, they learn the same production workflow used in film productions, recording sessions, live events, animation and design projects, and in the development of video games, websites, and entertainment business strategies.

Full Sail's online courses and degrees are driven by a real-world approach that uses current technology to educate and inspire. Through the capabilities of today's Internet, traditional assignments are complemented by videos, animations, and interactive exercises. Full Sail's online learning environment is also built around the concept of connecting students with people – from accessible instructors, to exclusive guest lecturers, to collaboration tools that enable students to meet, share, and receive feedback from peers.

Whether on campus or online, Full Sail's goal is to deliver a real-world educational experience that is engaging and exceptional.

4. Promote professionalism throughout the educational experience

From the beginning, Full Sail's tenet has been that students should approach their education like professionals because it will increase their chance for success throughout their careers. There are initiatives woven throughout a student's educational journey designed to instill professional protocol, attitude, and a mindset for creativity and success. These elements are integral to the Full Sail real-world educational formula, alongside up-to-date curricula, professional settings, immersive projects, and experienced educators.

History

SOME HIGHLIGHTS

Since Full Sail's inception in 1979, over 100,000 graduates have prepared for careers in the entertainment and media industry. The following features some of the highlights of Full Sail's history as well as that of our graduates.

In 1980, Full Sail moved from its original home in Dayton, Ohio to Orlando, Florida. During the six years that followed, new audio courses were added to the original recording arts offering until, in 1986, the Recording Arts Comprehensive Program was introduced. In 1988, a new curriculum with a focus on the visual arts was born — the Video and Film Production Comprehensive Program. In July 1989, Full Sail moved into its current home in Winter Park, Florida (a suburb of Orlando) which has since expanded into a 110+ studio multimedia campus.

August 1990 marked a milestone in history when Full Sail received accreditation allowing students to earn Specialized Associate's Degrees upon successful completion of the curricula in the Recording Arts and/or Film and Video Production Programs. A third Specialized Associate's Degree in Digital Media was launched in March 1995 – this addition marked Full Sail's entrance into training for the vast, emerging field of interactive media.

March 1998 witnessed the introduction of the Game Design Specialized Associate's Degree as well as the Show Production & Touring Specialized Associate's Degree. In January of that same year, Full Sail achieved additional accreditation and licensing enabling students to earn Associate of Science Degrees in Recording Arts, Film and Video Production, and Digital Media. In February of 1999, a new accredited program was introduced — the Computer Animation Associate of Science Degree. Additionally, the Game Design and Show Production & Touring Programs were modified and approved to be offered as Associate of Science Degrees.

In November 2003, Full Sail offered its first Bachelor's Degree - the Entertainment Business Bachelor of Science Degree Program. In addition, the Game Development Degree Program was revised and expanded to become a Bachelor of Science Degree Program.

Another milestone was achieved in August 2005 when three of Full Sail's Associate of Science Degrees were revised and expanded to become Bachelor of Science Degrees – Computer Animation, Digital Arts & Design (formerly Digital Media), and Film. In April of 2006, the Entertainment Business Bachelor's Degree Program changed focus slightly and was renamed Music Business.

In June 2007, Full Sail launched its first Master of Science Degree in Entertainment Business, and in July 2007, Full Sail launched a new Associate of Science Degree in Graphic Design.

October 2007 was a historic month, with the introduction of Full Sail's first online degree program — an online version of the school's existing Entertainment Business Master of Science Degree Program. The launch of this first online degree was years in the making and saw the school build a proprietary online learning platform from the ground up.

In December 2007, Full Sail launched a new on-campus degree program — the Game Art Bachelor of Science Degree — designed to meet the growing demand for game-specific artists. In January 2008, Full Sail launched two additional online degree programs — the Education Media Design & Technology Master of Science Degree and the Entertainment Business Bachelor of Science Degree, and a new on-campus degree program — the Web Design & Development Bachelor of Science Degree.

In March 2008, Full Sail was granted University status and became known as Full Sail University. Since then, the school has continued to expand its online and campus degree offerings into new fields, including Simulation Engineering, Computer Science, and more, while also revising and expanding its flagship Recording Arts and Show Production programs to be offered as Bachelor of Science Degrees.

Throughout the world, Full Sail graduates are employed in music recording, film production, video production, animation, sound design, web development, concert sound, concert lighting, postproduction, game design, music, interactive title development, graphic design, virtual reality and simulation, entertainment companies, and worldwide corporations. Hundreds of media businesses have been built and GRAMMY, Oscar, Emmy, Addy, and Recording Industry Association of America (Gold and Platinum Records) awards have been earned by numerous alumni.

Mission

People from around the world come to Full Sail to pursue their educational goals, and they share one thing in common – a passion for creative careers in the entertainment and media industry.

Full Sail's mission is to provide students with an innovative style of education, delivered by a staff of dedicated individuals, that addresses the career opportunities available in an ever-growing, constantly evolving industry. We do this by developing unique curricula that combine elements of creativity, art, business and life skills, technical prowess, and academic achievement. Our education is delivered via immersive teaching methods, both in Full Sail's real-world production studios and classrooms, as well as through our online learning environment.

Every one of our degree programs is designed to provide students with knowledge and real-world experience that will help them realize their career goals in the entertainment and media industry.

If you're serious about your dream, we'll take your dream seriously.

Campus & Facilities

The Full Sail campus is located in Winter Park, Florida (a suburb of Orlando). The 210-acre campus is home to a number of multimedia complexes specifically designed to house 110+ studios/production suites, as well as classrooms, administrative offices, conference rooms, a media center, and other support facilities.

3D Arts Center

The 3D Arts Center provides a creative environment for Full Sail's visual artists and animators. With traditional art studios and labs that feature powerful computer workstations, this building allows students to develop their animation projects in an inspirational and welcoming environment.

The collaborative atmosphere is ideal for artists to work together on projects, trade animation tips, or simply build relationships with like-minded people.

Audio Temple

With multiple live rooms, a mic closet, and a control room featuring an array of professional audio equipment, this flagship recording studio serves as a full-featured audio recording environment for students and professionals alike. Guests are able to view the recording process through the oversized, acoustically treated windows that line the hallways of the building.

The Backlot

Full Sail's professional Hollywood-style Backlot is comprised of multiple outdoor locations designed to expand students' storytelling capabilities, giving them flexibility and creative range for student projects. The Backlot features such iconic locations as the Seattle Fish Market, New Orleans' French Quarter, and New York City's brownstones, as well as general locations like a gas station, multiple urban and suburban storefronts, and even a studio water tower.

Blackmoor Game Studio

Blackmoor Game Studio is a primary environment for game development teams at Full Sail. This dedicated facility features areas specifically designed for audio, graphics, and technical development, a game console timeline (complete with vintage hardware), and a VIP graffiti wall. The building also features student amenities like common areas and game testing rooms for unwinding between classes.

Drone Innovation Center

The Drone Innovation Center includes several purpose-built rooms designed to support drone innovation and education including a 3,564-square-foot indoor drone flight zone, communications hub, and situation room. Students can build, explore, and engage in drone flight and test demonstrations.

Dubbing Stage

Full Sail's Dubbing Stage is Dolby® certified, and is a fully functional, professionally designed post- production facility where student interns work with instructors to learn the intricacies of the post-production process. It's in this environment that all of a film's audio – from dialogue and sound effects to music – meets the final cut of the film.

With high-definition video projectors, Avid System 5 console, multiple Pro Tools HD systems, theater seats for private screenings, and an Oscar®-winning JBL theater surround sound system, this room is fully capable of handling the re-recording mixing for a major motion picture.

Entertainment/Music Business Center

As the central hub for Full Sail's business degree programs, the Entertainment/Music Business Center is a unique and creative atmosphere for future professionals and entrepreneurs. The building was designed to meet the needs of our business students with multiple classrooms, boardrooms for group meetings, and an auditorium for professional presentations.

Fab Lab

The Fab Lab is more like a workshop than a traditional classroom - it's filled with technology that allows students to create...whatever they need for their projects. From 3D printers and laser scanners to injection molders and power tools, this is a lab where students use their imagination to bring the future to life.

Film Center

Full Sail's Film Center is designed to be a complete motion picture production facility, giving students the tools and space to turn scripts and storyboards into feature films. The building houses workshops for constructing sets as well as a complete array of lighting and grip equipment, and thousands of feet of open soundstages for building sets of varying size and complexity.

The Film Center also features amenities like a green room and casting areas for talent as well as student areas for relaxing and networking during downtime.

The Fortress

The Full Sail University Orlando Health Fortress is the home of Full Sail's collegiate esports team, Armada, and serves as its premiere esports arena. Designed to provide the best esports experience for both competitors and viewers. The Fortress combines the latest technology with versatility – with 11,200 square feet, allowing for 100 esports athletes to play simultaneously and over 500 spectators to view the action live.

Full Sail Studios

The custom-built, 2.2-acre Full Sail Studios includes the multipurpose Full Sail Live venue, a flagship recording studio, a complete game production studio, and an outdoor plaza courtyard.

For additional videos, photos, and 360s of Full Sail's campus, explore the Campus Gallery on fullsail.edu.

Library

The Full Sail Library is a one-stop source for academic, leisure, and professional materials and resources. The Library's mission is to support the educational, research, and recreational needs of online and on-campus students, faculty and staff. The Library offers a diverse body of media that meets the needs of a variety of students across the wide spectrum of degree programs. The Library provides a social, collaborative, and adaptable space to accommodate individual study and group projects.

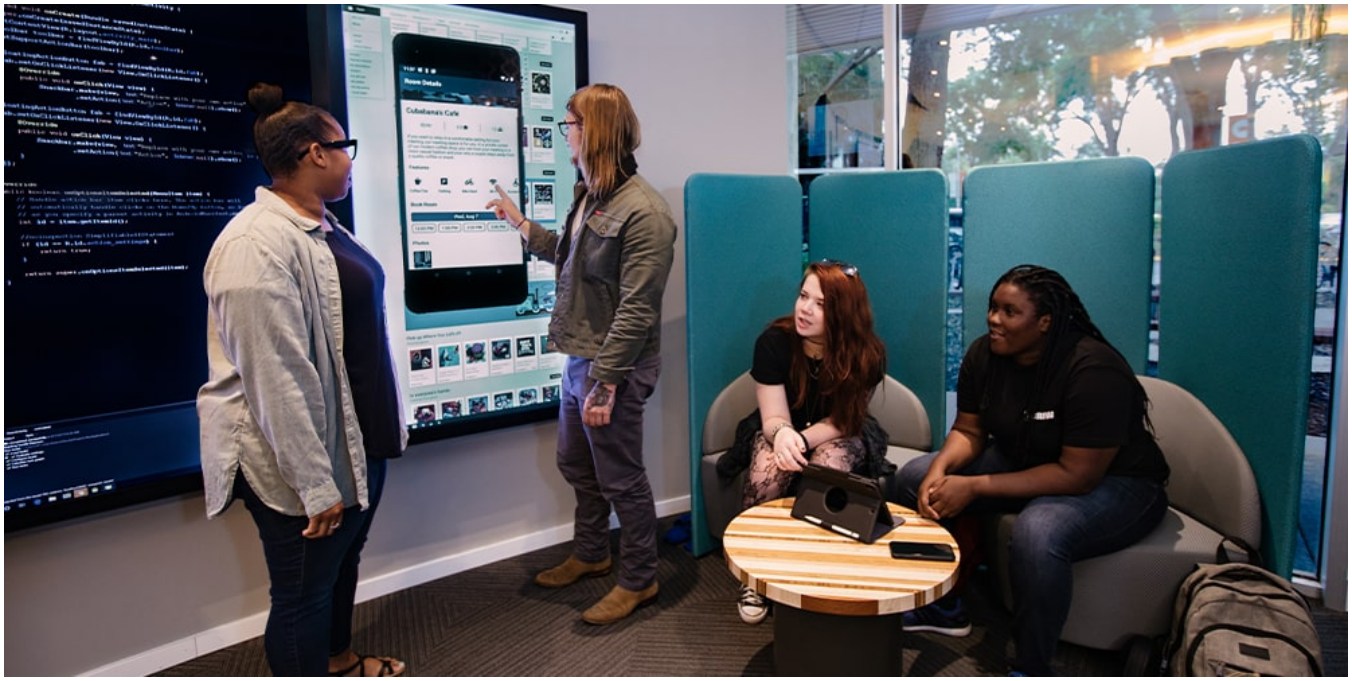
Live Performance Venues

Our performance venues are optimized for teaching virtually every aspect of modern-day live production, including sound reinforcement, computerized and conventional lighting systems, acoustical measurement, equipment maintenance, installation for home theater and corporate boardrooms, and video production.

Sim Lab

Inside the Sim Lab, students utilize the same technology used in theme park rides. Featuring a motion base that can support up to 3000 pounds, students in this lab work together on all aspects of the creative pipeline, collaborating to create compelling VR experiences that take users inside the space shuttle, a giant mech warrior, and even the Millenium Falcon.

Smart Lab



Full Sail's Smart Lab is a dedicated learning facility for students that features the latest technology solutions in homes, wearables, and more. The lab features a wide range of devices, including connected household technology like thermostats, appliances, and televisions that allow students to develop apps for the next generation of smart homes.

Virtual Set

This unique lab allows students to combine live footage with virtual sets previously created in a 3D application, all while working in real time with Sony HD video cameras, a Telemetrics camera control system, Ultimatte digital keying/compositing system, and Final Cut Pro.

Tuition

The tuition prices listed here include all costs for the full degree program, as well as all associated expenses, including textbooks, manuals, media, production materials, lab and technology fees, and Project LaunchBox - a personal technology package featuring hardware and software customized to each degree program.

Tuition Breakdown - Campus

Please note: Students in bachelor's completion programs complete the last 60 credit hours of a bachelor's degree for a total of 120 credit hours.

May - July 2026

ASSOCIATE PROGRAMS	COST PER CREDIT HOUR	TUITION
Audio Production Associate of Applied Science	$762	$48,000
Computer Animation Associate of Applied Science	$806	$50,750
Computer Science Associate of Science	$758	$45,500
Creative Writing Associate of Applied Science	$665	$41,225
Digital Arts & Design Associate of Applied Science	$813	$51,250
Entertainment Business Associate of Applied Science	$665	$41,225
Film Associate of Applied Science	$785	$50,250
Game Art Associate of Applied Science	$798	$50,250

ASSOCIATE PROGRAMS	COST PER CREDIT HOUR	TUITION
Game Development Associate of Applied Science	$810	$50,250
Graphic Design Associate of Applied Science	$810	$50,250
Information Technology Associate of Science	$758	$45,500
Live Event Production Associate of Applied Science	$738	$48,000
Media Communications Associate of Applied Science	$665	$41,225
Music Business Associate of Applied Science	$654	$41,225
Music Production Associate of Applied Science	$774	$48,000
Sports Marketing & Media Associate of Applied Science	$681	$42,225
Sportscasting Associate of Applied Science	$681	$42,225

BACHELOR'S PROGRAMS	COST PER CREDIT HOUR	TUITION
Computer Animation Bachelor of Science	$742	$89,000
Computer Science Bachelor of Science	$733	$88,000
Creative Writing Bachelor of Fine Arts	$558	$67,000
Digital Arts & Design Bachelor of Science	$733	$88,000
Entertainment Business Bachelor of Science	$558	$67,000
Film Bachelor of Science	$733	$88,000
Game Art Bachelor of Science	$733	$88,000
Game Business & Esports Bachelor of Science	$554	$66,500
Game Development Bachelor of Science	$733	$88,000
Graphic Design Bachelor of Science	$733	$88,000
Information Technology Bachelor of Science	$733	$88,000
Live Event Production Bachelor of Science	$717	$86,000
Media Communications Bachelor of Science	$558	$67,000
Music Business Bachelor of Science	$558	$67,000
Music Production Bachelor of Science	$717	$86,000
Recording Arts Bachelor of Science	$717	$86,000
Simulation Engineering Bachelor of Science	$733	$88,000
Sports Marketing & Media Bachelor of Science	$567	$68,000
Sportscasting Bachelor of Science	$567	$68,000

BACHELOR'S COMPLETION PROGRAMS	COST PER CREDIT HOUR	TUITION
Audio Arts Bachelor of Science Completion Program with a Live Event Production Concentration	$642	$38,500
Audio Arts Bachelor of Science Completion Program with a Music Production Concentration	$642	$38,500
Audio Arts Bachelor of Science Completion Program with a Recording Arts Concentration	$642	$38,500
Communications Bachelor of Science Completion Program with a Creative Writing Concentration	$438	$26,275
Communications Bachelor of Science Completion Program with a Media Communications Concentration	$438	$26,275
Cybersecurity Bachelor of Science Completion Program	$704	$42,250
Interactive Technology Bachelor of Science Completion Program with a Game Design Concentration	$646	$38,750
Visual Arts Bachelor of Science Completion Program with a Computer Animation Concentration	$646	$38,750

BACHELOR'S COMPLETION PROGRAMS	COST PER CREDIT HOUR	TUITION
Visual Arts Bachelor of Science Completion Program with a Digital Arts & Design Concentration	$646	$38,750
Visual Arts Bachelor of Science Completion Program with a Film Concentration	$646	$38,750
Visual Arts Bachelor of Science Completion Program with a Game Art Concentration	$646	$38,750
Visual Arts Bachelor of Science Completion Program with a Graphic Design Concentration	$646	$38,750

CERTIFICATE PROGRAMS	COST PER CREDIT HOUR	TUITION
3-D Arts Certificate	$477	$10,500
Audio Arts Certificate	$477	$10,500
Business Certificate	$477	$10,500
Computer Science Certificate	$457	$10,500
Creative Writing Certificate	$500	$10,500
Film & Video Certificate	$477	$10,500
Game Business & Esports Certificate	$404	$10,500
Information Technology Certificate	$525	$10,500
Marketing Certificate	$477	$10,500
Media Strategy Certificate	$477	$10,500
Sportscasting Certificate	$477	$10,500
Visual Design Certificate	$457	$10,500

INTENSIVE ENGLISH PROGRAMS	COST PER CREDIT HOUR	TUITION
Intensive English Program - Level 1 Certificate	$400	$14,400
Intensive English Program - Level 2 Certificate	$433	$10,400
Intensive English Program - Level 3 Certificate	$463	$7,400
Intensive English Program - Level 4 Certificate	$550	$4,400

MASTER'S PROGRAMS	COST PER CREDIT HOUR	TUITION
Computer Science Master of Science	$931	$33,500
Entertainment Business Master of Science	$916	$38,000
Entertainment Business: Sports Management Master of Science	$916	$38,000
Film Production Master of Fine Arts	$621	$36,000
Game Design Master of Science	$878	$36,000

*Cost per credit hour is the average for the program and may differ per semester.

Please note: Students in bachelor's completion programs complete the last 60 credit hours of a bachelor's degree for a total of 120 credit hours.

August - December 2026

ASSOCIATE PROGRAMS	COST PER CREDIT HOUR	TUITION
Audio Production Associate of Applied Science	$819	$51,600
Computer Animation Associate of Applied Science	$858	$54,040
Computer Science Associate of Science	$804	$48,250
Creative Writing Associate of Applied Science	$722	$44,775
Digital Arts & Design Associate of Applied Science	$866	$54,540
Entertainment Business Associate of Applied Science	$722	$44,775

ASSOCIATE PROGRAMS	COST PER CREDIT HOUR	TUITION
Film Associate of Applied Science	$837	$53,540
Game Art Associate of Applied Science	$850	$53,540
Game Development Associate of Applied Science	$864	$53,540
Graphic Design Associate of Applied Science	$864	$53,540
Information Technology Associate of Science	$804	$48,250
Live Event Production Associate of Applied Science	$794	$51,600
Media Communications Associate of Applied Science	$722	$44,775
Music Business Associate of Applied Science	$711	$44,775
Music Production Associate of Applied Science	$832	$51,600
Sports Marketing & Media Associate of Applied Science	$738	$45,775
Sportscasting Associate of Applied Science	$738	$45,775

BACHELOR'S PROGRAMS	COST PER CREDIT HOUR	TUITION
Computer Animation Bachelor of Science	$792	$95,000
Computer Science Bachelor of Science	$783	$94,000
Creative Writing Bachelor of Fine Arts	$608	$73,000
Digital Arts & Design Bachelor of Science	$783	$94,000
Entertainment Business Bachelor of Science	$608	$73,000
Film Bachelor of Science	$783	$94,000
Game Art Bachelor of Science	$783	$94,000
Game Business & Esports Bachelor of Science	$604	$72,500
Game Development Bachelor of Science	$783	$94,000
Graphic Design Bachelor of Science	$783	$94,000
Information Technology Bachelor of Science	$783	$94,000
Live Event Production Bachelor of Science	$767	$92,000
Media Communications Bachelor of Science	$608	$73,000
Music Business Bachelor of Science	$608	$73,000
Music Production Bachelor of Science	$767	$92,000
Recording Arts Bachelor of Science	$767	$92,000
Simulation Engineering Bachelor of Science	$783	$94,000
Sports Marketing & Media Bachelor of Science	$617	$74,000
Sportscasting Bachelor of Science	$617	$74,000

BACHELOR'S COMPLETION PROGRAMS	COST PER CREDIT HOUR	TUITION
Audio Arts Bachelor of Science Completion Program with a Live Event Production Concentration	$682	$40,900
Audio Arts Bachelor of Science Completion Program with a Music Production Concentration	$682	$40,900
Audio Arts Bachelor of Science Completion Program with a Recording Arts Concentration	$682	$40,900
Communications Bachelor of Science Completion Program with a Creative Writing Concentration	$479	$28,725
Communications Bachelor of Science Completion Program with a Media Communications Concentration	$479	$28,725
Cybersecurity Bachelor of Science Completion Program	$754	$45,250
Interactive Technology Bachelor of Science Completion Program with a Game Design Concentration	$691	$41,460
Visual Arts Bachelor of Science Completion Program with a Computer Animation Concentration	$691	$41,460

BACHELOR'S COMPLETION PROGRAMS	COST PER CREDIT HOUR	TUITION
Visual Arts Bachelor of Science Completion Program with a Digital Arts & Design Concentration	$691	$41,460
Visual Arts Bachelor of Science Completion Program with a Film Concentration	$691	$41,460
Visual Arts Bachelor of Science Completion Program with a Game Art Concentration	$691	$41,460
Visual Arts Bachelor of Science Completion Program with a Graphic Design Concentration	$691	$41,460

CERTIFICATE PROGRAMS	COST PER CREDIT HOUR	TUITION
3-D Arts Certificate	$477	$10,500
Audio Arts Certificate	$477	$10,500
Business Certificate	$477	$10,500
Computer Science Certificate	$457	$10,500
Creative Writing Certificate	$500	$10,500
Film & Video Certificate	$477	$10,500
Game Business & Esports Certificate	$404	$10,500
Information Technology Certificate	$525	$10,500
Marketing Certificate	$477	$10,500
Media Strategy Certificate	$477	$10,500
Sportscasting Certificate	$477	$10,500
Visual Design Certificate	$457	$10,500

INTENSIVE ENGLISH PROGRAMS	COST PER CREDIT HOUR	TUITION
Intensive English Program - Level 1 Certificate	$400	$14,400
Intensive English Program - Level 2 Certificate	$433	$10,400
Intensive English Program - Level 3 Certificate	$463	$7,400
Intensive English Program - Level 4 Certificate	$550	$4,400

MASTER'S PROGRAMS	COST PER CREDIT HOUR	TUITION
Computer Science Master of Science	$931	$33,500
Entertainment Business Master of Science	$916	$38,000
Entertainment Business: Sports Management Master of Science	$916	$38,000
Film Production Master of Fine Arts	$621	$36,000
Game Design Master of Science	$878	$36,000

*Cost per credit hour is the average for the program and may differ per semester.

Tuition Breakdown - Online

Please note: Students in bachelor's completion programs complete the last 60 credit hours of a bachelor's degree for a total of 120 credit hours.

May - September 2026

ASSOCIATE PROGRAMS	COST PER CREDIT HOUR	TUITION
Audio Production Associate of Applied Science	$587	$37,000
Computer Animation Associate of Applied Science	$587	$37,000
Computer Science Associate of Science	$608	$36,500
Creative Writing Associate of Applied Science	$589	$36,500
Digital Cinematography Associate of Applied Science	$685	$42,500
Digital Marketing Associate of Applied Science	$589	$36,500
Entertainment Business Associate of Applied Science	$589	$36,500

ASSOCIATE PROGRAMS	COST PER CREDIT HOUR	TUITION
Game Art Associate of Applied Science	$579	$36,500
Game Business & Esports Associate of Applied Science	$579	$36,500
Game Development Associate of Applied Science	$589	$36,500
Graphic Design Associate of Applied Science	$589	$36,500
Information Technology Associate of Science	$608	$36,500
Media Communications Associate of Applied Science	$589	$36,500
Music Business Associate of Applied Science	$579	$36,500
Music Production Associate of Applied Science	$589	$36,500
Sportscasting Associate of Applied Science	$589	$36,500
Sports Marketing & Media Associate of Applied Science	$597	$37,000
User Experience Associate of Applied Science	$579	$36,500
Web Development Associate of Applied Science	$598	$36,500

BACHELOR'S PROGRAMS	COST PER CREDIT HOUR	TUITION
Audio Production Bachelor of Science	$554	$66,500
Computer Animation Bachelor of Science	$554	$66,500
Computer Science Bachelor of Science	$542	$65,000
Creative Writing Bachelor of Fine Arts	$542	$65,000
Digital Cinematography Bachelor of Science	$592	$71,000
Digital Marketing Bachelor of Science	$542	$65,000
Entertainment Business Bachelor of Science	$542	$65,000
Game Art Bachelor of Science	$542	$65,000
Game Business & Esports Bachelor of Science	$533	$64,000
Game Development Bachelor of Science	$542	$65,000
Graphic Design Bachelor of Science	$542	$65,000
Information Technology Bachelor of Science	$542	$65,000
Media Communications Bachelor of Science	$542	$65,000
Music Business Bachelor of Science	$542	$65,000
Music Production Bachelor of Science	$542	$65,000
Simulation Engineering Bachelor of Science	$558	$67,000
Sports Marketing & Media Bachelor of Science	$554	$66,500
Sportscasting Bachelor of Science	$542	$65,000
User Experience Bachelor of Science	$542	$65,000
Web Development Bachelor of Science	$542	$65,000

BACHELOR'S COMPLETION PROGRAMS	COST PER CREDIT HOUR	TUITION
Audio Arts Bachelor of Science Completion with an Audio Production Concentration	$492	$29,500
Visual Arts Bachelor of Science Completion with a Computer Animation Concentration	$492	$29,500
Computer Science Bachelor of Science Completion with an Artificial Intelligence Concentration	$483	$29,000
Computer Science Bachelor of Science Completion with an Mobile Development Concentration	$483	$29,000
Communications Bachelor of Science Completion with a Creative Writing Concentration	$483	$29,000
Visual Arts Bachelor of Science Completion with a Digital Cinematography Concentration	$483	$29,000
Business Bachelor of Science Completion Program with a Digital Marketing Concentration	$483	$29,000

BACHELOR'S COMPLETION PROGRAMS	COST PER CREDIT HOUR	TUITION
Business Bachelor of Science Completion with an Entertainment Business Concentration	$483	$29,000
Visual Arts Bachelor of Science Completion with a Game Art Concentration	$483	$29,000
Interactive Technology Bachelor of Science Completion with a Game Design Concentration	$483	$29,000
Visual Arts Bachelor of Science Completion with a Graphic Design Concentration	$483	$29,000
Cybersecurity Bachelor of Science Completion Program	$483	$29,000
Communications Bachelor of Science Completion with a Media Communications Concentration	$483	$29,000
Business Bachelor of Science Completion with a Music Business Concentration	$483	$29,000
Audio Arts Bachelor of Science Completion with a Music Production Concentration	$483	$29,000
Business Bachelor of Science Completion with a Sports Marketing and Media Concentration	$492	$29,500

CERTIFICATE PROGRAMS	COST PER CREDIT HOUR	TUITION
3-D Arts Undergraduate Certificate	$477	$10,500
Application Development Fundamentals Undergraduate Certificate	$457	$10,500
Audio Arts Undergraduate Certificate	$477	$10,500
Artificial Intelligence Graduate Certificate**	$858	$12,875
Business Undergraduate Certificate	$477	$10,500
Computer Science Undergraduate Certificate	$457	$10,500
Creative Writing Undergraduate Certificate	$500	$10,500
Data Science Graduate Certificate**	$858	$12,875
Digital Marketing Graduate Certificate	$840	$10,500
Film & Video Undergraduate Certificate	$477	$10,500
Game Business & Esports Undergraduate Certificate	$404	$10,500
Human-Computer Interaction Graduate Certificate**	$858	$12,875
Information Technology Undergraduate Certificate	$525	$10,500
Instructional Design & Technology Graduate Certificate	$875	$10,500
Marketing Undergraduate Certificate	$477	$10,500
Media Strategy Undergraduate Certificate	$477	$10,500
Sportscasting Undergraduate Certificate	$477	$10,500
User Experience Undergraduate Certificate	$457	$10,500
Visual Design Undergraduate Certificate	$457	$10,500

INTENSIVE ENGLISH PROGRAMS	COST PER CREDIT HOUR	TUITION
Intensive English Program - Level 3 Certificate	$400	$6,400
Intensive English Program - Level 4 Certificate	$456	$3,650

MASTER'S PROGRAMS	COST PER CREDIT HOUR	TUITION
Business Intelligence Master of Science	$889	$32,000
Computer Science Master of Science	$889	$32,000
Creative Writing Master of Fine Arts	$681	$32,000
Digital Marketing Master of Science	$865	$32,000
Entertainment Business Master of Science	$771	$32,000
Entertainment Business: Sports Management Master of Science	$771	$32,000
Game Design Master of Science	$780	$32,000

MASTER'S PROGRAMS	COST PER CREDIT HOUR	TUITION
Innovation & Entrepreneurship Master of Science	$889	$32,000
Instructional Design & Technology Master of Science	$889	$32,000
Media Design Master of Fine Arts	$638	$37,000
New Media Journalism Master of Arts	$681	$32,000
Public Relations Master of Arts	$842	$32,000

*Cost per credit hour is the average for the program and may differ per semester.

**At this time these programs are not eligible for financial aid, including Title IV benefits.

Please note: Students in bachelor's completion programs complete the last 60 credit hours of a bachelor's degree for a total of 120 credit hours.

October - December 2026

ASSOCIATE PROGRAMS	COST PER CREDIT HOUR	TUITION
Audio Production Associate of Applied Science	$603	$38,000
Computer Animation Associate of Applied Science	$603	$38,000
Computer Science Associate of Science	$625	$37,500
Creative Writing Associate of Applied Science	$605	$37,500
Digital Cinematography Associate of Applied Science	$702	$43,500
Digital Marketing Associate of Applied Science	$605	$37,500
Entertainment Business Associate of Applied Science	$605	$37,500
Game Art Associate of Applied Science	$595	$37,500
Game Business & Esports Associate of Applied Science	$595	$37,500
Game Development Associate of Applied Science	$605	$37,500
Graphic Design Associate of Applied Science	$605	$37,500
Information Technology Associate of Science	$625	$37,500
Media Communications Associate of Applied Science	$605	$37,500
Music Business Associate of Applied Science	$595	$37,500
Music Production Associate of Applied Science	$605	$37,500
Sportscasting Associate of Applied Science	$605	$37,500
Sports Marketing & Media Associate of Applied Science	$613	$38,000
User Experience Associate of Applied Science	$595	$37,500
Web Development Associate of Applied Science	$615	$37,500

BACHELOR'S PROGRAMS	COST PER CREDIT HOUR	TUITION
Audio Production Bachelor of Science	$571	$68,500
Computer Animation Bachelor of Science	$571	$68,500
Computer Science Bachelor of Science	$558	$67,000
Creative Writing Bachelor of Fine Arts	$558	$67,000
Digital Cinematography Bachelor of Science	$608	$73,000
Digital Marketing Bachelor of Science	$558	$67,000
Entertainment Business Bachelor of Science	$558	$67,000
Game Art Bachelor of Science	$558	$67,000
Game Business & Esports Bachelor of Science	$550	$66,000

BACHELOR'S PROGRAMS	COST PER CREDIT HOUR	TUITION
Game Development Bachelor of Science	$558	$67,000
Graphic Design Bachelor of Science	$558	$67,000
Information Technology Bachelor of Science	$558	$67,000
Media Communications Bachelor of Science	$558	$67,000
Music Business Bachelor of Science	$558	$67,000
Music Production Bachelor of Science	$558	$67,000
Simulation Engineering Bachelor of Science	$575	$69,000
Sports Marketing & Media Bachelor of Science	$571	$68,500
Sportscasting Bachelor of Science	$558	$67,000
User Experience Bachelor of Science	$558	$67,000
Web Development Bachelor of Science	$558	$67,000

BACHELOR'S COMPLETION PROGRAMS	COST PER CREDIT HOUR	TUITION
Audio Arts Bachelor of Science Completion with an Audio Production Concentration	$508	$30,500
Visual Arts Bachelor of Science Completion with a Computer Animation Concentration	$508	$30,500
Computer Science Bachelor of Science Completion with an Artificial Intelligence Concentration	$500	$30,000
Computer Science Bachelor of Science Completion with an Mobile Development Concentration	$500	$30,000
Communications Bachelor of Science Completion with a Creative Writing Concentration	$500	$30,000
Visual Arts Bachelor of Science Completion with a Digital Cinematography Concentration	$500	$30,000
Business Bachelor of Science Completion Program with a Digital Marketing Concentration	$500	$30,000
Business Bachelor of Science Completion with an Entertainment Business Concentration	$500	$30,000
Visual Arts Bachelor of Science Completion with a Game Art Concentration	$500	$30,000
Interactive Technology Bachelor of Science Completion with a Game Design Concentration	$500	$30,000
Visual Arts Bachelor of Science Completion with a Graphic Design Concentration	$500	$30,000
Cybersecurity Bachelor of Science Completion Program	$500	$30,000
Communications Bachelor of Science Completion with a Media Communications Concentration	$500	$30,000
Business Bachelor of Science Completion with a Music Business Concentration	$500	$30,000
Audio Arts Bachelor of Science Completion with a Music Production Concentration	$500	$30,000
Business Bachelor of Science Completion with a Sports Marketing and Media Concentration	$508	$30,500

CERTIFICATE PROGRAMS	COST PER CREDIT HOUR	TUITION
3-D Arts Undergraduate Certificate	$477	$10,500
Application Development Fundamentals Undergraduate Certificate	$457	$10,500
Audio Arts Undergraduate Certificate	$477	$10,500
Artificial Intelligence Graduate Certificate**	$858	$12,875
Business Undergraduate Certificate	$477	$10,500
Computer Science Undergraduate Certificate	$457	$10,500
Creative Writing Undergraduate Certificate	$500	$10,500

CERTIFICATE PROGRAMS	COST PER CREDIT HOUR	TUITION
Data Science Graduate Certificate**	$858	$12,875
Digital Marketing Graduate Certificate	$840	$10,500
Film & Video Undergraduate Certificate	$477	$10,500
Game Business & Esports Undergraduate Certificate	$404	$10,500
Human-Computer Interaction Graduate Certificate**	$858	$12,875
Information Technology Undergraduate Certificate	$525	$10,500
Instructional Design & Technology Graduate Certificate	$875	$10,500
Marketing Undergraduate Certificate	$477	$10,500
Media Strategy Undergraduate Certificate	$477	$10,500
Sportscasting Undergraduate Certificate	$477	$10,500
User Experience Undergraduate Certificate	$457	$10,500
Visual Design Undergraduate Certificate	$457	$10,500

INTENSIVE ENGLISH PROGRAMS	COST PER CREDIT HOUR	TUITION
Intensive English Program - Level 3 Certificate	$400	$6,400
Intensive English Program - Level 4 Certificate	$456	$3,650

MASTER'S PROGRAMS	COST PER CREDIT HOUR	TUITION
Business Intelligence Master of Science	$972	$35,000
Computer Science Master of Science	$972	$35,000
Creative Writing Master of Fine Arts	$745	$35,000
Digital Marketing Master of Science	$946	$35,000
Entertainment Business Master of Science	$843	$35,000
Entertainment Business: Sports Management Master of Science	$843	$35,000
Game Design Master of Science	$854	$35,000
Innovation & Entrepreneurship Master of Science	$972	$35,000
Instructional Design & Technology Master of Science	$972	$35,000
Media Design Master of Fine Arts	$690	$40,000
New Media Journalism Master of Arts	$745	$35,000
Public Relations Master of Arts	$921	$35,000

*Cost per credit hour is the average for the program and may differ per semester.

**At this time these programs are not eligible for financial aid, including Title IV benefits.

General Information

Administration

Governing Body

Full Sail University is a fictitious name registered by Full Sail, LLC. Full Sail is organized and chartered under the laws of the State of Florida. The address of the governing body is the same as that of the school.

Co-Chairmen/CEOs

- Ed Haddock
- Bill Heavener
- Jon Phelps

Full Sail University Administration

ADMINISTRATION

Garry Jones	President
Ken Goldstone	Vice Chairman
Isis Jones	Chief Information Officer/Executive Director Of Education
Debbie Magruder	Chief Administrative Officer/Chief Financial Officer
Geoff Rogers	Executive Vice President
Matthew Pengra	Senior Vice President
Andrew Solberg	Senior Vice President
Sharon Griffith	Vice President, Financial Aid
Craig Daily	Vice President & Creative Director
Jay Noble	Vice President, Alumni Relations
Shayne Cade	Vice President, Institutional Effectiveness & Compliance
Diane DiFebbo	Vice President, Accounting and Finance
Tyler Boles	Vice President, Strategic Planning
Chris Johnson	Vice President, Information Technology

ACADEMIC ADMINISTRATION

Dave Franko	Vice President, Academic Affairs
Nell Thompson	Vice President, Academic Innovation
Edgard Bond	Vice President, Education Operations
Kathleen Ross	Executive Director of Academic Affairs
Heather Dartez	Director of Graduate Studies
Debbie Mills	Director of Student Affairs
Jon Craig	Director of Academic Success
Charles Everett	Senior Director of Academic Effectiveness
Robin Anderson	Director of Curriculum Assessment
Angelique Smith	Director of Faculty Affairs & Development
Haifa Maamar	Education Director, Emerging Technologies
Rick Ramsey	Education Director, Visual Arts
Brandon Egerton	Education Director, Audio Arts
Eric Saperstein	Education Director, Business

Admissions

The admissions requirements vary by program and are described in greater detail in the following paragraphs. In all cases, Full Sail retains sole discretion regarding offers of admission and the rescission or expiration of prior invitations to enroll. Completing all listed requirements, processes, and submissions establishes eligibility to enroll, but does not guarantee admission.

Undergraduate Admissions Requirements

Applicants must submit the following to be considered for admission:

- **Application for Admission**—Applicants must submit the completed application and fulfill all the requirements therein.
- **Admissions Interview**—Applicants must complete an admissions interview.
- **Documentation of High School Graduation.** Full Sail requires that all applicants have completed high school and received a standard high school diploma. The University defines a Standard High School diploma using the Florida Department of Education standards at www.fldoe.org. Applicants must provide documentation of high school completion prior to starting a program. Acceptable forms of documentation include: high school diploma, General Educational Development (GED) passing test scores and/or the GED diploma, other equivalent, state-approved diploma examination scores, or documentation of an earned associate or higher-level degree from an accredited postsecondary educational institution recognized by the U.S. Department of Education.
- Confirmation the student is at least 16 years of age [or beyond the minimum age of compulsory high school attendance] at the time of enrollment. Because Full Sail's programs are designed to prepare students for the employment market, undergraduate applicants generally must be at least 16 [or beyond the minimum age of compulsory high school attendance] at the time of enrollment. Students younger than 16, who have satisfied all other admissions prerequisites and wish to apply to Full Sail, must submit a request to the Director of Student Affairs demonstrating additional academic achievements, performance

on standardized tests, employability at the time of graduation, and/or other characteristics to support the application for admission and confirm program readiness. The GED must be approved by a State Department of Education to be considered.

NOTE: GED TESTS CANNOT BE TAKEN ONLINE AND CAN ONLY BE TAKEN AT AN OFFICIAL TESTING CENTER.

Full Sail may request additional documentation to verify the successful completion of high school (such as, but not limited to, student transcripts) and/or to assess the preparation provided by the issuing institution. In all cases, Full Sail retains the sole discretion to determine whether or not the secondary training completed by the applicant is sufficient to satisfy the high school graduation admission requirement.

- **Government Issued Photo Identification**—Applicants must submit a government issued photo ID. The following are examples of photo identification that are accepted by the university:
  - Copy of a Valid State Issued Driver's License
  - Copy of a Valid State Issued Identification Card
  - Copy of a Valid Passport

NOTE: COPIES OF MILITARY IDENTIFICATION CARDS ARE NOT ACCEPTED.

- **Complete the Technology Assessment** Applicants must achieve a score of 70 or higher to be admitted to the program of study.
- **Language Proficiency**—If primary language is not English, verification of language proficiency is required. All required documentation that is not in English must be accompanied by a certified English translation.
- Domestic/United States applicants with international/foreign transcripts will need those transcripts to be translated and evaluated by a 3rd party.

Game Development Associate of Science applicants must demonstrate knowledge of Pre-Algebra, Algebra, and Geometry. Applicants must complete a Math Self-Evaluation to enter the Game Development Associate of Science degree program.

Interactive Technology Bachelor of Science Completion program with a concentration in Game Design applicants must demonstrate knowledge of Pre-Algebra, Algebra, and Geometry. Applicants must obtain a satisfactory score on a Skills Assessment Test to enter the Interactive Technology Bachelor of Science Completion program with a concentration in Game Design. A Skills Assessment Test covering mathematical concepts will be administered during the enrollment process to determine eligibility for this program.

The potential paths are listed below.

SCORE	OUTCOME
70	Applicant will be admitted into the degree program
69-30	Applicant will be placed in a mandatory preparatory math course
0-29	Applicant must complete a mandatory non-credit preparatory course or the applicant will not be admitted into the program

Game Development Bachelor of Science; Computer Science Associate, Bachelor of Science, and Bachelor of Science Completion; and Simulation Engineering Associate and Bachelor of Science program applicants must demonstrate knowledge of Algebra II, Pre-Calculus, Trigonometry, and Calculus. Introductory programming classes are also highly recommended.

Applicants to programs that require demonstrated knowledge of mathematics may satisfy this requirement in one of the following ways: (1) provide transcripts that indicate successful completion (B or higher) in previous coursework or (2) complete a Math Self-Evaluation and obtain a satisfactory score on a Skills Assessment Test to enter the Game Development Bachelor of Science; Computer Science Associate, Bachelor of Science, and Bachelor of Science Completion; and Simulation Engineering Associate and Bachelor of Science programs. For

applicants who choose to meet this requirement by taking a mathematics assessment, a Skills Assessment Test covering advanced mathematical concepts will be administered during the enrollment process to determine the path of each applicant.

The potential paths are listed below.

SCORE	OUTCOME
70-100	If all section scores are above 70, applicant will be admitted into the degree program. Otherwise, applicant will be placed in a mandatory preparatory math course.
69-30	Applicant will be placed in a mandatory preparatory math course(s).
29-0	Applicant must complete a mandatory non-credit preparatory course, or the applicant will not be admitted into the program.

Creative Writing, AAS and BFA Degree Program applicants' career objectives will be considered when an admission decision is made.

Completion Programs & Concentration

Applicants for Completion Programs & Concentrations must meet all of the University's admission requirements (see Requirements for Admission section) and:

- Documentation of Earned Associate's or Higher-Level Degree—Applicants must provide documentation of their earned associate's or higher-level degree from an accredited postsecondary educational institution recognized by the U.S. Department of Education. The degree must be related to the educational program objectives of the baccalaureate degree completion program. Documentation must be received prior to starting. For related degrees earned at institutions other than Full Sail, applicants may also be required to take prerequisite courses before beginning the completion program.

Online Admissions

Applicants to online-only degree programs will be required to complete a technology assessment. The assessment will determine whether students have the skills, competencies, and access to technology necessary to succeed in a distance education environment prior to their enrollment in the program or course of study.

Once enrolled into a program, students will complete the orientation module. The module explains the best practices for conducting online learning, overall operation of the online platform, procedures for troubleshooting problems and contacting the technical support team, and general school policy as it applies to the online format.

Applicants to online degree programs are required to have access to a reliable computer or tablet capable of running multimedia applications and navigating media rich websites. Applicants are also required to have access to a reliable high-speed Internet connection.

Graduate Admissions Requirements

Graduate School applicants must possess one of the following to be eligible:

- A Full Sail Bachelor's Degree with a minimum cumulative GPA of 2.0.
- A baccalaureate or higher level degree from another accredited postsecondary educational institution recognized by the U.S. Department of Education. Degree held must be of similar scope and subject matter as to prepare applicants for the educational program objectives of the Graduate School Degree Program, with a transfer academic average of 2.0. Applicants who meet these criteria will be considered for admission pending an evaluation of a copy of official transcripts. Transcripts are required to include graduation date, final GPA and degree earned. Documentation of high school graduation or GED is not required.

- Complete the Technology Assessment. Applicants must achieve a score of 70 or higher to be admitted to the program of study.

Computer Science and **Game Design** Master of Science Program and **Artificial Intelligence**, **Data Science**, and **Human-Computer Interaction** Graduate Certificate Program applicants must possess a baccalaureate or higher level degree from an accredited postsecondary educational institution recognized by the U.S. Department of Education. Degree held must be of similar scope and subject matter as to prepare applicants for the educational program objectives of the program, with a minimum cumulative GPA of 2.5. Applicants who meet these criteria will be considered for admission pending an evaluation of a copy of official transcripts. Transcripts are required to include graduation date, final GPA, and degree earned.

Computer Science Master of Science Program and **Artificial Intelligence**, **Data Science**, and **Human-Computer Interaction** Graduate Certificate Program applicants must demonstrate knowledge of Algebra II, Discrete Math, Probability, Statistics, Programming, and Data Structures. An Advanced Programming and Math Assessment covering advanced mathematical and programming concepts will be administered during the enrollment process to determine entrance into the program. Applicants must obtain a satisfactory score of 70 on the Advanced Programming and Math Assessment to enter these programs.

Game Design Master of Science Program applicants should have extensive academic coursework in **Computer Animation, Game Art, Game Design, Game Development, Mobile Development**, or **Computer Science**. Applicants are strongly encouraged to review the Game Design Master of Science curriculum before applying to ensure they have acquired the requisite skills in order to be successful in the program.

Creative Writing, MFA applicants must be employed in a creative, content-producing position or a field that requires narrative design or editorial input such as film and television, games, digital or print media, or corporate environments that require copywriting or copyediting.

International Undergraduate Admissions Requirements

International applicants must meet all of the University's admissions requirements (see requirements for Admissions section). In addition, International applicants must meet the following requirements in order to be considered for admissions:

- **Language Proficiency*** - Applicants whose native language is not English must demonstrate the required level of language proficiency by providing documentation of one of the following:
  - **Duolingo**
    - The minimum required score is 110.
  - **TOEFL** (Test of English as a Foreign Language)
    - Paper and pencil test: The minimum required score is 550
    - Computer-based test: The minimum required score is 213
    - TOEFL iBT: Prior to January 21, 2026, the minimum required score is 79. For tests taken after January 21, 2026, the minimum required score is 4.5.
  - **IELTS** (International English Language Testing System)
    - The minimum required score is 6.5
  - **Accuplacer**
    - The minimum required score is a composite score of 80.

NOTE: Additional language proficiency exams may be accepted. Contact your admissions representative for more information.

- **Financial Guarantee** - for those seeking a visa for a campus-based program, a financial guarantee must be provided to verify available funding for tuition and related expenses for the first academic term of the chosen degree program.

- **Documentation of High School Graduation** - Full Sail requires that all applicants who have completed high school at a foreign institution must provide official documentation to the International Department to determine U.S. equivalency.
- **Foreign School Credentials** - must be submitted to an outside evaluation service for determination of U.S. equivalency. Please contact your Admissions Representative or an International Liaison for recommended evaluation services.
- **English Translation** - any documentation not in English must be accompanied by a certified English translation.
- **Obtain Visa** - applicants for a campus-based degree program are required to obtain the proper visa in order to study full time. (not required for online-based degree programs)
- **Complete the Technology Assessment** Applicants must achieve a score of 70 or higher to be admitted to the program of study.

NOTE: REQUIREMENTS FOR ADMISSION APPLY EQUALLY TO ALL APPLICANTS WITHOUT REGARD TO RACE, COLOR, NATIONAL ORIGIN, SEX, DISABILITY, AGE, SEXUAL ORIENTATION, OR MARITAL STATUS.

**INTENSIVE ENGLISH APPLICANTS ONLY: A LANGUAGE PROFICIENCY ASSESSMENT IS REQUIRED PRIOR TO PLACEMENT IN THE IE CERTIFICATE.*

International applicants must meet all of the University's admissions requirements (see requirements for Admissions section). In addition, college transcripts must be submitted to an outside evaluation service for determination of U.S. Bachelor equivalency. Please contact the International Department for recommended evaluation services.

Admissions Application Process

The Admissions Department is prepared to assist with completing the application process. To apply:

- Complete an interview with your Admissions Representative.
- Complete the Application for Admission.
- Submit $75 registration fee.

Once all documents are completed and submitted, applicants will be notified in writing of admission decision. The registration fee and deposit(s) are credited to the cost of tuition but are not covered by financial aid. All deposits are fully refundable

Transfer Credit

Credit for Previous Education

Students with previous postsecondary education may request credit for previous education.

Transfer Credit

Those seeking transfer credit from another accredited postsecondary school while attending Full Sail must submit a copy of official transcripts to the Document Management Team. To receive transfer credit, students must have successfully completed courses similar in scope and content to Full Sail courses. The submission of a copy of official college transcripts must occur within the first two weeks of attendance at Full Sail.

For those classes that begin the first week in a degree program, a copy of official college transcripts must be received before class begins. The right to receive transfer credit for a course is only granted for successful completion of prior education in subjects that have received a grade of C or better. Transfer credits are awarded based on courses already completed and recommendations to attend courses at other institutions

cannot be provided. Acceptance of transfer credit may change a student's eligibility for certain types of financial aid. All credits will be automatically applied to the end of the student's academic program, unless specification not to transfer some or all of the credits is received.

Full Sail may request additional documentation to verify and/or assess the preparation provided by the issuing institution. In all cases, Full Sail retains the sole discretion to determine the transferability of credits.

Procedure:

- Upload a copy of official transcripts through Launch (the student portal).
- Transcripts will be reviewed by the Document Management Team.
- Applicants will be notified of transfer credit approval or denial prior to their expected start date.

To determine the cost and transferability of credits, contact Full Sail's Admissions Department.

Credit by Examination

Undergraduate, campus-based students are eligible for credit by examination (CE) to earn credit toward graduation. Undergraduate campus students who have work experience or who cannot provide a college transcript prior to the deadline for submission, may take a CE test in each course for which credit is being sought and must obtain a score of 75 percent or better in order to receive credit. CE tests must occur within the first two weeks of attendance at Full Sail. For those classes that begin the first week, the test must be taken before the course begins. A minimum of 25 percent of an undergraduate degree program's semester hours or equivalent must be taken to receive a degree from Full Sail University. Matriculation agreements with other postsecondary institutions or universities are handled on an individual basis and may negate the usual testing procedure.

CE tests can only be attempted one (1) time per course. There is no fee to take the exam, but it must be scheduled through Enrollment or the Student Success Department prior to the beginning of a course. If a student starts a course, they are no longer eligible to take the CE test for that course.

Graduate, online students who have at least five years of management and/or leadership experience may be eligible for credit by examination. For the following graduate degree programs: Business Intelligence Master of Science, Entertainment Business Master of Science, or Digital Marketing Master of Science, a maximum of five courses may be considered for credit by examination. Students may earn CE credit for a maximum of five (5) courses and may only attempt five (5) CE tests across the program of study. Prospective students will be asked to submit their undergraduate transcript, a résumé, and a letter of intent to qualify for credit by examination. The final decision to allow CE tests rests with the Program Director of the graduate degree program. Not all courses in these programs are eligible for credit by examination. Students must achieve a score of 85 percent or better in order to receive credit. A majority of the credits required for a graduate degree program must be completed at Full Sail University.

Credit for Military Education and Training

Students who have completed Military Courses or Military Experience can submit a copy of their Joint Service Transcript (Army, Navy, Marine Corps and Coast Guard) or Community College of the Air Force transcript to the Document Management Team. Consideration for the possibility of awarding credit will also be given for any course or experience that has an ACE credit recommendation. Please be aware that the credit recommended by ACE does not guarantee the awarding of Full Sail University credit for that course or experience.

Active military students should audit and review their military transcripts periodically (every 6 months if on active duty) for updates and modifications. Speak with your academic advisor if there have been updates.

Transferability of Credit

Questions regarding matriculation should be directed to the institution at which continued education is being sought. The transferability of credit from Full Sail to another institution is at the discretion of the accepting institution. It is the student's responsibility to confirm whether or not credits will be accepted by another college.

Individual Courses

Some courses may be taken on an individual basis. A $200 deposit for each individual course must be included with the application. The balance of tuition is due on or before the first day of class. Individual course students are not eligible for financial aid.

Most individual courses have prerequisites. Acceptance into a course is determined by the respective Program Director and/or the Director of Student Affairs. Contact an Admissions Representative for more information.

Career Development Department

The services of the Career Development Department are a continuation of the student's education and support the student in the pursuit of employment post-graduation.

Full Sail's Career Development Department governs:

1. degree-specific lectures and presentations designed to prepare students for the pursuit of internships and entry-level employment, including instruction about résumé creation, interview techniques, and the professionalism required within the industry,
2. regularly updated resources for research of potential employers in the industry,
3. a well-organized industry outreach effort to promote awareness of Full Sail's degree programs, as well as qualified graduates and their successes, and
4. regional events and an online community for all Full Sail alumni to promote networking and professional relationships.

Full Sail degree program students preparing for graduation as well as alumni throughout their careers may utilize Career Development services. Those desiring assistance must register their requests with the Career Development Department. The Career Development Department requires a consistent and professional dialogue from each student or graduate in order to provide effective assistance. Flexibility is desirable with respect to location or type of employment and may enhance the efforts of our services. Relocation for specific types of employment may be necessary in order to successfully launch and maintain a career in the entertainment media industry.

Even though Full Sail makes a reasonable effort to assist each graduate in seeking employment, this in no way constitutes a promise or guarantee of employment. Career assistance may be suspended in the event that a student or graduate's financial commitments are not met or if the student or graduate displays unprofessional behavior. Completion of individual courses does not qualify students for career assistance.

Class Schedules

Bachelor's Degrees - Campus

REGISTRATION	TERM START	START DATE	GRADUATION DATE
August 26, 2024	September 2, 2024	September 3, 2024	July 1/2, 2026
September 23, 2024	September 30, 2024	September 30, 2024	July 23/24, 2026
October 21, 2024	October 28, 2024	October 28, 2024	September 3/4, 2026
November 18, 2024	November 25, 2024	November 25, 2024	October 1/2, 2026
January 6, 2025	January 6, 2025	January 6, 2025	October 29/30, 2026
January 27, 2025	February 3, 2025	February 3, 2025	November 23/24, 2026
February 24, 2025	March 3, 2025	March 3, 2025	February 4/5, 2027
March 31, 2025	April 7, 2025	April 7, 2025	March 4/5, 2027
April 28, 2025	May 5, 2025	May 5, 2025	March 25/26, 2027
May 28, 2025	June 2, 2025	June 2, 2025	May 6/7, 2027
June 23, 2025	June 30, 2025	June 30, 2025	June 3/4, 2027
July 28, 2025	August 4, 2025	August 4, 2025	July 1/2, 2027
August 25, 2025	September 1, 2025	September 2, 2025	July 22/23, 2027
September 22, 2025	September 29, 2025	September 29, 2025	September 2/3, 2027

REGISTRATION	TERM START	START DATE	GRADUATION DATE
October 20, 2025	October 27, 2025	October 27, 2025	September 30/October 1, 2027
November 17, 2025	November 24, 2025	November 24, 2025	October 28/29, 2027
January 5, 2026	January 5, 2026	January 5, 2026	November 22/23, 2027
January 26, 2026	February 2, 2026	February 2, 2026	December 16/17, 2027
February 23, 2026	March 2, 2026	March 2, 2026	February 3/4, 2028
March 30, 2026	April 6, 2026	April 6, 2026	March 2/3, 2028
April 27, 2026	May 4, 2026	May 4, 2026	March 23/24, 2028
May 27, 2026	June 1, 2026	June 1, 2026	May 4/5, 2028
June 22, 2026	June 29, 2026	June 29, 2026	June 1/2, 2028
July 27, 2026	August 3, 2026	August 3, 2026	June 29/30, 2028
August 24, 2026	August 31, 2026	August 31, 2026	July 20/21, 2028
September 21, 2026	September 28, 2026	September 28, 2026	Aug 31/Sept 1, 2028
October 19, 2026	October 26, 2026	October 26, 2026	September 28/29, 2028
November 16, 2026	November 23, 2026	November 23, 2026	October 26/27, 2028

Bachelor's Degrees - Online

REGISTRATION	TERM START	START DATE	GRADUATION DATE
August 26, 2024	September 2, 2024	September 3, 2024	November 23/24, 2026
September 23, 2024	September 30, 2024	September 30, 2024	December 17/18, 2026
October 21, 2024	October 28, 2024	October 28, 2024	February 4/5, 2027
November 18, 2024	November 25, 2024	November 25, 2024	March 4/5, 2027
January 6, 2025	January 6, 2025	January 6, 2025	March 25/26, 2027
January 27, 2025	February 3, 2025	February 3, 2025	May 6/7, 2027
February 24, 2025	March 3, 2025	March 3, 2025	June 3/4, 2027
March 31, 2025	April 7, 2025	April 7, 2025	July 1/2, 2027
April 28, 2025	May 5, 2025	May 5, 2025	July 22/23, 2027
May 28, 2025	June 2, 2025	June 2, 2025	September 2/3, 2027
June 23, 2025	June 30, 2025	June 30, 2025	September 30/October 1, 2027
July 28, 2025	August 4, 2025	August 4, 2025	October 28/29, 2027
August 25, 2025	September 1, 2025	September 2, 2025	November 22/23, 2027
September 22, 2025	September 29, 2025	September 29, 2025	December 16/17, 2027
October 20, 2025	October 27, 2025	October 27, 2025	February 3/4, 2028
November 17, 2025	November 24, 2025	November 24, 2025	March 2/3, 2028
January 5, 2026	January 5, 2026	January 5, 2026	March 23/24, 2028
January 26, 2026	February 2, 2026	February 2, 2026	May 4/5, 2028
February 23, 2026	March 2, 2026	March 2, 2026	June 1/2, 2028
March 30, 2026	April 6, 2026	April 6, 2026	June 29/30, 2028
April 27, 2026	May 4, 2026	May 4, 2026	July 20/21, 2028
May 27, 2026	June 1, 2026	June 1, 2026	Aug 31/Sept 1, 2028
June 22, 2026	June 29, 2026	June 29, 2026	September 28/29, 2028
July 27, 2026	August 3, 2026	August 3, 2026	October 26/27, 2028
August 24, 2026	August 31, 2026	August 31, 2026	November 20/21, 2028
September 21, 2026	September 28, 2026	September 28, 2026	December 14/15, 2028
October 19, 2026	October 26, 2026	October 26, 2026	February 8/9, 2029
November 16, 2026	November 23, 2026	November 23, 2026	March 8/9, 2029

Associate Degrees - Campus

REGISTRATION	TERM START	START DATE	GRADUATION DATE
August 26, 2024	September 2, 2024	September 3, 2024	October 2/3, 2025
September 23, 2024	September 30, 2024	September 30, 2024	October 30/31, 2025
October 21, 2024	October 28, 2024	October 28, 2024	November 24/25, 2025
November 18, 2024	November 25, 2024	November 25, 2024	December 18/19, 2025
January 6, 2025	January 6, 2025	January 6, 2025	February 5/6, 2026
January 27, 2025	February 3, 2025	February 3, 2025	March 4/5, 2026

REGISTRATION	TERM START	START DATE	GRADUATION DATE
February 24, 2025	March 3, 2025	March 3, 2025	March 26/27, 2026
March 31, 2025	April 7, 2025	April 7, 2025	May 7/8, 2026
April 28, 2025	May 5, 2025	May 5, 2025	June 4/5, 2026
May 28, 2025	June 2, 2025	June 2, 2025	July 1/2, 2026
June 23, 2025	June 30, 2025	June 30, 2025	July 23/24, 2026
July 28, 2025	August 4, 2025	August 4, 2025	September 3/4, 2026
August 25, 2025	September 1, 2025	September 2, 2025	October 1/2, 2026
September 22, 2025	September 29, 2025	September 29, 2025	October 29/30, 2026
October 20, 2025	October 27, 2025	October 27, 2025	November 23/24, 2026
November 17, 2025	November 24, 2025	November 24, 2025	December 17/18, 2026
January 5, 2026	January 5, 2026	January 5, 2026	February 4/5, 2027
January 26, 2026	February 2, 2026	February 2, 2026	March 4/5, 2027
February 23, 2026	March 2, 2026	March 2, 2026	March 25/26, 2027
March 30, 2026	April 6, 2026	April 6, 2026	May 6/7, 2027
April 27, 2026	May 4, 2026	May 4, 2026	June 3/4, 2027
May 27, 2026	June 1, 2026	June 1, 2026	July 1/2, 2027
June 22, 2026	June 29, 2026	June 29, 2026	July 22/23, 2027
July 27, 2026	August 3, 2026	August 3, 2026	September 2/3, 2027
August 24, 2026	August 31, 2026	August 31, 2026	Sept 30/Oct 1, 2027
September 21, 2026	September 28, 2026	September 28, 2026	October 28/29, 2027
October 19, 2026	October 26, 2026	October 26, 2026	November 22/23, 2027
November 16, 2026	November 23, 2026	November 23, 2026	December 16/17, 2027

Associate Degrees - Online

REGISTRATION	TERM START	START DATE	GRADUATION DATE
August 26, 2024	September 2, 2024	September 3, 2024	October 30/31, 2025
September 23, 2024	September 30, 2024	September 30, 2024	November 24/25, 2025
October 21, 2024	October 28, 2024	October 28, 2024	December 18/19, 2025
November 18, 2024	November 25, 2024	November 25, 2024	February 5/6, 2026
January 6, 2025	January 6, 2025	January 6, 2025	March 4/5, 2026
January 27, 2025	February 3, 2025	February 3, 2025	March 26/27, 2026
February 24, 2025	March 3, 2025	March 3, 2025	May 7/8, 2026
March 31, 2025	April 7, 2025	April 7, 2025	June 4/5, 2026
April 28, 2025	May 5, 2025	May 5, 2025	July 1/2, 2026
May 28, 2025	June 2, 2025	June 2, 2025	July 23/24, 2026
June 23, 2025	June 30, 2025	June 30, 2025	September 3/4, 2026
July 28, 2025	August 4, 2025	August 4, 2025	October 1/2, 2026
August 25, 2025	September 2, 2025	September 2, 2025	October 29/30, 2026
September 22, 2025	September 29, 2025	September 29, 2025	November 23/24, 2026
October 20, 2025	October 27, 2025	October 27, 2025	December 17/18, 2026
November 17, 2025	November 24, 2025	November 24, 2025	February 4/5, 2027
January 5, 2026	January 5, 2026	January 5, 2026	March 4/5, 2027
January 26, 2026	February 2, 2026	February 2, 2026	March 25/26, 2027
February 23, 2026	March 2, 2026	March 2, 2026	May 6/7, 2027
March 30, 2026	April 6, 2026	April 6, 2026	June 3/4, 2027
April 27, 2026	May 4, 2026	May 4, 2026	July 1/2, 2027
May 27, 2026	June 1, 2026	June 1, 2026	July 22/23, 2027
June 22, 2026	June 29, 2026	June 29, 2026	September 2/3, 2027
July 27, 2026	August 3, 2026	August 3, 2026	Sept 30/Oct 1, 2027
August 24, 2026	August 31, 2026	August 31, 2026	October 28/29, 2027
September 21, 2026	September 28, 2026	September 28, 2026	November 22/23, 2027
October 19, 2026	October 26, 2026	October 26, 2026	December 16/17, 2027
November 16, 2026	November 23, 2026	November 23, 2026	February 3/4, 2028

Applied Associate Degrees - Campus

REGISTRATION	TERM START	START DATE	GRADUATION DATE
August 26, 2024	September 2, 2024	September 3, 2024	October 2/3, 2025
September 23, 2024	September 30, 2024	September 30, 2024	October 30/31, 2025
October 21, 2024	October 28, 2024	October 28, 2024	October 31/November 1, 2024
November 18, 2024	November 25, 2024	November 25, 2024	December 18/19, 2025
January 6, 2025	January 6, 2025	January 6, 2025	February 5/6, 2026
January 27, 2025	February 3, 2025	February 3, 2025	March 4/5, 2026
February 24, 2025	March 3, 2025	March 3, 2025	March 26/27, 2026
March 31, 2025	April 7, 2025	April 7, 2025	May 7/8, 2026
April 28, 2025	May 5, 2025	May 5, 2025	June 4/5, 2026
May 28, 2025	June 2, 2025	June 2, 2025	July 1/2, 2026
June 23, 2025	June 30, 2025	June 30, 2025	July 23/24, 2026
July 28, 2025	August 4, 2025	August 4, 2025	September 3/4, 2026
August 25, 2025	September 1, 2025	September 2, 2025	October 1/2, 2026
September 22, 2025	September 29, 2025	September 29, 2025	October 29/30, 2026
October 20, 2025	October 27, 2025	October 27, 2025	November 23/24, 2026
November 17, 2025	November 24, 2025	November 24, 2025	December 17/18, 2026
January 5, 2026	January 5, 2026	January 5, 2026	February 4/5, 2027
January 26, 2026	February 2, 2026	February 2, 2026	March 4/5, 2027
February 23, 2026	March 2, 2026	March 2, 2026	March 25/26, 2027
March 30, 2026	April 6, 2026	April 6, 2026	May 6/7, 2027
April 27, 2026	May 4, 2026	May 4, 2026	June 3/4, 2027
May 27, 2026	June 1, 2026	June 1, 2026	July 1/2, 2027
June 22, 2026	June 29, 2026	June 29, 2026	July 22/23, 2027
July 27, 2026	August 3, 2026	August 3, 2026	September 2/3, 2027
August 24, 2026	August 31, 2026	August 31, 2026	Sept 30/Oct 1, 2027
September 21, 2026	September 28, 2026	September 28, 2026	October 28/29, 2027
October 19, 2026	October 26, 2026	October 26, 2026	November 22/23, 2027
November 16, 2026	November 23, 2026	November 23, 2026	December 16/17, 2027

Applied Associate Degrees - Online

REGISTRATION	TERM START	START DATE	GRADUATION DATE
August 26, 2024	September 2, 2024	September 3, 2024	October 30/31, 2025
September 23, 2024	September 30, 2024	September 30, 2024	November 24/25, 2025
October 21, 2024	October 28, 2024	October 28, 2024	December 18/19, 2025
November 18, 2024	November 25, 2024	November 25, 2024	February 5/6, 2026
January 6, 2025	January 6, 2025	January 6, 2025	March 4/5, 2026
January 27, 2025	February 3, 2025	February 3, 2025	March 26/27, 2026
February 24, 2025	March 3, 2025	March 3, 2025	May 7/8, 2026
March 31, 2025	April 7, 2025	April 7, 2025	June 4/5, 2026
April 28, 2025	May 5, 2025	May 5, 2025	July 1/2, 2026
May 28, 2025	June 2, 2025	June 2, 2025	July 23/24, 2026
June 23, 2025	June 30, 2025	June 30, 2025	September 3/4, 2026
July 28, 2025	August 4, 2025	August 4, 2025	October 1/2, 2026
August 25, 2025	September 1, 2025	September 2, 2025	October 29/30, 2026
September 22, 2025	September 29, 2025	September 29, 2025	November 23/24, 2026
October 20, 2025	October 27, 2025	October 27, 2025	December 17/18, 2026
November 17, 2025	November 24, 2025	November 24, 2025	February 4/5, 2027
January 5, 2026	January 5, 2026	January 5, 2026	March 4/5, 2027
January 26, 2026	February 2, 2026	February 2, 2026	March 25/26, 2027
February 23, 2026	March 2, 2026	March 2, 2026	May 6/7, 2027
March 30, 2026	April 6, 2026	April 6, 2026	June 3/4, 2027
April 27, 2026	May 4, 2026	May 4, 2026	July 1/2, 2027
May 27, 2026	June 1, 2026	June 1, 2026	July 22/23, 2027
June 22, 2026	June 29, 2026	June 29, 2026	September 2/3, 2027

REGISTRATION	TERM START	START DATE	GRADUATION DATE
July 27, 2026	August 3, 2026	August 3, 2026	Sept 30/Oct 1, 2027
August 24, 2026	August 31, 2026	August 31, 2026	October 28/29, 2027
September 21, 2026	September 28, 2026	September 28, 2026	November 22/23, 2027
October 19, 2026	October 26, 2026	October 26, 2026	December 16/17, 2027
November 16, 2026	November 23, 2026	November 23, 2026	February 3/4, 2028

Bachelor's Completion Degrees - Campus

REGISTRATION	TERM START	START DATE	GRADUATION DATE
August 26, 2024	September 2, 2024	September 3, 2024	June 5/6, 2025
September 23, 2024	September 30, 2024	September 30, 2024	July 2/3, 2025
October 21, 2024	October 28, 2024	October 28, 2024	July 24/25, 2025
November 18, 2024	November 25, 2024	November 25, 2024	September 4/5, 2025
January 6, 2025	January 6, 2025	January 6, 2025	October 2/3, 2025
January 27, 2025	February 3, 2025	February 3, 2025	October 30/31, 2025
February 24, 2025	March 3, 2025	March 3, 2025	November 24/25, 2025
March 31, 2025	April 7, 2025	April 7, 2025	December 18/19, 2025
April 28, 2025	May 5, 2025	May 5, 2025	February 5/6, 2026
May 28, 2025	June 2, 2025	June 2, 2025	March 4/5, 2026
June 23, 2025	June 30, 2025	June 30, 2025	March 26/27, 2026
July 28, 2025	August 4, 2025	August 4, 2025	May 7/8, 2026
August 25, 2025	September 1, 2025	September 2, 2025	June 4/5, 2026
September 22, 2025	September 29, 2025	September 29, 2025	July 1/2, 2026
October 20, 2025	October 27, 2025	October 27, 2025	July 23/24, 2026
November 17, 2025	November 24, 2025	November 24, 2025	September 3/4, 2026
January 5, 2026	January 5, 2026	January 5, 2026	October 1/2, 2026
January 26, 2026	February 2, 2026	February 2, 2026	October 29/30, 2026
February 23, 2026	March 2, 2026	March 2, 2026	November 23/24, 2026
March 30, 2026	April 6, 2026	April 6, 2026	December 17/18, 2026
April 27, 2026	May 4, 2026	May 4, 2026	February 4/5, 2027
May 27, 2026	June 1, 2026	June 1, 2026	March 4/5, 2027
June 22, 2026	June 29, 2026	June 29, 2026	March 25/26, 2027
July 27, 2026	August 3, 2026	August 3, 2026	May 6/7, 2027
August 24, 2026	August 31, 2026	August 31, 2026	June 3/4, 2027
September 21, 2026	September 28, 2026	September 28, 2026	July 1/2, 2027
October 19, 2026	October 26, 2026	October 26, 2026	July 22/23, 2027
November 16, 2026	November 23, 2026	November 23, 2026	September 2/3, 2027

Bachelor's Completion Degrees - Online

REGISTRATION	TERM START	START DATE	GRADUATION DATE
August 26, 2024	September 2, 2024	September 3, 2024	October 2/3, 2025
September 23, 2024	September 30, 2024	September 30, 2024	October 30/31, 2025
October 21, 2024	October 28, 2024	October 28, 2024	November 24/25, 2025
November 18, 2024	November 25, 2024	November 25, 2024	December 18/19, 2025
January 6, 2025	January 6, 2025	January 6, 2025	February 5/6, 2026
January 27, 2025	February 3, 2025	February 3, 2025	March 4/5, 2026
February 24, 2025	March 3, 2025	March 3, 2025	March 26/27, 2026
March 31, 2025	April 7, 2025	April 7, 2025	May 7/8, 2026
April 28, 2025	May 5, 2025	May 5, 2025	June 4/5, 2026
May 28, 2025	June 2, 2025	June 2, 2025	July 1/2, 2026
June 23, 2025	June 30, 2025	June 30, 2025	July 23/24, 2026
July 28, 2025	August 4, 2025	August 4, 2025	September 3/4, 2026
August 25, 2025	September 1, 2025	September 2, 2025	October 1/2, 2026
September 22, 2025	September 29, 2025	September 29, 2025	October 29/30, 2026
October 20, 2025	October 27, 2025	October 27, 2025	November 23/24, 2026

REGISTRATION	TERM START	START DATE	GRADUATION DATE
November 17, 2025	November 24, 2025	November 24, 2025	December 17/18, 2026
November 17, 2025	November 24, 2025	November 24, 2025	February 4/5, 2027
January 5, 2026	January 5, 2026	January 5, 2026	March 4/5, 2027
January 26, 2026	February 2, 2026	February 2, 2026	March 25/26, 2027
February 23, 2026	March 2, 2026	March 2, 2026	May 6/7, 2027
March 30, 2026	April 6, 2026	April 6, 2026	June 3/4, 2027
April 27, 2026	May 4, 2026	May 4, 2026	July 1/2, 2027
May 27, 2026	June 1, 2026	June 1, 2026	July 22/23, 2027
June 22, 2026	June 29, 2026	June 29, 2026	September 2/3, 2027
July 27, 2026	August 3, 2026	August 3, 2026	Sept 30/Oct 1, 2027
August 24, 2026	August 31, 2026	August 31, 2026	October 28/29, 2027
September 21, 2026	September 28, 2026	September 28, 2026	November 22/23, 2027
October 19, 2026	October 26, 2026	October 26, 2026	December 16/17, 2027
November 16, 2026	November 23, 2026	November 23, 2026	February 3/4, 2028

Master's Degrees - Campus & Online

REGISTRATION	TERM START	START DATE	GRADUATION DATE
August 26, 2024	September 2, 2024	September 3, 2024	September 4/5, 2025
September 23, 2024	September 30, 2024	September 30, 2024	October 2/3, 2025
October 21, 2024	October 28, 2024	October 28, 2024	October 30/31, 2025
November 18, 2024	November 25, 2024	November 25, 2024	November 24/25, 2025
January 6, 2025	January 6, 2025	January 6, 2025	December 18/19, 2025
January 27, 2025	February 3, 2025	February 3, 2025	February 5/6, 2026
February 24, 2025	March 3, 2025	March 3, 2025	March 4/5, 2026
March 31, 2025	April 7, 2025	April 7, 2025	March 26/27, 2026
April 28, 2025	May 5, 2025	May 5, 2025	May 7/8, 2026
May 28, 2025	June 2, 2025	June 2, 2025	June 4/5, 2026
June 23, 2025	June 30, 2025	June 30, 2025	July 1/2, 2026
July 28, 2025	August 4, 2025	August 4, 2025	July 23/24, 2026
August 25, 2025	September 1, 2025	September 2, 2025	September 3/4, 2026
September 22, 2025	September 29, 2025	September 29, 2025	October 1/2, 2026
October 20, 2025	October 27, 2025	October 27, 2025	October 29/30, 2026
November 17, 2025	November 24, 2025	November 24, 2025	November 23/24, 2026
January 5, 2026	January 5, 2026	January 5, 2026	December 17/18, 2026
January 26, 2026	February 2, 2026	February 2, 2026	February 4/5, 2027
February 23, 2026	March 2, 2026	March 2, 2026	March 4/5, 2027
March 30, 2026	April 6, 2026	April 6, 2026	March 25/26, 2027
April 27, 2026	May 4, 2026	May 4, 2026	May 6/7, 2027
May 27, 2026	June 1, 2026	June 1, 2026	June 3/4, 2027
June 22, 2026	June 29, 2026	June 29, 2026	July 1/2, 2027
July 27, 2026	August 3, 2026	August 3, 2026	July 22/23, 2027
August 24, 2026	August 31, 2026	August 31, 2026	September 2/3, 2027
September 21, 2026	September 28, 2026	September 28, 2026	Sept 30/Oct 1, 2027
October 19, 2026	October 26, 2026	October 26, 2026	October 28/29, 2027
November 16, 2026	November 23, 2026	November 23, 2026	November 22/23, 2027

Undergraduate Certificates - Campus & Online

TERM START	START DATE	7-MONTH COMPLETION
August 26, 2024	September 2, 2024	March 30, 2025
September 23, 2024	September 30, 2024	May 4, 2025
October 21, 2024	October 28, 2024	June 1, 2025
November 18, 2024	November 25, 2024	June 29, 2025
January 6, 2025	January 6, 2025	July 27, 2025
January 27, 2025	February 3, 2025	August 31, 2025

TERM START	START DATE	7-MONTH COMPLETION
February 24, 2025	March 3, 2025	September 28, 2025
March 31, 2025	April 7, 2025	October 26, 2025
April 28, 2025	May 5, 2025	November 23, 2025
May 28, 2025	June 2, 2025	December 21, 2025
June 23, 2025	June 30, 2025	February 1, 2026
July 28, 2025	August 4, 2025	March 1, 2026
August 25, 2025	September 1, 2025	March 29, 2026
September 22, 2025	September 29, 2025	May 3, 2026
October 20, 2025	October 27, 2025	May 31, 2026
November 17, 2025	November 24, 2025	June 28, 2026
January 5, 2026	January 5, 2026	July 26, 2026
February 2, 2026	February 2, 2026	August 30, 2026
March 2, 2026	March 2, 2026	September 27, 2026
April 6, 2026	April 6, 2026	October 25, 2026
May 4, 2026	May 4, 2026	November 22, 2026
June 1, 2026	June 1, 2026	December 20, 2026
June 29, 2026	June 29, 2026	January 31, 2027
August 3, 2026	August 3, 2026	February 28, 2027
August 31, 2026	August 31, 2026	March 28, 2027
September 28, 2026	September 28, 2026	May 2, 2027
October 26, 2026	October 26, 2026	May 30, 2027
November 23, 2026	November 23, 2026	June 27, 2027

Graduate Certificates - Campus & Online

TERM START	START DATE	4-MONTH COMPLETION
August 26, 2024	September 2, 2024	December 22, 2024
September 23, 2024	September 30, 2024	February 2, 2025
October 21, 2024	October 28, 2024	March 2, 2025
November 18, 2024	November 25, 2024	March 30, 2025
January 6, 2025	January 6, 2025	May 4, 2025
January 27, 2025	February 3, 2025	June 1, 2025
February 24, 2025	March 3, 2025	June 29, 2025
March 31, 2025	April 7, 2025	July 27, 2025
April 28, 2025	May 5, 2025	August 31, 2025
May 28, 2025	June 2, 2025	September 28, 2025
June 23, 2025	June 30, 2025	October 26, 2025
July 28, 2025	August 4, 2025	November 23, 2025
August 25, 2025	September 1, 2025	December 21, 2025
September 22, 2025	September 29, 2025	February 1, 2026
October 20, 2025	October 27, 2025	March 1, 2026
November 17, 2025	November 24, 2025	March 29, 2026
January 5, 2026	January 5, 2026	May 3, 2026
February 2, 2026	February 2, 2026	May 31, 2026
March 2, 2026	March 2, 2026	June 28, 2026
April 6, 2026	April 6, 2026	July 26, 2026
May 4, 2026	May 4, 2026	August 30, 2026
June 1, 2026	June 1, 2026	September 27, 2026
June 29, 2026	June 29, 2026	October 25, 2026
August 3, 2026	August 3, 2026	November 22, 2026
August 31, 2026	August 31, 2026	December 20, 2026
September 28, 2026	September 28, 2026	January 31, 2027
October 26, 2026	October 26, 2026	February 28, 2027
November 23, 2026	November 23, 2026	March 28, 2027

Intensive English Certificate - Campus

TERM START	START DATE	9-MONTH COMPLETION
August 26, 2024	September 2, 2024	June 1, 2025
September 23, 2024	September 30, 2024	June 29, 2025
October 21, 2024	October 28, 2024	July 27, 2025
November 18, 2024	November 25, 2024	August 31, 2025
January 6, 2025	January 6, 2025	September 28, 2025
January 27, 2025	February 3, 2025	October 26, 2025
February 24, 2025	March 3, 2025	November 23, 2025
March 31, 2025	April 7, 2025	December 21, 2025
April 28, 2025	May 5, 2025	February 1, 2026
May 28, 2025	June 2, 2025	March 1, 2026
June 23, 2025	June 30, 2025	March 29, 2026
July 28, 2025	August 4, 2025	May 3, 2026
August 25, 2025	September 1, 2025	May 31, 2026
September 22, 2025	September 29, 2025	June 28, 2026
October 20, 2025	October 27, 2025	July 26, 2026
November 17, 2025	November 24, 2025	August 30, 2026
January 5, 2026	January 5, 2026	September 27, 2026
February 2, 2026	February 2, 2026	October 25, 2026
March 2, 2026	March 2, 2026	November 22, 2026
April 6, 2026	April 6, 2026	December 20, 2026
May 4, 2026	May 4, 2026	January 31, 2027
June 1, 2026	June 1, 2026	February 28, 2027
June 29, 2026	June 29, 2026	March 28, 2027
August 3, 2026	August 3, 2026	May 2, 2027
August 31, 2026	August 31, 2026	May 30, 2027
September 28, 2026	September 28, 2026	June 27, 2027
October 26, 2026	October 26, 2026	July 25, 2027
November 23, 2026	November 23, 2026	August 29, 2027

Students in online courses may log in to their courses and assignments at any hour and day they choose provided they meet all assignment deadlines. Full Sail reserves the right to adjust the order of courses and program content, staff or materials on a course-by-course basis as needed. Students admitted to campus programs can be afforded a limited time online delivery option (hybrid) for their program of study. For more information contact your admissions representative.

Holiday Schedule

Campus & Online

Please do not book travel outside of these dates. We reserve the right to schedule lectures and/or labs until the official start time of your break period. Please check with your instructors about how the break impacts your assignments and due dates.

Labor Day	Monday, September 1, 2025
Thanksgiving Break	Thursday, November 27 through Sunday, November 30, 2025 *Classes resume Monday, December 1, 2025*
Winter Break	Monday, December 22, 2025 through Sunday, January 4, 2026 *Classes resume Monday, January 5, 2026*
Martin Luther King Jr. Day	Monday, January 19, 2026
Spring Break	Monday, March 30 through Sunday, April 5, 2026 *Classes resume Monday, April 6, 2026*

Easter	Sunday, April 5, 2026
Memorial Day	Monday, May 25, 2026
Independence Day	Saturday, July 4, 2026
Summer Break	Monday, July 27 through Sunday, August 2, 2026 *Classes resume Monday, August 3, 2026*
Labor Day	Monday, September 7, 2026
Thanksgiving Break	Thursday, November 26 through Sunday, November 29, 2026 *Classes resume Monday, November 30,* 2026
Winter Break	Monday, December 21, 2026 through Sunday, January 3, 2027 *Classes resume Monday, January 4,* 2027

Financial Aid

Full Sail's Financial Aid Department, which includes VA educational benefits, provides assistance with tuition and/or living expenses for those who qualify. As a financial aid student, you need to make informed decisions regarding the types and amounts of financial aid available.

You may complete your FAFSA online by going to https://studentaid.gov/h/apply-for-aid/fafsa. The federal school code for Full Sail is 016812.

Eligibility for Federal Financial Aid Programs requires that a student be a U.S. citizen or eligible non-citizen [Alien Registration Receipt Card (Form I-151) or Permanent Resident Card (Form I-551), commonly known as a green card].

Financial aid is only available to a student considering one or more degree programs and select certificate programs.

Once you complete the FAFSA, the Department of Education will send you the results and you can discuss your available options with one of Full Sail's financial aid professionals. This discussion will assist in determining the best federal and non- federal aid resources that are available to you.

Additional financial aid and loan applications as well as other pertinent information on sources of funding are available through the Full Sail Financial Aid Department.

While attending Full Sail, students must maintain Satisfactory Progress and meet specific credit hour and weeks of instruction requirements in order to receive their financial aid. Students not actively attending due to a Suspension, Termination
or Withdrawal will not receive award disbursements. Students will not receive Federal Direct Loan disbursements (Stafford, Parent Plus, or Grad Plus) while on an Interruption of Training.

Grants and Scholarships

Grants are forms of aid that do not have to be repaid. Full Sail can assist you in determining your eligibility for available grant programs.

Like grants, scholarships do not require repayment. Scholarship requirements and application procedures vary depending upon the criteria set by the scholarship provider. Full Sail has scholarships available for qualified students. For more information, see the Full Sail Scholarship guide at https://www.fullsail.edu/admissions/scholarships.

Federal Pell Grant

The Federal Pell Grant Program is designed to assist undergraduates with education expenses. Under this program, an undergraduate is one who has not earned a bachelor's or first professional degree.

Awards for the 2026–2027 year range up to $7,395.00. The U.S. Department of Education uses a standard formula, established by Congress, to determine eligibility.

Federal Supplemental Educational Opportunity Grant

The Federal Supplemental Educational Opportunity Grant (FSEOG) is also designed to assist undergraduates with education expenses. Under this program, an undergraduate is one who has not earned a bachelor's or first professional degree. Amounts are determined by application of the federal formula regarding a student's need as determined by the information provided on the Free Application for Federal Student Aid (FAFSA) and Pell Grant eligibility. Awards for the 2026-2027 year range up to $500.

Florida Student Assistance Grant

The Florida Student Assistance Grant (FSAG) is a need-based program administered by the state. This grant is awarded to students who show financial need based upon the eligibility criteria of the grant program and the availability of funds.

Florida Bright Futures Scholarship Program

This is a lottery-funded scholarship to reward Florida high school graduates who demonstrate high academic achievement. This program is comprised of five awards: the Florida Academic Scholars, the Florida Medallion Scholars, Florida Gold Seal Vocational, Florida Gold Seal Cape, and Florida Academic Top Scholars. Each award has different criteria for eligibility. Applications and eligibility criteria are available from your high school guidance office.

Federal Loans

Federal Loans are provided to students through the William D. Ford Federal Direct Loan program. To apply for a federal loan, a Free Application for Federal Student Aid (FAFSA) should be completed. Once eligibility is determined, a Federal Master Promissory Note must be completed. The Financial Aid Department is available to answer any questions you may have regarding these forms.

Stafford Loans

A Stafford Loan is a low-interest loan made to a student enrolled in a Full Sail Undergraduate or Graduate Degree Program. Annual loan limits increase in subsequent years where a student has progressed to a higher grade level. Repayment terms and conditions are flexible in order to meet the needs of students after graduation.

Parent PLUS Loans

A Parent PLUS Loan is a credit-based loan made to either parent of a dependent child enrolled in a Full Sail Undergraduate Degree Program. Available to credit-worthy parents, these loans provide funds for a student's educational expenses and may also provide additional money for living expenses. The interest rate is determined by Congress and compares favorably to other education financing options.

Graduate PLUS Loans

A Graduate PLUS Loan is a credit-based loan made to a student enrolled in a Full Sail Masters Degree Program. Similar to the Parent PLUS Loan, but only available to credit- worthy graduate students, Graduate PLUS loans can also provide funds for educational and living expenses. Students should always consider lower cost Stafford Loans before applying for a Graduate PLUS Loan. As with Stafford Loans, repayment terms and conditions are flexible in order to meet the needs of students after graduation.

Private Education Loans

Many private lenders offer alternative education loans to supplement the federal programs after maximum limits are reached. These non-federal education loans have differing fees, interest rates and repayment options. They are credit-based and students may often secure a more favorable interest rate by using a co-signer. Private education loans provide funds for educational and living expenses up to the cost of attendance less other financial aid. Students are strongly encouraged to maximize their eligibility for federal aid prior to applying for any private education loan. Contact the Financial Aid Department for more information.

Special Programs

FEDERAL WORK-STUDY Full Sail participates in the Federal Work-Study Program. The Federal Work-Study Program is designed to provide jobs to qualified students with financial need allowing them to earn money to help pay education-related expenses. The program encourages community service work and work related to the student's course of study. Students are awarded Federal Work Study funds based on a federally prescribed formula. Full Sail is an equal opportunity employer.

Financial Aid on the Web

U.S. Department of Education - www.ed.gov
Federal Aid Programs - https://studentaid.gov
Free Application for Federal Student Aid - https://studentaid.gov/h/apply-for-aid/fafsa
Florida Department of Education - www.floridastudentfinancialaid.org
National Student Loan Data System - https://nsldsfap.ed.gov/login

Receipt of Financial Aid Funds

Students who receive financial aid at Full Sail University must maintain satisfactory academic progress, including the Maximum Timeframe requirements, in an eligible degree or certificate program. The following requirements define what satisfactory academic progress is for financial aid recipients as it applies to eligibility for the receipt of financial aid funds. Satisfactory academic progress is checked at the end of each Semester.

Students not meeting the requirements stated in Full Sail's Satisfactory Academic Progress policy (see Student Manual) will be placed on Financial Aid Unsatisfactory Academic Progress Warning during that semester of enrollment and will be notified of their Financial Aid Unsatisfactory Academic Progress Warning status by their respective Academic Advisor.

The Academic Advisor will develop an Academic Recovery Plan mandating methods of improvement and strategies for regaining Satisfactory Academic Progress. The Academic Recovery Plan will be in writing and reviewed and agreed to by the student. Financial Aid Unsatisfactory Academic Progress Warning status will not prevent the student from receiving financial aid. The semester during which the student is in a Financial Aid Unsatisfactory Academic Progress Warning status is meant to inform the student of academic problems and provide time for corrective action.

The student may continue to receive financial assistance during this warning period. At the end of the warning period in the current semester and at the beginning of the next semester the student will:

- Be removed from the warning status if student has regained satisfactory academic progress.

  OR

- Lose financial aid eligibility and be suspended from receiving assistance from federal, state, and institutional sources due to a failure to regain satisfactory academic progress. The student's financial aid will be removed and cash payments added to the students account. The student will receive a letter informing them of the loss of financial aid eligibility.

If a student loses financial aid eligibility it will prevent the student from receiving any Title IV, VA education benefits, state, or institutional financial assistance until such time as the student meets all satisfactory academic progress standards. Students can regain financial aid eligibility at the point that they are once again in satisfactory academic progress and may reapply for financial aid at that time.

Students who lose eligibility due to Unsatisfactory Academic Progress may choose to appeal the loss of financial aid eligibility.

The appeal process allows students who have lost their financial aid eligibility due to unsatisfactory academic progress to appeal to have their eligibility temporarily reinstated due to the assertion that the unsatisfactory progress was as a result of unusual or extraordinary circumstances.

Extraordinary circumstances that can be considered are illness, a death in the family, relocation or catastrophe. Students in an extraordinary situation may appeal their loss of eligibility by submitting an Appeal form to the Financial Aid Appeals Committee. Appeal forms can be accessed on Full Sail One. Appeal forms may be submitted in the main Financial Aid lobby.

Appeal Steps:

- Obtain and complete the Loss of Eligibility Appeal form on Full Sail One.
- Submit an appeal form along with any additional documentation which supports the extraordinary circumstances.

The Committee will review the appeal form and the student will be notified in writing regarding the approval or denial. Students in this probation status will receive their financial aid funding for the current semester. Students are allowed to appeal the loss of eligibility for financial aid twice while in pursuit of a degree.

General Information

Fees / Deposits

A $75 registration fee is payable upon registration.

The registration fee is not covered by financial aid.

The registration fee is included in the tuition prices listed.

Deposits held for future Degree Programs may be credited toward any amount due Full Sail, for any other tuition or fees that may be due.

Delay of Start Date

Full Sail will charge a non-refundable fee of $100 for each revision that results in a delay of a student's start date.

International Currency

In an effort to minimize costs due to international currency exchange and bank surcharges, a wire transfer or a credit card is recommended for payment of all fees, deposits and tuition for International applicants and students. Regardless of payment method, all fees must be paid in United States currency. Please contact Full Sail's International Liaison for details.

Multiple Degrees

Students may take any combination of Associate of Science Degree Programs, Bachelor of Science Degree Programs, Master of Science Degree Programs, and/or Bachelor of Fine Arts Degree Programs, based on eligibility requirements. An Admissions Representative is available to offer recommendations on Degree Program combinations and order.

Credit Card Convenience Fee

Effective June 23, 2025, all credit card payments made to the University will be assessed a 2.75% convenience fee. Convenience fees are non-refundable.

Non-Sufficient Funds

A non-refundable $25 fee will be charged for any check returned for non-sufficient funds.

Security Key Card

To access facilities at Full Sail, each student is furnished a specially programmed, security-system key card. The security key card is required for all students who attend campus-based programs and is included in tuition charges. Tuition charges must be paid before a card will be issued. All campus-based students are required to possess the card at all times and replace any lost card promptly by purchasing a new one. The fee for a replacement card is $10.

General Program Information

Comparative Program Information

Comparative program information related to tuition and program length is available from:

- Accrediting Commission of Career Schools and Colleges 2101 Wilson Boulevard, Suite 302 Arlington, VA 22201
  (703) 247-4212
  www.accsc.org

Degrees Awarded

Upon successful completion of a degree program, the student will be awarded:

Master of Arts Degree
Master of Fine Arts Degree
Master of Science Degree
Bachelor of Fine Arts Degree
Bachelor of Science Degree
Associate of Science Degree
Associate of Applied Science Degree
Undergraduate Certificate
Graduate Certificate

What's Included

Full Sail program tuition includes all mandatory program items and fees. These mandatory program items include all books, supplies, such as the Project LaunchBoxTM, manuals, media, production materials, and all fees, such as lab fees, technology fees, and other associated costs except as noted. All mandatory program items are automatically delivered to students.

Project LaunchBox™

The LaunchBox is a package of mandatory program items that are essential for a student's success. The LaunchBox items have been specifically packaged to work together and meet each program's requirements. The LaunchBox includes an Apple MacBook computer or an PC laptop for students in select gaming programs. The hardware and software included in the LaunchBox serve as a personal workstation for students throughout their academic program. The LaunchBox comes with program- specific hardware and software that allows students to work on their projects on and off-campus and maintain their personal portfolio from any location.

Licenses & Accreditation

Commission for Independent Education, Florida Department of Education (CIE)

Full Sail University is licensed by the Commission for Independent Education (CIE), Florida Department of Education (School #2616). Additional information regarding this institution may be obtained by contacting the Commission at 325 West Gaines Street, Suite 1414, Tallahassee, FL 32399-0400, toll-free telephone number (888) 224-6684.

Full Sail University is licensed to offer Associate of Science, Associate of Applied Science, Bachelor of Science, Master of Arts, Master of Science, Master of Fine Arts, undergraduate certificates, and graduate certificates by the Commission for Independent Education (CIE).

Bureau of Private Postsecondary Education, California Department of Consumer Affairs (BPPE)

Full Sail University is registered with the Bureau of Private Postsecondary Education (BPPE) to offer distance education courses and programs to California residents.

CALIFORNIA DISCLOSURE

As a registered out-of-state institution in the state of California, Full Sail University must provide the following disclosure to all online, California-resident students:

The State of California established the Student Tuition Recovery Fund (STRF) to relieve or mitigate economic loss suffered by a student in an educational program at a qualifying institution, who is or was a California resident while enrolled, or was enrolled in a residency program, if the student enrolled in the institution, prepaid tuition, and suffered an economic loss.

Unless relieved of the obligation to do so, you must pay the state-imposed assessment for the Fund STRF, or it must be paid on your behalf, if you are a student in an educational program, who is a California resident, or are enrolled in a residency program, and prepay all or part of your tuition.

You are not eligible for protection from the STRF and you are not required to pay the STRF assessment if you are not a California resident, or are not enrolled in a residency program.

It is important that you keep copies of your enrollment agreement, financial aid documents, receipts, or any other information that documents the amount paid to the school. Questions regarding the STRF may be directed to the Bureau for Private Postsecondary Education, 1747 North Market, Suite 225, Sacramento, Ca 95834, (888) 370-7589.

To be eligible for STRF, you must be a California resident or enrolled in a residency program, prepaid tuition, paid or deemed to have paid the STRF assessment, and suffered an economic loss as a result of any of the following:

1. The institution, a location of the institution, or an educational program offered by the institution was closed or discontinued, and you did not choose to participate in a teach-out plan approved by the Bureau or did not complete a chosen teach-out plan approved by the Bureau.
2. You were enrolled at an institution or a location of the institution within the 120-day period before the closure of the institution or location of the institution, or were enrolled in an educational program within the 120-day period before the program was discontinued.
3. You were enrolled at an institution or a location of the institution more than 120 days before the closure of the institution or location of the institution, in an educational program offered by the institution as to which the Bureau determined there was a significant decline in the quality or value of the program more than 120 days before closure.
4. The institution has been ordered to pay a refund by the Bureau but has failed to do so.

5. The institution has failed to pay or reimburse loan proceeds under a federal student loan program as required by law, or has failed to pay or reimburse proceeds received by the institution in excess of tuition and other costs.
6. You have been awarded restitution, a refund, or other monetary award by an arbitrator or court, based on a violation of this chapter by an institution or representative of an institution, but have been unable to collect the award from the institution.
7. You sought legal counsel that resulted in the cancellation of one or more of your student loans and have an invoice for services rendered and evidence of the cancellation of the student loan or loans.

To qualify for STRF reimbursement, the application must be received within four (4) years from the date of the action or event that made the student eligible for recovery from STRF.

A student whose loan is revived by a loan holder or debt collector after a period of noncollection may, at any time, file a written application for recovery from STRF for the debt that would have otherwise been eligible for recovery. If it has been more than four (4) years since the action or event that made the student eligible, the student must have filed a written application for recovery within the original four (4) year period, unless the period has been extended by another act of law.

However, no claim can be paid to any student without a social security number or a taxpayer identification number.

NC-SARA

Full Sail is approved to participate in the National Council for State Authorization Reciprocity Agreements (NC-SARA) to offer distance education programs to students in member states.

Accrediting Commission of Career Schools and Colleges (ACCSC)

Full Sail University is accredited by the Accrediting Commission of Career Schools and Colleges (ACCSC), (School # 055214). ACCSC is a recognized accrediting agency by the U.S. Department of Education.

CEA Accreditation

The Full Sail University Intensive English Program is accredited by the Commission on English Language Program Accreditation for the period August 2019 through August 2024 and agrees to uphold the CEA Standards for English Language Programs and Institutions. CEA is recognized by the U.S. Secretary of Education as a nationally recognized accrediting agency for English language programs and institutions in the U.S. For further information about this accreditation, please contact CEA, 1001 N. Fairfax Street, Suite 630, Alexandria, VA 22314, (703) 665-3400, www.cea-accredit.org.

SEVP

Full Sail University is certified by the Student & Exchange Visitor Program (SEVP) and is authorized under federal law to enroll nonimmigrant students entering the United States on the F visa.

U.S. Department of Education

Full Sail University is qualified to participate through the Program Participation Agreement with the U.S. Department of Education in programs administered under the Higher Education Act of 1965, as amended, including the Federal Student Financial Assistance programs. This allows Full Sail students to have access to Title IV Financial Aid Funding if they qualify under the Department of Education guidelines.

Department of Veterans Affairs

The University is approved for veteran training by the Bureau of State Approving Veterans Training, Florida Department of Veterans Affairs.

Online Education

Online Education at Full Sail

Online degree programs and select courses in campus programs are delivered utilizing the Full Sail Online learning system--a secure web-based platform that employs modern multimedia technologies and is accessible 24 hours a day via the Internet. Online students use this system to view video content, receive and submit project work and assignments, take tests and quizzes, communicate with instructors and classmates, and review grades and course progress.

On-campus students also use Full Sail's Online learning system for online-only courses, which are notated in their respective degree sections, and for some assignments in their campus-based courses.

Requirements

Applicants to online-only degree programs will be required to complete a technology assessment. The assessment will determine whether students have the skills, competencies, and access to technology necessary to succeed in a distance education environment prior to their enrollment in the program or course of study.

Once enrolled into a program, students will complete the orientation module. The module explains the best practices for conducting online learning, overall operation of the online platform, procedures for troubleshooting problems and contacting the technical support team, and general school policy as it applies to the online format.

Applicants to online degree programs are required to have access to a reliable computer or tablet capable of running multimedia applications and navigating media rich websites. Applicants are also required to have access to a reliable high-speed Internet connection.

Online Support

The staff of Full Sail Online Support works together with students, faculty, and administration to make the student experience positive, reassuring, and seamless throughout our online courses. Our mission is to provide the highest standard of technical support and to nurture students' growth and development while allowing them to enhance the skills necessary to be successful in an online environment.

Full Sail Support Specialists can assist with resolving technical issues associated with the functionality of the online platform. You can reach Online Support by phone at 877-437-6349 or by email at FSOSupport@fullsail.com.

Name, Address and Telephone Number

Full Sail University

3300 University Boulevard
Winter Park, FL 32792-7429

Local/International: 407.679.0100
Toll Free: 800.226.7625

fullsail.edu

Statement of Nondiscrimination Policies

Full Sail University is committed to providing equal access to educational and employment opportunities regardless of race, color, religion, national origin, physical or mental disability, pregnancy, age, sex, sexual orientation, gender identity or expression, ancestry, familial status, spousal affiliation, medical condition, military veteran status, or any other characteristic protected by local, state or federal law. Abby Wilson, Associate Director of Compliance & Title IX Coordinator, has been designated the school's Section 504 Coordinator. She is responsible for handling inquiries regarding Section 504 nondiscrimination policies and accommodations. She may be reached at 407-920-8642. Abby Wilson is also the University's Title IX Coordinator and is responsible for handling Title IX compliance matters. She may be reached at 407-920-8642. Reports may also be sent to titleix@fullsail.com or mailed to 3300 University Boulevard, Winter Park, FL 32792.

A description of the disability services, auxiliary aids and the procedures for filing a grievance regarding disability or discrimination issues are available in the Student Manual.

Safety in Public Spaces Act Policy

Full Sail University (the "University") complies with all requirements of the Florida Safety in Public Spaces Act. The University provides restrooms and changing facilities that are designated for the exclusive use of males or females, as defined in that law. The University also provides unisex restrooms.

As required by the Florida law, employees or students must use a restroom or changing facility that is consistent with their sex as defined by that law, or use a unisex restroom. Florida law does not recognize those who identify as neither male nor female, including non-binary individuals.

If a student or employee violates this policy, by entering a restroom or changing facility that is not designated for their sex and refuses to leave if asked, that person may be subject to discipline by the University. Under the law and this policy, there are some exceptions.

A student or employee may enter a restroom or changing facility designated for the opposite sex[1] when:

- Chaperoning or assisting a child, elderly person or person with a disability;
- An emergency situation exists in which the health or safety of another person is at risk;
- Entering for custodial or maintenance purposes (provided the restroom or changing facility is not in use) and
- the appropriately-designated restroom or changing facility is out of order or under repair and the restroom or changing facility of the opposite sex is empty.

If any person who is not a student or employee improperly enters a restroom or changing facility designated for the opposite sex on the University's premises and refuses to depart when asked to do so, the University will take all actions it deems appropriate given the circumstances.

Beginning July 1, 2024, a person may submit a complaint to the Florida Attorney General alleging that a covered entity failed to meet the minimum requirements for restrooms and changing facilities under the Florida Safety in Public Spaces Act.

Full Sail reminds all employees and students of its policies prohibiting harassment and discrimination, as well as its policy prohibiting violence (which includes provoking a fight, fighting or threatening violence). Further, the University's policy prohibits treating a student or employee in a disrespectful manner. Please see the Employee Policy Manual and/or Student Manual for more details.

Full Sail will not tolerate any harassment, discrimination and/or violence against its employees or students, including based on gender identity or expression.

[1]For non-binary individuals, "opposite sex" for these purposes means sex other than that which was assigned to the individual at birth.

Student Services

Online Support

Full Sail Support Specialists can assist with resolving technical issues associated with the functionality of the online platform.

You can reach Online Support by phone at 877-437-6349 or by email at FSOSupport@fullsail.com.

Housing Resources

All students are encouraged to contact the Housing Resources department for assistance in finding suitable housing accommodations, as well as information on roommates and local services. This assistance is offered at no charge.

Community Resources

Students seeking information concerning mental health services, transportation, and childcare may find those resources on Full Sail One.

International Student Center

International students may be assisted by the International Student Center in matters regarding visa status. International students are welcome to seek assistance with issues of daily living such as opening bank accounts, obtaining driver's licenses and medical insurance. The International Student Center works closely with other Full Sail staff members to ensure a smooth transition for students from other countries attending Full Sail.

Services for Students with Disabilities

Full Sail is committed to providing equal access to all students, including those who qualify as persons with disabilities. While upholding this commitment, Full Sail also expects all students to maintain the high standards of academic achievement and excellence that are essential to the integrity of the school's mission. By advancing these aims, Full Sail ensures that its policies, practices, and procedures conform to federal, state, and local statutes and regulations.

Provide written documentation to the Director of Student Affairs or Director of Student Success regarding the nature of your disability and any reasonable considerations/ accommodations that may be necessary. Such documentation must: (1) be from an appropriate professional, (2) not be more than three years old and, (3) provide a clear understanding of how the student is presently functioning. Full Sail's confidentiality policy provides that only the appropriate Full Sail personnel access this information and it is stored in separate, confidential files. Except in instances of health or safety, information concerning the disability, accommodations, or documentation will not be released without written consent.

Provide ample time when requesting a reasonable accommodation(s). Requests must be evaluated and arrangements made prior to the anticipated need for service/ support. Full Sail cannot guarantee that appropriate accommodations/services can be put in place without sufficient lead-time to make arrangements. Whenever possible, please provide at least 60 days advance notice. The Director of Student Affairs, assigned by the President, makes determinations of reasonable accommodations for students with disabilities. Fax documentation to (407) 552-2072.

Academic Success Department/Personal Advisement

The staff of the Academic Success Department works collaboratively with
the students, faculty and administration to create a positive environment for development throughout our student's academic journey. We aim to provide support and encouragement that enables our students to develop character and integrity while expanding their competency and skills. We strive to endorse learning in the classroom and in the community, not only through academics but through personal growth and maturity.

The Academic Success Department provides services through Academic Advising, Student Records, Student Success Seminars, Global Professionalism Standards, and the Library. We work closely with the faculty to ensure the best support services for all students.

Academic Advisors can assist with scheduling issues, leaves of absence, community referrals, and can act as a contact for parents. Academic Advisors are available during regular office hours Monday through Friday, either by appointment or on an availability basis. Some Academic Advisors are available by phone until 9:00pm on Monday through Thursday evenings.

The lobby of Full Sail 3B (FS3B) and the lobby of Full Sail Bldg. 2 is manned by support staff 24 hours a day. There is also a security team on the premises 24 hours a day for emergencies.

The Student Success Seminars

The Student Success Seminars, unique to Full Sail and available online and on campus, are offered as a service to Degree-seeking students. These optional classes in human performance enhancement are not remedial classes, but have been designed specifically to help students perform well within Full Sail's immersive Degree Programs. The Student Success Seminars are designed to help students acquire tools for building competency, self-esteem and self-management. Topics covered include discussions about study skills and test-taking strategies, developing positive strategies for dealing with life circumstances and relationships, managing stress, balancing logic and emotion, creative and critical thinking, budgeting and money management, and time management. There are no fees for these seminars and they may be prescribed, when indicated by lower than expected academic achievement, by the Director of Student Affairs.

Students who successfully complete five (5) Student Success Seminars receive ten (10) points that they may apply at graduation to any course they successfully complete. These points may not be separated, nor can they be applied to test-out scores. Likewise, they cannot be used to change a failing grade into a passing one.

Policies and Procedures

Financial aid is available for those who qualify. Career development assistance, Accredited University, ACCSC. To review consumer disclosures, please visit fullsail.edu/policies-and-guidelines/consumer-disclosures.

Academic Grading Scale

Grades are given for both academics and attendance. Students are required to obtain a passing grade in each course and 90 percent attendance. A passing grade in an associate- or bachelor-level program is a D- or a numerical grade of 60. A passing grade in a master-level program is a C or a numerical grade of 73. The grading scale is as follows.

The grading scale is as follows:

Undergraduate Programs (effective June 1, 2021)

GRADE	GRADE POINTS (PER CREDIT)	RANGE
A	4	93-100
A-	3.75	90-92
B+	3.25	87-89
B	3	83-86
B-	2.75	80-82
C+	2.25	77-79
C	2	73-76

GRADE	GRADE POINTS (PER CREDIT)	RANGE
C-	1.75	70-72
D+	1.25	67-69
D	1	63-66
D-	0.75	60-62
F	0	0-59
I - Incomplete	0	

Graduate Programs (effective June 1, 2021)

GRADE	GRADE POINTS (PER CREDIT)	RANGE
A	4	93-100
A-	3.75	90-92
B+	3.25	87-89
B	3	83-86
B-	2.75	80-82
C+	2.25	77-79
C	2	73-76
C-	1.75	70-72
D	1	60-69
F	0	0-59
I - Incomplete	0	

Advancement

An academic year consists of 32 weeks of instruction. In order to advance to the next grade level (freshman to sophomore, etc.), students must earn a minimum of 24 semester credits during that academic year.

Anti-Hazing Policy

Full Sail does not allow hazing for any reason whatsoever. Students engaging in any potentially harmful activities will be disciplined and may be subject to suspension or termination.

Appeals

Any disciplinary or administrative action taken according to Full Sail policies may be appealed to an Appeals Committee. Appeals must be submitted in writing to Academic Advisors. The Appeals Committee is convened as required by the Director of Advising and consists of no less than five senior Full Sail administrators including the Program Director for a given student's particular program of study.

Articulation Agreements

Full Sail University has an articulation agreement with the following college/university:

Rocky Mountain College of Art + Design

Attendance

Full Sail expects students to take full responsibility for their academic work and academic progress. To progress satisfactorily, students must meet the requirements of each course in their program. Successful work depends on regular class attendance.

Students are expected to attend all scheduled class lectures, labs, exams, and other scheduled activities each week. If the student misses 14 consecutive days, the school will determine that the student is no longer attending the University and administratively withdraw the student. The University may consider reinstating a student who confirms their continued enrollment with written communication prior to the finalization of the withdrawal process.

Exemption: If the student successfully completes 49 percent or more of the number of days in the current semester or successfully completes at least half-time coursework for the semester, *a Return to Title IV Calculation will not be required*. Successful completion is defined as receiving a passing grade in the course.

*Students in the Intensive English Program: Please see the Intensive English Student Handbook.

Attendance Requirements in On-Campus Courses

Attendance in on-campus courses means physically attending the class lectures, labs, exams, and other scheduled activities each week. For campus courses, the course syllabus will outline any additional attendance requirements per course.

Academic Engagement/Attendance Requirements in Online Courses

Students attending online courses will earn grades for academically related activities and academic engagement. Students taking an online course are required to adhere to Full Sail's Academic Engagement Policy. For students in an online course, Academic Engagement is defined as actively participating in their online course as outlined below, and these activities are monitored regularly.

Academic Engagement Policy

Weekly Academic Engagement is required for students in all online courses, and failure to demonstrate regular Academic Engagement may place a student at risk of being withdrawn. If a student fails to begin an online course within the University's LMS within the first week of the course and does not complete any engagement activities within this week, the student may be removed from the course for lack of engagement and will be at risk of being withdrawn from the school.

Academic Engagement Defined

For online courses, Academic Engagement is defined by completing activities through the University's LMS or across specific Full Sail–approved platforms outside of the LMS. Each online course may be composed of different types of Academic Engagement activities in order to fulfill its specific educational objectives.

Academic Engagement in an online course includes but is not limited to the following academic activities:

- Attending a synchronous class session online, where there is an opportunity for interaction between the instructor and students
- Submitting an academic assignment
- Taking an assessment or an exam
- Participating in an interactive tutorial, webinar, archived lecture, or other interactive computer-assisted instruction
- Participating in a study group, group project, or an online discussion that is assigned by the instructor
- Interacting with an instructor about academic matters

Auditing

Graduates of Full Sail's Degree Programs may audit (attend without credit) any current course in their degree program with permission of the Director of Student Affairs. Auditing is allowed on an available-seating basis.

Changes

Full Sail reserves the right to affect changes in tuition, textbooks, equipment, administration, schedules, subject matter, faculty and staff, and to teach courses in any order it deems necessary. Students will be notified of such changes. Tuition will not be modified once the enrollment agreement is signed.

Change of Enrollment

Students wishing to change their program of study while actively enrolled must contact their Academic Advisor. Students may need to make appointments with several departments to discuss how their change of enrollment may impact their financial aid, satisfactory academic progress, transfer credits, and graduation date.

Class Size

Full Sail's philosophy is to put students in environments with optimal student to instructor ratios. To achieve this, the student to lab specialist ratio in lab settings can vary from six-to-one to twenty-four-to-one, depending on the degree program and the needs of students in a specific lab.

Lectures vary in size from course to course, but the maximum size for a degree program's core curriculum is 85. In lectures attended by students from multiple degree programs, the maximum number is 120. Although these are Full Sail's published maximum class sizes, most classes within the degree programs typically range between 36 and 85 students.

Online course sections are limited to a maximum of 25 students per instructor.

Clock Hour-to-Credit Hour Conversion

One "clock hour" is defined as a period of no less than 50 minutes during which a student participates in a learning activity. The conversion of clock hours to credit hours is calculated on a semester credit hour basis. One semester credit hour is equal to 45 units of academic activities:

One clock hour of Lecture or Lab	2.0 units
One hour of out-of-class work and/or preparation for a Lecture or Lab	0.5 units

A credit hour/unit chart is incorporated into each course syllabus and includes a breakdown of the total number of units for the academic activities in each respective course.

Conduct

Students are expected to conduct themselves honorably and with dignity at all times. They are responsible for learning and abiding by state and local laws. Conviction for a criminal offense or any behavior reflecting dishonor or discredit on the college is sufficient grounds for termination. In addition, Full Sail reserves the right to terminate enrollment in the event of cheating, disruptive behavior, substance abuse or destruction of property at studios, offices, classrooms, or any other accommodations arranged by Full Sail. Although the mode of dress is casual, shoes, pants and shirts must be worn at all Full Sail-related activities. Discretion, modesty, and good taste are expected at all times.

Course Numbering System

Each course is assigned a three- or four-letter course prefix that identifies the degree program the class is associated with and a three- or four-digit course suffix that identifies the level, course number, and course version of each course within their respective program.

Course Withdrawals, Course Incompletes, and Course Failures

Course Withdrawals

Students may request an individual course withdrawal during their enrollment at Full Sail. Withdrawing from a course may impact your enrollment status, academic standing, and financial aid eligibility. Course withdrawals must be discussed with the Academic Advising team prior to submitting the request.

Course Withdrawal Limits

Undergraduate Students

Undergraduate students are limited to a maximum of six course withdrawals at Full Sail. Students will only be granted three course withdrawals from 100-200 level courses and three course withdrawals from 300-400 level courses. Students may only withdraw from the same course twice.

Graduate Students

Graduate students are limited to a maximum of three course withdrawals at Full Sail. Students may only withdraw from the same course twice.

Potential Impacts of Course Withdrawal

After the start of a course, students will receive a “W” grade when they withdraw from the course. A “W” grade does not impact your GPA; however, a “W” grade does count as an attempted course toward the rate of progress and maximum time frame. Withdrawing from a course does not result in a refund of tuition and fees. The course attempt remains on your academic record, and withdrawn courses must be retaken in the future to complete the program of study.

Withdrawing from a course may impact Satisfactory Academic Progress, enrollment status (full-time vs. part-time or active vs. withdrawn), and financial aid eligibility. Each of these is based on the individual student’s academic plan and must be discussed with an Academic Advisor prior to requesting a course withdrawal. Course withdrawals may also result in financial consequences for the current semester. Students will no longer have access to a course once they withdraw from it.

Requesting a Course Withdrawal

Requests for a course withdrawal may be made through Full Sail One by Monday of week 4 of the course. The Academic Advising team will review the request and provide notification to the student.

Please note that the referenced number of instructional weeks is the standard program length and the total will vary if a student deviates from the normal enrollment status (including, but not limited to, interruption of training, failure to comply with the standards of satisfactory progress, withdrawal and re-enrollment, suspension, etc.), or if the student elects to enroll in a special schedule (such as any extended or hybrid versions of the program), or if credits are transferred or certain class requirements are waived due to demonstrated proficiency. As a result, successful completion of the program may require more or less than the referenced number of instructional weeks and may affect the expected graduation date.

Credit for Previous Education

Students with previous postsecondary education may request credit for previous education.

Transfer Credit

Those seeking transfer credit from another accredited postsecondary school while attending Full Sail submit a copy of official transcripts to the Document Management Team. To receive transfer credit, students must have successfully completed courses similar in scope and content to Full Sail courses. The submission of a copy of official college transcripts must occur within the first two weeks of attendance at Full Sail. For those classes that begin the first week in a degree program, a copy of official college transcripts must be received before class begins. The right to receive transfer credit for a course is only granted for successful completion of prior education in subjects that have received a grade of C or better. Transfer credits are awarded based on courses already completed and recommendations to attend courses at other institutions cannot be provided. Acceptance of transfer credit may change a student's eligibility for certain types of financial aid. Full Sail may request additional documentation to verify and/or assess the preparation provided by the issuing institution. In all cases, Full Sail retains the sole discretion to determine the transferability of credits.

Credit by Examination

Undergraduate, campus-based students are eligible for credit by examination (CE) to earn credit toward graduation. Undergraduate campus students who have work experience or who cannot provide a college transcript prior to the deadline for submission, may take a CE test in each course for which credit is being sought and must obtain a score of 75 percent or better in order to receive credit. CE tests must occur within the first two weeks of attendance at Full Sail. For those classes that begin the first week, the test must be taken before the course begins. A minimum of 25 percent of an undergraduate degree program's semester hours or equivalent must be taken to receive a degree from Full Sail University. Matriculation agreements with other postsecondary institutions or universities are handled on an individual basis and may negate the usual testing procedure.

CE tests can only be taken one time. There is no fee to take the exam, but it must be scheduled through Enrollment or the Student Success Department prior to the beginning of a course. If a student starts a course, they are no longer eligible to take the CE test for that course.

Graduate, online students who have at least five years of management and/or leadership experience may be eligible for credit by examination. For the following graduate degree programs: Business Intelligence Master of Science, Entertainment Business Master of Science, or Digital Marketing Master of Science, a maximum of five courses may be considered for credit by examination. Prospective students will be asked to submit their undergraduate transcript, a résumé, and a letter of intent to qualify for credit by examination. The final decision to allow CE tests rests with the Program Director of the graduate degree program. Not all courses in these programs are eligible for credit by examination. Students must achieve a score of 85 percent or better in order to receive credit. A majority of the credits required for a graduate degree program must be completed at Full Sail University.

If credit is earned, the tuition and credit hours are revised for the degree program accordingly. Successful completion of a CE test results in a test-out (TO) on the student's transcript. The credit does not affect the student's GPA but does count as hours toward graduation and maximum time frame.

CE tests are not available for all courses. Some technical courses may require both a written test and a practical test. Many intermediate and advanced courses in the program's core curriculum are not eligible for credit by examination. A specific list of courses available for credit by examination may be obtained from the Enrollment team. Credits earned via credit by examination may change a student's eligibility for certain types of financial aid.

Questions regarding matriculation should be directed to the institution at which continued education is being sought. The transferability of credit from Full Sail to another institution is at the discretion of the accepting institution. It is the student's responsibility to confirm whether or not credits will be accepted by another college.

Email Policy

The University provides electronic mail (email) for use by students, faculty, and staff. Email services are extended for the sole use of University students, faculty, and staff and other appropriately authorized users to accomplish tasks related to and consistent with the mission of the University. Full Sail routinely uses email for both formal and informal communication, including emergency messages, with students, faculty, and staff. This account must be used for any and all communication to and among students, faculty, and staff as well as departments, offices, and units on University matters or business. All students, faculty, and staff are required to check their @fullsail.edu email regularly for University communications.

Enrollment Status

Undergraduate students must be enrolled in at least 12 credit hours per semester to be considered full-time. Only those credits appropriate to the program of study can be counted when determining enrollment status.

Graduate students must be enrolled in at least 9 credit hours per semester to be considered full-time. Only those credits appropriate to the program of study can be counted when determining enrollment status.

Evaluations

During courses, students are evaluated on their performance through a series of quizzes, exams, and lab evaluations. They are evaluated on theory, technical and practical application, and attitude.

Florida's Statewide Course Numbering System

Courses in this catalog are identified by prefixes and numbers that were assigned by Florida's Statewide Course Numbering System (SCNS). This numbering system is used by all public postsecondary institutions in Florida and by participating nonpublic institutions. The major purpose of this system is to facilitate the transfer of courses between participating institutions. Students and administrators can use the online SCNS to obtain course descriptions and specific information about course transfer between participating Florida institutions. This information is at the SCNS website at https://flscns.fldoe.org.

Each participating institution controls the title, credit, and content of its own courses and recommends the first digit of the course number to indicate the level at which students normally take the course. Course prefixes and the last three digits of the course numbers are assigned by members of faculty discipline committees appointed for that purpose by the Florida Department of Education in Tallahassee. Individuals nominated to serve on these committees are selected to maintain a representative balance as to type of institution and discipline field or specialization.

The course prefix and each digit in the course number have a meaning in the SCNS. The listing of prefixes and associated courses is referred to as the "SCNS taxonomy." Descriptions of the content of courses are referred to as "statewide course profiles."

Example of Course Identifier

PREFIX	LEVEL CODE (FIRST DIGIT)	CENTURY DIGIT (SECOND DIGIT)	DECADE DIGIT (THIRD DIGIT)	UNIT DIGIT (FOURTH DIGIT)	LAB CODE
ENC	**1**	**1**	**0**	**1**	
English Composition	Lower (Freshman) Level At This Institution	Freshman Composition	Freshman Composition Skills	Freshman Composition Skills I	No laboratory component in this course

General Rule for Course Equivalencies

Equivalent courses at different institutions are identified by the same prefixes and same last three digits of the course number and are guaranteed to be transferable between participating institutions that offer the course, with a few exceptions, as listed below in Exceptions to the General Rule for Equivalency.

For example, a freshman composition skills course is offered by 84 different public and nonpublic postsecondary institutions. Each institution uses "ENC_101" to identify its freshman composition skills course. The level code is the first digit and represents the year in which students normally take the course at a specific institution. In the SCNS taxonomy, "ENC" means "English Composition," the century digit "1" represents "Freshman Composition," the decade digit "0" represents "Freshman Composition Skills," and the unit digit "1" represents "Freshman Composition Skills I."

In the sciences and certain other areas, a "C" or "L" after the course number is known as a lab indicator. The "C" represents a combined lecture and laboratory course that meets in the same place at the same time. The "L" represents a laboratory course or the laboratory part of a course that has the same prefix and course number but meets at a different time or place.

Transfer of any successfully completed course from one participating institution to another is guaranteed in cases where the course to be transferred is equivalent to one offered by the receiving institution. Equivalencies are established by the same prefix and last three digits and comparable faculty credentials at both institutions. For example, ENC 1101 is offered at a community college. The same course is offered at a state university as ENC 2101. A student who has successfully completed ENC 1101 at a Florida College System institution is guaranteed to receive transfer credit for ENC2101 at the state university if the student transfers. The student cannot be required to take ENC 2101 again since ENC 1101 is equivalent to ENC 2101. Transfer credit must be awarded for successfully completed equivalent courses and used by the receiving institution to determine satisfaction of requirements by transfer students on the same basis as credit awarded to the native students. It is the prerogative of the receiving institution, however, to offer transfer credit for courses successfully completed that have not been designated as equivalent. NOTE: Credit generated at institutions on the quarter-term system may not transfer the equivalent number of credits to institutions on the semester-term system. For example, 4.0 quarter hours often transfers as 2.67 semester hours.

The Course Prefix

The course prefix is a three-letter designator for a major division of an academic discipline, subject matter area, or subcategory of knowledge. The prefix is not intended to identify the department in which a course is offered. Rather, the content of a course determines the assigned prefix to identify the course.

Authority for Acceptance of Equivalent Courses

Section 1007.24(7), Florida Statutes, states:

Any student who transfers among postsecondary institutions that are fully accredited by a regional or national accrediting agency recognized by the United States Department of Education and that participate in the statewide course numbering system shall be awarded credit by the receiving institution for courses satisfactorily completed by the student at the previous institutions. Credit shall be awarded if the courses are judged by the appropriate statewide course numbering system faculty committees representing school districts, public postsecondary educational institutions, and participating nonpublic postsecondary educational institutions to be academically

equivalent to courses offered at the receiving institution, including equivalency of faculty credentials, regardless of the public or nonpublic control of the previous institution. The Department of Education shall ensure that credits to be accepted by a receiving institution are generated in courses for which the faculty possess credentials that are comparable to those required by the accrediting association of the receiving institution. The award of credit may be limited to courses that are entered in the statewide course numbering system. Credits awarded pursuant to this subsection shall satisfy institutional requirements on the same basis as credits awarded to native students.

Exceptions to the General Rule for Equivalency

Since the initial implementation of the SCNS, specific disciplines or types of courses have been excepted from the guarantee of transfer for equivalent courses. These include courses that must be evaluated individually or courses in which the student must be evaluated for mastery of skill and technique. The following courses are exceptions to the general rule for course equivalencies and may not transfer. Transferability is at the discretion of the receiving institution.

A. Courses not offered by the receiving institution.
B. For courses at nonregionally accredited institutions, courses offered prior to the established transfer date of the course in question.
C. Courses in the _900-999 series are not automatically transferable, and must be evaluated individually. These include such courses as Special Topics, Internships, Apprenticeships, Practica, Study Abroad, Theses, and Dissertations.
D. Applied academics for adult education courses.
E. Graduate courses.
F. Internships, apprenticeships, practica, clinical experiences, and study abroad courses with numbers other than those ranging from 900-999.
G. Applied courses in the performing arts (Art, Dance, Interior Design, Music, and Theatre) and skills courses in Criminal Justice (academy certificate courses) are not guaranteed as transferable. These courses need evidence of achievement (e.g., portfolio, audition, interview, etc.).

Courses at Nonregionally Accredited Institutions

The SCNS makes available on its home page (http://scns.fldoe.org) a report entitled "Courses at Nonregionally Accredited Institutions" that contains a comprehensive listing of all nonpublic institution courses in the SCNS inventory, as well as each course's transfer level and transfer effective date. This report is updated monthly.

Questions about the SCNS and appeals regarding course credit transfer decisions should be directed to Debbie Mills, Director of Student Affairs or to the Florida Department of Education, Office of Articulation, 1401 Turlington Building, Tallahassee, Florida 32399-0400. Special reports and technical information may be requested by calling the SCNS office at (850) 245-0427 or at https://flscns.fldoe.org.

Global Professionalism Standards

For over 30 years, Full Sail has built relationships within the Entertainment Media Industry and has learned from industry professionals, our alumni and Advisory Board members, those items that are crucial to a successful career. It is the school's role to ensure that each student understands, accepts, and adheres to specific industry expectations placed upon graduates as they pursue their chosen field. In addition to the school's widely-respected education, Full Sail is a unique community that promotes the importance of a vital code of conduct, which will allow a student to transition into a successful media professional.

The Global Professionalism Standards (GPS) program is a formal set of standards for professional conduct which reflects the expectations of the industry. While these standards have been represented in the Full Sail Student Manual's code of conduct since the school's inception, this expanded program quantifies these terms, allowing students to measure their progress as well as giving them a platform from which excellence

can be gauged. These initiatives address the need for students and graduates alike to exhibit a desired level of professionalism thereby ensuring each student a respectful, optimized learning environment, while allowing Full Sail graduates to be viewed as more competitive and better qualified for entering the industry. The GPS contains five main components that will be evaluated throughout the education term as a student. These components are:

- Timeliness
- Evidencing Respect
- Preparation
- Alertness/Attentiveness
- Compliance with Full Sail's policies as well as local and federal laws

Each student's professional skills will be assessed during their tenure with Full Sail in three areas: Learning Environments, Education, and Community.

- **Learning Environments and Education:** The ability to follow the code of conduct set forth in the Full Sail Student Manual (factors including: timeliness, evidencing respect, preparation, alertness/attentiveness and compliance with Full Sail's policies as well as local and federal laws) will ensure that each student maintains a GPS score of 100 percent. Failure to follow any and/or all parts of the Full Sail code of conduct will result in points being deducted from the GPS score.
- **Community:** This element represents the ability to add to the GPS score by contributing and participating in events both within Full Sail and throughout the larger community. Events may include: volunteer work, attending designated tutorials or workshops, starting or participating in a community-minded group, or organizing a benevolent fund-raising event.
- **The Global Professionalism Standards** program was created with the help of industry professionals and students to help the current student become familiar with the professional attributes of employment and to enhance the ability to successfully navigate within a professional environment.

Graduation Requirements

In order to graduate from one of Full Sail's undergraduate degree programs, a student must:

1. Achieve a minimum GPA of 1.0 in each course and an attendance rate of 90 percent in each course,
2. Complete all applicable courses within the degree,
3. Achieve an overall cumulative GPA of 2.0

In order to graduate from one of Full Sail's graduate degree programs, a student must:

1. Achieve an attendance rate of 90 percent in each course
2. Complete all applicable courses within the program
3. Achieve an overall cumulative GPA of 3.0

In order to graduate from one of Full Sail's certificate programs, a student must:

1. Achieve a minimum GPA of 1.0 in each course and an attendance rate of 90 percent in each course,
2. Complete all applicable courses within the program,
3. Not accrue in excess of 1.5 times the credits required to complete the program,
4. Achieve an overall cumulative GPA of 2.0

In order to earn the Intensive English Certificate of Completion, a student must:

1. Achieve a final grade of 70 percent or higher in each course,
2. Maintain an attendance rate of 90 percent in each course,

3. Satisfactorily complete the Accuplacer exit exam with a minimum composite score of 80. A student may only retake the Accuplacer exam twice. A student who does not pass the Accuplacer exam after three attempts will be dismissed from the Intensive English certificate.

Full Sail University does not place financial holds on academic transcripts or diplomas.

Interruption of Training

Full Sail University understands that students may require time away from their studies due to extenuating and temporary personal circumstances that adversely impact continuing studies. This policy outlines the process for all students requesting an interruption of training (IOT), a formally authorized break from studies. The University offers a standard IOT for term (month) two or three of a semester and an extended IOT for periods up to 90 days.

Requesting an Interruption of Training

Students who would like to request an IOT are required to complete a form (the form can be accessed on Full Sail One) with an Academic Advisor before the break in their studies. Prior to completing the written request, students should discuss their reasons for the interruption and expected return date with their Academic Advisor. Approvals of IOT requests are entirely at the discretion of the University and cannot begin until approved in writing. Note that IOTs may have an impact on academic progress and eligibility for outside funding sources and student loan repayment, and therefore the impacts should be considered as part of the request.

The University requires the student to demonstrate extenuating circumstances, such as health reasons, parental leave, family situations, or other personal conditions that adversely impact studies, to approve an IOT. As such, the student must provide the reason for the IOT in writing and the expected return date. Except in unusual circumstances and at the discretion of the University, students must be meeting satisfactory progress standards at the time of the request to be granted an IOT.

Duration of an Interruption of Training

The impact and duration of an IOT will depend on the timing and the type requested. The University will approve a standard IOT request for one term (month) within a semester when the request is made after the start of a semester. The interruption in training must occur in the second or third month of the semester. Otherwise, the student must request an extended IOT. Students may require an extended IOT based on documented extenuating circumstances. An extended IOT will only be granted for a maximum of 90 days within an academic year (2 semesters). The student may not be on an IOT for more than 180 days within a 12-month period.

Potential Impacts of an Interruption of Training

While on an IOT, students will not receive Federal Direct Loan disbursements (Subsidized/Unsubsidized, Parent Plus, or Grad Plus) for either tuition payments or living expense stipends. Current financial aid funding may change, and future financial aid eligibility may be delayed and changed by the length of time the student is on an IOT. The University does not assess charges for any IOT.

An IOT will also affect the student's expected program graduation date. Students will be notified of their expected graduation date on their student portal. As such, a student may be required to complete additional financial aid application forms based on the timing of their IOT within the financial aid academic year. It is recommended that financial aid recipients considering an IOT also consult their Financial Aid Administrator about the probable effect it will have on projected grant and loan disbursements.

During a standard one-term IOT occurring in term (month) two or three within the semester, the University considers the student to still be enrolled based on the student's intention to return to a class later in the same semester, and the student is not considered withdrawn for federal financial aid purposes.

During an extended IOT period when the student is not registered for any classes, the University considers the student still enrolled without accruing additional charges based on the student's intention to return to classes within 90 days. Essentially, the University holds the student's seat in the program for the duration of an extended IOT. However, the student is considered withdrawn for federal financial aid purposes.

When the student is considered withdrawn for federal financial aid purposes, the student's aid for that semester may be recalculated with any unearned aid returned to the federal programs. Additionally, if the student is considered withdrawn for federal financial aid purposes, the student may enter the six-month grace period before loan repayment begins and be required to complete exit loan counseling. However, upon return from the IOT, the grace period progression toward loan repayment stops and resets back to six months.

Return From Interruption of Training

The duration of a students' IOT will impact the steps necessary to satisfactorily return. Students returning from a standard IOT within a semester will be contacted by their Academic Advisor to confirm their scheduled return date. Students returning from an extended IOT must be cleared by all departments before a schedule to return to classes is generated. Students returning from an IOT should confirm clearance to return with their Academic Advisor the week prior to the start of new classes. Schedules may be accessed through Full Sail One or by contacting an Academic Advisor .

Students who do not secure approval for an extended IOT or return to school at the scheduled end of an official IOT are withdrawn from the program and for federal financial aid purposes. The program withdrawal date is the last day of attendance before the IOT.

Students taking an IOT should be aware that course curriculum and University policies may be subject to change while taking a break from their studies. Students are expected to read University messaging while on an IOT by accessing their University email and text messages throughout the interruption and prior to returning.

Third-Party Requests for Interruption of Training

The University may grant an IOT in extraordinary circumstances following notification from a third party (on behalf of the student) that the student is unable to submit an IOT request themselves. This may include, but is not limited to, severe illness/hospitalization or other urgent personal concerns that prevent the student from submitting a request. The University will review the student's circumstances and the nature of the third-party request prior to approval. Once the student is able to do so, they must complete the required IOT request form.

Annual Vacation for International Students

International students who are studying on the F-1 visa are required to complete at least one full Academic Year (2 semesters) to be eligible for an annual vacation. An annual vacation is allowed only once per 12-month period. Students are required to complete the request form with an Academic Advisor. F-1 students must confirm they intend to register for classes in the academic term following their annual vacation. Annual vacations must be approved by the student's Academic Advisor and Designated School Official (DSO). Only students who maintain their F-1 status and satisfactory academic progress will be granted an annual vacation. Students not communicating and/or not returning to school at the scheduled end of an official annual vacation will be dismissed, and their F-1 visa will be terminated.

International students who are studying on the F-1 visa in the Intensive English program, and who qualify for an annual vacation, must receive annual vacation approval from their Intensive English Program Director, in addition to their Academic Advisor and Designated School Official (DSO).

Interruption of Training for Active Military Students

In an effort to support our students who are members of the armed forces, Full Sail University will allow active military personnel one additional extended IOT period during a 12-month period. The combined IOT periods cannot exceed 180 days within a 12-month period.

Students who are members of the armed forces needing an IOT must follow the same process outlined in this policy for all students. Additionally, those receiving benefits connected to their military service should contact the Military Affairs & Financial Aid Student Services department to discuss the impact of the IOT on their benefits.

NOTE: Students taking individual courses are limited to a one-month leave during a semester.

Institutional Refund Policy

Refunds

Full Sail University's Institutional Refund Policy has been established in accordance with current state and federal regulations and applicable accrediting standards. A refund to the student or fund source may result from the application of Full Sail University's Institutional Refund Policy.

Refunds Due to Cancellations

Students who are not accepted by the University or cancel enrollment within five (5) business days of Full Sail University's receipt of a signed enrollment agreement are entitled to a 100% refund of tuition and fees (0% tuition and fees charged).

Students who have not visited Full Sail University prior to enrollment will have the opportunity to cancel all courses without penalty (0% of tuition and fees charged) within three (3) business days following either the regularly scheduled orientation or following a tour of the school.

Under any other circumstances, the $75 registration fee is retained by Full Sail University.

Refunds Due to Withdrawal

Full Sail University has an established add/drop period that is the first week of each semester. All tuition and fees will be refunded to students who drop within the add/ drop period. After the add/drop period, the tuition and fees for the semester will be charged as follows:

PERCENTAGE OF TUITION CHARGED	DROP DATE
0% of tuition charged	Prior to semester start date
0% of tuition charged	During Add / Drop Period *(first week of semester)*
25% of tuition charged	During second week of semester
75% of tuition charged	During third week of semester
100% of tuition charged	After third week of semester

The date from which the refund is calculated is the last date that the student attended a class. Refunds will be made within thirty (30) days of the date that Full Sail University determines that the student has withdrawn. The original source from which monies are received dictates the entity to which monies are to be refunded. In the event of a student's prolonged illness, accident, death in the family, or other circumstances that make

completion of the semester impossible or impractical, the school will attempt to make a fair and reasonable settlement. Full Sail University reserves the right to modify these policies in order to remain in compliance with any changes in the applicable laws and regulations.

Repayment of Government Program Funds

If a student is terminated, withdraws, or otherwise fails to complete a semester and received financial aid while enrolled, the Federal Government dictates how refunds (if applicable) are repaid.

Trial Period: The University has a 14-day trial period for online undergraduate students. Upon successful completion of the Trial Period, otherwise eligible students become eligible for Title IV, HEA program funds back to the beginning of the payment or loan period, as applicable, including the trial period, and the Title IV Refund Policy and Institutional Withdrawal Policy applies. Students who do not successfully complete the trial period or do not continue in their program of study, will be removed from the program and will not be eligible for Title IV funds or be assessed tuition charges.

The return of financial aid is dictated by The Return of Title IV Funds calculation policy. If a refund results from this calculation, federal policy requires that these unearned funds be returned to the applicable Title IV financial aid fund source.

Funds are refunded to the Title IV Programs in the following federally mandated order:

1. Unsubsidized Federal Stafford loans
2. Subsidized Federal Stafford loans
3. Federal PLUS loans
4. Federal Pell grants
5. Academic Competitiveness Grant (ACG)
6. National Science and Mathematics Access to Retain Talent (SMART)
7. Federal Supplemental Education Opportunity Grant (FSEOG)
8. Other grant or loan assistance authorized by Title IV of the HEA, as amended

When a student withdrawal involves the repayment of Title IV funds, Full Sail University returns these funds based semesters.

If a student withdraws on or before completing sixty (60) percent of the semester, a portion of the total Title IV funds awarded will be returned. The Return of Title IV Funds calculation may result in the student owing a balance to the Federal Government and, in some cases, to Full Sail University.

Refunds are made within thirty (30) days of the date that the institution determines that the student has withdrawn

Living Expense Repayment

If a student is provided with living expense funds originating from a student financial assistance program and the student fails to complete the semester for any reason, the student is required to return the unearned funds. Full Sail will notify the student of the amount owed. If the student fails to satisfy the repayment, he or she will be ineligible for any further federal student financial aid assistance.

Living Expenses

Disbursement of living expense funds due to the student may be withheld or delayed pending receipt of payment for any outstanding account balances owed by the student. Students not actively attending classes may not receive living expense disbursements.

Make-up Work

Students are encouraged to communicate proactively with their instructor if challenges arise that may impact timely submission of assignments. Repeated late submissions may negatively affect overall course performance. If a student anticipates missing a deadline, they should reach out to their instructor at least 24 hours before the assignment is due. Authorization for make-up work or extension is at the sole discretion of the instructor. Make-up work and extensions are not guaranteed, but instructors are here to work with students who need make-up work.

Unexpected events such as medical or health issues, family emergencies, legal or civic obligations, or natural disasters may impact a student's ability to complete coursework. In such cases, students should contact their instructor as soon as possible to discuss available options. These situations will be reviewed on a case-by-case basis.

Students are also encouraged to submit late work, when possible, as feedback remains an important part of the learning process.

Maintaining Satisfactory Progress

Students should be aware that GPA and pace of completion are affected by course incompletes, withdrawals, or repetitions or transfers of credit from another institution.

Grade Forgiveness	included in Credits Attempted and SAP
Withdrawal	included in credits attempted and SAP
Incomplete	included in credits attempted and SAP
Withdraw Passing	included in credits attempted and SAP
Withdraw Failing	included in credits attempted, SAP and GPA

UNDERGRADUATE DEGREE STUDENTS

Undergraduate degree students must successfully complete a course with a grade of D or above. Financial aid students who do not maintain Satisfactory Progress may not be able to receive federal and/or private aid funds until their progress is satisfactory.

To maintain academic progress for the purpose of Satisfactory Progress toward a degree, students must achieve a satisfactory grade point average as well as a satisfactory rate of progress (ROP).

Undergraduate students must achieve the following GPA:

- Up to 25% of program completion, achieve an GPA of 1.0
- Between 25 an d50% of program completion, achieve a GPA of 1.5
- Between 50 and 75% of program completion, achieve a GPA of 1.75
- Between 75 and 100% of program completion, achieve a GPA of 2.0

A student's ROP is calculated by dividing the number of credits earned by the number of credits attempted. For instance, if a student has attempted 110 credits but only successfully earned 75 of those credits, the ROP would be 68.2 percent.

Undergraduate students must also achieve the following ROP:

- Up to 25% of program completion, achieve an ROP of 50%
- Between 25 and 50% of program completion, achieve an ROP of 55%
- Between 50 and 75% of program completion, achieve an ROP of 60%

- Between 75 and 100% of program completion, achieve an ROP of 66.67%

Satisfactory Academic Progress (SAP) will be monitored at the end of each semester in order to provide an intervention for those who do not meet the SAP standards. Failure to obtain these averages may result in the student being placed on Academic Probation.

GRADUATE DEGREE STUDENTS

Graduate degree students must successfully complete a course with a grade of C or above. Financial aid students who do not maintain Satisfactory Progress may not be able to receive federal and/or private aid funds until their progress is satisfactory.

To maintain academic progress for the purpose of Satisfactory Progress toward a degree, students must achieve a satisfactory grade point average as well as a satisfactory rate of progress (ROP).

Graduate students must achieve the following GPA:

- Up to 25% o program completion, achieve a GPA of 2.0
- Between 25 and 50% of program completion, achieve a GPA of 2.5
- Between 50 and 100% of program completion, achieve a GPA of 3.0

A student's ROP is calculated by dividing the number of credits earned by the number of credits attempted. For instance, if a student has attempted 60 credits but only successfully earned 48 of those credits, the ROP would be 80 percent.

Graduate students must also achieve the following ROP:

- Up to 50% of program completion, achieve an ROP of 60%
- After 50% of program completion, achieve an ROP of 66.67%

Satisfactory Academic Progress (SAP) will be monitored at the end of each semester in order to provide an intervention for those who do not meet the SAP standards. Failure to obtain these averages may result in the student being placed on Academic Probation.

CERTIFICATE STUDENTS

Undergraduate certificate students must successfully complete a course with a grade of D or above. Post-baccalaureate certificate students must successfully complete a course with a grade of C or above. Financial aid students who do not maintain Satisfactory Progress may not be able to receive federal and/or private aid funds until their progress is satisfactory.

To maintain academic progress for the purpose of Satisfactory Progress toward certificate completion, students must achieve a satisfactory grade point average as well as a satisfactory rate of progress (ROP).

Certificate students must achieve the following GPA:

- Up to 50% of certificate completion, achieve a GPA of 1.5 for undergraduate certificate students and 2.5 for post-baccalaureate certificate students
- Between 50 and 100% of certificate completion, achieve a GPA of 2.0 for undergraduate certificate students and 3.0 for post-baccalaureate certificate students

A student's ROP is calculated by dividing the number of credits earned by the number of credits attempted. Certificate students must achieve the following ROP:

- Up to 50% of certificate completion, achieve a ROP of 55% for undergraduate certificate students and 60% for post-baccalaureate certificate students
- Between 50 and 100% of certificate completion, achieve a ROP of 66.67% for both undergraduate and post baccalaureate certificate students

Satisfactory Academic Progress (SAP) will be monitored at the end of each semester in order to provide an intervention for those who do not meet the SAP standards. Failure to obtain these averages may result in the student being placed on Academic Probation.

Note: Students on the F-1 visa, who are unable to make progress after being placed on academic probation, will be dismissed from the program and their SEVIS record will be terminated. International students on an F-1 visa can withdraw from a course, but they must follow specific procedures and meet certain conditions to maintain their visa status. All withdrawals must be pre-approved by the student's Academic Advisor and International Advisor/designated school official (DSO). Unauthorized withdrawal can result in the termination of the student's SEVIS record and immediate loss of F-1 status.

INTENSIVE ENGLISH CERTIFICATE STUDENTS

Students in the Intensive English certificate are required to make regular progress in the English language. This requires the following:

- Pass each course with a 70% or higher
- Regularly attend class (90% of class hours)
- Respect university policies, including academic and behavioral requirements
- Regularly complete in-class and out-of-class work at an average level or higher
- Make progress in the English language

Students who do not meet these requirements for progress will be placed on Academic Probation. During this time, students are advised as to the level of improvement or the action necessary to rectify the probationary status through meetings with their advisor(s) and written notification via the Academic Recovery Plan. Students are removed from Academic Probation when student progress standards have been met.

Students who do not make academic progress for four terms will be dismissed from the Intensive English certificate. A term at Full Sail University is one month in length. This policy requires that students in Intensive English make continuous progress
and must not fail four terms at any point in the certificate. If a student on the F-1 student visa is dismissed from the Intensive English certificate, his or her SEVIS record and I-20 will be terminated immediately. Students in Intensive English courses may only withdraw from a course based on documented extenuating circumstances.

All withdrawals must be approved by students' Academic Advisor and International Advisor/designated school official (DSO), if applicable.

Mandatory Program Item Opt-Out

Full Sail University includes all mandatory program items and fees in tuition as a convenience to our students. However, a student may choose to opt-out of receiving certain program items prior to each payment period. If a student opts-out of receiving an item from the University, the student must still obtain the item by the start of the term. The program items subject to the opt-out can be viewed on the opt-out form available on Full Sail One.

If a student elects to opt-out of any item included on the opt-out form, the student will receive a tuition credit for the item. Opt-out requests must be received prior to the semester start date. Students may not opt-in at a later date in the semester. Once a student opts-out of a mandatory program item, the request cannot be reversed.

Maximum Time Frame for Program Completion

All students are encouraged and expected to complete their education within the maximum time frame (MTF) for their program of study. To complete a program within the maximum time frame, a student will complete the program requirements by attempting no more than 1.5 times the program's required credit hours, for example:

- An associate degree that requires 60 credit hours would have an MTF of 90 credit hours attempted.
- A bachelor's degree that requires 120 credit hours would have an MTF of 180 credit hours attempted.
- A Master's degree that requires 40 credit hours would have an MTF of 60 credit hours attempted.

Additional costs, such as living expenses and tuition, are associated with longer terms of enrollment. A student will also become ineligible for additional student financial aid assistance programs once the maximum time frame is reached or when it becomes apparent that the student will not complete the program requirements within the maximum time frame. Students approaching maximum time frame are encouraged to speak with their academic and financial aid advisors.

Notice of Availability of Annual Security Report/ Emergency Preparedness Plan

A copy of the University's Annual Security Report/Emergency Preparedness Plan (ASR) is distributed annually to all students, faculty, and staff. The ASR can be accessed on the University's website at the following link: https://www.fullsail.edu/resources/brochure-file/CampusSafetyHandbook.pdf

Prospective students must read the University's Catalog and Student Manual before enrolling. As part of this requirement, prospective students must review the information in the ASR.

This report includes statistics for the previous three years concerning reported crimes that occurred on-campus; in certain off-campus buildings or property adjacent to and accessible from campus. The report also includes institutional policies concerning campus security and other matters. Prospective students can obtain a copy of the ASR by contacting their Admission Representative or by accessing the link above.

A physical copy of the ASR may be obtained by contacting the Security Department, located in Building 1, Room 120 or by calling (407) 679-0100 ext. 8800.

Use of Preferred Name

Full Sail University serves a large community of diverse individuals. To ensure that all students enjoy a supportive school environment, students may choose to use a Preferred Name, such as a middle name, not necessarily their Legal Name under this policy. This opportunity is also available for international students who want to use an Americanized name, any student who prefers to go by a middle name or shortened first name, and LGBTQ students.

Additionally, when a student notifies the school administration that the student will assert a gender identity that differs from previous representations or records, the school will begin treating the student consistent with the student's gender identity. There are no legal or medical documents required, nor will the school ask for any documents if the student makes this request.

Repeat of a Course

Students who fail a course are required to retake the course. If a student withdraws from the University prior to graduation, all weeks of attendance (even repeats for academic failure) will be counted toward the weeks of attendance for percentage of tuition owed. Students will be assessed a course retake fee of $889 for each course they are required to, or choose to, repeat, effective May 1, 2025.

Students must complete each course within five attempts or face dismissal from the program. Course attempts include the original grade for the course, each repeat of the course, and withdrawals from the course. While students are required to repeat a failed course, they may also choose to repeat courses to achieve a higher grade in accordance with the Grade Forgiveness policy.

There are courses in certain programs that students must complete within two attempts, or they will be dismissed from the program. This information is provided in the Course Section of the catalog and Full Sail One.

A request for an additional attempt may be permitted through an appeal to the Program Director based on extenuating circumstances.

Probationary Status

Students who do not meet Full Sail grading, attendance, financial, or conduct standards may be placed on probation. During this time, students are advised as to the level of improvement or the action necessary to rectify the probationary status through meetings with their advisor and written notification via the Academic Recovery Plan. Students are removed from probation when satisfactory progress standards have been met. Students who do not meet satisfactory progress requirements at the end of their probationary period are subject to termination. During this time, students are advised as to the level of improvement or the action necessary to rectify the probationary status through meetings with Student Development or their advisor and written notification via the Academic Recovery Plan.

Progress Records and Reports

Progress records are permanently maintained by the school. Grades and attendance for each course are posted on the student's personal page on the student intranet site, Full Sail One.

Parents seeking access to this progress must have students sign an authorization to release records and, that being done, may call the college for a verbal check on academic progress.

Transcript requests should be made through our online transcript service. It can be accessed through the student intranet site, Full Sail One, or directly at https://www.parchment.com/u/registration/34985/account; or by mailing a letter to the University, Attention: Transcript Request, that includes the full name, date of birth, last four digits of the social security number, program of study, and signature. Requests for transcripts are processed within 10 days of receipt of the request. For each official transcript sent via mail, there is a $10.00 charge. For each official transcript sent electronically, there is a $7.00 charge. There is no fee for unofficial transcript requests.

Re-Entry

Students wishing to re-enter school must contact their Academic Advisor. Re-entry will depend on the academic progress made by the student in their previous enrollment at the university. A student who was dismissed or administratively withdrawn by the university may not be eligible for re-entry, depending on the severity of the situation surrounding the withdrawal. To re-enter, the student must be cleared by all departments before a schedule to return to classes is generated. Re-entry requests must be initiated by the student. Family members may not request re-entry on the student's behalf. Any balance of tuition must be paid prior to re-entry.

If withdrawn for more than one year, reentering students will be charged the currently applicable tuition price and will be responsible for any increased amounts. Students may receive credit only for the common classes that were passed prior to their withdrawal.

Typically, the re-entry process may require students to make appointments with several departments; therefore, no less than a 30-day notice is required for a standard re-entry.

Schedule Adjustment Policy

> Students may request a schedule adjustment prior to and up until the Wednesday at 12:00pm E.T. of the first week of class. A schedule adjustment may impact financial aid eligibility, satisfactory academic progress, and enrollment status. Students must request a schedule adjustment through Full Sail One or by contacting their Academic Advisor.

Student Complaint/Grievance Procedure

Student Concerns, Complaints, and Grievances

Student Concerns

Students who have an issue they would like resolved at the University may begin an informal process to address their concern. Student concerns are defined as being generally minor in nature and can be addressed through informal communication processes such as emails, conversations, and meetings. The University recommends that students attempt to resolve these concerns directly with the person or office involved in the matter. This is the easiest way to receive a quick resolution. Students who do not feel comfortable meeting directly with a faculty or staff member may obtain a Student Concerns form by contacting the University or studentsupport@fullsail.com. Once the form is received, the Student Resolutions team will notify the appropriate parties, and the informal resolution process will begin.

Student Concerns Resolution Process

Academic Concerns

Education leadership has been designated the school's contact for academic concerns. If a student has a concern related to academics, the University strongly recommends them to schedule a meeting with their program faculty member, Department Chair, or Program Director to address the issue promptly. If the matter remains unresolved in the initial meeting, the student can obtain a Student Concerns form by contacting the University or emailing studentsupport@fullsail.com. Upon submitting the form, a response acknowledging receipt will be provided within seventy-two hours. Education leadership will then contact the student for additional information or to notify them of the case closure.

Non-Academic Concerns

Students with non-academic concerns should schedule a meeting with the department management to address the issue promptly. If the matter remains unresolved in the initial meeting, the student can obtain a

Student Concerns form by contacting the University or emailing *studentsupport@fullsail.com*. Upon submitting the form, a response acknowledging receipt will be provided within seventy-two hours. Department leadership will then contact the student for additional information or to notify them of the case closure.

Formal Complaints and Grievances
Student issues that are more serious and involve an allegation of a policy violation are called Complaints or Grievances. These are resolved through a formal process, which requires filing a written notification. This notification must include details of the nature of the complaint, policy violation, dates, witnesses, and desired resolution. There are different types of complaints that require different forms to be completed.

General Complaint
The University is committed to addressing formal complaints in a prompt and effective manner. In the event that a student feels their concern is more substantial than can be addressed on the Student Concerns form and it is not satisfactorily addressed in a meeting with the appropriate staff/faculty member, a student may file a formal, General Complaint. Students may acquire a Formal Complaint Form on Full Sail One, by contacting the school, or by emailing *studentsupport@fullsail.com*. Upon submission of the form, the student will receive confirmation within seventy-two hours. The Director of Academic Success will fully and fairly review the complaint and communicate the status of the complaint to the student within thirty days of receiving the complaint. The Director of Academic Success may be reached at *fcg@fullsail.com*.

Full Sail University strictly prohibits retaliation against any individual who brings a good faith complaint under this policy or participates in any portion of an investigation. While Full Sail will not tolerate making an intentionally false complaint, simply because the complaint is found to not be a violation of University policy does not necessarily mean the complaint was made in bad faith. Individuals that believe they have been the victim of retaliation should promptly report the misconduct to the Director of Academic Success.

ADA/Accommodations Complaint
Students who are registered with the Student Success Services department as having a qualifying disability may have concerns related to accommodations under Section 504 of the Rehabilitation Act or the Americans with Disabilities Act. Information on submitting these complaints is listed in this manual under the section entitled Discrimination Grievance/Complaint Procedures.

Title IX Complaint
All complaints regarding sexual misconduct and gender equity are handled by the University's Title IX staff. Title IX guidelines and the form for submitting a Title IX complaint can be found at *https://www.fullsail.edu/policies-and-guidelines/title-ix*. Further information about Title IX complaints is available in this manual under the section entitled Sexual Harassment Policy and Grievance Procedures.

Accrediting Commission of Career Schools and Colleges (ACCSC)
Schools accredited by the Accrediting Commission of Career Schools and Colleges must have a procedure and operational plan for handling student complaints. If a student does not feel that the school has adequately addressed a complaint or concern, the student may consider contacting the Accrediting Commission. All complaints reviewed by the Commission must be in written form and should grant permission for the Commission to forward a copy of the complaint to the school for a response. This can be accomplished by filing the ACCSC Complaint Form. The complainant(s) will be kept informed as to the status of the complaint as well as the final resolution by the Commission. Please direct ACCSC inquiries to:

Accrediting Commission of Career Schools and Colleges (ACCSC)

- 2101 Wilson Blvd., Suite 302
- Arlington, VA 22201
- (703) 247-4212

- *www.accsc.org*
- *complaints@accsc.org*

A copy of the ACCSC Complaint Form is available at the school and may be obtained by contacting *complaints@accsc.org* or at *https://www.accsc.org/Student-Corner/complaints.aspx*.

Florida, Department of Education, Commission for Independent Education (CIE)
Students may contact the Commission for Independent Education as the last resort for grievances after all other avenues have been contacted and a satisfactory resolution has not been made.

Florida Commission for Independent Education

- 325 West Gaines St., Suite 1414
- Tallahassee, Florida 32399-0400
- (850) 245-3200

Out-of-State Online Students
Out-of-state distance-education students participating under SARA who have completed the internal institutional grievance process and the applicable state grievance process may appeal noninstructional complaints to the FL-SARA PRDEC Council. For additional information on the complaint process, please visit: *https://www.fldoe.org/sara/student-concerns.stml*.

Student Location - Address of Record

For students in distance education programs, Full Sail University considers the mailing address provided by students upon enrollment as their location [mailing address] throughout their period of enrollment at the University. It is the student's responsibility to notify the University within 30 days if their address changes. Students may change their address of record in Full Sail One one.fullsail.edu/support/articles/1034-update-contact-information-mailing-address-and-phone-number

Students Receiving Veterans Benefits

Credit for Previous Training for Students Receiving Veterans Benefits

Students receiving veterans benefits with previous postsecondary training or work experience must have this training or work experience evaluated and receive credit when appropriate. An official transcript or documentation of work experience must be sent to the Director of Student Affairs. These students must also successfully complete the final exam for each course to be credited. The Director of Student Affairs evaluates all relevant information, and credit for previous training is granted where appropriate. If credit is given, the training time within the program may be shortened and the tuition reduced accordingly.

Satisfactory Progress for Students Receiving Veterans Benefits

Those receiving veterans benefits are evaluated at the end of each semester and will adhere to the Maintaining Satisfactory Progress policy found in this catalog.

Student Conduct

Full Sail University cannot certify veterans benefits if the student is suspended.

Reporting for Students Receiving Veterans Benefits

Students are responsible for reporting changes in their enrollment status to Full Sail's certifying official and to the VA. The law requires that education benefits to veterans be discontinued when students cease to maintain satisfactory attendance, progress, or conduct during training.

Change of Enrollment or Re-Entry for Students Receiving Veterans Benefits

Those receiving veterans benefits who are seeking a change of enrollment or re-entry will adhere to the Change of Enrollment or Re-Entry policies found in this catalog.

Termination Policy and Borrower's Agreement

A student may terminate their enrollment agreement by giving notice to an Academic Advising team member at Full Sail University. Withdrawals are subject to the Institutional Refund Policy section of this catalog.

Full Sail University reserves the right to terminate the enrollment agreement in the event of (i) disruptive behavior by a student, (ii) destruction of property by a student, (iii) nonpayment of tuition, (iv) unsatisfactory progress, (v) poor attendance and/or participation, or (vi) failure to satisfactorily complete all required courses prior to attempting 150% of the credit hours required to complete the semester.

A student's dissatisfaction with or non-receipt of educational services offered by
Full Sail University does not excuse the student from repayment of any private loan, grant, federal loan, or other loan whatsoever made to the student for enrollment and completion of training at Full Sail University.

VA Pending Payment Compliance

Full Sail University, located at 3300 University Boulevard, Winter Park, FL 32792, Facility Code 21970110, in accordance with Title 38 U.S. Code § 3679 subsection (e), adopts the following additional provisions for any student using U.S. Department of Veterans Affairs (VA) Post 9/11 G.I. Bill® (Ch. 33) or Veteran Readiness & Employment (Ch. 31) benefits, while payment to the institution is pending from the VA.

The University will not:

- Prevent the student's enrollment;
- Assess a late penalty fee to the student;
- Require the student to secure alternative or additional funding;
- Deny the student access to any resources (access to classes, libraries ,or other institutional facilities) available to other students who have satisfied their tuition and fee bills to the institution.

However, to qualify for this provision, students will be required to:

- Produce the VA Certificate of Eligibility (COE) by the first day of class;
- Provide a written request to be certified;
- Provide additional information needed to properly certify the enrollment as described in other institutional policies.

Note: The VA defines "certificate of eligibility" to be any documentation provided by the VA that serves to verify eligibility under Chapter 31 and 33.

Title IX

For more information regarding Full Sail's title IX compliance program, visit https://www.fullsail.edu/policies-and-guidelines/title-ix

Full Sail Faculty

Benjamin Adamo

Title
Course Director, Music Production BS
Degrees
MA University of Kentucky
BM East Tennessee State University

Lascelles Adams

Title
Course Director, Game Design MS
Degrees
PhD University of Central Florida
MS University of Central Florida
MBA University of Central Florida

Steven Adkins

Title
Course Director, Entertainment Business MS
Degrees
DBA Nova Southeastern University
MBA & BS Western Illinois University

Steven Akehurst

Title
Course Director, Computer Animation BS
Degrees
MS Full Sail University
BFA New York University

Ahmed Al Zaidy

Title
Course Director, Computer Science MS
Degrees
PhD North Central University
MS Strayer University

Abe Alam

Title
Department Chair, Music Production BS
Degrees
MM University of North Florida
BA University of Central Florida

Robin Alarcon

Title
Course Director, Cybersecurity BS
Degrees
Ed.S & MS Nova Southeastern University
BS Florida Atlantic University

Susan Albershardt

Title
Course Director, Creative Writing BFA
Degrees
MFA Full Sail University
MBA & BA Rollins College

Edward Almeida

Title
Course Director, Web Development BS
Degrees
BS Full Sail University

Gary Alvarez

Title
Course Director, Computer Science BS
Degrees
PhD Capella University
MA Webster University
BS St. John's University

Moody Amakobe

Title
Course Director, Game Development BS
Degrees
PhD, MS & BS Colorado Technical University

Tony Anderson

Title
Course Director, Music Production BS
Degrees
BM Berklee College of Music

Heather Arbuckle

Title
Course Director, Web Development BS
Degrees
MS Full Sail University
BS The Art Institute of Pittsburgh

Samuel Archer

Title
Course Director, Music Business BS
Degrees
BS Full Sail University

Bartley Argo

Title
Course Director, Media Design MFA
Degrees
MFA Savannah College of Art and Design
BA Rollins College

Douglas Arley

Title
Department Chair, Mobile Development BS
Degrees
BS Full Sail University

Richard Arndt

Title
Course Director, Simulation Engineering BS
Degrees
BS University of Central Florida

Kari Asphodel

Title
Course Director, Computer Science BS
Degrees
MFA, MS & BS Full Sail University

Robert Astacio

Title
Course Director, Sportscasting BS
Degrees
MBA Rollins College
BS University of Central Florida

Richard Bahin

Title
Course Director, Math
Degrees
MS Herbert H. Lehman College (The City University of New York)

Randall Baker

Title
Course Director, Digital Cinematography BS
Degrees
BS Ball State University

Brad Barbey

Title
Course Director, Recording Arts BS
Degrees
BA Ohio University

Charles Barrett

Title
Course Director, Digital Cinematography BS
Degrees
MFA American Film Institute
BA Indiana University

Tommi Barrett

Title
Course Director, Instructional Design & Technology MS
Degrees
DEd & Med University of Delaware

Mark Barrie

Title
Course Director, Music Production BS
Degrees
BS Full Sail University

Eric Bartels

Title
Course Director, Sports Marketing and Media BS
Degrees
MSA Ohio University
BS East Carolina University

Brad Barth

Title
Course Director, English
Degrees
MFA University of Central Florida

Alex Bassel

Title
Course Director, Computer Science BS
Degrees
MS University of Central Florida

Niki Bathke

Title
Department Chair, Entertainment Business BS
Degrees
MBA Rollins College
BA University of Missouri - Columbia

Zyad Bawatneh

Title
Course Director, Math
Degrees
PhD University of Central Florida
MS Brooklyn College

Noel Beaulieu

Title
Course Director, Sports Marketing and Media BS
Degrees
MBA University of Florida
BA University of Toronto

Joshua Begley

Title
Course Director, Creative Writing BFA
Degrees
PhD Indiana University of Pennsylvania
MA Eastern Kentucky University

Logan Belle

Title
Course Director, Music Production BS
Degrees
BS Full Sail University
BA University of Central Florida

Kendall Bens

Title
Course Director, Audio Production BS
Degrees
BS Full Sail University

Valerie Berrios Reyes

Title
Course Director, Game Art BS
Degrees
BS Full Sail University

Eric Berzins

Title
Course Director, Audio Production BS
Degrees
MFA, MA & BFA Savannah College of Art and Design

Thomas Boldman

Title
Department Chair, Computer Animation BS
Degrees
BS Full Sail University

Stanley Bowman

Title
Course Director, Computer Animation BS
Degrees
BFA Ringling School of Art and Design

Tim Bowser

Title
Department Chair, Computer Animation BS
Degrees
MFA Academy of Art University
BA Lakeland College

Jamie Branham

Title
Department Chair, Entertainment Business BS
Degrees
MFA Full Sail University
BS Johnson and Wales University

Colin Breaud

Title
Department Chair, Digital Arts and Design BS
Degrees
BFA Ringling School of Art and Design

Alexia Brehm

Title
Course Director, Entertainment Business BS
Degrees
MBA & BA Rollins College

Eric Brook

Title
Course Director, Music Production BS
Degrees
MA University of Minnesota
BM Oberlin College

Malyn Brown

Title
Course Director, Humanities & Social Sciences
Degrees
MFA & BA University of Central Florida

Justin Brozanski

Title
Course Director, Creative Writing BFA
Degrees
MFA University of Central Florida

Dylan Bruno

Title
Course Director, Game Art BS
Degrees
BS Full Sail University

Robin Buda

Title
Course Director, First Term Initiatives
Degrees
MA Saint Joseph's University

Matt Burkholder

Title
Course Director, Live Event Production BS
Degrees
BA Huntington University

Brett Burky

Title
Course Director, Digital Marketing BS
Degrees
MS Full Sail University
BA University of Florida

Jeremy Burnum

Title
Course Director, Recording Arts BS
Degrees
BA Bethany College

David Butler

Title
Course Director, Humanities & Social Sciences
Degrees
PhD & MA University of South Florida
BA University of Central Florida

Andrew Byrd

Title
Course Director, Film Production MFA
Degrees
MFA Savannah College of Art and Design
BA Wright State University

John Cabibbo

Title
Course Director, Information Technology BS
Degrees
MS Full Sail University
BS University of Central Florida

Liz Canacari Rose

Title
Course Director, Game Design BS
Degrees
MS & BS Full Sail University

Charles Cardwell

Title
Course Director, Game Business & Esports BS
Degrees
BA University of South Florida

Kimberly Carlisle

Title

Course Director, Film BS
Degrees
BA State University of New York at Oswego

Simone Caroti

Title
Course Director, Creative Writing BFA
Degrees
PhD & MA Purdue University
BA University of Trieste

Rebecca Carroll

Title
Department Chair, Computer Science BS
Degrees
BA & BFA Florida State University

Christopher Chapman

Title
Course Director, Mobile Development BS
Degrees
BS Full Sail University

Erin Charlton

Title
Course Director, Sports Marketing and Media BS
Degrees
JD University of Florida
BA Florida Southern College

Todd Childress

Title
Department Chair, Recording Arts BS
Degrees
BS Full Sail University

David Chmela

Title
Course Director, Film BS
Degrees
BS State University of New York

Soo Choi

Title
Course Director, Intensive English Program
Degrees
MEd Boston University
BA University of Florida

Jenn-Luen Chu

Title
Course Director, Computer Science BS
Degrees
PhD University of Central Florida
MA Wayne State University MA York University
BS Chung Yuan Christian University

Michael Clavan

Title
Course Director, Computer Animation BS
Degrees
BS Full Sail University

Monica Clayton

Title
Course Director, Digital Marketing MS
Degrees
EDBA & EMBA Rollins College
MA University of Central Florida

Brent Clemens

Title
Course Director, Sports Marketing and Media BS
Degrees
MFA Full Sail University
BA Muhlenberg College

Colleen Cleveland

Title
Course Director, Media Design MFA
Degrees
PhD & MA Fielding Graduate University
MS & BA University of Central Florida

Corin Coffey

Title
Course Director, Math
Degrees
MS Florida Institute of Technology
BS Clarion University

Joshua Collier

Title
Course Director, Creative Writing BFA
Degrees
BFA Full Sail University

Corbett Compel

Title
Department Chair, Live Event Production BS
Degrees
MA Full Sail University
BS University of Miami

Mark Condron

Title
Course Director, Sportscasting BS
Degrees
BA Texas Tech University

Benjamin Conley

Title
Course Director, Recording Arts BS
Degrees
BS Full Sail University

Brent Cook

Title
Course Director, Entertainment Business BS
Degrees
MBA & BS Liberty University

Michael Corinella

Title
Course Director, Game Art BS
Degrees
BS Full Sail University

Ken Corlew

Title
Course Director, Recording Arts BS
Degrees
BS Oral Roberts University

Timi Cornell

Title
Course Director, Digital Marketing MS
Degrees
MBA Regis University
BS University of South Florida

Oscar Cortez

Title
Course Director, User Experience BS
Degrees
BS Full Sail University

Kenneth Cossin

Title
Course Director, Information Technology BS
Degrees
MA Rollins College
BS University of Central Florida

Katherine Coulthart

Title
Course Director, Sports Marketing and Media BS
Degrees
MS University of Richmond
BS University of California

Chad Coup

Title
Course Director, Creative Writing BFA
Degrees
BA Florida State University

Carol Cox

Title
Course Director, Digital Marketing BS
Degrees
MA Emory University
BA University of Florida

Margaret Cox

Title
Course Director, Entertainment Business BS
Degrees
MBA Florida Institute of Technology
BA Middlebury College

Kimberly Craft

Title
Course Director, Entertainment Business MS
Degrees
JD John Marshall Law School
MM & BM DePaul University

Alfonso Crespo

Title
Course Director, Game Design BS
Degrees
BS The Art Institute of Fort Lauderdale

John Czaban

Title
Course Director, Simulation Engineering BS
Degrees
BS Full Sail University

Patti Dacosta

Title
Course Director, Mobile Development BS
Degrees
BS Full Sail University

Brian Dammen

Title
Course Director, Game Design BS
Degrees
BS Full Sail University

Laura Daniel

Title
Course Director, Digital Arts and Design BS
Degrees
MFA Full Sail University
BFA University of Central Florida

Freisa Davila

Title
Course Director, Entertainment Business BS
Degrees
BS Full Sail University

Miguel De La Cruz

Title
Course Director, Game Development BS
Degrees
BS Full Sail University

Christopher Deason

Title
Course Director, Instructional Design & Technology MS
Degrees
Ed.D & MEd Texas Tech University
BA Angelo State University

Kenneth DeGilio

Title
Course Director, Entertainment Business MS
Degrees
MS Florida State University
MS Full Sail University BS University of Florida

Lee DeJarlais

Title
Course Director, Sportscasting BS
Degrees
BA University of Wisconsin

Kevin dela Cerna

Title
Course Director, Media Communications BS
Degrees
MA & BA University of Central Florida

Roxanne DeLeon

Title
Department Chair, Media Communications BS
Degrees
MS Full Sail University
BA University of Central Florida

Caitlin Delossantos

Title
Course Director, COR4
Degrees
MS Illinois State University

Thomas Dennis

Title
Course Director, Digital Cinematography BS
Degrees
BS Full Sail University

Jason Denton

Title
Department Chair, Digital Arts and Design BS
Degrees
BS Full Sail University

Cheryl DePaul

Title
Course Director, Entertainment Business BS
Degrees
MA The New School
BA Bowling Green State University

Charlsye Diaz

Title
Course Director, New Media Journalism MA
Degrees
PhD Texas Tech University
MA University of Massachusetts Dartmouth

Juan Diaz Rosado

Title
Course Director, Computer Animation BS
Degrees
MFA Digital Media Arts College
BS Universidad of Turabo

Scott Dickinson

Title
Department Chair, Music Production BS
Degrees
DMA University of Miami
MM DePaul University
BM University of North Florida

Ronald Diltz

Title
Course Director, Digital Cinematography BS
Degrees
MFA, MS & BS Full Sail University
BA University of Florida

Brian Dinsmore

Title
Course Director, Game Art BS
Degrees
BS Full Sail University

Antonio Doctor Jr.

Title
Department Chair, Film BS
Degrees
MFA Full Sail University
BA University of North Florida

Vitaly Donets

Title
Course Director, Information Technology BS
Degrees
BS Full Sail University

Garrick Dowhen

Title
Course Director, Creative Writing BFA
Degrees
BA University of Maryland

Gregory Downey

Title
Course Director, Digital Marketing MS
Degrees
JD State University of New York at Buffalo
BS The Pennsylvania State University

Derek Duda

Title
Course Director, Recording Arts BS
Degrees
BS Full Sail University

Mike Dunn

Title
Course Director, Media Communications BS
Degrees

MS Full Sail University
BA University of Central Florida

Henry Durlin

Title
Course Director, Recording Arts BS
Degrees
MS & BS Full Sail University

Pete Episcopo

Title
Course Director, Media Communications BS
Degrees
MS Full Sail University
BA Seton Hall University

Adam Fatka

Title
Course Director, Computer Animation BS
Degrees
BS Full Sail University

Maria Ferguson

Title
Department Chair, Digital Marketing MS
Degrees
MBA & BS University of Central Florida

Ed Ferrara

Title
Course Director, Creative Writing BFA
Degrees
MFA Full Sail University
BA Drew University

Neal Ferrari

Title
Course Director, Entertainment Business BS
Degrees
BA & BS University of Central Florida

Stephanie Fetscherin

Title
Course Director, Humanities & Social Sciences
Degrees
MA Rollins College

Mark Fidel

Title
Course Director, Digital Arts and Design BS
Degrees
BS Full Sail University

Brad Flanagan

Title
Course Director, Sportscasting BS
Degrees
BA Journalism The University of Rhode Island

Robert Flores

Title
Course Director, Information Technology BS
Degrees
BS Full Sail University

Zach Foerstel

Title
Course Director, Sportscasting BS
Degrees
BA University of Missouri - Columbia

Vidal Fonseca Jr.

Title
Course Director, Digital Marketing MS
Degrees
MBA Webster University
BA The City College of New York

Troy Frank

Title
Course Director, Music Production BS
Degrees
BA Florida Atlantic University

Lester Frederick

Title
Course Director, Entertainment Business MS
Degrees
Ed.D Nova Southeastern University
MBA Liberty University MA Luther Rice University
BA Trinity Baptist College

Tate Freyjasson

Title
Department Chair, Creative Writing BFA
Degrees
MFA & BA Florida Atlantic University

Edward Funk

Title
Course Director, Digital Cinematography BS
Degrees
MFA & BS Full Sail University

Justin Gallo

Title
Course Director, Game Design MS
Degrees
MS & BS Full Sail University

Aaron Gandia

Title
Course Director, Media Communications BS
Degrees
BA University of Puerto Rico

Oscar Garcia

Title
Course Director, Live Event Production BS
Degrees
BA Universidad InterAmericana De Puerto Rico

Matthew Garcia

Title
Course Director, Game Design BS
Degrees
MS Full Sail University
BS Full Sail University

Jessica Garlic

Title
Department Chair, User Experience BS
Degrees
MS New York University
BS Florida State University

Andrew Garraway

Title
Course Director, Film BS
Degrees
BA University of Southern Mississippi

Christopher Gaynor

Title
Course Director, Digital Arts and Design BS
Degrees
BFA University of Central Florida

Dax Gazaway

Title
Course Director, Game Design BS
Degrees
BS Kansas State University

Aron Gelineau

Title
Course Director, Game Art BS
Degrees
BS Full Sail University
BS Kansas State University

Lana Ghannam

Title
Course Director, English
Degrees
MFA & BA University of Central Florida

Chad Gibson

Title
Course Director, Mobile Development BS
Degrees
BS The Art Institute of Pittsburgh

Jason Gillett

Title
Course Director, Media Communications BS
Degrees
MS Full Sail University
BA St. Leo University

Alejandro Ginzo

Title
Course Director, Digital Cinematography BS
Degrees
BS Full Sail University

Garrett Girod

Title
Course Director, Computer Science BS
Degrees
BS Louisiana Tech University

Becca Godsey

Title
Course Director, Game Business & Esports BS
Degrees
MA Missouri State University
BA Southwest Baptist University

Steph Gordon

Title
Course Director, Entertainment Business BS
Degrees
BS Full Sail University

Peter Gordon

Title
Course Director, Film Production MFA
Degrees
MFA Carnegie-Mellon University
BA Yale University

Allen Gorney

Title
Course Director, Film Production MFA
Degrees
MA & BA University of Central Florida

Joseph Gornik

Title
Course Director, Graphic Design BS
Degrees
MFA & BS Full Sail University

Abby Greenlee

Title
Course Director, Digital Cinematography BS
Degrees
MFA & BS Full Sail University

Charles Griffin

Title
Course Director, Music Production BS
Degrees
PhD University of Minnesota
MA & BA Queens College City University of New York

Tony Guzman

Title
Course Director, Information Technology BS
Degrees
MS Keller Graduate School of Management of DeVry University
MS Keller Graduate School of Management of DeVry University
BS DeVry University
BS Stevens Institute of Technology

Bryan Hall

Title
Course Director, Audio Production BS
Degrees
MS & BS Full Sail University

Alan Hancock

Title
Course Director, Sports Marketing and Media BS
Degrees
MS Saint Thomas University
BA Rollins College

Tom Haney

Title
Course Director, Digital Arts and Design BS
Degrees
BS The Art institute of California - Los Angeles

Michael Hanly

Title
Course Director, Digital Cinematography, BS

Degrees
MS Full Sail University
BA Columbia College

Kellen Harkins

Title
Course Director, COR4
Degrees
MS Full Sail University
BS Kutztown University of Pennsylvania

Clark Harris

Title
Department Chair, Film BS
Degrees
BS Full Sail University

Dave Harris

Title
Course Director, Live Event Production BS
Degrees
BS Full Sail University

Georg Hartmann

Title
Course Director, Film Production MFA
Degrees
MA Ruhr Universitat Bochum

Derrick Harvin

Title
Course Director, Audio Production BS
Degrees
BS Full Sail University

Kyle Havrilesko

Title
Course Director, Game Art BS
Degrees
BS Full Sail University

Thomas Hayek

Title
Course Director, Film BS
Degrees
BFA School of Visual Arts

Kristin Heaney

Title
Course Director, COR4
Degrees
MA Rollins College
BA University of Central Florida

John Hemphill

Title
Course Director, Live Event Production BS
Degrees
BFA Valdosta State University

Olman Hernandez

Title
Course Director, Computer Science BS
Degrees
MS DePaul University
BS Christian Brothers University

Jamilla Herring

Title
Course Director, Sportscasting BS
Degrees
MS Walden University
BA Middle Tennessee State

Gordon Hershiser

Title
Course Director, Sportscasting BS
Degrees
BA University of Alabama

Jason Hinders

Title
Course Director, Game Development BS
Degrees
BS University of South Florida

Matthew Hindla

Title
Course Director, Graphic Design BS
Degrees
BFA Savannah College of Art and Design

Robert Hofmann

Title
Course Director, Math
Degrees
MA & BS University of Central Florida

Justin Hosie

Title
Course Director, Computer Science MS
Degrees
MS University of Central Florida

Kevin Imhoff

Title
Course Director, Information Technology BS
Degrees
BS Full Sail University
BS Seminole State College

Erik Jackson

Title
Course Director, Audio Production BS
Degrees
MS & BS Full Sail University

Milena Jackson

Title
Course Director, Graphic Design BS
Degrees
MFA Full Sail University
BFA Georgia State University

Lionel Jacques

Title
Course Director, Computer Science BS
Degrees
MS Full Sail University
BA Rollins College

William Jeffery

Title
Course Director, Game Design BS
Degrees
MA & BA Michigan State University

Thomas Jenkins

Title
Course Director, Entertainment Business MS
Degrees
MS & BS Full Sail University

Will Jensen

Title
Course Director, Game Design BS
Degrees
BS Full Sail University

Tahlly Jimenez

Title
Course Director, Information Technology BS
Degrees
MS & BS DeVry University

William Jimenez

Title
Course Director, Innovation & Entrepreneurship MS
Degrees
DBA Florida Institute of Technology
MBA Lynn University

Suzanne Johnson

Title
Course Director, Graphic Design BS
Degrees
BFA University of Central Florida
BA University of Central Florida

Jake Johnson

Title
Department Chair, Digital Marketing MS
Degrees
MBA University of Central Florida

Jerry Jones

Title
Course Director, Web Development BS
Degrees
BS Full Sail University

Ted Juras

Title
Course Director, Film BS
Degrees
BAA Central Michigan University

Andrea Kalis

Title
Course Director, Humanities & Social Sciences
Degrees
MA & BFA University of Florida

Bill Kavan

Title
Course Director, Film BS
Degrees
MS & BS Full Sail University

Paul Kegel

Title
Course Director, Innovation & Entrepreneurship MS
Degrees
DBA Rollins College
MIM American Graduate School of International Management
BA University of Florida

Patrick Kelly

Title
Course Director, Game Development BS
Degrees
MS Full Sail University
BS Arizona State University

Robert Kennedy

Title
Course Director, Game Design MS
Degrees
PhD & MS University of Central Florida
MBA University of Phoenix BS Excelsior College

Sean Kinchlow

Title
Course Director, Film BS
Degrees
BS Full Sail University

John King

Title
Course Director, Creative Writing BFA
Degrees
PhD Purdue University
MFA New York University MA & BA Florida Atlantic University

Alexander Knight

Title
Course Director, Music Business BS
Degrees
BA Faulkner University

Robin Koman

Title
Course Director, Game Design MS
Degrees
MFA University of Central Florida
BS & BA Stetson University

Jonathan Kost

Title
Course Director, Live Event Production BS
Degrees
MS Full Sail University
BS Kutztown University

Lindsey Kovaleski

Title
Course Director, Sports Marketing and Media BS
Degrees
MEd University of Texas Austin
BS University of Florida

Dave Kropf

Title
Course Director, Music Production BS
Degrees
MM & BM The University of Memphis

Philip Lacinak

Title
Course Director, Media Communications BS
Degrees
BS University of Central Florida

Wendy Lake

Title
Course Director, Humanities & Social Sciences
Degrees
MA & BA University of Central Florida

Cara Landon

Title
Course Director, Digital Cinematography BS
Degrees
BS Full Sail University

Jeff Lang

Title
Course Director, Digital Arts and Design BS
Degrees
MFA Full Sail University
BFA Virginia Commonwealth University

Joanna Leck

Title
Course Director, Media Communications BS
Degrees
EdD & MA University of Central Florida
BA Gregorian Court College

Kenneth Lee

Title
Course Director, Film BS
Degrees
MFA Full Sail University
BA Miami University

Luke Leonard

Title
Course Director, Film Production MFA
Degrees
MFA & BS Full Sail University

Otavio Lessa

Title
Course Director, Game Business & Esports BS
Degrees
BA Federal University of Espirito Santo

Harry Lewis

Title
Course Director, Entertainment Business BS
Degrees
MS Mountain State University
BS University of Phoenix

Jonathan Lewis

Title
Course Director, Game Art BS
Degrees
BS Full Sail University

Christopher Lillie

Title
Course Director, Game Design MS
Degrees
MS & BS Full Sail University

Tracey Lindsey

Title
Course Director, Math
Degrees
MEd University of Central Florida
BSEd West Chester University

Donald Lipham

Title
Course Director, Innovation & Entrepreneurship MS
Degrees
MS Troy University
BS Florida Southern College

Ryan Little

Title
Department Chair, Creative Writing BFA
Degrees
MFA University of South Florida
MFA Full Sail University BA University of Central Florida

Kimberly Lomas

Title
Course Director, Humanities & Social Sciences
Degrees

MA George Washington University
BA Furman University

Michelle Long

Title
Course Director, Media Communications BS
Degrees
MS Full Sail University
BA University of Central Florida

Anthony Lowder

Title
Course Director, Game Design BS
Degrees
BS Full Sail University

Carlos Lugo

Title
Course Director, Game Development BS
Degrees
BS Full Sail University

Justin Mack

Title
Course Director, Sports Marketing and Media BS
Degrees
MS& BS Full Sail University

Joseph Makki

Title
Department Chair, Information Technology BS
Degrees
MGA University of Maryland University College
BS Geneva College

Darryl Malcomb

Title
Course Director, Game Design BS
Degrees
MS & BS Full Sail University

Gregg Mandigo

Title
Department Chair, Live Event Production BS
Degrees
MS & BS Full Sail University

Roland Mann

Title
Course Director, Creative Writing BFA
Degrees
MFA Spalding University
MA University of North Alabama BS University of Southern Mississippi

Daniel Mapes

Title
Course Director, Simulation Engineering BS
Degrees
MS University of Central Florida
BS Carnegie Mellon University

Tami Maras

Title
Course Director, Public Relations MA
Degrees
JD Pepperdine University BS Westmont College

Greg Marcus

Title
Course Director, Digital Arts and Design BS
Degrees
BS University of Florida

Andreas Marpaung

Title
Course Director, Computer Science MS
Degrees
PhD, MS & BS University of Central Florida

Billy Martinez

Title
Course Director, Information Technology BS
Degrees
BS Full Sail University

Robert Martinez

Title
Course Director, Computere Science BS
Degrees
BS Full Sail University

Derek Marunowski

Title
Course Director, Game Design BS
Degrees
BS Full Sail University

Phillip Marunowski

Title
Department Chair, Game Design BS
Degrees
BS Full Sail University

Monika Mason

Title
Course Director, Recording Arts BS
Degrees
BA University of Pittsburgh

Carl Massaro

Title
Course Director, Live Event Production BS
Degrees
BS Full Sail University

Andy Matthias

Title
Course Director, Digital Cinematography BS
Degrees
BS Full Sail University

Chris Maxwell

Title
Course Director, Mobile Development BS
Degrees
BS Full Sail University

Reo McBride

Title
Course Director, Instructional Design & Technology MS
Degrees
PhD & BS Brigham Young University
MA East Carolina University

Jennifer McCarrick

Title
Course Director, Mobile Development BS
Degrees
BS University of Central Florida

Ryan McClung

Title
Course Director, Media Design MFA
Degrees
MFA & BS Full Sail University

Mac McDonald

Title
Course Director, Sportscasting BS
Degrees
BS Northwest Missouri State College

Elise McKenna

Title
Course Director, Creative Writing BFA
Degrees
MA University of Central Florida
BA University of Florida

George McNeilly

Title
Course Director, Sports Marketing and Media BS
Degrees
MS Troy University
BA University of Central Florida

Jerrod Meador

Title
Course Director, Computer Animation BS
Degrees
BS Full Sail University

Rebecca Meeder

Title
Course Director, Instructional Design & Technology MS
Degrees
PhD & MEd University of Hawai'i Manoa

Gerard Merritt

Title
Course Director, Game Design MS
Degrees
MBA Rollins College
BS University of Central Florida

David Meyers

Title
Department Chair, Film BS
Degrees
MA Rollins College BS Ohio University

Anthony Michaels

Title
Department Chair, Computer Animation BS
Degrees
BS Full Sail University

Ryan Mickley

Title
Course Director, Digital Marketing BS
Degrees
MS & BS Full Sail University
BS University of Florida

Frank Mignone

Title
Course Director, Computer Animation BS
Degrees
BS Full Sail University

Eric Miles

Title
Course Director, Entertainment Business MS
Degrees
JD Florida A&M University
BS University of Phoenix

Jennifer Miller

Title
Course Director, Digital Cinematography BS
Degrees
MA The New School
BA LaRoche College

Emily Mink

Title
Course Director, Film BS
Degrees
BA University of Central Florida

Lyndon Modomo

Title
Department Chair, Cybersecurity BS
Degrees
BS Old Dominion University

Miguel Molinari

Title
Course Director, Game Design BS
Degrees
BS Full Sail University

Jose Montanez

Title
Course Director, Game Design BS
Degrees
BS Art Institute of Fort Lauderdale

Wendy Moore

Title
Course Director, English
Degrees
MFA Full Sail University
BA University of Central Florida

Brandon Morris

Title
Course Director, Game Business & Esports BS
Degrees
MS University of New Haven
MS Full Sail University

Jenny Morrison

Title
Course Director, Music Business BS
Degrees
MS & BS Full Sail University

Devin Morse

Title
Course Director, Game Art BS
Degrees
MA & BFA Academy of Art University

Daniel Moye

Title
Course Director, Digital Arts & Design BS
Degrees
BA Flagler College
AA Northwest Florida State University

John Multhauf

Title
Course Director, Entertainment Business BS
Degrees
MBA Harvard Business School
BS Northwestern University

Jay Murphree

Title
Course Director, Math
Degrees
MS Baylor University

Justin Murphy

Title
Department Chair, Interactive Design BS
Degrees
BS Full Sail University

Genon Murray

Title
Course Director, Digital Marketing BS
Degrees
MFA Full Sail University
MA Rollins College BS University of Nebraska

Jon Nash

Title
Course Director, Entertainment Business BS
Degrees
MBA University of Rochester
BS Oral Roberts University

Jen Negroni

Title
Course Director, Game Art BS
Degrees
MFA Full Sail University
BFA Kendal College of Art and Design

Doug Nichols

Title
Course Director, Film BS
Degrees
BA University of Akron

Kristopher Nichols

Title
Course Director, Music Business BS
Degrees
JD Barry University
BA University of Central Florida

Reid Nicholson

Title
Course Director, Entertainment Business BS
Degrees
BS Boston University

Henry Nophsker

Title
Course Director, Digital Arts and Design BS
Degrees
BS Full Sail University

Jack Norman

Title
Course Director, Cybersecurity BS
Degrees
MS Florida Institute of Technology
MBA University of Central Florida BS SUNY University at Buffalo

Lari Norri

Title
Department Chair, Game Development BS
Degrees
MS & BS Full Sail University

Hadi Noureddine

Title
Course Director, Game Development BS
Degrees
PhD & MS Brunel University
BS Lebanese University

Ali Noureddine

Title
Course Director, Business Intelligence MS
Degrees
PhD, MS & BS Tennessee Technological University

Andrew O'Connor

Title
Course Director, Game Design BS
Degrees
BS Full Sail University

John O'Leske

Title
Department Chair, Game Development BS
Degrees
BS Full Sail University

Fialishia O'Loughlin

Title
Course Director, Information Technology BS
Degrees
MA Rensselaer Polytechnic Institute
BS Purdue University

Ann O'Nale

Title
Course Director, Entertainment Business BS
Degrees
MA Central Michigan University
BA Marietta College

Kevin O'Neill

Title
Course Director, Film BS
Degrees
BS Full Sail University

Claude O'Steen

Title
Course Director, Digital Cinematography BS
Degrees
MFA New York University
BBA The University of Texas at Arlington

Doug Oberndorf

Title
Course Director, Game Design BS
Degrees
MFA Digital Media Arts College
BA University of Central Florida

Christopher Odom

Title
Course Director, Digital Cinematography BS
Degrees
MFA University of California Los Angeles
BA Georgia State University

Timothy Oliver

Title
Course Director, Digital Arts and Design BS
Degrees
MFA Full Sail University
BFA Ringling College of Art and Design

Natasha Oliver

Title
Course Director, Creative Writing BFA
Degrees
MFA Goddard College
BS Lehigh University

Peter Olsen

Title
Course Director, Digital Arts and Design BS
Degrees
MFA Full Sail University
BFA New School for Social Research/Parsons School of Design

Loren Omoto

Title
Department Chair, Sports Marketing and Media BS

Degrees
MS Full Sail University
BA Michigan State University

Natalie Onesemo

Title
Course Director, Music Business BS
Degrees
BS University of Maryland

Rene Otero

Title
Course Director, Media Communications BS
Degrees
BFA Florida State University

Thomas Owen

Title
Department Chair, Recording Arts BS
Degrees
MS Brown University
BM Berklee College of Music

Ginger Palmisano

Title
Course Director, Public Relations MA
Degrees
MBA Rollins College
MA & BA Pensacola Christian College

Roy Papp

Title
Course Director, Game Design MS
Degrees
BFA Thomason Rivers University

Bob Pasekoff

Title
Course Director, Game Design BS
Degrees
BS Full Sail University

Charles Patterson

Title
Course Director, Computer Science BS
Degrees
MS & BS Full Sail University

Nick Penney

Title
Course Director, Game Development BS
Degrees
MS Full Sail University
BS SUNY Institute of Technology

Andrew Pergiovanni

Title
Course Director, Music Production BS
Degrees
MM University of Harford
BA Wesleyan University

Angelo Perrino

Title
Course Director, Digital Cinematography BS
Degrees
MFA New York University
BA University of Tampa

Elizabeth Perry

Title
Course Director, Media Communications BS
Degrees
MS Full Sail University
BA University of Central Florida

Matthew Peters

Title
Course Director, Creative Writing BFA
Degrees
MFA University of New Orleans
BA University of Central Florida

Antony Philippou

Title
Course Director, Digital Arts and Design BS
Degrees
BFA Pratt Institute

John Pierro

Title
Course Director, Computer Animation BS

Degrees
BFA Pratt Institute

Marc Pinsky

Title
Course Director, Audio Production BS
Degrees
BS University of Florida

Chad Pollpeter

Title
Course Director, Game Art BS
Degrees
BS Florida State University

Patrick Pond

Title
Course Director, Film BS
Degrees
BS Full Sail University

Greig Powers

Title
Course Director, New Media Journalism MA
Degrees
DBA Rollins College
MA University of Central Florida

Brett Pribble

Title
Course Director, Creative Writing BFA
Degrees
MFA Full Sail University
BA University of Central Florida

Brandy Price

Title
Course Director, Music Business BS
Degrees
MA & BA University of Central Florida

Shane Proctor

Title
Course Director, Computer Animation BS
Degrees
BS Full Sail University

Mike Pynn

Title
Course Director, Creative Writing BFA
Degrees
MFA Full Sail University
BA University of Central Florida

Shirley Ramirez

Title
Course Director, Graphic Design BS
Degrees
MS Full Sail University
BFA University of North Florida

Rolando Ramos

Title
Course Director, Business Intelligence MS
Degrees
MBA & BBA University of Miami

Christopher Ramsey

Title
Course Director, Creative Writing BFA
Degrees
MA & BA Rollins College

Chase Razabdouski

Title
Course Director, Entertainment Business BS
Degrees
MBA Florida State University
BA University of South Florida

Shane Rees

Title
Course Director, Film BS
Degrees
BS Full Sail University

Doron Reizes

Title
Course Director, Recording Arts BS
Degrees
BA American University

John Reneski

Title
Course Director, Digital Marketing MS
Degrees
Ed.D University of Phoenix
BS Full Sail University

Fatima Rice

Title
Course Director, Graphic Design BS
Degrees
MFA Full Sail University
BFA Armando Alvares Penteado

Daniel Riebold

Title
Course Director, Computer Animation BS
Degrees
BFA California Institute of the Arts

Kip Roddenberry

Title
Course Director, Entertainment Business BS
Degrees
MS Full Sail University
BS Ft. Lauderdale College

Elena Maria Rogalle

Title
Course Director, Media Design MFA
Degrees
PhD University of Central Florida
MFA Full Sail University
MA & BA University of Central Florida

Don Rogozinski

Title
Course Director, Music Production BS
Degrees
BME University of Florida

Christine Romano

Title
Course Director, Entertainment Business BS
Degrees
MFA University of London
BBA Loyola Marymount University

Samar Roshdy

Title
Course Director, Business Intelligence MS
Degrees
PhD & MS Sadat Academy for Management Sciences

Juan Ruge

Title
Course Director, Math
Degrees
MS University of Florida

Brian Rutan

Title
Course Director, Digital Arts and Design BS
Degrees
MFA Full Sail University
BA Columbia College Chicago

Eric Rutledge

Title
Course Director, Sportscasting BS
Degrees
BA Western Michigan University

Diane Sadler Diaz

Title
Course Director, Digital Marketing MS
Degrees
MBA University of Central Florida
BS The University of West Florida

Schuyler Salewski

Title
Course Director, Computer Animation BS
Degrees
BS Full Sail University

Kallel Samonte

Title
Course Director, Computer Animation BS
Degrees
BS Full Sail University

Michael Sanborn

Title
Department Chair, Game Art BS
Degrees
MFA Full Sail University
BFA Ringling College of Art and Design

David Saphirstein

Title
Course Director, Sports Marketing and Media BS
Degrees
MBA University of Harford
BS Hofstra University

Patrice Scanlon

Title
Department Chair, Recording Arts BS
Degrees
MFA Mills College
BM Stetson University

Marcus Scarsella

Title
Course Director, Computer Animation BS
Degrees
BS Full Sail University

Michael Schiciano

Title
Course Director, Music Production BS
Degrees
BM Capital University

Darren Schneider

Title
Course Director, Recording Arts BS
Degrees
BS Full Sail University

Melissa Schumann

Title
Course Director, Sports Marketing and Media BS
Degrees
MBA Rollins College - Crummer School of Business
BS Arizona State University

Mitchell Scott

Title
Course Director, Digital Arts and Design BS
Degrees
MS Full Sail University
BFA Illinois Institute of Art Chicago

Travis Setz

Title
Course Director, Mobile Development BS
Degrees
BS Full Sail University

Jeffrey Sharon

Title
Course Director, New Media Journalism MA
Degrees
MS Syracuse University
BA University of Central Florida

Joseph Sheckels

Title
Course Director, Mobile Development BS
Degrees
BS Full Sail University

Adam Shirley

Title
Department Chair, Live Event Production BS
Degrees
BS Full Sail University

Crystal Silvestro

Title
Course Director, Web Development BS
Degrees
MBA Stayer University
BS Florida Metropolitan University

Joel Sink

Title
Course Director, Digital Arts and Design BS
Degrees
BS Full Sail University

Sarah Skidmore

Title
Course Director, Digital Marketing BS
Degrees
DSL Regent University
MA Liberty University
BA Dordt University

Rob Sloan

Title
Course Director, Film Production MFA
Degrees
MS & BS Full Sail University

Brandon Smith

Title
Course Director, Game Art BS
Degrees
BFA Jacksonville State University

Preston Smith

Title
Course Director, Information Technology BS
Degrees
MS & BS Full Sail University

Brent Smith-Casanueva

Title
Course Director, Humanities & Social Sciences
Degrees
PhD Stony Brook University
MA University of New Mexico
MA & BA University of Central Florida

Mercedes Sotillo Turner

Title
Course Director, Math
Degrees
PhD
MA & BS University of Central Florida

Peter Soutullo

Title
Course Director, Graphic Design BS
Degrees
MFA Full Sail University
BA University of Central Florida

Daniel Spellman

Title
Course Director, Entertainment Business MS
Degrees
PhD & MS Rollins College – Crummer Graduate School of Business
BS Florida State University

Maria Spitale

Title
Course Director, Entertainment Business BS
Degrees
MBA NOVA Southeastern University
BS University of Central Florida

Sean Springer

Title
Course Director, Computer Animation BS
Degrees
BS Full Sail University

Brian Stabile

Title
Course Director, Game Design BS
Degrees
BA University of Central Florida

Shawn Stafford

Title
Course Director, Game Design MS
Degrees
PhD
MS & BA University of Central Florida

Heather Startup

Title
Course Director, English
Degrees
MFA Queens University of Charlotte

George Stewart

Title
Course Director, Information Technology BS

Degrees
MS University of Phoenix
BS University of Florida

Michael Stinton

Title
Course Director, Sportscasting BS
Degrees
BA St. Bonaventure University

James Stone

Title
Course Director, Cybersecurity BS
Degrees
BS Full Sail University

Edward Stork

Title
Course Director, Digital Cinematography BS
Degrees
MS Full Sail University
BS Full Sail University

Beth Strudgeon

Title
Course Director, Media Communications BS
Degrees
MEd American Intercontinental University
BA University of Central Florida

Timothy Stulman

Title
Department Chair, Music Production BS
Degrees
DMA & MM Bowling Green University
BA Anderson University

Mark Summer

Title
Course Director, Sportscasting BS
Degrees
BA Curry College

Geo Swan

Title
Department Chair, Digital Cinematography BS
Degrees
MBA Everest University
BS Florida State University

Justin Tackett

Title
Course Director, Game Development BS
Degrees
BS Full Sail University

Orcun Tagtekin

Title
Course Director, Web Development BS
Degrees
MS Utica College
BA Rollins College

Zachary Taylor

Title
Department Chair, Music Business BS
Degrees
BA McNally Smith College of Music

Debbi Taylor

Title
Course Director, Sportscasting BS
Degrees
MS Northwestern University
BA University of Illinois at Urbana

Dana Thomas

Title
Course Director, Sports Marketing and Media BS
Degrees
MBA Jacksonville University
BA University of North Florida

Mark Thomas

Title
Department Chair, Creative Writing BFA
Degrees
PhD Indiana University of Pennsylvania
MFA Lesley University
MA Eastern Kentucky University
BA University of Kentucky

Bill Thompson

Title
Course Director, Entertainment Business MS
Degrees
MBA & BS University of Central Florida

Edward Tinley

Title
Course Director, Audio Production BS
Degrees
BS DePaul University

Xin Tong

Title
Course Director, Computer Science BS
Degrees
BS University of Central Florida
BA University of Florida

Natly Torres Alvarado

Title
Course Director, Innovation & Entrepreneurship MS
Degrees
JD University of Florida
BA The George Washington University

John Peter Trask

Title
Course Director, Humanities & Social Sciences
Degrees
MA & BA University of Wisconsin Milwaukee

ChenHan Tsai

Title
Course Director, Game Development BS
Degrees
MS Electronics Engineering and Electronics National Yang Ming Chiao Tung University
BS Electronics Engineering National Yang Ming Chiao Tung University

Michael Tuck

Title
Course Director, Sportscasting BS
Degrees
BA University of Central Florida

Donald Tynes

Title
Course Director, Film BS
Degrees
MA University of Central Florida
BS University of Maryland University College

Rick Urban

Title
Course Director, Audio Production BS
Degrees
MM University of Miami
MFA Columbia College Chicago
MM New England Conservatory of Music
BM DePaul University

Juan Urdaneta

Title
Course Director, Music Production BS
Degrees
BS Full Sail University

Pedro Uribe

Title
Course Director, Recording Arts BS
Degrees
MBA Regis University
BS Universidad Technologica Vicente Perez Rosales

Fahad Vania

Title
Course Director, Digital Cinematography BS
Degrees
BS Towson University

Alexander Vergara

Title
Course Director, Sports Marketing and Media BS
Degrees
MBA Stetson University
BS University of Florida

Brandon Vieira

Title
Course Director, Humanities & Social Sciences
Degrees

MA University of Central Florida

Christopher Vincze

Title
Course Director, Web Development BS
Degrees
BA Rollins College

TaJuana Wade

Title
Course Director, Entertainment Business MS
Degrees
PhD Keiser University
MA Clinical Psychology
MA MDiv Oral Roberts University

Scott Wainman

Title
Department Chair, Web Development BS
Degrees
BS Full Sail University

James Walker

Title
Course Director, Digital Arts and Design BS
Degrees
BA St. Thomas University

TK Walker

Title
Course Director, Sports Marketing and Media BS
Degrees
MS Webster University
BS University of Central Florida

Carson Wampler

Title
Course Director, Graphic Design BS
Degrees
MS Full Sail University
BFA University of Central Florida

David Washington

Title
Course Director, Game Art BS
Degrees
BS Full Sail University

Charley Webb

Title
Course Director, Recording Arts BS
Degrees
BS Full Sail University

Kelly Wergin

Title
Department Chair, Game Art BS
Degrees
MS Full Sail University
BS Full Sail University

Ryan White

Title
Course Director, Information Technology BS
Degrees
BS Full Sail University

Rodney Whitehurst

Title
Course Director, Computer Animation BS
Degrees
BFA Ringling College of Art and Design

Daniel Williams

Title
Course Director, Web Development BS
Degrees
BS Purdue University

Christine Winn

Title
Course Director, Sportscasting BS
Degrees
MS Full Sail University
BA University of Georgia

Marla Wolfe

Title
Course Director, Intensive English Program
Degrees
MA Saint Michael's College
BA Trevecca Nazarene University

Sabrina Wood

Title
Course Director, User Experience BS
Degrees
BS University of Central Florida

Thomas Woodring

Title
Department Chair, Music Production BS
Degrees
MS Full Sail University
BM Pennsylvania State University

Christopher Woodward

Title
Course Director, Entertainment Business MS
Degrees
MBA & BS Wagner College

Justin Workman

Title
Course Director, Web Development BS
Degrees
BS Full Sail University

Emily Wray

Title
Course Director, Media Communications BS
Degrees
MS Full Sail University
BA & BS Florida State University

Kerry Wylie

Title
Course Director, Sports Marketing and Media BS
Degrees
JD Barry University
MS Full Sail University BA University of Central Florida

Elizabeth Young

Title
Course Director, Entertainment Business MS
Degrees
JD University of Florida
BS Florida State University

Molly Young

Title
Course Director, Music Business BS
Degrees
MS Full Sail University
BM The University of Memphis
BS The University of Tennessee at Martin

Jovanny Zapata

Title
Course Director, Computer Animation BS
Degrees
BS Full Sail University

Steven Ziegler

Title
Course Director, Digital Cinematography BS
Degrees
BS Full Sail University

Bachelor's Degrees

Audio Production Bachelor of Science

Degree Type
Bachelor of Science
Environment
online
Program Length
108 weeks
Overview
The Audio Production Bachelor of Science at Full Sail University prepares students for a career in audio production, spanning the domains of independent recording engineers, editors, vocal specialists, and other craftspeople who work in small facilities and project studios. As such, this program provides students with the knowledge, skills, and professional protocols necessary to conduct business as an independent audio creator. Through the curriculum, students work with industry-standard tools, including Pro Tools and Logic Pro, along with AI-assisted tools such as iZotope Ozone. Courses cover broad techniques and disciplines such as listening skills, production and vocal techniques, audio postproduction, and advanced editing and mixing skills. The Audio Production Bachelor of Science program also offers foundational courses emphasizing critical thinking, problem-solving, professional writing, and analysis skills. As the field increasingly adopts AI-assisted tools, students will learn to apply them as a support to their creative and technical audio judgment. Students will graduate with a portfolio of recorded, mixed, and mastered audio, including examples of music, film sound, and game audio, assembled to professional standards and suitable for presentation to employers and clients.

Objective
Bachelor's Objective

The goal of the Audio Production Bachelor of Science degree program is to prepare students to pursue entry-level industry positions and independent audio professional roles in the recording and audiovisual communications industry, such as remote recording engineer, location audio recordist, project studio engineer, music editor, and mix engineer. Across the curriculum, students will build core technical competencies, including recording, mixing, audio postproduction, and sound design, and apply these skills through hands-on project-based work. With a focus on computer-based, project-studio production, students will develop the abilities to record and mix audio for music projects, games, new media, video, television, and film. Courses in the program also develop students' critical-thinking and listening skills as well as their creative problem-solving abilities to support lifelong learning and an enduring career within the recording industry. Students will also build fluency with current audio production tools and workflows, including AI-assisted tools applied as a support to their creative and technical audio judgment.

Month 1

Code	Title	Credit Hours
GEN1011	Creative Presentation	3

Month 2

Code	Title	Credit Hours
DEP1013	Psychology of Play	3

Month 3

Code	Title	Credit Hours
VID1555	Video-Sharing Platforms	4

Month 4

Code	Title	Credit Hours
AUD1923	Recording Principles	4

Month 5

Code	Title	Credit Hours
AUD2001	Principles of Music	3

Month 6

Code	Title	Credit Hours
REC1732	Sequencing Technology	4

Month 7

Code	Title	Credit Hours
REC3414	Audio Workstations	4

Month 8

Code	Title	Credit Hours
SHP2033	Introduction to Show Production Systems	4
ENC1101	English Composition I	4

Month 9

Code	Title	Credit Hours
AUD229	Project and Portfolio II: Audio Arts	3
RAR3111	Professional Development Seminar I: Audio Arts	1

Month 10

Code	Title	Credit Hours
APR3571	Structure of Music	4
REC3515	Critical Listening	4

Month 11

Code	Title	Credit Hours
APR3466	Mixing Techniques	4

Month 12

Code	Title	Credit Hours
AUD239	Project and Portfolio III: Audio Arts	3
AAR3222	Professional Development Seminar II: Audio Arts	1

Month 13

Code	Title	Credit Hours
REC3304	Modern Production Techniques	4

Month 14

Code	Title	Credit Hours
AUD3011	Fundamentals of Music Business	3
AUD3311	History of Recorded Music	3

Month 15

Code	Title	Credit Hours
AAR349	Project and Portfolio IV: Audio Arts	3

Month 16

Code	Title	Credit Hours
REC3805	Audio Postproduction	4
ENC326	Professional Writing	4

Month 17

Code	Title	Credit Hours
MGF1213	College Mathematics	4

Month 18

Code	Title	Credit Hours
AUD3425	Sound Design for Games	4

Month 19

Code	Title	Credit Hours
PHY3020	Physical Science	4

Month 20

Code	Title	Credit Hours
APR4316	Game Audio Production Techniques	3

Month 21

Code	Title	Credit Hours
AAR359	Project and Portfolio V: Audio Arts	3

Month 22

Code	Title	Credit Hours
HUM3505	Popular Culture in Media	4

Month 23

Code	Title	Credit Hours
APR4111	Advanced Audio Editing Techniques	4
MAN3152	Leadership and Organizational Behavior	4

Month 24

Code	Title	Credit Hours
APR4404	Vocal Techniques	3

Month 25

Code	Title	Credit Hours
AAR4601	Entrepreneurship in the Audio Industry	3

Month 26

Code	Title	Credit Hours
APR4704	Advanced Mixing Techniques	3

Month 27

Code	Title	Credit Hours
AAR469	Project and Portfolio VI: Audio Arts	3
CRR4000	Career Readiness	4
	Total Credit Hours	120

Computer Animation Bachelor of Science

Degree Type
Bachelor of Science
Environment
campus
Program Length
108 weeks
Overview
The Computer Animation Bachelor of Science degree program at Full Sail University prepares students to create compelling visual experiences that communicate story, emotion, and meaning across film, television, games, and emerging digital media. Combining artistic development, visual storytelling, and production-focused workflows, the curriculum guides students through the full animation pipeline, from storyboarding, sketching, and visual development to modeling, character animation, lighting, and final compositing. Students begin by building foundational skills in drawing, design, animation principles, and creative problem-solving before progressing into character animation, modeling, look development, lighting, compositing, and real-time production techniques. Throughout the program, they explore how movement, composition, color, and design influence audience perception and support meaningful storytelling.

Using industry-standard animation and VFX tools such as Autodesk Maya and ZBrush alongside AI-assisted tools such as Adobe Firefly and other contemporary generative AI systems, students develop technical proficiency while strengthening creative judgment, adaptability, and collaboration. As AI-assisted tools continue to evolve within animation and content production, students learn to evaluate and apply them as a support to their creative and technical decision-making, emphasizing the responsible integration of emerging technologies in support of individual artistic intent, production efficiency, and creativity. As students progress, they can tailor projects toward specific disciplines such as character animation, modeling, look development, and compositing while building a body of work that reflects their interests, creative voice, and professional goals. Graduates complete their studies with a demo reel and portfolio showcasing work developed throughout the program.

Objective
Bachelor's Objective

The goal of the Computer Animation Bachelor of Science degree program is to develop artists who can create compelling visual experiences through the integration of artistic principles, technical execution, visual storytelling, and production-focused workflows. Students build the focused knowledge of 3D modeling and digital animation needed to pursue entry-level industry roles such as scene builders, character artists, technical directors, performance animators, and look development artists. Across the curriculum, students develop core competencies in 3D production, including modeling, character rigging, texturing, shading and lighting, character animation, motion capture, and compositing, and apply these skills throughout the production pipeline, from visual development and asset creation to completed projects.

Through project-based learning and portfolio development, students strengthen creative judgment, problem-solving, and collaboration while building work that reflects their individual strengths and professional goals. Students cultivate proficiency with industry-standard production tools and emerging AI-assisted workflows, learning to apply them as a support to their creative and technical decision-making while strengthening the artistic and technical foundations that drive successful production. Graduates complete the program prepared to contribute to contemporary production environments and to continue to flourish as adaptable creative professionals throughout their careers.

Month 1

Code	Title	Credit Hours
GEN1011	Creative Presentation	3

Month 2

Code	Title	Credit Hours
DEP1013	Psychology of Play	3

Month 3

Code	Title	Credit Hours
TEM1001	Technology in the Entertainment and Media Industries	4
ENC1101	English Composition I	4

Month 4

Code	Title	Credit Hours
CGA121	3-D Foundations	4

Month 5

Code	Title	Credit Hours
DIG1301	Model Creation	4

Month 6

Code	Title	Credit Hours
GRA1161	Shading and Lighting	4

Month 7

Code	Title	Credit Hours
CGA101	Fundamentals of Art I	3

Month 8

Code	Title	Credit Hours
3DA119	Project and Portfolio I: 3-D Arts	3

Month 9

Code	Title	Credit Hours
CGA2112	3-D Animation I	4
CANC311	Professional Development Seminar I: Computer Animation	1

Month 10

Code	Title	Credit Hours
CGA103	Fundamentals of Art II	4

Month 11

Code	Title	Credit Hours
CGA3112	3-D Animation II	4

Month 12

Code	Title	Credit Hours
3DA229	Project and Portfolio II: 3-D Arts	3

Month 13

Code	Title	Credit Hours
CGA366	Visual Development	4

Month 14

Code	Title	Credit Hours
CGA365	Compositing Fundamentals	3

Month 15

Code	Title	Credit Hours
CGA356	Compositing and Scene Finishing	4

Month 16

Code	Title	Credit Hours
CAB239	Project and Portfolio III: Computer Animation	3
CANC322	Professional Development Seminar II: Computer Animation	1

Month 17

Code	Title	Credit Hours
ART3006	Art History	4

Month 18

Code	Title	Credit Hours
CGA343	Character Modeling Fundamentals	4
PHY3020	Physical Science	4

Month 19

Code	Title	Credit Hours
CAB401	Industry Production	4

Month 20

Code	Title	Credit Hours
CGA3312	Character Rigging	3
MGF1213	College Mathematics	4

Month 21

Code	Title	Credit Hours
CGA4014	Character Animation	4
MAN3152	Leadership and Organizational Behavior	4

Month 22

Code	Title	Credit Hours
DIG3395	Motion Capture	3
HIS3320	Historical Archetypes and Mythology	4

Month 23

Code	Title	Credit Hours
CGA462	Animation Production	3

Month 24

Code	Title	Credit Hours
VSA349	Project and Portfolio IV: Visual Arts	3

Month 25

Code	Title	Credit Hours
VSA359	Project and Portfolio V: Visual Arts	3

Month 26

Code	Title	Credit Hours
VSA469	Project and Portfolio VI: Visual Arts	3

Month 27

Code	Title	Credit Hours
VSA4444	Visual Realization	3
CRR4000	Career Readiness	4
	Total Credit Hours	120

Please Note

- Some specific courses may be offered online. Please see course descriptions for details.

Computer Animation Bachelor of Science

Degree Type
Bachelor of Science
Environment
online
Program Length
108 weeks
Overview
The Computer Animation Bachelor of Science degree program at Full Sail University prepares students to create compelling visual experiences that communicate story, emotion, and meaning across film, television, games, and emerging digital media. Combining artistic development, visual storytelling, and production-focused workflows, the curriculum guides students through the full animation pipeline, from storyboarding, sketching, and visual development to modeling, character animation, lighting, and final compositing. Students begin by building foundational skills in drawing, design, animation principles, and creative problem-solving before progressing into character animation, modeling, look development, lighting, compositing, and real-time production techniques. Throughout the program, they explore how movement, composition, color, and design influence audience perception and support meaningful storytelling.

Using industry-standard animation and VFX tools such as Autodesk Maya and ZBrush alongside AI-assisted tools such as Adobe Firefly and other contemporary generative AI systems, students develop technical proficiency while strengthening creative judgment, adaptability, and collaboration. As AI-assisted tools continue to evolve within animation and content production, students learn to evaluate and apply them as a support to their creative and technical decision-making, emphasizing the responsible integration of emerging technologies in support of individual artistic intent, production efficiency, and creativity. As students progress, they can tailor projects toward specific disciplines such as character animation, modeling, look development, and compositing while building a body of work that reflects their interests, creative voice, and professional goals. Graduates complete their studies with a demo reel and portfolio showcasing work developed throughout the program.

Objective
Bachelor's Objective

The goal of the Computer Animation Bachelor of Science degree program is to develop artists who can create compelling visual experiences through the integration of artistic principles, technical execution, visual storytelling, and production-focused workflows. Students build the focused knowledge of 3D modeling and digital animation needed to pursue entry-level industry roles such as scene builders, character artists, technical directors, performance animators, and look development artists. Across the curriculum, students develop core competencies in 3D production, including modeling, character rigging, texturing, shading and lighting, character animation, motion capture, and compositing, and apply these skills throughout the production pipeline, from visual development and asset creation to completed projects.

Through project-based learning and portfolio development, students strengthen creative judgment, problem-solving, and collaboration while building work that reflects their individual strengths and professional goals. Students cultivate proficiency with industry-standard production tools and emerging AI-assisted workflows, learning to apply them as a support to their creative and technical decision-making while strengthening the artistic and technical foundations that drive successful production. Graduates complete the program prepared to contribute to contemporary production environments and to continue to flourish as adaptable creative professionals throughout their careers.

Month 1

Code	Title	Credit Hours
GEN1011	Creative Presentation	3

Month 2

Code	Title	Credit Hours
DEP1013	Psychology of Play	3

Month 3

Code	Title	Credit Hours
TEM1001	Technology in the Entertainment and Media Industries	4
ENC1101	English Composition I	4

Month 4

Code	Title	Credit Hours
CGA121	3-D Foundations	4

Month 5

Code	Title	Credit Hours
DIG1301	Model Creation	4

Month 6

Code	Title	Credit Hours
GRA1161	Shading and Lighting	4

Month 7

Code	Title	Credit Hours
CGA101	Fundamentals of Art I	3

Month 8

Code	Title	Credit Hours
3DA119	Project and Portfolio I: 3-D Arts	3

Month 9

Code	Title	Credit Hours
CGA2112	3-D Animation I	4
CAN3111	Professional Development Seminar I: Computer Animation	1

Month 10

Code	Title	Credit Hours
CGA103	Fundamentals of Art II	4

Month 11

Code	Title	Credit Hours
CGA3112	3-D Animation II	4

Month 12

Code	Title	Credit Hours
3DA229	Project and Portfolio II: 3-D Arts	3

Month 13

Code	Title	Credit Hours
CGA366	Visual Development	4

Month 14

Code	Title	Credit Hours
CGA365	Compositing Fundamentals	3

Month 15

Code	Title	Credit Hours
CGA356	Compositing and Scene Finishing	4

Month 16

Code	Title	Credit Hours
CAB239	Project and Portfolio III: Computer Animation	3
CAN3222	Professional Development Seminar II: Computer Animation	1

Month 17

Code	Title	Credit Hours
ART3006	Art History	4

Month 18

Code	Title	Credit Hours
CGA343	Character Modeling Fundamentals	4
PHY3020	Physical Science	4

Month 19

Code	Title	Credit Hours
CAB401	Industry Production	4

Month 20

Code	Title	Credit Hours
CGA3312	Character Rigging	3
MGF1213	College Mathematics	4

Month 21

Code	Title	Credit Hours
CGA4014	Character Animation	4
MAN3152	Leadership and Organizational Behavior	4

Month 22

Code	Title	Credit Hours
CGA4632	Technical Animation and Motion Capture	3
HIS3320	Historical Archetypes and Mythology	4

Month 23

Code	Title	Credit Hours
CGA462	Animation Production	3

Month 24

Code	Title	Credit Hours
VSA349	Project and Portfolio IV: Visual Arts	3

Month 25

Code	Title	Credit Hours
VSA359	Project and Portfolio V: Visual Arts	3

Month 26

Code	Title	Credit Hours
VSA469	Project and Portfolio VI: Visual Arts	3

Month 27

Code	Title	Credit Hours
VSA4444	Visual Realization	3
CRR4000	Career Readiness	4
	Total Credit Hours	120

Computer Science Bachelor of Science

Degree Type
Bachelor of Science
Environment
campus
Program Length
80 weeks
Overview
The Computer Science Bachelor of Science curriculum at Full Sail University familiarizes students with the design, development, and implementation of software-based solutions and other software products for the business, entertainment, and consumer markets. To achieve this goal, the curriculum provides a comprehensive study of programming languages and skills, software-development skills, and various computer science methodologies and workflows. The curriculum provides practical experience in software engineering, secure software development, systems programming, embedded systems, human-computer interaction, computer architecture, data science, networking, databases, and project management. Students work with integrated development environments such as Visual Studio, VS Code, Android Studio, and Arduino IDE; systems and infrastructure platforms like Linux/Ubuntu and Docker; version control and collaboration tools like GitHub, Git clients, Discord, and Zoom; project management platforms like Jira and Trello; and design and prototyping tools such as Figma and FigJam.

Students will learn to evaluate emerging technologies and apply industry-standard tools and methods to create high-quality software solutions. These experiences prepare students for a broad range of careers across software engineering, computing, and emerging technology fields. They will engage in application creation by participating in various computer science projects that serve to demonstrate the differences between small programming projects and large-enterprise software-systems projects. As AI-assisted tools become increasingly integrated into software engineering practice, students will develop the AI literacy needed to use them effectively, responsibly, and ethically. Graduates will exit with a portfolio of software applications that demonstrate their ability to design, develop, test, and collaborate professionally on real-world software projects.

Objective
Bachelor's Objective

The goal of the Computer Science Bachelor of Science degree program is to prepare students to develop their software design and production capabilities and equip them to pursue entry-level positions such as software engineer, software architect, computer applications engineer, UI developer, and software quality engineer. Computer scientists require a breadth of knowledge and skills to compete in this dynamic industry. Across the curriculum, students will build core technical competencies, including programming, data structures and algorithms, software engineering, operating systems, computer networks, and software testing, while advancing their expertise in software development and system-level thinking. Students will gain experience designing and implementing complex software solutions, while applying practices such as code review, testing, and software architecture. Courses also cultivate students' lifelong learning and critical-thinking skills through threaded research, analysis, and professional development. Students will be equipped to create their own software-application project and articulate and deliver this project using appropriate communications and business strategies. Students will also build fluency with current computer science tools and workflows, including AI-assisted tools that support informed decision-making and professional judgment in software engineering.

Month 1

Code	Title	Credit Hours
GEN1011	Creative Presentation	3
DEP1013	Psychology of Play	3

Month 2

Code	Title	Credit Hours
TEM1001	Technology in the Entertainment and Media Industries	4
MAD1100	Discrete Mathematics	4

Month 3

Code	Title	Credit Hours
COP1334	Programming I	4

Month 4

Code	Title	Credit Hours
COP2334	Programming II	4

Month 5

Code	Title	Credit Hours
SDV3111	Systems Programming	4
COSC311	Professional Development Seminar I: Computer Science	1

Month 6

Code	Title	Credit Hours
COS119	Project and Portfolio I: Computer Science	3
ENC1101	English Composition I	4

Month 7

Code	Title	Credit Hours
GEN242	Linear Algebra	4
SDV2213	Data Structures and Algorithms	4

Month 8

Code	Title	Credit Hours
GDD258	Software Engineering	4
SDV3012	Applied Human-Computer Interaction	3

Month 9

Code	Title	Credit Hours
GEN262	Physics	4
COS229	Project and Portfolio II: Computer Science	3

Month 10

Code	Title	Credit Hours
COS239	Project and Portfolio III: Computer Science	3
COSC322	Professional Development Seminar II: Computer Science	1

Month 11

Code	Title	Credit Hours
COD3412	Digital Logic	4
GDD291	Operating Systems	3

Month 12

Code	Title	Credit Hours
COD3511	Computer Organization and Architecture	3
SDV4733	Software Test and Quality Assurance	4

Month 13

Code	Title	Credit Hours
COD3622	Information and Database Systems	3
SDV4116	Wearable Computing	3

Month 14

Code	Title	Credit Hours
GEN3322	Probability	4
COS349	Project and Portfolio IV: Computer Science	3

Month 15

Code	Title	Credit Hours
COD3721	Computer Networks	3
SIM3032	Data Visualization and Modeling	3

Month 16

Code	Title	Credit Hours
SDV4102	Machine Intelligence Systems	4
COS359	Project and Portfolio V: Computer Science	3

Month 17

Code	Title	Credit Hours
SDV4327	Software Architecture	3
HIS3320	Historical Archetypes and Mythology	4

Month 18

Code	Title	Credit Hours
COS469	Project and Portfolio VI: Computer Science	3

Month 19

Code	Title	Credit Hours
SDV4719	Software Integration	3

Month 20

Code	Title	Credit Hours
COS479	Project and Portfolio VII: Computer Science	3
CRR4000	Career Readiness	4
	Total Credit Hours	120

Please Note

- Some specific courses may be offered online. Please see course descriptions for details.

Computer Science Bachelor of Science

Degree Type
Bachelor of Science
Environment
online
Program Length
108 weeks
Overview
The Computer Science Bachelor of Science curriculum at Full Sail University familiarizes students with the design, development, and implementation of software-based solutions and other software products for the business, entertainment, and consumer markets. To achieve this goal, the curriculum provides a comprehensive study of programming languages and skills, software-development skills, and various computer science methodologies and workflows. The curriculum provides practical experience in software engineering, secure software development, systems programming, embedded systems, human-computer interaction, computer architecture, data science, networking, databases, and project management. Students work with integrated development environments such as Visual Studio, VS Code, Android Studio, and Arduino IDE; systems and infrastructure platforms like Linux/Ubuntu and Docker; version control and collaboration tools like GitHub, Git clients, Discord, and Zoom; project management platforms like Jira and Trello; and design and prototyping tools such as Figma and FigJam.

Students will learn to evaluate emerging technologies and apply industry-standard tools and methods to create high-quality software solutions. These experiences prepare students for a broad range of careers across software engineering, computing, and emerging technology fields. They will engage in application creation by participating in various computer science projects that serve to demonstrate the differences between small programming projects and large-enterprise software-systems projects. As AI-assisted tools become increasingly integrated into software engineering practice, students will develop the AI literacy needed to use them effectively, responsibly, and ethically. Graduates will exit with a portfolio of software applications that demonstrate their ability to design, develop, test, and collaborate professionally on real-world software projects.

Objective
Bachelor's Objective

The goal of the Computer Science Bachelor of Science degree program is to prepare students to develop their software design and production capabilities and equip them to pursue entry-level positions such as software engineer, software architect, computer applications engineer, UI developer, and software quality engineer. Computer scientists require a breadth of knowledge and skills to compete in this dynamic industry. Across the curriculum, students will build core technical competencies, including programming, data structures and algorithms, software engineering, operating systems, computer networks, and software testing, while advancing their expertise in software development and system-level thinking. Students will gain experience designing and implementing complex software solutions, while applying practices such as code review, testing, and software architecture. Courses also cultivate students' lifelong learning and critical-thinking skills through threaded research, analysis, and professional development. Students will be equipped to create their own software-application project and articulate and deliver this project using appropriate communications and business strategies. Students will also build fluency with current computer science tools and workflows, including AI-assisted tools that support informed decision-making and professional judgment in software engineering.

Month 1

Code	Title	Credit Hours
GEN1011	Creative Presentation	3

Month 2

Code	Title	Credit Hours
DEP1013	Psychology of Play	3

Month 3

Code	Title	Credit Hours
TEM1001	Technology in the Entertainment and Media Industries	4

Month 4

Code	Title	Credit Hours
MAD1100	Discrete Mathematics	4

Month 5

Code	Title	Credit Hours
COP1334	Programming I	4

Month 6

Code	Title	Credit Hours
COP2334	Programming II	4

Month 7

Code	Title	Credit Hours
SDV3111	Systems Programming	4

Month 8

Code	Title	Credit Hours
COS119	Project and Portfolio I: Computer Science	3
ENC1101	English Composition I	4

Month 9

Code	Title	Credit Hours
SDV2213	Data Structures and Algorithms	4

Month 10

Code	Title	Credit Hours
GEN242	Linear Algebra	4

Month 11

Code	Title	Credit Hours
GDD258	Software Engineering	4
GEN262	Physics	4

Month 12

Code	Title	Credit Hours
SDV3012	Applied Human-Computer Interaction	3
COS3111	Professional Development Seminar I: Computer Science	1

Month 13

Code	Title	Credit Hours
COS229	Project and Portfolio II: Computer Science	3

Month 14

Code	Title	Credit Hours
COS239	Project and Portfolio III: Computer Science	3
COS3222	Professional Development Seminar II: Computer Science	1

Month 15

Code	Title	Credit Hours
COD3412	Digital Logic	4

Month 16

Code	Title	Credit Hours
GDD291	Operating Systems	3

Month 17

Code	Title	Credit Hours
COD3511	Computer Organization and Architecture	3

Month 18

Code	Title	Credit Hours
COD3622	Information and Database Systems	3
SDV4116	Wearable Computing	3

Month 19

Code	Title	Credit Hours
SDV4733	Software Test and Quality Assurance	4

Month 20

Code	Title	Credit Hours
COS349	Project and Portfolio IV: Computer Science	3
GEN3322	Probability	4

Month 21

Code	Title	Credit Hours
COD3721	Computer Networks	3
SIM3032	Data Visualization and Modeling	3

Month 22

Code	Title	Credit Hours
SDV4102	Machine Intelligence Systems	4

Month 23

Code	Title	Credit Hours
COS359	Project and Portfolio V: Computer Science	3

Month 24

Code	Title	Credit Hours
SDV4327	Software Architecture	3
HIS3320	Historical Archetypes and Mythology	4

Month 25

Code	Title	Credit Hours
COS469	Project and Portfolio VI: Computer Science	3

Month 26

Code	Title	Credit Hours
SDV4719	Software Integration	3

Month 27

Code	Title	Credit Hours
COS479	Project and Portfolio VII: Computer Science	3
CRR4000	Career Readiness	4
	Total Credit Hours	120

Creative Writing Bachelor of Fine Arts

Degree Type
Bachelor of Fine Arts
Environment
campus
Program Length
80 weeks
Overview
The Creative Writing Bachelor of Fine Arts at Full Sail University prepares students for a career in the creative writing industries, honing their story-writing abilities as well as training them in the transmedia approach that is necessary across today's entertainment industry. As new distribution channels for media emerge in the entertainment industry, there is an increasing demand for creative writers who can extend a compelling story across multiple platforms. Whether the final delivery outlet is a movie theater, television screen, computer monitor, game console, website, or mobile device, students will learn to develop and tailor compelling and well-crafted stories that will captivate consumers across platforms. Courses focus on character creation and development, screenwriting, script analysis, criticism, and editing. Students will work with industry-standard tools, including Final Draft and the Adobe Creative Cloud, along with AI-assisted tools such as Meta, Adobe Firefly, ElevenLabs, Suno, and ChatGPT for supplying assets to complement their creative writing pursuits. In addition to learning effective methods and relevant practices for utilizing digital tools, students will explore multiple literary genres along with techniques for writing for different audiences and mediums. Courses will also cultivate students' leadership, project-management, and research skills. Students will learn and practice how to revise their work and collaborate with others to boost their creative efforts. As the field increasingly adopts AI-assisted tools, students will learn to apply them as a support to their editorial and creative judgment. Graduates will exit with a portfolio of original written work for multiple outlets, assembled to professional standards and primed for presentation to employers and clients.

Objective
Bachelor's Objective

The objective of the Creative Writing Bachelor of Fine Arts degree program is to provide students with a focused knowledge and clear understanding of visual storytelling, narrative structures, literary genres, multimedia terms and delivery methods, character creation and development, screenwriting, script analysis, criticism, and editing for a variety of niches and distribution methods in the entertainment and media industries. Across the curriculum, students will build core technical competencies, including story development, screenwriting, episodic and serial writing, gaming and transmedia storytelling, and apply these skills through hands-on project-based work. This program equips students with editorial skills, enhances their ability to create compelling stories and writing elements, and enables them to pursue careers in creating writing and media content creation. The Creative Writing Bachelor of Fine Arts degree program will also further strengthen the leadership, project-management, and research skills necessary for the development and execution of creative projects. Completion of the program will enable graduates to take full advantage of today's demand for creatives and their unique perspectives. Students will also build fluency with current creative tools and workflows, including AI-assisted tools applied as a support to their editorial and creative judgment, never a replacement for it.

Month 1

Code	Title	Credit Hours
GEN1011	Creative Presentation	3
DEP1013	Psychology of Play	3

Month 2

Code	Title	Credit Hours
ECW2123	Literary Techniques and Story Development	4
ENC1101	English Composition I	4

Month 3

Code	Title	Credit Hours
ECW1225	Creative Skills Development	4
ECW2841	Developing New Worlds: Environment and Historical Research	4

Month 4

Code	Title	Credit Hours
MCM1203	New Media Tools	4

Month 5

Code	Title	Credit Hours
ECW1409	Multimedia Storytelling	3
MCM1002	Introduction to Media Communications and Technologies	3

Month 6

Code	Title	Credit Hours
ECW4101	Writing Workshop I: Film	4
ECW3111	Literary Genre I: Comedy and Tragedy	4

Month 7

Code	Title	Credit Hours
CWB117	Project and Portfolio I: Creative Writing	3

Month 8

Code	Title	Credit Hours
MCM2416	Digital Video and Audio Production	4

Month 9

Code	Title	Credit Hours
ECW3712	Serialized Writing	3
CWRC311	Professional Development Seminar I: Creative Writing	1

Month 10

Code	Title	Credit Hours
CWB227	Project and Portfolio II: Creative Writing	3
CWRC322	Professional Development Seminar II: Creative Writing	1

Month 11

Code	Title	Credit Hours
CWB337	Project and Portfolio III: Creative Writing	3
ECW2953	Publishing and Distribution	4

Month 12

Code	Title	Credit Hours
HIS3320	Historical Archetypes and Mythology	4
MGF1213	College Mathematics	4

Month 13

Code	Title	Credit Hours
ECW3722	Children's Entertainment	3
PHY3020	Physical Science	4

Month 14

Code	Title	Credit Hours
BUL3514	Intellectual Property	4
MCM3334	Gaming and Transmedia Storytelling	3

Month 15

Code	Title	Credit Hours
ECW3211	Literary Genre II: Horror, Mystery, and Suspense	4
ECW3311	Literary Genre III: Science Fiction and Fantasy	4

Month 16

Code	Title	Credit Hours
ECW4220	Writing Workshop II: Television	4

Month 17

Code	Title	Credit Hours
COM349	Project and Portfolio IV: Communications	3
ECW4322	Writing Workshop III: Comics	3

Month 18

Code	Title	Credit Hours
MCM4441	Media Entrepreneurship	4
COM359	Project and Portfolio V: Communications	3

Month 19

Code	Title	Credit Hours
ECW4421	Writing Workshop IV: Video Games and Interactive Formats	4

Month 20

Code	Title	Credit Hours
COM469	Project and Portfolio VI: Communications	3
CRR4000	Career Readiness	4
	Total Credit Hours	120

Please Note

- Some specific courses may be offered online. Please see course descriptions for details.

Creative Writing Bachelor of Fine Arts

Degree Type
Bachelor of Fine Arts
Environment
online
Program Length
108 weeks
Overview
The Creative Writing Bachelor of Fine Arts at Full Sail University prepares students for a career in the creative writing industries, honing their story-writing abilities as well as training them in the transmedia approach that is necessary across today's entertainment industry. As new distribution channels for media emerge in the entertainment industry, there is an increasing demand for creative writers who can extend a compelling story across multiple platforms. Whether the final delivery outlet is a movie theater, television screen, computer monitor, game console, website, or mobile device, students will learn to develop and tailor compelling and well-crafted stories that will captivate consumers across platforms. Courses focus on character creation and development, screenwriting, script analysis, criticism, and editing. Students will work with industry-standard tools, including Final Draft and the Adobe Creative Cloud, along with AI-assisted tools such as Meta, Adobe Firefly, ElevenLabs, Suno, and ChatGPT for supplying assets to complement their creative writing pursuits. In addition to learning effective methods and relevant practices for utilizing digital tools, students will explore multiple literary genres along with techniques for writing for different audiences and mediums. Courses will also cultivate students' leadership, project-management, and research skills. Students will learn and practice how to revise their work and collaborate with others to boost their creative efforts. As the field increasingly adopts AI-assisted tools, students will learn to apply them as a support to their editorial and creative judgment. Graduates will exit with a portfolio of original written work for multiple outlets, assembled to professional standards and primed for presentation to employers and clients.

Objective
Bachelor's Objective

The objective of the Creative Writing Bachelor of Fine Arts degree program is to provide students with a focused knowledge and clear understanding of visual storytelling, narrative structures, literary genres, multimedia terms and delivery methods, character creation and development, screenwriting, script analysis, criticism, and editing for a variety of niches and distribution methods in the entertainment and media industries. Across the curriculum, students will build core technical competencies, including story development, screenwriting, episodic and serial writing, gaming and transmedia storytelling, and apply these skills through hands-on project-based work. This program equips students with editorial skills, enhances their ability to create compelling stories and writing elements, and enables them to pursue careers in creating writing and media content creation. The Creative Writing Bachelor of Fine Arts degree program will also further strengthen the leadership, project-management, and research skills necessary for the development and execution of creative projects. Completion of the program will enable graduates to take full advantage of today's demand for creatives and their unique perspectives. Students will also build fluency with current creative tools and workflows, including AI-assisted tools applied as a support to their editorial and creative judgment, never a replacement for it.

Month 1

Code	Title	Credit Hours
GEN1011	Creative Presentation	3

Month 2

Code	Title	Credit Hours
ENC1101	English Composition I	4

Month 3

Code	Title	Credit Hours
ECW2123	Literary Techniques and Story Development	4

Month 4

Code	Title	Credit Hours
ECW1225	Creative Skills Development	4
DEP1013	Psychology of Play	3

Month 5

Code	Title	Credit Hours
MCM1203	New Media Tools	4

Month 6

Code	Title	Credit Hours
ECW1409	Multimedia Storytelling	3
MCM1002	Introduction to Media Communications and Technologies	3

Month 7

Code	Title	Credit Hours
ECW4101	Writing Workshop I: Film	4
CWB117	Project and Portfolio I: Creative Writing	3

Month 8

Code	Title	Credit Hours
MCM2416	Digital Video and Audio Production	4

Month 9

Code	Title	Credit Hours
ECW2841	Developing New Worlds: Environment and Historical Research	4

Month 10

Code	Title	Credit Hours
ECW3712	Serialized Writing	3
CWR3111	Professional Development Seminar I: Creative Writing	1

Month 11

Code	Title	Credit Hours
CWB227	Project and Portfolio II: Creative Writing	3
CWR3222	Professional Development Seminar II: Creative Writing	1

Month 12

Code	Title	Credit Hours
ECW3111	Literary Genre I: Comedy and Tragedy	4

Month 13

Code	Title	Credit Hours
ECW2953	Publishing and Distribution	4

Month 14

Code	Title	Credit Hours
CWB337	Project and Portfolio III: Creative Writing	3

Month 15

Code	Title	Credit Hours
HIS3320	Historical Archetypes and Mythology	4
MGF1213	College Mathematics	4

Month 16

Code	Title	Credit Hours
ECW3722	Children's Entertainment	3
PHY3020	Physical Science	4

Month 17

Code	Title	Credit Hours
BUL3514	Intellectual Property	4

Month 18

Code	Title	Credit Hours
ECW3211	Literary Genre II: Horror, Mystery, and Suspense	4

Month 19

Code	Title	Credit Hours
ECW3311	Literary Genre III: Science Fiction and Fantasy	4

Month 20

Code	Title	Credit Hours
ECW4220	Writing Workshop II: Television	4

Month 21

Code	Title	Credit Hours
COM349	Project and Portfolio IV: Communications	3

Month 22

Code	Title	Credit Hours
MCM3334	Gaming and Transmedia Storytelling	3

Month 23

Code	Title	Credit Hours
MCM4441	Media Entrepreneurship	4

Month 24

Code	Title	Credit Hours
ECW4322	Writing Workshop III: Comics	3

Month 25

Code	Title	Credit Hours
COM359	Project and Portfolio V: Communications	3

Month 26

Code	Title	Credit Hours
ECW4421	Writing Workshop IV: Video Games and Interactive Formats	4

Month 27

Code	Title	Credit Hours
COM469	Project and Portfolio VI: Communications	3
CRR4000	Career Readiness	4
	Total Credit Hours	120

Digital Arts and Design Bachelor of Science

Degree Type
Bachelor of Science
Environment
campus
Program Length
80 weeks
Overview
The Digital Arts & Design Bachelor of Science degree program at Full Sail University combines creativity, design strategy, and technology to prepare students to create impactful visual communication across contemporary digital media. Through motion graphics, visual communication, digital content creation, typography, video, and interactive design, students learn how design influences what people understand, feel, remember, and do. Students will explore the design process from concept development to implementation while learning to balance aesthetics, audience needs, communication goals, and intended outcomes. Coursework emphasizes visual problem-solving and design effectiveness, encouraging students to make informed decisions based on audience understanding, context, and purpose.

Using industry-standard design and motion tools such as Adobe Illustrator, Photoshop, InDesign, Premiere, After Effects, and Maxon Cinema 4D alongside AI-assisted tools such as Adobe Firefly and Adobe Sensei, students develop technical proficiency while strengthening their critical thinking, adaptability, and professional judgment. As AI-assisted tools continue to evolve within digital design and motion production, students learn to evaluate and apply them as a support to their creative and technical decision-making, emphasizing the responsible use of emerging tools in ways that support human creativity, authorship, and communication goals. Project-based learning encourages students to evaluate, test, and improve their work through critique and iteration, often navigating real-world constraints. Students also examine the ethical, cultural, and social influence of design and the responsibility of shaping experiences, perceptions, and communication. Graduates complete the program with a portfolio showcasing work developed throughout their journey, demonstrating their ability to create effective visual communication, solve design challenges, and contribute to an evolving creative landscape.

Objective
Bachelor's Objective

The goal of the Digital Arts & Design Bachelor of Science program is to prepare students to create purposeful visual communication across motion, multimedia, interactive, and experiential environments. Students build the focused knowledge of digital production needed to pursue entry-level industry roles such as graphic designers, motion-graphics designers, animators, digital-media authors, and video editors. They develop skills in visual design, motion graphics, animation, video production, dimensional design, media integration, and creative storytelling while learning how to influence audience understanding, engagement, and response across evolving digital platforms.

Through portfolio development and experiential projects, students strengthen critical thinking, creative problem-solving, collaboration, and communication while learning to balance aesthetics, functionality, audience needs, accessibility, and intended outcomes. Students develop proficiency with industry-standard design and motion-production workflows and emerging AI-assisted creative processes, learning to apply them as a support to their creative and technical decision-making while strengthening foundational design skills and maintaining creative authorship and human-centered judgment. Students also examine the ethical, cultural, and social impact of design. Graduates complete the program with a portfolio demonstrating their ability to create effective visual communication, solve complex design challenges, and contribute to a wide range of media, design, content creation, entertainment, and emerging technology fields.

Month 1

Code	Title	Credit Hours
GEN1011	Creative Presentation	3
DEP1013	Psychology of Play	3

Month 2

Code	Title	Credit Hours
TEM1001	Technology in the Entertainment and Media Industries	4
ENC1101	English Composition I	4

Month 3

Code	Title	Credit Hours
ART1201	Design and Art Theory	4

Month 4

Code	Title	Credit Hours
DGT101	Graphic Principles I	4

Month 5

Code	Title	Credit Hours
DGT201	Graphic Principles II	4

Month 6

Code	Title	Credit Hours
GRD324	Color Theory	4
VSD119	Project and Portfolio I: Visual Design	3

Month 7

Code	Title	Credit Hours
GRD162	Concepts in Photography	4
MGF1213	College Mathematics	4

Month 8

Code	Title	Credit Hours
ART3006	Art History	4
VSD229	Project and Portfolio II: Visual Design	3
DADC311	Professional Development Seminar I: Digital Arts and Design	1

Month 9

Code	Title	Credit Hours
DGT332	Typography and Page Layout	4

Month 10

Code	Title	Credit Hours
DGT346	Digital Audio and Video	3
DAD239	Project and Portfolio III: Digital Arts and Design	3
DADC322	Professional Development Seminar II: Digital Arts and Design	1

Month 11

Code	Title	Credit Hours
DGT341	Motion Graphics	4

Month 12

Code	Title	Credit Hours
DGT441	Advanced Motion Graphics	4

Month 13

Code	Title	Credit Hours
VIC3003	History of Visual Communications	4
DGT339	2-D Animation Techniques	3

Month 14

Code	Title	Credit Hours
DGT312	3-D Arts	4
PHY3020	Physical Science	4

Month 15

Code	Title	Credit Hours
VSA349	Project and Portfolio IV: Visual Arts	3
DGT333	3-D for Motion Design	3

Month 16

Code	Title	Credit Hours
DGT432	Broadcast Design	3
DGT363	Editing Digital Video	3

Month 17

Code	Title	Credit Hours
DGT461	Motion Graphics Production	4
HUM3505	Popular Culture in Media	4

Month 18

Code	Title	Credit Hours
DAD464	Live Event Design	4
VSA359	Project and Portfolio V: Visual Arts	3

Month 19

Code	Title	Credit Hours
VSA4444	Visual Realization	3

Month 20

Code	Title	Credit Hours
VSA469	Project and Portfolio VI: Visual Arts	3
CRR4000	Career Readiness	4
	Total Credit Hours	120

Please Note

- Some specific courses may be offered online. Please see course descriptions for details.

Digital Cinematography Bachelor of Science

Degree Type
Bachelor of Science
Environment
online
Program Length
108 weeks
Overview
The Digital Cinematography Bachelor of Science curriculum at Full Sail University immerses students in the art of digital video and film production for a variety of outlets. By utilizing the latest tools available to today's media developers, students will learn how to create professional content for broadcast television, online media, mobile applications, and independent films. Throughout the program, the curriculum will cultivate students' understanding of digital content creation and storytelling, striking a balance between traditional film foundations and the latest production and postproduction techniques, including AI-assisted tools such as ChatGPT, Adobe Firefly, and Google Gemini. Students will learn how to master essential visual communication and video production methods for digital photography, HD video production, lighting, audio mixing, and nonlinear editing. Additional courses also cover complementary career skills in leadership, popular culture, production budgeting, and web design. Students will learn how to navigate a story through the entire creative process, including developing a script, planning the logistics of production, working on location to capture a story on camera, and managing essential workflows such as file management, editing, and delivery. As the field increasingly adopts AI-assisted tools, students will explore how to apply them ethically and in conjunction with their creative judgment across course projects. Graduates will exit with a branded digital personal portfolio of cinematography work, assembled to professional standards and suitable for presentation to employers and clients.

Objective
Bachelor's Objective

The Digital Cinematography Bachelor of Science degree program delivers students a focused knowledge and understanding of digital video and filmmaking production as they relate to current technology and media formats. Across the curriculum, students will build core technical competencies, including cinematography and lighting, field production, directing, and postproduction, and apply these skills through hands-on, project-based work. Courses in the program explore digital filmmaking, directing, lighting, audio postproduction, digital editing, film criticism, budgeting, scheduling, location scouting, web design, storyboarding, team management, and streaming video. Students also build fluency with current digital cinematography tools and workflows, including AI-assisted tools to complement their creative judgment and unique goals across academic projects. The program equips students with the skillset to pursue entry-level industry positions in the fields of broadcast television, web video, independent film, and beyond. In addition to technical proficiency and creative development, courses cultivate students' critical-thinking, problem-solving, and analytical skills that contribute to lifelong learning and sustaining an enduring professional career in the entertainment and media industries.

Month 1

Code	Title	Credit Hours
GEN1011	Creative Presentation	3

Month 2

Code	Title	Credit Hours
DEP1013	Psychology of Play	3

Month 3

Code	Title	Credit Hours
FIL1037	History of Motion Picture Arts	4

Month 4

Code	Title	Credit Hours
ENC1101	English Composition I	4

Month 5

Code	Title	Credit Hours
FLM1422	Introduction to Film and Video	3

Month 6

Code	Title	Credit Hours
ECW3055	Scriptwriting Techniques	4
MCM1203	New Media Tools	4

Month 7

Code	Title	Credit Hours
FLM1009	Introduction to Postproduction	4

Month 8

Code	Title	Credit Hours
FAV119	Project and Portfolio I: Film and Video	3

Month 9

Code	Title	Credit Hours
DCN1107	Composition and Visual Design	4

Month 10

Code	Title	Credit Hours
ART3006	Art History	4

Month 11

Code	Title	Credit Hours
FAV229	Project and Portfolio II: Film and Video	3
DGC3111	Professional Development Seminar I: Digital Cinematography	1

Month 12

Code	Title	Credit Hours
FLM280	Fundamentals of Production I	4

Month 13

Code	Title	Credit Hours
FLM378	Fundamentals of Production II	4

Month 14

Code	Title	Credit Hours
DCB239	Project and Portfolio III: Digital Cinematography	3
DGC3222	Professional Development Seminar II: Digital Cinematography	1

Month 15

Code	Title	Credit Hours
DCN3317	Location Lighting	3

Month 16

Code	Title	Credit Hours
DCN3656	Art Design and Location Shooting	3
MGF1213	College Mathematics	4

Month 17

Code	Title	Credit Hours
DCN3435	Electronic Field Production	4

Month 18

Code	Title	Credit Hours
VSA349	Project and Portfolio IV: Visual Arts	3

Month 19

Code	Title	Credit Hours
FLM368	Directing	3
PHY3020	Physical Science	4

Month 20

Code	Title	Credit Hours
DCN4365	Advanced Post and Story Development	4

Month 21

Code	Title	Credit Hours
DCN4111	Film Criticism	3
MAN3152	Leadership and Organizational Behavior	4

Month 22

Code	Title	Credit Hours
VSA4444	Visual Realization	3

Month 23

Code	Title	Credit Hours
FLM464	Producing	4

Month 24

Code	Title	Credit Hours
DCN4421	Mobility and Data Management	4

Month 25

Code	Title	Credit Hours
VSA359	Project and Portfolio V: Visual Arts	3

Month 26

Code	Title	Credit Hours
WEB4550	Web Design	4
HUM3505	Popular Culture in Media	4

Month 27

Code	Title	Credit Hours
VSA469	Project and Portfolio VI: Visual Arts	3
CRR4000	Career Readiness	4
	Total Credit Hours	120

Digital Marketing Bachelor of Science

Degree Type
Bachelor of Science
Environment
online
Program Length
108 weeks
Overview
The Digital Marketing Bachelor of Science curriculum at Full Sail University prepares students for work in the digital marketing industry and addresses the complex worlds of marketing, emerging technology, and digital entrepreneurship. Students will gain the skills needed to meet the challenges of an industry regularly impacted by rapid advances and changes in technology. In this program, students will learn how to create a viable marketing and strategic plan for selling products or services, develop and cultivate a brand, and protect that entity within the digital community. Students will work with industry-standard tools, including Google Analytics and Google Ads, as well as supportive artificial intelligence platforms like ChatGPT, Gemini, Claude, and NotebookLM. The curriculum spans the full range of digital marketing subjects, including search engine optimization, content strategy, campaign development, and display advertising. In addition to developing marketing-specific skills, courses cover statistics, physical science, cultural studies, and how to prepare for a career or entrepreneurial pursuit within the industry. As the field increasingly adopts AI-assisted tools, students will learn to apply them as a complement to their marketing judgment. Graduates will have developed a robust digital portfolio that includes campaign plans, analytics reports, SEO work, content strategy, digital advertising projects, and other marketing work primed for presentation to employers or clients.

Objective
Bachelor's Objective

The goal of the Digital Marketing Bachelor of Science degree program is to provide students the focused knowledge and understanding needed to pursue entry-level positions in marketing. Across the curriculum, students build core technical competencies, including marketing research, content strategy, social media marketing, search engine optimization/answer engine optimization, and digital analytics, and apply these skills through hands-on project-based work. This program is designed to develop innovators who can adapt to the dynamic nature of the marketing industry and who understand how its fluidity affects consumer behavior. Upon completion of the Digital Marketing Bachelor of Science degree program, students will have the ability to develop and implement a cohesive digital marketing strategy. In addition to providing technical proficiency and theoretical knowledge, the program cultivates students' critical-thinking, problem-solving, and analytical skills that contribute to a lifetime of learning and a productive career path in the world of marketing. Students also build fluency with the current digital marketing tools and workflows, including AI-assisted technologies applied as a support to their individual marketing judgment and approaches.

Month 1

Code	Title	Credit Hours
GEN1011	Creative Presentation	3

Month 2

Code	Title	Credit Hours
DEP1013	Psychology of Play	3

Month 3

Code	Title	Credit Hours
VID1555	Video-Sharing Platforms	4

Month 4

Code	Title	Credit Hours
ENC1101	English Composition I	4
MKT210	Introduction to Marketing	4

Month 5

Code	Title	Credit Hours
IMK241	Fundamentals of Web Design	4
MKT1414	Marketing Research	4

Month 6

Code	Title	Credit Hours
BUS119	Project and Portfolio I: Personal Branding	3
DMK3111	Professional Development Seminar I: Digital Marketing	1

Month 7

Code	Title	Credit Hours
MKT163	Storytelling for Marketing	3

Month 8

Code	Title	Credit Hours
MKT2418	Fundamentals of Public Relations	4

Month 9

Code	Title	Credit Hours
IMK322	Content Strategy, Development, and Marketing	3
ACG3223	Business Accounting	4

Month 10

Code	Title	Credit Hours
BUS229	Project and Portfolio II: Market Research	3
DMK3222	Professional Development Seminar II: Digital Marketing	1

Month 11

Code	Title	Credit Hours
IMK345	Social Media Marketing	3

Month 12

Code	Title	Credit Hours
MKT3014	Marketing Law and Contracts	4

Month 13

Code	Title	Credit Hours
DMK473	Digital Analytics and Reporting	4

Month 14

Code	Title	Credit Hours
MAR239	Project and Portfolio III: Marketing	3

Month 15

Code	Title	Credit Hours
MGF1213	College Mathematics	4

Month 16

Code	Title	Credit Hours
IMK444	Affiliate Marketing	4

Month 17

Code	Title	Credit Hours
STA3300	Data Visualization	4

Month 18

Code	Title	Credit Hours
BUS349	Project and Portfolio IV: Business	3

Month 19

Code	Title	Credit Hours
IMK481	Search Engine Optimization	4
ENC326	Professional Writing	4

Month 20

Code	Title	Credit Hours
IMK484	Principles of Online Campaign Development	4

Month 21

Code	Title	Credit Hours
BUS359	Project and Portfolio V: Business	3

Month 22

Code	Title	Credit Hours
IMK4317	Display Advertising and Email Marketing	3
PHY3020	Physical Science	4

Month 23

Code	Title	Credit Hours
IMK4410	Mobile and Emerging Technology Marketing	4

Month 24

Code	Title	Credit Hours
IMK4311	Digital Entrepreneurship	3

Month 25

Code	Title	Credit Hours
BUS469	Project and Portfolio VI: Business	3

Month 26

Code	Title	Credit Hours
BUS4790	Innovative Business Solutions	3

Month 27

Code	Title	Credit Hours
HUM302	Cultural Studies	4
CRR4000	Career Readiness	4
	Total Credit Hours	120

Entertainment Business Bachelor of Science

Degree Type
Bachelor of Science
Environment
campus
Program Length
80 weeks
Overview
The Entertainment Business Bachelor of Science at Full Sail University prepares students to pursue career opportunities in the business of entertainment, applying skills in strategy, management, marketing, audience engagement, entrepreneurship, and technology across film, television and streaming, music, gaming, digital media, live experiences, creator-led businesses, and other evolving entertainment sectors. Students progress through a challenging curriculum that integrates essential business and management knowledge and skills, including business models, principles of digital marketing, global media management, data analysis and reporting, event management, and professional selling. Students work to develop both personal and professional skills, and the program's project-based environment mimics the professional scenarios and challenges encountered across the business landscape. The degree program trains students in industry-standard tools for business planning, creative communication, data-informed reporting, and AI-assisted workflows, including Microsoft Excel for data analysis, Adobe Creative Cloud applications for creative projects, Keynote for pitch decks and business presentations, and AI-assisted platforms such as Microsoft Copilot, ChatGPT, Claude, Gemini, and NotebookLM.

Merging business with entertainment topics, the curriculum is designed to provide the full range of knowledge and exposure needed to pursue a career with film and TV studios, media organizations, live event production, venues, agencies, startups, creator-led businesses, and related organizations. Students will also be equipped to initiate an entrepreneurial concept with confidence. In addition to business-specific managerial and entrepreneurial skills, students will also have courses focusing on leadership, professional writing, physical science, communication skills, and career education and planning. As the entertainment industry increasingly adopts AI-assisted tools and data-informed workflows, students will learn to apply technology and AI to strengthen sound business judgment, ethical decision-making, creativity, professional communication, and strategic planning. Graduates' portfolios will showcase a collection of business-focused plans, strategic work, and project materials assembled to industry standards and primed for presentation to employers and clients.

Objective
Bachelor's Objective

The goal of the Entertainment Business bachelor's program is to provide a focused knowledge and understanding of essential business and management skills to prepare graduates to pursue entry-level industry positions, including brand ambassador, social media coordinator, promotions manager, public relations assistant, and digital marketing strategist, across the fields of film, music, digital media, broadcasting, and gaming. Students will build core technical competencies, including business management, data analysis, accounting and finance, marketing, business law and intellectual property, audience metrics, and event management and apply these skills through hands-on project-based work. In addition to cultivating technical proficiency and creative development, the program strengthens students' critical-thinking, problem-solving, and analytical skills that contribute to lifelong learning and sustaining an enduring professional career. Students will also gain fluency with current entertainment business tools and workflows, including AI-assisted tools applied as a support to their individual business judgment.

Month 1

Code	Title	Credit Hours
GEN1011	Creative Presentation	3
DEP1013	Psychology of Play	3

Month 2

Code	Title	Credit Hours
BEM1001	Business in the Entertainment and Media Industries	4
ENC1101	English Composition I	4

Month 3

Code	Title	Credit Hours
MKT210	Introduction to Marketing	4

Month 4

Code	Title	Credit Hours
BUS119	Project and Portfolio I: Personal Branding	3
MAN2021	Business Management	4

Month 5

Code	Title	Credit Hours
ENTB2714	Data Analysis and Reporting	3

Month 6

Code	Title	Credit Hours
HUM3505	Popular Culture in Media	4
ECO2005	Introduction to Economics	4

Month 7

Code	Title	Credit Hours
BUS229	Project and Portfolio II: Market Research	3
ENT3111	Professional Development Seminar I: Entertainment Business	1

Month 8

Code	Title	Credit Hours
BUL2100	Business Law	4

Month 9

Code	Title	Credit Hours
MCM1203	New Media Tools	4
ACG3223	Business Accounting	4

Month 10

Code	Title	Credit Hours
ENT239	Project and Portfolio III: Entertainment Business	3
ENT3222	Professional Development Seminar II: Entertainment Business	1

Month 11

Code	Title	Credit Hours
ENTB4485	Entertainment Business Models	3
ENC326	Professional Writing	4

Month 12

Code	Title	Credit Hours
MAR3111	Principles of Digital Marketing	4
ENTB3314	Global Media Management	3

Month 13

Code	Title	Credit Hours
ENTB4525	Professional Selling	4
PHY3020	Physical Science	4

Month 14

Code	Title	Credit Hours
BUS349	Project and Portfolio IV: Business	3
MGF1213	College Mathematics	4

Month 15

Code	Title	Credit Hours
ENTB3013	Principles of Business Finance	4
BUL3514	Intellectual Property	4

Month 16

Code	Title	Credit Hours
MAN3152	Leadership and Organizational Behavior	4
BUS359	Project and Portfolio V: Business	3

Month 17

Code	Title	Credit Hours
ENTB410	Event Management	4

Month 18

Code	Title	Credit Hours
BUS469	Project and Portfolio VI: Business	3

Month 19

Code	Title	Credit Hours
ENTB4623	Entrepreneurship in the Entertainment Business	3
ENTB4212	Audience Metrics	3

Month 20

Code	Title	Credit Hours
BUS4790	Innovative Business Solutions	3
CRR4000	Career Readiness	4
	Total Credit Hours	120

Please Note

- Some specific courses may be offered online. Please see course descriptions for details.

Entertainment Business Bachelor of Science

Degree Type
Bachelor of Science
Environment
online
Program Length
108 weeks
Overview
The Entertainment Business Bachelor of Science at Full Sail University prepares students to pursue career opportunities in the business of entertainment, applying skills in strategy, management, marketing, audience engagement, entrepreneurship, and technology across film, television and streaming, music, gaming, digital media, live experiences, creator-led businesses, and other evolving entertainment sectors. Students progress through a challenging curriculum that integrates essential business and management knowledge and skills, including business models, principles of digital marketing, global media management, data analysis and reporting, event management, and professional selling. Students work to develop both personal and professional skills, and the program's project-based environment mimics the professional scenarios and challenges encountered across the business landscape. The degree program trains students in industry-standard tools for business planning, creative communication, data-informed reporting, and AI-assisted workflows, including Microsoft Excel for data analysis, Adobe Creative Cloud applications for creative projects, Keynote for pitch decks and business presentations, and AI-assisted platforms such as Microsoft Copilot, ChatGPT, Claude, Gemini, and NotebookLM.

Merging business with entertainment topics, the curriculum is designed to provide the full range of knowledge and exposure needed to pursue a career with film and TV studios, media organizations, live event production, venues, agencies, startups, creator-led businesses, and related organizations. Students will also be equipped to initiate an entrepreneurial concept with confidence. In addition to business-specific managerial and entrepreneurial skills, students will also have courses focusing on leadership, professional writing, physical science, communication skills, and career education and planning. As the entertainment industry increasingly adopts AI-assisted tools and data-informed workflows, students will learn to apply technology and AI to strengthen sound business judgment, ethical decision-making, creativity, professional communication, and strategic planning. Graduates' portfolios will showcase a collection of business-focused plans, strategic work, and project materials assembled to industry standards and primed for presentation to employers and clients.

Objective
Bachelor's Objective

The goal of the Entertainment Business bachelor's program is to provide a focused knowledge and understanding of essential business and management skills to prepare graduates to pursue entry-level industry positions, including brand ambassador, social media coordinator, promotions manager, public relations assistant, and digital marketing strategist, across the fields of film, music, digital media, broadcasting, and gaming. Students will build core technical competencies, including business management, data analysis, accounting and finance, marketing, business law and intellectual property, audience metrics, and event management and apply these skills through hands-on project-based work. In addition to cultivating technical proficiency and creative development, the program strengthens students' critical-thinking, problem-solving, and analytical skills that contribute to lifelong learning and sustaining an enduring professional career. Students will also gain fluency with current entertainment business tools and workflows, including AI-assisted tools applied as a support to their individual business judgment.

Month 1

Code	Title	Credit Hours
GEN1011	Creative Presentation	3

Month 2

Code	Title	Credit Hours
DEP1013	Psychology of Play	3

Month 3

Code	Title	Credit Hours
BEM1001	Business in the Entertainment and Media Industries	4
ENC1101	English Composition I	4

Month 4

Code	Title	Credit Hours
MKT210	Introduction to Marketing	4

Month 5

Code	Title	Credit Hours
BUS119	Project and Portfolio I: Personal Branding	3
MAN2021	Business Management	4

Month 6

Code	Title	Credit Hours
ENTB2714	Data Analysis and Reporting	3

Month 7

Code	Title	Credit Hours
ECO2005	Introduction to Economics	4
HUM3505	Popular Culture in Media	4

Month 8

Code	Title	Credit Hours
BUS229	Project and Portfolio II: Market Research	3
ENT3111	Professional Development Seminar I: Entertainment Business	1

Month 9

Code	Title	Credit Hours
BUL2100	Business Law	4

Month 10

Code	Title	Credit Hours
MCM1203	New Media Tools	4
ACG3223	Business Accounting	4

Month 11

Code	Title	Credit Hours
ENT239	Project and Portfolio III: Entertainment Business	3
ENT3222	Professional Development Seminar II: Entertainment Business	1

Month 12

Code	Title	Credit Hours
ENTB4485	Entertainment Business Models	3
ENC326	Professional Writing	4

Month 13

Code	Title	Credit Hours
ENTB3314	Global Media Management	3

Month 14

Code	Title	Credit Hours
MAR3111	Principles of Digital Marketing	4

Month 15

Code	Title	Credit Hours
ENTB4525	Professional Selling	4

Month 16

Code	Title	Credit Hours
PHY3020	Physical Science	4

Month 17

Code	Title	Credit Hours
MGF1213	College Mathematics	4

Month 18

Code	Title	Credit Hours
BUS349	Project and Portfolio IV: Business	3

Month 19

Code	Title	Credit Hours
ENTB3013	Principles of Business Finance	4

Month 20

Code	Title	Credit Hours
BUL3514	Intellectual Property	4

Month 21

Code	Title	Credit Hours
BUS359	Project and Portfolio V: Business	3

Month 22

Code	Title	Credit Hours
MAN3152	Leadership and Organizational Behavior	4

Month 23

Code	Title	Credit Hours
ENTB410	Event Management	4

Month 24

Code	Title	Credit Hours
BUS469	Project and Portfolio VI: Business	3

Month 25

Code	Title	Credit Hours
ENTB4212	Audience Metrics	3

Month 26

Code	Title	Credit Hours
ENTB4623	Entrepreneurship in the Entertainment Business	3

Month 27

Code	Title	Credit Hours
BUS4790	Innovative Business Solutions	3
CRR4000	Career Readiness	4
	Total Credit Hours	120

Film Bachelor of Science

Degree Type
Bachelor of Science
Environment
campus
Program Length
80 weeks
Overview
The Film Bachelor of Science degree program at Full Sail University prepares students for a career in the film industry through immersive, hands-on production experience. Built around real-world industry workflows, the curriculum guides students through every stage of filmmaking—from concept and preproduction to postproduction—while outlining the roles and responsibilities of each department on a professional film set. Students will have the opportunity to focus on their area of interest, including writing, directing, producing, cinematography, editing, production design, and sound. Coursework provides practical experience writing scripts, storyboarding, casting actors, building sets, creating practical and visual effects, operating professional cinema camera systems, and completing productions of increasing complexity on Full Sail's soundstages, studio backlot, and virtual production studio as well as on location throughout Central Florida.

Beyond narrative filmmaking, students will explore photography, broadcast production, documentary filmmaking, and emerging media formats. Coursework also covers production budgeting, lighting, communication, business principles, networking, and personal finance to help prepare for a successful creative career. Throughout the program, students will work with industry-standard tools, including film and digital cinema cameras (16mm, 35mm, HD, 2K, 4K, 6K, and 12K), professional postproduction software such as Avid Media Composer, Adobe Premiere Pro, and DaVinci Resolve, along with AI-assisted creative tools that support modern production workflows. Students will learn how to integrate AI into professional workflows as a tool that enhances creative and editorial decision-making, never as a replacement for it. Graduates will exit with a professional portfolio and demo reel that showcases the filmmaking abilities they have developed, primed for use in pursuing opportunities across the film and media industries.

Objective
Bachelor's Objective

The goal of the Film Bachelor of Science degree is to provide students the knowledge, technical skills, and creative foundation needed to pursue entry-level positions in the film, television, and media industries. Roles can span the realms of independent filmmaking, camera operation, production assistance, editing, sound design, assistant directing, unit production management, art direction, lighting, dialogue editing, and a variety of other production and postproduction stations. Through hands-on, crew-based productions, students will develop core competencies in screenwriting, directing, cinematography, lighting, production sound, production design, editing, postproduction, virtual production, and AI-assisted workflows that support creative and editorial decision-making. Students will also develop the collaborative and team-building skills essential to success in the film industry while also gaining tactics to present their creative work in a professional manner. Courses in the program will strengthen students' critical-thinking, problem-solving, and analytical abilities that contribute to lifelong learning and sustaining a long and adaptable career in the entertainment and media industries.

Month 1

Code	Title	Credit Hours
GEN1011	Creative Presentation	3
DEP1013	Psychology of Play	3

Month 2

Code	Title	Credit Hours
FIL1037	History of Motion Picture Arts	4
ENC1101	English Composition I	4

Month 3

Code	Title	Credit Hours
FLM1422	Introduction to Film and Video	3
MCM1203	New Media Tools	4

Month 4

Code	Title	Credit Hours
ECW3055	Scriptwriting Techniques	4
FLM1009	Introduction to Postproduction	4

Month 5

Code	Title	Credit Hours
FAV119	Project and Portfolio I: Film and Video	3

Month 6

Code	Title	Credit Hours
DCN1107	Composition and Visual Design	4

Month 7

Code	Title	Credit Hours
ART3006	Art History	4

Month 8

Code	Title	Credit Hours
FLM280	Fundamentals of Production I	4
FAV229	Project and Portfolio II: Film and Video	3
FLMC311	Professional Development Seminar I: Film	1

Month 9

Code	Title	Credit Hours
FLM378	Fundamentals of Production II	4
MGF1213	College Mathematics	4

Month 10

Code	Title	Credit Hours
FBS239	Project and Portfolio III: Film	3
FLMC322	Professional Development Seminar II: Film	1

Month 11

Code	Title	Credit Hours
HIS3320	Historical Archetypes and Mythology	4
FLM3421	Film Positions I	4

Month 12

Code	Title	Credit Hours
PHY3020	Physical Science	4
FLM3422	Film Positions II	4

Month 13

Code	Title	Credit Hours
VSA349	Project and Portfolio IV: Visual Arts	3

Month 14

Code	Title	Credit Hours
FLM3413	Broadcast Production I	4
DCN3435	Electronic Field Production	4

Month 15

Code	Title	Credit Hours
FLM3415	Broadcast Production II	4

Month 16

Code	Title	Credit Hours
VSA4444	Visual Realization	3

Month 17

Code	Title	Credit Hours
HUM3505	Popular Culture in Media	4
MCM4429	New Media Formats	4

Month 18

Code	Title	Credit Hours
FLM4418	Advanced Production I	4
VSA359	Project and Portfolio V: Visual Arts	3

Month 19

Code	Title	Credit Hours
FLM4419	Advanced Production II	4

Month 20

Code	Title	Credit Hours
VSA469	Project and Portfolio VI: Visual Arts	3
CRR4000	Career Readiness	4
	Total Credit Hours	120

Please Note

- Some specific courses may be offered online. Please see course descriptions for details.

Game Art Bachelor of Science

Degree Type
Bachelor of Science
Environment
campus
Program Length
80 weeks
Overview
The Game Art Bachelor of Science program at Full Sail University prepares students to create immersive digital worlds, interactive experiences, and real-time content for a rapidly evolving creative industry. Combining artistic foundations, technical expertise, and production-focused workflows, students learn to build environments, characters, and visual experiences that engage audiences across interactive media, virtual production, simulation, visualization, XR, and emerging digital platforms. Students begin by developing foundational skills in drawing, design, composition, color, visual storytelling, and 3D form before progressing into modeling, environment art, character creation, materials, lighting, and real-time content development. Throughout the program, they explore how visual design, atmosphere, scale, interaction, and environmental storytelling influence audience experience and engagement.

Using industry-standard real-time and 3D production tools such as Autodesk Maya and Unreal Engine alongside AI-assisted tools such as Adobe Firefly, students develop technical proficiency while strengthening creative judgment, adaptability, and collaboration. As AI-assisted tools continue to evolve within game development and real-time production, they learn to evaluate and apply them as a support to their artistic and technical decision-making while maintaining artistic intent, creative authorship, and responsible creative practice.

Students develop expertise in contemporary production techniques including motion capture, performance-driven animation, procedural workflows, real-time visualization, and interactive content creation. Project-based coursework encourages them to organize and manage complex creative projects, collaborate across disciplines, communicate ideas professionally, and refine work through critique and iteration. Graduates complete their studies with a portfolio showcasing environments, characters, materials, real-time experiences, and interactive visual content developed throughout the program, demonstrating their ability to contribute to contemporary production workflows spanning interactive entertainment, immersive media, visualization, simulation, and emerging digital experiences.

Objective
Bachelor's Objective

The goal of the Game Art Bachelor of Science program is to develop artists capable of creating immersive digital experiences through the integration of artistic principles, technical execution, visual storytelling, real-time production workflows, and collaborative creative practice. Students build the focused knowledge of 3D modeling, materials and textures, engine integration, and animation needed to pursue entry-level industry roles such as 3D artists, environment artists, character artists, and animators. They build expertise in environment art, character creation, environmental storytelling, asset development, and interactive content production while learning to communicate ideas through visual design, atmosphere, interaction, and user experience.

Through project-based learning, students develop production workflows, creative problem-solving abilities, and the adaptability needed to navigate evolving technologies, real-time production environments, and emerging creative opportunities. They develop proficiency with industry-standard production tools, real-time workflows, and emerging AI-assisted creative processes, learning to apply them as a support to their artistic and technical decision-making while strengthening foundational art and production skills. As they progress,

students strengthen their ability to manage complex creative projects and respond constructively to feedback. The portfolio work students develop showcases their individual creative interests and distinct artistic voice as well as their creative, technical, and collaborative capabilities needed for continued growth in game art, real-time production, immersive media, and related creative fields.

Month 1

Code	Title	Credit Hours
GEN1011	Creative Presentation	3
DEP1013	Psychology of Play	3

Month 2

Code	Title	Credit Hours
TEM1001	Technology in the Entertainment and Media Industries	4
ENC1101	English Composition I	4

Month 3

Code	Title	Credit Hours
CGA121	3-D Foundations	4

Month 4

Code	Title	Credit Hours
DIG1301	Model Creation	4

Month 5

Code	Title	Credit Hours
GRA1161	Shading and Lighting	4
CGA101	Fundamentals of Art I	3

Month 6

Code	Title	Credit Hours
3DA119	Project and Portfolio I: 3-D Arts	3
CGA2112	3-D Animation I	4
GARC311	Professional Development Seminar I: Game Art	1

Month 7

Code	Title	Credit Hours
CGA3112	3-D Animation II	4
CGA103	Fundamentals of Art II	4

Month 8

Code	Title	Credit Hours
3DA229	Project and Portfolio II: 3-D Arts	3

Month 9

Code	Title	Credit Hours
CGG351	Art Creation for Games	4
CGG432	Texture Painting and Sculpting	3

Month 10

Code	Title	Credit Hours
GAB239	Project and Portfolio III: Game Art	3
CGG4555	Environment Art	4
GARC322	Professional Development Seminar II: Game Art	1

Month 11

Code	Title	Credit Hours
CGG3447	Game Characters	4
MGF1213	College Mathematics	4

Month 12

Code	Title	Credit Hours
CGG333	Game Animation I	4

Month 13

Code	Title	Credit Hours
VSA349	Project and Portfolio IV: Visual Arts	3
PHY3020	Physical Science	4

Month 14

Code	Title	Credit Hours
CGG452	Level Assembly and Lighting	4

Month 15

Code	Title	Credit Hours
CGG4316	Game Animation II	3
ART3006	Art History	4

Month 16

Code	Title	Credit Hours
CGG443	Advanced Game Characters	3
MAN3152	Leadership and Organizational Behavior	4

Month 17

Code	Title	Credit Hours
DIG3395	Motion Capture	3
HIS3320	Historical Archetypes and Mythology	4

Month 18

Code	Title	Credit Hours
VSA359	Project and Portfolio V: Visual Arts	3

Month 19

Code	Title	Credit Hours
VSA469	Project and Portfolio VI: Visual Arts	3

Month 20

Code	Title	Credit Hours
VSA4444	Visual Realization	3
CRR4000	Career Readiness	4
	Total Credit Hours	120

Please Note

- Some specific courses may be offered online. Please see course descriptions for details.

Game Art Bachelor of Science

Degree Type
Bachelor of Science
Environment
online
Program Length
108 weeks
Overview
The Game Art Bachelor of Science program at Full Sail University prepares students to create immersive digital worlds, interactive experiences, and real-time content for a rapidly evolving creative industry. Combining artistic foundations, technical expertise, and production-focused workflows, students learn to build environments, characters, and visual experiences that engage audiences across interactive media, virtual production, simulation, visualization, XR, and emerging digital platforms. Students begin by developing foundational skills in drawing, design, composition, color, visual storytelling, and 3D form before progressing into modeling, environment art, character creation, materials, lighting, and real-time content development. Throughout the program, they explore how visual design, atmosphere, scale, interaction, and environmental storytelling influence audience experience and engagement.

Using industry-standard real-time and 3D production tools such as Autodesk Maya and Unreal Engine alongside AI-assisted tools such as Adobe Firefly, students develop technical proficiency while strengthening creative judgment, adaptability, and collaboration. As AI-assisted tools continue to evolve within game development and real-time production, they learn to evaluate and apply them as a support to their artistic and technical decision-making while maintaining artistic intent, creative authorship, and responsible creative practice.

Students develop expertise in contemporary production techniques including motion capture, performance-driven animation, procedural workflows, real-time visualization, and interactive content creation. Project-based coursework encourages them to organize and manage complex creative projects, collaborate across disciplines, communicate ideas professionally, and refine work through critique and iteration. Graduates complete their studies with a portfolio showcasing environments, characters, materials, real-time experiences, and interactive visual content developed throughout the program, demonstrating their ability to contribute to contemporary production workflows spanning interactive entertainment, immersive media, visualization, simulation, and emerging digital experiences.

Objective
Bachelor's Objective

The goal of the Game Art Bachelor of Science program is to develop artists capable of creating immersive digital experiences through the integration of artistic principles, technical execution, visual storytelling, real-time production workflows, and collaborative creative practice. Students build the focused knowledge of 3D modeling, materials and textures, engine integration, and animation needed to pursue entry-level industry roles such as 3D artists, environment artists, character artists, and animators. They build expertise in environment art, character creation, environmental storytelling, asset development, and interactive content production while learning to communicate ideas through visual design, atmosphere, interaction, and user experience.

Through project-based learning, students develop production workflows, creative problem-solving abilities, and the adaptability needed to navigate evolving technologies, real-time production environments, and emerging creative opportunities. They develop proficiency with industry-standard production tools, real-time workflows, and emerging AI-assisted creative processes, learning to apply them as a support to their artistic and technical decision-making while strengthening foundational art and production skills. As they progress,

students strengthen their ability to manage complex creative projects and respond constructively to feedback. The portfolio work students develop showcases their individual creative interests and distinct artistic voice as well as their creative, technical, and collaborative capabilities needed for continued growth in game art, real-time production, immersive media, and related creative fields.

Month 1

Code	Title	Credit Hours
GEN1011	Creative Presentation	3

Month 2

Code	Title	Credit Hours
DEP1013	Psychology of Play	3

Month 3

Code	Title	Credit Hours
TEM1001	Technology in the Entertainment and Media Industries	4
ENC1101	English Composition I	4

Month 4

Code	Title	Credit Hours
CGA121	3-D Foundations	4

Month 5

Code	Title	Credit Hours
DIG1301	Model Creation	4

Month 6

Code	Title	Credit Hours
GRA1161	Shading and Lighting	4

Month 7

Code	Title	Credit Hours
CGA101	Fundamentals of Art I	3

Month 8

Code	Title	Credit Hours
3DA119	Project and Portfolio I: 3-D Arts	3

Month 9

Code	Title	Credit Hours
CGA2112	3-D Animation I	4
GAR3111	Professional Development Seminar I: Game Art	1

Month 10

Code	Title	Credit Hours
CGA103	Fundamentals of Art II	4

Month 11

Code	Title	Credit Hours
CGA3112	3-D Animation II	4

Month 12

Code	Title	Credit Hours
3DA229	Project and Portfolio II: 3-D Arts	3

Month 13

Code	Title	Credit Hours
CGG351	Art Creation for Games	4

Month 14

Code	Title	Credit Hours
CGG432	Texture Painting and Sculpting	3

Month 15

Code	Title	Credit Hours
CGG4555	Environment Art	4

Month 16

Code	Title	Credit Hours
GAB239	Project and Portfolio III: Game Art	3
GAR3222	Professional Development Seminar II: Game Art	1

Month 17

Code	Title	Credit Hours
CGG3447	Game Characters	4
MGF1213	College Mathematics	4

Month 18

Code	Title	Credit Hours
CGG333	Game Animation I	4

Month 19

Code	Title	Credit Hours
VSA349	Project and Portfolio IV: Visual Arts	3
PHY3020	Physical Science	4

Month 20

Code	Title	Credit Hours
CGG452	Level Assembly and Lighting	4

Month 21

Code	Title	Credit Hours
CGG4316	Game Animation II	3
ART3006	Art History	4

Month 22

Code	Title	Credit Hours
CGG443	Advanced Game Characters	3
MAN3152	Leadership and Organizational Behavior	4

Month 23

Code	Title	Credit Hours
HIS3320	Historical Archetypes and Mythology	4

Month 24

Code	Title	Credit Hours
CGG382	Game Production	3

Month 25

Code	Title	Credit Hours
VSA359	Project and Portfolio V: Visual Arts	3

Month 26

Code	Title	Credit Hours
VSA469	Project and Portfolio VI: Visual Arts	3

Month 27

Code	Title	Credit Hours
VSA4444	Visual Realization	3
CRR4000	Career Readiness	4
	Total Credit Hours	120

Game Business and Esports Bachelor of Science

Degree Type
Bachelor of Science
Environment
campus
Program Length
80 weeks
Overview
The Game Business and Esports Bachelor of Science at Full Sail University prepares students for careers in the gaming, esports, and interactive entertainment industries. Whether the goal is to work in esports management, game publishing, gaming marketing, business development, event production, partnerships, community management, or content strategy, this program is designed to help students build the skills employers seek. The gaming and esports industries rely on professionals who understand both gaming culture and the business strategies that drive successful products, brands, events, and communities. Throughout the program, students will explore how games are developed, marketed, distributed, monetized, and supported while gaining practical experience in the business operations that power the industry.

Students will create digital content, analyze consumer behavior, and examine how gaming communities engage across platforms and global markets. They will work with industry-standard platforms and AI-powered tools, including Microsoft Office Suite (Excel, Word, PowerPoint, and Microsoft Copilot), Adobe Creative Cloud, Perplexity, NotebookLM, Claude, and other technologies and will learn how these tools are integrated for research, content development, data analysis, reporting, and business planning. Courses cover topics across esports, ranging from event management and social media strategy to sponsorships and international markets. The curriculum emphasizes identifying revenue opportunities and developing strategies that connect brands with gaming audiences. As the industry increasingly adopts AI-powered technologies, students learn to use these tools to enhance productivity, analysis, creativity, and decision-making. The program culminates in a capstone experience where students plan, market, manage, and execute an esports event. Graduates will exit with a professional portfolio of work showcasing esports events, marketing campaigns, business strategies, and industry-focused projects that demonstrate readiness for careers across gaming, esports, and interactive entertainment.

Objective
Bachelor's Objective

The objective of the Game Business and Esports Bachelor of Science degree program is to prepare students for careers in the gaming, esports, and interactive entertainment industries. The curriculum is designed to help students develop the business, marketing, operational, and analytical skills needed to support game publishers, esports organizations, teams, leagues, venues, agencies, brands, and other organizations across the gaming ecosystem. Throughout the program, students will build competencies in esports operations, game business models, strategic marketing, community and social media management, and content creation.

Through hands-on, project-based learning, students will gain experience creating campaigns, pursuing sponsorship activation, and curating engagement strategies for diverse audiences across domestic and international markets. In addition, they develop fluency with industry-standard business, analytics, content creation, and AI-assisted tools used to support research, decision-making, productivity, and professional judgment. Upon completion of the program, graduates are prepared to pursue career opportunities in esports management, video game marketing, partnerships and sponsorships, business development, community management, event production, esports operations, content strategy, and other business-focused roles throughout the gaming and esports industries.

Month 1

Code	Title	Credit Hours
GEN1011	Creative Presentation	3
DEP1013	Psychology of Play	3

Month 2

Code	Title	Credit Hours
GBE1001	Introduction to the Gaming Industry	4
ENC1101	English Composition I	4

Month 3

Code	Title	Credit Hours
GBE1021	Introduction to Esports Production	4

Month 4

Code	Title	Credit Hours
VID1555	Video-Sharing Platforms	4
MCM1203	New Media Tools	4

Month 5

Code	Title	Credit Hours
MCM2416	Digital Video and Audio Production	4

Month 6

Code	Title	Credit Hours
MKT210	Introduction to Marketing	4
MKT163	Storytelling for Marketing	3

Month 7

Code	Title	Credit Hours
GBE2001	Gaming Culture and Engagement	3
ENC326	Professional Writing	4

Month 8

Code	Title	Credit Hours
GBE119	Project and Portfolio I: Game Business and Esports	3
GBE3111	Professional Development Seminar I: Game Business and Esports	1

Month 9

Code	Title	Credit Hours
GBE2501	Game Business Models	4
PHY3020	Physical Science	4

Month 10

Code	Title	Credit Hours
GBE229	Project and Portfolio II: Game Business and Esports	3
GBE3222	Professional Development Seminar II: Game Business and Esports	1

Month 11

Code	Title	Credit Hours
MKT3014	Marketing Law and Contracts	4
MGF1213	College Mathematics	4

Month 12

Code	Title	Credit Hours
GBE3201	Gaming Community and Social Media	4

Month 13

Code	Title	Credit Hours
SMM3622	Sports Events and Entertainment	3
GBE339	Project and Portfolio III: Game Business and Esports	3

Month 14

Code	Title	Credit Hours
SMM4111	Business Project Management	4
HUM302	Cultural Studies	4

Month 15

Code	Title	Credit Hours
GBE4301	Strategic Game Marketing	3

Month 16

Code	Title	Credit Hours
SMM4561	Sports Sales and Sponsorship	4
GBE349	Project and Portfolio IV: Game Business and Esports	3

Month 17

Code	Title	Credit Hours
GBE4601	Global Gaming Business and Esports	3
BUL3514	Intellectual Property	4

Month 18

Code	Title	Credit Hours
MAN3152	Leadership and Organizational Behavior	4
GBE359	Project and Portfolio V: Game Business and Esports	3

Month 19

Code	Title	Credit Hours
GBE4901	Esports and Gaming Management	3

Month 20

Code	Title	Credit Hours
GBE469	Project and Portfolio VI: Game Business and Esports	3
CRR4000	Career Readiness	4
	Total Credit Hours	120

Please Note

- Some specific courses may be offered online. Please see course descriptions for details.

Game Business and Esports Bachelor of Science

Degree Type
Bachelor of Science
Environment
online
Program Length
108 weeks
Overview
The Game Business and Esports Bachelor of Science at Full Sail University prepares students for careers in the gaming, esports, and interactive entertainment industries. Whether the goal is to work in esports management, game publishing, gaming marketing, business development, event production, partnerships, community management, or content strategy, this program is designed to help students build the skills employers seek. The gaming and esports industries rely on professionals who understand both gaming culture and the business strategies that drive successful products, brands, events, and communities. Throughout the program, students will explore how games are developed, marketed, distributed, monetized, and supported while gaining practical experience in the business operations that power the industry.

Students will create digital content, analyze consumer behavior, and examine how gaming communities engage across platforms and global markets. They will work with industry-standard platforms and AI-powered tools, including Microsoft Office Suite (Excel, Word, PowerPoint, and Microsoft Copilot), Adobe Creative Cloud, Perplexity, NotebookLM, Claude, and other technologies and will learn how these tools are integrated for research, content development, data analysis, reporting, and business planning. Courses cover topics across esports, ranging from event management and social media strategy to sponsorships and international markets. The curriculum emphasizes identifying revenue opportunities and developing strategies that connect brands with gaming audiences. As the industry increasingly adopts AI-powered technologies, students learn to use these tools to enhance productivity, analysis, creativity, and decision-making. The program culminates in a capstone experience where students plan, market, manage, and execute an esports event. Graduates will exit with a professional portfolio of work showcasing esports events, marketing campaigns, business strategies, and industry-focused projects that demonstrate readiness for careers across gaming, esports, and interactive entertainment.

Objective
Bachelor's Objective

The objective of the Game Business and Esports Bachelor of Science degree program is to prepare students for careers in the gaming, esports, and interactive entertainment industries. The curriculum is designed to help students develop the business, marketing, operational, and analytical skills needed to support game publishers, esports organizations, teams, leagues, venues, agencies, brands, and other organizations across the gaming ecosystem. Throughout the program, students will build competencies in esports operations, game business models, strategic marketing, community and social media management, and content creation.

Through hands-on, project-based learning, students will gain experience creating campaigns, pursuing sponsorship activation, and curating engagement strategies for diverse audiences across domestic and international markets. In addition, they develop fluency with industry-standard business, analytics, content creation, and AI-assisted tools used to support research, decision-making, productivity, and professional judgment. Upon completion of the program, graduates are prepared to pursue career opportunities in esports management, video game marketing, partnerships and sponsorships, business development, community management, event production, esports operations, content strategy, and other business-focused roles throughout the gaming and esports industries.

Month 1

Code	Title	Credit Hours
GEN1011	Creative Presentation	3

Month 2

Code	Title	Credit Hours
DEP1013	Psychology of Play	3

Month 3

Code	Title	Credit Hours
GBE1001	Introduction to the Gaming Industry	4
ENC1101	English Composition I	4

Month 4

Code	Title	Credit Hours
GBE1021	Introduction to Esports Production	4

Month 5

Code	Title	Credit Hours
VID1555	Video-Sharing Platforms	4
MCM1203	New Media Tools	4

Month 6

Code	Title	Credit Hours
MCM2416	Digital Video and Audio Production	4

Month 7

Code	Title	Credit Hours
MKT210	Introduction to Marketing	4
MKT163	Storytelling for Marketing	3

Month 8

Code	Title	Credit Hours
GBE2001	Gaming Culture and Engagement	3

Month 9

Code	Title	Credit Hours
GBE119	Project and Portfolio I: Game Business and Esports	3
GBE3111	Professional Development Seminar I: Game Business and Esports	1

Month 10

Code	Title	Credit Hours
GBE2501	Game Business Models	4

Month 11

Code	Title	Credit Hours
GBE229	Project and Portfolio II: Game Business and Esports	3
GBE3222	Professional Development Seminar II: Game Business and Esports	1

Month 12

Code	Title	Credit Hours
MKT3014	Marketing Law and Contracts	4

Month 13

Code	Title	Credit Hours
GBE3201	Gaming Community and Social Media	4
ENC326	Professional Writing	4

Month 14

Code	Title	Credit Hours
GBE339	Project and Portfolio III: Game Business and Esports	3

Month 15

Code	Title	Credit Hours
MGF1213	College Mathematics	4

Month 16

Code	Title	Credit Hours
SMM3622	Sports Events and Entertainment	3

Month 17

Code	Title	Credit Hours
SMM4111	Business Project Management	4
PHY3020	Physical Science	4

Month 18

Code	Title	Credit Hours
GBE4301	Strategic Game Marketing	3

Month 19

Code	Title	Credit Hours
GBE349	Project and Portfolio IV: Game Business and Esports	3

Month 20

Code	Title	Credit Hours
HUM302	Cultural Studies	4

Month 21

Code	Title	Credit Hours
BUL3514	Intellectual Property	4

Month 22

Code	Title	Credit Hours
SMM4561	Sports Sales and Sponsorship	4

Month 23

Code	Title	Credit Hours
GBE4601	Global Gaming Business and Esports	3

Month 24

Code	Title	Credit Hours
GBE359	Project and Portfolio V: Game Business and Esports	3

Month 25

Code	Title	Credit Hours
MAN3152	Leadership and Organizational Behavior	4

Month 26

Code	Title	Credit Hours
GBE4901	Esports and Gaming Management	3

Month 27

Code	Title	Credit Hours
GBE469	Project and Portfolio VI: Game Business and Esports	3
CRR4000	Career Readiness	4
	Total Credit Hours	120

Game Development Bachelor of Science

Degree Type
Bachelor of Science
Environment
campus
Program Length
80 weeks
Overview
The Game Development Bachelor of Science program at Full Sail University is designed to provide students the programming skills and theory needed to compete in the world of game development. Students begin by learning the details of a game development cycle from preproduction to finished product and progress to create simple games that aid in enhancing their programming and design skills. Intermediate courses such as Computer Graphics, Computer Architecture, Artificial Intelligence, and Software Engineering train students in more complex and detailed tasks. Students work with industry-standard tools, including Microsoft Visual Studio, Unreal Engine, C++, Vulkan, DirectX, and Blender along with AI-assisted tools such as Unity Muse. Students will apply their knowledge gained to architect, develop, and produce a complete and playable game from start to finish. In addition to gaining firsthand experience with the game development process, additional courses focus on probability, digital logic, and game architecture. As the field increasingly adopts AI-assisted tools, students will learn to apply them as a support to their technical and engineering judgment. Graduates will enter the industry with a portfolio of playable game projects, assembled to professional standards and suitable for presentation to employers and clients.

Objective
Bachelor's Objective

The goal of the Game Development Bachelor of Science degree program is to provide students with the focused knowledge and understanding of game development to pursue entry-level industry positions as game programmers, tool builders, network programmers, artificial-intelligence programmers, engine builders, and interface programmers. Across the curriculum, students will build core technical competencies, including programming, data structures and algorithms, computer graphics, engine development, and game software engineering and will apply these skills through hands-on, project-based work. Completing this degree program will enhance students' ability to create program code for 3-D graphic display, multiplayer gaming, artificially intelligent opponents, and real-time virtual environments. Additional skills developed in this program include the proper presentation of game documentation as well as the math and physics required to model a realistic game world. Courses also foster students' critical-thinking, problem-solving, and analytical skills that contribute to lifelong learning and sustaining an enduring career. Students also build fluency with current game development tools and workflows, including AI-assisted tools applied as a support to their technical and engineering process.

Month 1

Code	Title	Credit Hours
GEN1011	Creative Presentation	3
DEP1013	Psychology of Play	3

Month 2

Code	Title	Credit Hours
TEM1001	Technology in the Entertainment and Media Industries	4
MAD1100	Discrete Mathematics	4

Month 3

Code	Title	Credit Hours
COP1334	Programming I	4

Month 4

Code	Title	Credit Hours
COP2334	Programming II	4

Month 5

Code	Title	Credit Hours
SDV3111	Systems Programming	4
GDVC311	Professional Development Seminar I: Game Development	1

Month 6

Code	Title	Credit Hours
COS119	Project and Portfolio I: Computer Science	3
ENC1101	English Composition I	4

Month 7

Code	Title	Credit Hours
SDV2213	Data Structures and Algorithms	4
GEN242	Linear Algebra	4

Month 8

Code	Title	Credit Hours
GDD258	Software Engineering	4
SDV3012	Applied Human-Computer Interaction	3

Month 9

Code	Title	Credit Hours
GEN262	Physics	4
GDB229	Project and Portfolio II: Game Development	3

Month 10

Code	Title	Credit Hours
GDB239	Project and Portfolio III: Game Development	3
GDVC322	Professional Development Seminar II: Game Development	1

Month 11

Code	Title	Credit Hours
COD3412	Digital Logic	4
COD3315	Computer Graphics	3

Month 12

Code	Title	Credit Hours
COD3511	Computer Organization and Architecture	3
GDD245	3-D Content Creation	3

Month 13

Code	Title	Credit Hours
COD3622	Information and Database Systems	3
GDB349	Project and Portfolio IV: Game Development	3

Month 14

Code	Title	Credit Hours
GEN3322	Probability	4
GDB359	Project and Portfolio V: Game Development	3

Month 15

Code	Title	Credit Hours
GDD291	Operating Systems	3
GDD379	Engine Development	4

Month 16

Code	Title	Credit Hours
COD3721	Computer Networks	3
CAP4053	Artificial Intelligence	4

Month 17

Code	Title	Credit Hours
GDD483	Game Architecture	3
HIS3320	Historical Archetypes and Mythology	4

Month 18

Code	Title	Credit Hours
GDB469	Project and Portfolio VI: Game Development	3

Month 19

Code	Title	Credit Hours
GDD4319	Game Integration	3

Month 20

Code	Title	Credit Hours
GDB479	Project and Portfolio VII: Game Development	3
CRR4000	Career Readiness	4
	Total Credit Hours	120

Please Note

- Some specific courses may be offered online. Please see course descriptions for details.

Game Development Bachelor of Science

Degree Type
Bachelor of Science
Environment
online
Program Length
108 weeks
Overview
The Game Development Bachelor of Science program at Full Sail University is designed to provide students the programming skills and theory needed to compete in the world of game development. Students begin by learning the details of a game development cycle from preproduction to finished product and progress to create simple games that aid in enhancing their programming and design skills. Intermediate courses such as Computer Graphics, Computer Architecture, Artificial Intelligence, and Software Engineering train students in more complex and detailed tasks. Students work with industry-standard tools, including Microsoft Visual Studio, Unreal Engine, C++, Vulkan, DirectX, and Blender along with AI-assisted tools such as Unity Muse. Students will apply their knowledge gained to architect, develop, and produce a complete and playable game from start to finish. In addition to gaining firsthand experience with the game development process, additional courses focus on probability, digital logic, and game architecture. As the field increasingly adopts AI-assisted tools, students will learn to apply them as a support to their technical and engineering judgment. Graduates will enter the industry with a portfolio of playable game projects, assembled to professional standards and suitable for presentation to employers and clients.

Objective
Bachelor's Objective

The goal of the Game Development Bachelor of Science degree program is to provide students with the focused knowledge and understanding of game development to pursue entry-level industry positions as game programmers, tool builders, network programmers, artificial-intelligence programmers, engine builders, and interface programmers. Across the curriculum, students will build core technical competencies, including programming, data structures and algorithms, computer graphics, engine development, and game software engineering and will apply these skills through hands-on, project-based work. Completing this degree program will enhance students' ability to create program code for 3-D graphic display, multiplayer gaming, artificially intelligent opponents, and real-time virtual environments. Additional skills developed in this program include the proper presentation of game documentation as well as the math and physics required to model a realistic game world. Courses also foster students' critical-thinking, problem-solving, and analytical skills that contribute to lifelong learning and sustaining an enduring career. Students also build fluency with current game development tools and workflows, including AI-assisted tools applied as a support to their technical and engineering process.

Month 1

Code	Title	Credit Hours
GEN1011	Creative Presentation	3

Month 2

Code	Title	Credit Hours
DEP1013	Psychology of Play	3

Month 3

Code	Title	Credit Hours
TEM1001	Technology in the Entertainment and Media Industries	4

Month 4

Code	Title	Credit Hours
MAD1100	Discrete Mathematics	4

Month 5

Code	Title	Credit Hours
COP1334	Programming I	4

Month 6

Code	Title	Credit Hours
COP2334	Programming II	4

Month 7

Code	Title	Credit Hours
SDV3111	Systems Programming	4

Month 8

Code	Title	Credit Hours
COS119	Project and Portfolio I: Computer Science	3
ENC1101	English Composition I	4

Month 9

Code	Title	Credit Hours
SDV2213	Data Structures and Algorithms	4

Month 10

Code	Title	Credit Hours
GEN242	Linear Algebra	4

Month 11

Code	Title	Credit Hours
GDD258	Software Engineering	4
GEN262	Physics	4

Month 12

Code	Title	Credit Hours
SDV3012	Applied Human-Computer Interaction	3
GDV3111	Professional Development Seminar I: Game Development	1

Month 13

Code	Title	Credit Hours
GDB229	Project and Portfolio II: Game Development	3

Month 14

Code	Title	Credit Hours
GDB239	Project and Portfolio III: Game Development	3
GDV3222	Professional Development Seminar II: Game Development	1

Month 15

Code	Title	Credit Hours
COD3412	Digital Logic	4
COD3511	Computer Organization and Architecture	3

Month 16

Code	Title	Credit Hours
COD3315	Computer Graphics	3

Month 17

Code	Title	Credit Hours
GDD245	3-D Content Creation	3

Month 18

Code	Title	Credit Hours
COD3622	Information and Database Systems	3
GDB349	Project and Portfolio IV: Game Development	3

Month 19

Code	Title	Credit Hours
GDB359	Project and Portfolio V: Game Development	3

Month 20

Code	Title	Credit Hours
GEN3322	Probability	4
GDD291	Operating Systems	3

Month 21

Code	Title	Credit Hours
COD3721	Computer Networks	3

Month 22

Code	Title	Credit Hours
GDD379	Engine Development	4

Month 23

Code	Title	Credit Hours
CAP4053	Artificial Intelligence	4

Month 24

Code	Title	Credit Hours
GDD483	Game Architecture	3
HIS3320	Historical Archetypes and Mythology	4

Month 25

Code	Title	Credit Hours
GDB469	Project and Portfolio VI: Game Development	3

Month 26

Code	Title	Credit Hours
GDD4319	Game Integration	3

Month 27

Code	Title	Credit Hours
GDB479	Project and Portfolio VII: Game Development	3
CRR4000	Career Readiness	4
	Total Credit Hours	120

Graphic Design Bachelor of Science

Degree Type
Bachelor of Science
Environment
campus
Program Length
80 weeks
Overview
The Graphic Design Bachelor of Science program at Full Sail University prepares students to create purposeful visual communication that informs, engages, and influences audiences across print, interactive, digital experiences, and emerging media. Through branding, visual identity, advertising, package design, publication design, user interface design, and interactive experiences, students learn how design can shape understanding, build connections, and communicate ideas effectively. Students will explore the design process from research and concept development through execution and implementation while learning to balance creativity, audience needs, communication goals, accessibility, and intended outcomes. Coursework emphasizes visual problem-solving, design strategy, and audience-centered thinking.

Students will work with industry-standard design tools such as Adobe Illustrator, Photoshop, InDesign, Premiere, and Figma, as well as web design technologies and AI-assisted tools such as Adobe Firefly and Figma for supporting communication and design workflows. As AI-assisted tools continue to evolve within design and visual communication, students will learn to evaluate and integrate them in support of their creative and technical decision-making, emphasizing the responsible use of emerging tools in ways that support human creativity, authorship, and design effectiveness. Project-based learning encourages students to actively participate in critique, integrate feedback, and refine their work through an iterative design process. Students also examine the ethical, cultural, and social responsibilities of designers and the influence visual communication has on individuals, communities, and organizations.

Graduates complete their studies with a portfolio showcasing work developed throughout the program, demonstrating their ability to create effective design solutions, solve communication challenges, integrate research and planning into the design process, and contribute to an evolving creative landscape.

Objective
Bachelor's Objective

The goal of the Graphic Design Bachelor of Science program is to prepare students to create effective visual communication across branding, advertising, digital experiences, interactive experiences, content creation, and related design fields. Students build the focused knowledge and practical skills of contemporary design production needed to pursue entry-level industry roles such as graphic designers, media designers, web designers, digital-image processors, and art directors. They develop proficiency in visual communication, design systems, audience-centered problem-solving, and cross-platform design practices while strengthening critical thinking, conceptual development, and collaboration skills. Coursework emphasizes the ability to balance creativity, functionality, accessibility, audience needs, and intended outcomes while making informed and purpose-based design decisions.

Through project-based learning, critique, and testing, students learn to progress their work based on feedback, evidence, and observation. Students develop proficiency with industry-standard design workflows and emerging AI-assisted creative processes, learning to apply them as a support to their creative and technical decision-making while maintaining creative authorship and human-centered judgment. Students also examine the ethical, cultural, and social impact of design. Graduates leave with a portfolio demonstrating their ability to create effective design solutions, solve communication challenges, and contribute to a variety of visual communication environments as adaptable and responsible design professionals.

Month 1

Code	Title	Credit Hours
GEN1011	Creative Presentation	3
DEP1013	Psychology of Play	3

Month 2

Code	Title	Credit Hours
TEM1001	Technology in the Entertainment and Media Industries	4
ENC1101	English Composition I	4

Month 3

Code	Title	Credit Hours
ART1201	Design and Art Theory	4

Month 4

Code	Title	Credit Hours
DGT101	Graphic Principles I	4

Month 5

Code	Title	Credit Hours
DGT201	Graphic Principles II	4

Month 6

Code	Title	Credit Hours
GRD324	Color Theory	4
VSD119	Project and Portfolio I: Visual Design	3

Month 7

Code	Title	Credit Hours
GRD162	Concepts in Photography	4
MGF1213	College Mathematics	4

Month 8

Code	Title	Credit Hours
ART3006	Art History	4
VSD229	Project and Portfolio II: Visual Design	3
GRDC311	Professional Development Seminar I: Graphic Design	1

Month 9

Code	Title	Credit Hours
DGT332	Typography and Page Layout	4

Month 10

Code	Title	Credit Hours
DGT346	Digital Audio and Video	3
GRD239	Project and Portfolio III: Graphic Design	3
GRDC322	Professional Development Seminar II: Graphic Design	1

Month 11

Code	Title	Credit Hours
GRD344	Digital Publishing	4

Month 12

Code	Title	Credit Hours
GRD356	Logos and Symbols	3
GRD354	Creating Brand Experience	3

Month 13

Code	Title	Credit Hours
VIC3003	History of Visual Communications	4
GRD473	Concepts in Advertising	3

Month 14

Code	Title	Credit Hours
DGT372	Interactive Media Design and Usability	4
VSA349	Project and Portfolio IV: Visual Arts	3

Month 15

Code	Title	Credit Hours
GRD4411	Interactive Editorial Design	4
PHY3020	Physical Science	4

Month 16

Code	Title	Credit Hours
DIG3100	Graphic Web Design	4

Month 17

Code	Title	Credit Hours
DGT375	Media Integration	4
HUM3505	Popular Culture in Media	4

Month 18

Code	Title	Credit Hours
VSA359	Project and Portfolio V: Visual Arts	3

Month 19

Code	Title	Credit Hours
GRD339	Packaging and Prototypes	3
VSA4444	Visual Realization	3

Month 20

Code	Title	Credit Hours
VSA469	Project and Portfolio VI: Visual Arts	3
CRR4000	Career Readiness	4
	Total Credit Hours	120

Please Note

- Some specific courses may be offered online. Please see course descriptions for details.

Graphic Design Bachelor of Science

Degree Type
Bachelor of Science
Environment
online
Program Length
108 weeks
Overview
The Graphic Design Bachelor of Science program at Full Sail University prepares students to create purposeful visual communication that informs, engages, and influences audiences across print, interactive, digital experiences, and emerging media. Through branding, visual identity, advertising, package design, publication design, user interface design, and interactive experiences, students learn how design can shape understanding, build connections, and communicate ideas effectively. Students will explore the design process from research and concept development through execution and implementation while learning to balance creativity, audience needs, communication goals, accessibility, and intended outcomes. Coursework emphasizes visual problem-solving, design strategy, and audience-centered thinking.

Students will work with industry-standard design tools such as Adobe Illustrator, Photoshop, InDesign, Premiere, and Figma, as well as web design technologies and AI-assisted tools such as Adobe Firefly and Figma for supporting communication and design workflows. As AI-assisted tools continue to evolve within design and visual communication, students will learn to evaluate and integrate them in support of their creative and technical decision-making, emphasizing the responsible use of emerging tools in ways that support human creativity, authorship, and design effectiveness. Project-based learning encourages students to actively participate in critique, integrate feedback, and refine their work through an iterative design process. Students also examine the ethical, cultural, and social responsibilities of designers and the influence visual communication has on individuals, communities, and organizations.

Graduates complete their studies with a portfolio showcasing work developed throughout the program, demonstrating their ability to create effective design solutions, solve communication challenges, integrate research and planning into the design process, and contribute to an evolving creative landscape.

Objective
Bachelor's Objective

The goal of the Graphic Design Bachelor of Science program is to prepare students to create effective visual communication across branding, advertising, digital experiences, interactive experiences, content creation, and related design fields. Students build the focused knowledge and practical skills of contemporary design production needed to pursue entry-level industry roles such as graphic designers, media designers, web designers, digital-image processors, and art directors. They develop proficiency in visual communication, design systems, audience-centered problem-solving, and cross-platform design practices while strengthening critical thinking, conceptual development, and collaboration skills. Coursework emphasizes the ability to balance creativity, functionality, accessibility, audience needs, and intended outcomes while making informed and purpose-based design decisions.

Through project-based learning, critique, and testing, students learn to progress their work based on feedback, evidence, and observation. Students develop proficiency with industry-standard design workflows and emerging AI-assisted creative processes, learning to apply them as a support to their creative and technical decision-making while maintaining creative authorship and human-centered judgment. Students also examine the ethical, cultural, and social impact of design. Graduates leave with a portfolio demonstrating their ability to create effective design solutions, solve communication challenges, and contribute to a variety of visual communication environments as adaptable and responsible design professionals.

Month 1

Code	Title	Credit Hours
GEN1011	Creative Presentation	3

Month 2

Code	Title	Credit Hours
DEP1013	Psychology of Play	3

Month 3

Code	Title	Credit Hours
TEM1001	Technology in the Entertainment and Media Industries	4

Month 4

Code	Title	Credit Hours
ENC1101	English Composition I	4

Month 5

Code	Title	Credit Hours
ART1201	Design and Art Theory	4

Month 6

Code	Title	Credit Hours
DGT101	Graphic Principles I	4

Month 7

Code	Title	Credit Hours
DGT201	Graphic Principles II	4

Month 8

Code	Title	Credit Hours
GRD324	Color Theory	4
VSD119	Project and Portfolio I: Visual Design	3

Month 9

Code	Title	Credit Hours
GRD162	Concepts in Photography	4

Month 10

Code	Title	Credit Hours
ART3006	Art History	4

Month 11

Code	Title	Credit Hours
VSD229	Project and Portfolio II: Visual Design	3
GRD3111	Professional Development Seminar I: Graphic Design	1

Month 12

Code	Title	Credit Hours
MGF1213	College Mathematics	4

Month 13

Code	Title	Credit Hours
DGT332	Typography and Page Layout	4
DGT346	Digital Audio and Video	3

Month 14

Code	Title	Credit Hours
GRD239	Project and Portfolio III: Graphic Design	3
GRD3222	Professional Development Seminar II: Graphic Design	1

Month 15

Code	Title	Credit Hours
GRD344	Digital Publishing	4

Month 16

Code	Title	Credit Hours
GRD356	Logos and Symbols	3

Month 17

Code	Title	Credit Hours
GRD354	Creating Brand Experience	3
VIC3003	History of Visual Communications	4

Month 18

Code	Title	Credit Hours
GRD473	Concepts in Advertising	3

Month 19

Code	Title	Credit Hours
VSA349	Project and Portfolio IV: Visual Arts	3
PHY3020	Physical Science	4

Month 20

Code	Title	Credit Hours
DGT372	Interactive Media Design and Usability	4

Month 21

Code	Title	Credit Hours
GRD4411	Interactive Editorial Design	4

Month 22

Code	Title	Credit Hours
DIG3100	Graphic Web Design	4

Month 23

Code	Title	Credit Hours
DGT375	Media Integration	4

Month 24

Code	Title	Credit Hours
VSA359	Project and Portfolio V: Visual Arts	3
HUM3505	Popular Culture in Media	4

Month 25

Code	Title	Credit Hours
GRD339	Packaging and Prototypes	3

Month 26

Code	Title	Credit Hours
VSA4444	Visual Realization	3

Month 27

Code	Title	Credit Hours
VSA469	Project and Portfolio VI: Visual Arts	3
CRR4000	Career Readiness	4
	Total Credit Hours	120

Information Technology Bachelor of Science

Degree Type
Bachelor of Science
Environment
campus
Program Length
80 weeks
Overview
The Information Technology Bachelor of Science program at Full Sail University guides students through the concepts of the virtualization of systems and networks as well as the emerging technologies used to handle and deliver media-rich information to individuals, businesses, and institutions around the globe. The curriculum provides students a comprehensive understanding of cloud architecture, the communication and storage of information, and the management of systems through project plans and industry best practices. Students work with industry-standard cloud computing platforms and tools, including AWS and Microsoft Azure, and they are encouraged to investigate and implement a variety of trusted AI-assisted tools that are widely utilized in business.

Students apply the computing architecture, information storage, and systems administration skills and techniques learned toward comprehensive hands-on projects. Projects involve designing and building solutions in a collaborative environment modeled on authentic industry workflows. As a result, students are equipped to implement private, public, and hybrid clouds; securely interconnect and distribute information through various networks; and scale, administer, and manage systems. As the field increasingly adopts AI-assisted tools, students will learn to apply them as a support to their technical judgment and critical thinking. Graduates will exit with a portfolio of hands-on projects demonstrating their ability to design and deploy virtualized systems, manage networked environments, and build scalable cloud infrastructure using private, public, and hybrid cloud models.

Objective
Bachelor's Objective

Today’s information-technology professionals require a significant depth and breadth of both knowledge and skills to compete in the growing and dynamic field of cloud computing. Across the curriculum, students develop core technical competencies such as networking, systems administration, virtualization, cloud infrastructure, and security and apply these skills through hands-on projects. In addition to gaining a foundational understanding of virtualizing systems, networks, and storage, students are equipped to create software-defined data centers that leverage this technology. The goal of the Information Technology Bachelor of Science degree program is to develop students' ability to virtualize information via distributed networks and the cloud, preparing graduates to enter the information technology field with the expertise to define and develop the virtualization and interconnection of data and media. Students also build fluency with current information technology tools and workflows, including AI-assisted tools applied as professional aids that support, not replace, critical-thinking and problem-solving skills.

Month 1

Code	Title	Credit Hours
GEN1011	Creative Presentation	3
DEP1013	Psychology of Play	3

Month 2

Code	Title	Credit Hours
TEM1001	Technology in the Entertainment and Media Industries	4
ENC1101	English Composition I	4

Month 3

Code	Title	Credit Hours
CTI1105	Computer Operating Systems	3
CTI2006	Networking Technologies	3

Month 4

Code	Title	Credit Hours
CTI2318	Introduction to Information Security	3
CTI2111	System Scripting Fundamentals	3

Month 5

Code	Title	Credit Hours
CTI1301	Virtual Computing	4

Month 6

Code	Title	Credit Hours
ITE119	Project and Portfolio I: Information Technology	3

Month 7

Code	Title	Credit Hours
CTI3001	Introduction to Application Servers	4
PHY3020	Physical Science	4

Month 8

Code	Title	Credit Hours
CTI2511	Cloud Networking	3
ITE229	Project and Portfolio II: Information Technology	3
ITE3111	Professional Development Seminar I: Information Technology	1

Month 9

Code	Title	Credit Hours
CTI2701	Configuration Management Programming	4

Month 10

Code	Title	Credit Hours
MGF1213	College Mathematics	4
ITE239	Project and Portfolio III: Information Technology	3
ITE3222	Professional Development Seminar II: Information Technology	1

Month 11

Code	Title	Credit Hours
CTI3007	Virtualization Technologies	3
CTI3111	Automating Resource Deployment	3

Month 12

Code	Title	Credit Hours
CTI4001	Network Security and Software	4

Month 13

Code	Title	Credit Hours
CTI3622	Database Systems	3
CTI3323	Cloud Management Platforms	3

Month 14

Code	Title	Credit Hours
STA3300	Data Visualization	4
ITE349	Project and Portfolio IV: Information Technology	3

Month 15

Code	Title	Credit Hours
CTI3561	Systems Performance and Capacity Management	3
CTI3231	Data Storage Systems	3

Month 16

Code	Title	Credit Hours
CTI3933	Securing Systems and Data	3
ITE359	Project and Portfolio V: Information Technology	3

Month 17

Code	Title	Credit Hours
CTI4751	Software-Driven Data Centers	4

Month 18

Code	Title	Credit Hours
ENC3110	Technical Writing	4
ITE469	Project and Portfolio VI: Information Technology	3

Month 19

Code	Title	Credit Hours
CTI4421	Distributed Data	3
HUM302	Cultural Studies	4

Month 20

Code	Title	Credit Hours
ITE479	Project and Portfolio VII: Information Technology	3
CRR4000	Career Readiness	4
	Total Credit Hours	120

Please Note

- Some specific courses may be offered online. Please see course descriptions for details.

Information Technology Bachelor of Science

Degree Type
Bachelor of Science
Environment
online
Program Length
108 weeks
Overview

The Information Technology Bachelor of Science program at Full Sail University guides students through the concepts of the virtualization of systems and networks as well as the emerging technologies used to handle and deliver media-rich information to individuals, businesses, and institutions around the globe. The curriculum provides students a comprehensive understanding of cloud architecture, the communication and storage of information, and the management of systems through project plans and industry best practices. Students work with industry-standard cloud computing platforms and tools, including AWS and Microsoft Azure, and they are encouraged to investigate and implement a variety of trusted AI-assisted tools that are widely utilized in business.

Students apply the computing architecture, information storage, and systems administration skills and techniques learned toward comprehensive hands-on projects. Projects involve designing and building solutions in a collaborative environment modeled on authentic industry workflows. As a result, students are equipped to implement private, public, and hybrid clouds; securely interconnect and distribute information through various networks; and scale, administer, and manage systems. As the field increasingly adopts AI-assisted tools, students will learn to apply them as a support to their technical judgment and critical thinking. Graduates will exit with a portfolio of hands-on projects demonstrating their ability to design and deploy virtualized systems, manage networked environments, and build scalable cloud infrastructure using private, public, and hybrid cloud models.

Objective
Bachelor's Objective

Today’s information-technology professionals require a significant depth and breadth of both knowledge and skills to compete in the growing and dynamic field of cloud computing. Across the curriculum, students develop core technical competencies such as networking, systems administration, virtualization, cloud infrastructure, and security and apply these skills through hands-on projects. In addition to gaining a foundational understanding of virtualizing systems, networks, and storage, students are equipped to create software-defined data centers that leverage this technology. The goal of the Information Technology Bachelor of Science degree program is to develop students' ability to virtualize information via distributed networks and the cloud, preparing graduates to enter the information technology field with the expertise to define and develop the virtualization and interconnection of data and media. Students also build fluency with current information technology tools and workflows, including AI-assisted tools applied as professional aids that support, not replace, critical-thinking and problem-solving skills.

Month 1

Code	Title	Credit Hours
GEN1011	Creative Presentation	3

Month 2

Code	Title	Credit Hours
DEP1013	Psychology of Play	3

Month 3

Code	Title	Credit Hours
TEM1001	Technology in the Entertainment and Media Industries	4

Month 4

Code	Title	Credit Hours
ENC1101	English Composition I	4

Month 5

Code	Title	Credit Hours
CTI1105	Computer Operating Systems	3

Month 6

Code	Title	Credit Hours
CTI2006	Networking Technologies	3

Month 7

Code	Title	Credit Hours
CTI2111	System Scripting Fundamentals	3
CTI2318	Introduction to Information Security	3

Month 8

Code	Title	Credit Hours
CTI1301	Virtual Computing	4

Month 9

Code	Title	Credit Hours
ITE119	Project and Portfolio I: Information Technology	3

Month 10

Code	Title	Credit Hours
CTI3001	Introduction to Application Servers	4
PHY3020	Physical Science	4

Month 11

Code	Title	Credit Hours
ITE229	Project and Portfolio II: Information Technology	3
ITE3111	Professional Development Seminar I: Information Technology	1

Month 12

Code	Title	Credit Hours
CTI2511	Cloud Networking	3
MGF1213	College Mathematics	4

Month 13

Code	Title	Credit Hours
CTI2701	Configuration Management Programming	4

Month 14

Code	Title	Credit Hours
ITE239	Project and Portfolio III: Information Technology	3
ITE3222	Professional Development Seminar II: Information Technology	1

Month 15

Code	Title	Credit Hours
CTI3007	Virtualization Technologies	3
CTI3111	Automating Resource Deployment	3

Month 16

Code	Title	Credit Hours
CTI4001	Network Security and Software	4

Month 17

Code	Title	Credit Hours
CTI3323	Cloud Management Platforms	3
CTI3622	Database Systems	3

Month 18

Code	Title	Credit Hours
ITE349	Project and Portfolio IV: Information Technology	3

Month 19

Code	Title	Credit Hours
CTI3561	Systems Performance and Capacity Management	3

Month 20

Code	Title	Credit Hours
CTI3231	Data Storage Systems	3
ENC3110	Technical Writing	4

Month 21

Code	Title	Credit Hours
CTI3933	Securing Systems and Data	3

Month 22

Code	Title	Credit Hours
ITE359	Project and Portfolio V: Information Technology	3

Month 23

Code	Title	Credit Hours
CTI4751	Software-Driven Data Centers	4

Month 24

Code	Title	Credit Hours
STA3300	Data Visualization	4

Month 25

Code	Title	Credit Hours
CTI4421	Distributed Data	3
HUM302	Cultural Studies	4

Month 26

Code	Title	Credit Hours
ITE469	Project and Portfolio VI: Information Technology	3

Month 27

Code	Title	Credit Hours
ITE479	Project and Portfolio VII: Information Technology	3
CRR4000	Career Readiness	4
	Total Credit Hours	120

Live Event Production Bachelor of Science

Degree Type
Bachelor of Science
Environment
campus
Program Length
80 weeks
Overview
The Live Event Production Bachelor of Science at Full Sail University prepares students to pursue careers in live event production—whether it is the concert and touring market, corporate productions, or other creative domains with production expertise at their core. Students will become immersed in the world of contemporary audio, lighting, and video technology, learning the theories and principles behind these components and gaining extensive experience with professional-level gear used in the industry. Students will work with industry-standard tools, including Ross Carbonite production switchers, DiGiCo digital mixing consoles, Q-SYS, and Smaart acoustic measurement software, along with AI-assisted tools such as Waves and iZotope RX. After building competence with production concepts in an educational setting, students will apply their skills in real-world scenarios by participating in specific event productions. They will develop the toolkit needed to navigate live events from various technical, practical, creative, and professional perspectives. In addition to gaining live event production skills, courses in the program also span physical science, professional writing, leadership, and career planning and entrepreneurship strategies to prepare for the expectations of the industry. As the field increasingly adopts AI-assisted tools, students will learn to apply them as a support to their production judgment and workflows. Graduates will exit with a portfolio of live event production work examples, assembled to professional standards and suitable for presenting their skills to prospective employers and clients.

Objective
Bachelor's Objective

The goal of the Live Event Production Bachelor of Science degree program is to provide students with a focused knowledge and understanding of live-event production needed to qualify for entry-level industry positions in sound reinforcement, lighting, live video and multimedia, automated lighting, concert touring, and audio measurement system analysis. Across the curriculum, students will build core technical competencies in live sound, lighting design, video production systems, and live production management and apply these skills through hands-on project-based work. In addition to technical proficiency and creative development, courses will cultivate students' critical-thinking, problem-solving, and analytical skills that contribute to lifelong learning and sustaining an enduring professional career. Students will also gain fluency with current live event production tools and formats, including AI-assisted tools to implement in support of their unique production judgment and system workflows.

Month 1

Code	Title	Credit Hours
GEN1011	Creative Presentation	3

Month 2

Code	Title	Credit Hours
VID1555	Video-Sharing Platforms	4
DEP1013	Psychology of Play	3

Month 3

Code	Title	Credit Hours
AUD1923	Recording Principles	4

Month 4

Code	Title	Credit Hours
AUD2001	Principles of Music	3

Month 5

Code	Title	Credit Hours
REC1732	Sequencing Technology	4

Month 6

Code	Title	Credit Hours
REC3414	Audio Workstations	4
AUD119	Project and Portfolio I: Audio Arts	3

Month 7

Code	Title	Credit Hours
SHP2033	Introduction to Show Production Systems	4

Month 8

Code	Title	Credit Hours
REC3133	Principles of Electronics	3
AUD229	Project and Portfolio II: Audio Arts	3
RARC311	Professional Development Seminar I: Audio Arts	1

Month 9

Code	Title	Credit Hours
ENC1101	English Composition I	4
CTI2006	Networking Technologies	3

Month 10

Code	Title	Credit Hours
SPB239	Project and Portfolio III: Show Production	3
TPA3013	Lighting Concepts and Design	3

Month 11

Code	Title	Credit Hours
SHP3426	Show Production Systems	4
SPRC322	Professional Development Seminar II: Show Production	1

Month 12

Code	Title	Credit Hours
SHP3215	Audio and Visual Technologies	4
SHP3713	Live Production Management	4

Month 13

Code	Title	Credit Hours
SHP3635	Automated Lighting Technology	3
MGF1213	College Mathematics	4

Month 14

Code	Title	Credit Hours
SHP4125	Advanced Show Production Systems	4
PHY3020	Physical Science	4

Month 15

Code	Title	Credit Hours
AAR349	Project and Portfolio IV: Audio Arts	3
HUM3505	Popular Culture in Media	4

Month 16

Code	Title	Credit Hours
SHP4565	Audio Measurement Systems	3
ENC326	Professional Writing	4

Month 17

Code	Title	Credit Hours
AAR359	Project and Portfolio V: Audio Arts	3
SHP4785	Advanced Video Production	4

Month 18

Code	Title	Credit Hours
MAN3152	Leadership and Organizational Behavior	4
AAR4601	Entrepreneurship in the Audio Industry	3

Month 19

Code	Title	Credit Hours
AAR469	Project and Portfolio VI: Audio Arts	3
SHP4822	Sports Broadcast Production	3

Month 20

Code	Title	Credit Hours
SHP4201	Event Production and Design	2
CRR4000	Career Readiness	4
	Total Credit Hours	120

Please Note

- Some specific courses may be offered online. Please see course descriptions for details.

Media Communications Bachelor of Science

Degree Type
Bachelor of Science
Environment
campus
Program Length
80 weeks
Overview
The Media Communications Bachelor of Science curriculum at Full Sail University provides students the extensive knowledge to navigate and contribute to the field of media communications and to employ new media communication technologies. Students in this program will survey critical approaches to contemporary media-related issues and communication theory while working within a project-based learning curriculum. Students develop their abilities in content development, multimedia production, video and audio editing, visual communication, and digital storytelling. Students will work with industry-standard tools, including Adobe Premiere Pro, Adobe Photoshop, Adobe Audition, and other digital tools included in the Adobe Creative Cloud, along with AI-assisted tools such as Adobe Firefly, ChatGPT, and Suno. Immersed in a supportive environment that fosters the development of the communication strategies and skills necessary to succeed in today's media industries, students are prepared for a wide variety of careers in media and its associated fields. As the field increasingly adopts AI-assisted tools, students will learn to apply them to enhance, not replace, their editorial judgement. Students will graduate with a professional media and communications portfolio, fully prepared to showcase to prospective employers and clients.

Objective
Bachelor's Objective

The Media Communications Bachelor of Science degree program prepares students to recognize, embrace, and strategically manage continual changes in the media landscape. Across the curriculum, students build core media communication strategies based on design principles, media research, and technical competencies, including content development, multimedia production, video and audio editing, visual communication, and digital storytelling. Students will acquire and apply the skills needed to best utilize today's media, share knowledge and information, and maximize audience response. Through progressive projects in a variety of courses, students will practice proper research and storytelling methods, articulate abstract concepts, and demonstrate their media communication skills. Changes within the dynamic media industry are deliberated and reflected throughout the degree program's curriculum. Students will build fluency with the current media communications industry tools and workflows, including AI-assisted tools applied as a support to their editorial judgment, never a replacement for it.

Month 1

Code	Title	Credit Hours
GEN1011	Creative Presentation	3

Month 2

Code	Title	Credit Hours
DEP1013	Psychology of Play	3
ENC1101	English Composition I	4

Month 3

Code	Title	Credit Hours
ECW1225	Creative Skills Development	4
MCM2416	Digital Video and Audio Production	4

Month 4

Code	Title	Credit Hours
ECW1409	Multimedia Storytelling	3
MCM1002	Introduction to Media Communications and Technologies	3

Month 5

Code	Title	Credit Hours
MCM1203	New Media Tools	4

Month 6

Code	Title	Credit Hours
MED119	Project and Portfolio I: Media Strategy	3
MCM1401	Aesthetics and Theory of Communications	4

Month 7

Code	Title	Credit Hours
MCM3855	Graphic Design and Communications	4
MCM2429	Editing for the Web	4

Month 8

Code	Title	Credit Hours
MCB229	Project and Portfolio II: Media Communications	3
MCMC311	Professional Development Seminar I: Media Communications	1

Month 9

Code	Title	Credit Hours
MCM3323	Advanced Audio	3

Month 10

Code	Title	Credit Hours
MCB239	Project and Portfolio III: Media Communications	3
MCMC322	Professional Development Seminar II: Media Communications	1

Month 11

Code	Title	Credit Hours
MCM2651	Research in Media Communications	4
MCM3313	Advanced Video	4

Month 12

Code	Title	Credit Hours
MCM3425	Integrated Marketing	3
ART3006	Art History	4

Month 13

Code	Title	Credit Hours
MCM4441	Media Entrepreneurship	4
MGF1213	College Mathematics	4

Month 14

Code	Title	Credit Hours
MAN3152	Leadership and Organizational Behavior	4

Month 15

Code	Title	Credit Hours
COM349	Project and Portfolio IV: Communications	3
PHY3020	Physical Science	4

Month 16

Code	Title	Credit Hours
MCM4319	Media Sociology	3
MCM4429	New Media Formats	4

Month 17

Code	Title	Credit Hours
MCM3334	Gaming and Transmedia Storytelling	3
HUM302	Cultural Studies	4

Month 18

Code	Title	Credit Hours
COM359	Project and Portfolio V: Communications	3

Month 19

Code	Title	Credit Hours
WEB4550	Web Design	4
BUL3514	Intellectual Property	4

Month 20

Code	Title	Credit Hours
COM469	Project and Portfolio VI: Communications	3
CRR4000	Career Readiness	4
	Total Credit Hours	120

Please Note

- Some specific courses may be offered online. Please see course descriptions for details.

Media Communications Bachelor of Science

Degree Type
Bachelor of Science
Environment
online
Program Length
108 weeks
Overview
The Media Communications Bachelor of Science curriculum at Full Sail University provides students the extensive knowledge to navigate and contribute to the field of media communications and to employ new media communication technologies. Students in this program will survey critical approaches to contemporary media-related issues and communication theory while working within a project-based learning curriculum. Students develop their abilities in content development, multimedia production, video and audio editing, visual communication, and digital storytelling. Students will work with industry-standard tools, including Adobe Premiere Pro, Adobe Photoshop, Adobe Audition, and other digital tools included in the Adobe Creative Cloud, along with AI-assisted tools such as Adobe Firefly, ChatGPT, and Suno. Immersed in a supportive environment that fosters the development of the communication strategies and skills necessary to succeed in today's media industries, students are prepared for a wide variety of careers in media and its associated fields. As the field increasingly adopts AI-assisted tools, students will learn to apply them to enhance, not replace, their editorial judgement. Students will graduate with a professional media and communications portfolio, fully prepared to showcase to prospective employers and clients.

Objective
Bachelor's Objective

The Media Communications Bachelor of Science degree program prepares students to recognize, embrace, and strategically manage continual changes in the media landscape. Across the curriculum, students build core media communication strategies based on design principles, media research, and technical competencies, including content development, multimedia production, video and audio editing, visual communication, and digital storytelling. Students will acquire and apply the skills needed to best utilize today's media, share knowledge and information, and maximize audience response. Through progressive projects in a variety of courses, students will practice proper research and storytelling methods, articulate abstract concepts, and demonstrate their media communication skills. Changes within the dynamic media industry are deliberated and reflected throughout the degree program's curriculum. Students will build fluency with the current media communications industry tools and workflows, including AI-assisted tools applied as a support to their editorial judgment, never a replacement for it.

Month 1

Code	Title	Credit Hours
GEN1011	Creative Presentation	3

Month 2

Code	Title	Credit Hours
DEP1013	Psychology of Play	3

Month 3

Code	Title	Credit Hours
ECW1225	Creative Skills Development	4
ENC1101	English Composition I	4

Month 4

Code	Title	Credit Hours
MCM1401	Aesthetics and Theory of Communications	4
MCM1002	Introduction to Media Communications and Technologies	3

Month 5

Code	Title	Credit Hours
MCM1203	New Media Tools	4

Month 6

Code	Title	Credit Hours
ECW1409	Multimedia Storytelling	3

Month 7

Code	Title	Credit Hours
MCM2416	Digital Video and Audio Production	4

Month 8

Code	Title	Credit Hours
MED119	Project and Portfolio I: Media Strategy	3

Month 9

Code	Title	Credit Hours
MCM2651	Research in Media Communications	4

Month 10

Code	Title	Credit Hours
MCM3855	Graphic Design and Communications	4
MCM2429	Editing for the Web	4

Month 11

Code	Title	Credit Hours
MCB229	Project and Portfolio II: Media Communications	3
MCM3111	Professional Development Seminar I: Media Communications	1

Month 12

Code	Title	Credit Hours
MCM3323	Advanced Audio	3

Month 13

Code	Title	Credit Hours
MCM3313	Advanced Video	4

Month 14

Code	Title	Credit Hours
MCB239	Project and Portfolio III: Media Communications	3
MCM3222	Professional Development Seminar II: Media Communications	1

Month 15

Code	Title	Credit Hours
MCM3425	Integrated Marketing	3

Month 16

Code	Title	Credit Hours
ART3006	Art History	4

Month 17

Code	Title	Credit Hours
MCM4441	Media Entrepreneurship	4
MGF1213	College Mathematics	4

Month 18

Code	Title	Credit Hours
COM349	Project and Portfolio IV: Communications	3

Month 19

Code	Title	Credit Hours
MAN3152	Leadership and Organizational Behavior	4

Month 20

Code	Title	Credit Hours
MCM4319	Media Sociology	3

Month 21

Code	Title	Credit Hours
PHY3020	Physical Science	4

Month 22

Code	Title	Credit Hours
COM359	Project and Portfolio V: Communications	3

Month 23

Code	Title	Credit Hours
WEB4550	Web Design	4

Month 24

Code	Title	Credit Hours
MCM3334	Gaming and Transmedia Storytelling	3

Month 25

Code	Title	Credit Hours
HUM302	Cultural Studies	4

Month 26

Code	Title	Credit Hours
BUL3514	Intellectual Property	4
MCM4429	New Media Formats	4

Month 27

Code	Title	Credit Hours
COM469	Project and Portfolio VI: Communications	3
CRR4000	Career Readiness	4
	Total Credit Hours	120

Music Business Bachelor of Science

Degree Type
Bachelor of Science
Environment
campus
Program Length
80 weeks
Overview
The Music Business Bachelor of Science at Full Sail University prepares students to pursue career opportunities in the business of music, applying skills in strategy, marketing, management, entrepreneurship, technology, and audience engagement across the areas of artist development, artist management, music marketing, publishing, live events, streaming, and emerging music ventures. The program curriculum coaches students to serve in music business capacities working with major record labels, online streaming sites, music rights organizations, music publishers, booking agencies, concert promoters, and artist management firms by cultivating their skill development in authentic industry scenarios. Being effective in the music-business arena means understanding a range of roles and endeavors, from booking tours to tracking the media strategy underpinning an artist's goals. To maximize an artist’s potential, all the roles in the music industry need to work together. The program's curriculum allows students to not only focus on what they do best but also ensure that their contributions to the cause are as effective as possible. Students work with industry-standard tools, including Microsoft Excel and Chartmetric, along with AI-assisted tools such as Microsoft Copilot, Suno, Udio, NotebookLM, Canva, ChatGPT, Notion AI, Claude, and Adobe Firefly.

Courses span music-specific business subjects such as artist management, music copyright and publishing, concert management and touring, and music evaluation for artists and repertoire, as well as general business concepts such as finance, leadership, marketing, and entrepreneurship. Additional focus is placed on communication skills, physical science, professional writing, and career education and planning. As the music industry continues to evolve through AI-assisted tools, data-informed workflows, and new strategic approaches, students will learn to apply technology in ways that strengthen business judgment, ethical decision-making, creative strategy, and professional communication. Graduates' portfolios will comprise a collection of music-business strategy projects, marketing assets, rights-focused work, and project-based creative materials developed to professional standards and primed for presentation to employers, clients, and industry collaborators.

Objective
Bachelor's Objective

The goal of the Music Business Bachelor of Science degree program is to provide the focused knowledge and understanding of essential business and management skills to prepare graduates to pursue entry-level industry positions in recording, artist management, concert management, music publishing, music marketing, music supervision, retail, and distribution. Students will build core music business competencies in music business management, copyright and publishing, rights and royalties, artist development, marketing, distribution, data analysis, fan engagement, and entrepreneurship, applying these skills through hands-on, project-based work that reflects industry practices. Graduates' portfolios will enable them to showcase their abilities on seeking roles with record labels, music publishers, artist-management firms, concert promoters, booking agencies, and music-technology companies. Students also build fluency with current music business tools and workflows, including AI-assisted tools applied as a support to their individual business judgment.

Month 1

Code	Title	Credit Hours
GEN1011	Creative Presentation	3
DEP1013	Psychology of Play	3

Month 2

Code	Title	Credit Hours
BEM1001	Business in the Entertainment and Media Industries	4
ENC1101	English Composition I	4

Month 3

Code	Title	Credit Hours
MKT210	Introduction to Marketing	4

Month 4

Code	Title	Credit Hours
BUS119	Project and Portfolio I: Personal Branding	3
MAN2021	Business Management	4

Month 5

Code	Title	Credit Hours
ENTB2714	Data Analysis and Reporting	3

Month 6

Code	Title	Credit Hours
HUM3505	Popular Culture in Media	4
ECO2005	Introduction to Economics	4

Month 7

Code	Title	Credit Hours
BUS229	Project and Portfolio II: Market Research	3
ENT3111	Professional Development Seminar I: Entertainment Business	1

Month 8

Code	Title	Credit Hours
BUL2100	Business Law	4

Month 9

Code	Title	Credit Hours
MCM1203	New Media Tools	4
ACG3223	Business Accounting	4

Month 10

Code	Title	Credit Hours
ENT239	Project and Portfolio III: Entertainment Business	3
ENT3222	Professional Development Seminar II: Entertainment Business	1

Month 11

Code	Title	Credit Hours
MUB3311	Music Business Models	3
MUM3308	Music Copyright and Publishing	4

Month 12

Code	Title	Credit Hours
MUB481	Artist Management	4
ENC326	Professional Writing	4

Month 13

Code	Title	Credit Hours
MUB3513	Music Evaluation for Artists and Repertoire	3
MAN3152	Leadership and Organizational Behavior	4

Month 14

Code	Title	Credit Hours
BUS349	Project and Portfolio IV: Business	3
MGF1213	College Mathematics	4

Month 15

Code	Title	Credit Hours
MUM3733	Music Business Marketing	4

Month 16

Code	Title	Credit Hours
BUS359	Project and Portfolio V: Business	3
PHY3020	Physical Science	4

Month 17

Code	Title	Credit Hours
ENTB3013	Principles of Business Finance	4
MUB4361	Music Retail and Distribution	3

Month 18

Code	Title	Credit Hours
BUS469	Project and Portfolio VI: Business	3
MUB4716	Music Supervision	3

Month 19

Code	Title	Credit Hours
MUB461	Concert Management and Touring	4

Month 20

Code	Title	Credit Hours
BUS4790	Innovative Business Solutions	3
CRR4000	Career Readiness	4
	Total Credit Hours	120

Please Note

- Some specific courses may be offered online. Please see course descriptions for details.

Music Business Bachelor of Science

Degree Type
Bachelor of Science
Environment
online
Program Length
108 weeks
Overview
The Music Business Bachelor of Science at Full Sail University prepares students to pursue career opportunities in the business of music, applying skills in strategy, marketing, management, entrepreneurship, technology, and audience engagement across the areas of artist development, artist management, music marketing, publishing, live events, streaming, and emerging music ventures. The program curriculum coaches students to serve in music business capacities working with major record labels, online streaming sites, music rights organizations, music publishers, booking agencies, concert promoters, and artist management firms by cultivating their skill development in authentic industry scenarios. Being effective in the music-business arena means understanding a range of roles and endeavors, from booking tours to tracking the media strategy underpinning an artist's goals. To maximize an artist's potential, all the roles in the music industry need to work together. The program's curriculum allows students to not only focus on what they do best but also ensure that their contributions to the cause are as effective as possible. Students work with industry-standard tools, including Microsoft Excel and Chartmetric, along with AI-assisted tools such as Microsoft Copilot, Suno, Udio, NotebookLM, Canva, ChatGPT, Notion AI, Claude, and Adobe Firefly.

Courses span music-specific business subjects such as artist management, music copyright and publishing, concert management and touring, and music evaluation for artists and repertoire, as well as general business concepts such as finance, leadership, marketing, and entrepreneurship. Additional focus is placed on communication skills, physical science, professional writing, and career education and planning. As the music industry continues to evolve through AI-assisted tools, data-informed workflows, and new strategic approaches, students will learn to apply technology in ways that strengthen business judgment, ethical decision-making, creative strategy, and professional communication. Graduates' portfolios will comprise a collection of music-business strategy projects, marketing assets, rights-focused work, and project-based creative materials developed to professional standards and primed for presentation to employers, clients, and industry collaborators.

Objective
Bachelor's Objective

The goal of the Music Business Bachelor of Science degree program is to provide the focused knowledge and understanding of essential business and management skills to prepare graduates to pursue entry-level industry positions in recording, artist management, concert management, music publishing, music marketing, music supervision, retail, and distribution. Students will build core music business competencies in music business management, copyright and publishing, rights and royalties, artist development, marketing, distribution, data analysis, fan engagement, and entrepreneurship, applying these skills through hands-on, project-based work that reflects industry practices. Graduates' portfolios will enable them to showcase their abilities on seeking roles with record labels, music publishers, artist-management firms, concert promoters, booking agencies, and music-technology companies. Students also build fluency with current music business tools and workflows, including AI-assisted tools applied as a support to their individual business judgment.

Month 1

Code	Title	Credit Hours
GEN1011	Creative Presentation	3

Month 2

Code	Title	Credit Hours
DEP1013	Psychology of Play	3

Month 3

Code	Title	Credit Hours
BEM1001	Business in the Entertainment and Media Industries	4
ENC1101	English Composition I	4

Month 4

Code	Title	Credit Hours
MKT210	Introduction to Marketing	4

Month 5

Code	Title	Credit Hours
BUS119	Project and Portfolio I: Personal Branding	3
MAN2021	Business Management	4

Month 6

Code	Title	Credit Hours
ENTB2714	Data Analysis and Reporting	3

Month 7

Code	Title	Credit Hours
ECO2005	Introduction to Economics	4
HUM3505	Popular Culture in Media	4

Month 8

Code	Title	Credit Hours
BUS229	Project and Portfolio II: Market Research	3
ENT3111	Professional Development Seminar I: Entertainment Business	1

Month 9

Code	Title	Credit Hours
BUL2100	Business Law	4

Month 10

Code	Title	Credit Hours
MCM1203	New Media Tools	4
ACG3223	Business Accounting	4

Month 11

Code	Title	Credit Hours
ENT239	Project and Portfolio III: Entertainment Business	3
ENT3222	Professional Development Seminar II: Entertainment Business	1

Month 12

Code	Title	Credit Hours
MUB3311	Music Business Models	3

Month 13

Code	Title	Credit Hours
MUM3308	Music Copyright and Publishing	4

Month 14

Code	Title	Credit Hours
MUB481	Artist Management	4
ENC326	Professional Writing	4

Month 15

Code	Title	Credit Hours
MUB3513	Music Evaluation for Artists and Repertoire	3

Month 16

Code	Title	Credit Hours
MAN3152	Leadership and Organizational Behavior	4

Month 17

Code	Title	Credit Hours
MGF1213	College Mathematics	4

Month 18

Code	Title	Credit Hours
BUS349	Project and Portfolio IV: Business	3

Month 19

Code	Title	Credit Hours
MUM3733	Music Business Marketing	4

Month 20

Code	Title	Credit Hours
PHY3020	Physical Science	4

Month 21

Code	Title	Credit Hours
BUS359	Project and Portfolio V: Business	3

Month 22

Code	Title	Credit Hours
ENTB3013	Principles of Business Finance	4

Month 23

Code	Title	Credit Hours
MUB4361	Music Retail and Distribution	3

Month 24

Code	Title	Credit Hours
MUB4716	Music Supervision	3

Month 25

Code	Title	Credit Hours
BUS469	Project and Portfolio VI: Business	3

Month 26

Code	Title	Credit Hours
MUB461	Concert Management and Touring	4

Month 27

Code	Title	Credit Hours
BUS4790	Innovative Business Solutions	3
CRR4000	Career Readiness	4
	Total Credit Hours	120

Music Production Bachelor of Science

Degree Type
Bachelor of Science
Environment
campus
Program Length
80 weeks
Overview
The Music Production Bachelor of Science at Full Sail University prepares students for a variety of career paths in the realm of music creation and production, whether entering as a novice or experienced musician. The curriculum of the program explores digital audio principles, digital workstation technology, and digital signal flow, progressing to train students in advanced audio production and engineering techniques. Critical coursework covers music theory, composition, and music history as well as professional collaboration methods, providing students with the many different processes and perspectives important to music producers. Students work with industry-standard tools, including Pro Tools, Ableton Live, and Logic Pro, along with learning AI composition techniques via the Session Player features in Logic Pro. Through coursework utilizing a personal production studio, students will gain the confidence and skills to build their careers in a variety of music production environments after graduation. The program also cultivates students' communication and critical-thinking skills through courses in physics, cultural studies, professional writing, and career planning and entrepreneurship strategies. As the field increasingly adopts AI-assisted tools, students will learn to apply them as a support to their creative and technical audio judgment. Graduates will exit with a portfolio of produced and mixed music, assembled to professional standards and primed for presentation to employers and clients.

Objective
Bachelor's Objective

The goal of the Music Production Bachelor program is to provide students the focused knowledge and understanding of music production technology and concepts needed to qualify for entry-level industry positions across the audio and entertainment industries. Graduates will be equipped to pursue roles such as multimedia music composers and producers, audio and sound-effects technicians, music supervisors, music editors, project-studio engineers, beat programmers, music arrangers, songwriters, digital-music recording engineers, postproduction audio engineers, and MIDI/digital audio workstation operators and programmers. Across the curriculum, students will build core technical competencies, including recording, music sequencing, audio-workstation production, arrangement, and mixing, and will apply these skills through hands-on, project-based work. In addition to developing technical proficiency and creative development, courses will also cultivate students' critical-thinking, problem-solving, and analytical skills that contribute to lifelong learning and sustaining an enduring professional career. Students will also build fluency with contemporary music production tools and workflows, including AI-assisted technologies applied as a support to their creative and technical audio judgment.

Month 1

Code	Title	Credit Hours
GEN1011	Creative Presentation	3

Month 2

Code	Title	Credit Hours
VID1555	Video-Sharing Platforms	4
DEP1013	Psychology of Play	3

Month 3

Code	Title	Credit Hours
AUD1923	Recording Principles	4

Month 4

Code	Title	Credit Hours
APR1355	Fundamentals of Music	3

Month 5

Code	Title	Credit Hours
REC1732	Sequencing Technology	4

Month 6

Code	Title	Credit Hours
AUD119	Project and Portfolio I: Audio Arts	3
REC3414	Audio Workstations	4

Month 7

Code	Title	Credit Hours
APR3570	Musical Structure and Analysis	4

Month 8

Code	Title	Credit Hours
MPR1202	Musicianship	4
MPR3223	Engineering Skills for the Music Producer	4

Month 9

Code	Title	Credit Hours
MPB229	Project and Portfolio II: Music Production	3
MUH2429	History of Popular Music	4
MPRC311	Professional Development Seminar I: Music Production	1

Month 10

Code	Title	Credit Hours
AUD3311	History of Recorded Music	3
ENC1101	English Composition I	4

Month 11

Code	Title	Credit Hours
AUD3011	Fundamentals of Music Business	3
MPR3113	Music Genres	4

Month 12

Code	Title	Credit Hours
MPB239	Project and Portfolio III: Music Production	3
MGF1213	College Mathematics	4
MPRC322	Professional Development Seminar II: Music Production	1

Month 13

Code	Title	Credit Hours
MPR3925	Topics in Music Theory	3
ENC326	Professional Writing	4

Month 14

Code	Title	Credit Hours
MPR3311	Musical Arrangement	4

Month 15

Code	Title	Credit Hours
AAR349	Project and Portfolio IV: Audio Arts	3
HUM3505	Popular Culture in Media	4

Month 16

Code	Title	Credit Hours
MPR4416	Audio Engineering Techniques	4

Month 17

Code	Title	Credit Hours
MPR3701	Music Production for Media	4
PHY3020	Physical Science	4

Month 18

Code	Title	Credit Hours
AAR359	Project and Portfolio V: Audio Arts	3
AAR4601	Entrepreneurship in the Audio Industry	3

Month 19

Code	Title	Credit Hours
MPR3452	Game Music Composition	3
MAN3152	Leadership and Organizational Behavior	4

Month 20

Code	Title	Credit Hours
AAR469	Project and Portfolio VI: Audio Arts	3
CRR4000	Career Readiness	4

Total Credit Hours	120

Please Note

- Some specific courses may be offered online. Please see course descriptions for details.

Music Production Bachelor of Science

Degree Type
Bachelor of Science
Environment
online
Program Length
108 weeks
Overview
The Music Production Bachelor of Science at Full Sail University prepares students for a variety of career paths in the realm of music creation and production, whether entering as a novice or experienced musician. The curriculum of the program explores digital audio principles, digital workstation technology, and digital signal flow, progressing to train students in advanced audio production and engineering techniques. Critical coursework covers music theory, composition, and music history as well as professional collaboration methods, providing students with the many different processes and perspectives important to music producers. Students work with industry-standard tools, including Pro Tools, Ableton Live, and Logic Pro, along with learning AI composition techniques via the Session Player features in Logic Pro. Through coursework utilizing a personal production studio, students will gain the confidence and skills to build their careers in a variety of music production environments after graduation. The program also cultivates students' communication and critical-thinking skills through courses in physics, cultural studies, professional writing, and career planning and entrepreneurship strategies. As the field increasingly adopts AI-assisted tools, students will learn to apply them as a support to their creative and technical audio judgment. Graduates will exit with a portfolio of produced and mixed music, assembled to professional standards and primed for presentation to employers and clients.

Objective
Bachelor's Objective

The goal of the Music Production Bachelor program is to provide students the focused knowledge and understanding of music production technology and concepts needed to qualify for entry-level industry positions across the audio and entertainment industries. Graduates will be equipped to pursue roles such as multimedia music composers and producers, audio and sound-effects technicians, music supervisors, music editors, project-studio engineers, beat programmers, music arrangers, songwriters, digital-music recording engineers, postproduction audio engineers, and MIDI/digital audio workstation operators and programmers. Across the curriculum, students will build core technical competencies, including recording, music sequencing, audio-workstation production, arrangement, and mixing, and will apply these skills through hands-on, project-based work. In addition to developing technical proficiency and creative development, courses will also cultivate students' critical-thinking, problem-solving, and analytical skills that contribute to lifelong learning and sustaining an enduring professional career. Students will also build fluency with contemporary music production tools and workflows, including AI-assisted technologies applied as a support to their creative and technical audio judgment.

Month 1

Code	Title	Credit Hours
GEN1011	Creative Presentation	3

Month 2

Code	Title	Credit Hours
VID1555	Video-Sharing Platforms	4

Month 3

Code	Title	Credit Hours
DEP1013	Psychology of Play	3

Month 4

Code	Title	Credit Hours
AUD1923	Recording Principles	4

Month 5

Code	Title	Credit Hours
APR1355	Fundamentals of Music	3

Month 6

Code	Title	Credit Hours
REC1732	Sequencing Technology	4

Month 7

Code	Title	Credit Hours
AUD119	Project and Portfolio I: Audio Arts	3
REC3414	Audio Workstations	4

Month 8

Code	Title	Credit Hours
APR3570	Musical Structure and Analysis	4

Month 9

Code	Title	Credit Hours
MPR3223	Engineering Skills for the Music Producer	4

Month 10

Code	Title	Credit Hours
MPR1202	Musicianship	4

Month 11

Code	Title	Credit Hours
MPB229	Project and Portfolio II: Music Production	3
MPR3111	Professional Development Seminar I: Music Production	1

Month 12

Code	Title	Credit Hours
MUH2429	History of Popular Music	4
ENC1101	English Composition I	4

Month 13

Code	Title	Credit Hours
MPR3113	Music Genres	4

Month 14

Code	Title	Credit Hours
MPB239	Project and Portfolio III: Music Production	3
MPR3222	Professional Development Seminar II: Music Production	1

Month 15

Code	Title	Credit Hours
AUD3011	Fundamentals of Music Business	3
AUD3311	History of Recorded Music	3

Month 16

Code	Title	Credit Hours
HUM3505	Popular Culture in Media	4

Month 17

Code	Title	Credit Hours
MPR3925	Topics in Music Theory	3
ENC326	Professional Writing	4

Month 18

Code	Title	Credit Hours
MGF1213	College Mathematics	4

Month 19

Code	Title	Credit Hours
MPR3311	Musical Arrangement	4

Month 20

Code	Title	Credit Hours
PHY3020	Physical Science	4

Month 21

Code	Title	Credit Hours
AAR349	Project and Portfolio IV: Audio Arts	3

Month 22

Code	Title	Credit Hours
MPR4416	Audio Engineering Techniques	4

Month 23

Code	Title	Credit Hours
MPR3701	Music Production for Media	4

Month 24

Code	Title	Credit Hours
AAR359	Project and Portfolio V: Audio Arts	3

Month 25

Code	Title	Credit Hours
AAR4601	Entrepreneurship in the Audio Industry	3
MAN3152	Leadership and Organizational Behavior	4

Month 26

Code	Title	Credit Hours
MPR3452	Game Music Composition	3

Month 27

Code	Title	Credit Hours
AAR469	Project and Portfolio VI: Audio Arts	3
CRR4000	Career Readiness	4
	Total Credit Hours	120

Recording Arts Bachelor of Science

Degree Type
Bachelor of Science
Environment
campus
Program Length
80 weeks
Overview
The Recording Arts Bachelor of Science at Full Sail University prepares students for a career in audio engineering and production. Full Sail University began in 1979 as a recording school, and since then, developments in the recording industry have created new opportunities to build upon the university's foundational recording curriculum. Beyond just teaching students how to capture an artist's sound in the studio, Full Sail University's Recording Arts curriculum encompasses recording, live music production, and audio postproduction for film, television, and video games. Students work with industry-standard tools, including Pro Tools, Logic Pro, and large-format consoles such as SSL and Neve, along with AI-assisted tools such as iZotope RX. From acoustic principles, amplification technology, and signal flow to interactive audio, sequencing techniques, and sound-effect design, this program covers the many different procedures, formats, and applications found across the recording arts. By working with the same gear found in professional industry-standard studios, students will gain the confidence and skills needed to progress within these environments after graduation. As the field increasingly adopts AI-assisted tools, students will learn to apply them as a complement to their individual creative and technical audio judgment. Graduates will exit with a portfolio including a demo reel of sound for visual media, studio recordings, and mixes assembled to professional standards and suitable for presentation to employers and clients.

Objective
Bachelor's Objective

The goal of the Recording Arts Bachelor of Science degree program is to provide students with the focused skills and extensive knowledge of audio engineering needed to qualify for entry-level industry positions across the audio industries. Graduates will be equipped to pursue roles such as recording engineers, mix engineers, post-production engineers, game audio specialists, digital audio workstation operators and programmers, music/effects/dialogue editors, and live-production engineers. Across the curriculum, students build core technical competencies, including recording, critical listening, mixing, sound design, mastering, vocal production, and audio postproduction, and apply these skills through hands-on project-based work. Students will also develop communication and critical-thinking skills through courses in physical science, professional writing, critical listening, and career planning and entrepreneurship strategies. Students will build fluency with current recording arts tools and workflows, including AI-assisted tools applied as a support to their creative and technical audio judgment.

Month 1

Code	Title	Credit Hours
GEN1011	Creative Presentation	3
DEP1013	Psychology of Play	3

Month 2

Code	Title	Credit Hours
VID1555	Video-Sharing Platforms	4
ENC1101	English Composition I	4

Month 3

Code	Title	Credit Hours
AUD1923	Recording Principles	4

Month 4

Code	Title	Credit Hours
AUD2001	Principles of Music	3

Month 5

Code	Title	Credit Hours
REC1732	Sequencing Technology	4

Month 6

Code	Title	Credit Hours
SHP2033	Introduction to Show Production Systems	4

Month 7

Code	Title	Credit Hours
AUD229	Project and Portfolio II: Audio Arts	3
REC3414	Audio Workstations	4

Month 8

Code	Title	Credit Hours
APR3571	Structure of Music	4
REC3515	Critical Listening	4

Month 9

Code	Title	Credit Hours
APR3466	Mixing Techniques	4
AUD3311	History of Recorded Music	3

Month 10

Code	Title	Credit Hours
REC3304	Modern Production Techniques	4

Month 11

Code	Title	Credit Hours
AUD3011	Fundamentals of Music Business	3
AUD239	Project and Portfolio III: Audio Arts	3
AARC322	Professional Development Seminar II: Audio Arts	1

Month 12

Code	Title	Credit Hours
REC3125	Vocal Production	3
MGF1213	College Mathematics	4

Month 13

Code	Title	Credit Hours
REC3805	Audio Postproduction	4

Month 14

Code	Title	Credit Hours
AAR349	Project and Portfolio IV: Audio Arts	3
HUM3505	Popular Culture in Media	4

Month 15

Code	Title	Credit Hours
REC4414	Advanced Audio Workstations	4
REC3133	Principles of Electronics	3

Month 16

Code	Title	Credit Hours
AUD3425	Sound Design for Games	4
PHY3020	Physical Science	4

Month 17

Code	Title	Credit Hours
AAR359	Project and Portfolio V: Audio Arts	3
MAN3152	Leadership and Organizational Behavior	4

Month 18

Code	Title	Credit Hours
AAR4601	Entrepreneurship in the Audio Industry	3
ENC326	Professional Writing	4

Month 19

Code	Title	Credit Hours
REC4735	Advanced Session Recording	4

Month 20

Code	Title	Credit Hours
AAR469	Project and Portfolio VI: Audio Arts	3
CRR4000	Career Readiness	4
	Total Credit Hours	120

Please Note

- Some specific courses may be offered online. Please see course descriptions for details.

Simulation Engineering Bachelor of Science

Degree Type
Bachelor of Science
Environment
campus
Program Length
80 weeks
Overview
The Simulation Engineering Bachelor of Science at Full Sail University prepares students for a career in simulation and visualization technologies, which have become prevalent throughout many aspects of education, science, training, and entertainment. From creating computerized models for understanding complex data to developing virtual environments for gaming, simulation and visualization technologies solve challenging problems, enable learning, and provide visual insight into abstract problems and ideas. The Simulation Engineering curriculum serves to equip future engineers to be able to develop simulation and visualization systems for a variety of emerging applications. Courses also provide students with the technical and critical-thinking skills needed to study, design, develop, and test simulation and visualization systems. Students work with industry-standard tools, including MATLAB, SolidWorks, Visual Studio, Unity, and Unreal, along with AI-assisted tools such as Claude, OpenAI, ChatGPT, CoPilot to serve as complements to their creative and engineering aptitudes.

Students develop their programming skills and are trained in the context of real-world approaches and emerging technologies in order to keep them in step with this dynamic industry. In addition to developing technical expertise and subject knowledge, the Simulation Engineering curriculum is designed to cultivate creativity. Students will learn strategies to apply to engineering simulations and visualizations and will leverage those methods to develop unique engineering projects of their own. As the field increasingly adopts AI-assisted tools, students will learn to apply them as a support to their engineering workflow and process. Graduates will exit with a portfolio showcasing their digital fabrication projects, interactive prototypes, and VR/AR experiences that demonstrate technical as well as creative abilities, suitable for presentation to employers and clients.

Objective
Bachelor's Objective

The goal of the Simulation Engineering Bachelor of Science degree program is to develop engineers with the creative and critical-thinking skills and technical expertise required to produce simulations and visualizations based on real-world needs and applications. The curriculum integrates programming, microcontrollers, digital fabrication, and XR technologies in a series of hands-on projects that progressively develop students' technical and problem-solving skills. Students learn how to test and validate these simulations and visualizations, demonstrating the competencies needed to work in this growing industry. Courses address programming, simulation electronics, visualization software, machine intelligence, 3-D rendering, behavior modeling, mission-critical systems, analysis methods, leveraging content libraries, and simulation environments. This program is designed to prepare students to engage in constructive simulations and visualizations for training and entertainment applications. Graduates of the Simulation Engineering Bachelor of Science degree program will be equipped to enter the workforce as entry-level simulation engineers in a collaborative environment. Students also build fluency with the current simulation engineering tools and workflows, including AI-assisted tools applied as a support to their engineering workflow and critical-thinking and problem-solving abilities.

Month 1

Code	Title	Credit Hours
GEN1011	Creative Presentation	3
DEP1013	Psychology of Play	3

Month 2

Code	Title	Credit Hours
TEM1001	Technology in the Entertainment and Media Industries	4
MAD1100	Discrete Mathematics	4

Month 3

Code	Title	Credit Hours
COP1334	Programming I	4

Month 4

Code	Title	Credit Hours
COP2334	Programming II	4

Month 5

Code	Title	Credit Hours
SDV3111	Systems Programming	4
COSC311	Professional Development Seminar I: Computer Science	1

Month 6

Code	Title	Credit Hours
COS119	Project and Portfolio I: Computer Science	3
ENC1101	English Composition I	4

Month 7

Code	Title	Credit Hours
SDV2213	Data Structures and Algorithms	4
GEN242	Linear Algebra	4

Month 8

Code	Title	Credit Hours
GDD258	Software Engineering	4
SDV3012	Applied Human-Computer Interaction	3

Month 9

Code	Title	Credit Hours
GEN262	Physics	4
SVB229	Project and Portfolio II: Simulation and Visualization	3

Month 10

Code	Title	Credit Hours
SVB239	Project and Portfolio III: Simulation and Visualization	3
COSC322	Professional Development Seminar II: Computer Science	1

Month 11

Code	Title	Credit Hours
SIM313	Microcontrollers	4
GDD291	Operating Systems	3

Month 12

Code	Title	Credit Hours
SIM3073	Simulation and Visualization Software	3
COD3721	Computer Networks	3

Month 13

Code	Title	Credit Hours
SIM3321	Digital Fabrication	4

Month 14

Code	Title	Credit Hours
GEN3322	Probability	4
SVB349	Project and Portfolio IV: Simulation and Visualization	3

Month 15

Code	Title	Credit Hours
COD3315	Computer Graphics	3
SIM3032	Data Visualization and Modeling	3

Month 16

Code	Title	Credit Hours
SDV4102	Machine Intelligence Systems	4
SIM4319	Virtual and Augmented Reality	3

Month 17

Code	Title	Credit Hours
SIM4175	Simulation and Visualization Environments	3
HIS3320	Historical Archetypes and Mythology	4

Month 18

Code	Title	Credit Hours
SVB359	Project and Portfolio V: Simulation and Visualization	3
SVB469	Project and Portfolio VI: Simulation and Visualization	3

Month 19

Code	Title	Credit Hours
SIM4819	Simulation Production	3

Month 20

Code	Title	Credit Hours
SVB479	Project and Portfolio VII: Simulation and Visualization	3
CRR4000	Career Readiness	4
	Total Credit Hours	120

Please Note

- Some specific courses may be offered online. Please see course descriptions for details.

Simulation Engineering Bachelor of Science

Degree Type
Bachelor of Science
Environment
online
Program Length
108 weeks
Overview
The Simulation Engineering Bachelor of Science at Full Sail University prepares students for a career in simulation and visualization technologies, which have become prevalent throughout many aspects of education, science, training, and entertainment. From creating computerized models for understanding complex data to developing virtual environments for gaming, simulation and visualization technologies solve challenging problems, enable learning, and provide visual insight into abstract problems and ideas. The Simulation Engineering curriculum serves to equip future engineers to be able to develop simulation and visualization systems for a variety of emerging applications. Courses also provide students with the technical and critical-thinking skills needed to study, design, develop, and test simulation and visualization systems. Students work with industry-standard tools, including MATLAB, SolidWorks, Visual Studio, Unity, and Unreal, along with AI-assisted tools such as Claude, OpenAI, ChatGPT, CoPilot to serve as complements to their creative and engineering aptitudes.

Students develop their programming skills and are trained in the context of real-world approaches and emerging technologies in order to keep them in step with this dynamic industry. In addition to developing technical expertise and subject knowledge, the Simulation Engineering curriculum is designed to cultivate creativity. Students will learn strategies to apply to engineering simulations and visualizations and will leverage those methods to develop unique engineering projects of their own. As the field increasingly adopts AI-assisted tools, students will learn to apply them as a support to their engineering workflow and process. Graduates will exit with a portfolio showcasing their digital fabrication projects, interactive prototypes, and VR/AR experiences that demonstrate technical as well as creative abilities, suitable for presentation to employers and clients.

Objective
Bachelor's Objective

The goal of the Simulation Engineering Bachelor of Science degree program is to develop engineers with the creative and critical-thinking skills and technical expertise required to produce simulations and visualizations based on real-world needs and applications. The curriculum integrates programming, microcontrollers, digital fabrication, and XR technologies in a series of hands-on projects that progressively develop students' technical and problem-solving skills. Students learn how to test and validate these simulations and visualizations, demonstrating the competencies needed to work in this growing industry. Courses address programming, simulation electronics, visualization software, machine intelligence, 3-D rendering, behavior modeling, mission-critical systems, analysis methods, leveraging content libraries, and simulation environments. This program is designed to prepare students to engage in constructive simulations and visualizations for training and entertainment applications. Graduates of the Simulation Engineering Bachelor of Science degree program will be equipped to enter the workforce as entry-level simulation engineers in a collaborative environment. Students also build fluency with the current simulation engineering tools and workflows, including AI-assisted tools applied as a support to their engineering workflow and critical-thinking and problem-solving abilities.

Month 1

Code	Title	Credit Hours
GEN1011	Creative Presentation	3

Month 2

Code	Title	Credit Hours
DEP1013	Psychology of Play	3

Month 3

Code	Title	Credit Hours
TEM1001	Technology in the Entertainment and Media Industries	4

Month 4

Code	Title	Credit Hours
MAD1100	Discrete Mathematics	4

Month 5

Code	Title	Credit Hours
COP1334	Programming I	4

Month 6

Code	Title	Credit Hours
COP2334	Programming II	4

Month 7

Code	Title	Credit Hours
SDV3111	Systems Programming	4

Month 8

Code	Title	Credit Hours
COS119	Project and Portfolio I: Computer Science	3
ENC1101	English Composition I	4

Month 9

Code	Title	Credit Hours
SDV2213	Data Structures and Algorithms	4

Month 10

Code	Title	Credit Hours
GEN242	Linear Algebra	4

Month 11

Code	Title	Credit Hours
GEN262	Physics	4
COSC311	Professional Development Seminar I: Computer Science	1

Month 12

Code	Title	Credit Hours
SDV3012	Applied Human-Computer Interaction	3
GDD258	Software Engineering	4

Month 13

Code	Title	Credit Hours
SVB229	Project and Portfolio II: Simulation and Visualization	3

Month 14

Code	Title	Credit Hours
SVB239	Project and Portfolio III: Simulation and Visualization	3
COSC322	Professional Development Seminar II: Computer Science	1

Month 15

Code	Title	Credit Hours
SIM313	Microcontrollers	4

Month 16

Code	Title	Credit Hours
SIM3073	Simulation and Visualization Software	3

Month 17

Code	Title	Credit Hours
SIM3321	Digital Fabrication	4

Month 18

Code	Title	Credit Hours
SVB349	Project and Portfolio IV: Simulation and Visualization	3
GEN3322	Probability	4

Month 19

Code	Title	Credit Hours
GDD291	Operating Systems	3

Month 20

Code	Title	Credit Hours
COD3315	Computer Graphics	3

Month 21

Code	Title	Credit Hours
SIM3032	Data Visualization and Modeling	3
COD3721	Computer Networks	3

Month 22

Code	Title	Credit Hours
SDV4102	Machine Intelligence Systems	4

Month 23

Code	Title	Credit Hours
SIM4319	Virtual and Augmented Reality	3

Month 24

Code	Title	Credit Hours
SIM4175	Simulation and Visualization Environments	3
HIS3320	Historical Archetypes and Mythology	4

Month 25

Code	Title	Credit Hours
SVB359	Project and Portfolio V: Simulation and Visualization	3
SVB469	Project and Portfolio VI: Simulation and Visualization	3

Month 26

Code	Title	Credit Hours
SIM4819	Simulation Production	3

Month 27

Code	Title	Credit Hours
SVB479	Project and Portfolio VII: Simulation and Visualization	3
CRR4000	Career Readiness	4
	Total Credit Hours	120

Please Note

- Some specific courses may be offered online. Please see course descriptions for details.

Sports Marketing and Media Bachelor of Science

Degree Type
Bachelor of Science
Environment
campus
Program Length
80 weeks
Overview
The Sports Marketing & Media Bachelor of Science at Full Sail University prepares students for careers in sports marketing, sports media, and the sports business industry. Whether the goal is to work in sports marketing, content creation, sponsorships, social media, fan engagement, sports sales, or brand strategy, this degree is designed to help students build the skills employers seek. Today's sports organizations and related agencies rely on professionals who understand how to connect with audiences across digital platforms, leveraging technology and analytics to increase engagement with communities and generate revenue.

The curriculum explores key areas of the sports industry, including sports marketing, sports media, content creation, fan engagement, and social media strategy. Business acumen is developed across the arenas of sponsorships and partnerships, sports sales, intellectual property, and business models. Students will work with industry-standard platforms and AI-powered tools, including Microsoft Office Suite, Adobe Creative Cloud, Copilot, Gemini, Perplexity, Claude, and other technologies to enhance their audience analysis, content development, social media management, reporting, and decision-making skills. Throughout the program, students will create and distribute content, analyze audiences, develop marketing campaigns, and examine how sports organizations engage fans across various platforms. Emphasis is placed on connecting teams and organizations with consumers through storytelling, marketing, events, and digital engagement. Students gain hands-on experience evaluating business opportunities and applying emerging technologies that are shaping the future of sports business. As the industry increasingly adopts AI-powered technologies, students learn to use these tools to enhance their productivity, analysis, creativity, and decision-making skills. The program culminates in a project-based experience where students will create and produce a targeted sports business proposal for a selected organization. Graduates will build a professional portfolio of work showcasing sports-marketing projects that demonstrate readiness for careers across sports marketing, sports media, and sports business.

Objective
Bachelor's Objective

The objective of the Sports Marketing & Media Bachelor of Science degree program is to prepare students for careers in sports marketing, sports media, and the sports business industry. The curriculum is designed to help students develop the marketing, content creation, communication, business, and analytical skills needed to support entities throughout the sports ecosystem. Students will build competencies in marketing research, sports media production, fan engagement, sports sales, sponsorships and partnerships, and event management. Through hands-on project-based learning, students will apply these skills to real-world sports business challenges, identifying the ways organizations connect with fans, consumers, athletes, and brands. The program explores how sports organizations build communities, generate revenue, strengthen brand loyalty, and create meaningful fan experiences.

Students will learn to analyze audiences, evaluate business opportunities, and support growth strategies within the sports industry. In addition, students develop fluency with industry-standard sports marketing, media, analytics, and AI-powered tools. Upon completion of the program, graduates will be equipped to pursue career opportunities in sports marketing, sports media, sports sales, sponsorships and partnerships, event management, fan engagement, content production, social media management, and athlete and client relations throughout the sports industry.

Month 1

Code	Title	Credit Hours
GEN1011	Creative Presentation	3
DEP1013	Psychology of Play	3

Month 2

Code	Title	Credit Hours
BEM1001	Business in the Entertainment and Media Industries	4
ENC1101	English Composition I	4

Month 3

Code	Title	Credit Hours
MKT210	Introduction to Marketing	4
IMK241	Fundamentals of Web Design	4

Month 4

Code	Title	Credit Hours
BUS119	Project and Portfolio I: Personal Branding	3

Month 5

Code	Title	Credit Hours
MKT1414	Marketing Research	4
MKT163	Storytelling for Marketing	3

Month 6

Code	Title	Credit Hours
ACG3223	Business Accounting	4
ENC326	Professional Writing	4

Month 7

Code	Title	Credit Hours
BUS229	Project and Portfolio II: Market Research	3
MGF1213	College Mathematics	4

Month 8

Code	Title	Credit Hours
MKT2418	Fundamentals of Public Relations	4

Month 9

Code	Title	Credit Hours
MKT3014	Marketing Law and Contracts	4
SPO3111	Professional Development Seminar I: Sports Marketing and Media	1

Month 10

Code	Title	Credit Hours
MAR239	Project and Portfolio III: Marketing	3
SPO3222	Professional Development Seminar II: Sports Marketing and Media	1

Month 11

Code	Title	Credit Hours
SMM3411	Sports Digital Production	4

Month 12

Code	Title	Credit Hours
SMM3112	Sports Business Models	3
SMM3934	Mobility Technology and Marketing	3

Month 13

Code	Title	Credit Hours
SMM3563	Social Media Methods	3
PHY3020	Physical Science	4

Month 14

Code	Title	Credit Hours
SMM3622	Sports Events and Entertainment	3
BUS349	Project and Portfolio IV: Business	3

Month 15

Code	Title	Credit Hours
SMM4111	Business Project Management	4
HUM3505	Popular Culture in Media	4

Month 16

Code	Title	Credit Hours
BUL3514	Intellectual Property	4
BUS359	Project and Portfolio V: Business	3

Month 17

Code	Title	Credit Hours
SMM4561	Sports Sales and Sponsorship	4

Month 18

Code	Title	Credit Hours
MAN3152	Leadership and Organizational Behavior	4
BUS469	Project and Portfolio VI: Business	3

Month 19

Code	Title	Credit Hours
SMM4833	Marketing Plans and Campaign Development	4

Month 20

Code	Title	Credit Hours
BUS4790	Innovative Business Solutions	3
CRR4000	Career Readiness	4
	Total Credit Hours	120

Please Note

- Some specific courses may be offered online. Please see course descriptions for details.

Sports Marketing and Media Bachelor of Science

Degree Type
Bachelor of Science
Environment
online
Program Length
108 weeks
Overview
The Sports Marketing & Media Bachelor of Science at Full Sail University prepares students for careers in sports marketing, sports media, and the sports business industry. Whether the goal is to work in sports marketing, content creation, sponsorships, social media, fan engagement, sports sales, or brand strategy, this degree is designed to help students build the skills employers seek. Today's sports organizations and related agencies rely on professionals who understand how to connect with audiences across digital platforms, leveraging technology and analytics to increase engagement with communities and generate revenue.

The curriculum explores key areas of the sports industry, including sports marketing, sports media, content creation, fan engagement, and social media strategy. Business acumen is developed across the arenas of sponsorships and partnerships, sports sales, intellectual property, and business models. Students will work with industry-standard platforms and AI-powered tools, including Microsoft Office Suite, Adobe Creative Cloud, Copilot, Gemini, Perplexity, Claude, and other technologies to enhance their audience analysis, content development, social media management, reporting, and decision-making skills. Throughout the program, students will create and distribute content, analyze audiences, develop marketing campaigns, and examine how sports organizations engage fans across various platforms. Emphasis is placed on connecting teams and organizations with consumers through storytelling, marketing, events, and digital engagement. Students gain hands-on experience evaluating business opportunities and applying emerging technologies that are shaping the future of sports business. As the industry increasingly adopts AI-powered technologies, students learn to use these tools to enhance their productivity, analysis, creativity, and decision-making skills. The program culminates in a project-based experience where students will create and produce a targeted sports business proposal for a selected organization. Graduates will build a professional portfolio of work showcasing sports-marketing projects that demonstrate readiness for careers across sports marketing, sports media, and sports business.

Objective
Bachelor's Objective

The objective of the Sports Marketing & Media Bachelor of Science degree program is to prepare students for careers in sports marketing, sports media, and the sports business industry. The curriculum is designed to help students develop the marketing, content creation, communication, business, and analytical skills needed to support entities throughout the sports ecosystem. Students will build competencies in marketing research, sports media production, fan engagement, sports sales, sponsorships and partnerships, and event management. Through hands-on project-based learning, students will apply these skills to real-world sports business challenges, identifying the ways organizations connect with fans, consumers, athletes, and brands. The program explores how sports organizations build communities, generate revenue, strengthen brand loyalty, and create meaningful fan experiences.

Students will learn to analyze audiences, evaluate business opportunities, and support growth strategies within the sports industry. In addition, students develop fluency with industry-standard sports marketing, media, analytics, and AI-powered tools. Upon completion of the program, graduates will be equipped to pursue career opportunities in sports marketing, sports media, sports sales, sponsorships and partnerships, event management, fan engagement, content production, social media management, and athlete and client relations throughout the sports industry.

Month 1

Code	Title	Credit Hours
GEN1011	Creative Presentation	3

Month 2

Code	Title	Credit Hours
DEP1013	Psychology of Play	3

Month 3

Code	Title	Credit Hours
BEM1001	Business in the Entertainment and Media Industries	4
ENC1101	English Composition I	4

Month 4

Code	Title	Credit Hours
MKT210	Introduction to Marketing	4
IMK241	Fundamentals of Web Design	4

Month 5

Code	Title	Credit Hours
BUS119	Project and Portfolio I: Personal Branding	3

Month 6

Code	Title	Credit Hours
MKT1414	Marketing Research	4
MKT163	Storytelling for Marketing	3

Month 7

Code	Title	Credit Hours
ACG3223	Business Accounting	4

Month 8

Code	Title	Credit Hours
BUS229	Project and Portfolio II: Market Research	3
ENC326	Professional Writing	4

Month 9

Code	Title	Credit Hours
MKT2418	Fundamentals of Public Relations	4

Month 10

Code	Title	Credit Hours
MKT3014	Marketing Law and Contracts	4

Month 11

Code	Title	Credit Hours
MAR239	Project and Portfolio III: Marketing	3
SPO3111	Professional Development Seminar I: Sports Marketing and Media	1

Month 12

Code	Title	Credit Hours
SMM3411	Sports Digital Production	4

Month 13

Code	Title	Credit Hours
SMM3112	Sports Business Models	3
SPO3222	Professional Development Seminar II: Sports Marketing and Media	1

Month 14

Code	Title	Credit Hours
SMM3934	Mobility Technology and Marketing	3

Month 15

Code	Title	Credit Hours
SMM3563	Social Media Methods	3

Month 16

Code	Title	Credit Hours
BUS349	Project and Portfolio IV: Business	3

Month 17

Code	Title	Credit Hours
MGF1213	College Mathematics	4

Month 18

Code	Title	Credit Hours
SMM3622	Sports Events and Entertainment	3

Month 19

Code	Title	Credit Hours
SMM4111	Business Project Management	4
PHY3020	Physical Science	4

Month 20

Code	Title	Credit Hours
BUS359	Project and Portfolio V: Business	3

Month 21

Code	Title	Credit Hours
HUM3505	Popular Culture in Media	4

Month 22

Code	Title	Credit Hours
BUL3514	Intellectual Property	4

Month 23

Code	Title	Credit Hours
SMM4561	Sports Sales and Sponsorship	4

Month 24

Code	Title	Credit Hours
BUS469	Project and Portfolio VI: Business	3

Month 25

Code	Title	Credit Hours
MAN3152	Leadership and Organizational Behavior	4

Month 26

Code	Title	Credit Hours
SMM4833	Marketing Plans and Campaign Development	4

Month 27

Code	Title	Credit Hours
BUS4790	Innovative Business Solutions	3
CRR4000	Career Readiness	4
	Total Credit Hours	120

Sportscasting Bachelor of Science

Degree Type
Bachelor of Science
Environment
campus
Program Length
80 weeks
Overview
The Sportscasting Bachelor of Science curriculum at Full Sail University presents how new communication technologies are altering the way audiences consume content. By promoting responsiveness and distinction as a sportscaster, this degree equips students to grow within this arena and connect with modern sports fans. Sports media companies have extended to reach their audiences through a wider array of communication platforms—social, mobile, digital, and virtual. Sports audiences that used to share only a few traditional platforms are more varied and specific across the available methods for consuming media. Because of this expansive landscape of the sports industry, creative professionals are in growing demand who understand various communication technologies and the communities who utilize them. Students in this program work with industry-standard tools including Adobe Premiere Pro and broadcast production tools like Open Broadcast Software (OBS), along with AI-assisted tools such as Adobe Firefly.

The evolving demands of the sports-content presentation field require a firm grasp of the core elements of great storytelling. These elements remain applicable to sports media across the board, whether it is among twenty-first-century platforms such as virtual reality experiences, digital content creation (including YouTube Channel content), podcasts, and remote production or traditional platforms such as radio and television. Students will explore the fundamentals of audience analysis, multimedia storytelling, studio production, and broadcasting for advanced technology. The curriculum also provides practical opportunities to develop each student's personal style in processing, creating, and delivering content. As the field increasingly adopts AI-assisted tools, students will learn to apply them as a support to their on-air presence and editorial judgment. The project-based curriculum will culminate with the creation and production of a demo reel of sportscasting and broadcast work, assembled to professional standards and suitable for presentation to employers and clients.

Objective
Bachelor's Objective

The central goal of the Sportscasting Bachelor of Science degree program is to provide a comprehensive grasp of the core elements of sports and media storytelling. Across the curriculum, students build core technical competencies in broadcast writing, sports production, on-air vocal performance, interviewing, live reporting, studio anchoring, videography, editing, and remote production and apply these skills through hands-on project-based work. Students will develop refined skills in sports communication and sports journalism for presenting content through various media platforms. The degree program outlines the traits that have defined successful sportscasters and leaders throughout the radio, television, and digital eras of sports presentation and translates these characteristics for sportscasters operating amid new and emerging technologies and communication channels. Students will learn the fundamentals of traditional sports storytelling, such as clear writing and vocal communication, as well as more advanced content-creation and studio-production techniques. Completing this program will enable graduates to pursue career opportunities in sports media and content creation, including on-air and production positions for traditional news networks, digital media (including YouTube and podcasts), and developing platforms such as virtual reality productions. Students will also build fluency with current sportscasting tools and workflows, including AI-assisted technologies applied as a support to their on-air presence and editorial judgment.

Month 1

Code	Title	Credit Hours
GEN1011	Creative Presentation	3
DEP1013	Psychology of Play	3

Month 2

Code	Title	Credit Hours
ENC1101	English Composition I	4
BEM1001	Business in the Entertainment and Media Industries	4

Month 3

Code	Title	Credit Hours
SCS1101	Introduction to Sportscasting	3

Month 4

Code	Title	Credit Hours
SCS2501	Broadcast Writing	4

Month 5

Code	Title	Credit Hours
SMM3411	Sports Digital Production	4

Month 6

Code	Title	Credit Hours
MCM1203	New Media Tools	4
BUS119	Project and Portfolio I: Personal Branding	3

Month 7

Code	Title	Credit Hours
HUM3505	Popular Culture in Media	4
PHY3020	Physical Science	4

Month 8

Code	Title	Credit Hours
MCM2651	Research in Media Communications	4
SCB228	Project and Portfolio II: Sportscasting	3
SCSC311	Professional Development Seminar I: Sportscasting	1

Month 9

Code	Title	Credit Hours
SCS3201	Vocal Training for Sportscasting I	4
MGF1213	College Mathematics	4

Month 10

Code	Title	Credit Hours
SCB239	Project and Portfolio III: Sportscasting	3
SCSC322	Professional Development Seminar II: Sportscasting	1

Month 11

Code	Title	Credit Hours
MCM4429	New Media Formats	4
ENC326	Professional Writing	4

Month 12

Code	Title	Credit Hours
MKT2418	Fundamentals of Public Relations	4

Month 13

Code	Title	Credit Hours
SCS4621	Broadcast for Advanced Technology I	3
SCS3401	Vocal Training for Sportscasting II	3

Month 14

Code	Title	Credit Hours
SCS3521	Advanced Interviewing for Sportscasting	4
SCS3351	Diversity in Modern Media	3

Month 15

Code	Title	Credit Hours
MAN3152	Leadership and Organizational Behavior	4
SCB348	Project and Portfolio IV: Sportscasting	3

Month 16

Code	Title	Credit Hours
SMM3112	Sports Business Models	3
BUL3514	Intellectual Property	4

Month 17

Code	Title	Credit Hours
SCS4761	Broadcast for Advanced Technology II	4
SCB359	Project and Portfolio V: Sportscasting	3

Month 18

Code	Title	Credit Hours
SCS4111	Advanced Reporting and Practice	4

Month 19

Code	Title	Credit Hours
SCB469	Project and Portfolio VI: Sportscasting	3

Month 20

Code	Title	Credit Hours
SCB479	Project and Portfolio VII: Sportscasting	3
CRR4000	Career Readiness	4
	Total Credit Hours	120

Please Note

- Some specific courses may be offered online. Please see course descriptions for details.

Sportscasting Bachelor of Science

Degree Type
Bachelor of Science
Environment
online
Program Length
108 weeks
Overview
The Sportscasting Bachelor of Science curriculum at Full Sail University presents how new communication technologies are altering the way audiences consume content. By promoting responsiveness and distinction as a sportscaster, this degree equips students to grow within this arena and connect with modern sports fans. Sports media companies have extended to reach their audiences through a wider array of communication platforms—social, mobile, digital, and virtual. Sports audiences that used to share only a few traditional platforms are more varied and specific across the available methods for consuming media. Because of this expansive landscape of the sports industry, creative professionals are in growing demand who understand various communication technologies and the communities who utilize them. Students in this program work with industry-standard tools including Adobe Premiere Pro and broadcast production tools like Open Broadcast Software (OBS), along with AI-assisted tools such as Adobe Firefly.

The evolving demands of the sports-content presentation field require a firm grasp of the core elements of great storytelling. These elements remain applicable to sports media across the board, whether it is among twenty-first-century platforms such as virtual reality experiences, digital content creation (including YouTube Channel content), podcasts, and remote production or traditional platforms such as radio and television. Students will explore the fundamentals of audience analysis, multimedia storytelling, studio production, and broadcasting for advanced technology. The curriculum also provides practical opportunities to develop each student's personal style in processing, creating, and delivering content. As the field increasingly adopts AI-assisted tools, students will learn to apply them as a support to their on-air presence and editorial judgment. The project-based curriculum will culminate with the creation and production of a demo reel of sportscasting and broadcast work, assembled to professional standards and suitable for presentation to employers and clients.

Objective
Bachelor's Objective

The central goal of the Sportscasting Bachelor of Science degree program is to provide a comprehensive grasp of the core elements of sports and media storytelling. Across the curriculum, students build core technical competencies in broadcast writing, sports production, on-air vocal performance, interviewing, live reporting, studio anchoring, videography, editing, and remote production and apply these skills through hands-on project-based work. Students will develop refined skills in sports communication and sports journalism for presenting content through various media platforms. The degree program outlines the traits that have defined successful sportscasters and leaders throughout the radio, television, and digital eras of sports presentation and translates these characteristics for sportscasters operating amid new and emerging technologies and communication channels. Students will learn the fundamentals of traditional sports storytelling, such as clear writing and vocal communication, as well as more advanced content-creation and studio-production techniques. Completing this program will enable graduates to pursue career opportunities in sports media and content creation, including on-air and production positions for traditional news networks, digital media (including YouTube and podcasts), and developing platforms such as virtual reality productions. Students will also build fluency with current sportscasting tools and workflows, including AI-assisted technologies applied as a support to their on-air presence and editorial judgment.

Month 1

Code	Title	Credit Hours
GEN1011	Creative Presentation	3

Month 2

Code	Title	Credit Hours
ENC1101	English Composition I	4

Month 3

Code	Title	Credit Hours
BEM1001	Business in the Entertainment and Media Industries	4

Month 4

Code	Title	Credit Hours
SCS1101	Introduction to Sportscasting	3

Month 5

Code	Title	Credit Hours
SCS2501	Broadcast Writing	4

Month 6

Code	Title	Credit Hours
MCM1203	New Media Tools	4

Month 7

Code	Title	Credit Hours
BUS119	Project and Portfolio I: Personal Branding	3
DEP1013	Psychology of Play	3

Month 8

Code	Title	Credit Hours
SMM3411	Sports Digital Production	4

Month 9

Code	Title	Credit Hours
MCM2651	Research in Media Communications	4
MGF1213	College Mathematics	4

Month 10

Code	Title	Credit Hours
SCB228	Project and Portfolio II: Sportscasting	3
SCS3111	Professional Development Seminar I: Sportscasting	1

Month 11

Code	Title	Credit Hours
SCS3201	Vocal Training for Sportscasting I	4

Month 12

Code	Title	Credit Hours
SCB239	Project and Portfolio III: Sportscasting	3
SCS3222	Professional Development Seminar II: Sportscasting	1

Month 13

Code	Title	Credit Hours
SCS4621	Broadcast for Advanced Technology I	3
SCS3351	Diversity in Modern Media	3

Month 14

Code	Title	Credit Hours
SCS3521	Advanced Interviewing for Sportscasting	4

Month 15

Code	Title	Credit Hours
ENC326	Professional Writing	4

Month 16

Code	Title	Credit Hours
SCS3401	Vocal Training for Sportscasting II	3
MCM4429	New Media Formats	4

Month 17

Code	Title	Credit Hours
HUM3505	Popular Culture in Media	4

Month 18

Code	Title	Credit Hours
SCB348	Project and Portfolio IV: Sportscasting	3

Month 19

Code	Title	Credit Hours
MKT2418	Fundamentals of Public Relations	4
PHY3020	Physical Science	4

Month 20

Code	Title	Credit Hours
SCB359	Project and Portfolio V: Sportscasting	3

Month 21

Code	Title	Credit Hours
MAN3152	Leadership and Organizational Behavior	4

Month 22

Code	Title	Credit Hours
SCS4111	Advanced Reporting and Practice	4

Month 23

Code	Title	Credit Hours
BUL3514	Intellectual Property	4

Month 24

Code	Title	Credit Hours
SMM3112	Sports Business Models	3

Month 25

Code	Title	Credit Hours
SCS4761	Broadcast for Advanced Technology II	4

Month 26

Code	Title	Credit Hours
SCB469	Project and Portfolio VI: Sportscasting	3

Month 27

Code	Title	Credit Hours
SCB479	Project and Portfolio VII: Sportscasting	3
CRR4000	Career Readiness	4
	Total Credit Hours	120

User Experience Bachelor of Science

Degree Type
Bachelor of Science
Environment
online
Program Length
108 weeks
Overview
The User Experience Bachelor of Science curriculum at Full Sail University is composed of visual and user experience design courses to offer a broad range of exposure to the theory, techniques, tools, and software in these design disciplines. Students in this program will learn to interpret data to represent it graphically. They will also create user interface prototypes driven by case studies and utilize industry-standard software to visualize and bring their concepts to life. The program provides students experience with collaborative, research, design, and analytics tools commonly used in UX workflows. These include Figma, FigJam, Miro, Mural, Slack, Trello, Zoom, Adobe Express, Canva, Xtensio, Behance, Tableau, Google Analytics, and Ludi. Use of AI-assisted tools such as ChatGPT supports research, brainstorming, data analysis, and workflow efficiency while maintaining each student's human-centered design judgment. The knowledge and skills gained throughout the coursework will equip students to develop and present human-centered designs tailored to various sectors within the interactive media industries. Graduates will complete a UX portfolio of their work showcasing research, prototypes, and case studies, assembled to professional standards and primed for presentation to employers and clients.

Objective
Bachelor's Objective

The User Experience Bachelor of Science degree program curriculum explores theory and concepts of user behavior as well as the applied practice of the tools and techniques within user experience. Across the curriculum, students build core technical competencies, including UX research, interaction and visual design, information architecture, prototyping, and usability testing, and apply these skills through hands-on project-based work. Students will create and iterate designs and prototypes for functional, engaging, interactive media interfaces across multiple platforms. To develop design sensibilities, students will participate in the analysis and critique of design approaches in both contemporary and student-created interactive media products. Upon completion of this degree program, students will be equipped with the design, research, and prototyping skills required in the user experience and user interface design fields. Coursework and training in design, communication, and analytics will prepare graduates to enter the dynamic and changing environments of interactive media studios, digital product teams, and other user experience settings. Students also build fluency with current user experience tools and workflows, including AI-assisted tools that serve as a complement to their design judgment and technique.

Month 1

Code	Title	Credit Hours
GEN1011	Creative Presentation	3

Month 2

Code	Title	Credit Hours
DEP1013	Psychology of Play	3

Month 3

Code	Title	Credit Hours
UXP1001	Introduction to User Experience	4

Month 4

Code	Title	Credit Hours
ART1201	Design and Art Theory	4

Month 5

Code	Title	Credit Hours
DGT101	Graphic Principles I	4

Month 6

Code	Title	Credit Hours
DGT201	Graphic Principles II	4

Month 7

Code	Title	Credit Hours
UXP2301	UI Visual Design and Prototyping	4
MGF1213	College Mathematics	4

Month 8

Code	Title	Credit Hours
UXP119	Project and Portfolio I: User Experience	3
DGT332	Typography and Page Layout	4

Month 9

Code	Title	Credit Hours
UXP2601	User Experience Design	3
UEX3111	Professional Development Seminar I: User Experience	1

Month 10

Code	Title	Credit Hours
UXP2801	Information Visualization	3
GDN2123	Systems Design	4

Month 11

Code	Title	Credit Hours
UXP229	Project and Portfolio II: User Experience	3
UEX3222	Professional Development Seminar II: User Experience	1

Month 12

Code	Title	Credit Hours
UXP3111	Physiology of Sensation in UX	4

Month 13

Code	Title	Credit Hours
UXP3222	Psychology of Perception in UX	3

Month 14

Code	Title	Credit Hours
DGT372	Interactive Media Design and Usability	4

Month 15

Code	Title	Credit Hours
PHY3020	Physical Science	4

Month 16

Code	Title	Credit Hours
GRD4411	Interactive Editorial Design	4

Month 17

Code	Title	Credit Hours
UXP339	Project and Portfolio III: User Experience	3
ENC1101	English Composition I	4

Month 18

Code	Title	Credit Hours
VIC3003	History of Visual Communications	4

Month 19

Code	Title	Credit Hours
UXP3541	UX Research Approaches	4

Month 20

Code	Title	Credit Hours
STA3300	Data Visualization	4

Month 21

Code	Title	Credit Hours
UXP3801	UX/UI for Gaming Platforms	4

Month 22

Code	Title	Credit Hours
UXP349	Project and Portfolio IV: User Experience	3

Month 23

Code	Title	Credit Hours
UXP4111	UX Design for Platform Standards	3
ENC3110	Technical Writing	4

Month 24

Code	Title	Credit Hours
UXP4401	UX Research Analytics	3

Month 25

Code	Title	Credit Hours
UXP359	Project and Portfolio V: User Experience	3

Month 26

Code	Title	Credit Hours
UXP4901	UX Production	3

Month 27

Code	Title	Credit Hours
UXP469	Project and Portfolio VI: User Experience	3
CRR4000	Career Readiness	4
	Total Credit Hours	120

Please Note

- This program is approved for campus and online; currently only enrolling online.

Web Development Bachelor of Science

Degree Type
Bachelor of Science
Environment
online
Program Length
108 weeks
Overview
The Web Development Bachelor of Science program at Full Sail University focuses on the architecture, interactivity, and programming needed to integrate and deploy modern websites and web applications, preparing students for a career in web development. Students will begin to unlock the secrets of effective web development in all forms by coding and publishing standards-based web applications. In developing dynamic and engaging web-based solutions, students will implement industry-standard tools, including modern client-side and server-side languages, relational and nonrelational database structures, and frameworks used in modern web stacks. They are also encouraged to investigate a variety of trusted AI-assisted tools that are widely utilized in business. Students will learn how to deliver information through web-based solutions that are consumed by diverse endpoints through project plans and common industry workflows. In addition, students will explore fundamental security concepts and best practices to protect web applications, user data, and digital assets. Through the program's curriculum, students will gain experience creating projects for real-word applications, cultivating the skillset needed for modern web development roles. As the field increasingly adopts AI-assisted tools, students will learn to apply them as a support to their essential design skills and individual judgment. Graduates will exit with a portfolio of their work including websites and web applications, assembled to professional standards and suitable for presentation to employers and clients.

Objective
Bachelor's Objective

The goal of the Web Development Bachelor of Science degree program is to provide students with a focused knowledge and understanding of web development and production. Across the curriculum, students build core technical competencies, including front-end interface programming, server-side development, database systems, cloud deployment, and application security, and apply these skills through hands-on, project-based work. Students develop an understanding of programming for web applications and are equipped to test, deploy, scale, and secure web solutions for consumption by a variety of users. By integrating a variety of cloud-native and service provider ecosystems, students will also analyze metrics to determine how to build effective and tailored web solutions. In addition to technical proficiency, courses develop students' critical-thinking, problem-solving, and analytical skills that contribute to lifelong learning and sustaining an enduring career in the technology industry. Students also gain experience with current web development tools and workflows, including AI-assisted tools applied as professional aids that support, not replace, programming knowledge and problem-solving skills.

Month 1

Code	Title	Credit Hours
GEN1011	Creative Presentation	3

Month 2

Code	Title	Credit Hours
TEM1001	Technology in the Entertainment and Media Industries	4

Month 3

Code	Title	Credit Hours
PHY3020	Physical Science	4

Month 4

Code	Title	Credit Hours
WDV1100	Introduction to Web Architecture	4

Month 5

Code	Title	Credit Hours
DEV2319	Interfaces and Usability	3
MAD1100	Discrete Mathematics	4

Month 6

Code	Title	Credit Hours
DEV1001	Introduction to Development I	4

Month 7

Code	Title	Credit Hours
WDV119	Project and Portfolio I: Web Development	3
WDV3111	Professional Development Seminar I: Web Development	1

Month 8

Code	Title	Credit Hours
DEV2001	Introduction to Development II	4

Month 9

Code	Title	Credit Hours
DEV2301	Application Development	4

Month 10

Code	Title	Credit Hours
WDV3322	Programming for Web Applications	4

Month 11

Code	Title	Credit Hours
DEV2501	Interface Programming	4
CTI3622	Database Systems	3

Month 12

Code	Title	Credit Hours
WDV229	Project and Portfolio II: Web Development	3
WDV3222	Professional Development Seminar II: Web Development	1

Month 13

Code	Title	Credit Hours
WDV353	Server-Side Languages	4

Month 14

Code	Title	Credit Hours
WDV463	Deployment of Web Applications	4

Month 15

Code	Title	Credit Hours
WDV442	Advanced Server-Side Languages	4
DEP1013	Psychology of Play	3

Month 16

Code	Title	Credit Hours
WDV339	Project and Portfolio III: Web Development	3

Month 17

Code	Title	Credit Hours
ENC1101	English Composition I	4

Month 18

Code	Title	Credit Hours
WDV3300	Cloud Application Development	3

Month 19

Code	Title	Credit Hours
WDV4424	Application Integration and Security	4

Month 20

Code	Title	Credit Hours
WDV4416	Web Application Integration	4
ENC3110	Technical Writing	4

Month 21

Code	Title	Credit Hours
WDV349	Project and Portfolio IV: Web Development	3

Month 22

Code	Title	Credit Hours
STA3300	Data Visualization	4

Month 23

Code	Title	Credit Hours
WDV3400	Content Management System Development	3

Month 24

Code	Title	Credit Hours
WDV3421	Connected Devices and Applications	3
HUM302	Cultural Studies	4

Month 25

Code	Title	Credit Hours
WDV4200	Secure Application Development	3

Month 26

Code	Title	Credit Hours
WDV359	Project and Portfolio V: Web Development	3

Month 27

Code	Title	Credit Hours
WDV469	Project and Portfolio VI: Web Development	3
CRR4000	Career Readiness	4
	Total Credit Hours	120

Please Note

- This program is approved for campus and online; currently only enrolling online.

Master's Degrees

Business Intelligence Master of Science

Degree Type
Master of Science
Environment
online
Program Length
48 weeks
Overview
The Business Intelligence Master of Science at Full Sail University equips students for a career in business intelligence and analytics. Today's businesses have access to a vast amount of information that can be utilized to improve their products and services, make their companies run more effectively, and transform their models. Business intelligence analysts, data analysts, and BI developers collect and use data to solve real-world business challenges and support informed decision-making. The Business Intelligence Master of Science degree curriculum cultivates the business intelligence, analytics, and artificial intelligence competencies that enable data professionals to evaluate operational conditions, identify trends, generate insights, and support strategic business decisions. Courses in data management, statistical analysis, and business intelligence technologies build core knowledge and skills while emphasizing ethical and privacy tenets as well as critical thinking. Students will work with industry-standard tools, including SQL and Python, along with explainable AI features in Microsoft Power BI such as Key Influencers, Decomposition Trees, Machine Learning, Data Mining, and Decision Intelligence.

Building on data extraction, transformation, and loading (ETL) knowledge, students will gain advanced skills in data modeling, analytics, and decision support, enabling BI professionals to operate at a strategic level. To refine their critical thinking and communication skills, students will navigate real issues facing businesses through lessons in data visualization, creative reporting, and leadership development. Students will acquire practical skills in creating interactive dashboards, and each course progresses students' academic research skills and methodologies. A comprehensive capstone project is finalized and delivered in the last month of the degree. As the field increasingly adopts AI-assisted tools, students will learn to apply them as a support to their analytical judgment. Students will graduate with a portfolio of business-intelligence and analytics work that includes interactive dashboards, data visualizations, analytical presentations, strategic assessments, and business communications designed to demonstrate their technical and decision-support capabilities.

Objective
Master's Objective

The objective of the Business Intelligence Master of Science degree program is to prepare students to collect, manage, analyze, interpret, and transform data into actionable business insights that improve organizational performance and support strategic decision-making. Through project-based learning activities and guided academic research applications, students will acquire a deep and agile proficiency in business intelligence analytics, enterprise data management, data mining, data visualization, statistical analysis, and performance measurement.

The curriculum reflects the growing role of artificial intelligence in modern business intelligence environments. Students learn to leverage AI-assisted and machine-learning-driven insights, including explainable AI (XAI) tools integrated into industry-standard platforms such as Power BI, to uncover trends, communicate findings, and

support business decision-making. Graduates develop the technical, analytical, and leadership skills needed to translate complex data into meaningful business outcomes and serve as effective partners bridging organizational leaders and technical teams.

Month 1

Code	Title	Credit Hours
MDL501	Mastery: Personal Development and Leadership	3

Month 2

Code	Title	Credit Hours
BIN521	Foundations of Business Intelligence and Analytics	3

Month 3

Code	Title	Credit Hours
BIN530	Enterprise Data Management	3

Month 4

Code	Title	Credit Hours
BIN550	Business Intelligence Technologies	3

Month 5

Code	Title	Credit Hours
BIN630	Data Visualization and Creative Reporting	3

Month 6

Code	Title	Credit Hours
BIN560	Business Intelligence Analytics	3

Month 7

Code	Title	Credit Hours
BIN580	Data Mining	3

Month 8

Code	Title	Credit Hours
BIN611	Applied Analytics: AI, Patterns, and Decision Intelligence	3

Month 9

Code	Title	Credit Hours
BIN620	Process Modeling and Analysis	3

Month 10

Code	Title	Credit Hours
BIN650	Business Intelligence Leadership and Communication Skills	3

Month 11

Code	Title	Credit Hours
BIN660	Business Intelligence Case Studies	3

Month 12

Code	Title	Credit Hours
BIN680	Business Intelligence Capstone	3
	Total Credit Hours	36

Please Note

- This program is approved for campus and online; currently only enrolling online.

Computer Science Master of Science

Degree Type
Master of Science
Environment
campus
Program Length
48 weeks
Overview
The Computer Science Master of Science curriculum at Full Sail University enables students to cultivate advanced software development skills. In this program, students will expand upon previous programming knowledge by developing their own software application through a project-based curriculum structured around an industry development life cycle. Students will apply knowledge of computing in the areas of machine learning, data science, and human-computer interaction to produce effective designs and solutions for specific problems. They will use industry-standard tools that support artificial intelligence, machine learning, data analytics, visualization, and human-computer interaction. Through user research and usability evaluation, students will learn to design and assess user-centered solutions. The curriculum also provides experience with AI-assisted tools, scholarly research resources, and collaboration tools.

Graduate-level research will be conducted throughout the program, including problem framing, hypothesis creation, and data analysis and visualization. Students will also study emerging technologies and how their evolution impacts the industry as a whole. Project work in architecting solutions will serve to enhance the critical-thinking and professional skills necessary for success in the computer science industry. As AI-assisted tools become increasingly integrated into software engineering, artificial intelligence, data science, and human-computer interaction, students will integrate them responsibly, ethically, and effectively to support their technical expertise, critical thinking, research, and professional judgment. Graduates will exit with a portfolio of AI applications, machine learning models, data analytics projects, human-computer interaction research, and software solutions that demonstrate the ability to design, develop, evaluate, and deploy intelligent systems using modern AI engineering, user-centered design, and evidence-based research practices.

Objective
Master's Objective

The goal of the Computer Science Master of Science degree program is to provide an enriched knowledge and understanding of software-development concepts. Across the curriculum, students will develop advanced competencies in artificial intelligence, machine learning, data science, software engineering, human-computer interaction, user-centered design, and applied research. Through hands-on, project-based learning, the integration of modern AI tools, foundation models, APIs, and data-driven methodologies will enable students to design, develop, evaluate, and deploy intelligent systems that address real-world challenges. The program is designed to foster the development of highly trained individuals as well as encourage lifelong learning and critical-thinking skills through threaded research, analysis, and professional development. Students will also develop fluency with the modern AI engineering tools, technologies, and workflows used across software engineering, machine learning, data science, and human-computer interaction, learning to apply AI-assisted tools responsibly and effectively to support their technical expertise, research, and professional judgment. Students will integrate, evaluate, refine, and validate these tools as part of modern AI engineering and research workflows.

Month 1

Code	Title	Credit Hours
COS540	Research Approaches in Computer Science	3

Month 2

Code	Title	Credit Hours
COS550	Advanced Software Engineering	3

Month 3

Code	Title	Credit Hours
COS560	Data Science	3

Month 4

Code	Title	Credit Hours
COS630	Data Visualization and Extended Reality	3

Month 5

Code	Title	Credit Hours
COS570	Advanced Artificial Intelligence	3

Month 6

Code	Title	Credit Hours
COS580	Machine Learning	3

Month 7

Code	Title	Credit Hours
COS590	Human-Computer Interaction	3

Month 8

Code	Title	Credit Hours
COS640	HCI Application Development	3

Month 9

Code	Title	Credit Hours
COS650	Software Project: Research, Planning, and Design	3

Month 10

Code	Title	Credit Hours
COS660	Software Project: Development I	3

Month 11

Code	Title	Credit Hours
COS670	Software Project: Development II	3

Month 12

Code	Title	Credit Hours
COS680	Software Project: Deployment and Professional Presentation	3
	Total Credit Hours	36

Computer Science Master of Science

Degree Type
Master of Science
Environment
online
Program Length
48 weeks
Overview
The Computer Science Master of Science curriculum at Full Sail University enables students to cultivate advanced software development skills. In this program, students will expand upon previous programming knowledge by developing their own software application through a project-based curriculum structured around an industry development life cycle. Students will apply knowledge of computing in the areas of machine learning, data science, and human-computer interaction to produce effective designs and solutions for specific problems. They will use industry-standard tools that support artificial intelligence, machine learning, data analytics, visualization, and human-computer interaction. Through user research and usability evaluation, students will learn to design and assess user-centered solutions. The curriculum also provides experience with AI-assisted tools, scholarly research resources, and collaboration tools.

Graduate-level research will be conducted throughout the program, including problem framing, hypothesis creation, and data analysis and visualization. Students will also study emerging technologies and how their evolution impacts the industry as a whole. Project work in architecting solutions will serve to enhance the critical-thinking and professional skills necessary for success in the computer science industry. As AI-assisted tools become increasingly integrated into software engineering, artificial intelligence, data science, and human-computer interaction, students will integrate them responsibly, ethically, and effectively to support their technical expertise, critical thinking, research, and professional judgment. Graduates will exit with a portfolio of AI applications, machine learning models, data analytics projects, human-computer interaction research, and software solutions that demonstrate the ability to design, develop, evaluate, and deploy intelligent systems using modern AI engineering, user-centered design, and evidence-based research practices.

Objective
Master's Objective

The goal of the Computer Science Master of Science degree program is to provide an enriched knowledge and understanding of software-development concepts. Across the curriculum, students will develop advanced competencies in artificial intelligence, machine learning, data science, software engineering, human-computer interaction, user-centered design, and applied research. Through hands-on, project-based learning, the integration of modern AI tools, foundation models, APIs, and data-driven methodologies will enable students to design, develop, evaluate, and deploy intelligent systems that address real-world challenges. The program is designed to foster the development of highly trained individuals as well as encourage lifelong learning and critical-thinking skills through threaded research, analysis, and professional development. Students will also develop fluency with the modern AI engineering tools, technologies, and workflows used across software engineering, machine learning, data science, and human-computer interaction, learning to apply AI-assisted tools responsibly and effectively to support their technical expertise, research, and professional judgment. Students will integrate, evaluate, refine, and validate these tools as part of modern AI engineering and research workflows.

Month 1

Code	Title	Credit Hours
COS540	Research Approaches in Computer Science	3

Month 2

Code	Title	Credit Hours
COS550	Advanced Software Engineering	3

Month 3

Code	Title	Credit Hours
COS560	Data Science	3

Month 4

Code	Title	Credit Hours
COS630	Data Visualization and Extended Reality	3

Month 5

Code	Title	Credit Hours
COS570	Advanced Artificial Intelligence	3

Month 6

Code	Title	Credit Hours
COS580	Machine Learning	3

Month 7

Code	Title	Credit Hours
COS590	Human-Computer Interaction	3

Month 8

Code	Title	Credit Hours
COS640	HCI Application Development	3

Month 9

Code	Title	Credit Hours
COS650	Software Project: Research, Planning, and Design	3

Month 10

Code	Title	Credit Hours
COS660	Software Project: Development I	3

Month 11

Code	Title	Credit Hours
COS670	Software Project: Development II	3

Month 12

Code	Title	Credit Hours
COS680	Software Project: Deployment and Professional Presentation	3
	Total Credit Hours	36

Creative Writing Master of Fine Arts

Degree Type
Master of Fine Arts
Environment
online
Program Length
48 weeks
Overview
The Creative Writing Master of Fine Arts at Full Sail University equips students for a career in narrative and multimedia content creation. The ability to tell a story through the use of words and images and distribute narratives through a variety of media formats are now standard skills required of multimedia creators in production companies. Across the entertainment and media industries and beyond, professional writers and media creators are essential in crafting the compelling stories and writing elements needed to captivate today's demanding media clients, consumers, and audiences. The Creative Writing Master of Fine Arts extends the opportunity to not only perfect students' script, screen, and story writing abilities but also to incorporate visual storytelling, narrative structures, character development into their projects.

The degree program fosters the creative writing and multimedia content production skills and knowledge required across professional roles in the entertainment media industries. Students will work with industry-standard tools, including Final Draft and Adobe Creative Cloud, along with AI-assisted tools such as ChatGPT, Claude, Perplexity, Suno, and Gemini. In addition, students will further develop leadership, project-management, and research skills; sharpen their technical prowess; conduct and utilize industry research; and ultimately market their final creative portfolio. As the field increasingly adopts AI-assisted tools, students will learn to apply them as a support to their editorial and creative judgment, not as a replacement for it. Students will graduate with a portfolio of original written work, assembled to professional standards and suitable for presentation to employers and clients.

Objective
Master's Objective

The objective of the Creative Writing Master of Fine Arts degree program is to provide students with focused knowledge of visual storytelling, narrative structures, multimedia skills, character creation and development, writing, analysis and criticism, and editing for a variety of niches and distribution methods in media. Across the curriculum, students will build core technical competencies, including narrative development, screenwriting, episodic and serial writing, content creation for interactive media, and will apply these skills through hands-on project-based work. The Creative Writing Master of Fine Arts also further cultivates the leadership, project-management, and research skills needed to help shape and drive their future creative endeavors. Completion of the program will enable graduates to meet today's demand for content creators and editors in the entertainment and media industries and other adjacent professional capacities. Students will also build fluency with current creative writing tools and workflows, including AI-assisted tools applied as a complement to their editorial and creative judgment.

Month 1

Code	Title	Credit Hours
MDL501	Mastery: Personal Development and Leadership	3

Month 2

Code	Title	Credit Hours
CWM510	The Art of Visual Storytelling	4

Month 3

Code	Title	Credit Hours
CWM540	Character Creation and Development	4

Month 4

Code	Title	Credit Hours
CWM550	Script Analysis and Criticism	4

Month 5

Code	Title	Credit Hours
CWM570	Episodic and Serial Writing	4

Month 6

Code	Title	Credit Hours
CWM640	Creative Writing Portfolio I	4

Month 7

Code	Title	Credit Hours
CWM621	Writing for Film and Animation	4

Month 8

Code	Title	Credit Hours
CWM610	Writing for Games	4

Month 9

Code	Title	Credit Hours
CWM670	Multimedia Adaptation	4

Month 10

Code	Title	Credit Hours
CWM680	Advanced Visual Storytelling	4

Month 11

Code	Title	Credit Hours
CWM650	Creative Writing Portfolio II	4

Month 12

Code	Title	Credit Hours
CWM690	The Business of Creative Writing	4
	Total Credit Hours	47

Digital Marketing Master of Science

Degree Type
Master of Science
Environment
online
Program Length
48 weeks
Overview
The Digital Marketing Master of Science degree program at Full Sail University equips graduates to pilot strategic marketing initiatives in a rapidly evolving digital landscape. Designed for aspiring marketing leaders, the curriculum emphasizes strategic thinking, discerning and ethical decision-making, and the application of emerging technologies and data-driven insights. Students will work with industry-standard tools, including Google Analytics and Google Ads, along with artificial intelligence platforms like ChatGPT, Gemini, Claude, and NotebookLM. Through practical, integrative projects, students will explore advanced topics in digital marketing and cultivate the expertise to guide marketing teams, engage with stakeholders, and design adaptive marketing campaigns that align with business objectives.

The program culminates in a capstone project that challenges students to deliver an original, real-world solution to a digital marketing problem that demonstrates their ability to lead with insight, creativity, and strategic clarity. As the field increasingly adopts AI-assisted tools, students will learn to apply them as a support to their marketing judgment. Students will graduate with a comprehensive digital marketing strategy for a real case-study organization that includes brand strategy, search engine and answer engine optimization, social media planning, content development, digital advertising, and other marketing efforts suitable for presentation to employers or clients.

Objective
Master's Objective

The goal of the Digital Marketing Master of Science degree program is to cultivate agile leaders who can think strategically, adapt confidently, and execute responsibly in a rapidly changing digital-first world. Across the curriculum, students will build core technical competencies, including marketing research, content strategy, social media marketing, search engine optimization, and digital analytics, and will apply these skills through hands-on project-based work. Graduates will possess the ability to craft audience-focused strategies, communicate across platforms and departments, and lead marketing efforts that are creative, measurable, and aligned with ethical best practices. This program fosters the development of highly trained individuals primed to pursue or elevate careers in the field of digital marketing. Students will also build fluency with current digital marketing tools and workflows, including AI-assisted tools applied as a support to their marketing judgment.

Month 1

Code	Title	Credit Hours
MDL501	Mastery: Personal Development and Leadership	3

Month 2

Code	Title	Credit Hours
DMK513	Digital Marketing Fundamentals	3.5

Month 3

Code	Title	Credit Hours
DMK633	Digital Storytelling and Branding	3.5

Month 4

Code	Title	Credit Hours
DMK593	Consumer Behavior and Analysis	3

Month 5

Code	Title	Credit Hours
DMK543	Digital Design and Usability	3

Month 6

Code	Title	Credit Hours
DMK523	Social Media and Digital Engagement	3

Month 7

Code	Title	Credit Hours
DMK533	Advanced Digital Marketing Strategies	3

Month 8

Code	Title	Credit Hours
DMK623	Search Engine Optimization and Discoverability	3

Month 9

Code	Title	Credit Hours
DMK643	Public Relations and Reputation Strategy	3

Month 10

Code	Title	Credit Hours
DMK663	Digital Analytics and Optimization	3

Month 11

Code	Title	Credit Hours
DMK673	Digital Marketing and the Law	3

Month 12

Code	Title	Credit Hours
DMK692	Digital Marketing Campaign Development	3
	Total Credit Hours	37

Entertainment Business Master of Science

Degree Type
Master of Science
Environment
campus
Program Length
48 weeks
Overview
The Entertainment Business Master of Science at Full Sail University provides an advanced exploration of the specific business and management skills needed to lead and excel in the entertainment arena. The curriculum is balanced to cover topics in executive leadership, advanced entertainment law, finance, brand development, and negotiation. Through exploring the strategies of top executives, students will learn to exercise and develop their own leadership abilities. Students will work with industry-standard tools, including Microsoft Excel and Project Plan 365, and will be encouraged to explore and practice using generative AI models and tools like Claude, ChatGPT, Gemini, NotebookLM, and Adobe Firefly in support of their business judgment.

At the conclusion of the program, students will have cultivated a comprehensive capstone project—a formal business plan—which will require making practical use of techniques in project management, financial planning, publishing and distribution, contract negotiation, branding, and digital marketing acquired through their studies. The curriculum prepares students to enter or advance through pivotal roles across the entertainment industry. As the field increasingly adopts AI-assisted tools and techniques, students will learn to implement them responsibly and professionally to enhance productivity, support decision-making, and strengthen business outcomes. Graduates will exit with a portfolio of business plans, strategy, and project work, assembled to professional standards and suitable for presentation to employers and clients.

Objective
Master's Objective

The goal of the Entertainment Business Master of Science degree program is to provide the essential business skills necessary to be successful in leadership, management, consulting, and entrepreneurial roles in a variety of entertainment business industries such as recording arts, live event production and touring, digital media and web, game production and marketing, computer animation, and film and video. Across the curriculum, students will build core technical competencies in business management, finance, marketing, entertainment law and intellectual property, and event management and apply them through hands-on project-based work.

Courses develop students' abilities in research methodologies, executive leadership, negotiation techniques, product and artist management, media publishing and distribution, and business plan development. This program is designed to foster the growth of highly trained individuals who aim to pursue careers on the business side of entertainment. Students will also build fluency with current entertainment business tools and workflows, including AI-assisted tools and techniques applied as a support to their business judgment.

Month 1

Code	Title	Credit Hours
MDL501	Mastery: Personal Development and Leadership	3

Month 2

Code	Title	Credit Hours
MAN630	Executive Leadership	3.5

Month 3

Code	Title	Credit Hours
MAR630	Business Storytelling and Brand Development	3.5

Month 4

Code	Title	Credit Hours
EBM591	Product and Artist Management	3.5

Month 5

Code	Title	Credit Hours
GEB6508	Entertainment Business Finance	3.5

Month 6

Code	Title	Credit Hours
MAR681	Digital Marketing	3.5

Month 7

Code	Title	Credit Hours
MAN6447	Negotiation and Deal-Making	3.5

Month 8

Code	Title	Credit Hours
BUL5629	Advanced Entertainment Law	3.5

Month 9

Code	Title	Credit Hours
MMC6257	Entertainment Media Publishing and Distribution	3.5

Month 10

Code	Title	Credit Hours
MAN603	Project and Team Management	3.5

Month 11

Code	Title	Credit Hours
GEB612	Business Plan Development	3.5

Month 12

Code	Title	Credit Hours
EBM692	Final Project: Business Plan	3.5
	Total Credit Hours	41.5

Please Note

- Some specific courses may be offered online. Please see course descriptions for details.

Entertainment Business Master of Science

Degree Type
Master of Science
Environment
online
Program Length
48 weeks
Overview
The Entertainment Business Master of Science at Full Sail University provides an advanced exploration of the specific business and management skills needed to lead and excel in the entertainment arena. The curriculum is balanced to cover topics in executive leadership, advanced entertainment law, finance, brand development, and negotiation. Through exploring the strategies of top executives, students will learn to exercise and develop their own leadership abilities. Students will work with industry-standard tools, including Microsoft Excel and Project Plan 365, and will be encouraged to explore and practice using generative AI models and tools like Claude, ChatGPT, Gemini, NotebookLM, and Adobe Firefly in support of their business judgment.

At the conclusion of the program, students will have cultivated a comprehensive capstone project—a formal business plan—which will require making practical use of techniques in project management, financial planning, publishing and distribution, contract negotiation, branding, and digital marketing acquired through their studies. The curriculum prepares students to enter or advance through pivotal roles across the entertainment industry. As the field increasingly adopts AI-assisted tools and techniques, students will learn to implement them responsibly and professionally to enhance productivity, support decision-making, and strengthen business outcomes. Graduates will exit with a portfolio of business plans, strategy, and project work, assembled to professional standards and suitable for presentation to employers and clients.

Objective
Master's Objective

The goal of the Entertainment Business Master of Science degree program is to provide the essential business skills necessary to be successful in leadership, management, consulting, and entrepreneurial roles in a variety of entertainment business industries such as recording arts, live event production and touring, digital media and web, game production and marketing, computer animation, and film and video. Across the curriculum, students will build core technical competencies in business management, finance, marketing, entertainment law and intellectual property, and event management and apply them through hands-on project-based work.

Courses develop students' abilities in research methodologies, executive leadership, negotiation techniques, product and artist management, media publishing and distribution, and business plan development. This program is designed to foster the growth of highly trained individuals who aim to pursue careers on the business side of entertainment. Students will also build fluency with current entertainment business tools and workflows, including AI-assisted tools and techniques applied as a support to their business judgment.

Month 1

Code	Title	Credit Hours
MDL501	Mastery: Personal Development and Leadership	3

Month 2

Code	Title	Credit Hours
MAN630	Executive Leadership	3.5

Month 3

Code	Title	Credit Hours
MAR630	Business Storytelling and Brand Development	3.5

Month 4

Code	Title	Credit Hours
EBM591	Product and Artist Management	3.5

Month 5

Code	Title	Credit Hours
GEB6508	Entertainment Business Finance	3.5

Month 6

Code	Title	Credit Hours
MAR681	Digital Marketing	3.5

Month 7

Code	Title	Credit Hours
MAN6447	Negotiation and Deal-Making	3.5

Month 8

Code	Title	Credit Hours
BUL5629	Advanced Entertainment Law	3.5

Month 9

Code	Title	Credit Hours
MMC6257	Entertainment Media Publishing and Distribution	3.5

Month 10

Code	Title	Credit Hours
MAN603	Project and Team Management	3.5

Month 11

Code	Title	Credit Hours
GEB612	Business Plan Development	3.5

Month 12

Code	Title	Credit Hours
EBM692	Final Project: Business Plan	3.5
	Total Credit Hours	41.5

Entertainment Business: Sports Management Master of Science

Degree Type
Master of Science
Environment
campus
Program Length
48 weeks
Overview
The Entertainment Business Master of Science Degree with a Sports Management Elective Track at Full Sail University provides an advanced exploration of the specific sports management and business skills need to excel in the entertainment and sports business industry. The curriculum is balanced to cover topics in executive leadership, sports management and operations, project and team management, legal issues in sports including name image and likeness (NIL) rights, negotiation, sponsorships, finance, and business plan development. Through exploring the strategies of top executives, students will learn to exercise and develop their own leadership abilities and hone their knowledge of business tactics in sports. Students will work with industry-standard tools, including Microsoft Excel and Project Plan 365, and will be encouraged to explore and practice using generative AI models and tools like Claude, ChatGPT, Gemini, NotebookLM, and Adobe Firefly in support of their business judgment.

At the conclusion of the program, students will have cultivated two capstone projects—a leadership portfolio and a business plan thesis—which will require making practical use of techniques in project management, contract negotiation, sports marketing, financial planning, and business plan development gained through their studies. The curriculum will prepare students to enter or advance through pivotal roles across the entertainment and sports industry. As the field increasingly adopts AI-assisted tools and techniques, students will learn to implement them responsibly and professionally to enhance productivity, support decision-making, and strengthen business outcomes. Graduates will exit with a portfolio of business plans, strategy, and project work, assembled to professional standards and suitable for presentation to employers and clients in the entertainment and sports industries.

Objective
Master's Objective

The goal of the Entertainment Business Master of Science degree program with a Sports Management Elective Track is to provide the focused knowledge and understanding of essential business skills necessary to be successful in the entertainment and sports industry. Across the curriculum, students will build core technical competencies in business management, finance, business law and intellectual property, and event management, and apply them through hands-on project-based work. Courses address executive leadership skills, sports management and operations, legal issues in sports, negotiation and deal-making, sports and digital marketing, and business plan development. Students will also gain experience with current business technologies and AI-assisted tools used responsibly to support sports marketing, sponsorship strategy, fan engagement, and business decision-making. In addition to business proficiency, students will gain critical-thinking, problem-solving, and analytical skills that contribute to lifelong learning and sustaining an enduring professional career in sports and entertainment business.

Month 1

Code	Title	Credit Hours
MDL501	Mastery: Personal Development and Leadership	3

Month 2

Code	Title	Credit Hours
MAN630	Executive Leadership	3.5

Month 3

Code	Title	Credit Hours
MAR630	Business Storytelling and Brand Development	3.5

Month 4

Code	Title	Credit Hours
MAN6224	Sports Management and Operations	3.5

Month 5

Code	Title	Credit Hours
GEB6508	Entertainment Business Finance	3.5

Month 6

Code	Title	Credit Hours
MAR681	Digital Marketing	3.5

Month 7

Code	Title	Credit Hours
MAR6112	Sports Marketing and Sponsorship Sales	3.5

Month 8

Code	Title	Credit Hours
MAN6447	Negotiation and Deal-Making	3.5

Month 9

Code	Title	Credit Hours
BUL5582	Legal Issues in Sports	3.5

Month 10

Code	Title	Credit Hours
MAN603	Project and Team Management	3.5

Month 11

Code	Title	Credit Hours
GEB612	Business Plan Development	3.5

Month 12

Code	Title	Credit Hours
EBM692	Final Project: Business Plan	3.5
	Total Credit Hours	41.5

Please Note

- Some specific courses may be offered online. Please see course descriptions for details.

Entertainment Business: Sports Management Master of Science

Degree Type
Master of Science
Environment
online
Program Length
48 weeks
Overview
The Entertainment Business Master of Science Degree with a Sports Management Elective Track at Full Sail University provides an advanced exploration of the specific sports management and business skills need to excel in the entertainment and sports business industry. The curriculum is balanced to cover topics in executive leadership, sports management and operations, project and team management, legal issues in sports including name image and likeness (NIL) rights, negotiation, sponsorships, finance, and business plan development. Through exploring the strategies of top executives, students will learn to exercise and develop their own leadership abilities and hone their knowledge of business tactics in sports. Students will work with industry-standard tools, including Microsoft Excel and Project Plan 365, and will be encouraged to explore and practice using generative AI models and tools like Claude, ChatGPT, Gemini, NotebookLM, and Adobe Firefly in support of their business judgment.

At the conclusion of the program, students will have cultivated two capstone projects—a leadership portfolio and a business plan thesis—which will require making practical use of techniques in project management, contract negotiation, sports marketing, financial planning, and business plan development gained through their studies. The curriculum will prepare students to enter or advance through pivotal roles across the entertainment and sports industry. As the field increasingly adopts AI-assisted tools and techniques, students will learn to implement them responsibly and professionally to enhance productivity, support decision-making, and strengthen business outcomes. Graduates will exit with a portfolio of business plans, strategy, and project work, assembled to professional standards and suitable for presentation to employers and clients in the entertainment and sports industries.

Objective
Master's Objective

The goal of the Entertainment Business Master of Science degree program with a Sports Management Elective Track is to provide the focused knowledge and understanding of essential business skills necessary to be successful in the entertainment and sports industry. Across the curriculum, students will build core technical competencies in business management, finance, business law and intellectual property, and event management, and apply them through hands-on project-based work. Courses address executive leadership skills, sports management and operations, legal issues in sports, negotiation and deal-making, sports and digital marketing, and business plan development. Students will also gain experience with current business technologies and AI-assisted tools used responsibly to support sports marketing, sponsorship strategy, fan engagement, and business decision-making. In addition to business proficiency, students will gain critical-thinking, problem-solving, and analytical skills that contribute to lifelong learning and sustaining an enduring professional career in sports and entertainment business.

Month 1

Code	Title	Credit Hours
MDL501	Mastery: Personal Development and Leadership	3

Month 2

Code	Title	Credit Hours
MAN630	Executive Leadership	3.5

Month 3

Code	Title	Credit Hours
MAR630	Business Storytelling and Brand Development	3.5

Month 4

Code	Title	Credit Hours
MAN6224	Sports Management and Operations	3.5

Month 5

Code	Title	Credit Hours
GEB6508	Entertainment Business Finance	3.5

Month 6

Code	Title	Credit Hours
MAR681	Digital Marketing	3.5

Month 7

Code	Title	Credit Hours
MAR6112	Sports Marketing and Sponsorship Sales	3.5

Month 8

Code	Title	Credit Hours
MAN6447	Negotiation and Deal-Making	3.5

Month 9

Code	Title	Credit Hours
BUL5582	Legal Issues in Sports	3.5

Month 10

Code	Title	Credit Hours
MAN603	Project and Team Management	3.5

Month 11

Code	Title	Credit Hours
GEB612	Business Plan Development	3.5

Month 12

Code	Title	Credit Hours
EBM692	Final Project: Business Plan	3.5
	Total Credit Hours	41.5

Film Production Master of Fine Arts

Degree Type
Master of Fine Arts
Environment
campus
Program Length
48 weeks
Overview
In the Film Production Master of Fine Arts degree program at Full Sail University, students develop advanced artistic, technical, professional and academic expertise in filmmaking and visual storytelling. The program prepares aspiring filmmakers to conceive, develop, produce, direct, edit, package, and present professional film, television, documentary, streaming, and other productions. Through an integrated study of screenwriting, directing, producing, cinematography, editing, sound, and professional development, students will build the creative and technical knowledge needed to lead projects from concept through delivery. Students will work with industry-standard tools, including Final Draft, Movie Magic Budgeting and Scheduling, Avid Media Composer, DaVinci Resolve, and Pro Tools, as well as AI-assisted tools such as Adobe Firefly, Accentize dxRevive, Claude, and CapCut. They will learn to apply these technologies thoughtfully in support of their individual creative, ethical, and production judgment.

Students will master film production concepts through project-based learning in a program that authentically mirrors the professional filmmaking environment. Students will also be trained on current filmmaking technologies and will learn how to utilize academic research methodologies in their work. Graduates of the program will be equipped with a range of technical and creative skills needed for career success in the professional film industry. Students will exit with an advanced body of film work, assembled to professional standards and suitable for presentation to employers, collaborators and clients.

Objective
Master's Objective

The objective of the Film Production Master of Fine Arts degree program is to provide students with the knowledge, skills, and abilities required to make a film from concept to completion. Through project-based learning activities aligned to an authentic film production cycle, students will gain the competencies to assess the dramatic and commercial viability of a film script, develop the necessary planning required for film production, manage talent and produce a film, and understand the legal and business considerations of filmmaking. The curriculum will also enhance students' academic research skills and practices across a variety of contexts and course activities. Upon completion of the program, students will have developed their own comprehensive graduate-level portfolio. Students will also build fluency with current film production tools and workflows, including AI-assisted tools applied as a complement to their creative and production judgment.

Month 1

Code	Title	Credit Hours
MDL501	Mastery: Personal Development and Leadership	3

Month 2

Code	Title	Credit Hours
FPR520	Filmmaking Concepts and Practices	5

Month 3

Code	Title	Credit Hours
FPR530	Script Production and Analysis	5

Month 4

Code	Title	Credit Hours
FPR550	Directing Talent	5

Month 5

Code	Title	Credit Hours
FPR632	Story Development for Film	5

Month 6

Code	Title	Credit Hours
FPR561	Independent Filmmaking	5

Month 7

Code	Title	Credit Hours
FPR610	Film Production Thesis I: Pre-Production	5

Month 8

Code	Title	Credit Hours
FPR581	Film Production Thesis II: Visual Storytelling Techniques and Technology	5

Month 9

Code	Title	Credit Hours
FPR621	Film Production Thesis III: Production	5

Month 10

Code	Title	Credit Hours
FPR651	Film Production Thesis IV: Post-Production	5

Month 11

Code	Title	Credit Hours
FPR661	Film Production Thesis V: Film Assembly	5

Month 12

Code	Title	Credit Hours
FPR680	Business of Film	5
	Total Credit Hours	58

Please Note

- Some specific courses may be offered online. Please see course descriptions for details.

Game Design Master of Science

Degree Type
Master of Science
Environment
campus
Program Length
48 weeks
Overview
The curriculum in the Game Design Master of Science at Full Sail University is composed of high-level production, game design, quality assurance, usability, and leadership courses that deeply survey the game development pipeline. In this program, students will expand and advance their project and design skills through practical exercises in leadership, team management, game design, and usability in order to build the proficiencies to advance a career in the game industry. Students will generate a variety of documentation types related to design, quality and usability testing, and production, which will be applied in team and independent game development scnearios. Students will work with industry-standard technologies, including game engines such as Unreal Engine and Unity; modeling tools such as Maya, Blender, 3D Max, and Zbrush; audio tools such as Audacity and Cakewalk; and productivity tools such as Jira, Confluence, Asana, and Monday along with AI-assisted tools such as Grok, Gemini, and Claude.

The curriculum has been crafted to provide the advanced skills required in the game development field. Students will be able to observe, evaluate, and participate in the game development process, exploring the core development roles involved in an immersive game development experience. Coursework will hone students' leadership, design, and research skills in preparation for entry or advancement across roles in the game industry. As the field increasingly adopts AI-assisted tools, students will learn to apply them as a support to their design judgment. Graduates will exit with a portfolio of advanced game-design work, production work, and UX implementations, assembled to professional standards and suitable for presentation to employers and clients.

Objective
Master's Objective

The goal of the Game Design Master of Science degree program is to provide students with the focused knowledge and understanding of game development necessary to be successful in design, production, and user-experience roles in the fast-paced environment of a game studio. Across the curriculum, students will build core technical competencies, including game design, production, user research, and usability testing, and will apply these skills through hands-on project-based work. The program’s curriculum cultivates students' design skills, project and team management abilities, leadership insight, and quality and usability testing competence while training in the varied game development methodologies used by studios across the industry. Students will also build fluency with current game design, production, and UX tools and workflows, including AI-assisted tools applied as a complement to their individual design judgment.

Month 1

Code	Title	Credit Hours
MDL501	Mastery: Personal Development and Leadership	3

Month 2

Code	Title	Credit Hours
GDM542	Game Design	3

Month 3

Code	Title	Credit Hours
GDM615	Game Production Tools	3.5

Month 4

Code	Title	Credit Hours
GDM551	Methods and the User Experience	3.5

Month 5

Code	Title	Credit Hours
GDM655	Advanced Design Workshop	3.5

Month 6

Code	Title	Credit Hours
GDM635	Quality Assurance	3.5

Month 7

Code	Title	Credit Hours
GDM513	User Research Data Analysis	3.5

Month 8

Code	Title	Credit Hours
GDM603	Advanced Production Techniques	3.5

Month 9

Code	Title	Credit Hours
GDM570	Prototyping and Content Creation	3.5

Month 10

Code	Title	Credit Hours
GDM625	Asset Management	3.5

Month 11

Code	Title	Credit Hours
GDM670	Game Usability and Testing	3.5

Month 12

Code	Title	Credit Hours
GDM692	Thesis Portfolio	3.5
	Total Credit Hours	41

Please Note

- Some specific courses may be offered online. Please see course descriptions for details.

Game Design Master of Science

Degree Type
Master of Science
Environment
online
Program Length
48 weeks
Overview
The curriculum in the Game Design Master of Science at Full Sail University is composed of high-level production, game design, quality assurance, usability, and leadership courses that deeply survey the game development pipeline. In this program, students will expand and advance their project and design skills through practical exercises in leadership, team management, game design, and usability in order to build the proficiencies to advance a career in the game industry. Students will generate a variety of documentation types related to design, quality and usability testing, and production, which will be applied in team and independent game development scnearios. Students will work with industry-standard technologies, including game engines such as Unreal Engine and Unity; modeling tools such as Maya, Blender, 3D Max, and Zbrush; audio tools such as Audacity and Cakewalk; and productivity tools such as Jira, Confluence, Asana, and Monday along with AI-assisted tools such as Grok, Gemini, and Claude.

The curriculum has been crafted to provide the advanced skills required in the game development field. Students will be able to observe, evaluate, and participate in the game development process, exploring the core development roles involved in an immersive game development experience. Coursework will hone students' leadership, design, and research skills in preparation for entry or advancement across roles in the game industry. As the field increasingly adopts AI-assisted tools, students will learn to apply them as a support to their design judgment. Graduates will exit with a portfolio of advanced game-design work, production work, and UX implementations, assembled to professional standards and suitable for presentation to employers and clients.

Objective
Master's Objective

The goal of the Game Design Master of Science degree program is to provide students with the focused knowledge and understanding of game development necessary to be successful in design, production, and user-experience roles in the fast-paced environment of a game studio. Across the curriculum, students will build core technical competencies, including game design, production, user research, and usability testing, and will apply these skills through hands-on project-based work. The program’s curriculum cultivates students' design skills, project and team management abilities, leadership insight, and quality and usability testing competence while training in the varied game development methodologies used by studios across the industry. Students will also build fluency with current game design, production, and UX tools and workflows, including AI-assisted tools applied as a complement to their individual design judgment.

Month 1

Code	Title	Credit Hours
MDL501	Mastery: Personal Development and Leadership	3

Month 2

Code	Title	Credit Hours
GDM542	Game Design	3

Month 3

Code	Title	Credit Hours
GDM615	Game Production Tools	3.5

Month 4

Code	Title	Credit Hours
GDM551	Methods and the User Experience	3.5

Month 5

Code	Title	Credit Hours
GDM655	Advanced Design Workshop	3.5

Month 6

Code	Title	Credit Hours
GDM635	Quality Assurance	3.5

Month 7

Code	Title	Credit Hours
GDM513	User Research Data Analysis	3.5

Month 8

Code	Title	Credit Hours
GDM603	Advanced Production Techniques	3.5

Month 9

Code	Title	Credit Hours
GDM570	Prototyping and Content Creation	3.5

Month 10

Code	Title	Credit Hours
GDM625	Asset Management	3.5

Month 11

Code	Title	Credit Hours
GDM670	Game Usability and Testing	3.5

Month 12

Code	Title	Credit Hours
GDM692	Thesis Portfolio	3.5
	Total Credit Hours	41

Innovation and Entrepreneurship Master of Science

Degree Type
Master of Science
Environment
online
Program Length
48 weeks
Overview
The Innovation & Entrepreneurship Master of Science degree program at Full Sail University provides students with an adept grasp of the concepts and disciplines essential for the creation of innovative ideas, products, services, and businesses that respond to the needs of a rapidly changing global marketplace. Whether launching a new creative or technology-based venture or applying entrepreneurial talent to a successful business, this online master's program is designed for students with a passion for connecting their creativity and vision to contribute to the success of the organization.

In addition to honing creativity throughout the curriculum, students will gain competencies in business feasibility, legal issues for entrepreneurs, business model development, academic and applied research, product design, entrepreneurial finance, and marketing strategies and will apply these skills through project-based activities. Students will work with industry-standard tools such as Microsoft Excel and analytics tools, and they will be encouraged to investigate and implement AI-assisted tools such as ChatGPT, Gemini, and CoPilot in support of their entrepreneurial judgment and innovative instinct. Students will graduate with a portfolio of ventures, business plans, and business models they have developed throughout the program, assembled to professional standards and suitable for presentation to employers and clients.

Objective
Master's Objective

The Innovation and Entrepreneurship Master of Science degree program is tailored to individuals who are driven to develop their own path, providing core technical competencies in opportunity research, product design, business modeling, venture finance, and marketing to support their aspirations. Whether their passion lies in launching ventures within traditional industries, pioneering technology-based innovations, or exploring creative spaces, students will learn to identify opportunities and build the skill set to propel those ventures forward and drive transformation. Recognizing the diverse forms of entrepreneurship, the curriculum supports entrepreneurs who seek to build new businesses as well as the changemakers operating within existing companies. This program provides the working practice and techniques in strategic thinking, creativity, and innovation to enable entrepreneurs to navigate, iterate, and thrive in an ever-changing business landscape. Students will also build fluency with current business and entrepreneurship tools and workflows, including AI-assisted tools implemented as a support to their creativity and decision-making.

Month 1

Code	Title	Credit Hours
MDL501	Mastery: Personal Development and Leadership	3

Month 2

Code	Title	Credit Hours
IEN515	Creativity and Innovation	3

Month 3

Code	Title	Credit Hours
IEN551	Business Venture Research	3

Month 4

Code	Title	Credit Hours
IEN540	Product Design and Development	3

Month 5

Code	Title	Credit Hours
IEN535	Business Feasibility	3

Month 6

Code	Title	Credit Hours
IEN630	Entrepreneurial Finance	3

Month 7

Code	Title	Credit Hours
IEN555	Business Model Development	3

Month 8

Code	Title	Credit Hours
IEN560	Legal Issues for Entrepreneurs	3

Month 9

Code	Title	Credit Hours
IEN670	Innovative Work Environments	3

Month 10

Code	Title	Credit Hours
IEN680	Business Model Implementation and Management	3

Month 11

Code	Title	Credit Hours
IEN620	Marketing Strategies for Entrepreneurs	3

Month 12

Code	Title	Credit Hours
IEN699	Business Model Presentation and Thesis	3
	Total Credit Hours	36

Instructional Design and Technology Master of Science

Degree Type
Master of Science
Environment
online
Program Length
48 weeks
Overview
The Instructional Design & Technology Master of Science at Full Sail University prepares students to design engaging, evidence-based learning experiences using instructional design principles, media, and emerging technologies. The curriculum offers hands-on training in the dynamic media skills and technologies used to transform traditional instruction into inspirational and interactive engagement, tailoring the experience to meet the needs of the learner. Students will work with industry-standard applications, including Adobe Captivate, along with AI-assisted tools.

Throughout the program, students will learn to design learner-centered instructional experiences by integrating multimedia, interactive technologies, storytelling strategies, media creation tools, and AI-assisted workflows. They will create engaging, accessible, and effective learning environments grounded in instructional design principles and informed professional judgment. Students will also explore various learning theories, discover applications of different motivational techniques, and navigate creating compelling and inspirational content for online curricula. The content-creation skills gained will prepare students for entry or advancement through the career fields of instructional design, training, education, and online learning. As the field increasingly adopts AI-assisted tools, students will learn to apply them as a support to their instructional-design planning. Through project-based experiences, students will create instructional solutions that mirror current professional practice and will construct a portfolio of work suitable for presentation to employers and clients.

Objective
Master's Objective

The Instructional Design and Technology Master of Science degree program enables students to analyze, design, develop, implement, and evaluate effective learning experiences across corporate, educational, and digital learning environments. Students will cultivate their research, analysis, and evaluation skills along with core technical competencies in learning design, multimedia development, and learning management systems.

Through hands-on project-based work, students will design and produce engaging instructional experiences using multimedia, instructional technologies, and evidence-based design practices. Coursework will also hone students' writing, time-management, and team-building skills to assist in the production of engaging instructional content, innovative media design, and captivating technology projects for today’s learner. In addition, students will build fluency with contemporary instructional design workflows, including AI-assisted tools, while strengthening their professional judgment, learner-centered decision-making, collaboration, and evaluation practices.

Month 1

Code	Title	Credit Hours
MDL501	Mastery: Personal Development and Leadership	3

Month 2

Code	Title	Credit Hours
IDT520	Strategies for Learner Engagement	3

Month 3

Code	Title	Credit Hours
EDM533	Visual and Verbal Communication in Instructional Design	3

Month 4

Code	Title	Credit Hours
IDT552	Corporate Training and Motivational Development	3

Month 5

Code	Title	Credit Hours
IDT574	Digital Media and Learning Applications	3

Month 6

Code	Title	Credit Hours
MUS6018	Music and Audio for Instructional Design	3

Month 7

Code	Title	Credit Hours
IDT610	Filmmaking Principles for Instructional Design	3

Month 8

Code	Title	Credit Hours
EME6227	Game Strategies and Motivation	3

Month 9

Code	Title	Credit Hours
EME6630	Learning Management Systems and Organization	3

Month 10

Code	Title	Credit Hours
IDT562	Instructional Design and Evaluation	3

Month 11

Code	Title	Credit Hours
IDT681	Instructional Design and Technology Capstone Project	3

Month 12

Code	Title	Credit Hours
IDT691	Instructional Design and Technology Portfolio	3
	Total Credit Hours	36

Media Design Master of Fine Arts

Degree Type
Master of Fine Arts
Environment
online
Program Length
48 weeks
Overview
Full Sail University's Media Design Master of Fine Arts degree program provides an in-depth look at design and the role that it plays in bridging the gap between the design studio and business entities, building the knowledge critical to performance in roles such as creative director, brand strategist, and consultant. Successful companies rely heavily on strong visual representation to deliver their message to the public, and the ability to direct those visuals is an increasingly vital asset to enterprises everywhere. The program begins with a focus on the theory and psychology behind effective media design. Students will study the concepts that drive successful and ethical design campaigns, including research, client communications, and team dynamics. They will work with industry-standard tools, including Adobe Creative Cloud for design, PowerPoint and Keynote for presentations, and Figma for web and mobile development, along with AI-assisted tools such as Envato and Speechify to help create voice-over for assets and Perplexity and ChatGPT for exploring design case studies. Coursework provides hands-on experience with design production while navigating the steps of the production process in action with companies worldwide.

Students will document closely what they have learned through the program and will ultimately create a design solution, making use of the branding, strategy, and workflow techniques they have gained, to be presented to a panel of professionals and peers. This project develops students' ability to channel their artistic skills into a vision that is both creative and professional, preparing them for key initiatives they will encounter in the fast-paced realm of media design. As the field increasingly adopts AI-assisted tools, students will learn to apply them as a support to their design judgment. Graduates will exit with a portfolio of advanced media-design work featuring imagery, logos, branding assets, and video they have produced, assembled to professional standards and suitable for presentation to employers and clients.

Objective
Master's Objective

The goal of the Media Design Master of Fine Arts degree program is to provide the focused knowledge and understanding of design research, psychological and motivational theories, ethics of design, media design elements, and technology applications to enhance the ability to solve complex design problems in academic, entertainment, and corporate environments. Across the curriculum, students will build core technical competencies in brand development, applied design, visual and verbal communication, copywriting for multiple media platforms, and multiplatform delivery and will apply these skills through hands-on project-based work. Courses will hone students' time management and team-building skills for application in the development and execution of compelling, effective design solutions. Students will also build fluency with current media design tools and workflows, including AI-assisted tools applied ethically as a complement to their design judgment.

Month 1

Code	Title	Credit Hours
MDL501	Mastery: Personal Development and Leadership	3

Month 2

Code	Title	Credit Hours
MDM525	Defining Client Needs	5

Month 3

Code	Title	Credit Hours
MDM530	Brand Development	5

Month 4

Code	Title	Credit Hours
MDM555	Effective Copywriting	5

Month 5

Code	Title	Credit Hours
MDM565	Design Research	5

Month 6

Code	Title	Credit Hours
MDM571	Applied Design and Workflow	5

Month 7

Code	Title	Credit Hours
MDM615	Design Strategies and Motivation	5

Month 8

Code	Title	Credit Hours
MDM620	Design Integration	5

Month 9

Code	Title	Credit Hours
MDM650	Multi-Platform Delivery	5

Month 10

Code	Title	Credit Hours
MDM640	Measuring Design Effectiveness	5

Month 11

Code	Title	Credit Hours
MDM690	Thesis: Presentation of Design Solution	5

Month 12

Code	Title	Credit Hours
MDM691	Professional Practice	5
	Total Credit Hours	58

New Media Journalism Master of Arts

Degree Type
Master of Arts
Environment
online
Program Length
48 weeks
Overview
The New Media Journalism Master of Arts degree program at Full Sail University explores the avenues and opportunities for communication across modern media, focusing on the mechanics of current technologies and how they can be used to enhance both narrative structure and visual storytelling. Students will examine varied methods of research, reporting, and publishing for multimedia platforms while learning to accommodate the different approaches required by each outlet. Specialized courses instruct in applying techniques of traditional journalism to writing for interactive media, including reporting using online resources and social media, public relations, and addressing legal issues in the digital domain.

Students will work with industry-standard tools and will be encouraged to investigate and implement AI-assisted tools such as ChatGPT, Claude, and Perplexity in support of their communication tactics. They will be equipped to produce visual and text-based content for multimedia platforms and publish content through a variety of digital delivery systems. The final capstone project of the program presents a sustained study of a journalistic topic to be published to a website or blog with incorporated text, photography, video, graphics, and other storytelling elements. Students will document the evolution of the capstone project with a supporting thesis paper, serving as a comprehensive communications project to showcase their abilities as a media journalist to employers and clients.

Objective
Master's Objective

The New Media Journalism Master of Arts degree program examines how modern and emerging technology such as artificial intelligence influences contemporary journalism in philosophy, practice, and delivery. Across the curriculum, students will build core technical competencies in multimedia reporting, interactive writing, and online publishing and will apply them through hands-on project-based work. The curriculum explores the concepts and methodologies in digital newsgathering, production and publishing, social media management, content entrepreneurship, and the legal and ethical aspects of multimedia journalism. Completion of the program will enable graduates to pursue growing career opportunities for multimedia writers, reporters, producers, managers, and editors.

In addition to fostering technical proficiency and creative development, students will cultivate the critical-thinking, problem-solving, and analytical skills that contribute to lifelong learning and sustaining an enduring career in the entertainment and media industries. Students will also build fluency with current multimedia journalism tools and workflows, including AI-assisted tools applied as a complement to their editorial judgment.

Month 1

Code	Title	Credit Hours
MDL501	Mastery: Personal Development and Leadership	3

Month 2

Code	Title	Credit Hours
NMJ511	Fundamentals of Multimedia Journalism	4

Month 3

Code	Title	Credit Hours
NMJ521	Writing for Interactive Media	4

Month 4

Code	Title	Credit Hours
NMJ631	Legal Aspects of Media	4

Month 5

Code	Title	Credit Hours
NMJ541	Research and Investigation Skills Development	4

Month 6

Code	Title	Credit Hours
NMJ621	Social Media and Online Community Engagement	4

Month 7

Code	Title	Credit Hours
NMJ551	Multimedia Development and Editing	4

Month 8

Code	Title	Credit Hours
NMJ571	Digital News Production	4

Month 9

Code	Title	Credit Hours
NMJ591	Multimedia Reporting	4

Month 10

Code	Title	Credit Hours
NMJ651	Public Relations and Reputation Management	4

Month 11

Code	Title	Credit Hours
NMJ671	Multimedia Publishing and Online Distribution	4

Month 12

Code	Title	Credit Hours
NMJ691	Multimedia Journalism Final Portfolio	4
	Total Credit Hours	47

Public Relations Master of Arts

Degree Type
Master of Arts
Environment
online
Program Length
48 weeks
Overview
The Public Relations Master of Arts degree program at Full Sail University examines how new digital tools and communication channels have transformed the idea of what it means to be a public relations professional. Students will learn how to leverage social media and AI in order to launch powerful dialogues with an organization's consumers and advocates. Students will work with industry-standard tools and will be encouraged to investigate and implement AI-assisted utilities such as ChatGPT, Claude, Cision, and Prowly in support of their public relations tactics. The program additionally provides a solid foundation in traditional PR; students will build on this foundation to fine-tune the planning, research, execution, and evaluation of effective modern PR media plans.

In preparation for their final project, students will build a website and social channels from the ground up, cultivating both their professional reputation and audience base throughout the course of the degree program. Graduates will exit with a portfolio of PR strategy and digital campaigns, assembled to professional standards and primed for presentation to employers and clients. As the field increasingly adopts AI-assisted tools, students will learn to apply them as a complement to their strategic-communications judgment.

Objective
Master's Objective

The Public Relations Master of Arts degree program demonstrates how PR has evolved since its inception in the early twentieth century, providing students with a practical knowledge of traditional PR methods and the evolving digital tools, communication channels, technologies, trends, and best practices for accomplishing objectives within this industry. Students in this program will build core technical competencies in media relations, social media strategy, events marketing, and reputation management and will apply them through hands-on project-based work.

The traditional role of PR professionals has been expanded to new platforms and opportunities for engagement and communication with various audiences. Modern PR professionals must identify and develop credible and lasting relationships with an extensive audience throughout the realm of social media. For PR to be successful in achieving set objectives, communication must be informative and newsworthy with targeted messaging, precise timing, and consistent frequency, and professionals in this industry must stay alert to the potential challenges and various actors participating with their crafted messages. This program develops PR professionals with a solid understanding of traditional PR tradecraft, digital media expertise, and technical skills who strive to best engage with communities on behalf of their clients. Students will also build fluency with current public relations tools and workflows, including AI-assisted tools applied as a support to their strategic judgment.

Month 1

Code	Title	Credit Hours
MDL501	Mastery: Personal Development and Leadership	3

Month 2

Code	Title	Credit Hours
PBR510	Public Relations in a Digital World	3

Month 3

Code	Title	Credit Hours
NMJ520	Writing for Interactive Media	4

Month 4

Code	Title	Credit Hours
NMJ642	Legal Aspects of Media	4

Month 5

Code	Title	Credit Hours
PBR560	Market and Consumer Research Analysis	3

Month 6

Code	Title	Credit Hours
PBR540	Innovative Public Relations Tools and Resources	3

Month 7

Code	Title	Credit Hours
PBR550	Social Media Metrics and ROI	3

Month 8

Code	Title	Credit Hours
PBR610	Media Relations	3

Month 9

Code	Title	Credit Hours
PBR620	Events Marketing and Production	3

Month 10

Code	Title	Credit Hours
PBR650	Reputation Management Strategies	3

Month 11

Code	Title	Credit Hours
PBR640	The Online Media Room	3

Month 12

Code	Title	Credit Hours
PBR697	Public Relations Presentation and Portfolio	3
	Total Credit Hours	38

Associate's Degrees

Audio Production Associate of Applied Science

Degree Type
Associate of Applied Science
Environment
campus
Program Length
52 weeks
Overview
Full Sail University began in 1979 as a recording school. Since then, developments in the recording industry have created new opportunities to build upon the university's foundational recording curriculum. Audio production is increasingly the domain of independent recording engineers, editors, vocal specialists, and other craftspeople who work in a variety of facilities and studios. Students will learn technical skills, production methodologies, and remote workflows applicable to multiple environments, preparing them for entry into careers across today's audio industry. The Audio Production degree programs provide opportunities to engage in business scenarios common to the modern audio professional.

The Audio Production curriculum features courses that encompass listening skills, production techniques, editing and mixing skills, and an introduction to event production. The Audio Production degree program also has foundational courses focusing on music history, business fundamentals, and professional development.

Objective
Associate of Applied Science

The goal of the Audio Production Associate of Applied Science degree program is to prepare you for entry-level audio positions in the entertainment industry, such as recording engineer, sound effects editor, music editor, and assistant mix engineer. With a focus on contemporary technical skills and practical applications, you will gain the ability to record and mix audio for music projects, podcasts, and new media as well as explore the realm of live production and corporate A/V.

In addition to technical proficiency and creative development, your education will help you develop critical-thinking, problem-solving, and analytical skills that will provide you a solid set of career-focused foundational competencies. This career-focused education will equip you with the tools to help sustain a long and productive professional career in the entertainment and media industries.

Month 1

Code	Title	Credit Hours
GEN1011	Creative Presentation	3
DEP1013	Psychology of Play	3

Month 2

Code	Title	Credit Hours
VID1555	Video-Sharing Platforms	4

Month 3

Code	Title	Credit Hours
AUD1923	Recording Principles	4

Month 4

Code	Title	Credit Hours
AUD2001	Principles of Music	3

Month 5

Code	Title	Credit Hours
REC1732	Sequencing Technology	4

Month 6

Code	Title	Credit Hours
REC3414	Audio Workstations	4

Month 7

Code	Title	Credit Hours
SHP2033	Introduction to Show Production Systems	4
ENC1101	English Composition I	4

Month 8

Code	Title	Credit Hours
AUD229	Project and Portfolio II: Audio Arts	3
RARC311	Professional Development Seminar I: Audio Arts	1

Month 9

Code	Title	Credit Hours
APR3571	Structure of Music	4
REC3515	Critical Listening	4

Month 10

Code	Title	Credit Hours
APR3466	Mixing Techniques	4

Month 11

Code	Title	Credit Hours
AUD239	Project and Portfolio III: Audio Arts	3
AARC322	Professional Development Seminar II: Audio Arts	1

Month 12

Code	Title	Credit Hours
REC3304	Modern Production Techniques	4

Month 13

Code	Title	Credit Hours
AUD3011	Fundamentals of Music Business	3
AUD3311	History of Recorded Music	3
	Total Credit Hours	63

Please Note

- Some specific courses may be offered online. Please see course descriptions for details.
- Associate of Applied Science (A.A.S.) degree programs are designed to prepare students for entry into technical and professional fields. A.A.S. degree programs are fully transferable into related Full Sail University bachelor's programs. The transferability of credit from Full Sail to another institution is at the discretion of the accepting institution. It is the student's responsibility to confirm whether or not credits will be accepted by another college.

Audio Production Associate of Applied Science

Degree Type
Associate of Applied Science
Environment
online
Program Length
56 weeks
Overview
Full Sail University began in 1979 as a recording school. Since then, developments in the recording industry have created new opportunities to build upon the university's foundational recording curriculum. Audio production is increasingly the domain of independent recording engineers, editors, vocal specialists, and other craftspeople who work in a variety of facilities and studios. Students will learn technical skills, production methodologies, and remote workflows applicable to multiple environments, preparing them for entry into careers across today's audio industry. The Audio Production degree programs provide opportunities to engage in business scenarios common to the modern audio professional.

The Audio Production curriculum features courses that encompass listening skills, production techniques, editing and mixing skills, and an introduction to event production. The Audio Production degree program also has foundational courses focusing on music history, business fundamentals, and professional development.

Objective
Associate of Applied Science

The goal of the Audio Production Associate of Applied Science degree program is to prepare you for entry-level audio positions in the entertainment industry, such as recording engineer, sound effects editor, music editor, and assistant mix engineer. With a focus on contemporary technical skills and practical applications, you will gain the ability to record and mix audio for music projects, podcasts, and new media as well as explore the realm of live production and corporate A/V.

In addition to technical proficiency and creative development, your education will help you develop critical-thinking, problem-solving, and analytical skills that will provide you a solid set of career-focused foundational competencies. This career-focused education will equip you with the tools to help sustain a long and productive professional career in the entertainment and media industries.

Month 1

Code	Title	Credit Hours
GEN1011	Creative Presentation	3

Month 2

Code	Title	Credit Hours
DEP1013	Psychology of Play	3

Month 3

Code	Title	Credit Hours
VID1555	Video-Sharing Platforms	4

Month 4

Code	Title	Credit Hours
AUD1923	Recording Principles	4

Month 5

Code	Title	Credit Hours
AUD2001	Principles of Music	3

Month 6

Code	Title	Credit Hours
REC1732	Sequencing Technology	4

Month 7

Code	Title	Credit Hours
REC3414	Audio Workstations	4

Month 8

Code	Title	Credit Hours
SHP2033	Introduction to Show Production Systems	4
ENC1101	English Composition I	4

Month 9

Code	Title	Credit Hours
AUD229	Project and Portfolio II: Audio Arts	3
RAR3111	Professional Development Seminar I: Audio Arts	1

Month 10

Code	Title	Credit Hours
APR3571	Structure of Music	4
REC3515	Critical Listening	4

Month 11

Code	Title	Credit Hours
APR3466	Mixing Techniques	4

Month 12

Code	Title	Credit Hours
AUD239	Project and Portfolio III: Audio Arts	3
AAR3222	Professional Development Seminar II: Audio Arts	1

Month 13

Code	Title	Credit Hours
REC3304	Modern Production Techniques	4

Month 14

Code	Title	Credit Hours
AUD3011	Fundamentals of Music Business	3
AUD3311	History of Recorded Music	3
	Total Credit Hours	63

Please Note

- Associate of Applied Science (A.A.S.) degree programs are designed to prepare students for entry into technical and professional fields. A.A.S. degree programs are fully transferable into related Full Sail University bachelor's programs. The transferability of credit from Full Sail to another institution is at the discretion of the accepting institution. It is the student's responsibility to confirm whether or not credits will be accepted by another college.

Computer Animation Associate of Applied Science

Degree Type
Associate of Applied Science
Environment
campus
Program Length
52 weeks
Overview
The Computer Animation curriculum is centered on real-world production processes. From storyboarding, sketching, and visual development to modeling, character animation, and final compositing, this Computer Animation curriculum takes you through the entire production pipeline. Our programs start by familiarizing you with the art concepts behind animation, drawing, sculpting, and other traditional forms of expression, which are essential parts of getting your art onto the computer. You will also learn the foundational principles behind computer-generated models, characters, animation, and compositing. Then you will apply those principles when developing films, TV shows, commercials, and games. By using the same hardware and software as professional animation studios, you will gain the skills you will need when you embark on your career. You will also have courses focusing on physical science, mythology, communication skills, and how to prepare yourself for the animation industry.

Objective
Associate of Applied Science

Our goal is to provide you with the focused knowledge and understanding of 3-D modeling and digital animation needed to qualify for such entry-level industry positions as scene builders, environmental and prop modelers, texture artists, and renderers. Besides the program's strong 3-D computer-graphics focus, you will build other skills in peripheral media and digital courses that will enhance your opportunities in related fields.

In addition to technical proficiency and creative development, your education will help you develop critical-thinking, problem-solving, and analytical skills that will provide you with a solid set of career-focused foundational competencies. This career-focused education will equip you with the tools to help sustain a long and productive professional career in the entertainment and media industries.

Month 1

Code	Title	Credit Hours
GEN1011	Creative Presentation	3

Month 2

Code	Title	Credit Hours
TEM1001	Technology in the Entertainment and Media Industries	4
ENC1101	English Composition I	4

Month 3

Code	Title	Credit Hours
CGA121	3-D Foundations	4
CGA101	Fundamentals of Art I	3

Month 4

Code	Title	Credit Hours
DIG1301	Model Creation	4

Month 5

Code	Title	Credit Hours
CGA103	Fundamentals of Art II	4

Month 6

Code	Title	Credit Hours
3DA119	Project and Portfolio I: 3-D Arts	3
CANC311	Professional Development Seminar I: Computer Animation	1

Month 7

Code	Title	Credit Hours
CGA2112	3-D Animation I	4

Month 8

Code	Title	Credit Hours
CGA3112	3-D Animation II	4

Month 9

Code	Title	Credit Hours
3DA229	Project and Portfolio II: 3-D Arts	3
GRA1161	Shading and Lighting	4

Month 10

Code	Title	Credit Hours
CGA366	Visual Development	4

Month 11

Code	Title	Credit Hours
CGA365	Compositing Fundamentals	3

Month 12

Code	Title	Credit Hours
CGA356	Compositing and Scene Finishing	4
CANC322	Professional Development Seminar II: Computer Animation	1

Month 13

Code	Title	Credit Hours
CAB239	Project and Portfolio III: Computer Animation	3
DEP1013	Psychology of Play	3
	Total Credit Hours	63

Please Note

- Some specific courses may be offered online. Please see course descriptions for details.
- Associate of Applied Science (A.A.S.) degree programs are designed to prepare students for entry into technical and professional fields. A.A.S. degree programs are fully transferable into related Full Sail University bachelor's programs. The transferability of credit from Full Sail to another institution is at the discretion of the accepting institution. It is the student's responsibility to confirm whether or not credits will be accepted by another college.

Computer Animation Associate of Applied Science

Degree Type
Associate of Applied Science
Environment
online
Program Length
56 weeks
Overview
The Computer Animation curriculum is centered on real-world production processes. From storyboarding, sketching, and visual development to modeling, character animation, and final compositing, this Computer Animation curriculum takes you through the entire production pipeline. Our programs start by familiarizing you with the art concepts behind animation, drawing, sculpting, and other traditional forms of expression, which are essential parts of getting your art onto the computer. You will also learn the foundational principles behind computer-generated models, characters, animation, and compositing. Then you will apply those principles when developing films, TV shows, commercials, and games. By using the same hardware and software as professional animation studios, you will gain the skills you will need when you embark on your career. You will also have courses focusing on physical science, mythology, communication skills, and how to prepare yourself for the animation industry.

Objective
Associate of Applied Science

Our goal is to provide you with the focused knowledge and understanding of 3-D modeling and digital animation needed to qualify for such entry-level industry positions as scene builders, environmental and prop modelers, texture artists, and renderers. Besides the program's strong 3-D computer-graphics focus, you will build other skills in peripheral media and digital courses that will enhance your opportunities in related fields.

In addition to technical proficiency and creative development, your education will help you develop critical-thinking, problem-solving, and analytical skills that will provide you with a solid set of career-focused foundational competencies. This career-focused education will equip you with the tools to help sustain a long and productive professional career in the entertainment and media industries.

Month 1

Code	Title	Credit Hours
GEN1011	Creative Presentation	3
DEP1013	Psychology of Play	3

Month 2

Code	Title	Credit Hours
ENC1101	English Composition I	4

Month 3

Code	Title	Credit Hours
TEM1001	Technology in the Entertainment and Media Industries	4

Month 4

Code	Title	Credit Hours
CGA121	3-D Foundations	4
CGA101	Fundamentals of Art I	3

Month 5

Code	Title	Credit Hours
DIG1301	Model Creation	4

Month 6

Code	Title	Credit Hours
CGA103	Fundamentals of Art II	4

Month 7

Code	Title	Credit Hours
3DA119	Project and Portfolio I: 3-D Arts	3
CAN3111	Professional Development Seminar I: Computer Animation	1

Month 8

Code	Title	Credit Hours
CGA2112	3-D Animation I	4

Month 9

Code	Title	Credit Hours
CGA3112	3-D Animation II	4

Month 10

Code	Title	Credit Hours
3DA229	Project and Portfolio II: 3-D Arts	3
GRA1161	Shading and Lighting	4

Month 11

Code	Title	Credit Hours
CGA366	Visual Development	4

Month 12

Code	Title	Credit Hours
CGA365	Compositing Fundamentals	3

Month 13

Code	Title	Credit Hours
CGA356	Compositing and Scene Finishing	4

Month 14

Code	Title	Credit Hours
CAB239	Project and Portfolio III: Computer Animation	3
CAN3222	Professional Development Seminar II: Computer Animation	1
	Total Credit Hours	63

Please Note

- Associate of Applied Science (A.A.S.) degree programs are designed to prepare students for entry into technical and professional fields. A.A.S. degree programs are fully transferable into related Full Sail University bachelor's programs. The transferability of credit from Full Sail to another institution is at the discretion of the accepting institution. It is the student's responsibility to confirm whether or not credits will be accepted by another college.

Computer Science Associate of Science

Degree Type
Associate of Science
Environment
campus
Program Length
48 weeks
Overview
The Computer Science Associate of Science at Full Sail University familiarizes students with the design, development, and implementation of software-based solutions and other software products for the business, entertainment, and consumer markets. The curriculum provides an understanding of programming languages and skills, software-design skills, and various computer science methodologies. Courses offer practical experience in software engineering, systems programming, human-computer interaction, and project management. Students work with integrated development environments such as Visual Studio, VS Code, Android Studio, and Arduino IDE; systems and infrastructure platforms like Linux/Ubuntu and Docker; version control and collaboration tools like GitHub, Git clients, Discord, and Zoom; project management platforms like Jira and Trello; and design and prototyping tools such as Figma and FigJam.

Through an emphasis on critical thinking, problem-solving, software design, and the development process, students will learn to work with emerging technologies and begin to design and develop software solutions that meet industry standards. Students will engage in application creation by participating in various computer science projects throughout the degree program. They will gain the critical-thinking and professional skills necessary for effective software development, preparing them for a broad range of careers across software engineering, computing, and emerging technology fields. As AI-assisted tools become increasingly integrated into software engineering practice, students will foster the AI literacy needed to use them effectively, responsibly, and ethically. Through project-based learning, students will generate a portfolio of basic software applications that showcase their ability to apply software development and collaboration practices to coding challenges, preparing them for continued growth and professional practice in a rapidly evolving technology landscape.

Objective
Associate's Objective

The goal of the Computer Science Associate of Science degree program is to develop students' coding and production capabilities and equip them to pursue entry-level programming positions in the computer science arena, such as programmer, junior software developer, tool programmer, and quality assurance tester. Computer scientists require a breadth of knowledge and skills to compete in this dynamic industry. Across the curriculum, students will build core technical competencies in programming, data structures and algorithms, and software engineering while advancing their skills in software development and system-level thinking. Students will gain experience designing and implementing software solutions while applying practices such as code reviews. Graduates will be equipped to create their own coding and computer science projects and articulate and deliver these projects through appropriate communication methods. Students will also build fluency with current computer science tools and workflows, including AI-assisted tools that support informed decision-making and professional judgment in software engineering.

Month 1

Code	Title	Credit Hours
GEN1011	Creative Presentation	3
DEP1013	Psychology of Play	3

Month 2

Code	Title	Credit Hours
TEM1001	Technology in the Entertainment and Media Industries	4
MAD1100	Discrete Mathematics	4

Month 3

Code	Title	Credit Hours
COP1334	Programming I	4

Month 4

Code	Title	Credit Hours
COP2334	Programming II	4

Month 5

Code	Title	Credit Hours
SDV3111	Systems Programming	4

Month 6

Code	Title	Credit Hours
COS119	Project and Portfolio I: Computer Science	3
ENC1101	English Composition I	4

Month 7

Code	Title	Credit Hours
GEN242	Linear Algebra	4
COSC311	Professional Development Seminar I: Computer Science	1

Month 8

Code	Title	Credit Hours
SDV2213	Data Structures and Algorithms	4

Month 9

Code	Title	Credit Hours
GEN262	Physics	4
COSC322	Professional Development Seminar II: Computer Science	1

Month 10

Code	Title	Credit Hours
GDD258	Software Engineering	4
SDV3012	Applied Human-Computer Interaction	3

Month 11

Code	Title	Credit Hours
COS229	Project and Portfolio II: Computer Science	3

Month 12

Code	Title	Credit Hours
COS239	Project and Portfolio III: Computer Science	3
	Total Credit Hours	60

Please Note

- Some specific courses may be offered online. Please see course descriptions for details.

Computer Science Associate of Science

Degree Type
Associate of Science
Environment
online
Program Length
56 weeks
Overview
The Computer Science Associate of Science at Full Sail University familiarizes students with the design, development, and implementation of software-based solutions and other software products for the business, entertainment, and consumer markets. The curriculum provides an understanding of programming languages and skills, software-design skills, and various computer science methodologies. Courses offer practical experience in software engineering, systems programming, human-computer interaction, and project management. Students work with integrated development environments such as Visual Studio, VS Code, Android Studio, and Arduino IDE; systems and infrastructure platforms like Linux/Ubuntu and Docker; version control and collaboration tools like GitHub, Git clients, Discord, and Zoom; project management platforms like Jira and Trello; and design and prototyping tools such as Figma and FigJam.

Through an emphasis on critical thinking, problem-solving, software design, and the development process, students will learn to work with emerging technologies and begin to design and develop software solutions that meet industry standards. Students will engage in application creation by participating in various computer science projects throughout the degree program. They will gain the critical-thinking and professional skills necessary for effective software development, preparing them for a broad range of careers across software engineering, computing, and emerging technology fields. As AI-assisted tools become increasingly integrated into software engineering practice, students will foster the AI literacy needed to use them effectively, responsibly, and ethically. Through project-based learning, students will generate a portfolio of basic software applications that showcase their ability to apply software development and collaboration practices to coding challenges, preparing them for continued growth and professional practice in a rapidly evolving technology landscape.

Objective
Associate's Objective

The goal of the Computer Science Associate of Science degree program is to develop students' coding and production capabilities and equip them to pursue entry-level programming positions in the computer science arena, such as programmer, junior software developer, tool programmer, and quality assurance tester. Computer scientists require a breadth of knowledge and skills to compete in this dynamic industry. Across the curriculum, students will build core technical competencies in programming, data structures and algorithms, and software engineering while advancing their skills in software development and system-level thinking. Students will gain experience designing and implementing software solutions while applying practices such as code reviews. Graduates will be equipped to create their own coding and computer science projects and articulate and deliver these projects through appropriate communication methods. Students will also build fluency with current computer science tools and workflows, including AI-assisted tools that support informed decision-making and professional judgment in software engineering.

Month 1

Code	Title	Credit Hours
GEN1011	Creative Presentation	3

Month 2

Code	Title	Credit Hours
DEP1013	Psychology of Play	3

Month 3

Code	Title	Credit Hours
TEM1001	Technology in the Entertainment and Media Industries	4

Month 4

Code	Title	Credit Hours
MAD1100	Discrete Mathematics	4

Month 5

Code	Title	Credit Hours
COP1334	Programming I	4

Month 6

Code	Title	Credit Hours
COP2334	Programming II	4

Month 7

Code	Title	Credit Hours
SDV3111	Systems Programming	4

Month 8

Code	Title	Credit Hours
COS119	Project and Portfolio I: Computer Science	3
ENC1101	English Composition I	4

Month 9

Code	Title	Credit Hours
SDV2213	Data Structures and Algorithms	4

Month 10

Code	Title	Credit Hours
GEN242	Linear Algebra	4

Month 11

Code	Title	Credit Hours
GDD258	Software Engineering	4
GEN262	Physics	4

Month 12

Code	Title	Credit Hours
SDV3012	Applied Human-Computer Interaction	3
COS3111	Professional Development Seminar I: Computer Science	1

Month 13

Code	Title	Credit Hours
COS229	Project and Portfolio II: Computer Science	3

Month 14

Code	Title	Credit Hours
COS239	Project and Portfolio III: Computer Science	3
COS3222	Professional Development Seminar II: Computer Science	1
	Total Credit Hours	60

Creative Writing Associate of Applied Science

Degree Type
Associate of Applied Science
Environment
campus
Program Length
52 weeks
Overview
As new distribution channels for media emerge in the entertainment industry, there is an increasing demand for creative writers who can extend a compelling story across multiple platforms. The Creative Writing curriculum provides you with the opportunity to not only perfect your story-writing abilities but also allows you to understand and implement the transmedia approach that is necessary in today's entertainment industry. Whether the final delivery channel is a movie theater, television screen, computer monitor, game console, website, or mobile device, you will learn to develop compelling and well-crafted stories that will captivate consumers on multiple platforms. A growing collection of digital tools is available to today's writers, and the Creative Writing curriculum teaches the most effective way to utilize those tools. You will explore multiple literary genres along with techniques for writing for different audiences and mediums. In addition, you will develop leadership, project-management, and research skills, sharpen your technical prowess, conduct and utilize industry research, and learn how to revise your own work and collaborate with others to enhance your creative works.

Objective
Associate of Applied Science The objective of the Creative Writing Associate of Applied Science degree program is to provide you with a focused knowledge and clear understanding of visual storytelling, narrative structures, multimedia terms and genres, character creation and development, screenwriting and storyboarding, script analysis, criticism, and editing for a variety of niches and distribution methods in the entertainment and media industries. This program is designed to equip you with editorial skills, enhance your ability to create compelling stories and writing elements, and enable you to pursue entry-level careers in creative writing. The Creative Writing Associate of Applied Science degree program will also further strengthen the communication, creative thinking, and research skills necessary for the development and execution of creative writing projects. Completing the program will enable you to take full advantage of today's high demand for creative writers and prepare you for entry-level positions as writers in the entertainment and media industries.

Month 1

Code	Title	Credit Hours
GEN1011	Creative Presentation	3
DEP1013	Psychology of Play	3

Month 2

Code	Title	Credit Hours
ECW2123	Literary Techniques and Story Development	4
ENC1101	English Composition I	4

Month 3

Code	Title	Credit Hours
ECW1225	Creative Skills Development	4

Month 4

Code	Title	Credit Hours
MCM1203	New Media Tools	4

Month 5

Code	Title	Credit Hours
ECW1409	Multimedia Storytelling	3
MCM1002	Introduction to Media Communications and Technologies	3

Month 6

Code	Title	Credit Hours
ECW4101	Writing Workshop I: Film	4

Month 7

Code	Title	Credit Hours
CWB117	Project and Portfolio I: Creative Writing	3

Month 8

Code	Title	Credit Hours
MCM2416	Digital Video and Audio Production	4

Month 9

Code	Title	Credit Hours
ECW2841	Developing New Worlds: Environment and Historical Research	4

Month 10

Code	Title	Credit Hours
ECW3712	Serialized Writing	3
CWRC311	Professional Development Seminar I: Creative Writing	1

Month 11

Code	Title	Credit Hours
CWB227	Project and Portfolio II: Creative Writing	3
CWRC322	Professional Development Seminar II: Creative Writing	1

Month 12

Code	Title	Credit Hours
ECW3111	Literary Genre I: Comedy and Tragedy	4

Month 13

Code	Title	Credit Hours
CWB337	Project and Portfolio III: Creative Writing	3
ECW2953	Publishing and Distribution	4
	Total Credit Hours	62

Please Note

- Some specific courses may be offered online. Please see course descriptions for details.
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Creative Writing Associate of Applied Science

Degree Type
Associate of Applied Science
Environment
online
Program Length
56 weeks
Overview
As new distribution channels for media emerge in the entertainment industry, there is an increasing demand for creative writers who can extend a compelling story across multiple platforms. The Creative Writing curriculum provides you with the opportunity to not only perfect your story-writing abilities but also allows you to understand and implement the transmedia approach that is necessary in today's entertainment industry. Whether the final delivery channel is a movie theater, television screen, computer monitor, game console, website, or mobile device, you will learn to develop compelling and well-crafted stories that will captivate consumers on multiple platforms. A growing collection of digital tools is available to today's writers, and the Creative Writing curriculum teaches the most effective way to utilize those tools. You will explore multiple literary genres along with techniques for writing for different audiences and mediums. In addition, you will develop leadership, project-management, and research skills, sharpen your technical prowess, conduct and utilize industry research, and learn how to revise your own work and collaborate with others to enhance your creative works.

Objective
Associate of Applied Science The objective of the Creative Writing Associate of Applied Science degree program is to provide you with a focused knowledge and clear understanding of visual storytelling, narrative structures, multimedia terms and genres, character creation and development, screenwriting and storyboarding, script analysis, criticism, and editing for a variety of niches and distribution methods in the entertainment and media industries. This program is designed to equip you with editorial skills, enhance your ability to create compelling stories and writing elements, and enable you to pursue entry-level careers in creative writing. The Creative Writing Associate of Applied Science degree program will also further strengthen the communication, creative thinking, and research skills necessary for the development and execution of creative writing projects. Completing the program will enable you to take full advantage of today's high demand for creative writers and prepare you for entry-level positions as writers in the entertainment and media industries.

Month 1

Code	Title	Credit Hours
GEN1011	Creative Presentation	3

Month 2

Code	Title	Credit Hours
ENC1101	English Composition I	4

Month 3

Code	Title	Credit Hours
ECW2123	Literary Techniques and Story Development	4

Month 4

Code	Title	Credit Hours
ECW1225	Creative Skills Development	4
DEP1013	Psychology of Play	3

Month 5

Code	Title	Credit Hours
MCM1203	New Media Tools	4

Month 6

Code	Title	Credit Hours
ECW1409	Multimedia Storytelling	3
MCM1002	Introduction to Media Communications and Technologies	3

Month 7

Code	Title	Credit Hours
ECW4101	Writing Workshop I: Film	4
CWB117	Project and Portfolio I: Creative Writing	3

Month 8

Code	Title	Credit Hours
MCM2416	Digital Video and Audio Production	4

Month 9

Code	Title	Credit Hours
ECW2841	Developing New Worlds: Environment and Historical Research	4

Month 10

Code	Title	Credit Hours
ECW3712	Serialized Writing	3
CWR3111	Professional Development Seminar I: Creative Writing	1

Month 11

Code	Title	Credit Hours
CWB227	Project and Portfolio II: Creative Writing	3
CWR3222	Professional Development Seminar II: Creative Writing	1

Month 12

Code	Title	Credit Hours
ECW3111	Literary Genre I: Comedy and Tragedy	4

Month 13

Code	Title	Credit Hours
ECW2953	Publishing and Distribution	4

Month 14

Code	Title	Credit Hours
CWB337	Project and Portfolio III: Creative Writing	3
	Total Credit Hours	62

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Digital Arts and Design Associate of Applied Science

Degree Type
Associate of Applied Science
Environment
campus
Program Length
52 weeks
Overview
The Digital Arts & Design curriculum is specifically designed to pair art and technology to inspire and help you create groundbreaking designs for motion graphics. Throughout the curriculum, you will explore the entire design process—from concept to creation and from presentation to implementation. In these courses, you will learn the ins and outs of the current hardware and software used by professionals in the design world. As you master these concepts, you will be challenged to think about design in a new way—first understanding the intended audience for a project, then using that knowledge to direct the design of your message. You will apply this process across a wide spectrum of design projects, including 2-D and 3-D art, typography, video, and motion graphics. Learning the essential design and technology elements of this field is just one part of the Digital Arts & Design degree program. You will also have courses focusing on communication, physical science, and popular culture that will prepare you for your career in the motion-graphics industry.

Objective
Associate of Applied Science

The goal of the Digital Arts & Design Associate of Applied Science degree program is to provide you with the focused knowledge and understanding of digital production needed to qualify for entry-level industry positions as production artists, graphic artists, photo editors, and various other positions in motion-graphic production. Additional skills that you will acquire in digital video production and sound design will broaden your opportunities for a variety of positions in the industry.

In addition to technical proficiency and creative development, your education will help you develop critical-thinking, problem-solving, and analytical skills that will provide you a solid set of career-focused foundational competencies. This career-focused education will equip you with the tools needed to help sustain a long and productive professional career in the entertainment and media industries.

Month 1

Code	Title	Credit Hours
GEN1011	Creative Presentation	3
DEP1013	Psychology of Play	3

Month 2

Code	Title	Credit Hours
ENC1101	English Composition I	4
TEM1001	Technology in the Entertainment and Media Industries	4

Month 3

Code	Title	Credit Hours
ART1201	Design and Art Theory	4

Month 4

Code	Title	Credit Hours
DGT101	Graphic Principles I	4

Month 5

Code	Title	Credit Hours
DGT201	Graphic Principles II	4

Month 6

Code	Title	Credit Hours
GRD324	Color Theory	4
VSD119	Project and Portfolio I: Visual Design	3

Month 7

Code	Title	Credit Hours
GRD162	Concepts in Photography	4

Month 8

Code	Title	Credit Hours
DGT332	Typography and Page Layout	4

Month 9

Code	Title	Credit Hours
VSD229	Project and Portfolio II: Visual Design	3
DADC311	Professional Development Seminar I: Digital Arts and Design	1

Month 10

Code	Title	Credit Hours
DGT346	Digital Audio and Video	3

Month 11

Code	Title	Credit Hours
DGT341	Motion Graphics	4

Month 12

Code	Title	Credit Hours
DGT441	Advanced Motion Graphics	4

Month 13

Code	Title	Credit Hours
DGT363	Editing Digital Video	3
DAD239	Project and Portfolio III: Digital Arts and Design	3
DADC322	Professional Development Seminar II: Digital Arts and Design	1
	Total Credit Hours	63

Please Note

- Some specific courses may be offered online. Please see course descriptions for details.
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Digital Cinematography Associate of Applied Science

Degree Type
Associate of Applied Science
Environment
online
Program Length
56 weeks
Overview
The Digital Cinematography curriculum immerses you in the art of digital video and film production for a variety of outlets. By utilizing the latest tools available to today's media developers, you will learn how to create professional content for broadcast television, online media, mobile applications, and independent films.

Throughout each program, you will take courses that help you build a comprehensive understanding of digital content creation and storytelling with a curriculum that strikes a balance between traditional film foundations and the latest production and postproduction techniques.

You will learn how to master essential visual communication and video production methods for digital photography, HD video production, lighting, audio mixing, and nonlinear editing. Additional courses also cover complementary career skills in leadership, popular culture, production budgeting, and web design.

Class projects will help you apply the knowledge you gain as you craft your own visual and narrative pieces for different media. You will learn to take a story through the entire creative process, including developing a script, planning the logistics of production, and working on location to capture your story on camera, as well as workflow essentials such as file management, editing, and distribution.

Objective
Associate of Applied Science

The Digital Cinematography Associate of Applied Science degree program provides you with a focused knowledge and understanding of digital video and filmmaking production as they relate to current technology and media formats. Courses in the program address digital filmmaking, scriptwriting, visual storytelling, motion-picture history, and the fundamentals of production. The program is designed to provide you with the tools you need to qualify for entry-level industry positions in the fields of broadcast television, web video, independent film, and more.

In addition to technical proficiency and creative development, your education will help you develop critical-thinking, problem-solving, and analytical skills that will provide you a solid set of career-focused foundational competencies. This career-focused education will equip you with the tools to help sustain a long and productive professional career in the entertainment and media industries.

Month 1

Code	Title	Credit Hours
GEN1011	Creative Presentation	3

Month 2

Code	Title	Credit Hours
ENC1101	English Composition I	4

Month 3

Code	Title	Credit Hours
DEP1013	Psychology of Play	3
FIL1037	History of Motion Picture Arts	4

Month 4

Code	Title	Credit Hours
FLM1422	Introduction to Film and Video	3

Month 5

Code	Title	Credit Hours
ECW3055	Scriptwriting Techniques	4
MCM1203	New Media Tools	4

Month 6

Code	Title	Credit Hours
FLM1009	Introduction to Postproduction	4

Month 7

Code	Title	Credit Hours
FAV119	Project and Portfolio I: Film and Video	3

Month 8

Code	Title	Credit Hours
DCN1107	Composition and Visual Design	4

Month 9

Code	Title	Credit Hours
FAV229	Project and Portfolio II: Film and Video	3
DGC3111	Professional Development Seminar I: Digital Cinematography	1

Month 10

Code	Title	Credit Hours
FLM280	Fundamentals of Production I	4

Month 11

Code	Title	Credit Hours
FLM378	Fundamentals of Production II	4

Month 12

Code	Title	Credit Hours
DCN3317	Location Lighting	3

Month 13

Code	Title	Credit Hours
WEB4550	Web Design	4
DCN4111	Film Criticism	3

Month 14

Code	Title	Credit Hours
DCB239	Project and Portfolio III: Digital Cinematography	3
DGC3222	Professional Development Seminar II: Digital Cinematography	1
	Total Credit Hours	62

Please Note

- Associate of Applied Science (A.A.S.) degree programs are designed to prepare students for entry into technical and professional fields. A.A.S. degree programs are fully transferable into related Full Sail University bachelor's programs. The transferability of credit from Full Sail to another institution is at the discretion of the accepting institution. It is the student's responsibility to confirm whether or not credits will be accepted by another college.

Digital Marketing Associate of Applied Science

Degree Type
Associate of Applied Science
Environment
online
Program Length
56 weeks
Overview
The Digital Marketing curriculum prepares you for work in the ever-changing digital marketing industry and addresses the complex worlds of marketing, emerging technology, and digital entrepreneurship. You will graduate with the skills you need to meet the challenges of an industry affected by rapid advances and changes in technology. In this program, you will learn how to create a viable marketing and strategic plan for selling products or services, develop and cultivate a brand, and protect that entity within the digital community. You will study a full range of digital marketing subjects, including search engine optimization, content strategy, campaign development, and display advertising. In addition to courses developing your marketing-specific skills, you will also have courses focused on statistics, physical science, cultural studies, and how to prepare yourself for a career in the industry.

Objective
Associate of Applied Science

The goal of the Digital Marketing Associate of Applied Science degree program is to provide you with the focused knowledge and understanding needed to pursue entry-level positions such as marketing coordinator, marketing analyst, marketing assistant, and a variety of others. This program is designed to develop professionals who can adapt to the ever-changing nature of the marketing industry and who understand how its fluidity affects consumer behavior.

In addition to technical proficiency and theoretical knowledge, the program helps you develop critical-thinking, problem-solving, and analytical skills that will provide you a solid set of career-focused foundational competencies. This career-focused education will equip you with the tools to sustain a productive career path in the world of marketing.

Month 1

Code	Title	Credit Hours
GEN1011	Creative Presentation	3

Month 2

Code	Title	Credit Hours
DEP1013	Psychology of Play	3

Month 3

Code	Title	Credit Hours
VID1555	Video-Sharing Platforms	4

Month 4

Code	Title	Credit Hours
ENC1101	English Composition I	4
MKT210	Introduction to Marketing	4

Month 5

Code	Title	Credit Hours
IMK241	Fundamentals of Web Design	4
MKT1414	Marketing Research	4

Month 6

Code	Title	Credit Hours
BUS119	Project and Portfolio I: Personal Branding	3
DMK3111	Professional Development Seminar I: Digital Marketing	1

Month 7

Code	Title	Credit Hours
MKT163	Storytelling for Marketing	3

Month 8

Code	Title	Credit Hours
MKT2418	Fundamentals of Public Relations	4

Month 9

Code	Title	Credit Hours
IMK322	Content Strategy, Development, and Marketing	3
ACG3223	Business Accounting	4

Month 10

Code	Title	Credit Hours
BUS229	Project and Portfolio II: Market Research	3
DMK3222	Professional Development Seminar II: Digital Marketing	1

Month 11

Code	Title	Credit Hours
IMK345	Social Media Marketing	3

Month 12

Code	Title	Credit Hours
MKT3014	Marketing Law and Contracts	4

Month 13

Code	Title	Credit Hours
DMK473	Digital Analytics and Reporting	4

Month 14

Code	Title	Credit Hours
MAR239	Project and Portfolio III: Marketing	3
	Total Credit Hours	62

Please Note

- Associate of Applied Science (A.A.S.) degree programs are designed to prepare students for entry into technical and professional fields. A.A.S. degree programs are fully transferable into related Full Sail University bachelor's programs. The transferability of credit from Full Sail to another institution is at the discretion of the accepting institution. It is the student's responsibility to confirm whether or not credits will be accepted by another college.

Entertainment Business Associate of Applied Science

Degree Type
Associate of Applied Science
Environment
campus
Program Length
52 weeks
Overview
In the Entertainment Business programs, you will make your way through a challenging curriculum that combines essential business and management knowledge and skills, including business models, marketing, global media management, business technology and design, event management, and professional selling. This curriculum will focus on developing both personal and professional skills, and the program's project-based environment models the same kinds of professional scenarios you will encounter in today's business world. The combination of business and entertainment topics is designed to give you the full range of knowledge you will need to begin a career within an existing entertainment company or to get your own entrepreneurial idea off the ground. In addition to business-specific managerial and entrepreneurial skills, you will also have courses focusing on leadership, professional writing, physical science, communication skills, and how to prepare yourself for your career in the entertainment industry.

Objective
Associate of Applied Science

Our goal is to provide you with a focused knowledge and understanding of essential business and management skills to enhance your ability to qualify for entry-level industry positions, including marketing assistant, sales assistant, promotions assistant, project coordinator, and a variety of other entertainment business positions in the fields of film, music, digital media, broadcasting, and gaming.

In addition to technical proficiency and creative development, your education will help you develop critical-thinking, problem-solving, and analytical skills that will provide you with a solid set of career-focused foundational competencies. This career-focused education will equip you with the tools to sustain a long and productive professional career in the entertainment and media industry.

Month 1

Code	Title	Credit Hours
GEN1011	Creative Presentation	3

Month 2

Code	Title	Credit Hours
DEP1013	Psychology of Play	3
ENC1101	English Composition I	4

Month 3

Code	Title	Credit Hours
BEM1001	Business in the Entertainment and Media Industries	4

Month 4

Code	Title	Credit Hours
MKT210	Introduction to Marketing	4

Month 5

Code	Title	Credit Hours
BUS119	Project and Portfolio I: Personal Branding	3
MAN2021	Business Management	4

Month 6

Code	Title	Credit Hours
ECO2005	Introduction to Economics	4

Month 7

Code	Title	Credit Hours
ENTB2714	Data Analysis and Reporting	3

Month 8

Code	Title	Credit Hours
BUS229	Project and Portfolio II: Market Research	3
ENT3111	Professional Development Seminar I: Entertainment Business	1

Month 9

Code	Title	Credit Hours
BUL2100	Business Law	4

Month 10

Code	Title	Credit Hours
MCM1203	New Media Tools	4
ACG3223	Business Accounting	4

Month 11

Code	Title	Credit Hours
ENT239	Project and Portfolio III: Entertainment Business	3
ENT3222	Professional Development Seminar II: Entertainment Business	1

Month 12

Code	Title	Credit Hours
ENTB4485	Entertainment Business Models	3

Month 13

Code	Title	Credit Hours
ENTB3314	Global Media Management	3
MAR3111	Principles of Digital Marketing	4
	Total Credit Hours	62

Please Note

- Some specific courses may be offered online. Please see course descriptions for details.
- Associate of Applied Science (A.A.S.) degree programs are designed to prepare students for entry into technical and professional fields. A.A.S. degree programs are fully transferable into related Full Sail University bachelor's programs. The transferability of credit from Full Sail to another institution is at the discretion of the accepting institution. It is the student's responsibility to confirm whether or not credits will be accepted by another college.

Entertainment Business Associate of Applied Science

Degree Type
Associate of Applied Science
Environment
online
Program Length
56 weeks
Overview
In the Entertainment Business programs, you will make your way through a challenging curriculum that combines essential business and management knowledge and skills, including business models, marketing, global media management, business technology and design, event management, and professional selling. This curriculum will focus on developing both personal and professional skills, and the program's project-based environment models the same kinds of professional scenarios you will encounter in today's business world. The combination of business and entertainment topics is designed to give you the full range of knowledge you will need to begin a career within an existing entertainment company or to get your own entrepreneurial idea off the ground. In addition to business-specific managerial and entrepreneurial skills, you will also have courses focusing on leadership, professional writing, physical science, communication skills, and how to prepare yourself for your career in the entertainment industry.

Objective
Associate of Applied Science

Our goal is to provide you with a focused knowledge and understanding of essential business and management skills to enhance your ability to qualify for entry-level industry positions, including marketing assistant, sales assistant, promotions assistant, project coordinator, and a variety of other entertainment business positions in the fields of film, music, digital media, broadcasting, and gaming.

In addition to technical proficiency and creative development, your education will help you develop critical-thinking, problem-solving, and analytical skills that will provide you with a solid set of career-focused foundational competencies. This career-focused education will equip you with the tools to sustain a long and productive professional career in the entertainment and media industry.

Month 1

Code	Title	Credit Hours
GEN1011	Creative Presentation	3

Month 2

Code	Title	Credit Hours
DEP1013	Psychology of Play	3
ENC1101	English Composition I	4

Month 3

Code	Title	Credit Hours
BEM1001	Business in the Entertainment and Media Industries	4

Month 4

Code	Title	Credit Hours
MKT210	Introduction to Marketing	4

Month 5

Code	Title	Credit Hours
BUS119	Project and Portfolio I: Personal Branding	3
MAN2021	Business Management	4

Month 6

Code	Title	Credit Hours
ECO2005	Introduction to Economics	4

Month 7

Code	Title	Credit Hours
ENTB2714	Data Analysis and Reporting	3

Month 8

Code	Title	Credit Hours
BUS229	Project and Portfolio II: Market Research	3
ENT3111	Professional Development Seminar I: Entertainment Business	1

Month 9

Code	Title	Credit Hours
BUL2100	Business Law	4

Month 10

Code	Title	Credit Hours
MCM1203	New Media Tools	4
ACG3223	Business Accounting	4

Month 11

Code	Title	Credit Hours
ENT239	Project and Portfolio III: Entertainment Business	3
ENT3222	Professional Development Seminar II: Entertainment Business	1

Month 12

Code	Title	Credit Hours
ENTB4485	Entertainment Business Models	3

Month 13

Code	Title	Credit Hours
ENTB3314	Global Media Management	3

Month 14

Code	Title	Credit Hours
MAR3111	Principles of Digital Marketing	4
	Total Credit Hours	62

Please Note

- Associate of Applied Science (A.A.S.) degree programs are designed to prepare students for entry into technical and professional fields. A.A.S. degree programs are fully transferable into related Full Sail University bachelor's programs. The transferability of credit from Full Sail to another institution is at the discretion of the accepting institution. It is the student's responsibility to confirm whether or not credits will be accepted by another college.

Film Associate of Applied Science

Degree Type
Associate of Applied Science
Environment
campus
Program Length
52 weeks
Overview
Our Film curriculum is built around actual industry workflow, so you will navigate your way around a set while you are in school. It also includes a variety of projects that span from preproduction to post, teaching you the basics of all the various departments that make up a production crew. You will have the opportunity to specialize in your area of interest—whether it is writing, directing, producing, cinematography, art direction, sound, editing, or makeup. During your education, you will gain first-hand experience in planning productions, writing scripts, creating storyboards, and using a variety of cameras—16 mm, 35 mm, HD, and more—and doing all of this in a variety of styles.

You will build sets and break them down with access to our spacious soundstages and studio backlot. You will also hold casting calls, work on actors' makeup, and create special effects to enhance your films. Furthermore, you will be able to edit, add visual effects, and polish sound in post to prepare your original work for viewing on the big screen with the mentoring of our faculty team.

In addition to film production, you will also learn the ins and outs of shooting for photography, HD-broadcast production, the world of new media, and reality and documentary film and television. Additional courses will focus on helping you learn production budgeting, lighting, computer-business applications, personal finance management, communication skills, and how to prepare yourself for the film industry.

Objective
Associate of Applied Science

The goal of the Film Associate of Applied Science degree program is to provide you with the focused knowledge and understanding of film theory and craft you will need to qualify for entry-level industry positions in the film and television video industries, including as independent filmmakers, production assistants, assistant editors, videographers, and digital photographers. The Film Associate of Applied Science degree program will also help you develop the team-building skills needed in the film industry and instruct you in the professional presentation of your film projects.

In addition to technical proficiency and creative development, your education will help you develop critical-thinking, problem-solving, and analytical skills that will provide you a solid set of career-focused foundational competencies. This career-focused education will equip you with the tools to help sustain a long and productive professional career in the entertainment and media industries.

Month 1

Code	Title	Credit Hours
GEN1011	Creative Presentation	3

Month 2

Code	Title	Credit Hours
FIL1037	History of Motion Picture Arts	4
ENC1101	English Composition I	4

Month 3

Code	Title	Credit Hours
FLM1422	Introduction to Film and Video	3
MCM1203	New Media Tools	4

Month 4

Code	Title	Credit Hours
ECW3055	Scriptwriting Techniques	4
FLM1009	Introduction to Postproduction	4

Month 5

Code	Title	Credit Hours
FAV119	Project and Portfolio I: Film and Video	3

Month 6

Code	Title	Credit Hours
DCN1107	Composition and Visual Design	4

Month 7

Code	Title	Credit Hours
FLM280	Fundamentals of Production I	4

Month 8

Code	Title	Credit Hours
FAV229	Project and Portfolio II: Film and Video	3
FLMC311	Professional Development Seminar I: Film	1

Month 9

Code	Title	Credit Hours
DCN3435	Electronic Field Production	4

Month 10

Code	Title	Credit Hours
FLM378	Fundamentals of Production II	4

Month 11

Code	Title	Credit Hours
FLM3413	Broadcast Production I	4

Month 12

Code	Title	Credit Hours
FLM3415	Broadcast Production II	4

Month 13

Code	Title	Credit Hours
FBS239	Project and Portfolio III: Film	3
DEP1013	Psychology of Play	3
FLMC322	Professional Development Seminar II: Film	1
	Total Credit Hours	64

Please Note

- Some specific courses may be offered online. Please see course descriptions for details.
- Associate of Applied Science (A.A.S.) degree programs are designed to prepare students for entry into technical and professional fields. A.A.S. degree programs are fully transferable into related Full Sail University bachelor's programs. The transferability of credit from Full Sail to another institution is at the discretion of the accepting institution. It is the student's responsibility to confirm whether or not credits will be accepted by another college.

Game Art Associate of Applied Science

Degree Type
Associate of Applied Science
Environment
campus
Program Length
52 weeks
Overview
The Game Art curriculum is designed to develop artists well versed in 3-D asset creation for interactive 3-D. With a focus on 3-D content for games, simulation, XR, and even film and television, you will work your way through project-based classes that follow a clear, dynamic curriculum structure using the latest techniques and tools. Our courses will help you gain the skills necessary to move and improve content through the production pipeline. Each specialized class is based on the same workflow processes found at professional game studios and covers such core concepts as animation, modeling, lighting, environment art, and material and texture creation. Supporting these industry-specific foundations are classes focusing on the traditional art foundations of interactive 3-D as well as courses focusing on career exploration, communication skills, and how to prepare for the gaming industry.

Objective
Associate of Applied Science

Our goal is to provide you with the focused knowledge and foundational understanding of art and design, 3-D animation, modeling, and shading and lighting needed to qualify for entry-level positions in the interactive 3-D industry as 3-D artists. Besides the degree program's strong 3-D computer-graphics focus, you will build other skills in peripheral media and complete digital courses that will enhance your opportunities in related fields.

In addition to technical proficiency and creative development, your education will help you develop critical-thinking, problem-solving, and analytical skills that will provide you with a solid set of career-focused foundational competencies. This career-focused education will equip you with the tools to help sustain a long and productive professional career in the entertainment and media industries.

Month 1

Code	Title	Credit Hours
GEN1011	Creative Presentation	3

Month 2

Code	Title	Credit Hours
TEM1001	Technology in the Entertainment and Media Industries	4
ENC1101	English Composition I	4

Month 3

Code	Title	Credit Hours
CGA121	3-D Foundations	4
CGA101	Fundamentals of Art I	3

Month 4

Code	Title	Credit Hours
DIG1301	Model Creation	4

Month 5

Code	Title	Credit Hours
CGA103	Fundamentals of Art II	4

Month 6

Code	Title	Credit Hours
3DA119	Project and Portfolio I: 3-D Arts	3
GARC311	Professional Development Seminar I: Game Art	1

Month 7

Code	Title	Credit Hours
CGA2112	3-D Animation I	4

Month 8

Code	Title	Credit Hours
CGA3112	3-D Animation II	4

Month 9

Code	Title	Credit Hours
3DA229	Project and Portfolio II: 3-D Arts	3
GRA1161	Shading and Lighting	4

Month 10

Code	Title	Credit Hours
CGG351	Art Creation for Games	4

Month 11

Code	Title	Credit Hours
CGG432	Texture Painting and Sculpting	3

Month 12

Code	Title	Credit Hours
CGG4555	Environment Art	4
GARC322	Professional Development Seminar II: Game Art	1

Month 13

Code	Title	Credit Hours
GAB239	Project and Portfolio III: Game Art	3
DEP1013	Psychology of Play	3
	Total Credit Hours	63

Please Note

- Some specific courses may be offered online. Please see course descriptions for details.
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Game Art Associate of Applied Science

Degree Type
Associate of Applied Science
Environment
online
Program Length
56 weeks
Overview
The Game Art curriculum is designed to develop artists well versed in 3-D asset creation for interactive 3-D. With a focus on 3-D content for games, simulation, XR, and even film and television, you will work your way through project-based classes that follow a clear, dynamic curriculum structure using the latest techniques and tools. Our courses will help you gain the skills necessary to move and improve content through the production pipeline. Each specialized class is based on the same workflow processes found at professional game studios and covers such core concepts as animation, modeling, lighting, environment art, and material and texture creation. Supporting these industry-specific foundations are classes focusing on the traditional art foundations of interactive 3-D as well as courses focusing on career exploration, communication skills, and how to prepare for the gaming industry.

Objective
Associate of Applied Science

Our goal is to provide you with the focused knowledge and foundational understanding of art and design, 3-D animation, modeling, and shading and lighting needed to qualify for entry-level positions in the interactive 3-D industry as 3-D artists. Besides the degree program's strong 3-D computer-graphics focus, you will build other skills in peripheral media and complete digital courses that will enhance your opportunities in related fields.

In addition to technical proficiency and creative development, your education will help you develop critical-thinking, problem-solving, and analytical skills that will provide you with a solid set of career-focused foundational competencies. This career-focused education will equip you with the tools to help sustain a long and productive professional career in the entertainment and media industries.

Month 1

Code	Title	Credit Hours
GEN1011	Creative Presentation	3
DEP1013	Psychology of Play	3

Month 2

Code	Title	Credit Hours
ENC1101	English Composition I	4

Month 3

Code	Title	Credit Hours
TEM1001	Technology in the Entertainment and Media Industries	4

Month 4

Code	Title	Credit Hours
CGA121	3-D Foundations	4
CGA101	Fundamentals of Art I	3

Month 5

Code	Title	Credit Hours
DIG1301	Model Creation	4

Month 6

Code	Title	Credit Hours
CGA103	Fundamentals of Art II	4

Month 7

Code	Title	Credit Hours
3DA119	Project and Portfolio I: 3-D Arts	3
GAR3111	Professional Development Seminar I: Game Art	1

Month 8

Code	Title	Credit Hours
CGA2112	3-D Animation I	4

Month 9

Code	Title	Credit Hours
CGA3112	3-D Animation II	4

Month 10

Code	Title	Credit Hours
3DA229	Project and Portfolio II: 3-D Arts	3
GRA1161	Shading and Lighting	4

Month 11

Code	Title	Credit Hours
CGG351	Art Creation for Games	4

Month 12

Code	Title	Credit Hours
CGG432	Texture Painting and Sculpting	3

Month 13

Code	Title	Credit Hours
CGG4555	Environment Art	4

Month 14

Code	Title	Credit Hours
GAB239	Project and Portfolio III: Game Art	3
GAR3222	Professional Development Seminar II: Game Art	1
	Total Credit Hours	63

Please Note

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Game Business and Esports Associate of Applied Science

Degree Type
Associate of Applied Science
Environment
online
Program Length
56 weeks
Overview
Game publishers, esports teams, venues, agencies, and organizations in the gaming industry rely on business-minded individuals to support the operation and expansion of their product, service, or team. Business professionals in gaming and esports are able to connect these entities with their consumers, drawing from a wealth of knowledge in gaming culture, technology, revenue streams, and communication tactics.

The Game Business & Esports curriculum provides an opportunity for you to examine the business aspects of the gaming industry. You will dive into the publisher, product, and distribution world as well as the esports side of the industry, building experience in community interactions, marketing, events, business development, and digital engagement from all angles of the industry. The curriculum provides exercise in creating digital content and cultivates your understanding of how different gaming communities engage through digital mediums, including from an international lens. You will learn to identify revenue-generation opportunities and ways to connect them with businesses within the industry. The curriculum navigates through techniques to create social media campaigns, event and team management, and game marketing strategies with a culminating project to implement a targeted esports event.

Objective
Associate of Applied Science

The goal of the Game Business & Esports Associate of Applied Science degree program is to hone your planning, communication, and content creation skills to be able to connect and engage gaming consumers with brands and events. You will understand the various business models within game publishing and esports while also recognizing revenue-generating opportunities within each realm that will serve to engage fans and stakeholders.

You will grasp the various types of gameplay and their styles of community behavior. The curriculum covers the terminology and business structure behind game publishers, event venues and production, and esports teams. Completing the Game Business & Esports Associate of Applied Science degree program will equip you with the technical skills required to pursue essential career pathways across the business and operational roles of the evolving gaming industry.

Month 1

Code	Title	Credit Hours
GEN1011	Creative Presentation	3

Month 2

Code	Title	Credit Hours
DEP1013	Psychology of Play	3
ENC1101	English Composition I	4

Month 3

Code	Title	Credit Hours
GBE1001	Introduction to the Gaming Industry	4

Month 4

Code	Title	Credit Hours
GBE1021	Introduction to Esports Production	4

Month 5

Code	Title	Credit Hours
VID1555	Video-Sharing Platforms	4
MCM1203	New Media Tools	4

Month 6

Code	Title	Credit Hours
MCM2416	Digital Video and Audio Production	4

Month 7

Code	Title	Credit Hours
MKT210	Introduction to Marketing	4
MKT163	Storytelling for Marketing	3

Month 8

Code	Title	Credit Hours
GBE2001	Gaming Culture and Engagement	3

Month 9

Code	Title	Credit Hours
GBE119	Project and Portfolio I: Game Business and Esports	3
GBE3111	Professional Development Seminar I: Game Business and Esports	1

Month 10

Code	Title	Credit Hours
GBE2501	Game Business Models	4

Month 11

Code	Title	Credit Hours
GBE229	Project and Portfolio II: Game Business and Esports	3
GBE3222	Professional Development Seminar II: Game Business and Esports	1

Month 12

Code	Title	Credit Hours
MKT3014	Marketing Law and Contracts	4

Month 13

Code	Title	Credit Hours
GBE3201	Gaming Community and Social Media	4

Month 14

Code	Title	Credit Hours
GBE339	Project and Portfolio III: Game Business and Esports	3
	Total Credit Hours	63

Please Note

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Game Development Associate of Applied Science

Degree Type
Associate of Applied Science
Environment
campus
Program Length
52 weeks
Overview
The Game Development Associate of Applied Science at Full Sail University is designed to provide the programming skills and game design methodologies needed to progress within the world of video games and interactive entertainment. Students will first explore the foundations of game design, visual scripting, and the game development pipeline to create game levels and prototype gameplay systems. Through threaded project-based learning, students will be introduced to increasingly sophisticated techniques in level design, systems design, game mechanics, rapid prototyping, and hands-on game production in Unreal Engine and will evolve their work to build their portfolios. Throughout the program, students will advance their technical abilities with Unreal Engine prototyping tools and AI-assisted workflows, including the Unreal Editor for Fortnite, Unreal Engine Blueprint, and the generative AI Epic Developer Assistant. Students will also experiment with emerging tools such as Unreal's embedded Model Context Protocol (MCP) prompt-driven AI code generation utility. In the final portfolio course of the program, teams of students will produce a tightly scoped game from concept through completion using rapid prototyping and iterative design techniques.

In addition to navigating the game development pipeline, courses will focus on probability, game-relevant math such as algebra and coordinate geometry, as well as player psychology. As the field increasingly adopts AI-facilitated workflows, students will learn to apply asset generators like Meshy and Suno as well as LLMs to support and validate their design decisions and accelerate preproduction. Students will complete the program with a portfolio of playable prototypes, assembled according to professional standards and suitable for presentation to further education and industry internship opportunities.

Objective
Associate of Applied Science

The goal of the Game Development Associate of Applied Science degree program is to provide students with the technical foundation and conceptual understanding of how video games are designed, built, tested and released, equipping them for continued growth in the professional video game and interactive industries. The technical tools, industry-standard techniques, and professional mindset acquired through this curriculum outfits students to pursue internship and entry-level roles such as QA testers and level designers. Across the curriculum, students will build core skills game designers need, including visual scripting, level design and visual storytelling, systems design and probability, gameplay design and playtesting, rapid prototyping and project documentation, and will apply them through hands-on project-based work to build a game development portfolio. In addition to a strong technical foundation in visual scripting, skills developed in this program include the ethical use of generative AI tools and LLMs like ChatGPT and Google Gemini for brainstorming, research, documentation, placeholder asset creation, and playtest validation.

Students will develop an essential knowledge of game design terminology and player-centered level design and system design methods needed to populate an immersive, interactive game world. In addition to technical skills and creative development, courses cultivate students' critical-thinking, problem-solving, professionalism, and analytical skills to encourage lifelong learning and sustaining an enduring professional career in the interactive entertainment and media industries.

This program is designed to be paired with the Interactive Technology Bachelor of Science Completion Program With a Concentration in Game Design degree program. Apply today to get started.

Month 1

Code	Title	Credit Hours
GEN1011	Creative Presentation	3

Month 2

Code	Title	Credit Hours
MAT1033	Algebra and Coordinate Geometry	4
TEM1001	Technology in the Entertainment and Media Industries	4

Month 3

Code	Title	Credit Hours
GDN1232	Introduction to Game Design	4
MAD1100	Discrete Mathematics	4

Month 4

Code	Title	Credit Hours
GDN3361	Analytics and Decision-Making	3

Month 5

Code	Title	Credit Hours
GDN2211	Level Design I	4

Month 6

Code	Title	Credit Hours
COP1050	Programming for Interactive Technology I	4

Month 7

Code	Title	Credit Hours
GDN119	Project and Portfolio I: Game Design	3
GDNC311	Professional Development Seminar I: Game Design	1

Month 8

Code	Title	Credit Hours
UXP2601	User Experience Design	3
GEN3322	Probability	4

Month 9

Code	Title	Credit Hours
GDN2123	Systems Design	4

Month 10

Code	Title	Credit Hours
COP2050	Programming for Interactive Technology II	4

Month 11

Code	Title	Credit Hours
GDN228	Project and Portfolio II: Game Design	3

Month 12

Code	Title	Credit Hours
GDN3311	Level Design II	3
GDNC322	Professional Development Seminar II: Game Design	1

Month 13

Code	Title	Credit Hours
GDN338	Project and Portfolio III: Game Design	3
DEP1013	Psychology of Play	3
	Total Credit Hours	62

Please Note

- Some specific courses may be offered online. Please see course descriptions for details.
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Game Development Associate of Applied Science

Degree Type
Associate of Applied Science
Environment
online
Program Length
56 weeks
Overview
The Game Development Associate of Applied Science at Full Sail University is designed to provide the programming skills and game design methodologies needed to progress within the world of video games and interactive entertainment. Students will first explore the foundations of game design, visual scripting, and the game development pipeline to create game levels and prototype gameplay systems. Through threaded project-based learning, students will be introduced to increasingly sophisticated techniques in level design, systems design, game mechanics, rapid prototyping, and hands-on game production in Unreal Engine and will evolve their work to build their portfolios. Throughout the program, students will advance their technical abilities with Unreal Engine prototyping tools and AI-assisted workflows, including the Unreal Editor for Fortnite, Unreal Engine Blueprint, and the generative AI Epic Developer Assistant. Students will also experiment with emerging tools such as Unreal's embedded Model Context Protocol (MCP) prompt-driven AI code generation utility. In the final portfolio course of the program, teams of students will produce a tightly scoped game from concept through completion using rapid prototyping and iterative design techniques.

In addition to navigating the game development pipeline, courses will focus on probability, game-relevant math such as algebra and coordinate geometry, as well as player psychology. As the field increasingly adopts AI-facilitated workflows, students will learn to apply asset generators like Meshy and Suno as well as LLMs to support and validate their design decisions and accelerate preproduction. Students will complete the program with a portfolio of playable prototypes, assembled according to professional standards and suitable for presentation to further education and industry internship opportunities.

Objective
Associate of Applied Science

The goal of the Game Development Associate of Applied Science degree program is to provide students with the technical foundation and conceptual understanding of how video games are designed, built, tested and released, equipping them for continued growth in the professional video game and interactive industries. The technical tools, industry-standard techniques, and professional mindset acquired through this curriculum outfits students to pursue internship and entry-level roles such as QA testers and level designers. Across the curriculum, students will build core skills game designers need, including visual scripting, level design and visual storytelling, systems design and probability, gameplay design and playtesting, rapid prototyping and project documentation, and will apply them through hands-on project-based work to build a game development portfolio. In addition to a strong technical foundation in visual scripting, skills developed in this program include the ethical use of generative AI tools and LLMs like ChatGPT and Google Gemini for brainstorming, research, documentation, placeholder asset creation, and playtest validation.

Students will develop an essential knowledge of game design terminology and player-centered level design and system design methods needed to populate an immersive, interactive game world. In addition to technical skills and creative development, courses cultivate students' critical-thinking, problem-solving, professionalism, and analytical skills to encourage lifelong learning and sustaining an enduring professional career in the interactive entertainment and media industries.

This program is designed to be paired with the Interactive Technology Bachelor of Science Completion Program With a Concentration in Game Design degree program. Apply today to get started.

Month 1

Code	Title	Credit Hours
GEN1011	Creative Presentation	3

Month 2

Code	Title	Credit Hours
DEP1013	Psychology of Play	3

Month 3

Code	Title	Credit Hours
MAT1033	Algebra and Coordinate Geometry	4
TEM1001	Technology in the Entertainment and Media Industries	4

Month 4

Code	Title	Credit Hours
GDN1232	Introduction to Game Design	4
MAD1100	Discrete Mathematics	4

Month 5

Code	Title	Credit Hours
GDN3361	Analytics and Decision-Making	3

Month 6

Code	Title	Credit Hours
GDN2211	Level Design I	4

Month 7

Code	Title	Credit Hours
COP1050	Programming for Interactive Technology I	4
GDN3111	Professional Development Seminar I: Game Design	1

Month 8

Code	Title	Credit Hours
GDN119	Project and Portfolio I: Game Design	3

Month 9

Code	Title	Credit Hours
UXP2601	User Experience Design	3
GEN3322	Probability	4

Month 10

Code	Title	Credit Hours
GDN2123	Systems Design	4

Month 11

Code	Title	Credit Hours
COP2050	Programming for Interactive Technology II	4

Month 12

Code	Title	Credit Hours
GDN228	Project and Portfolio II: Game Design	3

Month 13

Code	Title	Credit Hours
GDN3311	Level Design II	3

Month 14

Code	Title	Credit Hours
GDN338	Project and Portfolio III: Game Design	3
GDN3222	Professional Development Seminar II: Game Design	1
	Total Credit Hours	62

Please Note

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Graphic Design Associate of Applied Science

Degree Type
Associate of Applied Science
Environment
campus
Program Length
52 weeks
Overview
The Graphic Design curriculum gives you hands-on experience that will prepare you for an entry-level career in the field of design. You will create projects for assignments in which no two submissions are alike—from print publishing to package design to interface design and more. In addition to art and design skills, you will also have courses in real-world topics such as digital publishing, interactive media design, graphic web design, and how to give and receive work critique, as well as courses focusing on communication skills, popular culture, and how to prepare yourself for your first step into the design industry.

Objective
Associate of Applied Science

The goal of the Graphic Design Associate of Applied Science degree program is to provide you with the focused knowledge and understanding of graphic-arts production needed for you to qualify for entry-level industry positions as production artists, graphic artists, photo editors, and various other positions in graphic-arts production. Additional skills acquired in design, digital audio and video, and branding will broaden your opportunities for a variety of positions in the industry.

In addition to technical proficiency and creative development, your education will help you develop critical-thinking, problem-solving, and analytical skills that will provide you with a solid set of career-focused foundational competencies. This career-focused education will equip you with the tools needed to help you sustain a long and productive professional career in the entertainment and media industries.

Month 1

Code	Title	Credit Hours
GEN1011	Creative Presentation	3
DEP1013	Psychology of Play	3

Month 2

Code	Title	Credit Hours
ENC1101	English Composition I	4
TEM1001	Technology in the Entertainment and Media Industries	4

Month 3

Code	Title	Credit Hours
ART1201	Design and Art Theory	4

Month 4

Code	Title	Credit Hours
DGT101	Graphic Principles I	4

Month 5

Code	Title	Credit Hours
DGT201	Graphic Principles II	4

Month 6

Code	Title	Credit Hours
GRD324	Color Theory	4
VSD119	Project and Portfolio I: Visual Design	3

Month 7

Code	Title	Credit Hours
GRD162	Concepts in Photography	4

Month 8

Code	Title	Credit Hours
DGT332	Typography and Page Layout	4

Month 9

Code	Title	Credit Hours
VSD229	Project and Portfolio II: Visual Design	3
GRDC311	Professional Development Seminar I: Graphic Design	1

Month 10

Code	Title	Credit Hours
DGT346	Digital Audio and Video	3

Month 11

Code	Title	Credit Hours
GRD344	Digital Publishing	4

Month 12

Code	Title	Credit Hours
GRD356	Logos and Symbols	3

Month 13

Code	Title	Credit Hours
GRD354	Creating Brand Experience	3
GRD239	Project and Portfolio III: Graphic Design	3
GRDC322	Professional Development Seminar II: Graphic Design	1
	Total Credit Hours	62

Please Note

- Some specific courses may be offered online. Please see course descriptions for details.
- Associate of Applied Science (A.A.S.) degree programs are designed to prepare students for entry into technical and professional fields. A.A.S. degree programs are fully transferable into related Full Sail University bachelor's programs. The transferability of credit from Full Sail to another institution is at the discretion of the accepting institution. It is the student's responsibility to confirm whether or not credits will be accepted by another college.

Graphic Design Associate of Applied Science

Degree Type
Associate of Applied Science
Environment
online
Program Length
56 weeks
Overview
The Graphic Design curriculum gives you hands-on experience that will prepare you for an entry-level career in the field of design. You will create projects for assignments in which no two submissions are alike—from print publishing to package design to interface design and more. In addition to art and design skills, you will also have courses in real-world topics such as digital publishing, interactive media design, graphic web design, and how to give and receive work critique, as well as courses focusing on communication skills, popular culture, and how to prepare yourself for your first step into the design industry.

Objective
Associate of Applied Science

The goal of the Graphic Design Associate of Applied Science degree program is to provide you with the focused knowledge and understanding of graphic-arts production needed for you to qualify for entry-level industry positions as production artists, graphic artists, photo editors, and various other positions in graphic-arts production. Additional skills acquired in design, digital audio and video, and branding will broaden your opportunities for a variety of positions in the industry.

In addition to technical proficiency and creative development, your education will help you develop critical-thinking, problem-solving, and analytical skills that will provide you with a solid set of career-focused foundational competencies. This career-focused education will equip you with the tools needed to help you sustain a long and productive professional career in the entertainment and media industries.

Month 1

Code	Title	Credit Hours
GEN1011	Creative Presentation	3

Month 2

Code	Title	Credit Hours
ENC1101	English Composition I	4
DEP1013	Psychology of Play	3

Month 3

Code	Title	Credit Hours
TEM1001	Technology in the Entertainment and Media Industries	4

Month 4

Code	Title	Credit Hours
ART1201	Design and Art Theory	4

Month 5

Code	Title	Credit Hours
DGT101	Graphic Principles I	4

Month 6

Code	Title	Credit Hours
DGT201	Graphic Principles II	4

Month 7

Code	Title	Credit Hours
GRD324	Color Theory	4
VSD119	Project and Portfolio I: Visual Design	3

Month 8

Code	Title	Credit Hours
GRD162	Concepts in Photography	4

Month 9

Code	Title	Credit Hours
DGT332	Typography and Page Layout	4
DGT346	Digital Audio and Video	3

Month 10

Code	Title	Credit Hours
VSD229	Project and Portfolio II: Visual Design	3
GRD3111	Professional Development Seminar I: Graphic Design	1

Month 11

Code	Title	Credit Hours
GRD344	Digital Publishing	4

Month 12

Code	Title	Credit Hours
GRD356	Logos and Symbols	3

Month 13

Code	Title	Credit Hours
GRD354	Creating Brand Experience	3

Month 14

Code	Title	Credit Hours
GRD239	Project and Portfolio III: Graphic Design	3
GRD3222	Professional Development Seminar II: Graphic Design	1
	Total Credit Hours	62

Please Note

- Associate of Applied Science (A.A.S.) degree programs are designed to prepare students for entry into technical and professional fields. A.A.S. degree programs are fully transferable into related Full Sail University bachelor's programs. The transferability of credit from Full Sail to another institution is at the discretion of the accepting institution. It is the student's responsibility to confirm whether or not credits will be accepted by another college.

Information Technology Associate of Science

Degree Type
Associate of Science
Environment
campus
Program Length
52 weeks
Overview
The Information Technology Associate of Science curriculum at Full Sail University provides students with a foundation in the virtualization of systems and networks as well as the emerging technologies used to handle and deliver media-rich information. The curriculum equips students with a basis in information technology, operating systems, and networking and also explores virtualization, scripting, cloud networking, and information security. Students will collaborate with leading cloud-computing platforms and tools, including AWS and Microsoft Azure, as well as trusted AI-assisted tools widely utilized in business.

Throughout the program, students will apply the IT concepts and technical skills they have learned to hands-on projects involving operating systems, networking, virtualization, scripting, application servers, and information security. Projects are completed in collaborative environments that are modeled after industry workflows, offering practical experience in configuring, supporting, securing, and troubleshooting IT systems. As the field increasingly adopts AI-assisted tools, students will learn to apply them as a support to their critical thinking. Graduates will have developed a portfolio of projects demonstrating foundational skills in configuring, supporting, and troubleshooting operating systems, networks, virtualized environments, and IT infrastructure, assembled to professional standards and primed for pursuing further education and employment opportunities.

Objective
Associate's Objective

Across the Information Technology Associate of Science degree program, students will build core technical competencies in networking, systems administration, virtualization, cloud infrastructure, and security, and will apply them through comprehensive project-based work. Students will learn industry best practices as well as develop the technical, problem-solving, and professional skills needed to support and manage modern IT environments. The goal of the program is to develop students' ability to virtualize information via distributed networks and the cloud, preparing them for entry-level positions as server administrators, network administrators, application-systems specialists, hardware technicians, technical trainers, and a variety of other positions in the information technology industries. Students will also gain experience with current information technology tools and workflows, including AI-assisted tools applied as professional aids that support, not replace, critical-thinking and problem-solving skills.

Month 1

Code	Title	Credit Hours
GEN1011	Creative Presentation	3

Month 2

Code	Title	Credit Hours
DEP1013	Psychology of Play	3

Month 3

Code	Title	Credit Hours
TEM1001	Technology in the Entertainment and Media Industries	4

Month 4

Code	Title	Credit Hours
ENC1101	English Composition I	4

Month 5

Code	Title	Credit Hours
CTI1105	Computer Operating Systems	3
CTI2006	Networking Technologies	3

Month 6

Code	Title	Credit Hours
CTI1301	Virtual Computing	4

Month 7

Code	Title	Credit Hours
ITE119	Project and Portfolio I: Information Technology	3

Month 8

Code	Title	Credit Hours
CTI2111	System Scripting Fundamentals	3
CTI2318	Introduction to Information Security	3

Month 9

Code	Title	Credit Hours
CTI3001	Introduction to Application Servers	4
MGF1213	College Mathematics	4

Month 10

Code	Title	Credit Hours
ITE229	Project and Portfolio II: Information Technology	3
ITE3111	Professional Development Seminar I: Information Technology	1

Month 11

Code	Title	Credit Hours
CTI2511	Cloud Networking	3

Month 12

Code	Title	Credit Hours
CTI2701	Configuration Management Programming	4

Month 13

Code	Title	Credit Hours
ITE239	Project and Portfolio III: Information Technology	3
PHY3020	Physical Science	4
ITE3222	Professional Development Seminar II: Information Technology	1
	Total Credit Hours	60

Please Note

- Some specific courses may be offered online. Please see course descriptions for details.

Information Technology Associate of Science

Degree Type
Associate of Science
Environment
online
Program Length
56 weeks
Overview
The Information Technology Associate of Science curriculum at Full Sail University provides students with a foundation in the virtualization of systems and networks as well as the emerging technologies used to handle and deliver media-rich information. The curriculum equips students with a basis in information technology, operating systems, and networking and also explores virtualization, scripting, cloud networking, and information security. Students will collaborate with leading cloud-computing platforms and tools, including AWS and Microsoft Azure, as well as trusted AI-assisted tools widely utilized in business.

Throughout the program, students will apply the IT concepts and technical skills they have learned to hands-on projects involving operating systems, networking, virtualization, scripting, application servers, and information security. Projects are completed in collaborative environments that are modeled after industry workflows, offering practical experience in configuring, supporting, securing, and troubleshooting IT systems. As the field increasingly adopts AI-assisted tools, students will learn to apply them as a support to their critical thinking. Graduates will have developed a portfolio of projects demonstrating foundational skills in configuring, supporting, and troubleshooting operating systems, networks, virtualized environments, and IT infrastructure, assembled to professional standards and primed for pursuing further education and employment opportunities.

Objective
Associate's Objective

Across the Information Technology Associate of Science degree program, students will build core technical competencies in networking, systems administration, virtualization, cloud infrastructure, and security, and will apply them through comprehensive project-based work. Students will learn industry best practices as well as develop the technical, problem-solving, and professional skills needed to support and manage modern IT environments. The goal of the program is to develop students' ability to virtualize information via distributed networks and the cloud, preparing them for entry-level positions as server administrators, network administrators, application-systems specialists, hardware technicians, technical trainers, and a variety of other positions in the information technology industries. Students will also gain experience with current information technology tools and workflows, including AI-assisted tools applied as professional aids that support, not replace, critical-thinking and problem-solving skills.

Month 1

Code	Title	Credit Hours
GEN1011	Creative Presentation	3

Month 2

Code	Title	Credit Hours
DEP1013	Psychology of Play	3

Month 3

Code	Title	Credit Hours
TEM1001	Technology in the Entertainment and Media Industries	4

Month 4

Code	Title	Credit Hours
ENC1101	English Composition I	4

Month 5

Code	Title	Credit Hours
CTI1105	Computer Operating Systems	3

Month 6

Code	Title	Credit Hours
CTI2006	Networking Technologies	3

Month 7

Code	Title	Credit Hours
CTI2111	System Scripting Fundamentals	3
CTI2318	Introduction to Information Security	3

Month 8

Code	Title	Credit Hours
CTI1301	Virtual Computing	4

Month 9

Code	Title	Credit Hours
ITE119	Project and Portfolio I: Information Technology	3

Month 10

Code	Title	Credit Hours
CTI3001	Introduction to Application Servers	4
PHY3020	Physical Science	4

Month 11

Code	Title	Credit Hours
ITE229	Project and Portfolio II: Information Technology	3
ITE3111	Professional Development Seminar I: Information Technology	1

Month 12

Code	Title	Credit Hours
CTI2511	Cloud Networking	3
MGF1213	College Mathematics	4

Month 13

Code	Title	Credit Hours
CTI2701	Configuration Management Programming	4

Month 14

Code	Title	Credit Hours
ITE239	Project and Portfolio III: Information Technology	3
ITE3222	Professional Development Seminar II: Information Technology	1
	Total Credit Hours	60

Live Event Production Associate of Applied Science

Degree Type
Associate of Applied Science
Environment
campus
Program Length
52 weeks
Overview
Our Live Event Production curriculum provides you with practical and technical skills to prepare for a career in the live-event field of your choice—whether it is the concert and touring market, corporate productions, or other creative domains with production expertise at their core. You will become immersed in the world of contemporary audio, lighting, and video technology. You will learn the theories and principles behind these components and receive an extensive and immersive experience with a wide assortment of gear used by professionals in the industry.

After building competence with production concepts in an educational setting, you will apply your skills in real-world scenarios by participating in specific event productions. You will develop the toolkit needed to navigate live events from various technical, creative, and professional perspectives. In addition to gaining live event production skills, you will also have courses focusing on physical science, professional writing, leadership, and how to prepare yourself for a career in live-event production.

Objective
Associate of Applied Science

The goal of the Live Event Production Associate of Applied Science degree program is to provide you with the focused knowledge and understanding of live-event production needed to qualify for entry-level audio, video, or lighting positions in corporate audiovisual, location audio, broadcasts, streaming, and live-event production environments.

In addition to technical proficiency and creative development, your education will help you develop critical-thinking, problem-solving, and analytical skills that will provide a solid set of career-focused foundational competencies. This career-focused education will equip you with the tools to help sustain a long and productive professional career in the entertainment and media industries.

Month 1

Code	Title	Credit Hours
GEN1011	Creative Presentation	3

Month 2

Code	Title	Credit Hours
DEP1013	Psychology of Play	3

Month 3

Code	Title	Credit Hours
VID1555	Video-Sharing Platforms	4

Month 4

Code	Title	Credit Hours
AUD1923	Recording Principles	4

Month 5

Code	Title	Credit Hours
AUD2001	Principles of Music	3

Month 6

Code	Title	Credit Hours
REC1732	Sequencing Technology	4

Month 7

Code	Title	Credit Hours
REC3414	Audio Workstations	4
AUD119	Project and Portfolio I: Audio Arts	3

Month 8

Code	Title	Credit Hours
SHP2033	Introduction to Show Production Systems	4

Month 9

Code	Title	Credit Hours
REC3133	Principles of Electronics	3
AUD229	Project and Portfolio II: Audio Arts	3
RARC311	Professional Development Seminar I: Audio Arts	1

Month 10

Code	Title	Credit Hours
ENC1101	English Composition I	4
CTI2006	Networking Technologies	3

Month 11

Code	Title	Credit Hours
SPB239	Project and Portfolio III: Show Production	3
TPA3013	Lighting Concepts and Design	3

Month 12

Code	Title	Credit Hours
SHP3426	Show Production Systems	4
SPRC322	Professional Development Seminar II: Show Production	1

Month 13

Code	Title	Credit Hours
SHP3215	Audio and Visual Technologies	4
SHP3713	Live Production Management	4
	Total Credit Hours	65

Please Note

- Some specific courses may be offered online. Please see course descriptions for details.
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Media Communications Associate of Applied Science

Degree Type
Associate of Applied Science
Environment
campus
Program Length
52 weeks
Overview
The Media Communications curriculum at Full Sail University prepares you with extensive knowledge to understand and contribute to the field of media communications and to use new media communication technologies. You will survey critical approaches to contemporary media-related issues and communication theory while working within a project-based learning curriculum. You will be immersed in a supportive environment that fosters the development of the strategies and skills necessary to succeed in today's dynamic media industries. The courses in the Media Communications curriculum are designed to prepare you for a wide variety of careers in media and associated fields where media knowledge and skills are an integral part of their operations.

Objective
Associate of Applied Science

Dramatic changes in communication and technology have influenced every aspect of human culture, including family life, politics, business, international relations, religion, education, entertainment, and recreation. The Media Communications Associate of Applied Science degree program prepares you to recognize, embrace, and strategically manage the inevitable changes in the media landscape. Through this career-focused education, you will acquire the skills you need to best utilize today's media, share knowledge and information, and maximize audience response. You will practice proper research methods, learn the theories and practices of communication, and learn how to edit for the web. Changes in the media industry are contemplated and reflected throughout the degree program's curriculum.

Month 1

Code	Title	Credit Hours
GEN1011	Creative Presentation	3

Month 2

Code	Title	Credit Hours
DEP1013	Psychology of Play	3
ENC1101	English Composition I	4

Month 3

Code	Title	Credit Hours
ECW1225	Creative Skills Development	4

Month 4

Code	Title	Credit Hours
MCM1401	Aesthetics and Theory of Communications	4
MCM1002	Introduction to Media Communications and Technologies	3

Month 5

Code	Title	Credit Hours
MCM1203	New Media Tools	4

Month 6

Code	Title	Credit Hours
ECW1409	Multimedia Storytelling	3

Month 7

Code	Title	Credit Hours
MCM2416	Digital Video and Audio Production	4

Month 8

Code	Title	Credit Hours
MED119	Project and Portfolio I: Media Strategy	3

Month 9

Code	Title	Credit Hours
MCM3855	Graphic Design and Communications	4
MCM2429	Editing for the Web	4

Month 10

Code	Title	Credit Hours
MCB229	Project and Portfolio II: Media Communications	3
MCMC311	Professional Development Seminar I: Media Communications	1

Month 11

Code	Title	Credit Hours
MCM3323	Advanced Audio	3

Month 12

Code	Title	Credit Hours
MCB239	Project and Portfolio III: Media Communications	3
MCMC322	Professional Development Seminar II: Media Communications	1

Month 13

Code	Title	Credit Hours
MCM2651	Research in Media Communications	4
MCM3313	Advanced Video	4
	Total Credit Hours	62

Please Note

- Some specific courses may be offered online. Please see course descriptions for details.
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Media Communications Associate of Applied Science

Degree Type
Associate of Applied Science
Environment
online
Program Length
56 weeks
Overview
The Media Communications curriculum at Full Sail University prepares you with extensive knowledge to understand and contribute to the field of media communications and to use new media communication technologies. You will survey critical approaches to contemporary media-related issues and communication theory while working within a project-based learning curriculum. You will be immersed in a supportive environment that fosters the development of the strategies and skills necessary to succeed in today's dynamic media industries. The courses in the Media Communications curriculum are designed to prepare you for a wide variety of careers in media and associated fields where media knowledge and skills are an integral part of their operations.

Objective
Associate of Applied Science

Dramatic changes in communication and technology have influenced every aspect of human culture, including family life, politics, business, international relations, religion, education, entertainment, and recreation. The Media Communications Associate of Applied Science degree program prepares you to recognize, embrace, and strategically manage the inevitable changes in the media landscape. Through this career-focused education, you will acquire the skills you need to best utilize today's media, share knowledge and information, and maximize audience response. You will practice proper research methods, learn the theories and practices of communication, and learn how to edit for the web. Changes in the media industry are contemplated and reflected throughout the degree program's curriculum.

Month 1

Code	Title	Credit Hours
GEN1011	Creative Presentation	3

Month 2

Code	Title	Credit Hours
DEP1013	Psychology of Play	3
ENC1101	English Composition I	4

Month 3

Code	Title	Credit Hours
ECW1225	Creative Skills Development	4

Month 4

Code	Title	Credit Hours
MCM1401	Aesthetics and Theory of Communications	4
MCM1002	Introduction to Media Communications and Technologies	3

Month 5

Code	Title	Credit Hours
MCM1203	New Media Tools	4

Month 6

Code	Title	Credit Hours
ECW1409	Multimedia Storytelling	3

Month 7

Code	Title	Credit Hours
MCM2416	Digital Video and Audio Production	4

Month 8

Code	Title	Credit Hours
MED119	Project and Portfolio I: Media Strategy	3

Month 9

Code	Title	Credit Hours
MCM2651	Research in Media Communications	4

Month 10

Code	Title	Credit Hours
MCM3855	Graphic Design and Communications	4
MCM2429	Editing for the Web	4

Month 11

Code	Title	Credit Hours
MCB229	Project and Portfolio II: Media Communications	3
MCM3111	Professional Development Seminar I: Media Communications	1

Month 12

Code	Title	Credit Hours
MCM3323	Advanced Audio	3

Month 13

Code	Title	Credit Hours
MCM3313	Advanced Video	4

Month 14

Code	Title	Credit Hours
MCB239	Project and Portfolio III: Media Communications	3
MCM3222	Professional Development Seminar II: Media Communications	1

Total Credit Hours	62

Please Note

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Music Business Associate of Applied Science

Degree Type
Associate of Applied Science
Environment
campus
Program Length
52 weeks
Overview
To maximize an artist's potential, every job in the music industry needs to work in harmony. By applying a real-world approach and utilizing authentic scenarios, the Music Business curriculum prepares students to become music business professionals working with major record labels, online streaming sites, music publishers, booking agencies, concert promoters, artist management firms, and more. To be an effective player in music business, it's not just important to be good at what you do but also to be well versed in the many different roles within the industry. For example, a band's publicist may not need to book a tour, but being aware of how and why that tour is routed a certain way is invaluable knowledge when it comes to forming a media strategy. By teaching you about the many different roles in the business, the Music Business curriculum allows you to not only focus on what you do best but also to ensure that your contributions to the big picture are as effective as possible. You will learn these roles through courses in music-specific business subjects such as artist management, music copyright and publishing, concert management and touring, and music evaluation for artists and repertoire, as well as general business concepts such as finance, leadership, and marketing. In addition to business-specific topics, you will also have courses focusing on communication skills, physical science, professional writing, and how to prepare for a career in the music industry.

Objective
Associate of Applied Science

The goal of the Music Business Associate of Applied Science degree program is to provide you with focused knowledge and understanding of essential business and management skills to enhance your ability to become successful music business professionals. Entry-level positions such as executive assistants, sales assistants, marketing assistants, promotions assistants, or project coordinators are some of the career opportunities you will be prepared for with record labels, music publishers, artist-management firms, concert promoters, and music-technology companies.

Completing the Music Business Associate of Applied Science degree program will provide you with a solid set of career-focused foundational competencies. This career-focused education will equip you with a portfolio of real-world projects to further your career as an entrepreneur and leader in the music industry.

Month 1

Code	Title	Credit Hours
GEN1011	Creative Presentation	3

Month 2

Code	Title	Credit Hours
DEP1013	Psychology of Play	3
ENC1101	English Composition I	4

Month 3

Code	Title	Credit Hours
BEM1001	Business in the Entertainment and Media Industries	4

Month 4

Code	Title	Credit Hours
MKT210	Introduction to Marketing	4

Month 5

Code	Title	Credit Hours
BUS119	Project and Portfolio I: Personal Branding	3
MAN2021	Business Management	4

Month 6

Code	Title	Credit Hours
ECO2005	Introduction to Economics	4

Month 7

Code	Title	Credit Hours
ENTB2714	Data Analysis and Reporting	3

Month 8

Code	Title	Credit Hours
BUS229	Project and Portfolio II: Market Research	3
ENT3111	Professional Development Seminar I: Entertainment Business	1

Month 9

Code	Title	Credit Hours
BUL2100	Business Law	4

Month 10

Code	Title	Credit Hours
MCM1203	New Media Tools	4
ACG3223	Business Accounting	4

Month 11

Code	Title	Credit Hours
ENT239	Project and Portfolio III: Entertainment Business	3
ENT3222	Professional Development Seminar II: Entertainment Business	1

Month 12

Code	Title	Credit Hours
MUB3311	Music Business Models	3

Month 13

Code	Title	Credit Hours
MUB481	Artist Management	4
MUM3308	Music Copyright and Publishing	4
	Total Credit Hours	63

Please Note

- Some specific courses may be offered online. Please see course descriptions for details.
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Music Business Associate of Applied Science

Degree Type
Associate of Applied Science
Environment
online
Program Length
56 weeks
Overview
To maximize an artist's potential, every job in the music industry needs to work in harmony. By applying a real-world approach and utilizing authentic scenarios, the Music Business curriculum prepares students to become music business professionals working with major record labels, online streaming sites, music publishers, booking agencies, concert promoters, artist management firms, and more. To be an effective player in music business, it's not just important to be good at what you do but also to be well versed in the many different roles within the industry. For example, a band's publicist may not need to book a tour, but being aware of how and why that tour is routed a certain way is invaluable knowledge when it comes to forming a media strategy. By teaching you about the many different roles in the business, the Music Business curriculum allows you to not only focus on what you do best but also to ensure that your contributions to the big picture are as effective as possible. You will learn these roles through courses in music-specific business subjects such as artist management, music copyright and publishing, concert management and touring, and music evaluation for artists and repertoire, as well as general business concepts such as finance, leadership, and marketing. In addition to business-specific topics, you will also have courses focusing on communication skills, physical science, professional writing, and how to prepare for a career in the music industry.

Objective
Associate of Applied Science

The goal of the Music Business Associate of Applied Science degree program is to provide you with focused knowledge and understanding of essential business and management skills to enhance your ability to become successful music business professionals. Entry-level positions such as executive assistants, sales assistants, marketing assistants, promotions assistants, or project coordinators are some of the career opportunities you will be prepared for with record labels, music publishers, artist-management firms, concert promoters, and music-technology companies.

Completing the Music Business Associate of Applied Science degree program will provide you with a solid set of career-focused foundational competencies. This career-focused education will equip you with a portfolio of real-world projects to further your career as an entrepreneur and leader in the music industry.

Month 1

Code	Title	Credit Hours
GEN1011	Creative Presentation	3

Month 2

Code	Title	Credit Hours
DEP1013	Psychology of Play	3
ENC1101	English Composition I	4

Month 3

Code	Title	Credit Hours
BEM1001	Business in the Entertainment and Media Industries	4

Month 4

Code	Title	Credit Hours
MKT210	Introduction to Marketing	4

Month 5

Code	Title	Credit Hours
BUS119	Project and Portfolio I: Personal Branding	3
MAN2021	Business Management	4

Month 6

Code	Title	Credit Hours
ECO2005	Introduction to Economics	4

Month 7

Code	Title	Credit Hours
ENTB2714	Data Analysis and Reporting	3

Month 8

Code	Title	Credit Hours
BUS229	Project and Portfolio II: Market Research	3
ENT3111	Professional Development Seminar I: Entertainment Business	1

Month 9

Code	Title	Credit Hours
BUL2100	Business Law	4

Month 10

Code	Title	Credit Hours
MCM1203	New Media Tools	4
ACG3223	Business Accounting	4

Month 11

Code	Title	Credit Hours
ENT239	Project and Portfolio III: Entertainment Business	3
ENT3222	Professional Development Seminar II: Entertainment Business	1

Month 12

Code	Title	Credit Hours
MUB3311	Music Business Models	3

Month 13

Code	Title	Credit Hours
MUB481	Artist Management	4

Month 14

Code	Title	Credit Hours
MUM3308	Music Copyright and Publishing	4
	Total Credit Hours	63

Please Note

- Associate of Applied Science (A.A.S.) degree programs are designed to prepare students for entry into technical and professional fields. A.A.S. degree programs are fully transferable into related Full Sail University bachelor's programs. The transferability of credit from Full Sail to another institution is at the discretion of the accepting institution. It is the student's responsibility to confirm whether or not credits will be accepted by another college.

Music Production Associate of Applied Science

Degree Type
Associate of Applied Science
Environment
campus
Program Length
52 weeks
Overview
With the music industry's growing use of the Internet and the collaborative aspects of the music production environment, the demand for original music content has increased. Full Sail University's Music Production curriculum encompasses music theory and composition, digital recording, and music production. Whether you're a novice or a veteran musician, this degree program provides you with a formal education that can help prepare you for a variety of career paths in the world of music creation and production.

From digital audio principles, digital workstation technology, and digital signal flow to advanced audio production and engineering techniques, music theory, and music history, the curriculum covers many different procedures and applications found in the music production world. Through coursework utilizing a personal production studio consisting of a laptop computer and a variety of professional audio-software programs, you will gain the confidence and skills to help you succeed in a variety of music production environments after graduation.

In addition to music production skills and techniques, you will also develop communication and critical-thinking skills while taking courses in physics, cultural studies, and professional writing.

Objective
Associate of Applied Science

The goal of the Music Production Associate of Applied Science degree program is to provide you with the focused knowledge and understanding of music production technology and concepts needed to qualify for entry-level industry positions as audio and sound-effects technicians, independent audio engineers, remote-recording engineers, location audio recordists, project-studio engineers, beat programmers, music editors, mix engineers, songwriters, and a variety of other positions in the audio and entertainment industries.

In addition to technical proficiency and creative development, your education will help you develop critical-thinking, problem-solving, and analytical skills that will provide you a solid set of career-focused foundational competencies. This career-focused education will equip you with the tools to help sustain a long and productive professional career in the entertainment and media industries.

Month 1

Code	Title	Credit Hours
GEN1011	Creative Presentation	3
DEP1013	Psychology of Play	3

Month 2

Code	Title	Credit Hours
VID1555	Video-Sharing Platforms	4

Month 3

Code	Title	Credit Hours
AUD1923	Recording Principles	4

Month 4

Code	Title	Credit Hours
APR1355	Fundamentals of Music	3

Month 5

Code	Title	Credit Hours
REC1732	Sequencing Technology	4

Month 6

Code	Title	Credit Hours
AUD119	Project and Portfolio I: Audio Arts	3
REC3414	Audio Workstations	4

Month 7

Code	Title	Credit Hours
APR3570	Musical Structure and Analysis	4

Month 8

Code	Title	Credit Hours
MPR1202	Musicianship	4

Month 9

Code	Title	Credit Hours
MPB229	Project and Portfolio II: Music Production	3
MPRC311	Professional Development Seminar I: Music Production	1

Month 10

Code	Title	Credit Hours
ENC1101	English Composition I	4
MUH2429	History of Popular Music	4

Month 11

Code	Title	Credit Hours
MPR3113	Music Genres	4

Month 12

Code	Title	Credit Hours
MPB239	Project and Portfolio III: Music Production	3
MPRC322	Professional Development Seminar II: Music Production	1

Month 13

Code	Title	Credit Hours
AUD3011	Fundamentals of Music Business	3
AUD3311	History of Recorded Music	3
	Total Credit Hours	62

Please Note

- Some specific courses may be offered online. Please see course descriptions for details.
- Associate of Applied Science (A.A.S.) degree programs are designed to prepare students for entry into technical and professional fields. A.A.S. degree programs are fully transferable into related Full Sail University bachelor's programs. The transferability of credit from Full Sail to another institution is at the discretion of the accepting institution. It is the student's responsibility to confirm whether or not credits will be accepted by another college.

Music Production Associate of Applied Science

Degree Type
Associate of Applied Science
Environment
online
Program Length
56 weeks
Overview
With the music industry's growing use of the Internet and the collaborative aspects of the music production environment, the demand for original music content has increased. Full Sail University's Music Production curriculum encompasses music theory and composition, digital recording, and music production. Whether you're a novice or a veteran musician, this degree program provides you with a formal education that can help prepare you for a variety of career paths in the world of music creation and production.

From digital audio principles, digital workstation technology, and digital signal flow to advanced audio production and engineering techniques, music theory, and music history, the curriculum covers many different procedures and applications found in the music production world. Through coursework utilizing a personal production studio consisting of a laptop computer and a variety of professional audio-software programs, you will gain the confidence and skills to help you succeed in a variety of music production environments after graduation.

In addition to music production skills and techniques, you will also develop communication and critical-thinking skills while taking courses in physics, cultural studies, and professional writing.

Objective
Associate of Applied Science

The goal of the Music Production Associate of Applied Science degree program is to provide you with the focused knowledge and understanding of music production technology and concepts needed to qualify for entry-level industry positions as audio and sound-effects technicians, independent audio engineers, remote-recording engineers, location audio recordists, project-studio engineers, beat programmers, music editors, mix engineers, songwriters, and a variety of other positions in the audio and entertainment industries.

In addition to technical proficiency and creative development, your education will help you develop critical-thinking, problem-solving, and analytical skills that will provide you a solid set of career-focused foundational competencies. This career-focused education will equip you with the tools to help sustain a long and productive professional career in the entertainment and media industries.

Month 1

Code	Title	Credit Hours
GEN1011	Creative Presentation	3

Month 2

Code	Title	Credit Hours
VID1555	Video-Sharing Platforms	4

Month 3

Code	Title	Credit Hours
DEP1013	Psychology of Play	3

Month 4

Code	Title	Credit Hours
AUD1923	Recording Principles	4

Month 5

Code	Title	Credit Hours
APR1355	Fundamentals of Music	3

Month 6

Code	Title	Credit Hours
REC1732	Sequencing Technology	4

Month 7

Code	Title	Credit Hours
AUD119	Project and Portfolio I: Audio Arts	3
REC3414	Audio Workstations	4

Month 8

Code	Title	Credit Hours
APR3570	Musical Structure and Analysis	4

Month 9

Code	Title	Credit Hours
MPR1202	Musicianship	4

Month 10

Code	Title	Credit Hours
MPB229	Project and Portfolio II: Music Production	3
MPR3111	Professional Development Seminar I: Music Production	1

Month 11

Code	Title	Credit Hours
ENC1101	English Composition I	4
MUH2429	History of Popular Music	4

Month 12

Code	Title	Credit Hours
MPR3113	Music Genres	4

Month 13

Code	Title	Credit Hours
MPB239	Project and Portfolio III: Music Production	3
MPR3222	Professional Development Seminar II: Music Production	1

Month 14

Code	Title	Credit Hours
AUD3011	Fundamentals of Music Business	3
AUD3311	History of Recorded Music	3
	Total Credit Hours	62

Please Note

- Associate of Applied Science (A.A.S.) degree programs are designed to prepare students for entry into technical and professional fields. A.A.S. degree programs are fully transferable into related Full Sail University bachelor's programs. The transferability of credit from Full Sail to another institution is at the discretion of the accepting institution. It is the student's responsibility to confirm whether or not credits will be accepted by another college.

Sports Marketing and Media Associate of Applied Science

Degree Type
Associate of Applied Science
Environment
campus
Program Length
52 weeks
Overview
Teams, companies, and organizations in the field of sports business are rapidly moving into social, mobile, and digital spaces while targeting opportunities to create content, control their messages, generate revenue, and create fan branding. These businesses are realizing that as the digital universe expands, they can connect with their respective clients and fan bases in a much more intimate way than has ever been possible. Because of this, the sports-business industry has a universal need for creative professionals who understand and utilize technology and are able to communicate the information derived from it.

The Sports Marketing & Media curriculum provides opportunities for you to contribute to the new demands of the evolving field of sports business, particularly from a position where digital art, design, communication, distribution, and marketing intersect. This curriculum will also provide you with a fundamental understanding of how marketing and content creation are becoming more integrated into the everyday operations of sports businesses. Furthermore, the curriculum provides practical, real-time opportunities for you to create, distribute, and market content, and includes topics such as social-media marketing, sports-business models, mobile technology, sports sales and sponsorships, intellectual property, and leadership and organizational behavior. This collaborative, project-based curriculum culminates with you creating and producing a targeted sports-business proposal for a self-selected company such as a team, league, university, or marketer.

Objective
Associate of Applied Science

The objective of the Sports Marketing & Media Associate of Applied Science degree program is to help you develop and refine skills in marketing and technology, which will be valuable for all forms of engagement—communication, revenue generation, event operations, marketing, and business development—within the field of sports business. The degree program focuses on ways that you can maximize the connection between fans, teams, brands, and athletes, and you will learn how to utilize the principles of marketing in a sports-specific context while implementing original content on multiple platforms.

Completing the Sports Marketing & Media Associate of Applied Science degree program will enable you to pursue new and emerging entry-level professional pathways in the field of sports business, including positions such as marketing coordinator, marketing analyst, marketing specialist, branding associate, and many others.

Month 1

Code	Title	Credit Hours
GEN1011	Creative Presentation	3

Month 2

Code	Title	Credit Hours
DEP1013	Psychology of Play	3
ENC1101	English Composition I	4

Month 3

Code	Title	Credit Hours
BEM1001	Business in the Entertainment and Media Industries	4

Month 4

Code	Title	Credit Hours
MKT210	Introduction to Marketing	4
IMK241	Fundamentals of Web Design	4

Month 5

Code	Title	Credit Hours
BUS119	Project and Portfolio I: Personal Branding	3

Month 6

Code	Title	Credit Hours
MKT1414	Marketing Research	4
MKT163	Storytelling for Marketing	3

Month 7

Code	Title	Credit Hours
ACG3223	Business Accounting	4

Month 8

Code	Title	Credit Hours
BUS229	Project and Portfolio II: Market Research	3
SPO3111	Professional Development Seminar I: Sports Marketing and Media	1

Month 9

Code	Title	Credit Hours
MKT2418	Fundamentals of Public Relations	4

Month 10

Code	Title	Credit Hours
MKT3014	Marketing Law and Contracts	4

Month 11

Code	Title	Credit Hours
MAR239	Project and Portfolio III: Marketing	3
SPO3222	Professional Development Seminar II: Sports Marketing and Media	1

Month 12

Code	Title	Credit Hours
SMM3411	Sports Digital Production	4

Month 13

Code	Title	Credit Hours
SMM3112	Sports Business Models	3
SMM3934	Mobility Technology and Marketing	3
	Total Credit Hours	62

Please Note

- Some specific courses may be offered online. Please see course descriptions for details.
- Associate of Applied Science (A.A.S.) degree programs are designed to prepare students for entry into technical and professional fields. A.A.S. degree programs are fully transferable into related Full Sail University bachelor's programs. The transferability of credit from Full Sail to another institution is at the discretion of the accepting institution. It is the student's responsibility to confirm whether or not credits will be accepted by another college.

Sports Marketing and Media Associate of Applied Science

Degree Type
Associate of Applied Science
Environment
online
Program Length
56 weeks
Overview
Teams, companies, and organizations in the field of sports business are rapidly moving into social, mobile, and digital spaces while targeting opportunities to create content, control their messages, generate revenue, and create fan branding. These businesses are realizing that as the digital universe expands, they can connect with their respective clients and fan bases in a much more intimate way than has ever been possible. Because of this, the sports-business industry has a universal need for creative professionals who understand and utilize technology and are able to communicate the information derived from it.

The Sports Marketing & Media curriculum provides opportunities for you to contribute to the new demands of the evolving field of sports business, particularly from a position where digital art, design, communication, distribution, and marketing intersect. This curriculum will also provide you with a fundamental understanding of how marketing and content creation are becoming more integrated into the everyday operations of sports businesses. Furthermore, the curriculum provides practical, real-time opportunities for you to create, distribute, and market content, and includes topics such as social-media marketing, sports-business models, mobile technology, sports sales and sponsorships, intellectual property, and leadership and organizational behavior. This collaborative, project-based curriculum culminates with you creating and producing a targeted sports-business proposal for a self-selected company such as a team, league, university, or marketer.

Objective
Associate of Applied Science

The objective of the Sports Marketing & Media Associate of Applied Science degree program is to help you develop and refine skills in marketing and technology, which will be valuable for all forms of engagement—communication, revenue generation, event operations, marketing, and business development—within the field of sports business. The degree program focuses on ways that you can maximize the connection between fans, teams, brands, and athletes, and you will learn how to utilize the principles of marketing in a sports-specific context while implementing original content on multiple platforms.

Completing the Sports Marketing & Media Associate of Applied Science degree program will enable you to pursue new and emerging entry-level professional pathways in the field of sports business, including positions such as marketing coordinator, marketing analyst, marketing specialist, branding associate, and many others.

Month 1

Code	Title	Credit Hours
GEN1011	Creative Presentation	3

Month 2

Code	Title	Credit Hours
DEP1013	Psychology of Play	3
ENC1101	English Composition I	4

Month 3

Code	Title	Credit Hours
BEM1001	Business in the Entertainment and Media Industries	4

Month 4

Code	Title	Credit Hours
MKT210	Introduction to Marketing	4
IMK241	Fundamentals of Web Design	4

Month 5

Code	Title	Credit Hours
BUS119	Project and Portfolio I: Personal Branding	3

Month 6

Code	Title	Credit Hours
MKT1414	Marketing Research	4
MKT163	Storytelling for Marketing	3

Month 7

Code	Title	Credit Hours
ACG3223	Business Accounting	4

Month 8

Code	Title	Credit Hours
BUS229	Project and Portfolio II: Market Research	3
SPO3111	Professional Development Seminar I: Sports Marketing and Media	1

Month 9

Code	Title	Credit Hours
MKT2418	Fundamentals of Public Relations	4

Month 10

Code	Title	Credit Hours
MKT3014	Marketing Law and Contracts	4

Month 11

Code	Title	Credit Hours
MAR239	Project and Portfolio III: Marketing	3
SPO3222	Professional Development Seminar II: Sports Marketing and Media	1

Month 12

Code	Title	Credit Hours
SMM3411	Sports Digital Production	4

Month 13

Code	Title	Credit Hours
SMM3112	Sports Business Models	3

Month 14

Code	Title	Credit Hours
SMM3934	Mobility Technology and Marketing	3
	Total Credit Hours	62

Please Note

- Associate of Applied Science (A.A.S.) degree programs are designed to prepare students for entry into technical and professional fields. A.A.S. degree programs are fully transferable into related Full Sail University bachelor's programs. The transferability of credit from Full Sail to another institution is at the discretion of the accepting institution. It is the student's responsibility to confirm whether or not credits will be accepted by another college.

Sportscasting Associate of Applied Science

Degree Type
Associate of Applied Science
Environment
campus
Program Length
52 weeks
Overview
The Sportscasting curriculum presents how new communication technologies are altering the way audiences consume content. By promoting responsiveness and distinction as a sportscaster, this degree equips you to grow within this arena and connect with modern sports fans. Sports media companies have expanded to reach their audiences through a wider array of communication platforms—social, mobile, digital, and virtual. Sports audiences that used to share only a few traditional platforms are becoming more varied and specific across the available methods for consuming media. Because of this changing landscape of the sports industry, creative professionals are in growing demand who understand new communication technologies and the communities who utilize them.

The evolving demands of the sports-content presentation field require you to first have a firm grasp of the core elements of great storytelling. These elements remain applicable to sports media across the board, whether it is among twenty- first-century platforms such as virtual reality experiences, game systems, and mobile devices or traditional platforms such as radio and television. You will explore the fundamentals of understanding audiences, multimedia storytelling, studio production, and broadcasting for advanced technology. The curriculum also provides you with practical opportunities to develop your personal style in processing, creating, and delivering content. This project-based curriculum will culminate with the creation and production of your own demo reel to position you for your entrance into the industry.

Objective
Associate of Applied Science

The central goal of the Sportscasting Associate of Applied Science degree program is to provide you a fundamental basis in the core elements of sports and media storytelling. You will develop and refine your skills in basic sports communication— including writing, presentation, and vocal performance. The degree program helps you focus on ways you can maximize your ability to connect with different audiences that would consume your content. You will learn how to utilize the principles of communication in a sports-specific context while implementing original content on multiple technology platforms.

Completing this program will enable you to pursue new and emerging entry-level pathways in the field of sportscasting, sports communication, and sports journalism, including positions such as sports producer, sports journalist, and digital sports content creator.

Month 1

Code	Title	Credit Hours
GEN1011	Creative Presentation	3
DEP1013	Psychology of Play	3

Month 2

Code	Title	Credit Hours
ENC1101	English Composition I	4

Month 3

Code	Title	Credit Hours
BEM1001	Business in the Entertainment and Media Industries	4

Month 4

Code	Title	Credit Hours
SCS1101	Introduction to Sportscasting	3

Month 5

Code	Title	Credit Hours
SCS2501	Broadcast Writing	4

Month 6

Code	Title	Credit Hours
MCM1203	New Media Tools	4

Month 7

Code	Title	Credit Hours
BUS119	Project and Portfolio I: Personal Branding	3

Month 8

Code	Title	Credit Hours
SMM3411	Sports Digital Production	4

Month 9

Code	Title	Credit Hours
MCM2651	Research in Media Communications	4
MGF1213	College Mathematics	4

Month 10

Code	Title	Credit Hours
SCB228	Project and Portfolio II: Sportscasting	3
SCSC311	Professional Development Seminar I: Sportscasting	1

Month 11

Code	Title	Credit Hours
SCS3201	Vocal Training for Sportscasting I	4
SCS3351	Diversity in Modern Media	3

Month 12

Code	Title	Credit Hours
SCB239	Project and Portfolio III: Sportscasting	3
SCSC322	Professional Development Seminar II: Sportscasting	1

Month 13

Code	Title	Credit Hours
SCS4621	Broadcast for Advanced Technology I	3
SCS3521	Advanced Interviewing for Sportscasting	4
	Total Credit Hours	62

Please Note

- Some specific courses may be offered online. Please see course descriptions for details.
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Sportscasting Associate of Applied Science

Degree Type
Associate of Applied Science
Environment
online
Program Length
56 weeks
Overview
The Sportscasting curriculum presents how new communication technologies are altering the way audiences consume content. By promoting responsiveness and distinction as a sportscaster, this degree equips you to grow within this arena and connect with modern sports fans. Sports media companies have expanded to reach their audiences through a wider array of communication platforms—social, mobile, digital, and virtual. Sports audiences that used to share only a few traditional platforms are becoming more varied and specific across the available methods for consuming media. Because of this changing landscape of the sports industry, creative professionals are in growing demand who understand new communication technologies and the communities who utilize them.

The evolving demands of the sports-content presentation field require you to first have a firm grasp of the core elements of great storytelling. These elements remain applicable to sports media across the board, whether it is among twenty- first-century platforms such as virtual reality experiences, game systems, and mobile devices or traditional platforms such as radio and television. You will explore the fundamentals of understanding audiences, multimedia storytelling, studio production, and broadcasting for advanced technology. The curriculum also provides you with practical opportunities to develop your personal style in processing, creating, and delivering content. This project-based curriculum will culminate with the creation and production of your own demo reel to position you for your entrance into the industry.

Objective
Associate of Applied Science

The central goal of the Sportscasting Associate of Applied Science degree program is to provide you a fundamental basis in the core elements of sports and media storytelling. You will develop and refine your skills in basic sports communication— including writing, presentation, and vocal performance. The degree program helps you focus on ways you can maximize your ability to connect with different audiences that would consume your content. You will learn how to utilize the principles of communication in a sports-specific context while implementing original content on multiple technology platforms.

Completing this program will enable you to pursue new and emerging entry- level pathways in the field of sportscasting, sports communication, and sports journalism, including positions such as sports producer, sports journalist, and digital sports content creator.

Month 1

Code	Title	Credit Hours
GEN1011	Creative Presentation	3
DEP1013	Psychology of Play	3

Month 2

Code	Title	Credit Hours
ENC1101	English Composition I	4

Month 3

Code	Title	Credit Hours
BEM1001	Business in the Entertainment and Media Industries	4

Month 4

Code	Title	Credit Hours
SCS1101	Introduction to Sportscasting	3

Month 5

Code	Title	Credit Hours
SCS2501	Broadcast Writing	4

Month 6

Code	Title	Credit Hours
MCM1203	New Media Tools	4

Month 7

Code	Title	Credit Hours
BUS119	Project and Portfolio I: Personal Branding	3

Month 8

Code	Title	Credit Hours
SMM3411	Sports Digital Production	4

Month 9

Code	Title	Credit Hours
MCM2651	Research in Media Communications	4
MGF1213	College Mathematics	4

Month 10

Code	Title	Credit Hours
SCB228	Project and Portfolio II: Sportscasting	3
SCS3111	Professional Development Seminar I: Sportscasting	1

Month 11

Code	Title	Credit Hours
SCS3201	Vocal Training for Sportscasting I	4

Month 12

Code	Title	Credit Hours
SCB239	Project and Portfolio III: Sportscasting	3
SCS3222	Professional Development Seminar II: Sportscasting	1

Month 13

Code	Title	Credit Hours
SCS4621	Broadcast for Advanced Technology I	3
SCS3351	Diversity in Modern Media	3

Month 14

Code	Title	Credit Hours
SCS3521	Advanced Interviewing for Sportscasting	4
	Total Credit Hours	62

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User Experience Associate of Applied Science

Degree Type
Associate of Applied Science
Environment
online
Program Length
56 weeks
Overview
The User Experience curriculum is composed of visual and user experience design courses to offer a broad range of exposure to the theory, techniques, tools, and software in these design disciplines. As a student of this program, you will learn to interpret data to represent it graphically. You will also create user interface prototypes driven by case studies and utilize industry-standard software to visualize and bring your concepts to life. The knowledge and skills gained throughout the coursework will equip you to develop and present human-centered designs for various sectors within the interactive media industries.

Objective
Associate of Applied Science

The User Experience Associate of Applied Science degree program focuses on building your foundation in knowledge and understanding of graphic arts production. The curriculum is designed to develop your proficiency with the user experience and user interface design tools necessary to be successful in qualifying for entry-level positions in the UX and UI field.

The curriculum in this program will develop your analytical skills, improve your engagement and professional communication, and strengthen your research ability in interpreting and visualizing data to support UX decisions. In addition, this career-focused education will strengthen your techniques and grasp of theory utilized in the design and prototyping of interfaces for interactive content.

Month 1

Code	Title	Credit Hours
GEN1011	Creative Presentation	3

Month 2

Code	Title	Credit Hours
DEP1013	Psychology of Play	3

Month 3

Code	Title	Credit Hours
UXP1001	Introduction to User Experience	4

Month 4

Code	Title	Credit Hours
ART1201	Design and Art Theory	4

Month 5

Code	Title	Credit Hours
DGT101	Graphic Principles I	4

Month 6

Code	Title	Credit Hours
DGT201	Graphic Principles II	4

Month 7

Code	Title	Credit Hours
UXP2301	UI Visual Design and Prototyping	4
MGF1213	College Mathematics	4

Month 8

Code	Title	Credit Hours
UXP119	Project and Portfolio I: User Experience	3
DGT332	Typography and Page Layout	4

Month 9

Code	Title	Credit Hours
UXP2601	User Experience Design	3
UEX3111	Professional Development Seminar I: User Experience	1

Month 10

Code	Title	Credit Hours
UXP2801	Information Visualization	3
GDN2123	Systems Design	4

Month 11

Code	Title	Credit Hours
UXP229	Project and Portfolio II: User Experience	3
UEX3222	Professional Development Seminar II: User Experience	1

Month 12

Code	Title	Credit Hours
UXP3111	Physiology of Sensation in UX	4

Month 13

Code	Title	Credit Hours
UXP3222	Psychology of Perception in UX	3

Month 14

Code	Title	Credit Hours
DGT372	Interactive Media Design and Usability	4
	Total Credit Hours	63

Please Note

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Web Development Associate of Applied Science

Degree Type
Associate of Applied Science
Environment
online
Program Length
56 weeks
Overview
Full Sail University's Web Development curriculum focuses on the architecture, interactivity, and programming needed to integrate and deploy modern websites and web applications. You will begin to unlock the secrets of effective web development in all forms by coding and publishing standards-based web applications. To develop web-based solutions that are dynamic and engaging, you will use industry-standard tools, including modern client-side and server-side languages, relational and nonrelational database structures, and frameworks used in modern web stacks. You will learn how to deliver information through web-based solutions that are consumed by diverse endpoints through project plans and common industry workflows. Each of your acquired skills will be used to create real-world projects and develop a well-rounded portfolio. Through the program's curriculum, you will gain experience and complete assignments aimed at making you a well-rounded web developer to prepare to enter the web industry.

Objective
Associate of Applied Science

The goal of the Web Development Associate of Applied Science degree program is to provide you with focused knowledge and understanding of web development as well as how to interact with users through front-end programming and user interactions. In addition to technical proficiency, your education will help you develop critical-thinking, problem-solving, and analytical skills that will provide you with a solid set of career-focused foundational competencies. This career-focused education will equip you with the tools to help sustain a long and productive professional career in the technology industry.

Month 1

Code	Title	Credit Hours
GEN1011	Creative Presentation	3

Month 2

Code	Title	Credit Hours
TEM1001	Technology in the Entertainment and Media Industries	4
MAD1100	Discrete Mathematics	4

Month 3

Code	Title	Credit Hours
PHY3020	Physical Science	4

Month 4

Code	Title	Credit Hours
WDV1100	Introduction to Web Architecture	4

Month 5

Code	Title	Credit Hours
DEV2319	Interfaces and Usability	3

Month 6

Code	Title	Credit Hours
DEV1001	Introduction to Development I	4

Month 7

Code	Title	Credit Hours
WDV119	Project and Portfolio I: Web Development	3
WDV3111	Professional Development Seminar I: Web Development	1

Month 8

Code	Title	Credit Hours
DEV2001	Introduction to Development II	4

Month 9

Code	Title	Credit Hours
DEV2301	Application Development	4

Month 10

Code	Title	Credit Hours
WDV3322	Programming for Web Applications	4

Month 11

Code	Title	Credit Hours
DEV2501	Interface Programming	4
CTI3622	Database Systems	3

Month 12

Code	Title	Credit Hours
WDV229	Project and Portfolio II: Web Development	3
WDV3222	Professional Development Seminar II: Web Development	1

Month 13

Code	Title	Credit Hours
WDV353	Server-Side Languages	4

Month 14

Code	Title	Credit Hours
WDV463	Deployment of Web Applications	4

Total Credit Hours	61

Please Note

- This program is approved for campus and online; currently only enrolling online.
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Certificates

3-D Arts Certificate

Degree Type
Certificate
Environment
campus
Program Length
28 weeks
Overview
The 3D Arts undergraduate certificate program at Full Sail University introduces students to the artistic and technical foundations of 3D content creation. Through project-based coursework, students explore modeling, lighting, composition, and visual development while learning how creative ideas move from concept to finished digital work. Students develop foundational skills in 3D modeling, asset creation, lighting, and digital content production while applying core art principles such as scale, proportion, composition, and visual communication. As they progress, they are familiarized with the career paths, professional expectations, and production-studio methods of 3D artists.

Students will work with industry-standard 3D tools such as Autodesk Maya alongside AI-assisted tools such as Adobe Firefly and Adobe Substance 3D Painter to support their technical abilities and artistic judgment. As AI-assisted tools continue to influence creative industries, students will learn to evaluate and apply them as a complement to their creative work, using technology thoughtfully in concert with creativity and visual problem-solving strategy. Students complete the certificate with a portfolio demonstrating their growth in constructing 3D models, assets, lighting studies, and rendered work to serve as a foundation for continued study in animation, game art, and related creative disciplines.

Objective
Certificate's Objective

The goal of the 3D Arts undergraduate certificate program is to develop students' foundational skills in 3D modeling, visual design, and digital content creation through the integration of artistic principles, technical skills, and introductory production workflows. Students will learn how scale, proportion, composition, and form contribute to effective visual communication and creative expression, building the craft and marketability of aspiring 3D modelers and artists as well as a foundation for their continued study.

Through project-based learning, students develop skills in modeling, lighting, asset creation, and visual problem-solving while learning how creative ideas move from concept to finished work. Coursework guides students in organizing creative projects and responding to feedback while working to production-studio protocols and industry standards in the field of 3D arts.

Students develop proficiency with contemporary creative technologies and emerging AI-assisted creative processes, learning to evaluate and apply them as a complement to their individual creativity, artistic intent, and technical development. Throughout the certificate, students develop creative confidence and foundational production skills and complete a portfolio demonstrating their progress in 3D modeling, asset creation, lighting, and visual communication.

Month 1

Code	Title	Credit Hours
TEM1001	Technology in the Entertainment and Media Industries	4

Month 2

Code	Title	Credit Hours
CGA121	3-D Foundations	4

Month 3

Code	Title	Credit Hours
DIG1301	Model Creation	4

Month 4

Code	Title	Credit Hours
GRA1161	Shading and Lighting	4

Month 5

Code	Title	Credit Hours
CGA101	Fundamentals of Art I	3

Month 6

Code	Title	Credit Hours
3DA155	Project I: 3-D Arts	2

Month 7

Code	Title	Credit Hours
3DA156	Portfolio I: 3-D Arts	1
	Total Credit Hours	22

Please Note

- Some specific courses may be offered online. Please see course descriptions for details.

3-D Arts Certificate

Degree Type
Certificate
Environment
online
Program Length
28 weeks
Overview
The 3D Arts undergraduate certificate program at Full Sail University introduces students to the artistic and technical foundations of 3D content creation. Through project-based coursework, students explore modeling, lighting, composition, and visual development while learning how creative ideas move from concept to finished digital work. Students develop foundational skills in 3D modeling, asset creation, lighting, and digital content production while applying core art principles such as scale, proportion, composition, and visual communication. As they progress, they are familiarized with the career paths, professional expectations, and production-studio methods of 3D artists.

Students will work with industry-standard 3D tools such as Autodesk Maya alongside AI-assisted tools such as Adobe Firefly and Adobe Substance 3D Painter to support their technical abilities and artistic judgment. As AI-assisted tools continue to influence creative industries, students will learn to evaluate and apply them as a complement to their creative work, using technology thoughtfully in concert with creativity and visual problem-solving strategy. Students complete the certificate with a portfolio demonstrating their growth in constructing 3D models, assets, lighting studies, and rendered work to serve as a foundation for continued study in animation, game art, and related creative disciplines.

Objective
Certificate's Objective

The goal of the 3D Arts undergraduate certificate program is to develop students' foundational skills in 3D modeling, visual design, and digital content creation through the integration of artistic principles, technical skills, and introductory production workflows. Students will learn how scale, proportion, composition, and form contribute to effective visual communication and creative expression, building the craft and marketability of aspiring 3D modelers and artists as well as a foundation for their continued study.

Through project-based learning, students develop skills in modeling, lighting, asset creation, and visual problem-solving while learning how creative ideas move from concept to finished work. Coursework guides students in organizing creative projects and responding to feedback while working to production-studio protocols and industry standards in the field of 3D arts.

Students develop proficiency with contemporary creative technologies and emerging AI-assisted creative processes, learning to evaluate and apply them as a complement to their individual creativity, artistic intent, and technical development. Throughout the certificate, students develop creative confidence and foundational production skills and complete a portfolio demonstrating their progress in 3D modeling, asset creation, lighting, and visual communication.

Month 1

Code	Title	Credit Hours
TEM1001	Technology in the Entertainment and Media Industries	4

Month 2

Code	Title	Credit Hours
CGA121	3-D Foundations	4

Month 3

Code	Title	Credit Hours
DIG1301	Model Creation	4

Month 4

Code	Title	Credit Hours
GRA1161	Shading and Lighting	4

Month 5

Code	Title	Credit Hours
CGA101	Fundamentals of Art I	3

Month 6

Code	Title	Credit Hours
3DA155	Project I: 3-D Arts	2

Month 7

Code	Title	Credit Hours
3DA156	Portfolio I: 3-D Arts	1
	Total Credit Hours	22

Application Development Fundamentals Certificate

Degree Type
Certificate
Environment
online
Program Length
28 weeks
Overview
The Application Development Fundamentals undergraduate certificate at Full Sail University equips students with the foundations of application development and computer programming while utilizing industry-standard software development processes. The certificate curriculum introduces students to what it takes to build and maintain the applications that support current technology-driven lifestyles. Technology professionals versed in the realm of application development and product interaction as well as the ability to clearly communicate on technical topics within an organization are increasingly valuable to a wide range of enterprises. Students in this certificate program will build their aptitude with technical writing and specialized communication as well as gain the practical experience required to enter and begin work in the many industries supported by technology and those who understand it. As the field evolves, students will learn to apply trusted AI-assisted development tools widely used in business as a support to their growing design and critical-thinking skills. Students will complete the certificate with a portfolio of responsive websites, accessible user interfaces, and interactive front-end projects they have developed, assembled to professional standards and suitable for use in networking and employment opportunities.

Objective
Certificate's Objective

The Application Development Fundamentals undergraduate certificate program equips students with foundational knowledge of application development. Across the curriculum, students will build core technical competencies, including front-end interface programming and cloud deployment, and will apply these skills through hands-on project-based work. Students will be introduced to programming basics as well as the software development process. This certificate program provides students with the insight needed to contribute to the development field with experience in code, industry-standard documentation, and development essentials. Students also gain experience with current web development tools and workflows, including AI-assisted tools applied as professional aids that support, not replace, programming knowledge and problem-solving skills.

Month 1

Code	Title	Credit Hours
TEM1001	Technology in the Entertainment and Media Industries	4

Month 2

Code	Title	Credit Hours
MAD1100	Discrete Mathematics	4

Month 3

Code	Title	Credit Hours
DEV1000	Introduction to Development I	4

Month 4

Code	Title	Credit Hours
DEV2000	Introduction to Development II	4

Month 5

Code	Title	Credit Hours
DEV2300	Application Development	4

Month 6

Code	Title	Credit Hours
ADF155	Project I: Application Development Fundamentals	2

Month 7

Code	Title	Credit Hours
ADF156	Portfolio I: Application Development Fundamentals	1
	Total Credit Hours	23

Artificial Intelligence Graduate Certificate

Degree Type
Graduate Certificate
Environment
online
Program Length
20 weeks
Overview
The Artificial Intelligence graduate certificate program at Full Sail University provides students with advanced knowledge of computer science topics such as machine learning, reasoning, knowledge representation, planning, and expert systems. Students will apply advanced computing knowledge in artificial intelligence, machine learning, and software engineering to design, develop, and evaluate intelligent software solutions for complex, real-world problems. Students will gain hands-on experience with industry-standard programming languages, machine learning frameworks, AI libraries, and AI-assisted development tools while applying software engineering principles to build, test, and refine software and machine learning applications. Students will develop a small project by utilizing integrated development environments, software libraries, and packages to demonstrate their ideas. The knowledge and skills gained throughout this graduate certificate program will increase students' understanding of how both humans and machines learn. As AI-assisted tools become increasingly integrated into software engineering and artificial intelligence, students will learn to use them responsibly, ethically, and effectively to support their technical expertise, critical thinking, research, and professional judgment. Through hands-on, project-based learning, students will conduct applied research and build a portfolio of AI applications, machine learning models, software solutions, and technical research that demonstrates their abilities using modern AI engineering principles and rigorous research methods.

Objective
Graduate Certificate's Objective

The objective of the Artificial Intelligence graduate certificate program is to provide students with foundational knowledge in the theory and techniques utilized in the design, development, and evaluation of artificial intelligence and machine learning models and algorithms. Across the curriculum, students develop advanced competencies in artificial intelligence, machine learning, software engineering, and applied research. Through hands-on, project-based learning, students will integrate modern AI tools, foundation models, and data-driven methodologies to design, develop, and evaluate intelligent systems that address real-world challenges. Students will also develop fluency with the modern AI engineering tools, technologies, and workflows, learning to integrate, evaluate, refine, and validate them responsibly and effectively as part of modern AI engineering and research practices.

Month 1

Code	Title	Credit Hours
COS550	Advanced Software Engineering	3

Month 2

Code	Title	Credit Hours
COS570	Advanced Artificial Intelligence	3

Month 3

Code	Title	Credit Hours
COS580	Machine Learning	3

Month 4

Code	Title	Credit Hours
COS660	Software Project: Development I	3

Month 5

Code	Title	Credit Hours
COS680	Software Project: Deployment and Professional Presentation	3
	Total Credit Hours	15

Please Note

- This program is approved for campus and online; currently only enrolling online.

Audio Arts Certificate

Degree Type
Certificate
Environment
campus
Program Length
28 weeks
Overview
The Audio Arts undergraduate certificate program at Full Sail University introduces students to the knowledge, skills, and protocols necessary for independent audio creation. The certificate's curriculum encompasses audio basics, music concepts, recording technology, audio editing, and sequencing. Students will work with industry-standard tools, including Pro Tools and Logic Pro, along with AI-assisted tools such as the Stem Splitter utility in Logic Pro. The program also focuses on professional development training that provides active audio professionals with new techniques to enhance their capabilities, credentials, and networking techniques. As the field increasingly adopts AI-assisted tools, students will learn to apply them as a support to their audio judgment. Students complete this certificate program with a foundational portfolio of audio work, assembled to professional standards and suitable for presentation to employers and clients.

Objective
Certificate's Objective

The Audio Arts undergraduate certificate program provides students with a foundational knowledge of the audio production process. Across the curriculum, students will build core technical competencies, including recording, mixing, and audio production, and will apply these skills through hands-on project-based work. Students will be equipped with basic skills in music creation, editing, and sequencing and will be introduced to computer-based project-studio production. The knowledge and skills gained via this curriculum will enhance students' craft and professional marketability. Students will also gain proficiency with current audio arts tools and workflows, including AI-assisted tools applied as a support to their audio judgment.

Month 1

Code	Title	Credit Hours
VID1555	Video-Sharing Platforms	4

Month 2

Code	Title	Credit Hours
AUD1923	Recording Principles	4

Month 3

Code	Title	Credit Hours
AUD2001	Principles of Music	3

Month 4

Code	Title	Credit Hours
REC1732	Sequencing Technology	4

Month 5

Code	Title	Credit Hours
REC3414	Audio Workstations	4

Month 6

Code	Title	Credit Hours
AUD155	Project I: Audio Arts	2

Month 7

Code	Title	Credit Hours
AUD156	Portfolio I: Audio Arts	1
	Total Credit Hours	22

Please Note

- Some specific courses may be offered online. Please see course descriptions for details.

Audio Arts Certificate

Degree Type
Certificate
Environment
online
Program Length
28 weeks
Overview
The Audio Arts undergraduate certificate program at Full Sail University introduces students to the knowledge, skills, and protocols necessary for independent audio creation. The certificate's curriculum encompasses audio basics, music concepts, recording technology, audio editing, and sequencing. Students will work with industry-standard tools, including Pro Tools and Logic Pro, along with AI-assisted tools such as the Stem Splitter utility in Logic Pro. The program also focuses on professional development training that provides active audio professionals with new techniques to enhance their capabilities, credentials, and networking techniques. As the field increasingly adopts AI-assisted tools, students will learn to apply them as a support to their audio judgment. Students complete this certificate program with a foundational portfolio of audio work, assembled to professional standards and suitable for presentation to employers and clients.

Objective
Certificate's Objective

The Audio Arts undergraduate certificate program provides students with a foundational knowledge of the audio production process. Across the curriculum, students will build core technical competencies, including recording, mixing, and audio production, and will apply these skills through hands-on project-based work. Students will be equipped with basic skills in music creation, editing, and sequencing and will be introduced to computer-based project-studio production. The knowledge and skills gained via this curriculum will enhance students' craft and professional marketability. Students will also gain proficiency with current audio arts tools and workflows, including AI-assisted tools applied as a support to their audio judgment.

Month 1

Code	Title	Credit Hours
VID1555	Video-Sharing Platforms	4

Month 2

Code	Title	Credit Hours
AUD1923	Recording Principles	4

Month 3

Code	Title	Credit Hours
AUD2001	Principles of Music	3

Month 4

Code	Title	Credit Hours
REC1732	Sequencing Technology	4

Month 5

Code	Title	Credit Hours
REC3414	Audio Workstations	4

Month 6

Code	Title	Credit Hours
AUD155	Project I: Audio Arts	2

Month 7

Code	Title	Credit Hours
AUD156	Portfolio I: Audio Arts	1
	Total Credit Hours	22

Business Certificate

Degree Type
Certificate
Environment
campus
Program Length
28 weeks
Overview
The Business undergraduate certificate program at Full Sail University introduces students to the fundamentals of business, management, and marketing and explores the methods for collecting and analyzing data to make business decisions. The curriculum also navigates students through and basic business law concepts, including contracts, legal entities, and liability. The program provides experience and training with industry-standard tools, including Microsoft Excel and the Microsoft Office suite, Keynote, as well as AI-assisted tools such as Gemini, Claude, Notion AI, Adobe Firefly, Gamma ChatGPT, and Microsoft Copilot. As the field increasingly adopts AI-assisted tools, students will learn to apply them responsibly as a complement to their business judgment.

Students complete the certificate with a portfolio website showcasing business and management project work developed to industry standards that they may share with employers, clients, and industry contacts. Students will also develop an industry-facing digital presence that serves to communicate their professional brand and strengthen their ability to network across the business market.

Objective
Certificate's Objective

The goal of the Business undergraduate certificate program is to provide students with foundational knowledge of common business practices and their application in today's workplace. Across the curriculum, students build core competencies in business management, marketing, data analysis and reporting, and business law and apply these skills through hands-on project-based work. The program emphasizes practical business skill development, strategic thinking, and effective communication, preparing students to contribute confidently across a range of organizational and entrepreneurial settings. Students also develop fluency with current business tools and workflows, including the responsible use of relevant AI-assisted technologies to support sound business judgment. Students will complete the certificate program with a collection of business project work that may be shared directly with employers, clients, and industry contacts or highlighted through a professional online profile.

Month 1

Code	Title	Credit Hours
BEM1001	Business in the Entertainment and Media Industries	4

Month 2

Code	Title	Credit Hours
MAN2021	Business Management	4

Month 3

Code	Title	Credit Hours
MKT210	Introduction to Marketing	4

Month 4

Code	Title	Credit Hours
ENTB2714	Data Analysis and Reporting	3

Month 5

Code	Title	Credit Hours
BUL2100	Business Law	4

Month 6

Code	Title	Credit Hours
BUS155	Project I: Personal Branding	2

Month 7

Code	Title	Credit Hours
BUS156	Portfolio I: Personal Branding	1
	Total Credit Hours	22

Please Note

- Some specific courses may be offered online. Please see course descriptions for details.

Business Certificate

Degree Type
Certificate
Environment
online
Program Length
28 weeks
Overview
The Business undergraduate certificate program at Full Sail University introduces students to the fundamentals of business, management, and marketing and explores the methods for collecting and analyzing data to make business decisions. The curriculum also navigates students through and basic business law concepts, including contracts, legal entities, and liability. The program provides experience and training with industry-standard tools, including Microsoft Excel and the Microsoft Office suite, Keynote, as well as AI-assisted tools such as Gemini, Claude, Notion AI, Adobe Firefly, Gamma ChatGPT, and Microsoft Copilot. As the field increasingly adopts AI-assisted tools, students will learn to apply them responsibly as a complement to their business judgment.

Students complete the certificate with a portfolio website showcasing business and management project work developed to industry standards that they may share with employers, clients, and industry contacts. Students will also develop an industry-facing digital presence that serves to communicate their professional brand and strengthen their ability to network across the business market.

Objective
Certificate's Objective

The goal of the Business undergraduate certificate program is to provide students with foundational knowledge of common business practices and their application in today's workplace. Across the curriculum, students build core competencies in business management, marketing, data analysis and reporting, and business law and apply these skills through hands-on project-based work. The program emphasizes practical business skill development, strategic thinking, and effective communication, preparing students to contribute confidently across a range of organizational and entrepreneurial settings. Students also develop fluency with current business tools and workflows, including the responsible use of relevant AI-assisted technologies to support sound business judgment. Students will complete the certificate program with a collection of business project work that may be shared directly with employers, clients, and industry contacts or highlighted through a professional online profile.

Month 1

Code	Title	Credit Hours
BEM1001	Business in the Entertainment and Media Industries	4

Month 2

Code	Title	Credit Hours
MAN2021	Business Management	4

Month 3

Code	Title	Credit Hours
MKT210	Introduction to Marketing	4

Month 4

Code	Title	Credit Hours
ENTB2714	Data Analysis and Reporting	3

Month 5

Code	Title	Credit Hours
BUL2100	Business Law	4

Month 6

Code	Title	Credit Hours
BUS155	Project I: Personal Branding	2

Month 7

Code	Title	Credit Hours
BUS156	Portfolio I: Personal Branding	1
	Total Credit Hours	22

Computer Science Certificate

Degree Type
Certificate
Environment
campus
Program Length
28 weeks
Overview
The Computer Science undergraduate certificate program at Full Sail University equips students with a fundamental understanding of computer science through problem-solving in programming languages. Through the study and application of industry-standard practices and object-oriented programming, students will explore the pillars of computer science, including logic, algorithms, functions, and control flow. Students gain hands-on experience with the programming languages, software development tools, and technical workflows used in modern software development. The curriculum builds foundational programming knowledge, introductory systems programming skills, debugging, and problem-solving techniques using industry-standard technologies, integrated development environments (IDEs), and Git for version control.

Through practical coding projects, students will develop experience with the fundamental concepts and collaborative tools used in professional software development. The program prepares students to pursue entry-level opportunities in technical support, software validation, application support, and other technology-focused roles that provide a foundation for continued growth in software development and related fields. Students will expand their critical-thinking skills and demonstrate their working knowledge of computer science by participating in an immersive team project in building targeted software solutions. As AI-assisted tools become increasingly integrated into software development, students develop the AI literacy needed to use generative AI and other emerging technologies effectively, responsibly, and ethically. The curriculum emphasizes logic, problem-solving, and foundational programming skills, enabling students to evaluate AI-generated code, understand its strengths and limitations, and apply AI-assisted tools appropriately throughout the software development process. Through project-based learning, students build a portfolio that demonstrates their ability to apply programming concepts, use industry-standard development tools, and solve programming challenges.

Objective
Certificate's Objective

The goal of the Computer Science undergraduate certificate program is to provide students with a foundational understanding of computer science. Across the curriculum, students build core technical competencies, including programming, debugging, and logic, while advancing their knowledge in introductory software development and system-level thinking. Through hands-on, project-based work, students practice implementing software solutions and applying collaborative development practices, including code reviews. Students will obtain basic skills and practice with concepts that will be translatable to entry-level positions as quality assurance testers, scripters, and tool developers. In addition to building introductory programming experience, students in this program will broaden their technical proficiency as well as creativity in development. The Computer Science undergraduate certificate program will help students foster the critical-thinking, problem-solving, and analytical skills required to enter the computer science and software development industries. Students will also build fluency with current computer science tools and workflows, including AI-assisted tools that support informed decision-making and professional judgment in software engineering.

Month 1

Code	Title	Credit Hours
TEM1001	Technology in the Entertainment and Media Industries	4

Month 2

Code	Title	Credit Hours
MAD1100	Discrete Mathematics	4

Month 3

Code	Title	Credit Hours
COP1334	Programming I	4

Month 4

Code	Title	Credit Hours
COP2334	Programming II	4

Month 5

Code	Title	Credit Hours
SDV3111	Systems Programming	4

Month 6

Code	Title	Credit Hours
COS155	Project I: Computer Science	2

Month 7

Code	Title	Credit Hours
COS156	Portfolio I: Computer Science	1
	Total Credit Hours	23

Please Note

- Some specific courses may be offered online. Please see course descriptions for details.

Computer Science Certificate

Degree Type
Certificate
Environment
online
Program Length
28 weeks
Overview
The Computer Science undergraduate certificate program at Full Sail University equips students with a fundamental understanding of computer science through problem-solving in programming languages. Through the study and application of industry-standard practices and object-oriented programming, students will explore the pillars of computer science, including logic, algorithms, functions, and control flow. Students gain hands-on experience with the programming languages, software development tools, and technical workflows used in modern software development. The curriculum builds foundational programming knowledge, introductory systems programming skills, debugging, and problem-solving techniques using industry-standard technologies, integrated development environments (IDEs), and Git for version control.

Through practical coding projects, students will develop experience with the fundamental concepts and collaborative tools used in professional software development. The program prepares students to pursue entry-level opportunities in technical support, software validation, application support, and other technology-focused roles that provide a foundation for continued growth in software development and related fields. Students will expand their critical-thinking skills and demonstrate their working knowledge of computer science by participating in an immersive team project in building targeted software solutions. As AI-assisted tools become increasingly integrated into software development, students develop the AI literacy needed to use generative AI and other emerging technologies effectively, responsibly, and ethically. The curriculum emphasizes logic, problem-solving, and foundational programming skills, enabling students to evaluate AI-generated code, understand its strengths and limitations, and apply AI-assisted tools appropriately throughout the software development process. Through project-based learning, students build a portfolio that demonstrates their ability to apply programming concepts, use industry-standard development tools, and solve programming challenges.

Objective
Certificate's Objective

The goal of the Computer Science undergraduate certificate program is to provide students with a foundational understanding of computer science. Across the curriculum, students build core technical competencies, including programming, debugging, and logic, while advancing their knowledge in introductory software development and system-level thinking. Through hands-on, project-based work, students practice implementing software solutions and applying collaborative development practices, including code reviews. Students will obtain basic skills and practice with concepts that will be translatable to entry-level positions as quality assurance testers, scripters, and tool developers. In addition to building introductory programming experience, students in this program will broaden their technical proficiency as well as creativity in development. The Computer Science undergraduate certificate program will help students foster the critical-thinking, problem-solving, and analytical skills required to enter the computer science and software development industries. Students will also build fluency with current computer science tools and workflows, including AI-assisted tools that support informed decision-making and professional judgment in software engineering.

Month 1

Code	Title	Credit Hours
TEM1001	Technology in the Entertainment and Media Industries	4

Month 2

Code	Title	Credit Hours
MAD1100	Discrete Mathematics	4

Month 3

Code	Title	Credit Hours
COP1334	Programming I	4

Month 4

Code	Title	Credit Hours
COP2334	Programming II	4

Month 5

Code	Title	Credit Hours
SDV3111	Systems Programming	4

Month 6

Code	Title	Credit Hours
COS155	Project I: Computer Science	2

Month 7

Code	Title	Credit Hours
COS156	Portfolio I: Computer Science	1
	Total Credit Hours	23

Creative Writing Certificate

Degree Type
Certificate
Environment
campus
Program Length
28 weeks
Overview
The Creative Writing undergraduate certificate program at Full Sail University provides students with an expert-curated introduction to character creation, story development, and the fundamentals of creative communication. Students will study industry-specific formatting conventions for various applications in the professional arena. Students will work with industry-standard tools, including Final Draft and the Adobe Creative Cloud suite, along with AI-assisted tools such as Meta, Adobe Firefly, ElevenLabs, Suno, and ChatGPT for supplying assets to complement their creative writing pursuits. While building their skill set using new media tools and exploring a variety of communication platforms, students will also learn how to create written narrative content for distinct commercial audiences. As the field increasingly adopts AI-assisted tools, students will learn to apply them as a support to their editorial and creative judgment. Students will complete the certificate with a portfolio of original written work, assembled to professional standards and suitable for presentation to employers and clients.

Objective
Certificate's Objective

The Creative Writing undergraduate certificate program provides students with fundamental knowledge of the narrative process. Across the curriculum, students will build core technical competencies, including story development in multiple modes, that will be applied through hands-on project-based work. Students will be equipped with basic skills in character creation and plot development. The knowledge and skills gained via this curriculum will enhance students' craft and marketability as writing and multimedia content professionals. Students will also build fluency with industry-current creative tools and workflows, including AI-assisted tools applied as a support to their editorial and creative judgment, never as a replacement for it.

Month 1

Code	Title	Credit Hours
ECW2123	Literary Techniques and Story Development	4

Month 2

Code	Title	Credit Hours
ECW1225	Creative Skills Development	4

Month 3

Code	Title	Credit Hours
MCM1203	New Media Tools	4

Month 4

Code	Title	Credit Hours
ECW1409	Multimedia Storytelling	3

Month 5

Code	Title	Credit Hours
MCM1002	Introduction to Media Communications and Technologies	3

Month 6

Code	Title	Credit Hours
CWR155	Project I: Creative Writing	2

Month 7

Code	Title	Credit Hours
CWR156	Portfolio I: Creative Writing	1
	Total Credit Hours	21

Please Note

- Some specific courses may be offered online. Please see course descriptions for details.

Creative Writing Certificate

Degree Type
Certificate
Environment
online
Program Length
28 weeks
Overview
The Creative Writing undergraduate certificate program at Full Sail University provides students with an expert-curated introduction to character creation, story development, and the fundamentals of creative communication. Students will study industry-specific formatting conventions for various applications in the professional arena. Students will work with industry-standard tools, including Final Draft and the Adobe Creative Cloud suite, along with AI-assisted tools such as Meta, Adobe Firefly, ElevenLabs, Suno, and ChatGPT for supplying assets to complement their creative writing pursuits. While building their skill set using new media tools and exploring a variety of communication platforms, students will also learn how to create written narrative content for distinct commercial audiences. As the field increasingly adopts AI-assisted tools, students will learn to apply them as a support to their editorial and creative judgment. Students will complete the certificate with a portfolio of original written work, assembled to professional standards and suitable for presentation to employers and clients.

Objective
Certificate's Objective

The Creative Writing undergraduate certificate program provides students with fundamental knowledge of the narrative process. Across the curriculum, students will build core technical competencies, including story development in multiple modes, that will be applied through hands-on project-based work. Students will be equipped with basic skills in character creation and plot development. The knowledge and skills gained via this curriculum will enhance students' craft and marketability as writing and multimedia content professionals. Students will also build fluency with industry-current creative tools and workflows, including AI-assisted tools applied as a support to their editorial and creative judgment, never as a replacement for it.

Month 1

Code	Title	Credit Hours
ECW2123	Literary Techniques and Story Development	4

Month 2

Code	Title	Credit Hours
ECW1225	Creative Skills Development	4

Month 3

Code	Title	Credit Hours
MCM1203	New Media Tools	4

Month 4

Code	Title	Credit Hours
ECW1409	Multimedia Storytelling	3

Month 5

Code	Title	Credit Hours
MCM1002	Introduction to Media Communications and Technologies	3

Month 6

Code	Title	Credit Hours
CWR155	Project I: Creative Writing	2

Month 7

Code	Title	Credit Hours
CWR156	Portfolio I: Creative Writing	1
	Total Credit Hours	21

Data Science Graduate Certificate

Degree Type
Graduate Certificate
Environment
online
Program Length
20 weeks
Overview
The Data Science graduate certificate program at Full Sail University provides students with advanced knowledge of computer science topics, including the processes, algorithms, and tools data science professionals use to extract knowledge and visualize data. Students will use industry-standard tools that support data science, software engineering, and applied research. Through hands-on project-based learning, students will gain experience with modern programming environments, data analysis and visualization tools, and software development workflows to build and evaluate data-driven solutions. Students will also develop proficiency with scholarly research resources and collaboration platforms that support technical research and scientific communication. Students will develop a small project by utilizing integrated development environments, software libraries, visualization packages, and extended reality to demonstrate their ideas. The knowledge and skills gained throughout this graduate certificate program will increase students' understanding of how to prepare, analyze, and visualize large data sets. As AI-assisted tools become increasingly integrated into data science, software engineering, and research, students will learn to use them responsibly, ethically, and effectively to support their technical expertise, critical thinking, research, and professional judgment. Through hands-on, project-based learning, students will conduct applied research and build a portfolio of data-driven applications, analytical solutions, software projects, and technical research that demonstrates their ability to design, develop, evaluate, and communicate evidence-based solutions using modern software engineering practices and rigorous research methods.

Objective
Graduate Certificate's Objective

The objective of the Data Science graduate certificate program is to provide students with foundational knowledge in the theory and techniques utilized in the evaluation of large data sets. Across the curriculum, students will build core technical competencies, including software engineering, data visualization, and applied data analysis, and will apply these skills through hands-on project-based work. Upon completion of this graduate certificate program, students will be able to clean, process, visualize using extended reality, and analyze large batches of data related to industry trends in order to solve complex problems. Students will apply modern data analysis techniques, software development practices, and evidence-based methodologies to design, develop, and evaluate data-driven solutions that address real-world challenges. Students will also develop fluency with the tools, AI-assisted technologies, and workflows used in modern data science and software engineering, learning to implement them responsibly and effectively to support their technical expertise, research, critical thinking, and professional judgment.

Month 1

Code	Title	Credit Hours
COS550	Advanced Software Engineering	3

Month 2

Code	Title	Credit Hours
COS560	Data Science	3

Month 3

Code	Title	Credit Hours
COS630	Data Visualization and Extended Reality	3

Month 4

Code	Title	Credit Hours
COS660	Software Project: Development I	3

Month 5

Code	Title	Credit Hours
COS680	Software Project: Deployment and Professional Presentation	3
	Total Credit Hours	15

Please Note

- This program is approved for campus and online; currently only enrolling online.

Digital Marketing Graduate Certificate

Degree Type
Graduate Certificate
Environment
online
Program Length
16 weeks
Overview
Full Sail University's Digital Marketing graduate certificate provides students with specific training and knowledge on the possibilities and limitations of digital media and how to apply reliable marketing fundamentals across the modern technological landscape. The courses in the Digital Marketing graduate certificate survey digital marketing methodologies, analytics, marketing analysis, and new media. Students will work with industry-standard tools such as Google Analytics along with artificial intelligence platforms like ChatGPT, Gemini, Claude, and NotebookLM. Through the curriculum, students will gain the necessary foundation to strategically market products and raise brand awareness. As the field increasingly adopts AI-assisted tools, students will learn to apply them as a support to their marketing judgment and instincts. Students will work on a variety of real-world projects that include social media strategy, search engine marketing, digital advertising, and analytics, which may be showcased to future employers and clients.

Objective
Graduate Certificate's Objective

The goal of the Digital Marketing graduate certificate program is to cultivate marketing innovators who can think strategically, adapt confidently, and execute responsibly in a rapidly changing digital-first world. Across the curriculum, students build core technical competencies, including marketing research, social media marketing, digital advertising, and digital analytics, and apply these skills through hands-on project-based work. This certificate program is designed to help students pursue, advance, and sustain productive careers in the field of digital marketing. Students will also build fluency with current digital marketing tools and workflows, including artificial intelligence platforms and other marketing AI-assisted tools applied as a support to their individual marketing judgment and strategy.

Month 1

Code	Title	Credit Hours
DMK513	Digital Marketing Fundamentals	3.5

Month 2

Code	Title	Credit Hours
DMK523	Social Media and Digital Engagement	3

Month 3

Code	Title	Credit Hours
DMK533	Advanced Digital Marketing Strategies	3

Month 4

Code	Title	Credit Hours
DMK663	Digital Analytics and Optimization	3
	Total Credit Hours	12.5

Film and Video Certificate

Degree Type
Certificate
Environment
campus
Program Length
28 weeks
Overview
The Film and Video undergraduate certificate program at Full Sail University immerses students in the fundamentals of digital video and film production for a variety of outlets. Course topics span digital filmmaking, media tools, scriptwriting, motion-picture history, and postproduction. By utilizing the latest tools available to today's media developers, students will learn how to create content for online media, mobile devices, and independent films. Students will work with industry-standard tools, including Adobe Premiere Pro and Final Draft, along with AI-assisted tools such as Adobe Firefly. Additionally, the Film and Video certificate curriculum introduces film and video terminology and production trends to structure students' understanding of digital content creation and storytelling. Students will learn the fundamentals of script formatting, structural techniques, and character development as well as basic multimedia platform delivery. Focus will be placed on the elements of postproduction theory and practice, and students will develop problem-solving strategies to apply to the logistical, aesthetic, and technical components of presenting a story. As the field increasingly adopts AI-assisted tools, students will learn to apply them as a support to their cinematic judgment in appropriate educational projects. Students will complete this certificate program with a reel and branded personal portfolio page of cinematography work, assembled to professional standards and suitable for presentation to employers and clients.

Objective
Certificate's Objective

The Film and Video certificate program provides students with foundational knowledge in digital video and film production relevant to current technology and media formats. Across the curriculum, students will build core technical competencies, including the fundamentals of film production, cinematography, and postproduction, and will apply these skills through hands-on project-based work. Students will gain practice with the narrative devices and terminology of the field, grow creatively, and foster the technical flexibility to adapt within the entertainment and media industries. The program is designed to develop students' formal skill set and prepare them for entry-level positions in the areas of web video, independent video production, and media creation. Students will also build fluency with current digital cinematography tools and workflows, including the application of AI-assisted tools like Adobe Firefly to complement their cinematic judgment and unique goals across academic projects.

Month 1

Code	Title	Credit Hours
FIL1037	History of Motion Picture Arts	4

Month 2

Code	Title	Credit Hours
FLM1422	Introduction to Film and Video	3

Month 3

Code	Title	Credit Hours
ECW3055	Scriptwriting Techniques	4

Month 4

Code	Title	Credit Hours
MCM1203	New Media Tools	4

Month 5

Code	Title	Credit Hours
FLM1009	Introduction to Postproduction	4

Month 6

Code	Title	Credit Hours
FIL155	Project I: Film and Video	2

Month 7

Code	Title	Credit Hours
FIL156	Portfolio I: Film and Video	1
	Total Credit Hours	22

Please Note

- Some specific courses may be offered online. Please see course descriptions for details.

Film and Video Certificate

Degree Type
Certificate
Environment
online
Program Length
28 weeks
Overview
The Film and Video undergraduate certificate program at Full Sail University immerses students in the fundamentals of digital video and film production for a variety of outlets. Course topics span digital filmmaking, media tools, scriptwriting, motion-picture history, and postproduction. By utilizing the latest tools available to today's media developers, students will learn how to create content for online media, mobile devices, and independent films. Students will work with industry-standard tools, including Adobe Premiere Pro and Final Draft, along with AI-assisted tools such as Adobe Firefly. Additionally, the Film and Video certificate curriculum introduces film and video terminology and production trends to structure students' understanding of digital content creation and storytelling. Students will learn the fundamentals of script formatting, structural techniques, and character development as well as basic multimedia platform delivery. Focus will be placed on the elements of postproduction theory and practice, and students will develop problem-solving strategies to apply to the logistical, aesthetic, and technical components of presenting a story. As the field increasingly adopts AI-assisted tools, students will learn to apply them as a support to their cinematic judgment in appropriate educational projects. Students will complete this certificate program with a reel and branded personal portfolio page of cinematography work, assembled to professional standards and suitable for presentation to employers and clients.

Objective
Certificate's Objective

The Film and Video certificate program provides students with foundational knowledge in digital video and film production relevant to current technology and media formats. Across the curriculum, students will build core technical competencies, including the fundamentals of film production, cinematography, and postproduction, and will apply these skills through hands-on project-based work. Students will gain practice with the narrative devices and terminology of the field, grow creatively, and foster the technical flexibility to adapt within the entertainment and media industries. The program is designed to develop students' formal skill set and prepare them for entry-level positions in the areas of web video, independent video production, and media creation. Students will also build fluency with current digital cinematography tools and workflows, including the application of AI-assisted tools like Adobe Firefly to complement their cinematic judgment and unique goals across academic projects.

Month 1

Code	Title	Credit Hours
FIL1037	History of Motion Picture Arts	4

Month 2

Code	Title	Credit Hours
FLM1422	Introduction to Film and Video	3

Month 3

Code	Title	Credit Hours
ECW3055	Scriptwriting Techniques	4

Month 4

Code	Title	Credit Hours
MCM1203	New Media Tools	4

Month 5

Code	Title	Credit Hours
FLM1009	Introduction to Postproduction	4

Month 6

Code	Title	Credit Hours
FIL155	Project I: Film and Video	2

Month 7

Code	Title	Credit Hours
FIL156	Portfolio I: Film and Video	1
	Total Credit Hours	22

Game Business and Esports Certificate

Degree Type
Certificate
Environment
campus
Program Length
28 weeks
Overview
The Game Business & Esports undergraduate certificate at Full Sail University introduces students to the gaming industry, esports industry, and interactive entertainment business. Designed for those seeking foundational knowledge of gaming business and esports, the program explores how organizations connect with audiences through content creation, marketing, community engagement, and esports experiences. Students work with industry-standard platforms and AI-powered tools, including Microsoft Office Suite (Excel, Word, PowerPoint, and Microsoft Copilot), Adobe Creative Cloud, Perplexity, and other technologies used for research, content development, communication, and productivity. The curriculum provides a foundation in gaming culture, esports production, venue logistics, content creation, storytelling, marketing, and fan engagement. Students explore the gaming ecosystem, examine how gaming communities interact across digital platforms, and learn how brands, publishers, teams, and events connect with audiences. As the industry increasingly adopts AI-powered technologies, students learn to use these tools to support creativity, research, communication, and professional judgment. Graduates leave with a portfolio of work showcasing marketing, branding, content creation, and audience engagement projects aligned with industry expectations.

Objective
Certificate's Objective

The objective of the Game Business & Esports undergraduate certificate program is to provide students with foundational knowledge of the gaming industry, esports industry, and the business practices that support them. The curriculum is designed to develop introductory skills in esports production, content creation, fan engagement, marketing, storytelling, and digital communication. Through hands-on, project-based learning, students explore gaming culture, esports events, community engagement, and the ways organizations connect brands, products, and experiences with gaming audiences. Students gain experience creating content, exploring marketing tactics, and understanding engagement strategies across gaming communities and digital platforms. In addition, students develop familiarity with industry-standard business, content creation, and AI-powered tools used to support research, communication, productivity, and professional judgment. Upon completion of the program, students gain a strong foundation for further education and opportunities within the gaming, esports, and interactive entertainment industries.

Month 1

Code	Title	Credit Hours
GBE1001	Introduction to the Gaming Industry	4

Month 2

Code	Title	Credit Hours
GBE1021	Introduction to Esports Production	4

Month 3

Code	Title	Credit Hours
MKT210	Introduction to Marketing	4

Month 4

Code	Title	Credit Hours
MKT163	Storytelling for Marketing	3

Month 5

Code	Title	Credit Hours
VID1555	Video-Sharing Platforms	4

Month 6

Code	Title	Credit Hours
MCM2416	Digital Video and Audio Production	4

Month 7

Code	Title	Credit Hours
GBE2001	Gaming Culture and Engagement	3
	Total Credit Hours	26

Please Note

- Some specific courses may be offered online. Please see course descriptions for details.

Game Business and Esports Certificate

Degree Type
Certificate
Environment
online
Program Length
28 weeks
Overview
The Game Business & Esports undergraduate certificate at Full Sail University introduces students to the gaming industry, esports industry, and interactive entertainment business. Designed for those seeking foundational knowledge of gaming business and esports, the program explores how organizations connect with audiences through content creation, marketing, community engagement, and esports experiences. Students work with industry-standard platforms and AI-powered tools, including Microsoft Office Suite (Excel, Word, PowerPoint, and Microsoft Copilot), Adobe Creative Cloud, Perplexity, and other technologies used for research, content development, communication, and productivity. The curriculum provides a foundation in gaming culture, esports production, venue logistics, content creation, storytelling, marketing, and fan engagement. Students explore the gaming ecosystem, examine how gaming communities interact across digital platforms, and learn how brands, publishers, teams, and events connect with audiences. As the industry increasingly adopts AI-powered technologies, students learn to use these tools to support creativity, research, communication, and professional judgment. Graduates leave with a portfolio of work showcasing marketing, branding, content creation, and audience engagement projects aligned with industry expectations.

Objective
Certificate's Objective

The objective of the Game Business & Esports undergraduate certificate program is to provide students with foundational knowledge of the gaming industry, esports industry, and the business practices that support them. The curriculum is designed to develop introductory skills in esports production, content creation, fan engagement, marketing, storytelling, and digital communication. Through hands-on, project-based learning, students explore gaming culture, esports events, community engagement, and the ways organizations connect brands, products, and experiences with gaming audiences. Students gain experience creating content, exploring marketing tactics, and understanding engagement strategies across gaming communities and digital platforms. In addition, students develop familiarity with industry-standard business, content creation, and AI-powered tools used to support research, communication, productivity, and professional judgment. Upon completion of the program, students gain a strong foundation for further education and opportunities within the gaming, esports, and interactive entertainment industries.

Month 1

Code	Title	Credit Hours
GBE1001	Introduction to the Gaming Industry	4

Month 2

Code	Title	Credit Hours
GBE1021	Introduction to Esports Production	4

Month 3

Code	Title	Credit Hours
MKT210	Introduction to Marketing	4

Month 4

Code	Title	Credit Hours
MKT163	Storytelling for Marketing	3

Month 5

Code	Title	Credit Hours
VID1555	Video-Sharing Platforms	4

Month 6

Code	Title	Credit Hours
MCM2416	Digital Video and Audio Production	4

Month 7

Code	Title	Credit Hours
GBE2001	Gaming Culture and Engagement	3
	Total Credit Hours	26

Human-Computer Interaction Graduate Certificate

Degree Type
Graduate Certificate
Environment
online
Program Length
20 weeks
Overview
The Human-Computer Interaction graduate certificate program at Full Sail University provides students with advanced knowledge of computer science topics such as user interface, user experience, user-centered design, interaction design, human factors, sensation, perception, visual design, and graphic design. The curriculum also enables students to visualize design and usability test results using extended reality. Students will use industry-standard tools that support human-computer interaction, usability research, and evidence-based design. Through project-based learning, students will develop the skills to investigate user needs, evaluate interactive systems, and communicate research findings. They will also gain experience with scholarly research resources and collaboration platforms that support applied research and professional communication. Students will develop a small project by utilizing research skills to design a user-test, collect and analyze data, visualize data using extended reality, and make recommendations based on the information gathered. The knowledge and skills gained throughout this graduate certificate program will increase students' understanding of how humans sense and perceive information and why this information is useful for product development. As AI-assisted tools become increasingly integrated into human-computer interaction and usability research, students will learn to use them responsibly, ethically, and effectively to support their technical expertise, critical thinking, research, and professional judgment. Students will build a portfolio of usability studies, user research projects, interactive system prototypes, user experience evaluations, and technical research that demonstrates their ability to investigate user needs, evaluate interactive systems, and communicate evidence-based recommendations using rigorous research methods.

Objective
Graduate Certificate's Objective

The objective of the Human-Computer Interaction graduate certificate program is to provide students with foundational knowledge in the theory and techniques utilized in the design, development, and evaluation of digital products using user-centered design. Across the curriculum, students will develop advanced competencies in human-computer interaction, usability research, user experience evaluation, and applied research. Through hands-on project-based learning, students will conduct user research, evaluate interactive systems, and apply evidence-based research methodologies to solve complex, real-world problems. Upon completion of this graduate certificate program, students will be able to collect, analyze, and visualize data using extended reality in order to make product recommendations and improvements. Students will also develop fluency with the professional tools, AI-assisted technologies, and workflows used in human-computer interaction research, strengthening their technical expertise, critical thinking, research, and professional judgment.

Month 1

Code	Title	Credit Hours
COS540	Research Approaches in Computer Science	3

Month 2

Code	Title	Credit Hours
COS590	Human-Computer Interaction	3

Month 3

Code	Title	Credit Hours
COS640	HCI Application Development	3

Month 4

Code	Title	Credit Hours
COS660	Software Project: Development I	3

Month 5

Code	Title	Credit Hours
COS680	Software Project: Deployment and Professional Presentation	3
	Total Credit Hours	15

Please Note

- This program is approved for campus and online; currently only enrolling online.

Information Technology Certificate

Degree Type
Certificate
Environment
campus
Program Length
28 weeks
Overview
The Information Technology undergraduate certificate at Full Sail University introduces students to technology and its use in the information technology industry, providing a foundation for understanding how to design, build, and troubleshoot the systems that support everyday technology-rich experiences. Students will gain familiarity with essential concepts such as Windows and Linux operating systems, networking, server virtualization, and information security practices. They will collaborate with industry-leading cloud computing platforms and tools such as ProxMox and will be encouraged to investigate and implement trusted AI-assisted tools widely utilized in business. The curriculum demonstrates how technology concepts are applied to systems in the workplace through immersive projects designed to enhance students' technical skills and substantiate their working knowledge of integrated cloud systems. As the field increasingly adopts AI-assisted tools, students will learn to apply them as a support to their critical-thinking skills. Students will complete the certificate with a portfolio of projects that present their ability to design and deploy virtualized systems, manage networked environments, and produce technical documentation.

Objective
Certificate's Objective

The Information Technology undergraduate certificate program provides students with a foundational knowledge of the information technology industry. Across the curriculum, students will develop core technical skills like networking, systems administration, and virtualization, applied through hands-on project work. Students will be equipped with basic skills in troubleshooting technical problems as well as understanding operating systems and information security. The knowledge and training gained via this curriculum will enhance students' craft and marketability as information technology professionals. Students will also build experience with current information technology tools and workflows, including AI-assisted tools applied as professional aids that support, not replace, their critical-thinking and problem-solving ability.

Month 1

Code	Title	Credit Hours
TEM1001	Technology in the Entertainment and Media Industries	4

Month 2

Code	Title	Credit Hours
CTI1105	Computer Operating Systems	3

Month 3

Code	Title	Credit Hours
CTI2006	Networking Technologies	3

Month 4

Code	Title	Credit Hours
CTI1301	Virtual Computing	4

Month 5

Code	Title	Credit Hours
CTI2318	Introduction to Information Security	3

Month 6

Code	Title	Credit Hours
ITE155	Project I: Information Technology	2

Month 7

Code	Title	Credit Hours
ITE156	Portfolio I: Information Technology	1
	Total Credit Hours	20

Please Note

- Some specific courses may be offered online. Please see course descriptions for details.

Information Technology Certificate

Degree Type
Certificate
Environment
online
Program Length
28 weeks
Overview
The Information Technology undergraduate certificate at Full Sail University introduces students to technology and its use in the information technology industry, providing a foundation for understanding how to design, build, and troubleshoot the systems that support everyday technology-rich experiences. Students will gain familiarity with essential concepts such as Windows and Linux operating systems, networking, server virtualization, and information security practices. They will collaborate with industry-leading cloud computing platforms and tools such as ProxMox and will be encouraged to investigate and implement trusted AI-assisted tools widely utilized in business. The curriculum demonstrates how technology concepts are applied to systems in the workplace through immersive projects designed to enhance students' technical skills and substantiate their working knowledge of integrated cloud systems. As the field increasingly adopts AI-assisted tools, students will learn to apply them as a support to their critical-thinking skills. Students will complete the certificate with a portfolio of projects that present their ability to design and deploy virtualized systems, manage networked environments, and produce technical documentation.

Objective
Certificate's Objective

The Information Technology undergraduate certificate program provides students with a foundational knowledge of the information technology industry. Across the curriculum, students will develop core technical skills like networking, systems administration, and virtualization, applied through hands-on project work. Students will be equipped with basic skills in troubleshooting technical problems as well as understanding operating systems and information security. The knowledge and training gained via this curriculum will enhance students' craft and marketability as information technology professionals. Students will also build experience with current information technology tools and workflows, including AI-assisted tools applied as professional aids that support, not replace, their critical-thinking and problem-solving ability.

Month 1

Code	Title	Credit Hours
TEM1001	Technology in the Entertainment and Media Industries	4

Month 2

Code	Title	Credit Hours
CTI1105	Computer Operating Systems	3

Month 3

Code	Title	Credit Hours
CTI2006	Networking Technologies	3

Month 4

Code	Title	Credit Hours
CTI1301	Virtual Computing	4

Month 5

Code	Title	Credit Hours
CTI2318	Introduction to Information Security	3

Month 6

Code	Title	Credit Hours
ITE155	Project I: Information Technology	2

Month 7

Code	Title	Credit Hours
ITE156	Portfolio I: Information Technology	1
	Total Credit Hours	20

Instructional Design and Technology Graduate Certificate

Degree Type
Graduate Certificate
Environment
online
Program Length
16 weeks
Overview
Full Sail University's Instructional Design & Technology graduate certificate curriculum combines specific design knowledge and learning theory to prepare students to envision and create engaging and effective educational experiences. Students earning this certificate will work with industry-standard tools, including Adobe Captivate, along with AI-assisted tools. Throughout the certificate, students will learn to design learner-centered instructional experiences by integrating multimedia, interactive technologies, storytelling strategies, media creation tools, and AI-assisted workflows. The learning environments students create will be engaging, accessible, and effective while remaining grounded in instructional design principles and informed professional judgment. As the field increasingly adopts AI-assisted tools, students will learn to apply them as a support to their process in instructional design. Students will complete assets for a portfolio of learning designs and e-learning projects, assembled to professional standards and suitable for presentation to employers and clients.

Objective
Graduate Certificate's Objective

The Instructional Design & Technology graduate certificate program prepares students to analyze, design, develop, implement, and evaluate effective learning experiences across corporate, educational, and digital learning environments. Across the curriculum, students will build core technical competencies, including learning design, multimedia development, filmmaking, audio design, and interactive asset creation and will apply these skills through hands-on project-based work. This certificate program will enhance students' ability to design and produce engaging instructional experiences using multimedia, instructional technologies, and evidence-based design practices. This program will also cultivate students' writing, time-management, and team building skills. They will be primed to develop and disseminate engaging instructional content, innovative media design, and technology projects that captivate and inspire today's learner. In addition, students will develop fluency with contemporary AI-assisted tools while strengthening their professional judgment, learner-centered decision-making, collaboration, and evaluation practices.

Month 1

Code	Title	Credit Hours
IDT574	Digital Media and Learning Applications	3

Month 2

Code	Title	Credit Hours
MUS6018	Music and Audio for Instructional Design	3

Month 3

Code	Title	Credit Hours
IDT610	Filmmaking Principles for Instructional Design	3

Month 4

Code	Title	Credit Hours
EME6227	Game Strategies and Motivation	3
	Total Credit Hours	12

Intensive English Program - Level 1 Certificate

Degree Type
Certificate
Environment
campus
Program Length
36 weeks
Overview
Full Sail University's Intensive English courses of study focus on the language skills tested in university-recognized language proficiency exams. They also introduce students to the entertainment and media industry. Students do not need to be proficient in the English language to participate.

If you are seeking a way to build your English language skills while preparing for an educational path in entertainment and media, Full Sail's Intensive English courses can teach you English in a creative, immersive way that aligns with your academic goals.

Over an intensive nine-month period, you will build skills in reading, writing, listening, and speaking using rich multimedia learning tools. You will demonstrate your abilities through creative projects and exercises, including movies, songwriting, blogging, podcasts, art, and more.

As you learn and create within Full Sail's diverse facilities, you will explore various industry branches such as entertainment, art, video games, and business. You will have opportunities to interact with faculty and students as well as industry guests and graduates, which will enhance your English fluency and comprehension.

You will also learn strategies that will enable you to confidently participate in additional university programs and areas of academic study. The creative, interdisciplinary approach of the Intensive English courses will immerse you in Full Sail's culture from day one, allowing you to comfortably transition into your next educational journey.

Month 1

Code	Title	Credit Hours
IEP082	Fundamentals of English Writing	2
IEP083	Fundamentals of Conversational English	2

Month 2

Code	Title	Credit Hours
IEP084	Reading 1	2
IEP085	Listening and Speaking 1	2

Month 3

Code	Title	Credit Hours
IEP086	Writing 1	2
IEP087	Grammar 1	2

Month 4

Code	Title	Credit Hours
IEP088	Listening and Speaking 2	2
IEP089	Writing 2	2

Month 5

Code	Title	Credit Hours
IEP090	Reading 2	2
IEP091	Grammar 2	2

Month 6

Code	Title	Credit Hours
IEP095	Reading 3	2
IEP093	Grammar 3	2

Month 7

Code	Title	Credit Hours
IEP094	Listening and Speaking 3	2
IEP092	Writing 3	2

Month 8

Code	Title	Credit Hours
IEP096	Grammar 4	2
IEP099	Writing 4	2

Month 9

Code	Title	Credit Hours
IEP098	Reading 4	2
IEP097	Listening and Speaking 4	2
	Total Credit Hours	36

Intensive English Program - Level 2 Certificate

Degree Type
Certificate
Environment
campus
Program Length
24 weeks
Overview
Full Sail University's Intensive English courses of study focus on the language skills tested in university-recognized language proficiency exams. They also introduce students to the entertainment and media industry. Students do not need to be proficient in the English language to participate.

If you are seeking a way to build your English language skills while preparing for an educational path in entertainment and media, Full Sail's Intensive English courses can teach you English in a creative, immersive way that aligns with your academic goals.

Over an intensive period, you will build skills in reading, writing, listening, and speaking using rich multimedia learning tools. You will demonstrate your abilities through creative projects and exercises, including movies, songwriting, blogging, podcasts, art, and more.

As you learn and create within Full Sail's diverse facilities, you will explore various industry branches such as entertainment, art, video games, and business. You will have opportunities to interact with faculty and students as well as industry guests and graduates, which will enhance your English fluency and comprehension.

You will also learn strategies that will enable you to confidently participate in additional university programs and areas of academic study. The creative, interdisciplinary approach of the Intensive English courses will immerse you in Full Sail's culture from day one, allowing you to comfortably transition into your next educational journey.

Month 1

Code	Title	Credit Hours
IEP088	Listening and Speaking 2	2
IEP089	Writing 2	2

Month 2

Code	Title	Credit Hours
IEP090	Reading 2	2
IEP091	Grammar 2	2

Month 3

Code	Title	Credit Hours
IEP095	Reading 3	2
IEP093	Grammar 3	2

Month 4

Code	Title	Credit Hours
IEP094	Listening and Speaking 3	2
IEP092	Writing 3	2

Month 5

Code	Title	Credit Hours
IEP096	Grammar 4	2
IEP099	Writing 4	2

Month 6

Code	Title	Credit Hours
IEP098	Reading 4	2
IEP097	Listening and Speaking 4	2
	Total Credit Hours	24

Intensive English Program - Level 3 Certificate

Degree Type
Certificate
Environment
campus
Program Length
16 weeks
Overview
Full Sail University's Intensive English courses of study focus on the language skills tested in university-recognized language proficiency exams. They also introduce students to the entertainment and media industry. Students do not need to be proficient in the English language to participate.

If you are seeking a way to build your English language skills while preparing for an educational path in entertainment and media, Full Sail's Intensive English courses can teach you English in a creative, immersive way that aligns with your academic goals.

Over an intensive period, you will build skills in reading, writing, listening, and speaking using rich multimedia learning tools. You will demonstrate your abilities through creative projects and exercises, including movies, songwriting, blogging, podcasts, art, and more.

As you learn and create within Full Sail's diverse facilities, you will explore various industry branches such as entertainment, art, video games, and business. You will have opportunities to interact with faculty and students as well as industry guests and graduates, which will enhance your English fluency and comprehension.

You will also learn strategies that will enable you to confidently participate in additional university programs and areas of academic study. The creative, interdisciplinary approach of the Intensive English courses will immerse you in Full Sail's culture from day one, allowing you to comfortably transition into your next educational journey.

Month 1

Code	Title	Credit Hours
IEP095	Reading 3	2
IEP093	Grammar 3	2

Month 2

Code	Title	Credit Hours
IEP094	Listening and Speaking 3	2
IEP092	Writing 3	2

Month 3

Code	Title	Credit Hours
IEP096	Grammar 4	2
IEP099	Writing 4	2

Month 4

Code	Title	Credit Hours
IEP098	Reading 4	2
IEP097	Listening and Speaking 4	2
	Total Credit Hours	16

Intensive English Program - Level 3 Certificate

Degree Type
Certificate
Environment
online
Program Length
16 weeks
Overview
Full Sail University's Intensive English courses of study focus on the language skills tested in university-recognized language proficiency exams. They also introduce students to the entertainment and media industry. Students do not need to be proficient in the English language to participate.

If you are seeking a way to build your English language skills while preparing for an educational path in entertainment and media, Full Sail's Intensive English courses can teach you English in a creative, immersive way that aligns with your academic goals.

Over an intensive period, you will build skills in reading, writing, listening, and speaking using rich multimedia learning tools. You will demonstrate your abilities through creative projects and exercises, including movies, songwriting, blogging, podcasts, art, and more.

As you learn and create within Full Sail's diverse facilities, you will explore various industry branches such as entertainment, art, video games, and business. You will have opportunities to interact with faculty and students as well as industry guests and graduates, which will enhance your English fluency and comprehension.

You will also learn strategies that will enable you to confidently participate in additional university programs and areas of academic study. The creative, interdisciplinary approach of the Intensive English courses will immerse you in Full Sail's culture from day one, allowing you to comfortably transition into your next educational journey.

Month 1

Code	Title	Credit Hours
IEP095	Reading 3	2
IEP093	Grammar 3	2

Month 2

Code	Title	Credit Hours
IEP094	Listening and Speaking 3	2
IEP092	Writing 3	2

Month 3

Code	Title	Credit Hours
IEP096	Grammar 4	2
IEP099	Writing 4	2

Month 4

Code	Title	Credit Hours
IEP098	Reading 4	2
IEP097	Listening and Speaking 4	2
	Total Credit Hours	16

Intensive English Program - Level 4 Certificate

Degree Type
Certificate
Environment
campus
Program Length
8 weeks
Overview
Full Sail University's Intensive English courses of study focus on the language skills tested in university-recognized language proficiency exams. They also introduce students to the entertainment and media industry. Students do not need to be proficient in the English language to participate.

If you are seeking a way to build your English language skills while preparing for an educational path in entertainment and media, Full Sail's Intensive English courses can teach you English in a creative, immersive way that aligns with your academic goals.

Over an intensive period, you will build skills in reading, writing, listening, and speaking using rich multimedia learning tools. You will demonstrate your abilities through creative projects and exercises, including movies, songwriting, blogging, podcasts, art, and more.

As you learn and create within Full Sail's diverse facilities, you will explore various industry branches such as entertainment, art, video games, and business. You will have opportunities to interact with faculty and students as well as industry guests and graduates, which will enhance your English fluency and comprehension.

You will also learn strategies that will enable you to confidently participate in additional university programs and areas of academic study. The creative, interdisciplinary approach of the Intensive English courses will immerse you in Full Sail's culture from day one, allowing you to comfortably transition into your next educational journey.

Month 1

Code	Title	Credit Hours
IEP096	Grammar 4	2
IEP099	Writing 4	2

Month 2

Code	Title	Credit Hours
IEP098	Reading 4	2
IEP097	Listening and Speaking 4	2
	Total Credit Hours	8

Intensive English Program - Level 4 Certificate

Degree Type
Certificate
Environment
online
Program Length
8 weeks
Overview
Full Sail University's Intensive English courses of study focus on the language skills tested in university-recognized language proficiency exams. They also introduce students to the entertainment and media industry. Students do not need to be proficient in the English language to participate.

If you are seeking a way to build your English language skills while preparing for an educational path in entertainment and media, Full Sail's Intensive English courses can teach you English in a creative, immersive way that aligns with your academic goals.

Over an intensive period, you will build skills in reading, writing, listening, and speaking using rich multimedia learning tools. You will demonstrate your abilities through creative projects and exercises, including movies, songwriting, blogging, podcasts, art, and more.

As you learn and create within Full Sail's diverse facilities, you will explore various industry branches such as entertainment, art, video games, and business. You will have opportunities to interact with faculty and students as well as industry guests and graduates, which will enhance your English fluency and comprehension.

You will also learn strategies that will enable you to confidently participate in additional university programs and areas of academic study. The creative, interdisciplinary approach of the Intensive English courses will immerse you in Full Sail's culture from day one, allowing you to comfortably transition into your next educational journey.

Month 1

Code	Title	Credit Hours
IEP096	Grammar 4	2
IEP099	Writing 4	2

Month 2

Code	Title	Credit Hours
IEP098	Reading 4	2
IEP097	Listening and Speaking 4	2
	Total Credit Hours	8

Marketing Certificate

Degree Type
Certificate
Environment
campus
Program Length
28 weeks
Overview
The Marketing undergraduate certificate at Full Sail University prepares students with foundational skills for entry-level opportunities in marketing, communications, and business support roles across a variety of industries. Designed for those seeking to work in marketing, advertising, brand development, or digital communications, this certificate provides practical knowledge and hands-on experience designed to meet the evolving needs of today's marketing landscape. Organizations across sports, entertainment, gaming, media, technology, and consumer industries rely on marketing professionals who understand how to research audiences, develop compelling messages, create engaging content, and leverage data to inform decisions. As digital platforms continue to transform how organizations connect with consumers, marketers increasingly use AI-powered technologies and digital tools to strengthen brands, grow audiences, and support business objectives.

The curriculum combines marketing fundamentals, branding, storytelling, and business principles. Students work with industry-standard platforms and AI-powered tools, including Microsoft Office Suite, Adobe Creative Cloud, Copilot, Gemini, Claude, and others to support research, reporting, content creation, and decision-making. Through project-based coursework, students learn how to conduct marketing research, interpret data, develop branding tactics, and evaluate engagement strategies. They gain hands-on experience utilizing marketing and research tactics, exploring web design, and applying emerging technologies. Students will complete a foundational portfolio of work showcasing marketing tactics, branding projects, digital content, and other industry-focused work for use in professional networking and continued academic pursuits.

Objective
Certificate's Objective

The objective of the Marketing undergraduate certificate program is to equip students with foundational knowledge and practical skills in marketing, branding, communication, and business principles. The curriculum is designed to help students develop an understanding of how organizations engage audiences, communicate value, strengthen brands, and support business goals across a variety of industries. Throughout the program, students build competencies in marketing research, branding, storytelling, content creation, market analysis, digital communication, and data-informed decision-making. Through hands-on, project-based learning, students apply these skills to real-world marketing scenarios while developing an understanding of how organizations connect with consumers through digital and traditional channels. Students learn to develop messaging strategies, analyze insights, create content, and evaluate marketing efforts using research and data. In addition, students develop familiarity with industry-standard marketing, communication, and AI-powered tools used to support content development, research, productivity, reporting, and analysis.

Month 1

Code	Title	Credit Hours
BEM1001	Business in the Entertainment and Media Industries	4

Month 2

Code	Title	Credit Hours
MKT210	Introduction to Marketing	4

Month 3

Code	Title	Credit Hours
MKT1414	Marketing Research	4

Month 4

Code	Title	Credit Hours
MKT163	Storytelling for Marketing	3

Month 5

Code	Title	Credit Hours
IMK241	Fundamentals of Web Design	4

Month 6

Code	Title	Credit Hours
BUS155	Project I: Personal Branding	2

Month 7

Code	Title	Credit Hours
BUS156	Portfolio I: Personal Branding	1
	Total Credit Hours	22

Please Note

- Some specific courses may be offered online. Please see course descriptions for details.

Marketing Certificate

Degree Type
Certificate
Environment
online
Program Length
28 weeks
Overview
The Marketing undergraduate certificate at Full Sail University prepares students with foundational skills for entry-level opportunities in marketing, communications, and business support roles across a variety of industries. Designed for those seeking to work in marketing, advertising, brand development, or digital communications, this certificate provides practical knowledge and hands-on experience designed to meet the evolving needs of today's marketing landscape. Organizations across sports, entertainment, gaming, media, technology, and consumer industries rely on marketing professionals who understand how to research audiences, develop compelling messages, create engaging content, and leverage data to inform decisions. As digital platforms continue to transform how organizations connect with consumers, marketers increasingly use AI-powered technologies and digital tools to strengthen brands, grow audiences, and support business objectives.

The curriculum combines marketing fundamentals, branding, storytelling, and business principles. Students work with industry-standard platforms and AI-powered tools, including Microsoft Office Suite, Adobe Creative Cloud, Copilot, Gemini, Claude, and others to support research, reporting, content creation, and decision-making. Through project-based coursework, students learn how to conduct marketing research, interpret data, develop branding tactics, and evaluate engagement strategies. They gain hands-on experience utilizing marketing and research tactics, exploring web design, and applying emerging technologies. Students will complete a foundational portfolio of work showcasing marketing tactics, branding projects, digital content, and other industry-focused work for use in professional networking and continued academic pursuits.

Objective
Certificate's Objective

The objective of the Marketing undergraduate certificate program is to equip students with foundational knowledge and practical skills in marketing, branding, communication, and business principles. The curriculum is designed to help students develop an understanding of how organizations engage audiences, communicate value, strengthen brands, and support business goals across a variety of industries. Throughout the program, students build competencies in marketing research, branding, storytelling, content creation, market analysis, digital communication, and data-informed decision-making. Through hands-on, project-based learning, students apply these skills to real-world marketing scenarios while developing an understanding of how organizations connect with consumers through digital and traditional channels. Students learn to develop messaging strategies, analyze insights, create content, and evaluate marketing efforts using research and data. In addition, students develop familiarity with industry-standard marketing, communication, and AI-powered tools used to support content development, research, productivity, reporting, and analysis.

Month 1

Code	Title	Credit Hours
BEM1001	Business in the Entertainment and Media Industries	4

Month 2

Code	Title	Credit Hours
MKT210	Introduction to Marketing	4

Month 3

Code	Title	Credit Hours
MKT1414	Marketing Research	4

Month 4

Code	Title	Credit Hours
MKT163	Storytelling for Marketing	3

Month 5

Code	Title	Credit Hours
IMK241	Fundamentals of Web Design	4

Month 6

Code	Title	Credit Hours
BUS155	Project I: Personal Branding	2

Month 7

Code	Title	Credit Hours
BUS156	Portfolio I: Personal Branding	1
	Total Credit Hours	22

Media Strategy Certificate

Degree Type
Certificate
Environment
campus
Program Length
28 weeks
Overview
The Media Strategy undergraduate certificate at Full Sail University equips students with the fundamental skills in storytelling, media production, communication strategy, and digital content development needed to engage with their specific audiences. Effective communicators are essential to every industry, from entertainment and media to nonprofits and corporations. All communications professionals must interpret, craft, and relay messages for a variety of purposes. In the Media Strategy undergraduate certificate, coursework begins with an introduction to storytelling and communicating through media. Students will work with industry-standard tools, including Adobe Photoshop, Adobe Premiere, and the Adobe Creative Cloud, along with AI-assisted tools such as Adobe AI, Claude, and AI LLM. Students will gain an understanding of how aesthetics influence the way people interpret messages as well as how to create and tailor media assets for specific influence. Students will also practice asset development using a variety of media formats such as digital audio, video, and imagery. They will develop familiarity with the professional tools and digital asset-creation methods to prepare for roles in the media industry. As the field increasingly adopts AI-assisted tools, students will learn to use them to support, not replace, their editorial judgment. Students will complete the certificate with a portfolio of media-strategy work, prepared to be showcased to prospective employers and clients.

Objective
Certificate's Objective

The Media Strategy undergraduate certificate program equips students with the foundational knowledge and skillset to communicate a directed message through media. Across the curriculum, students will build core technical competencies, including media planning, storytelling, media production, communication strategy, and digital content development, and will apply these skills through hands-on project-based work. Students will be equipped with an understanding of storytelling as well as strategy for engaging a target audience through curating appropriate media assets. Upon completion of this certificate program, aspiring media strategists and content creators will be prepared to seek entry-level work within the media communications industry. Students will also build fluency with current media strategy tools and workflows, including AI-assisted tools applied as a support to their editorial and strategic judgment, never as a replacement for it.

Month 1

Code	Title	Credit Hours
ECW1225	Creative Skills Development	4

Month 2

Code	Title	Credit Hours
MCM1002	Introduction to Media Communications and Technologies	3

Month 3

Code	Title	Credit Hours
MCM1401	Aesthetics and Theory of Communications	4

Month 4

Code	Title	Credit Hours
MCM1203	New Media Tools	4

Month 5

Code	Title	Credit Hours
MCM2416	Digital Video and Audio Production	4

Month 6

Code	Title	Credit Hours
MST155	Project I: Media Strategy	2

Month 7

Code	Title	Credit Hours
MST156	Portfolio I: Media Strategy	1
	Total Credit Hours	22

Please Note

- Some specific courses may be offered online. Please see course descriptions for details.

Media Strategy Certificate

Degree Type
Certificate
Environment
online
Program Length
28 weeks
Overview
The Media Strategy undergraduate certificate at Full Sail University equips students with the fundamental skills in storytelling, media production, communication strategy, and digital content development needed to engage with their specific audiences. Effective communicators are essential to every industry, from entertainment and media to nonprofits and corporations. All communications professionals must interpret, craft, and relay messages for a variety of purposes. In the Media Strategy undergraduate certificate, coursework begins with an introduction to storytelling and communicating through media. Students will work with industry-standard tools, including Adobe Photoshop, Adobe Premiere, and the Adobe Creative Cloud, along with AI-assisted tools such as Adobe AI, Claude, and AI LLM. Students will gain an understanding of how aesthetics influence the way people interpret messages as well as how to create and tailor media assets for specific influence. Students will also practice asset development using a variety of media formats such as digital audio, video, and imagery. They will develop familiarity with the professional tools and digital asset-creation methods to prepare for roles in the media industry. As the field increasingly adopts AI-assisted tools, students will learn to use them to support, not replace, their editorial judgment. Students will complete the certificate with a portfolio of media-strategy work, prepared to be showcased to prospective employers and clients.

Objective
Certificate's Objective

The Media Strategy undergraduate certificate program equips students with the foundational knowledge and skillset to communicate a directed message through media. Across the curriculum, students will build core technical competencies, including media planning, storytelling, media production, communication strategy, and digital content development, and will apply these skills through hands-on project-based work. Students will be equipped with an understanding of storytelling as well as strategy for engaging a target audience through curating appropriate media assets. Upon completion of this certificate program, aspiring media strategists and content creators will be prepared to seek entry-level work within the media communications industry. Students will also build fluency with current media strategy tools and workflows, including AI-assisted tools applied as a support to their editorial and strategic judgment, never as a replacement for it.

Month 1

Code	Title	Credit Hours
ECW1225	Creative Skills Development	4

Month 2

Code	Title	Credit Hours
MCM1002	Introduction to Media Communications and Technologies	3

Month 3

Code	Title	Credit Hours
MCM1401	Aesthetics and Theory of Communications	4

Month 4

Code	Title	Credit Hours
MCM1203	New Media Tools	4

Month 5

Code	Title	Credit Hours
MCM2416	Digital Video and Audio Production	4

Month 6

Code	Title	Credit Hours
MST155	Project I: Media Strategy	2

Month 7

Code	Title	Credit Hours
MST156	Portfolio I: Media Strategy	1
	Total Credit Hours	22

Sportscasting Certificate

Degree Type
Certificate
Environment
campus
Program Length
28 weeks
Overview
The Sportscasting undergraduate certificate program at Full Sail University provides students with insight into the broad scope of the sportscasting business and the skills required to approach the field of sports-content presentation from a variety of angles. Aspiring sportscasters often dream of working in front of the camera. While positions on-screen may be the most obvious roles involved in this arena, a variety of broadcast careers exist behind the scenes, spanning the many departments in production and content support. In this certificate, students will learn the fundamentals of sportscasting along with the key aspects of building a successful on-air personality. Through the curriculum, students will gain experience writing their own material and performing voice-overs for broadcast. The basics of videography as well as tactics in still photography will also be outlined. Students will work with industry-standard tools, including Adobe Premiere Pro and broadcast production tools, along with AI-assisted tools such as Adobe Firefly. As the field increasingly adopts AI-assisted tools, students will learn to apply them as a support to their on-air and editorial judgment. Students will complete this certificate program with a portfolio of sportscasting and broadcast work, assembled to professional standards and suitable for presentation to employers and clients.

Objective
Certificate's Objective

The Sportscasting undergraduate certificate introduces the fundamental broadcasting concepts that underpin on-camera and behind-the-scenes work. Across the curriculum, students will build core technical competencies, including broadcast writing, sports production, on-air delivery, shot and cut sheet creation, highlight creation, and editing, and will apply these skills through hands-on project-based work. Students will produce content that demonstrates an understanding of the broadcast writing principles learned in the program, including voice-over work executed in a conversational style. They will also learn the value of developing and maintaining a strong personal brand in the growing digital landscape surrounding sports broadcasts. While acquiring a basis in camera operation, students will build their writing and broadcast aptitudes to seek entry-level roles throughout the areas of the sportscasting industry. Students will also build fluency with current sportscasting tools and workflows, including AI-assisted tools applied as a support to their on-air and editorial judgment.

Month 1

Code	Title	Credit Hours
BEM1001	Business in the Entertainment and Media Industries	4

Month 2

Code	Title	Credit Hours
SCS1101	Introduction to Sportscasting	3

Month 3

Code	Title	Credit Hours
MCM1203	New Media Tools	4

Month 4

Code	Title	Credit Hours
SMM3411	Sports Digital Production	4

Month 5

Code	Title	Credit Hours
SCS2501	Broadcast Writing	4

Month 6

Code	Title	Credit Hours
BUS155	Project I: Personal Branding	2

Month 7

Code	Title	Credit Hours
BUS156	Portfolio I: Personal Branding	1
	Total Credit Hours	22

Please Note

- Some specific courses may be offered online. Please see course descriptions for details.

Sportscasting Certificate

Degree Type
Certificate
Environment
online
Program Length
28 weeks
Overview
The Sportscasting undergraduate certificate program at Full Sail University provides students with insight into the broad scope of the sportscasting business and the skills required to approach the field of sports-content presentation from a variety of angles. Aspiring sportscasters often dream of working in front of the camera. While positions on-screen may be the most obvious roles involved in this arena, a variety of broadcast careers exist behind the scenes, spanning the many departments in production and content support. In this certificate, students will learn the fundamentals of sportscasting along with the key aspects of building a successful on-air personality. Through the curriculum, students will gain experience writing their own material and performing voice-overs for broadcast. The basics of videography as well as tactics in still photography will also be outlined. Students will work with industry-standard tools, including Adobe Premiere Pro and broadcast production tools, along with AI-assisted tools such as Adobe Firefly. As the field increasingly adopts AI-assisted tools, students will learn to apply them as a support to their on-air and editorial judgment. Students will complete this certificate program with a portfolio of sportscasting and broadcast work, assembled to professional standards and suitable for presentation to employers and clients.

Objective
Certificate's Objective

The Sportscasting undergraduate certificate introduces the fundamental broadcasting concepts that underpin on-camera and behind-the-scenes work. Across the curriculum, students will build core technical competencies, including broadcast writing, sports production, on-air delivery, shot and cut sheet creation, highlight creation, and editing, and will apply these skills through hands-on project-based work. Students will produce content that demonstrates an understanding of the broadcast writing principles learned in the program, including voice-over work executed in a conversational style. They will also learn the value of developing and maintaining a strong personal brand in the growing digital landscape surrounding sports broadcasts. While acquiring a basis in camera operation, students will build their writing and broadcast aptitudes to seek entry-level roles throughout the areas of the sportscasting industry. Students will also build fluency with current sportscasting tools and workflows, including AI-assisted tools applied as a support to their on-air and editorial judgment.

Month 1

Code	Title	Credit Hours
BEM1001	Business in the Entertainment and Media Industries	4

Month 2

Code	Title	Credit Hours
SCS1101	Introduction to Sportscasting	3

Month 3

Code	Title	Credit Hours
MCM1203	New Media Tools	4

Month 4

Code	Title	Credit Hours
SMM3411	Sports Digital Production	4

Month 5

Code	Title	Credit Hours
SCS2501	Broadcast Writing	4

Month 6

Code	Title	Credit Hours
BUS155	Project I: Personal Branding	2

Month 7

Code	Title	Credit Hours
BUS156	Portfolio I: Personal Branding	1
	Total Credit Hours	22

User Experience Certificate

Degree Type
Certificate
Environment
online
Program Length
28 weeks
Overview
The User Experience undergraduate certificate program at Full Sail University provides students with a foundational knowledge of the concepts and tools involved in both visual and user experience design, along with AI-assisted tools and plugins integrated into commonly used professional scenarios. Students will construct graphical data and user interface prototypes as well as utilize industry-standard software to bring their UX designs to life. The certificate program also increases understanding of human-centered design and how its principles apply to UX projects across a multitude of industries. As the field increasingly adopts AI-assisted tools, students will learn to use them to support their design process while strengthening their unique design judgment. Students will construct a professional UX portfolio featuring interactive prototypes and a comprehensive case study that demonstrates their design process and problem-solving skills to employers and clients.

Objective
Certificate's Objective

The User Experience undergraduate certificate program focuses on building foundational knowledge of the theory and techniques utilized in the design and prototyping of interfaces for interactive content. Across the curriculum, students build core technical competencies, including interaction and visual design and prototyping, and apply these skills through hands-on project-based work. Students will use graphic design and prototyping software to demonstrate their user experience ideas. Students will become familiar with the expectations of roles in UX design across a variety of interactive media industries and will be equipped to increase their marketability in the UX arena. Coursework and training in design will highlight the operations and workflows found in the dynamic and changing environments of interactive media studios, digital product teams, and other user experience settings. Students will also build fluency with current user experience tools and workflows, including AI-assisted tools that complement their individual design judgment.

Month 1

Code	Title	Credit Hours
UXP1001	Introduction to User Experience	4

Month 2

Code	Title	Credit Hours
ART1201	Design and Art Theory	4

Month 3

Code	Title	Credit Hours
DGT101	Graphic Principles I	4

Month 4

Code	Title	Credit Hours
DGT201	Graphic Principles II	4

Month 5

Code	Title	Credit Hours
UXP2301	UI Visual Design and Prototyping	4

Month 6

Code	Title	Credit Hours
UXP155	Project I: User Experience	2

Month 7

Code	Title	Credit Hours
UXP156	Portfolio I: User Experience	1
	Total Credit Hours	23

Please Note

- This program is approved for campus and online; currently only enrolling online.

Visual Design Certificate

Degree Type
Certificate
Environment
campus
Program Length
28 weeks
Overview
The Visual Design undergraduate certificate at Full Sail University provides students with a foundation in visual communication and design. The ability to communicate visually is a critical requirement of nearly every contemporary industry, where graphics and typography convey ideas, present concepts, and elevate products across all types of media. Through project-based learning, students explore design principles, typography, color, composition, and visual problem-solving while developing the skills needed to communicate ideas across a variety of media and formats.

Students build an understanding of how visual choices influence perception, communicate meaning, and support effective communication. Coursework introduces the language of design and the principles that guide the creation of engaging visual experiences while encouraging creative exploration and thoughtful design decision-making. Using industry-standard design tools such as Adobe Illustrator and Photoshop alongside AI-assisted tools such as Adobe Firefly and other contemporary technologies, students will strengthen their technical abilities while developing their communication, critical thinking, and problem-solving skills. As AI-assisted tools continue to influence creative industries, students will learn to evaluate and apply them as a complement to their creative work, using technology in conjunction with individual creativity and design development.

Students will complete the certificate with a portfolio of work showcasing their understanding of design principles, typography, color, layout, and visual communication to serve as a foundation for continued study in graphic design, digital arts and design, and related creative disciplines.

Objective
Certificate's Objective

The goal of the Visual Design undergraduate certificate program is to develop students' foundational skills in visual communication, design principles, typography, color, composition, and creative problem-solving. Students will learn how design communicates ideas across a variety of media as well as how visual choices influence perception, engagement, and response. Across the curriculum, students will build core competencies in design fundamentals, graphic principles, visual communication, composition, and color theory, and apply these skills through hands-on, project-based work using industry-standard software. Students will strengthen their ability and confidence in concept development, iteration, and creative problem-solving.

Students will develop proficiency with contemporary design technologies and emerging AI-assisted creative processes, learning to evaluate and apply them as a complement to their creative and technical decision-making. Throughout the certificate, students will develop the ability to create visual projects for a variety of industries and clients and will complete a portfolio demonstrating their growth in visual communication and design to serve as a foundation for continued study in graphic design and related creative disciplines.

Month 1

Code	Title	Credit Hours
TEM1001	Technology in the Entertainment and Media Industries	4

Month 2

Code	Title	Credit Hours
ART1201	Design and Art Theory	4

Month 3

Code	Title	Credit Hours
DGT101	Graphic Principles I	4

Month 4

Code	Title	Credit Hours
DGT201	Graphic Principles II	4

Month 5

Code	Title	Credit Hours
GRD324	Color Theory	4

Month 6

Code	Title	Credit Hours
VSD155	Project I: Visual Design	2

Month 7

Code	Title	Credit Hours
VSD156	Portfolio I: Visual Design	1
	Total Credit Hours	23

Please Note

- Some specific courses may be offered online. Please see course descriptions for details.

Visual Design Certificate

Degree Type
Certificate
Environment
online
Program Length
28 weeks
Overview
The Visual Design undergraduate certificate at Full Sail University provides students with a foundation in visual communication and design. The ability to communicate visually is a critical requirement of nearly every contemporary industry, where graphics and typography convey ideas, present concepts, and elevate products across all types of media. Through project-based learning, students explore design principles, typography, color, composition, and visual problem-solving while developing the skills needed to communicate ideas across a variety of media and formats.

Students build an understanding of how visual choices influence perception, communicate meaning, and support effective communication. Coursework introduces the language of design and the principles that guide the creation of engaging visual experiences while encouraging creative exploration and thoughtful design decision-making. Using industry-standard design tools such as Adobe Illustrator and Photoshop alongside AI-assisted tools such as Adobe Firefly and other contemporary technologies, students will strengthen their technical abilities while developing their communication, critical thinking, and problem-solving skills. As AI-assisted tools continue to influence creative industries, students will learn to evaluate and apply them as a complement to their creative work, using technology in conjunction with individual creativity and design development.

Students will complete the certificate with a portfolio of work showcasing their understanding of design principles, typography, color, layout, and visual communication to serve as a foundation for continued study in graphic design, digital arts and design, and related creative disciplines.

Objective
Certificate's Objective

The goal of the Visual Design undergraduate certificate program is to develop students' foundational skills in visual communication, design principles, typography, color, composition, and creative problem-solving. Students will learn how design communicates ideas across a variety of media as well as how visual choices influence perception, engagement, and response. Across the curriculum, students will build core competencies in design fundamentals, graphic principles, visual communication, composition, and color theory, and apply these skills through hands-on, project-based work using industry-standard software. Students will strengthen their ability and confidence in concept development, iteration, and creative problem-solving.

Students will develop proficiency with contemporary design technologies and emerging AI-assisted creative processes, learning to evaluate and apply them as a complement to their creative and technical decision-making. Throughout the certificate, students will develop the ability to create visual projects for a variety of industries and clients and will complete a portfolio demonstrating their growth in visual communication and design to serve as a foundation for continued study in graphic design and related creative disciplines.

Month 1

Code	Title	Credit Hours
TEM1001	Technology in the Entertainment and Media Industries	4

Month 2

Code	Title	Credit Hours
ART1201	Design and Art Theory	4

Month 3

Code	Title	Credit Hours
DGT101	Graphic Principles I	4

Month 4

Code	Title	Credit Hours
DGT201	Graphic Principles II	4

Month 5

Code	Title	Credit Hours
GRD324	Color Theory	4

Month 6

Code	Title	Credit Hours
VSD155	Project I: Visual Design	2

Month 7

Code	Title	Credit Hours
VSD156	Portfolio I: Visual Design	1
	Total Credit Hours	23

Completion Degrees

Audio Arts Bachelor of Science Completion Program with a Concentration in Audio Production

Degree Type
Bachelor of Science
Environment
online
Program Length
52 weeks
Overview
The Audio Arts Bachelor of Science program is designed to develop the knowledge and skills of audio professionals in the entertainment and media industries. The program focuses on recording, music, and event production and provides students with a strong foundation of academic and hands-on coursework. After you complete the core Audio Arts curriculum, you will have the opportunity to choose a concentration in Live Event Production, Music Production, Audio Production, or Recording Arts. The Audio Arts curriculum offers threaded project and portfolio courses that provide you with a relevant and comprehensive project-based learning experience throughout your academic journey. Additionally, career readiness education provided in the program guides students through professional development, career planning, and entrepreneurship objectives applicable to the audio industry.

Objective
Bachelor's Completion Objective

Our goal is to provide you with a focused knowledge and understanding of essential skills to enhance your ability to qualify for entry-level industry positions in recording, songwriting, sound reinforcement, audio postproduction, lighting, music supervision, live video and multimedia, music composition, game audio, media scoring, and more, depending on your chosen concentration. In addition to academic mastery, technical proficiency, and creative development, it is our goal to help you develop critical-thinking, problem-solving, and analytical skills that contribute to lifelong learning, providing you with tools to help sustain a long and productive professional career in the entertainment and media industries.

Month 1

Code	Title	Credit Hours
AAR349	Project and Portfolio IV: Audio Arts	3

Month 2

Code	Title	Credit Hours
REC3805	Audio Postproduction	4
ENC326	Professional Writing	4

Month 3

Code	Title	Credit Hours
STA3001	Statistics	4
AUD3011	Fundamentals of Music Business	3

Month 4

Code	Title	Credit Hours
AUD3425	Sound Design for Games	4

Month 5

Code	Title	Credit Hours
PHY3020	Physical Science	4

Month 6

Code	Title	Credit Hours
APR4316	Game Audio Production Techniques	3

Month 7

Code	Title	Credit Hours
AAR359	Project and Portfolio V: Audio Arts	3

Month 8

Code	Title	Credit Hours
HUM3505	Popular Culture in Media	4

Month 9

Code	Title	Credit Hours
APR4111	Advanced Audio Editing Techniques	4
MAN3152	Leadership and Organizational Behavior	4

Month 10

Code	Title	Credit Hours
APR4404	Vocal Techniques	3

Month 11

Code	Title	Credit Hours
AAR4601	Entrepreneurship in the Audio Industry	3

Month 12

Code	Title	Credit Hours
APR4704	Advanced Mixing Techniques	3

Month 13

Code	Title	Credit Hours
AAR469	Project and Portfolio VI: Audio Arts	3
CRR4000	Career Readiness	4
	Total Credit Hours	120

Please Note

- This is a degree completion program. Entering students must have a related associate degree or higher level degree and must complete at least 60 semester hours for a total of 120 credit hours. Associate degrees from other institutions may also be considered.

Audio Arts Bachelor of Science Completion Program with a Concentration in Live Event Production

Degree Type
Bachelor of Science
Environment
campus
Program Length
36 weeks
Overview
The Audio Arts Bachelor of Science program is designed to develop the knowledge and skills of audio professionals in the entertainment and media industries. The program focuses on recording, music, and event production and provides students with a strong foundation of academic and hands-on coursework. After you complete the core Audio Arts curriculum, you will have the opportunity to choose a concentration in Live Event Production, Music Production, Audio Production, or Recording Arts. The Audio Arts curriculum offers threaded project and portfolio courses that provide you with a relevant and comprehensive project-based learning experience throughout your academic journey. Additionally, career readiness education provided in the program guides students through professional development, career planning, and entrepreneurship objectives applicable to the audio industry.

Objective
Bachelor's Completion Objective

Our goal is to provide you with a focused knowledge and understanding of essential skills to enhance your ability to qualify for entry-level industry positions in recording, songwriting, sound reinforcement, audio postproduction, lighting, music supervision, live video and multimedia, music composition, game audio, media scoring, and more, depending on your chosen concentration. In addition to academic mastery, technical proficiency, and creative development, it is our goal to help you develop critical-thinking, problem-solving, and analytical skills that contribute to lifelong learning, providing you with tools to help sustain a long and productive professional career in the entertainment and media industries.

Month 1

Code	Title	Credit Hours
SHP3635	Automated Lighting Technology	3
STA3001	Statistics	4

Month 2

Code	Title	Credit Hours
SHP4125	Advanced Show Production Systems	4
PHY3020	Physical Science	4

Month 3

Code	Title	Credit Hours
AAR349	Project and Portfolio IV: Audio Arts	3
HUM3505	Popular Culture in Media	4

Month 4

Code	Title	Credit Hours
SHP4565	Audio Measurement Systems	3
ENC326	Professional Writing	4

Month 5

Code	Title	Credit Hours
AAR359	Project and Portfolio V: Audio Arts	3
SHP4785	Advanced Video Production	4

Month 6

Code	Title	Credit Hours
AAR4601	Entrepreneurship in the Audio Industry	3
MAN3152	Leadership and Organizational Behavior	4

Month 7

Code	Title	Credit Hours
AAR469	Project and Portfolio VI: Audio Arts	3
SHP3215	Audio and Visual Technologies	4

Month 8

Code	Title	Credit Hours
SHP4822	Sports Broadcast Production	3
SPRC322	Professional Development Seminar II: Show Production	1

Month 9

Code	Title	Credit Hours
SHP4201	Event Production and Design	2
CRR4000	Career Readiness	4
	Total Credit Hours	120

Please Note

- Some specific courses may be offered online. Please see course descriptions for details.
- This is a degree completion program. Entering students must have a related associate degree or higher level degree and must complete at least 60 semester hours for a total of 120 credit hours. Associate degrees from other institutions may also be considered.

Audio Arts Bachelor of Science Completion Program with a Concentration in Music Production

Degree Type
Bachelor of Science
Environment
campus
Program Length
36 weeks
Overview
The Audio Arts Bachelor of Science program is designed to develop the knowledge and skills of audio professionals in the entertainment and media industries. The program focuses on recording, music, and event production and provides students with a strong foundation of academic and hands-on coursework. After you complete the core Audio Arts curriculum, you will have the opportunity to choose a concentration in Live Event Production, Music Production, Audio Production, or Recording Arts. The Audio Arts curriculum offers threaded project and portfolio courses that provide you with a relevant and comprehensive project-based learning experience throughout your academic journey. Additionally, career readiness education provided in the program guides students through professional development, career planning, and entrepreneurship objectives applicable to the audio industry.

Objective
Bachelor's Completion Objective

Our goal is to provide you with a focused knowledge and understanding of essential skills to enhance your ability to qualify for entry-level industry positions in recording, songwriting, sound reinforcement, audio postproduction, lighting, music supervision, live video and multimedia, music composition, game audio, media scoring, and more, depending on your chosen concentration. In addition to academic mastery, technical proficiency, and creative development, it is our goal to help you develop critical-thinking, problem-solving, and analytical skills that contribute to lifelong learning, providing you with tools to help sustain a long and productive professional career in the entertainment and media industries.

Month 1

Code	Title	Credit Hours
MPR3223	Engineering Skills for the Music Producer	4
STA3001	Statistics	4

Month 2

Code	Title	Credit Hours
MPR3925	Topics in Music Theory	3
MPRC311	Professional Development Seminar I: Music Production	1

Month 3

Code	Title	Credit Hours
MPR3311	Musical Arrangement	4
ENC326	Professional Writing	4

Month 4

Code	Title	Credit Hours
AAR349	Project and Portfolio IV: Audio Arts	3
HUM3505	Popular Culture in Media	4

Month 5

Code	Title	Credit Hours
MPR4416	Audio Engineering Techniques	4
MPRC322	Professional Development Seminar II: Music Production	1

Month 6

Code	Title	Credit Hours
MPR3701	Music Production for Media	4
PHY3020	Physical Science	4

Month 7

Code	Title	Credit Hours
AAR359	Project and Portfolio V: Audio Arts	3
AAR4601	Entrepreneurship in the Audio Industry	3

Month 8

Code	Title	Credit Hours
MPR3452	Game Music Composition	3
MAN3152	Leadership and Organizational Behavior	4

Month 9

Code	Title	Credit Hours
AAR469	Project and Portfolio VI: Audio Arts	3
CRR4000	Career Readiness	4
	Total Credit Hours	120

Please Note

- Some specific courses may be offered online. Please see course descriptions for details.
- This is a degree completion program. Entering students must have a related associate degree or higher level degree and must complete at least 60 semester hours for a total of 120 credit hours. Associate degrees from other institutions may also be considered.

Audio Arts Bachelor of Science Completion Program with a Concentration in Music Production

Degree Type
Bachelor of Science
Environment
online
Program Length
52 weeks
Overview
The Audio Arts Bachelor of Science program is designed to develop the knowledge and skills of audio professionals in the entertainment and media industries. The program focuses on recording, music, and event production and provides students with a strong foundation of academic and hands-on coursework. After you complete the core Audio Arts curriculum, you will have the opportunity to choose a concentration in Live Event Production, Music Production, Audio Production, or Recording Arts. The Audio Arts curriculum offers threaded project and portfolio courses that provide you with a relevant and comprehensive project-based learning experience throughout your academic journey. Additionally, career readiness education provided in the program guides students through professional development, career planning, and entrepreneurship objectives applicable to the audio industry.

Objective
Bachelor's Completion Objective

Our goal is to provide you with a focused knowledge and understanding of essential skills to enhance your ability to qualify for entry-level industry positions in recording, songwriting, sound reinforcement, audio postproduction, lighting, music supervision, live video and multimedia, music composition, game audio, media scoring, and more, depending on your chosen concentration. In addition to academic mastery, technical proficiency, and creative development, it is our goal to help you develop critical-thinking, problem-solving, and analytical skills that contribute to lifelong learning, providing you with tools to help sustain a long and productive professional career in the entertainment and media industries.

Month 1

Code	Title	Credit Hours
HUM3505	Popular Culture in Media	4
MPR3111	Professional Development Seminar I: Music Production	1

Month 2

Code	Title	Credit Hours
MPR3223	Engineering Skills for the Music Producer	4

Month 3

Code	Title	Credit Hours
MPR3925	Topics in Music Theory	3

Month 4

Code	Title	Credit Hours
STA3001	Statistics	4

Month 5

Code	Title	Credit Hours
MPR3311	Musical Arrangement	4
ENC326	Professional Writing	4

Month 6

Code	Title	Credit Hours
PHY3020	Physical Science	4

Month 7

Code	Title	Credit Hours
AAR349	Project and Portfolio IV: Audio Arts	3
MPR3222	Professional Development Seminar II: Music Production	1

Month 8

Code	Title	Credit Hours
MPR4416	Audio Engineering Techniques	4

Month 9

Code	Title	Credit Hours
MPR3701	Music Production for Media	4

Month 10

Code	Title	Credit Hours
AAR359	Project and Portfolio V: Audio Arts	3

Month 11

Code	Title	Credit Hours
AAR4601	Entrepreneurship in the Audio Industry	3
MAN3152	Leadership and Organizational Behavior	4

Month 12

Code	Title	Credit Hours
MPR3452	Game Music Composition	3

Month 13

Code	Title	Credit Hours
AAR469	Project and Portfolio VI: Audio Arts	3
CRR4000	Career Readiness	4
	Total Credit Hours	120

Please Note

- This is a degree completion program. Entering students must have a related associate degree or higher level degree and must complete at least 60 semester hours for a total of 120 credit hours. Associate degrees from other institutions may also be considered.

Audio Arts Bachelor of Science Completion Program with a Concentration in Recording Arts

Degree Type
Bachelor of Science
Environment
campus
Program Length
36 weeks
Overview
The Audio Arts Bachelor of Science program is designed to develop the knowledge and skills of audio professionals in the entertainment and media industries. The program focuses on recording, music, and event production and provides students with a strong foundation of academic and hands-on coursework. After you complete the core Audio Arts curriculum, you will have the opportunity to choose a concentration in Live Event Production, Music Production, Audio Production, or Recording Arts. The Audio Arts curriculum offers threaded project and portfolio courses that provide you with a relevant and comprehensive project-based learning experience throughout your academic journey. Additionally, career readiness education provided in the program guides students through professional development, career planning, and entrepreneurship objectives applicable to the audio industry.

Objective
Bachelor's Completion Objective

Our goal is to provide you with a focused knowledge and understanding of essential skills to enhance your ability to qualify for entry-level industry positions in recording, songwriting, sound reinforcement, audio postproduction, lighting, music supervision, live video and multimedia, music composition, game audio, media scoring, and more, depending on your chosen concentration. In addition to academic mastery, technical proficiency, and creative development, it is our goal to help you develop critical-thinking, problem-solving, and analytical skills that contribute to lifelong learning, providing you with tools to help sustain a long and productive professional career in the entertainment and media industries.

Month 1

Code	Title	Credit Hours
REC3125	Vocal Production	3
STA3001	Statistics	4

Month 2

Code	Title	Credit Hours
REC3805	Audio Postproduction	4
RARC311	Professional Development Seminar I: Audio Arts	1

Month 3

Code	Title	Credit Hours
AAR349	Project and Portfolio IV: Audio Arts	3
HUM3505	Popular Culture in Media	4

Month 4

Code	Title	Credit Hours
REC4414	Advanced Audio Workstations	4
REC3133	Principles of Electronics	3

Month 5

Code	Title	Credit Hours
AUD3425	Sound Design for Games	4
PHY3020	Physical Science	4

Month 6

Code	Title	Credit Hours
AAR359	Project and Portfolio V: Audio Arts	3
ENC326	Professional Writing	4

Month 7

Code	Title	Credit Hours
AAR4601	Entrepreneurship in the Audio Industry	3
MAN3152	Leadership and Organizational Behavior	4

Month 8

Code	Title	Credit Hours
REC4735	Advanced Session Recording	4
RARC322	Professional Development Seminar II: Recording Arts	1

Month 9

Code	Title	Credit Hours
AAR469	Project and Portfolio VI: Audio Arts	3
CRR4000	Career Readiness	4
	Total Credit Hours	120

Please Note

- Some specific courses may be offered online. Please see course descriptions for details.
- This is a degree completion program. Entering students must have a related associate degree or higher level degree and must complete at least 60 semester hours for a total of 120 credit hours. Associate degrees from other institutions may also be considered.

Business Bachelor of Science Completion Program with a Concentration in Digital Marketing

Degree Type
Bachelor of Science
Environment
online
Program Length
52 weeks
Overview
The Business Bachelor of Science program is designed to develop the knowledge and skills of business professionals in the entertainment and media industries. The program focuses on business management, marketing, and public relations and provides students with a strong foundation of academic and hands-on coursework. After you complete the core Business curriculum, you will have the opportunity to choose a concentration in Entertainment Business, Music Business, Sports Marketing and Media, or Digital Marketing. The Business curriculum offers threaded project and portfolio courses that provide you with a relevant and comprehensive project-based learning experience throughout your academic journey. Additionally, a Career Readiness course taken at the end of the program will provide you with an opportunity to prepare for your future career.

Objective
Bachelor's Completion Objective

Our goal is to provide you with a focused knowledge and understanding of essential business and management skills to enhance your ability to qualify for entry-level industry positions, including marketing analyst, brand ambassador, promotions manager, public relations assistant, digital marketing strategist, and a variety of other business positions in the fields of film, music, digital media, sports, broadcasting, and gaming. In addition to academic mastery, technical proficiency, and creative development, it is our goal to help you develop critical-thinking, problem-solving, and analytical skills that contribute to lifelong learning, providing you with tools to help sustain a long and productive professional career in the entertainment and media industries.

Month 1

Code	Title	Credit Hours
STA3001	Statistics	4

Month 2

Code	Title	Credit Hours
IMK444	Affiliate Marketing	4

Month 3

Code	Title	Credit Hours
BUS349	Project and Portfolio IV: Business	3
DMK3111	Professional Development Seminar I: Digital Marketing	1

Month 4

Code	Title	Credit Hours
ENC326	Professional Writing	4

Month 5

Code	Title	Credit Hours
IMK481	Search Engine Optimization	4

Month 6

Code	Title	Credit Hours
IMK484	Principles of Online Campaign Development	4

Month 7

Code	Title	Credit Hours
BUS359	Project and Portfolio V: Business	3
DMK3222	Professional Development Seminar II: Digital Marketing	1

Month 8

Code	Title	Credit Hours
IMK4317	Display Advertising and Email Marketing	3
PHY3020	Physical Science	4

Month 9

Code	Title	Credit Hours
IMK4410	Mobile and Emerging Technology Marketing	4

Month 10

Code	Title	Credit Hours
IMK4311	Digital Entrepreneurship	3

Month 11

Code	Title	Credit Hours
HUM3505	Popular Culture in Media	4

Month 12

Code	Title	Credit Hours
BUS469	Project and Portfolio VI: Business	3
MAN3152	Leadership and Organizational Behavior	4

Month 13

Code	Title	Credit Hours
BUS4790	Innovative Business Solutions	3
CRR4000	Career Readiness	4
	Total Credit Hours	120

Please Note

- This is a degree completion program. Entering students must have a related associate degree or higher level degree and must complete at least 60 semester hours for a total of 120 credit hours. Associate degrees from other institutions may also be considered.

Business Bachelor of Science Completion Program with a Concentration in Entertainment Business

Degree Type
Bachelor of Science
Environment
online
Program Length
52 weeks
Overview
The Business Bachelor of Science program is designed to develop the knowledge and skills of business professionals in the entertainment and media industries. The program focuses on business management, marketing, and public relations and provides students with a strong foundation of academic and hands-on coursework. After you complete the core Business curriculum, you will have the opportunity to choose a concentration in Entertainment Business, Music Business, Sports Marketing and Media, or Digital Marketing. The Business curriculum offers threaded project and portfolio courses that provide you with a relevant and comprehensive project-based learning experience throughout your academic journey. Additionally, a Career Readiness course taken at the end of the program will provide you with an opportunity to prepare for your future career.

Objective
Bachelor's Completion Objective

Our goal is to provide you with a focused knowledge and understanding of essential business and management skills to enhance your ability to qualify for entry-level industry positions, including marketing analyst, brand ambassador, promotions manager, public relations assistant, digital marketing strategist, and a variety of other business positions in the fields of film, music, digital media, sports, broadcasting, and gaming. In addition to academic mastery, technical proficiency, and creative development, it is our goal to help you develop critical-thinking, problem-solving, and analytical skills that contribute to lifelong learning, providing you with tools to help sustain a long and productive professional career in the entertainment and media industries.

Month 1

Code	Title	Credit Hours
ENTB4525	Professional Selling	4
ENC326	Professional Writing	4

Month 2

Code	Title	Credit Hours
BUS349	Project and Portfolio IV: Business	3
ENT3111	Professional Development Seminar I: Entertainment Business	1

Month 3

Code	Title	Credit Hours
STA3001	Statistics	4

Month 4

Code	Title	Credit Hours
ENTB3013	Principles of Business Finance	4
MAN3152	Leadership and Organizational Behavior	4

Month 5

Code	Title	Credit Hours
PHY3020	Physical Science	4

Month 6

Code	Title	Credit Hours
BUS359	Project and Portfolio V: Business	3
ENT3222	Professional Development Seminar II: Entertainment Business	1

Month 7

Code	Title	Credit Hours
BUL3514	Intellectual Property	4

Month 8

Code	Title	Credit Hours
HUM3505	Popular Culture in Media	4

Month 9

Code	Title	Credit Hours
ENTB410	Event Management	4

Month 10

Code	Title	Credit Hours
BUS469	Project and Portfolio VI: Business	3

Month 11

Code	Title	Credit Hours
ENTB4212	Audience Metrics	3

Month 12

Code	Title	Credit Hours
ENTB4623	Entrepreneurship in the Entertainment Business	3

Month 13

Code	Title	Credit Hours
BUS4790	Innovative Business Solutions	3
CRR4000	Career Readiness	4

Total Credit Hours	120

Please Note

- This is a degree completion program. Entering students must have a related associate degree or higher level degree and must complete at least 60 semester hours for a total of 120 credit hours. Associate degrees from other institutions may also be considered.

Business Bachelor of Science Completion Program with a Concentration in Music Business

Degree Type
Bachelor of Science
Environment
online
Program Length
52 weeks
Overview
The Business Bachelor of Science program is designed to develop the knowledge and skills of business professionals in the entertainment and media industries. The program focuses on business management, marketing, and public relations and provides students with a strong foundation of academic and hands-on coursework. After you complete the core Business curriculum, you will have the opportunity to choose a concentration in Entertainment Business, Music Business, Sports Marketing and Media, or Digital Marketing. The Business curriculum offers threaded project and portfolio courses that provide you with a relevant and comprehensive project-based learning experience throughout your academic journey. Additionally, a Career Readiness course taken at the end of the program will provide you with an opportunity to prepare for your future career.

Objective
Bachelor's Completion Objective

Our goal is to provide you with a focused knowledge and understanding of essential business and management skills to enhance your ability to qualify for entry-level industry positions, including marketing analyst, brand ambassador, promotions manager, public relations assistant, digital marketing strategist, and a variety of other business positions in the fields of film, music, digital media, sports, broadcasting, and gaming. In addition to academic mastery, technical proficiency, and creative development, it is our goal to help you develop critical-thinking, problem-solving, and analytical skills that contribute to lifelong learning, providing you with tools to help sustain a long and productive professional career in the entertainment and media industries.

Month 1

Code	Title	Credit Hours
MUB3513	Music Evaluation for Artists and Repertoire	3
ENC326	Professional Writing	4

Month 2

Code	Title	Credit Hours
BUS349	Project and Portfolio IV: Business	3
MUB3311	Music Business Models	3

Month 3

Code	Title	Credit Hours
STA3001	Statistics	4

Month 4

Code	Title	Credit Hours
ENTB3013	Principles of Business Finance	4
MAN3152	Leadership and Organizational Behavior	4

Month 5

Code	Title	Credit Hours
MUM3733	Music Business Marketing	4

Month 6

Code	Title	Credit Hours
PHY3020	Physical Science	4

Month 7

Code	Title	Credit Hours
BUS359	Project and Portfolio V: Business	3

Month 8

Code	Title	Credit Hours
HUM3505	Popular Culture in Media	4

Month 9

Code	Title	Credit Hours
MUB4361	Music Retail and Distribution	3

Month 10

Code	Title	Credit Hours
BUS469	Project and Portfolio VI: Business	3

Month 11

Code	Title	Credit Hours
MUB4716	Music Supervision	3

Month 12

Code	Title	Credit Hours
MUB461	Concert Management and Touring	4

Month 13

Code	Title	Credit Hours
BUS4790	Innovative Business Solutions	3
CRR4000	Career Readiness	4
	Total Credit Hours	120

Please Note

- This is a degree completion program. Entering students must have a related associate degree or higher level degree and must complete at least 60 semester hours for a total of 120 credit hours. Associate degrees from other institutions may also be considered.

Business Bachelor of Science Completion Program with a Concentration in Sports Marketing and Media

Degree Type
Bachelor of Science
Environment
online
Program Length
52 weeks
Overview
The Business Bachelor of Science program is designed to develop the knowledge and skills of business professionals in the entertainment and media industries. The program focuses on business management, marketing, and public relations and provides students with a strong foundation of academic and hands-on coursework. After you complete the core Business curriculum, you will have the opportunity to choose a concentration in Entertainment Business, Music Business, Sports Marketing and Media, or Digital Marketing. The Business curriculum offers threaded project and portfolio courses that provide you with a relevant and comprehensive project-based learning experience throughout your academic journey. Additionally, a Career Readiness course taken at the end of the program will provide you with an opportunity to prepare for your future career.

Objective
Bachelor's Completion Objective

Our goal is to provide you with a focused knowledge and understanding of essential business and management skills to enhance your ability to qualify for entry-level industry positions, including marketing analyst, brand ambassador, promotions manager, public relations assistant, digital marketing strategist, and a variety of other business positions in the fields of film, music, digital media, sports, broadcasting, and gaming. In addition to academic mastery, technical proficiency, and creative development, it is our goal to help you develop critical-thinking, problem-solving, and analytical skills that contribute to lifelong learning, providing you with tools to help sustain a long and productive professional career in the entertainment and media industries.

Month 1

Code	Title	Credit Hours
SMM3563	Social Media Methods	3
SPO3111	Professional Development Seminar I: Sports Marketing and Media	1

Month 2

Code	Title	Credit Hours
BUS349	Project and Portfolio IV: Business	3
ENC326	Professional Writing	4

Month 3

Code	Title	Credit Hours
STA3001	Statistics	4

Month 4

Code	Title	Credit Hours
SMM3622	Sports Events and Entertainment	3

Month 5

Code	Title	Credit Hours
SMM4111	Business Project Management	4
PHY3020	Physical Science	4

Month 6

Code	Title	Credit Hours
BUS359	Project and Portfolio V: Business	3
SPO3222	Professional Development Seminar II: Sports Marketing and Media	1

Month 7

Code	Title	Credit Hours
HUM3505	Popular Culture in Media	4

Month 8

Code	Title	Credit Hours
BUL3514	Intellectual Property	4

Month 9

Code	Title	Credit Hours
SMM4561	Sports Sales and Sponsorship	4

Month 10

Code	Title	Credit Hours
MAN3152	Leadership and Organizational Behavior	4

Month 11

Code	Title	Credit Hours
BUS469	Project and Portfolio VI: Business	3

Month 12

Code	Title	Credit Hours
SMM4833	Marketing Plans and Campaign Development	4

Month 13

Code	Title	Credit Hours
BUS4790	Innovative Business Solutions	3
CRR4000	Career Readiness	4
	Total Credit Hours	120

Please Note

- This is a degree completion program. Entering students must have a related associate degree or higher level degree and must complete at least 60 semester hours for a total of 120 credit hours. Associate degrees from other institutions may also be considered.

Communications Bachelor of Science Completion Program with a Concentration in Creative Writing

Degree Type
Bachelor of Science
Environment
campus
Program Length
36 weeks
Overview
The Communications Bachelor of Science program is designed to develop the knowledge and skills of communications professionals in the entertainment and media industries. The program focuses on transmedia writing, creative development, and storytelling and provides students with a strong foundation of academic and hands-on coursework. After you complete the core Communications curriculum, you will have the opportunity to choose a concentration in Media Communications or Creative Writing. The Communications curriculum offers threaded project and portfolio courses that provide you with a relevant and comprehensive project-based learning experience throughout your academic journey. Additionally, a Career Readiness course taken at the end of the program will provide you with an opportunity to prepare for your future career.

Objective
Bachelor's Completion Objective

Our goal is to provide you with a focused knowledge and understanding of essential writing and communication skills to enhance your ability to qualify for entry-level industry positions, including new media strategist, social media manager, copywriter, editor, communications specialist, scriptwriter, comic writer, and a variety of other careers in the communications field. In addition to academic mastery, technical proficiency, and creative development, it is our goal to help you develop critical-thinking, problem-solving, and analytical skills that contribute to lifelong learning, providing you with tools to help sustain a long and productive professional career in the entertainment and media industries.

Month 1

Code	Title	Credit Hours
HIS3320	Historical Archetypes and Mythology	4
STA3001	Statistics	4

Month 2

Code	Title	Credit Hours
ECW3722	Children's Entertainment	3
PHY3020	Physical Science	4

Month 3

Code	Title	Credit Hours
BUL3514	Intellectual Property	4
MCM3334	Gaming and Transmedia Storytelling	3

Month 4

Code	Title	Credit Hours
ECW3211	Literary Genre II: Horror, Mystery, and Suspense	4
ECW3311	Literary Genre III: Science Fiction and Fantasy	4
CWRC311	Professional Development Seminar I: Creative Writing	1

Month 5

Code	Title	Credit Hours
ECW4220	Writing Workshop II: Television	4

Month 6

Code	Title	Credit Hours
COM349	Project and Portfolio IV: Communications	3
ECW4322	Writing Workshop III: Comics	3
CWRC322	Professional Development Seminar II: Creative Writing	1

Month 7

Code	Title	Credit Hours
MCM4441	Media Entrepreneurship	4
COM359	Project and Portfolio V: Communications	3

Month 8

Code	Title	Credit Hours
ECW4421	Writing Workshop IV: Video Games and Interactive Formats	4

Month 9

Code	Title	Credit Hours
COM469	Project and Portfolio VI: Communications	3
CRR4000	Career Readiness	4
	Total Credit Hours	120

Please Note

- Some specific courses may be offered online. Please see course descriptions for details.
- This is a degree completion program. Entering students must have a related associate degree or higher level degree and must complete at least 60 semester hours for a total of 120 credit hours. Associate degrees from other institutions may also be considered.

Communications Bachelor of Science Completion Program with a Concentration in Creative Writing

Degree Type
Bachelor of Science
Environment
online
Program Length
52 weeks
Overview
The Communications Bachelor of Science program is designed to develop the knowledge and skills of communications professionals in the entertainment and media industries. The program focuses on transmedia writing, creative development, and storytelling and provides students with a strong foundation of academic and hands-on coursework. After you complete the core Communications curriculum, you will have the opportunity to choose a concentration in Media Communications or Creative Writing. The Communications curriculum offers threaded project and portfolio courses that provide you with a relevant and comprehensive project-based learning experience throughout your academic journey. Additionally, a Career Readiness course taken at the end of the program will provide you with an opportunity to prepare for your future career.

Objective
Bachelor's Completion Objective

Our goal is to provide you with a focused knowledge and understanding of essential writing and communication skills to enhance your ability to qualify for entry-level industry positions, including new media strategist, social media manager, copywriter, editor, communications specialist, scriptwriter, comic writer, and a variety of other careers in the communications field. In addition to academic mastery, technical proficiency, and creative development, it is our goal to help you develop critical-thinking, problem-solving, and analytical skills that contribute to lifelong learning, providing you with tools to help sustain a long and productive professional career in the entertainment and media industries.

Month 1

Code	Title	Credit Hours
HIS3320	Historical Archetypes and Mythology	4
STA3001	Statistics	4

Month 2

Code	Title	Credit Hours
ECW3722	Children's Entertainment	3
PHY3020	Physical Science	4

Month 3

Code	Title	Credit Hours
BUL3514	Intellectual Property	4

Month 4

Code	Title	Credit Hours
ECW3211	Literary Genre II: Horror, Mystery, and Suspense	4

Month 5

Code	Title	Credit Hours
ECW3311	Literary Genre III: Science Fiction and Fantasy	4
CWR3111	Professional Development Seminar I: Creative Writing	1

Month 6

Code	Title	Credit Hours
ECW4220	Writing Workshop II: Television	4

Month 7

Code	Title	Credit Hours
COM349	Project and Portfolio IV: Communications	3
CWR3222	Professional Development Seminar II: Creative Writing	1

Month 8

Code	Title	Credit Hours
MCM3334	Gaming and Transmedia Storytelling	3

Month 9

Code	Title	Credit Hours
MCM4441	Media Entrepreneurship	4

Month 10

Code	Title	Credit Hours
ECW4322	Writing Workshop III: Comics	3

Month 11

Code	Title	Credit Hours
COM359	Project and Portfolio V: Communications	3

Month 12

Code	Title	Credit Hours
ECW4421	Writing Workshop IV: Video Games and Interactive Formats	4

Month 13

Code	Title	Credit Hours
COM469	Project and Portfolio VI: Communications	3
CRR4000	Career Readiness	4
	Total Credit Hours	120

Please Note

- This is a degree completion program. Entering students must have a related associate degree or higher level degree and must complete at least 60 semester hours for a total of 120 credit hours. Associate degrees from other institutions may also be considered.

Communications Bachelor of Science Completion Program with a Concentration in Media Communications

Degree Type
Bachelor of Science
Environment
campus
Program Length
36 weeks
Overview
The Communications Bachelor of Science program is designed to develop the knowledge and skills of communications professionals in the entertainment and media industries. The program focuses on transmedia writing, creative development, and storytelling and provides students with a strong foundation of academic and hands-on coursework. After you complete the core Communications curriculum, you will have the opportunity to choose a concentration in Media Communications or Creative Writing. The Communications curriculum offers threaded project and portfolio courses that provide you with a relevant and comprehensive project-based learning experience throughout your academic journey. Additionally, a Career Readiness course taken at the end of the program will provide you with an opportunity to prepare for your future career.

Objective
Bachelor's Completion Objective

Our goal is to provide you with a focused knowledge and understanding of essential writing and communication skills to enhance your ability to qualify for entry-level industry positions, including new media strategist, social media manager, copywriter, editor, communications specialist, scriptwriter, comic writer, and a variety of other careers in the communications field. In addition to academic mastery, technical proficiency, and creative development, it is our goal to help you develop critical-thinking, problem-solving, and analytical skills that contribute to lifelong learning, providing you with tools to help sustain a long and productive professional career in the entertainment and media industries.

Month 1

Code	Title	Credit Hours
MCM3425	Integrated Marketing	3
HIS3320	Historical Archetypes and Mythology	4

Month 2

Code	Title	Credit Hours
MCM4441	Media Entrepreneurship	4
STA3001	Statistics	4

Month 3

Code	Title	Credit Hours
MAN3152	Leadership and Organizational Behavior	4
MCMC311	Professional Development Seminar I: Media Communications	1

Month 4

Code	Title	Credit Hours
COM349	Project and Portfolio IV: Communications	3
PHY3020	Physical Science	4

Month 5

Code	Title	Credit Hours
MCM4319	Media Sociology	3
MCM4429	New Media Formats	4

Month 6

Code	Title	Credit Hours
MCM3334	Gaming and Transmedia Storytelling	3
HUM302	Cultural Studies	4

Month 7

Code	Title	Credit Hours
COM359	Project and Portfolio V: Communications	3
MCMC322	Professional Development Seminar II: Media Communications	1

Month 8

Code	Title	Credit Hours
WEB4550	Web Design	4
BUL3514	Intellectual Property	4

Month 9

Code	Title	Credit Hours
COM469	Project and Portfolio VI: Communications	3
CRR4000	Career Readiness	4
	Total Credit Hours	120

Please Note

- Some specific courses may be offered online. Please see course descriptions for details.
- This is a degree completion program. Entering students must have a related associate degree or higher level degree and must complete at least 60 semester hours for a total of 120 credit hours. Associate degrees from other institutions may also be considered.

Communications Bachelor of Science Completion Program with a Concentration in Media Communications

Degree Type
Bachelor of Science
Environment
online
Program Length
52 weeks
Overview
The Communications Bachelor of Science program is designed to develop the knowledge and skills of communications professionals in the entertainment and media industries. The program focuses on transmedia writing, creative development, and storytelling and provides students with a strong foundation of academic and hands-on coursework. After you complete the core Communications curriculum, you will have the opportunity to choose a concentration in Media Communications or Creative Writing. The Communications curriculum offers threaded project and portfolio courses that provide you with a relevant and comprehensive project-based learning experience throughout your academic journey. Additionally, a Career Readiness course taken at the end of the program will provide you with an opportunity to prepare for your future career.

Objective
Bachelor's Completion Objective

Our goal is to provide you with a focused knowledge and understanding of essential writing and communication skills to enhance your ability to qualify for entry-level industry positions, including new media strategist, social media manager, copywriter, editor, communications specialist, scriptwriter, comic writer, and a variety of other careers in the communications field. In addition to academic mastery, technical proficiency, and creative development, it is our goal to help you develop critical-thinking, problem-solving, and analytical skills that contribute to lifelong learning, providing you with tools to help sustain a long and productive professional career in the entertainment and media industries.

Month 1

Code	Title	Credit Hours
MCM3425	Integrated Marketing	3

Month 2

Code	Title	Credit Hours
HIS3320	Historical Archetypes and Mythology	4

Month 3

Code	Title	Credit Hours
MCM4441	Media Entrepreneurship	4
STA3001	Statistics	4

Month 4

Code	Title	Credit Hours
COM349	Project and Portfolio IV: Communications	3
MCM3111	Professional Development Seminar I: Media Communications	1

Month 5

Code	Title	Credit Hours
MAN3152	Leadership and Organizational Behavior	4

Month 6

Code	Title	Credit Hours
MCM4319	Media Sociology	3

Month 7

Code	Title	Credit Hours
PHY3020	Physical Science	4

Month 8

Code	Title	Credit Hours
COM359	Project and Portfolio V: Communications	3
MCM3222	Professional Development Seminar II: Media Communications	1

Month 9

Code	Title	Credit Hours
WEB4550	Web Design	4

Month 10

Code	Title	Credit Hours
MCM3334	Gaming and Transmedia Storytelling	3

Month 11

Code	Title	Credit Hours
HUM302	Cultural Studies	4

Month 12

Code	Title	Credit Hours
BUL3514	Intellectual Property	4
MCM4429	New Media Formats	4

Month 13

Code	Title	Credit Hours
COM469	Project and Portfolio VI: Communications	3
CRR4000	Career Readiness	4
	Total Credit Hours	120

Please Note

- This is a degree completion program. Entering students must have a related associate degree or higher level degree and must complete at least 60 semester hours for a total of 120 credit hours. Associate degrees from other institutions may also be considered.

Computer Science Bachelor of Science Completion Program with a Concentration in Artificial Intelligence

Degree Type
Bachelor of Science
Environment
online
Program Length
52 weeks
Overview
The Computer Science Bachelor of Science Completion program at Full Sail University familiarizes students with the design, development, and implementation of software-based solutions and other software products for the business, entertainment, and consumer markets. The curriculum provides hands-on experience with the tools, technologies, and workflows used in modern software development. Through a specialized focus, students will build practical skills using industry-standard development, collaboration, testing, and deployment tools, preparing students for careers in their chosen specialization and related emerging technology fields. Students work with integrated development environments such as Visual Studio, VS Code, Xcode, SwiftUI, and Android Studio; data science environments such as Jupyter Notebook; version control and collaboration tools like GitHub and Discord; project management platforms like Jira and Trello; and design and prototyping tools such as Figma, FigJam, and Matplotlib.

Students will learn to evaluate emerging technologies and apply industry-standard tools and methods to create high-quality software solutions. Students will engage in application creation by participating in various computer science projects that serve to demonstrate the differences between small programming projects and large-enterprise software-systems projects. After completing the core Computer Science curriculum, students will have the opportunity to choose a concentration in Artificial Intelligence, Mobile Development, or Web Development. As AI-assisted tools become increasingly integrated into software engineering practice, students will develop the AI literacy needed to use them effectively, responsibly, and ethically. Graduates will exit with a portfolio of software applications that demonstrate their ability to design, develop, test, and collaborate on real-world software projects. Students will deepen their expertise within their chosen specialization, preparing them for the professional practices and expectations in a rapidly evolving technology landscape.

Objective
Bachelor's Completion Objective

The goal of the Computer Science Bachelor of Science Completion program is to prepare students to develop their software design and production capabilities and equip them to pursue entry-level positions in the realm of computer science. Across the curriculum, students will build core technical competencies in programming, data structures and algorithms, relational databases, software engineering, software architecture, and software testing through hands-on project-based learning. They will deepen their expertise through a specialization in a focused area of software engineering, developing advanced skills in technologies to prepare for a range of careers in the software industry. Depending on concentration, these may include software engineer, software architect, computer applications engineer, iOS or Android engineer/programmer, UI developer, AI developer, and machine learning developer.

Courses cultivate students' lifelong learning and critical-thinking skills through threaded research, analysis, and professional development. Students will be equipped to create their own software-application project and articulate and deliver this project using appropriate communications and business strategies. The program also builds students' fluency with current computer science tools and workflows, including AI-assisted tools that support informed decision-making and professional judgment in software engineering.

Students enrolling in this completion program will also complete the Computer Science Associate of Science degree program. Apply today to get started.

Month 1

Code	Title	Credit Hours
CAP320	The Artificial Intelligence Ecosystem	3
COD3622	Information and Database Systems	3

Month 2

Code	Title	Credit Hours
SIM3032	Data Visualization and Modeling	3
GEN3322	Probability	4

Month 3

Code	Title	Credit Hours
SDV4102	Machine Intelligence Systems	4

Month 4

Code	Title	Credit Hours
CAP350	Deep Learning	4

Month 5

Code	Title	Credit Hours
COS349	Project and Portfolio IV: Computer Science	3

Month 6

Code	Title	Credit Hours
CAP355	Natural Language Processing	4

Month 7

Code	Title	Credit Hours
CAP415	Computer Vision	3

Month 8

Code	Title	Credit Hours
CAP445	Human-AI Interaction	3
CAP450	Security in Artificial Intelligence	3

Month 9

Code	Title	Credit Hours
COS359	Project and Portfolio V: Computer Science	3

Month 10

Code	Title	Credit Hours
CAP460	Artificial Intelligence Architecture	3
HIS3320	Historical Archetypes and Mythology	4

Month 11

Code	Title	Credit Hours
COS469	Project and Portfolio VI: Computer Science	3

Month 12

Code	Title	Credit Hours
SDV4719	Software Integration	3

Month 13

Code	Title	Credit Hours
COS479	Project and Portfolio VII: Computer Science	3
CRR4000	Career Readiness	4
	Total Credit Hours	120

Please Note

- This program is approved for campus and online; currently only enrolling online.
- This is a degree completion program. Entering students must have a related associate degree or higher level degree and must complete at least 60 semester hours for a total of 120 credit hours. Associate degrees from other institutions may also be considered.

Computer Science Bachelor of Science Completion Program with a Concentration in Mobile Development

Degree Type
Bachelor of Science
Environment
online
Program Length
52 weeks
Overview
The Computer Science Bachelor of Science Completion program at Full Sail University familiarizes students with the design, development, and implementation of software-based solutions and other software products for the business, entertainment, and consumer markets. The curriculum provides hands-on experience with the tools, technologies, and workflows used in modern software development. Through a specialized focus, students will build practical skills using industry-standard development, collaboration, testing, and deployment tools, preparing students for careers in their chosen specialization and related emerging technology fields. Students work with integrated development environments such as Visual Studio, VS Code, Xcode, SwiftUI, and Android Studio; data science environments such as Jupyter Notebook; version control and collaboration tools like GitHub and Discord; project management platforms like Jira and Trello; and design and prototyping tools such as Figma, FigJam, and Matplotlib.

Students will learn to evaluate emerging technologies and apply industry-standard tools and methods to create high-quality software solutions. Students will engage in application creation by participating in various computer science projects that serve to demonstrate the differences between small programming projects and large-enterprise software-systems projects. After completing the core Computer Science curriculum, students will have the opportunity to choose a concentration in Artificial Intelligence, Mobile Development, or Web Development. As AI-assisted tools become increasingly integrated into software engineering practice, students will develop the AI literacy needed to use them effectively, responsibly, and ethically. Graduates will exit with a portfolio of software applications that demonstrate their ability to design, develop, test, and collaborate on real-world software projects. Students will deepen their expertise within their chosen specialization, preparing them for the professional practices and expectations in a rapidly evolving technology landscape.

Objective
Bachelor's Completion Objective

The goal of the Computer Science Bachelor of Science Completion program is to prepare students to develop their software design and production capabilities and equip them to pursue entry-level positions in the realm of computer science. Across the curriculum, students will build core technical competencies in programming, data structures and algorithms, relational databases, software engineering, software architecture, and software testing through hands-on project-based learning. They will deepen their expertise through a specialization in a focused area of software engineering, developing advanced skills in technologies to prepare for a range of careers in the software industry. Depending on concentration, these may include software engineer, software architect, computer applications engineer, iOS or Android engineer/programmer, UI developer, AI developer, and machine learning developer.

Courses cultivate students' lifelong learning and critical-thinking skills through threaded research, analysis, and professional development. Students will be equipped to create their own software-application project and articulate and deliver this project using appropriate communications and business strategies. The program also builds students' fluency with current computer science tools and workflows, including AI-assisted tools that support informed decision-making and professional judgment in software engineering.

Students enrolling in this completion program will also complete the Computer Science Associate of Science degree program. Apply today to get started.

Month 1

Code	Title	Credit Hours
COD3622	Information and Database Systems	3

Month 2

Code	Title	Credit Hours
MDV3632	iOS Development I	3

Month 3

Code	Title	Credit Hours
MDV3732	iOS Development II	3

Month 4

Code	Title	Credit Hours
MDV3799	iOS Development III	3
GEN3322	Probability	4

Month 5

Code	Title	Credit Hours
COS349	Project and Portfolio IV: Computer Science	3
MDV3832	Android Development I	4

Month 6

Code	Title	Credit Hours
MDV3800	Android Interface Design	3

Month 7

Code	Title	Credit Hours
MDV3853	Android Development II	3

Month 8

Code	Title	Credit Hours
MDV4301	Android Development III	4

Month 9

Code	Title	Credit Hours
SIM3032	Data Visualization and Modeling	3
COS359	Project and Portfolio V: Computer Science	3

Month 10

Code	Title	Credit Hours
SDV4102	Machine Intelligence Systems	4
HIS3320	Historical Archetypes and Mythology	4

Month 11

Code	Title	Credit Hours
COS469	Project and Portfolio VI: Computer Science	3

Month 12

Code	Title	Credit Hours
SDV4719	Software Integration	3

Month 13

Code	Title	Credit Hours
COS479	Project and Portfolio VII: Computer Science	3
CRR4000	Career Readiness	4
	Total Credit Hours	120

Please Note

- This program is approved for campus and online; currently only enrolling online.
- This is a degree completion program. Entering students must have a related associate degree or higher level degree and must complete at least 60 semester hours for a total of 120 credit hours. Associate degrees from other institutions may also be considered.

Computer Science Bachelor of Science Completion Program with a Concentration in Web Development

Degree Type
Bachelor of Science
Environment
online
Program Length
52 weeks
Overview
The Computer Science Bachelor of Science Completion program at Full Sail University familiarizes students with the design, development, and implementation of software-based solutions and other software products for the business, entertainment, and consumer markets. The curriculum provides hands-on experience with the tools, technologies, and workflows used in modern software development. Through a specialized focus, students will build practical skills using industry-standard development, collaboration, testing, and deployment tools, preparing students for careers in their chosen specialization and related emerging technology fields. Students work with integrated development environments such as Visual Studio, VS Code, Xcode, SwiftUI, and Android Studio; data science environments such as Jupyter Notebook; version control and collaboration tools like GitHub and Discord; project management platforms like Jira and Trello; and design and prototyping tools such as Figma, FigJam, and Matplotlib.

Students will learn to evaluate emerging technologies and apply industry-standard tools and methods to create high-quality software solutions. Students will engage in application creation by participating in various computer science projects that serve to demonstrate the differences between small programming projects and large-enterprise software-systems projects. After completing the core Computer Science curriculum, students will have the opportunity to choose a concentration in Artificial Intelligence, Mobile Development, or Web Development. As AI-assisted tools become increasingly integrated into software engineering practice, students will develop the AI literacy needed to use them effectively, responsibly, and ethically. Graduates will exit with a portfolio of software applications that demonstrate their ability to design, develop, test, and collaborate on real-world software projects. Students will deepen their expertise within their chosen specialization, preparing them for the professional practices and expectations in a rapidly evolving technology landscape.

Objective
The goal of the Computer Science Bachelor of Science Completion program is to prepare students to develop their software design and production capabilities and equip them to pursue entry-level positions in the realm of computer science. Across the curriculum, students will build core technical competencies in programming, data structures and algorithms, relational databases, software engineering, software architecture, and software testing through hands-on project-based learning. They will deepen their expertise through a specialization in a focused area of software engineering, developing advanced skills in technologies to prepare for a range of careers in the software industry. Depending on concentration, these may include software engineer, software architect, computer applications engineer, iOS or Android engineer/programmer, UI developer, AI developer, and machine learning developer.

Courses cultivate students' lifelong learning and critical-thinking skills through threaded research, analysis, and professional development. Students will be equipped to create their own software-application project and articulate and deliver this project using appropriate communications and business strategies. The program also builds students' fluency with current computer science tools and workflows, including AI-assisted tools that support informed decision-making and professional judgment in software engineering.

Program Core Courses

Code	Title	Credit Hours
COD3622	Information and Database Systems	3
COS349	Project and Portfolio IV: Computer Science	3
GEN3322	Probability	4
SIM3032	Data Visualization and Modeling	3
SDV4102	Machine Intelligence Systems	4
COS359	Project and Portfolio V: Computer Science	3
HIS3320	Historical Archetypes and Mythology	4
COS469	Project and Portfolio VI: Computer Science	3
SDV4719	Software Integration	3
COS479	Project and Portfolio VII: Computer Science	3
CRR4000	Career Readiness	4

Program Concentration - Web Development

WDV353 Server-Side Languages	4.0 Credit Hours
WDV3300 Cloud Application Development	3.0 Credit Hours
WDV4424 Application Integration and Security	4.0 Credit Hours
WDV3400 Content Management System Development	3.0 Credit Hours
WDV3421 Connected Devices and Applications	3.0 Credit Hours
COD3721 Computer Networks	3.0 Credit Hours
SDV4327 Software Architecture	3.0 Credit Hours

	Total Credit Hours	120

Please Note

- This program is approved for campus and online.
- Enrollment has not commenced for this completion program. Please contact Admissions (407.679.0100) for additional information regarding the programs offered at Full Sail University.
- This is a degree completion program. Entering students must have a related associate degree or higher level degree and must complete at least 60 semester hours for a total of 120 credit hours. Associate degrees from other institutions may also be considered.

Cybersecurity Bachelor of Science Completion Program

Degree Type
Bachelor of Science
Environment
campus
Program Length
36 weeks
Overview
The Cybersecurity Bachelor of Science program at Full Sail University prepares information security professionals with the knowledge and skills needed to protect systems and information against an evolving landscape of potential hazards. The program extends an introduction to technology and its use in the information technology industry and then builds to prepare students to apply information security standards and practices to a variety of data systems. Students will gain experience with the basics and complexities of Windows and Linux operating systems, networking, server virtualization, and containers. The program enables students to work with industry-leading tools, including Wireshark and Kali Linux, and they are encouraged to investigate and implement multiple trusted AI-assisted tools widely used in business to complement their professional toolset.

Students apply their knowledge gained to develop a comprehensive information security program plan. Through close study of vulnerability assessments, threat detection, incident response, recovery plans, information assurance, and compliance with applicable rules, the curriculum equips students to execute hands-on projects that reinforce their technical skills and implementation. As the field increasingly integrates AI-assisted tools, students will use them to support their critical thinking. Graduates will exit with a portfolio showcasing their vulnerability assessments, threat detection, incident response, and policy writing that is curated to professional standards and primed for presentation to potential employers and clients.

Objective
Bachelor's Completion Objective

The Cybersecurity Bachelor of Science program's goal is to provide the knowledge and practical skills to prepare students to pursue entry-level industry positions in the field of cybersecurity and information technology. Across the curriculum, students will build core technical competencies, including threat intelligence, identity and access management, cryptography, systems and software security, and incident response, and apply these skills through hands-on project-based work. In addition to gaining a foundational understanding of security planning, implementation, and system life cycles, students will understand how to identify threats, respond to incidents, and protect information assets. Courses also cultivate students' critical-thinking, problem-solving, and analytical skills that will contribute to lifelong learning and sustaining an enduring professional career. Students will gain fluency with current cybersecurity tools and workflows, including AI-assisted tools applied as professional aids that support, not replace, students' critical-thinking and problem-solving abilities.

Students enrolling in this completion program will also complete the Information Technology Associate of Science degree program. Apply today to get started.

Month 1

Code	Title	Credit Hours
CYB3355	Threat Intelligence and Defense	3
CYB3215	Identity and Access Management	3

Month 2

Code	Title	Credit Hours
CTI4001	Network Security and Software	4
ENC3110	Technical Writing	4

Month 3

Code	Title	Credit Hours
CYB3011	Introduction to Cryptography	3
CYB3311	Security Compliance and Privacy	3

Month 4

Code	Title	Credit Hours
CTI3933	Securing Systems and Data	3
CYB349	Project and Portfolio IV: Cybersecurity	3

Month 5

Code	Title	Credit Hours
CYB3612	Software Security	3
STA3300	Data Visualization	4

Month 6

Code	Title	Credit Hours
CYB3841	Information Assurance and Compliance	3
CYB359	Project and Portfolio V: Cybersecurity	3

Month 7

Code	Title	Credit Hours
CYB4381	Threat Protection and Testing	3
CYB4781	Cyber Crime and Incident Response	4

Month 8

Code	Title	Credit Hours
CYB469	Project and Portfolio VI: Cybersecurity	3
HUM302	Cultural Studies	4

Month 9

Code	Title	Credit Hours
CYB479	Project and Portfolio VII: Cybersecurity	3
CRR4000	Career Readiness	4
	Total Credit Hours	60

Please Note

- Some specific courses may be offered online. Please see course descriptions for details.

- This is a degree completion program. Entering students must have a related associate degree or higher level degree and must complete at least 60 semester hours for a total of 120 credit hours. Associate degrees from other institutions may also be considered.

Cybersecurity Bachelor of Science Completion Program

Degree Type
Bachelor of Science
Environment
online
Program Length
52 weeks
Overview
The Cybersecurity Bachelor of Science program at Full Sail University prepares information security professionals with the knowledge and skills needed to protect systems and information against an evolving landscape of potential hazards. The program extends an introduction to technology and its use in the information technology industry and then builds to prepare students to apply information security standards and practices to a variety of data systems. Students will gain experience with the basics and complexities of Windows and Linux operating systems, networking, server virtualization, and containers. The program enables students to work with industry-leading tools, including Wireshark and Kali Linux, and they are encouraged to investigate and implement multiple trusted AI-assisted tools widely used in business to complement their professional toolset.

Students apply their knowledge gained to develop a comprehensive information security program plan. Through close study of vulnerability assessments, threat detection, incident response, recovery plans, information assurance, and compliance with applicable rules, the curriculum equips students to execute hands-on projects that reinforce their technical skills and implementation. As the field increasingly integrates AI-assisted tools, students will use them to support their critical thinking. Graduates will exit with a portfolio showcasing their vulnerability assessments, threat detection, incident response, and policy writing that is curated to professional standards and primed for presentation to potential employers and clients.

Objective
Bachelor's Completion Objective

The Cybersecurity Bachelor of Science program's goal is to provide the knowledge and practical skills to prepare students to pursue entry-level industry positions in the field of cybersecurity and information technology. Across the curriculum, students will build core technical competencies, including threat intelligence, identity and access management, cryptography, systems and software security, and incident response, and apply these skills through hands-on project-based work. In addition to gaining a foundational understanding of security planning, implementation, and system life cycles, students will understand how to identify threats, respond to incidents, and protect information assets. Courses also cultivate students' critical-thinking, problem-solving, and analytical skills that will contribute to lifelong learning and sustaining an enduring professional career. Students will gain fluency with current cybersecurity tools and workflows, including AI-assisted tools applied as professional aids that support, not replace, students' critical-thinking and problem-solving abilities.

Students enrolling in this completion program will also complete the Information Technology Associate of Science degree program. Apply today to get started.

Month 1

Code	Title	Credit Hours
CYB3011	Introduction to Cryptography	3
ENC3110	Technical Writing	4

Month 2

Code	Title	Credit Hours
CYB3215	Identity and Access Management	3

Month 3

Code	Title	Credit Hours
CYB3311	Security Compliance and Privacy	3
CYB3355	Threat Intelligence and Defense	3

Month 4

Code	Title	Credit Hours
CYB349	Project and Portfolio IV: Cybersecurity	3

Month 5

Code	Title	Credit Hours
CTI4001	Network Security and Software	4

Month 6

Code	Title	Credit Hours
CTI3933	Securing Systems and Data	3

Month 7

Code	Title	Credit Hours
CYB3612	Software Security	3
STA3300	Data Visualization	4

Month 8

Code	Title	Credit Hours
CYB359	Project and Portfolio V: Cybersecurity	3

Month 9

Code	Title	Credit Hours
CYB3841	Information Assurance and Compliance	3
HUM302	Cultural Studies	4

Month 10

Code	Title	Credit Hours
CYB4381	Threat Protection and Testing	3

Month 11

Code	Title	Credit Hours
CYB4781	Cyber Crime and Incident Response	4

Month 12

Code	Title	Credit Hours
CYB469	Project and Portfolio VI: Cybersecurity	3

Month 13

Code	Title	Credit Hours
CYB479	Project and Portfolio VII: Cybersecurity	3
CRR4000	Career Readiness	4
	Total Credit Hours	60

Please Note

- This is a degree completion program. Entering students must have a related associate degree or higher level degree and must complete at least 60 semester hours for a total of 120 credit hours. Associate degrees from other institutions may also be considered.

Interactive Technology Bachelor of Science Completion Program with a Concentration in Game Design

Degree Type
Bachelor of Science
Environment
campus
Program Length
52 weeks
Overview
The Interactive Technology Bachelor of Science Completion program at Full Sail University is designed to develop the knowledge and skills of coding professionals in the interactive entertainment and media industries. The program focuses on programming, human-computer interaction, and various engineering concepts and provides students with a strong foundation of academic and hands-on coursework. Students will work with industry-standard tools, including Unreal Engine and Perforce version control, Atlassian project management tools, and generative AI applications such as the Epic Developer Assistant and embedded Model Context Protocol (MCP). Students will also learn to use LLMs and AI asset generators responsibly and ethically to streamline production and facilitate rapid prototyping efforts.

After completing the core Interactive Technology curriculum, students will have the opportunity to choose a concentration in Game Development, Game Design, Simulation Engineering, or Software Development. The program offers threaded project and portfolio courses that provide students with a relevant and comprehensive project-based learning experience throughout their academic journey. Courses reinforce a professional mindset and industry readiness with classes in leadership and teamwork, strategic marketing, and project management and production. Additionally, a Career Readiness course taken at the end of the program examines how to prepare for a future career in interactive technology. Graduates will exit with a portfolio of interactive project work and documentation related to their chosen concentration, assembled to professional standards and suitable for presentation to employers and clients.

Objective
Bachelor's Completion Objective

The goal of the Interactive Technology Bachelor of Science Completion program is to provide students with a focused knowledge and understanding of essential programming, engineering, and development skills to prepare them to pursue entry-level industry positions in video games, interactive entertainment, simulation engineering, software engineering, and related creative technology fields. Across the curriculum, students will build core technical competencies related to their chosen concentration, including game scripting, game mechanics and systems design, production planning, data visualization and modeling, machine intelligence, and software testing and quality assurance, and will apply these skills through hands-on project-based work. In addition to fostering academic mastery, technical proficiency, and creative development, students will cultivate the critical-thinking, problem-solving, and analytical skills that contribute to lifelong learning and sustaining an enduring professional career in the interactive technology industries. Students will also build fluency with current technologies and workflows, including AI-assisted tools that support production processes and design judgment.

Students enrolling in this completion program will also complete the Game Development Associate of Applied Science degree program. Apply today to get started.

Month 1

Code	Title	Credit Hours
GDN3251	Game Mechanics I	3

Month 2

Code	Title	Credit Hours
GDN3113	Scripting for Designers III	3

Month 3

Code	Title	Credit Hours
GDN3252	Game Mechanics II	3

Month 4

Code	Title	Credit Hours
IAT349	Project and Portfolio IV: Interactive Technology	3
GDN3333	Professional Development Seminar III: Game Design	2

Month 5

Code	Title	Credit Hours
MAN3152	Leadership and Organizational Behavior	4

Month 6

Code	Title	Credit Hours
GBE4301	Strategic Game Marketing	3
ENC3110	Technical Writing	4

Month 7

Code	Title	Credit Hours
GDN4003	Systems Progression	3
STA3300	Data Visualization	4

Month 8

Code	Title	Credit Hours
GDN4235	Production and Planning	3

Month 9

Code	Title	Credit Hours
HIS3320	Historical Archetypes and Mythology	4

Month 10

Code	Title	Credit Hours
GDN4542	Game Design Preproduction	4

Month 11

Code	Title	Credit Hours
GDN4920	Game Systems Integration	4
GDN4318	Game Balancing	3

Month 12

Code	Title	Credit Hours
IAT359	Project and Portfolio V: Interactive Technology	3

Month 13

Code	Title	Credit Hours
IAT469	Project and Portfolio VI: Interactive Technology	3
CRR4000	Career Readiness	4
	Total Credit Hours	120

Please Note

- Some specific courses may be offered online. Please see course descriptions for details.
- This is a degree completion program. Entering students must have a related associate degree or higher level degree and must complete at least 60 semester hours for a total of 120 credit hours. Associate degrees from other institutions may also be considered.

Interactive Technology Bachelor of Science Completion Program with a Concentration in Game Design

Degree Type
Bachelor of Science
Environment
online
Program Length
52 weeks
Overview
The Interactive Technology Bachelor of Science Completion program at Full Sail University is designed to develop the knowledge and skills of coding professionals in the interactive entertainment and media industries. The program focuses on programming, human-computer interaction, and various engineering concepts and provides students with a strong foundation of academic and hands-on coursework. Students will work with industry-standard tools, including Unreal Engine and Perforce version control, Atlassian project management tools, and generative AI applications such as the Epic Developer Assistant and embedded Model Context Protocol (MCP). Students will also learn to use LLMs and AI asset generators responsibly and ethically to streamline production and facilitate rapid prototyping efforts.

After completing the core Interactive Technology curriculum, students will have the opportunity to choose a concentration in Game Development, Game Design, Simulation Engineering, or Software Development. The program offers threaded project and portfolio courses that provide students with a relevant and comprehensive project-based learning experience throughout their academic journey. Courses reinforce a professional mindset and industry readiness with classes in leadership and teamwork, strategic marketing, and project management and production. Additionally, a Career Readiness course taken at the end of the program examines how to prepare for a future career in interactive technology. Graduates will exit with a portfolio of interactive project work and documentation related to their chosen concentration, assembled to professional standards and suitable for presentation to employers and clients.

Objective
Bachelor's Completion Objective

The goal of the Interactive Technology Bachelor of Science Completion program is to provide students with a focused knowledge and understanding of essential programming, engineering, and development skills to prepare them to pursue entry-level industry positions in video games, interactive entertainment, simulation engineering, software engineering, and related creative technology fields. Across the curriculum, students will build core technical competencies related to their chosen concentration, including game scripting, game mechanics and systems design, production planning, data visualization and modeling, machine intelligence, and software testing and quality assurance, and will apply these skills through hands-on project-based work. In addition to fostering academic mastery, technical proficiency, and creative development, students will cultivate the critical-thinking, problem-solving, and analytical skills that contribute to lifelong learning and sustaining an enduring professional career in the interactive technology industries. Students will also build fluency with current technologies and workflows, including AI-assisted tools that support production processes and design judgment.

Students enrolling in this completion program will also complete the Game Development Associate of Applied Science degree program. Apply today to get started.

Month 1

Code	Title	Credit Hours
GDN3251	Game Mechanics I	3

Month 2

Code	Title	Credit Hours
GDN3113	Scripting for Designers III	3

Month 3

Code	Title	Credit Hours
GDN3252	Game Mechanics II	3

Month 4

Code	Title	Credit Hours
IAT349	Project and Portfolio IV: Interactive Technology	3
GDN3333	Professional Development Seminar III: Game Design	2

Month 5

Code	Title	Credit Hours
MAN3152	Leadership and Organizational Behavior	4

Month 6

Code	Title	Credit Hours
GBE4301	Strategic Game Marketing	3
ENC3110	Technical Writing	4

Month 7

Code	Title	Credit Hours
GDN4003	Systems Progression	3
STA3300	Data Visualization	4

Month 8

Code	Title	Credit Hours
GDN4235	Production and Planning	3

Month 9

Code	Title	Credit Hours
HIS3320	Historical Archetypes and Mythology	4

Month 10

Code	Title	Credit Hours
GDN4542	Game Design Preproduction	4

Month 11

Code	Title	Credit Hours
GDN4920	Game Systems Integration	4
GDN4318	Game Balancing	3

Month 12

Code	Title	Credit Hours
IAT359	Project and Portfolio V: Interactive Technology	3

Month 13

Code	Title	Credit Hours
IAT469	Project and Portfolio VI: Interactive Technology	3
CRR4000	Career Readiness	4
	Total Credit Hours	120

Please Note

- This is a degree completion program. Entering students must have a related associate degree or higher level degree and must complete at least 60 semester hours for a total of 120 credit hours. Associate degrees from other institutions may also be considered.

Interactive Technology Bachelor of Science Completion Program With a Concentration in Game Development

Degree Type
Bachelor of Science
Environment
campus
Program Length
40 weeks
Overview
The Interactive Technology Bachelor of Science Completion program at Full Sail University is designed to develop the knowledge and skills of coding professionals in the interactive entertainment and media industries. The program focuses on programming, human-computer interaction, and various engineering concepts and provides students with a strong foundation of academic and hands-on coursework. Students will work with industry-standard tools, including Unreal Engine and Perforce version control, Atlassian project management tools, and generative AI applications such as the Epic Developer Assistant and embedded Model Context Protocol (MCP). Students will also learn to use LLMs and AI asset generators responsibly and ethically to streamline production and facilitate rapid prototyping efforts.

After completing the core Interactive Technology curriculum, students will have the opportunity to choose a concentration in Game Development, Game Design, Simulation Engineering, or Software Development. The program offers threaded project and portfolio courses that provide students with a relevant and comprehensive project-based learning experience throughout their academic journey. Courses reinforce a professional mindset and industry readiness with classes in leadership and teamwork, strategic marketing, and project management and production. Additionally, a Career Readiness course taken at the end of the program examines how to prepare for a future career in interactive technology. Graduates will exit with a portfolio of interactive project work and documentation related to their chosen concentration, assembled to professional standards and suitable for presentation to employers and clients.

Objective
The goal of the Interactive Technology Bachelor of Science Completion program is to provide students with a focused knowledge and understanding of essential programming, engineering, and development skills to prepare them to pursue entry-level industry positions in video games, interactive entertainment, simulation engineering, software engineering, and related creative technology fields. Across the curriculum, students will build core technical competencies related to their chosen concentration, including game scripting, game mechanics and systems design, production planning, data visualization and modeling, machine intelligence, and software testing and quality assurance, and will apply these skills through hands-on project-based work. In addition to fostering academic mastery, technical proficiency, and creative development, students will cultivate the critical-thinking, problem-solving, and analytical skills that contribute to lifelong learning and sustaining an enduring professional career in the interactive technology industries. Students will also build fluency with current technologies and workflows, including AI-assisted tools that support production processes and design judgment.

Program Core Courses

IAT349 Project and Portfolio IV: Interactive Technology	3.0 Credit Hours
Concentration Course	
MAN3152 Leadership and Organizational Behavior	4.0 Credit Hours
Concentration Course	
SDV3012 Applied Human-Computer Interaction	3.0 Credit Hours
Concentration Course	
ENC326 Professional Writing	4.0 Credit Hours
Concentration Course	
IAT359 Project and Portfolio V: Interactive Technology	3.0 Credit Hours
HIS3320 Historical Archetypes and Mythology	4.0 Credit Hours
PHY3020 Physical Science	4.0 Credit Hours
Concentration Course	
GDN4920 Game Systems Integration	4.0 Credit Hours
Concentration Course	
Concentration Course	
Concentration Course	
IAT469 Project and Portfolio VI: Interactive Technology	3.0 Credit Hours
CRR4000 Career Readiness	4.0 Credit Hours

Program Concentrations - Game Development

CAP4053 Artificial Intelligence	4.0 Credit Hours
COD3511 Computer Organization and Architecture	3.0 Credit Hours
SDV4213 Data Structures and Algorithms	4.0 Credit Hours
GDD479 Engine Development	3.0 Credit Hours
GDD383 Game Architecture	3.0 Credit Hours
GDD3319 Game Integration	3.0 Credit Hours
GDD3317 Game Prototyping	3.0 Credit Hours

Total Credit Hours	120

Please Note

- Some specific courses may be offered online. Please see course descriptions for details.
- Enrollment has not commenced for this completion program. Please contact Admissions (407.679.0100) for additional information regarding the programs offered at Full Sail University.
- This is a degree completion program. Entering students must have a related associate degree or higher level degree and must complete at least 60 semester hours for a total of 120 credit hours. Associate degrees from other institutions may also be considered.

Interactive Technology Bachelor of Science Completion Program With a Concentration in Game Development

Degree Type
Bachelor of Science
Environment
online
Program Length
40 weeks
Overview
The Interactive Technology Bachelor of Science Completion program at Full Sail University is designed to develop the knowledge and skills of coding professionals in the interactive entertainment and media industries. The program focuses on programming, human-computer interaction, and various engineering concepts and provides students with a strong foundation of academic and hands-on coursework. Students will work with industry-standard tools, including Unreal Engine and Perforce version control, Atlassian project management tools, and generative AI applications such as the Epic Developer Assistant and embedded Model Context Protocol (MCP). Students will also learn to use LLMs and AI asset generators responsibly and ethically to streamline production and facilitate rapid prototyping efforts.

After completing the core Interactive Technology curriculum, students will have the opportunity to choose a concentration in Game Development, Game Design, Simulation Engineering, or Software Development. The program offers threaded project and portfolio courses that provide students with a relevant and comprehensive project-based learning experience throughout their academic journey. Courses reinforce a professional mindset and industry readiness with classes in leadership and teamwork, strategic marketing, and project management and production. Additionally, a Career Readiness course taken at the end of the program examines how to prepare for a future career in interactive technology. Graduates will exit with a portfolio of interactive project work and documentation related to their chosen concentration, assembled to professional standards and suitable for presentation to employers and clients.

Objective
The goal of the Interactive Technology Bachelor of Science Completion program is to provide students with a focused knowledge and understanding of essential programming, engineering, and development skills to prepare them to pursue entry-level industry positions in video games, interactive entertainment, simulation engineering, software engineering, and related creative technology fields. Across the curriculum, students will build core technical competencies related to their chosen concentration, including game scripting, game mechanics and systems design, production planning, data visualization and modeling, machine intelligence, and software testing and quality assurance, and will apply these skills through hands-on project-based work. In addition to fostering academic mastery, technical proficiency, and creative development, students will cultivate the critical-thinking, problem-solving, and analytical skills that contribute to lifelong learning and sustaining an enduring professional career in the interactive technology industries. Students will also build fluency with current technologies and workflows, including AI-assisted tools that support production processes and design judgment.

Program Core Courses

IAT349 Project and Portfolio IV: Interactive Technology	3.0 Credit Hours
Concentration Course	
MAN3152 Leadership and Organizational Behavior	4.0 Credit Hours
Concentration Course	
SDV3012 Applied Human-Computer Interaction	3.0 Credit Hours
Concentration Course	
ENC326 Professional Writing	4.0 Credit Hours
Concentration Course	
IAT359 Project and Portfolio V: Interactive Technology	3.0 Credit Hours
HIS3320 Historical Archetypes and Mythology	4.0 Credit Hours
PHY3020 Physical Science	4.0 Credit Hours
Concentration Course	
GDN4920 Game Systems Integration	4.0 Credit Hours
Concentration Course	
Concentration Course	
Concentration Course	
IAT469 Project and Portfolio VI: Interactive Technology	3.0 Credit Hours
CRR4000 Career Readiness	4.0 Credit Hours

Program Concentrations - Game Development

CAP4053 Artificial Intelligence	4.0 Credit Hours
COD3511 Computer Organization and Architecture	3.0 Credit Hours
SDV4213 Data Structures and Algorithms	4.0 Credit Hours
GDD479 Engine Development	3.0 Credit Hours
GDD383 Game Architecture	3.0 Credit Hours
GDD3319 Game Integration	3.0 Credit Hours
GDD3317 Game Prototyping	3.0 Credit Hours

Total Credit Hours	120

Please Note

- Enrollment has not commenced for this completion program. Please contact Admissions (407.679.0100) for additional information regarding the programs offered at Full Sail University.
- This is a degree completion program. Entering students must have a related associate degree or higher level degree and must complete at least 60 semester hours for a total of 120 credit hours. Associate degrees from other institutions may also be considered.

Interactive Technology Bachelor of Science Completion Program With a Concentration in Simulation Engineering

Degree Type
Bachelor of Science
Environment
campus
Program Length
40 weeks
Overview
The Interactive Technology Bachelor of Science Completion program at Full Sail University is designed to develop the knowledge and skills of coding professionals in the interactive entertainment and media industries. The program focuses on programming, human-computer interaction, and various engineering concepts and provides students with a strong foundation of academic and hands-on coursework. Students will work with industry-standard tools, including Unreal Engine and Perforce version control, Atlassian project management tools, and generative AI applications such as the Epic Developer Assistant and embedded Model Context Protocol (MCP). Students will also learn to use LLMs and AI asset generators responsibly and ethically to streamline production and facilitate rapid prototyping efforts.

After completing the core Interactive Technology curriculum, students will have the opportunity to choose a concentration in Game Development, Game Design, Simulation Engineering, or Software Development. The program offers threaded project and portfolio courses that provide students with a relevant and comprehensive project-based learning experience throughout their academic journey. Courses reinforce a professional mindset and industry readiness with classes in leadership and teamwork, strategic marketing, and project management and production. Additionally, a Career Readiness course taken at the end of the program examines how to prepare for a future career in interactive technology. Graduates will exit with a portfolio of interactive project work and documentation related to their chosen concentration, assembled to professional standards and suitable for presentation to employers and clients.

Objective
The goal of the Interactive Technology Bachelor of Science Completion program is to provide students with a focused knowledge and understanding of essential programming, engineering, and development skills to prepare them to pursue entry-level industry positions in video games, interactive entertainment, simulation engineering, software engineering, and related creative technology fields. Across the curriculum, students will build core technical competencies related to their chosen concentration, including game scripting, game mechanics and systems design, production planning, data visualization and modeling, machine intelligence, and software testing and quality assurance, and will apply these skills through hands-on project-based work. In addition to fostering academic mastery, technical proficiency, and creative development, students will cultivate the critical-thinking, problem-solving, and analytical skills that contribute to lifelong learning and sustaining an enduring professional career in the interactive technology industries. Students will also build fluency with current technologies and workflows, including AI-assisted tools that support production processes and design judgment.

Program Core Courses

IAT349 Project and Portfolio IV: Interactive Technology	3.0 Credit Hours
Concentration Course	
MAN3152 Leadership and Organizational Behavior	4.0 Credit Hours
Concentration Course	
SDV3012 Applied Human-Computer Interaction	3.0 Credit Hours
Concentration Course	
ENC326 Professional Writing	4.0 Credit Hours
Concentration Course	
IAT359 Project and Portfolio V: Interactive Technology	3.0 Credit Hours
HIS3320 Historical Archetypes and Mythology	4.0 Credit Hours
PHY3020 Physical Science	4.0 Credit Hours
Concentration Course	
GDN4920 Game Systems Integration	4.0 Credit Hours
Concentration Course	
Concentration Course	
Concentration Course	
IAT469 Project and Portfolio VI: Interactive Technology	3.0 Credit Hours
CRR4000 Career Readiness	4.0 Credit Hours

Program Concentrations - Simulation Engineering

SIM3032 Data Visualization and Modeling	3.0 Credit Hours
SIM3321 Digital Fabrication	3.0 Credit Hours
SIM4318 Discrete and Continuous Simulation	4.0 Credit Hours
SIM412 Microcontrollers	4.0 Credit Hours
SIM4175 Simulation and Visualization Environments	4.0 Credit Hours
SIM3002 Simulation and Visualization Software	3.0 Credit Hours
SIM3819 Simulation Production	3.0 Credit Hours

Total Credit Hours	120

Please Note

- Some specific courses may be offered online. Please see course descriptions for details.
- Enrollment has not commenced for this completion program. Please contact Admissions (407.679.0100) for additional information regarding the programs offered at Full Sail University.
- This is a degree completion program. Entering students must have a related associate degree or higher level degree and must complete at least 60 semester hours for a total of 120 credit hours. Associate degrees from other institutions may also be considered.

Interactive Technology Bachelor of Science Completion Program With a Concentration in Simulation Engineering

Degree Type
Bachelor of Science
Environment
online
Program Length
40 weeks
Overview
The Interactive Technology Bachelor of Science Completion program at Full Sail University is designed to develop the knowledge and skills of coding professionals in the interactive entertainment and media industries. The program focuses on programming, human-computer interaction, and various engineering concepts and provides students with a strong foundation of academic and hands-on coursework. Students will work with industry-standard tools, including Unreal Engine and Perforce version control, Atlassian project management tools, and generative AI applications such as the Epic Developer Assistant and embedded Model Context Protocol (MCP). Students will also learn to use LLMs and AI asset generators responsibly and ethically to streamline production and facilitate rapid prototyping efforts.

After completing the core Interactive Technology curriculum, students will have the opportunity to choose a concentration in Game Development, Game Design, Simulation Engineering, or Software Development. The program offers threaded project and portfolio courses that provide students with a relevant and comprehensive project-based learning experience throughout their academic journey. Courses reinforce a professional mindset and industry readiness with classes in leadership and teamwork, strategic marketing, and project management and production. Additionally, a Career Readiness course taken at the end of the program examines how to prepare for a future career in interactive technology. Graduates will exit with a portfolio of interactive project work and documentation related to their chosen concentration, assembled to professional standards and suitable for presentation to employers and clients.

Objective
The goal of the Interactive Technology Bachelor of Science Completion program is to provide students with a focused knowledge and understanding of essential programming, engineering, and development skills to prepare them to pursue entry-level industry positions in video games, interactive entertainment, simulation engineering, software engineering, and related creative technology fields. Across the curriculum, students will build core technical competencies related to their chosen concentration, including game scripting, game mechanics and systems design, production planning, data visualization and modeling, machine intelligence, and software testing and quality assurance, and will apply these skills through hands-on project-based work. In addition to fostering academic mastery, technical proficiency, and creative development, students will cultivate the critical-thinking, problem-solving, and analytical skills that contribute to lifelong learning and sustaining an enduring professional career in the interactive technology industries. Students will also build fluency with current technologies and workflows, including AI-assisted tools that support production processes and design judgment.

Program Core Courses

IAT349 Project and Portfolio IV: Interactive Technology	3.0 Credit Hours
Concentration Course	
MAN3152 Leadership and Organizational Behavior	4.0 Credit Hours
Concentration Course	
SDV3012 Applied Human-Computer Interaction	3.0 Credit Hours
Concentration Course	
ENC326 Professional Writing	4.0 Credit Hours
Concentration Course	
IAT359 Project and Portfolio V: Interactive Technology	3.0 Credit Hours
HIS3320 Historical Archetypes and Mythology	4.0 Credit Hours
PHY3020 Physical Science	4.0 Credit Hours
Concentration Course	
GDN4920 Game Systems Integration	4.0 Credit Hours
Concentration Course	
Concentration Course	
Concentration Course	
IAT469 Project and Portfolio VI: Interactive Technology	3.0 Credit Hours
CRR4000 Career Readiness	4.0 Credit Hours

Program Concentrations - Simulation Engineering

SIM3032 Data Visualization and Modeling	3.0 Credit Hours
SIM3321 Digital Fabrication	3.0 Credit Hours
SIM4318 Discrete and Continuous Simulation	4.0 Credit Hours
SIM412 Microcontrollers	4.0 Credit Hours
SIM4175 Simulation and Visualization Environments	4.0 Credit Hours
SIM3002 Simulation and Visualization Software	3.0 Credit Hours
SIM3819 Simulation Production	3.0 Credit Hours

Total Credit Hours	120

Please Note

- Enrollment has not commenced for this completion program. Please contact Admissions (407.679.0100) for additional information regarding the programs offered at Full Sail University.
- This is a degree completion program. Entering students must have a related associate degree or higher level degree and must complete at least 60 semester hours for a total of 120 credit hours. Associate degrees from other institutions may also be considered.

Interactive Technology Bachelor of Science Completion Program With a Concentration in Software Development

Degree Type
Bachelor of Science
Environment
campus
Program Length
40 weeks
Overview
The Interactive Technology Bachelor of Science Completion program at Full Sail University is designed to develop the knowledge and skills of coding professionals in the interactive entertainment and media industries. The program focuses on programming, human-computer interaction, and various engineering concepts and provides students with a strong foundation of academic and hands-on coursework. Students will work with industry-standard tools, including Unreal Engine and Perforce version control, Atlassian project management tools, and generative AI applications such as the Epic Developer Assistant and embedded Model Context Protocol (MCP). Students will also learn to use LLMs and AI asset generators responsibly and ethically to streamline production and facilitate rapid prototyping efforts.

After completing the core Interactive Technology curriculum, students will have the opportunity to choose a concentration in Game Development, Game Design, Simulation Engineering, or Software Development. The program offers threaded project and portfolio courses that provide students with a relevant and comprehensive project-based learning experience throughout their academic journey. Courses reinforce a professional mindset and industry readiness with classes in leadership and teamwork, strategic marketing, and project management and production. Additionally, a Career Readiness course taken at the end of the program examines how to prepare for a future career in interactive technology. Graduates will exit with a portfolio of interactive project work and documentation related to their chosen concentration, assembled to professional standards and suitable for presentation to employers and clients.

Objective
The goal of the Interactive Technology Bachelor of Science Completion program is to provide students with a focused knowledge and understanding of essential programming, engineering, and development skills to prepare them to pursue entry-level industry positions in video games, interactive entertainment, simulation engineering, software engineering, and related creative technology fields. Across the curriculum, students will build core technical competencies related to their chosen concentration, including game scripting, game mechanics and systems design, production planning, data visualization and modeling, machine intelligence, and software testing and quality assurance, and will apply these skills through hands-on project-based work. In addition to fostering academic mastery, technical proficiency, and creative development, students will cultivate the critical-thinking, problem-solving, and analytical skills that contribute to lifelong learning and sustaining an enduring professional career in the interactive technology industries. Students will also build fluency with current technologies and workflows, including AI-assisted tools that support production processes and design judgment.

Program Core Courses

IAT349 Project and Portfolio IV: Interactive Technology	3.0 Credit Hours
Concentration Course	
MAN3152 Leadership and Organizational Behavior	4.0 Credit Hours
Concentration Course	
SDV3012 Applied Human-Computer Interaction	3.0 Credit Hours
Concentration Course	
ENC326 Professional Writing	4.0 Credit Hours
Concentration Course	
IAT359 Project and Portfolio V: Interactive Technology	3.0 Credit Hours
HIS3320 Historical Archetypes and Mythology	4.0 Credit Hours
PHY3020 Physical Science	4.0 Credit Hours
Concentration Course	
GDN4920 Game Systems Integration	4.0 Credit Hours
Concentration Course	
Concentration Course	
Concentration Course	
IAT469 Project and Portfolio VI: Interactive Technology	3.0 Credit Hours
CRR4000 Career Readiness	4.0 Credit Hours

Program Concentrations - Software Development

SDV4213 Data Structures and Algorithms	4.0 Credit Hours
COD3622 Information and Database Systems	3.0 Credit Hours
SDV3102 Machine Intelligence Systems	3.0 Credit Hours
SDV3327 Software Architecture	3.0 Credit Hours
SDV4719 Software Integration	4.0 Credit Hours
SDV4617 Software Prototyping	4.0 Credit Hours
SDV3733 Software Test and Quality Assurance	3.0 Credit Hours

Total Credit Hours	120

Please Note

- Some specific courses may be offered online. Please see course descriptions for details.
- Enrollment has not commenced for this completion program. Please contact Admissions (407.679.0100) for additional information regarding the programs offered at Full Sail University.
- This is a degree completion program. Entering students must have a related associate degree or higher level degree and must complete at least 60 semester hours for a total of 120 credit hours. Associate degrees from other institutions may also be considered.

Interactive Technology Bachelor of Science Completion Program With a Concentration in Software Development

Degree Type
Bachelor of Science
Environment
online
Program Length
40 weeks
Overview
The Interactive Technology Bachelor of Science Completion program at Full Sail University is designed to develop the knowledge and skills of coding professionals in the interactive entertainment and media industries. The program focuses on programming, human-computer interaction, and various engineering concepts and provides students with a strong foundation of academic and hands-on coursework. Students will work with industry-standard tools, including Unreal Engine and Perforce version control, Atlassian project management tools, and generative AI applications such as the Epic Developer Assistant and embedded Model Context Protocol (MCP). Students will also learn to use LLMs and AI asset generators responsibly and ethically to streamline production and facilitate rapid prototyping efforts.

After completing the core Interactive Technology curriculum, students will have the opportunity to choose a concentration in Game Development, Game Design, Simulation Engineering, or Software Development. The program offers threaded project and portfolio courses that provide students with a relevant and comprehensive project-based learning experience throughout their academic journey. Courses reinforce a professional mindset and industry readiness with classes in leadership and teamwork, strategic marketing, and project management and production. Additionally, a Career Readiness course taken at the end of the program examines how to prepare for a future career in interactive technology. Graduates will exit with a portfolio of interactive project work and documentation related to their chosen concentration, assembled to professional standards and suitable for presentation to employers and clients.

Objective
The goal of the Interactive Technology Bachelor of Science Completion program is to provide students with a focused knowledge and understanding of essential programming, engineering, and development skills to prepare them to pursue entry-level industry positions in video games, interactive entertainment, simulation engineering, software engineering, and related creative technology fields. Across the curriculum, students will build core technical competencies related to their chosen concentration, including game scripting, game mechanics and systems design, production planning, data visualization and modeling, machine intelligence, and software testing and quality assurance, and will apply these skills through hands-on project-based work. In addition to fostering academic mastery, technical proficiency, and creative development, students will cultivate the critical-thinking, problem-solving, and analytical skills that contribute to lifelong learning and sustaining an enduring professional career in the interactive technology industries. Students will also build fluency with current technologies and workflows, including AI-assisted tools that support production processes and design judgment.

Program Core Courses

IAT349 Project and Portfolio IV: Interactive Technology	3.0 Credit Hours
Concentration Course	
MAN3152 Leadership and Organizational Behavior	4.0 Credit Hours
Concentration Course	
SDV3012 Applied Human-Computer Interaction	3.0 Credit Hours
Concentration Course	
ENC326 Professional Writing	4.0 Credit Hours
Concentration Course	
IAT359 Project and Portfolio V: Interactive Technology	3.0 Credit Hours
HIS3320 Historical Archetypes and Mythology	4.0 Credit Hours
PHY3020 Physical Science	4.0 Credit Hours
Concentration Course	
GDN4920 Game Systems Integration	4.0 Credit Hours
Concentration Course	
Concentration Course	
Concentration Course	
IAT469 Project and Portfolio VI: Interactive Technology	3.0 Credit Hours
CRR4000 Career Readiness	4.0 Credit Hours

Program Concentrations - Software Development

SDV4213 Data Structures and Algorithms	4.0 Credit Hours
COD3622 Information and Database Systems	3.0 Credit Hours
SDV3102 Machine Intelligence Systems	3.0 Credit Hours
SDV3327 Software Architecture	3.0 Credit Hours
SDV4719 Software Integration	4.0 Credit Hours
SDV4617 Software Prototyping	4.0 Credit Hours
SDV3733 Software Test and Quality Assurance	3.0 Credit Hours

Total Credit Hours	120

Please Note

- Enrollment has not commenced for this completion program. Please contact Admissions (407.679.0100) for additional information regarding the programs offered at Full Sail University.
- This is a degree completion program. Entering students must have a related associate degree or higher level degree and must complete at least 60 semester hours for a total of 120 credit hours. Associate degrees from other institutions may also be considered.

Visual Arts Bachelor of Science Completion Program with a Concentration in Computer Animation

Degree Type
Bachelor of Science
Environment
campus
Program Length
36 weeks
Overview
The Visual Arts Bachelor of Science program is designed to develop the knowledge and skills of visual art professionals in the entertainment and media industries. The program focuses on design and art theory, storytelling, and various aspects of media production and provides students with a strong foundation of academic and hands-on coursework. After you complete the core Visual Arts curriculum, you will have the opportunity to choose a concentration in Computer Animation, Graphic Design, Game Art, Digital Arts and Design, Digital Cinematography, or Film.

The Visual Arts curriculum offers threaded project and portfolio courses that provide you with a relevant and comprehensive project-based learning experience throughout your academic journey. Additionally, a Career Readiness course taken at the end of the program will provide you with an opportunity to prepare for your future career.

Objective
Bachelor's Completion Objective

Our goal is to provide you with a focused knowledge and understanding of essential design and media production skills to enhance your ability to qualify for entry-level industry positions. Depending on your concentration, these may include graphic designer, animator, independent filmmaker, cinematographer, art director, assistant director, production manager, and other various positions in the visual arts. In addition to academic mastery, technical proficiency, and creative development, it is our goal to help you develop critical-thinking, problem-solving, and analytical skills that contribute to lifelong learning, providing you with tools to help sustain a long and productive professional career in the entertainment and media industries.

Month 1

Code	Title	Credit Hours
ART3006	Art History	4
CGA3312	Character Rigging	3

Month 2

Code	Title	Credit Hours
HIS3320	Historical Archetypes and Mythology	4
CGA343	Character Modeling Fundamentals	4

Month 3

Code	Title	Credit Hours
STA3001	Statistics	4
VSA349	Project and Portfolio IV: Visual Arts	3

Month 4

Code	Title	Credit Hours
CGA4014	Character Animation	4
DIG3395	Motion Capture	3

Month 5

Code	Title	Credit Hours
PHY3020	Physical Science	4
VSA359	Project and Portfolio V: Visual Arts	3

Month 6

Code	Title	Credit Hours
CGA462	Animation Production	3
MAN3152	Leadership and Organizational Behavior	4

Month 7

Code	Title	Credit Hours
CAB401	Industry Production	4
CGA365	Compositing Fundamentals	3

Month 8

Code	Title	Credit Hours
VSA469	Project and Portfolio VI: Visual Arts	3

Month 9

Code	Title	Credit Hours
VSA4444	Visual Realization	3
CRR4000	Career Readiness	4
	Total Credit Hours	120

Please Note

- Some specific courses may be offered online. Please see course descriptions for details.
- This is a degree completion program. Entering students must have a related associate degree or higher level degree and must complete at least 60 semester hours for a total of 120 credit hours. Associate degrees from other institutions may also be considered.

Visual Arts Bachelor of Science Completion Program with a Concentration in Computer Animation

Degree Type
Bachelor of Science
Environment
online
Program Length
52 weeks
Overview
The Visual Arts Bachelor of Science program is designed to develop the knowledge and skills of visual art professionals in the entertainment and media industries. The program focuses on design and art theory, storytelling, and various aspects of media production and provides students with a strong foundation of academic and hands-on coursework. After you complete the core Visual Arts curriculum, you will have the opportunity to choose a concentration in Computer Animation, Graphic Design, Game Art, Digital Arts and Design, Digital Cinematography, or Film.

The Visual Arts curriculum offers threaded project and portfolio courses that provide you with a relevant and comprehensive project-based learning experience throughout your academic journey. Additionally, a Career Readiness course taken at the end of the program will provide you with an opportunity to prepare for your future career.

Objective
Bachelor's Completion Objective

Our goal is to provide you with a focused knowledge and understanding of essential design and media production skills to enhance your ability to qualify for entry-level industry positions. Depending on your concentration, these may include graphic designer, animator, independent filmmaker, cinematographer, art director, assistant director, production manager, and other various positions in the visual arts. In addition to academic mastery, technical proficiency, and creative development, it is our goal to help you develop critical-thinking, problem-solving, and analytical skills that contribute to lifelong learning, providing you with tools to help sustain a long and productive professional career in the entertainment and media industries.

Month 1

Code	Title	Credit Hours
ART3006	Art History	4
CGA365	Compositing Fundamentals	3

Month 2

Code	Title	Credit Hours
STA3001	Statistics	4

Month 3

Code	Title	Credit Hours
CGA343	Character Modeling Fundamentals	4

Month 4

Code	Title	Credit Hours
HIS3320	Historical Archetypes and Mythology	4
VSA349	Project and Portfolio IV: Visual Arts	3

Month 5

Code	Title	Credit Hours
CGA4014	Character Animation	4

Month 6

Code	Title	Credit Hours
PHY3020	Physical Science	4

Month 7

Code	Title	Credit Hours
CGA3312	Character Rigging	3
MAN3152	Leadership and Organizational Behavior	4

Month 8

Code	Title	Credit Hours
CGA4632	Technical Animation and Motion Capture	3

Month 9

Code	Title	Credit Hours
VSA359	Project and Portfolio V: Visual Arts	3

Month 10

Code	Title	Credit Hours
CGA462	Animation Production	3

Month 11

Code	Title	Credit Hours
CAB401	Industry Production	4

Month 12

Code	Title	Credit Hours
VSA469	Project and Portfolio VI: Visual Arts	3

Month 13

Code	Title	Credit Hours
VSA4444	Visual Realization	3
CRR4000	Career Readiness	4

Total Credit Hours	120

Please Note

- This is a degree completion program. Entering students must have a related associate degree or higher level degree and must complete at least 60 semester hours for a total of 120 credit hours. Associate degrees from other institutions may also be considered.

Visual Arts Bachelor of Science Completion Program with a Concentration in Digital Arts and Design

Degree Type
Bachelor of Science
Environment
campus
Program Length
36 weeks
Overview
The Visual Arts Bachelor of Science program is designed to develop the knowledge and skills of visual art professionals in the entertainment and media industries. The program focuses on design and art theory, storytelling, and various aspects of media production and provides students with a strong foundation of academic and hands-on coursework. After you complete the core Visual Arts curriculum, you will have the opportunity to choose a concentration in Computer Animation, Graphic Design, Game Art, Digital Arts and Design, Digital Cinematography, or Film.

The Visual Arts curriculum offers threaded project and portfolio courses that provide you with a relevant and comprehensive project-based learning experience throughout your academic journey. Additionally, a Career Readiness course taken at the end of the program will provide you with an opportunity to prepare for your future career.

Objective
Bachelor's Completion Objective

Our goal is to provide you with a focused knowledge and understanding of essential design and media production skills to enhance your ability to qualify for entry-level industry positions. Depending on your concentration, these may include graphic designer, animator, independent filmmaker, cinematographer, art director, assistant director, production manager, and other various positions in the visual arts. In addition to academic mastery, technical proficiency, and creative development, it is our goal to help you develop critical-thinking, problem-solving, and analytical skills that contribute to lifelong learning, providing you with tools to help sustain a long and productive professional career in the entertainment and media industries.

Month 1

Code	Title	Credit Hours
DGT339	2-D Animation Techniques	3
ART3006	Art History	4

Month 2

Code	Title	Credit Hours
DGT312	3-D Arts	4
HIS3320	Historical Archetypes and Mythology	4

Month 3

Code	Title	Credit Hours
DGT333	3-D for Motion Design	3
VSA349	Project and Portfolio IV: Visual Arts	3

Month 4

Code	Title	Credit Hours
DGT432	Broadcast Design	3
STA3001	Statistics	4

Month 5

Code	Title	Credit Hours
DGT461	Motion Graphics Production	4
DGT363	Editing Digital Video	3

Month 6

Code	Title	Credit Hours
DAD464	Live Event Design	4
PHY3020	Physical Science	4

Month 7

Code	Title	Credit Hours
VSA359	Project and Portfolio V: Visual Arts	3
MAN3152	Leadership and Organizational Behavior	4

Month 8

Code	Title	Credit Hours
VSA4444	Visual Realization	3

Month 9

Code	Title	Credit Hours
VSA469	Project and Portfolio VI: Visual Arts	3
CRR4000	Career Readiness	4
	Total Credit Hours	120

Please Note

- Some specific courses may be offered online. Please see course descriptions for details.
- This is a degree completion program. Entering students must have a related associate degree or higher level degree and must complete at least 60 semester hours for a total of 120 credit hours. Associate degrees from other institutions may also be considered.

Visual Arts Bachelor of Science Completion Program with a Concentration in Digital Cinematography

Degree Type
Bachelor of Science
Environment
online
Program Length
52 weeks
Overview
The Visual Arts Bachelor of Science program is designed to develop the knowledge and skills of visual art professionals in the entertainment and media industries. The program focuses on design and art theory, storytelling, and various aspects of media production and provides students with a strong foundation of academic and hands-on coursework. After you complete the core Visual Arts curriculum, you will have the opportunity to choose a concentration in Computer Animation, Graphic Design, Game Art, Digital Arts and Design, Digital Cinematography, or Film.

The Visual Arts curriculum offers threaded project and portfolio courses that provide you with a relevant and comprehensive project-based learning experience throughout your academic journey. Additionally, a Career Readiness course taken at the end of the program will provide you with an opportunity to prepare for your future career.

Objective
Bachelor's Completion Objective

Our goal is to provide you with a focused knowledge and understanding of essential design and media production skills to enhance your ability to qualify for entry-level industry positions. Depending on your concentration, these may include graphic designer, animator, independent filmmaker, cinematographer, art director, assistant director, production manager, and other various positions in the visual arts. In addition to academic mastery, technical proficiency, and creative development, it is our goal to help you develop critical-thinking, problem-solving, and analytical skills that contribute to lifelong learning, providing you with tools to help sustain a long and productive professional career in the entertainment and media industries.

Month 1

Code	Title	Credit Hours
ART3006	Art History	4

Month 2

Code	Title	Credit Hours
DCN3656	Art Design and Location Shooting	3
STA3001	Statistics	4

Month 3

Code	Title	Credit Hours
DCN3435	Electronic Field Production	4

Month 4

Code	Title	Credit Hours
HIS3320	Historical Archetypes and Mythology	4

Month 5

Code	Title	Credit Hours
VSA349	Project and Portfolio IV: Visual Arts	3
DGC3111	Professional Development Seminar I: Digital Cinematography	1

Month 6

Code	Title	Credit Hours
FLM368	Directing	3

Month 7

Code	Title	Credit Hours
DCN4365	Advanced Post and Story Development	4
PHY3020	Physical Science	4

Month 8

Code	Title	Credit Hours
VSA4444	Visual Realization	3

Month 9

Code	Title	Credit Hours
FLM464	Producing	4

Month 10

Code	Title	Credit Hours
DCN4421	Mobility and Data Management	4

Month 11

Code	Title	Credit Hours
VSA359	Project and Portfolio V: Visual Arts	3
DGC3222	Professional Development Seminar II: Digital Cinematography	1

Month 12

Code	Title	Credit Hours
MAN3152	Leadership and Organizational Behavior	4

Month 13

Code	Title	Credit Hours
VSA469	Project and Portfolio VI: Visual Arts	3
CRR4000	Career Readiness	4
	Total Credit Hours	120

Please Note

- This is a degree completion program. Entering students must have a related associate degree or higher level degree and must complete at least 60 semester hours for a total of 120 credit hours. Associate degrees from other institutions may also be considered.

Visual Arts Bachelor of Science Completion Program with a Concentration in Film

Degree Type
Bachelor of Science
Environment
campus
Program Length
36 weeks
Overview
The Visual Arts Bachelor of Science program is designed to develop the knowledge and skills of visual art professionals in the entertainment and media industries. The program focuses on design and art theory, storytelling, and various aspects of media production and provides students with a strong foundation of academic and hands-on coursework. After you complete the core Visual Arts curriculum, you will have the opportunity to choose a concentration in Computer Animation, Graphic Design, Game Art, Digital Arts and Design, Digital Cinematography, or Film.

The Visual Arts curriculum offers threaded project and portfolio courses that provide you with a relevant and comprehensive project-based learning experience throughout your academic journey. Additionally, a Career Readiness course taken at the end of the program will provide you with an opportunity to prepare for your future career.

Objective
Bachelor's Completion Objective

Our goal is to provide you with a focused knowledge and understanding of essential design and media production skills to enhance your ability to qualify for entry-level industry positions. Depending on your concentration, these may include graphic designer, animator, independent filmmaker, cinematographer, art director, assistant director, production manager, and other various positions in the visual arts. In addition to academic mastery, technical proficiency, and creative development, it is our goal to help you develop critical-thinking, problem-solving, and analytical skills that contribute to lifelong learning, providing you with tools to help sustain a long and productive professional career in the entertainment and media industries.

Month 1

Code	Title	Credit Hours
FLM3421	Film Positions I	4
HIS3320	Historical Archetypes and Mythology	4

Month 2

Code	Title	Credit Hours
FLM3422	Film Positions II	4
PHY3020	Physical Science	4

Month 3

Code	Title	Credit Hours
VSA349	Project and Portfolio IV: Visual Arts	3

Month 4

Code	Title	Credit Hours
DCN3435	Electronic Field Production	4

Month 5

Code	Title	Credit Hours
VSA4444	Visual Realization	3
MAN3152	Leadership and Organizational Behavior	4

Month 6

Code	Title	Credit Hours
MCM4429	New Media Formats	4
STA3001	Statistics	4

Month 7

Code	Title	Credit Hours
FLM4418	Advanced Production I	4
VSA359	Project and Portfolio V: Visual Arts	3

Month 8

Code	Title	Credit Hours
FLM4419	Advanced Production II	4
ART3006	Art History	4

Month 9

Code	Title	Credit Hours
VSA469	Project and Portfolio VI: Visual Arts	3
CRR4000	Career Readiness	4
	Total Credit Hours	120

Please Note

- Some specific courses may be offered online. Please see course descriptions for details.
- This is a degree completion program. Entering students must have a related associate degree or higher level degree and must complete at least 60 semester hours for a total of 120 credit hours. Associate degrees from other institutions may also be considered.

Visual Arts Bachelor of Science Completion Program with a Concentration in Game Art

Degree Type
Bachelor of Science
Environment
campus
Program Length
36 weeks
Overview
The Visual Arts Bachelor of Science program is designed to develop the knowledge and skills of visual art professionals in the entertainment and media industries. The program focuses on design and art theory, storytelling, and various aspects of media production and provides students with a strong foundation of academic and hands-on coursework. After you complete the core Visual Arts curriculum, you will have the opportunity to choose a concentration in Computer Animation, Graphic Design, Game Art, Digital Arts and Design, Digital Cinematography, or Film.

The Visual Arts curriculum offers threaded project and portfolio courses that provide you with a relevant and comprehensive project-based learning experience throughout your academic journey. Additionally, a Career Readiness course taken at the end of the program will provide you with an opportunity to prepare for your future career.

Objective
Bachelor's Completion Objective

Our goal is to provide you with a focused knowledge and understanding of essential design and media production skills to enhance your ability to qualify for entry-level industry positions. Depending on your concentration, these may include graphic designer, animator, independent filmmaker, cinematographer, art director, assistant director, production manager, and other various positions in the visual arts. In addition to academic mastery, technical proficiency, and creative development, it is our goal to help you develop critical-thinking, problem-solving, and analytical skills that contribute to lifelong learning, providing you with tools to help sustain a long and productive professional career in the entertainment and media industries.

Month 1

Code	Title	Credit Hours
CGG3447	Game Characters	4
CGG432	Texture Painting and Sculpting	3

Month 2

Code	Title	Credit Hours
CGG333	Game Animation I	4
STA3001	Statistics	4

Month 3

Code	Title	Credit Hours
VSA349	Project and Portfolio IV: Visual Arts	3
ART3006	Art History	4

Month 4

Code	Title	Credit Hours
DIG3395	Motion Capture	3
HIS3320	Historical Archetypes and Mythology	4

Month 5

Code	Title	Credit Hours
CGG452	Level Assembly and Lighting	4
PHY3020	Physical Science	4

Month 6

Code	Title	Credit Hours
CGG443	Advanced Game Characters	3
CGG4316	Game Animation II	3

Month 7

Code	Title	Credit Hours
VSA359	Project and Portfolio V: Visual Arts	3
MAN3152	Leadership and Organizational Behavior	4

Month 8

Code	Title	Credit Hours
VSA469	Project and Portfolio VI: Visual Arts	3

Month 9

Code	Title	Credit Hours
VSA4444	Visual Realization	3
CRR4000	Career Readiness	4
	Total Credit Hours	120

Please Note

- Some specific courses may be offered online. Please see course descriptions for details.
- This is a degree completion program. Entering students must have a related associate degree or higher level degree and must complete at least 60 semester hours for a total of 120 credit hours. Associate degrees from other institutions may also be considered.

Visual Arts Bachelor of Science Completion Program with a Concentration in Game Art

Degree Type
Bachelor of Science
Environment
online
Program Length
52 weeks
Overview
The Visual Arts Bachelor of Science program is designed to develop the knowledge and skills of visual art professionals in the entertainment and media industries. The program focuses on design and art theory, storytelling, and various aspects of media production and provides students with a strong foundation of academic and hands-on coursework. After you complete the core Visual Arts curriculum, you will have the opportunity to choose a concentration in Computer Animation, Graphic Design, Game Art, Digital Arts and Design, Digital Cinematography, or Film.

The Visual Arts curriculum offers threaded project and portfolio courses that provide you with a relevant and comprehensive project-based learning experience throughout your academic journey. Additionally, a Career Readiness course taken at the end of the program will provide you with an opportunity to prepare for your future career.

Objective
Bachelor's Completion Objective

Our goal is to provide you with a focused knowledge and understanding of essential design and media production skills to enhance your ability to qualify for entry-level industry positions. Depending on your concentration, these may include graphic designer, animator, independent filmmaker, cinematographer, art director, assistant director, production manager, and other various positions in the visual arts. In addition to academic mastery, technical proficiency, and creative development, it is our goal to help you develop critical-thinking, problem-solving, and analytical skills that contribute to lifelong learning, providing you with tools to help sustain a long and productive professional career in the entertainment and media industries.

Month 1

Code	Title	Credit Hours
STA3001	Statistics	4
CGG432	Texture Painting and Sculpting	3

Month 2

Code	Title	Credit Hours
CGG3447	Game Characters	4

Month 3

Code	Title	Credit Hours
ART3006	Art History	4

Month 4

Code	Title	Credit Hours
CGG333	Game Animation I	4

Month 5

Code	Title	Credit Hours
VSA349	Project and Portfolio IV: Visual Arts	3
PHY3020	Physical Science	4

Month 6

Code	Title	Credit Hours
CGG452	Level Assembly and Lighting	4

Month 7

Code	Title	Credit Hours
CGG443	Advanced Game Characters	3
HIS3320	Historical Archetypes and Mythology	4

Month 8

Code	Title	Credit Hours
CGG4316	Game Animation II	3

Month 9

Code	Title	Credit Hours
MAN3152	Leadership and Organizational Behavior	4

Month 10

Code	Title	Credit Hours
VSA359	Project and Portfolio V: Visual Arts	3

Month 11

Code	Title	Credit Hours
CGG382	Game Production	3

Month 12

Code	Title	Credit Hours
VSA469	Project and Portfolio VI: Visual Arts	3

Month 13

Code	Title	Credit Hours
VSA4444	Visual Realization	3
CRR4000	Career Readiness	4

Total Credit Hours	120

Please Note

- This is a degree completion program. Entering students must have a related associate degree or higher level degree and must complete at least 60 semester hours for a total of 120 credit hours. Associate degrees from other institutions may also be considered.

Visual Arts Bachelor of Science Completion Program with a Concentration in Graphic Design

Degree Type
Bachelor of Science
Environment
campus
Program Length
36 weeks
Overview
The Visual Arts Bachelor of Science program is designed to develop the knowledge and skills of visual art professionals in the entertainment and media industries. The program focuses on design and art theory, storytelling, and various aspects of media production and provides students with a strong foundation of academic and hands-on coursework. After you complete the core Visual Arts curriculum, you will have the opportunity to choose a concentration in Computer Animation, Graphic Design, Game Art, Digital Arts and Design, Digital Cinematography, or Film.

The Visual Arts curriculum offers threaded project and portfolio courses that provide you with a relevant and comprehensive project-based learning experience throughout your academic journey. Additionally, a Career Readiness course taken at the end of the program will provide you with an opportunity to prepare for your future career.

Objective
Bachelor's Completion Objective

Our goal is to provide you with a focused knowledge and understanding of essential design and media production skills to enhance your ability to qualify for entry-level industry positions. Depending on your concentration, these may include graphic designer, animator, independent filmmaker, cinematographer, art director, assistant director, production manager, and other various positions in the visual arts. In addition to academic mastery, technical proficiency, and creative development, it is our goal to help you develop critical-thinking, problem-solving, and analytical skills that contribute to lifelong learning, providing you with tools to help sustain a long and productive professional career in the entertainment and media industries.

Month 1

Code	Title	Credit Hours
GRD473	Concepts in Advertising	3
ART3006	Art History	4
GRDC311	Professional Development Seminar I: Graphic Design	1

Month 2

Code	Title	Credit Hours
GRD339	Packaging and Prototypes	3
HIS3320	Historical Archetypes and Mythology	4

Month 3

Code	Title	Credit Hours
DGT372	Interactive Media Design and Usability	4
VSA349	Project and Portfolio IV: Visual Arts	3

Month 4

Code	Title	Credit Hours
GRD4411	Interactive Editorial Design	4
PHY3020	Physical Science	4
GRDC322	Professional Development Seminar II: Graphic Design	1

Month 5

Code	Title	Credit Hours
DIG3100	Graphic Web Design	4
STA3001	Statistics	4

Month 6

Code	Title	Credit Hours
DGT375	Media Integration	4

Month 7

Code	Title	Credit Hours
VSA359	Project and Portfolio V: Visual Arts	3
MAN3152	Leadership and Organizational Behavior	4

Month 8

Code	Title	Credit Hours
VSA4444	Visual Realization	3

Month 9

Code	Title	Credit Hours
VSA469	Project and Portfolio VI: Visual Arts	3
CRR4000	Career Readiness	4
	Total Credit Hours	120

Please Note

- Some specific courses may be offered online. Please see course descriptions for details.
- This is a degree completion program. Entering students must have a related associate degree or higher level degree and must complete at least 60 semester hours for a total of 120 credit hours. Associate degrees from other institutions may also be considered.

Visual Arts Bachelor of Science Completion Program with a Concentration in Graphic Design

Degree Type
Bachelor of Science
Environment
online
Program Length
52 weeks
Overview
The Visual Arts Bachelor of Science program is designed to develop the knowledge and skills of visual art professionals in the entertainment and media industries. The program focuses on design and art theory, storytelling, and various aspects of media production and provides students with a strong foundation of academic and hands-on coursework. After you complete the core Visual Arts curriculum, you will have the opportunity to choose a concentration in Computer Animation, Graphic Design, Game Art, Digital Arts and Design, Digital Cinematography, or Film.

The Visual Arts curriculum offers threaded project and portfolio courses that provide you with a relevant and comprehensive project-based learning experience throughout your academic journey. Additionally, a Career Readiness course taken at the end of the program will provide you with an opportunity to prepare for your future career.

Objective
Bachelor's Completion Objective

Our goal is to provide you with a focused knowledge and understanding of essential design and media production skills to enhance your ability to qualify for entry-level industry positions. Depending on your concentration, these may include graphic designer, animator, independent filmmaker, cinematographer, art director, assistant director, production manager, and other various positions in the visual arts. In addition to academic mastery, technical proficiency, and creative development, it is our goal to help you develop critical-thinking, problem-solving, and analytical skills that contribute to lifelong learning, providing you with tools to help sustain a long and productive professional career in the entertainment and media industries.

Month 1

Code	Title	Credit Hours
GRD473	Concepts in Advertising	3

Month 2

Code	Title	Credit Hours
ART3006	Art History	4
GRD3111	Professional Development Seminar I: Graphic Design	1

Month 3

Code	Title	Credit Hours
GRD339	Packaging and Prototypes	3

Month 4

Code	Title	Credit Hours
VSA349	Project and Portfolio IV: Visual Arts	3
PHY3020	Physical Science	4

Month 5

Code	Title	Credit Hours
DGT372	Interactive Media Design and Usability	4

Month 6

Code	Title	Credit Hours
GRD4411	Interactive Editorial Design	4

Month 7

Code	Title	Credit Hours
STA3001	Statistics	4
GRD3222	Professional Development Seminar II: Graphic Design	1

Month 8

Code	Title	Credit Hours
DIG3100	Graphic Web Design	4

Month 9

Code	Title	Credit Hours
DGT375	Media Integration	4

Month 10

Code	Title	Credit Hours
HIS3320	Historical Archetypes and Mythology	4

Month 11

Code	Title	Credit Hours
VSA359	Project and Portfolio V: Visual Arts	3
MAN3152	Leadership and Organizational Behavior	4

Month 12

Code	Title	Credit Hours
VSA4444	Visual Realization	3

Month 13

Code	Title	Credit Hours
VSA469	Project and Portfolio VI: Visual Arts	3
CRR4000	Career Readiness	4
	Total Credit Hours	120

Please Note

- This is a degree completion program. Entering students must have a related associate degree or higher level degree and must complete at least 60 semester hours for a total of 120 credit hours. Associate degrees from other institutions may also be considered.

Internship

Extended Studies Internship

Degree Type
Internship
Overview
The Extended Studies Internship is offered as a free, optional service to Full Sail University graduates who are in good standing. Upon successful completion of the Extended Studies Internship, a certificate of completion is issued. This optional, no-cost internship opportunity represents Full Sail's effort to continue the expansion of educational services to our graduates and the industry.

Objective
The Extended Studies Internship is designed to give graduates an opportunity to apply what they have learned during a comprehensive, hands-on working experience in a real-world environment. Participants will gain a solid understanding of their chosen field.

Code	Title	Credit Hours
Total Weeks: 6 - 24		
	Total Credit Hours	3-12

Please Note

- Participants must graduate from a Full Sail University degree program before applying for an Extended Studies Internship.

Courses

3DA119: Project and Portfolio I: 3-D Arts

The Project and Portfolio I: 3-D Arts course combines hands-on learning experiences with summative and formative portfolio assessments. In this course, students will apply their artistic skills and technical knowledge to create hard-surface models and quality texture maps based on reference material they have compiled. This course provides students experience with production deadlines and constraints. Using reflection and independent study to reinforce discipline topics, students will work through practical exercises and refine their work for presentation in a student portfolio.
Credits 3
Course Length 4 weeks

3DA155: Project I: 3-D Arts

The Project I: 3-D Arts course combines hands-on learning experiences with summative and formative portfolio assessments. In this course, students will apply their artistic skills and technical knowledge to create a replica of hard-surface models based on reference material. This course provides students experience with production deadlines and constraints.
Credits 2
Course Length 4 weeks

3DA156: Portfolio I: 3-D Arts

The Portfolio I: 3-D Arts course allows students to showcase an art asset based on the production knowledge and experience gained in their Project I: 3-D Arts course. Students will create and refine a modeling asset working within the proper production pipeline.
Credits 1
Course Length 4 weeks

3DA229: Project and Portfolio II: 3-D Arts

The Project and Portfolio II: 3-D Arts course combines hands-on learning experiences with summative and formative portfolio assessments. In this course, students will use the principles of animation to create animated sequences based on reference material they have compiled. Using reflection and independent study to reinforce discipline topics, students will work through practical exercises and refine their work for presentation in a student portfolio. This course prepares students to work with production deadlines and constraints.
Credits 3
Course Length 4 weeks

AAR3222: Professional Development Seminar II: Audio Arts

In Professional Development Seminar II: Audio Arts, students will continue an in-depth exploration of the audio arts industry. With this newly acquired industry knowledge, students will create a career strategy map of their own. Students will also learn how to evaluate, modify, and maintain their personal brand. Guest speakers will provide students with insight into real-world professional experiences.
Credits 1
Course Length 4 weeks

AAR349: Project and Portfolio IV: Audio Arts

The Project and Portfolio IV: Audio Arts course uses project-based learning opportunities for students to further develop industry skills, achieve academic learning outcomes, and elevate their career readiness. Students' intermediate projects will focus on implementing strategies learned within the audio arts arena and highlight their musical knowledge, technical skills, and rationale attained through previous coursework. Through hands-on, real-world learning activities, students will successfully create projects that will become part of their academic portfolio. As students' projects progress, they will gain insight into industry standards through targeted feedback from their instructor.
Credits 3
Course Length 4 weeks

AAR359: Project and Portfolio V: Audio Arts

The Project and Portfolio V: Audio Arts course uses project-based learning opportunities for students to hone industry-ready skills and bolster their career readiness. Students will focus on evaluating and refining creative assets and strategies in the realm of audio arts to showcase skills and abilities learned in previous courses. Project work and progress will be evaluated against discipline-specific deadlines and constraints. Students will continue to receive clear technical and creative evaluation from their instructor on the direction of their projects.
Credits 3
Course Length 4 weeks

AAR4601: Entrepreneurship in the Audio Industry

The Entrepreneurship in the Audio Industry course combines business fundamentals with hands-on learning experiences to equip students for success as entrepreneurs in the audio and music production industries. In this course, students will substantiate their individual career aspirations with a tangible business plan and supporting start-up documentation. Students will analyze various markets to identify revenue-generating opportunities aligned with their audio and music production knowledge and skills.
Credits 3
Course Length 4 weeks

AAR469: Project and Portfolio VI: Audio Arts

The Project and Portfolio VI: Audio Arts course uses project-based learning opportunities for students to apply and refine industry skills as well as prepare for their career. Students' advanced projects will demonstrate sophistication and technical prowess within the audio arts arena. Leveraging cultivated skills and techniques, student work will showcase high-level insight and assessment of relevant methodologies. Instructor critique will promote alignment with industry expectations as students curate and polish project components for their final portfolio.
Credits 3
Course Length 4 weeks

AARC322: Professional Development Seminar II: Audio Arts

In Professional Development Seminar II: Audio Arts, students will continue an in-depth exploration of the audio arts industry. With this newly acquired industry knowledge, students will create a career strategy map of their own. Students will also learn how to evaluate, modify, and maintain their personal brand. Guest speakers will provide students with insight into real-world professional experiences.
Credits 1
Course Length 4 weeks

ACG3223: Business Accounting

In the Business Accounting course, students will examine the accounting cycle and the preparation and interpretation of basic financial statements. Students will learn the concept of profitability, principles of cost models and controls, and various operational planning techniques used to evaluate the performance of a company. The role of accountants in the entertainment and media industries is examined through the use of real-world accounting software.
Credits 4
Course Length 4 weeks

ADF155: Project I: Application Development Fundamentals

The Project I: Application Development Fundamentals course combines hands-on learning experiences with summative and formative portfolio assessments. This course explores the various production workflows, programming methodologies, and logical approaches to business solutions for planning and executing technical projects.
Credits 2
Course Length 4 weeks

ADF156: Portfolio I: Application Development Fundamentals

The Portfolio I: Application Development Fundamentals course combines hands-on learning experiences with summative and formative portfolio assessments. In this course, students will use version control software and methodologies to fine-tune an application. They will build a code repository to showcase their work for the development community.
Credits 1
Course Length 4 weeks

AEM1001: Audio Arts in the Entertainment and Media Industries

The Audio Arts in the Entertainment and Media Industries course examines the various and interrelated sectors of the industry, enabling students to develop a view of it from the perspective of a professional. Students will explore terms common across the audio arts industries as a means of studying the discipline from a wide-angle view. In addition, students will examine current industry trends and the variety of careers available in the audio arts, with an eye toward developing the requisite skills for their discipline of study.
Credits 4
Course Length 4 weeks

APR1355: Fundamentals of Music

The Fundamentals of Music course explores harmony, melody, rhythm, and form with an introduction to music notation and ear training. Relevant musical structures are examined and discussed in the context of popular music using common industry terms.
Credits 3
Course Length 4 weeks

APR3466: Mixing Techniques

The Mixing Techniques course explores the use of audio processors and mixers to shape high-quality mixes, building on the students' gear knowledge and listening skills. Students will learn to use principles of blend, contrast, space, and dynamics to build listener interest.
Credits 4
Course Length 4 weeks

APR3570: Musical Structure and Analysis

The Musical Structure and Analysis course builds on previously learned concepts to enhance and develop musical-production skills. Advanced harmonic, melodic, and rhythmic concepts are identified and explored in a popular music format. The course places emphasis on practical application in a project-studio environment.
Credits 4
Course Length 4 weeks

APR3571: Structure of Music

In the Structure of Music course, students will explore the ways music is organized—both by linear form and by instrumentation—while expanding their musical vocabulary. This course explores terms used to describe musical form as well as common instrumentation. Emphasis is placed on hearing and communicating relevant musical structural elements.
Credits 4
Course Length 4 weeks

APR4111: Advanced Audio Editing Techniques

Nonlinear editing and DSP-based effects processing are essential components of contemporary audio production. The Advanced Audio Editing Techniques course covers sophisticated computer-based audio editing as used by top artists and engineers. Building on prior knowledge of digital audio recording, students will learn to apply their workstation skills in larger and more complex projects in editing.
Credits 4
Course Length 4 weeks

APR4316: Game Audio Production Techniques

The Game Audio Production Techniques course provides students with an advanced view of the process of creating sound for video games. The course focuses on creative design and addresses the considerations of audio behavior for games. Video games require a unique understanding of the various sound elements as well as the specific tool sets that govern them. Students will produce documentation relevant to the game-development industry and learn how game-audio professionals network in this expanding field.
Credits 3
Course Length 4 weeks

APR4404: Vocal Techniques

In the Vocal Techniques course, students will learn to time and tune vocals as they refine their editing skills. This course explores dedicated software tools used in contemporary vocal production to manipulate pitch and timing, along with the creative and aesthetic ramifications of such tools. Topics include techniques and strategies for enabling and capturing outstanding vocal performances, creating background vocals, and recording voice-overs and dialogue.
Credits 3
Course Length 4 weeks

APR4704: Advanced Mixing Techniques

In the Advanced Mixing Techniques course, students will refine their mixing skills as they work with more complex material, higher track counts, and a wide range of styles. The course examines optimizing the mixing environment, mixing styles, mixing strategies, aesthetics, and advanced signal processing. Common problems encountered by mix engineers will be discussed, along with creative solutions.
Credits 3
Course Length 4 weeks

ART1201: Design and Art Theory

The Design and Art Theory course provides an understanding of composition, design, art, basic color, and graphics through a study of varied artistic styles and their sociological and psychological effects throughout history. This course is essential in the world of design, where traditional art forms are often blended with current imagery to create new and significant artistic genres.
Credits 4
Course Length 4 weeks

ART3006: Art History

The Art History course surveys influential works of art and architecture in the Western tradition, from the prehistoric to the postmodern. Students will study architecture, painting, sculpture, and other media in their cultural and historical contexts. They will understand and discuss these works from various social perspectives to recognize, analyze, and value artistic expressions, functions, and effects. Works of art will be explored as aesthetic and material objects as well as cultural artifacts and forces. This course provides a solid foundation in art and design, allowing students to think critically about the visual arts, media, and architecture.
Credits 4
Course Length 4 weeks

AUD119: Project and Portfolio I: Audio Arts

In Project and Portfolio I: Audio Arts, students will apply their knowledge of audio recording, MIDI sequencing, digital audio workstations, and musical concepts. Through this course, students will demonstrate the ability to integrate and expand on learned skills in constructing cohesive musical content. Students will revise and refine their work to create portfolio-ready examples of their assets. They will develop a portfolio to showcase their work as well as reflect on the creative process and its results.
Credits 3
Course Length 4 weeks

AUD155: Project I: Audio Arts

In Project I: Audio Arts, students will apply their knowledge of audio recording, MIDI sequencing, digital audio workstations, and musical concepts to construct cohesive musical content. Through this course, students will demonstrate the ability to integrate and expand on learned skills in the creative process.
Credits 2
Course Length 4 weeks

AUD156: Portfolio I: Audio Arts

In Portfolio I: Audio Arts, students will revise and refine the work they completed in Project I to create portfolio-ready examples of their musical content. They will create a portfolio to showcase their assets as well as reflect on the creative process and its results.
Credits 1
Course Length 4 weeks

AUD1923: Recording Principles

The Recording Principles course introduces students to the theory and operation of essential audio tools ranging from microphones to mixers. Primary topics include audio basics, signal flow, basic microphone techniques, gain staging, audio processors, and basic file and session management.
Credits 4
Course Length 4 weeks

AUD2001: Principles of Music

The Principles of Music course explores harmony, melody, rhythm, and form with an introduction to the musical keyboard and ear training. Relevant musical structures will be examined and discussed in the context of popular music using common industry terms.
Credits 3
Course Length 4 weeks

AUD229: Project and Portfolio II: Audio Arts

The Project and Portfolio II: Audio Arts course combines hands-on learning experiences with summative and formative portfolio assessments. In this course, students will apply the basic concepts of audiovisual production for live events and meetings, including the practical application of video equipment, projectors and displays, and lighting and the integration of audio for corporate-style presentations and events. Students will document system requirements as well as record presentations for evaluation and critique.
Credits 3
Course Length 4 weeks

AUD239: Project and Portfolio III: Audio Arts

The Project and Portfolio III: Audio Arts course combines hands-on learning experiences with summative and formative portfolio assessments. In this course, students will create a recording comparable to a songwriter's demo. This course will draw on previous topics such as recording, editing, mixing, and musical structure. Students will be required to create and adhere to a production plan that emulates highly compressed real-world deadlines. The finished product will be a portfolio-ready recording.
Credits 3
Course Length 4 weeks

AUD3011: Fundamentals of Music Business

The Fundamentals of Music Business course examines the structures of various types of music businesses. The music industry is composed of various players: companies, unions, not-for-profit associations, and other entities that influence the music production and live-event fields. Students will examine these different components as they relate to the music industry. The course also addresses the topics of copyright collectives, performance-rights organizations, music business deal structures, music distribution, and the tour-industry model.
Credits 3
Course Length 4 weeks

AUD3311: History of Recorded Music

The History of Recorded Music course illustrates how the music industry evolved under the transformative catalysts of music technology and the media. Beginning with the popular music revolution of the late 1960s, the course covers how Bob Dylan, the Beatles, and James Brown expanded the subject matter of popular lyrics to include political awareness. Students will examine how technical innovations in the recording studio, concert staging, and delivery formats multiplied the palette of available sounds and presentation methods. The course also explores how record labels' saturation of the media converged with film, magazines, broadcasting technology, cable television, and the Internet for increased sales.
Credits 3
Course Length 4 weeks

AUD3425: Sound Design for Games

The Sound Design for Games course provides students with the fundamental tools and techniques required to create and implement sound for video games. Among the topics covered are nonlinear and event-based audio triggering, digital audio processing and manipulation, and synthesis. In addition, students will gain an understanding of game engines and their role in audio implementation.
Credits 4
Course Length 4 weeks

BEM1001: Business in the Entertainment and Media Industries

The Business in the Entertainment and Media Industries course explores the evolving infrastructures across various industry sectors. Students will examine emerging innovative business strategies within these creative industries as well as current business trends. Students will also identify the variety of careers available for business professionals in these industries and their respective skill sets, with an eye toward developing the abilities that are vital to their chosen fields.
Credits 4
Course Length 4 weeks

BIN521: Foundations of Business Intelligence and Analytics

The Foundations of Business Intelligence and Analytics course introduces students to the core concepts and practices of modern business intelligence and analytics. Students will explore data architecture fundamentals, including data warehousing, integration, and the extraction, transformation, and loading (ETL) process. Through real-world case studies, they will apply business intelligence, analytics, and artificial intelligence concepts to business challenges. The course introduces AI's role in analytics, including basic data-mining techniques such as text and sentiment analysis, while emphasizing ethical and privacy considerations. Using Microsoft Power BI, students will analyze data, build visualizations and interactive dashboards, and communicate data-informed business insights.

Credits 3

Course Length 4 weeks

BIN530: Enterprise Data Management

The Enterprise Data Management Course explores the "big picture" of enterprise data systems and sources, taking a holistic approach to knowledge management within organizations. This course will introduce enterprise and management-level information systems that support business processes including enterprise resource planning (ERP), decision support systems (DSS), supply chain management (SCM), knowledge management systems (KMS), customer relationship management (CRM), and human resources information systems (HRIS). Students will explore the impact of the Internet on traditional IT systems management with particular focus on the technical and policy impact personal smart devices and the unique security issues raised by mobile applications, social media, and cloud-based systems. The course will also introduce students to the fundamentals of logical data models and database design. Assignments focus on the communication and presentation of complex technical information to a range of non-technical audiences. Students will receive their Capstone business case that they'll use to develop a project plan, data warehouse, final report, and presentation to be delivered at the completion of their degree Month 12.

Credits 3

Course Length 4 weeks

BIN550: Business Intelligence Technologies

The Business Intelligence Technologies Course develops students' understanding of data management technologies and processes that support successful business intelligence (BI) systems with an emphasis on the design and creation of a data warehouse. Lessons cover the practical planning and management of data warehouse projects including architecture and physical design. Topics include the basics of extract, transform, and load (ETL) processes as well as the implementation and management of data warehouses. Students will explore common BI systems architecture and the operational dimensions of BI technology including database administration, data warehousing, and data mining. The course will also examine the role of transactional databases and online transactional processing (OLTP) and explore common BI tasks including reporting, performance monitoring, and forecasting. Students will learn how technologies such as data warehouses, data cubes, data marts, and online analytic processing (OLAP) are used to access, analyze, and distribute organizational information. Case analysis and real-world examples will provide students with an introduction to basic statistical and analytic tools used by BI to solve problems and improve decision making in a variety of industries and contexts.

Credits 3

Course Length 4 weeks

BIN560: Business Intelligence Analytics

The Business Intelligence Analytics Course provides an overview of fundamental concepts, tools, and techniques used to extract meaningful information from an organization's data in order to support effective decision making. The course will further develop students' understanding of statistical and analytic techniques used in forecasting and predictive analysis. Special emphasis will be placed on probability and an introduction to the Bayesian Paradigm and Bayesian statistical methods. Lessons will cover topics including statistical inference, decision making under uncertainty, predictive modeling, and modeling of random processes. Assignments will emphasize the role of business process analysis and critical thinking in the planning of BI projects and data warehouse projects.
Credits 3
Course Length 4 weeks

BIN580: Data Mining

The Data Mining course examines how data mining techniques and AI-driven technologies extract patterns, insights, and intelligence from large datasets to drive informed decision-making. Students will investigate core data-mining concepts, including clustering, association, prediction, and outlier analysis, while gaining experience using modern tools and cloud-based platforms. The course emphasizes the growing integration of data mining with emerging technologies, such as machine learning, neural networks, natural language processing (NLP), and generative AI. Students will also implement data-governance principles to ensure data is used ethically and in compliance with regulations. The course outlines how to estimate the business value of insights derived from data mining and how to communicate findings effectively to technical and executive stakeholders.
Credits 3
Course Length 4 weeks

BIN611: Applied Analytics: AI, Patterns, and Decision Intelligence

The Applied Analytics: AI, Patterns, and Decision Intelligence course examines how advanced analytics and artificial intelligence inform but do not replace human judgment in complex business decisions. Students step beyond conventional analytics approaches by using AI and pattern recognition to evaluate outcomes, detect unintended consequences, and test strategic assumptions. The course navigates decision intelligence, where machine insights are challenged, contextualized, and refined through human oversight. Students will apply explainable and ethical AI practices to deliver defensible recommendations in environments shaped by uncertainty, risk, and external forces beyond the data.
Credits 3
Course Length 4 weeks

BIN620: Process Modeling and Analysis

The Process Modeling and Analysis Course will address how business intelligence systems are used to support the analysis and improvement of business processes. In addition to an exploration of business process modeling (BPM), process simulation modeling (PSIM), and enterprise risk modeling the course will examine a variety of statistical simulation and modeling concepts including model validation, sensitivity estimation, and Monte Carlo simulation. Lessons will also cover AB testing and optimization through simulation, including the use of Bayesian statistics in simulations used to support optimization processes. Selected cases and assignments will explore practical application of business-process analytics in solving real-world quality control, user-experience, and process-improvement problems. Students will also explore the application of course concepts in decision support systems (DSS) and the selection of key performance indicators (KPIs), including the use of balanced scorecards to monitor organization performance.
Credits 3
Course Length 4 weeks

BIN630: Data Visualization and Creative Reporting

The Data Visualization and Creative Reporting Course will sharpen students' abilities to present complex results to a wide range of audiences across an organization. Students will learn about practical techniques and the latest tools for developing impactful data visualizations and infographics. The course will address concepts and design considerations for dashboards, user interface, and web-based reporting and examine how each supports a variety of knowledge management requirements. The course will address the use of dashboards, including web-based and desktop widgets and stand-alone software applications. Students will also explore current technical and user interface considerations of responsive web design as well as data-fusion techniques and the presentation of real-time, location-based, and social network data.
Credits 3
Course Length 4 weeks

BIN650: Business Intelligence Leadership and Communication Skills

The Business Intelligence Leadership and Communication Skills Course will refine students' abilities to listen, ask questions, and explain complex processes, policies, and results to variety of audiences across an organization. Students will match visualizations and infographics with text and motion graphics to create effective, informative, and engaging presentations in a range of media. Lessons cover a variety of operational topics including vendor selection, management reporting, and legal issues that affect business intelligence (BI) policy and implementation. Exercises will emphasize skills necessary for successful BI professionals including listening, negotiation, and meeting management. Students will also work to finalize their capstone project presentation.
Credits 3
Course Length 4 weeks

BIN660: Business Intelligence Case Studies

The Business Intelligence Case Studies Course will synthesize student learning through case analysis and the practical application of business intelligence (BI) analytic processes to a range of business problems. Throughout the course, students will use a series of case studies to address a variety of real-world problems involving enterprise level business analysis. The course will focus use of BI processes, tools, and techniques to generate viable solutions to complex problems in a variety of domains. Activities will focus on developing the creative problem solving and critical thinking skills to support the range of BI decision-making processes from identification and analysis of problems to the presentation of results. Students will practice virtual meetings, interviews, and presentation skills in a variety of group and individual exercises.
Credits 3
Course Length 4 weeks

BIN680: Business Intelligence Capstone

The Business Intelligence Capstone Course will provide students with an opportunity to demonstrate mastery of program curriculum as they deliver their data warehouse and present key findings to colleagues and project stakeholders. Students will present a final thesis document that summarizes the project, methodologies, key results, and recommendations. In addition to presenting a functional data warehouse and executive dashboard, students will deliver a presentation that summarizes their project, results, and recommendations through the effective use appropriate data visualization and infographics. The final presentation will emphasize professional communication and critical thinking skills as much as technical competence.
Credits 3
Course Length 4 weeks

BUL2100: Business Law

The Business Law course provides an overview of general business practices, including entity formation, insurance, taxes, and accounting. Students will study the laws protecting intellectual property in relation to protecting their own work and legally incorporating the works of others. Students will also study the law and practices of contracts and negotiations. All concepts are explored through legal case studies and applied business projects.
Credits 4
Course Length 4 weeks

BUL3514: Intellectual Property

The Intellectual Property course examines how artists, athletes, game creators, filmmakers, and businesses use trademarks, copyrights, publicity rights, trade secrets, and patents to enhance goodwill and generate revenue from ideas and properties. Students will explore the ownership, licensing, and transfer of rights as well as infringement, prevention, and enforcement measures. Students will also explore the impact of technological and cultural evolution and privacy restraints on the creation, ownership, and spread of content in the sports and entertainment industries.
Credits 4
Course Length 4 weeks

BUL5582: Legal Issues in Sports

This course provides an overview of the legal issues that impact the sports industry, with an emphasis on contracts, licensing, and risk management. Students in this course explore how the digital revolution has impacted the industry and learn strategies for protecting and exploiting rights in the digital domain. Students also analyze case studies to understand how the sports industry has evolved in light of changing technologies and the law. Finally, students in this course have the opportunity to focus on the impact of the law on sports and examine how evolving trends are affecting the way sports agreements are structured.
Credits 3.5
Course Length 4 weeks
* This course is only offered online. It is conducted over the Full Sail Online Learning Environment – a web-based platform which employs modern multimedia technologies, requires a logon for entry, and is accessible 24 hours a day via the Internet. Completion of the course is based on participation and successful completion of assignments.

BUL5629: Advanced Entertainment Law

This course explores advanced topics related to entertainment law, with an emphasis on entertainment contracts and intellectual property protection. Students explore, through lectures and case studies, how the digital revolution has impacted the entertainment industry and learn strategies for protecting and exploiting rights within the digital domain, with a focus on the role that entertainment law has played in the industry's evolution. Students also have the opportunity to understand the impact of entertainment law on their specific entertainment field and examine how evolving trends are affecting the way contracts are structured within their respective industry sector.
Credits 3.5
Course Length 4 weeks

BUS119: Project and Portfolio I: Personal Branding

The Project and Portfolio I: Personal Branding course combines hands-on learning experiences with summative and formative portfolio assessments. In this course, students will explore, build, and assess their professional brand identity, points of differentiation, and areas of expertise to highlight online. Students will create a digital portfolio website to serve as the foundation for all portfolio pieces throughout the program. By the end of the course, students will have a digital platform to showcase their future work and continually enhance their appeal to future employers and industry professionals.
Credits 3
Course Length 4 weeks

BUS155: Project I: Personal Branding

The Project I: Personal Branding course combines hands-on learning experiences with summative and formative portfolio assessments. In this course, students will explore, build, and assess their professional brand identity, points of differentiation, and areas of expertise to highlight online.
Credits 2
Course Length 4 weeks

BUS156: Portfolio I: Personal Branding

In Portfolio I: Personal Branding, students will create a digital portfolio website to serve as the foundation for their online presence. By the end of the course, students will have a digital platform to showcase their skills and knowledge to future employers and industry professionals.
Credits 1
Course Length 4 weeks

BUS229: Project and Portfolio II: Market Research

The Project and Portfolio II: Market Research course combines hands-on learning experiences with summative and formative portfolio assessments. In this course, students will analyze an entertainment company to explore the various departments and operations of a business. This includes an analysis of the organization's strengths, weaknesses, opportunities, and threats (SWOT); competitor research; and financial information. By understanding the fundamentals of what makes a business successful, students will be better positioned to make informed decisions in their careers.
Credits 3
Course Length 4 weeks

BUS349: Project and Portfolio IV: Business

The Project and Portfolio IV: Business course uses project-based learning opportunities for students to further develop industry skills, achieve academic learning outcomes, and elevate their career readiness. Students' intermediate projects will focus on implementing strategies learned within the business arena and highlight their business acumen and technical skills attained through previous coursework. Through hands-on, real-world learning activities, students will successfully create projects that will become part of their academic portfolio. As students' projects progress, they will gain insight into industry standards through targeted feedback from their instructor.
Credits 3
Course Length 4 weeks

BUS359: Project and Portfolio V: Business

The Project and Portfolio V: Business course uses project-based learning opportunities for students to hone industry-ready skills and bolster their career readiness. Students will focus on evaluating and refining creative assets and strategies in the realm of business to showcase skills and abilities learned in previous courses. Project work and progress will be evaluated against discipline-specific deadlines and constraints. Students will continue to receive clear technical and creative evaluation from their instructor on the direction of their projects.
Credits 3
Course Length 4 weeks

BUS469: Project and Portfolio VI: Business

The Project and Portfolio VI: Business course uses project-based learning opportunities for students to apply and refine industry skills as well as prepare for their career. Students' advanced projects will demonstrate sophistication and strategic prowess within the business arena. Leveraging cultivated skills and tactics, student work will showcase high-level insight and assessment of relevant methodologies. Instructor critique will promote alignment with industry expectations as students curate and polish project components for their final portfolio.
Credits 3
Course Length 4 weeks

BUS4790: Innovative Business Solutions

In the Innovative Business Solutions course, students will select a current business problem related to their industry, assess potential action steps, and develop strategic plans to propose an innovative solution. Through this process, students will evaluate the management, marketing, financial, legal, and ethical factors that influence real-world business decisions. Students will also assess external entrepreneurial opportunities that these scenarios may generate.
Credits 3
Course Length 4 weeks

CAB239: Project and Portfolio III: Computer Animation

The Project and Portfolio III: Computer Animation course combines hands-on learning experiences with summative and formative portfolio assessments. In this course, students will use higher-order thinking skills and project-based learning to create a hard-surface project and an animated sequence. The course prepares students for project deadlines and pipeline procedures as well as for creating assets for use in a student portfolio.
Credits 3
Course Length 4 weeks

CAB401: Industry Production

The Industry Production course develops students' understanding of the production pipeline and how it relates to the disciplines within the animation industry. The work students will do in the course will parallel the industry workflow for developing portfolio assets, helping them gain exposure and experience working in this manner. Students will explore developing modeling surface workflow, the animation process, and other areas of the industry production pipeline.
Credits 4
Course Length 4 weeks

CAN3111: Professional Development Seminar I: Computer Animation

In Professional Development Seminar I: Computer Animation, students will build upon the Technology in the Entertainment and Media Industries course to gain an understanding of career opportunities, topics of study, and current issues in the computer animation industry. In addition to exploring the industry, students will learn strategies for connecting with a professional mentor. Guest speakers will provide students with insight into real-world professional experiences.
Credits 1
Course Length 4 weeks

CAN3222: Professional Development Seminar II: Computer Animation

In Professional Development Seminar II: Computer Animation, students will continue an in-depth exploration of the computer animation industry. With this newly acquired industry knowledge, students will create a career strategy map of their own. Students will also learn how to evaluate, modify, and maintain their personal brand. Guest speakers will provide students with insight into real-world professional experiences.
Credits 1
Course Length 4 weeks

CANC311: Professional Development Seminar I: Computer Animation

In Professional Development Seminar I: Computer Animation, students will build upon the Technology in the Entertainment and Media Industries course to gain an understanding of career opportunities, topics of study, and current issues in the computer animation industry. In addition to exploring the industry, students will learn strategies for connecting with a professional mentor. Guest speakers will provide students with insight into real-world professional experiences.
Credits 1
Course Length 4 weeks

CANC322: Professional Development Seminar II: Computer Animation

In Professional Development Seminar II: Computer Animation, students will continue an in-depth exploration of the computer animation industry. With this newly acquired industry knowledge, students will create a career strategy map of their own. Students will also learn how to evaluate, modify, and maintain their personal brand. Guest speakers will provide students with insight into real-world professional experiences.
Credits 1
Course Length 4 weeks

CAP320: The Artificial Intelligence Ecosystem

The Artificial Intelligence Ecosystem course provides an overview of the foundations of AI and the field as a whole. Students will examine general AI—the ability to think and perform tasks independently, and narrow AI, which is limited to specific programmed tasks. They will also explore AI in cloud computing through the use of existing tools and products. Students will broaden their understanding of the AI ecosystem by studying core concepts, including knowledge representation, decision-making, expert systems, and optimization.
Credits 3
Course Length 4 weeks

CAP350: Deep Learning

The Deep Learning course covers the mechanisms of neural networks. The curriculum navigates how to create different types of neural networks, such as artificial neural networks (ANN), recurrent neural networks (RNN), and convolutional neural networks (CNN). Students will learn how to determine which neural networks are suited for different applications, such as computer vision, image detection, image generation, and speech detection.
Credits 4
Course Length 4 weeks

CAP355: Natural Language Processing

In the Natural Language Processing course, students will learn techniques and methods for designing and implementing natural language processing (NLP) applications. The curriculum spans usages including sentiment analysis, text classification, speech processing, and text generation. Students will explore and practice implementation of techniques such as tokenizing, stemming, and lemmatization in designing and creating an NLP application.
Credits 4
Course Length 4 weeks

CAP4053: Artificial Intelligence

In the Artificial Intelligence course, students will learn techniques for designing and creating lifelike and intelligent behaviors in characters. These techniques will be used in games and simulations to provide realism and computer opponents that challenge users even after repeated use. Such character behaviors include searching, game playing, decision making, and learning. Various techniques for modeling realistic behaviors are also studied.
Credits 4
Course Length 4 weeks

CAP415: Computer Vision

The Computer Vision course explores different techniques and algorithms used to analyze and interpret images in a variety of computer vision tasks, such as image detection, image recognition, image analysis, image enhancement, and image production. Students will learn how to carry out computer vision tasks such as the detection of colors, shapes, and faces and will apply these techniques to design and implement a computer vision system.
Credits 3
Course Length 4 weeks

CAP445: Human-AI Interaction

The Human-AI Interaction course explores human-computer interaction (HCI) from an interdisciplinary perspective, utilizing concepts from computer science, design, and psychology. This course focuses on how humans interact with technology, specifically AI agents, and how this interaction influences an AI product. Topics covered include sensation, perception, interactive visualization, universal design, and information processing. Students will discover emergent technologies in HCI research, learn how to analyze human-computer informatics, and understand how to apply derived recommendations in AI development.
Credits 3
Course Length 4 weeks

CAP450: Security in Artificial Intelligence

The Security in Artificial Intelligence course examines the principles of information and software development security, AI-based tools used to identify and respond to threats, and endeavors developed to work against AI algorithms. This course explores how to secure AI algorithms against malicious use, including methods used to exploit AI weaknesses and how machine learning can be leveraged by adversaries. Students will investigate security architecture, engineering and operations, and use of AI-based tools.
Credits 3
Course Length 4 weeks

CAP460: Artificial Intelligence Architecture

The Artificial Intelligence Architecture course focuses on AI solution construction. Students will compare and analyze applicable solutions, engineer and draft an AI solution for their project, and adhere to industry-standard production methods during implementation. By the end of this course, students will be able to progress to the testing phase of the software development life cycle for their AI project.
Credits 3
Course Length 4 weeks

CGA101: Fundamentals of Art I

The Fundamentals of Art I course introduces students to the language of visual arts. This class includes discussions, peer critiques, mentoring, specialized workshops, and small-group collaboration. Students will use a variety of media to complete exercises and projects based on their industry interests and their artistic skill level.
Credits 3
Course Length 4 weeks

CGA103: Fundamentals of Art II

The Fundamentals of Art II course builds on the skills and knowledge developed in Fundamentals of Art I and prepares students for subject matter essential to artists in the 3-D arts industry. This class includes discussions, peer critiques, mentoring, specialized workshops, and small-group collaboration. Students will use a variety of media to complete projects based on their industry interests and their artistic skill level.
Credits 4
Course Length 4 weeks

CGA121: 3-D Foundations

The 3-D Foundations course familiarizes students with the fundamentals of creating 2-D and 3-D computer graphics. Students will learn the interface and controls of industry-standard software applications as they develop basic animation skills that prepare them for the more advanced courses later in their program.
Credits 4
Course Length 4 weeks

CGA2112: 3-D Animation I

The 3-D Animation I course introduces students to the tools used in 3-D software to create and refine animation, adhering to the established twelve principles of animation. Through various technical and creative exercises, student will explore the foundations of physics, weight and movement, and timing. The curriculum's focus on strong, exaggerated poses and textured motion will provide students with a strong basis for future work in animation.
Credits 4
Course Length 4 weeks

CGA3112: 3-D Animation II

The 3-D Animation II course explores advanced animation techniques through applying the principles of animation in 3-D software. Students' work will concentrate on creating strong poses and furthering their skill set into more nuanced areas of polishing and refinement of their compositions. This course will build on prior concepts and offer more refined workflow models and greater levels of design complexity.
Credits 4
Course Length 4 weeks

CGA3312: Character Rigging

The Character Rigging course introduces students to the process of adding joints and controls to a character to allow the animator to make the character move in a realistic manner. Students will also explore the process of binding and weighting the skin on models to deform in an organic manner based on preproduction research. Similar to making a puppet, rigging gives the artist the ability to control a computer-generated (CG) character, making it a pivotal step in the animation process.
Credits 3
Course Length 4 weeks

CGA343: Character Modeling Fundamentals

In the Character Modeling Fundamentals course, students will expand their modeling skills while examining the techniques employed by industry professionals. Students will build an initial base mesh and learn to harness digital sculpting tools to add higher-level detail to their characters. The course emphasizes creating a clean topology while preserving students' sculpted forms.
Credits 4
Course Length 4 weeks

CGA356: Compositing and Scene Finishing

The Compositing and Scene Finishing course broadens the base of students' knowledge by offering insight into the process of combining computer-generated imagery (CGI) with video and film elements. By learning what happens when rendered imagery is integrated into the postproduction process, students will better understand the core principles of proper compositing and finishing practices. Students will be introduced to node-based compositing systems, 3-D camera tracking tools, and common rendering methods used in current postproduction pipelines. The course also introduces rendering techniques employed to properly composite both render layers and render buffers derived from professional 3-D software.
Credits 4
Course Length 4 weeks

CGA365: Compositing Fundamentals

The Compositing Fundamentals course introduces students to both beginning and intermediate compositing techniques commonly used in games, film, video, and image editing. The course focuses on the art of observation and core techniques, concepts, and workflows for the seamless integration of computer-generated elements. Students will work in an industry-proven, node-based compositing environment. Additionally, students will learn the art of research and problem solving for a visual effects (VFX) compositing pipeline that deals with the digital manipulation of images, layering operations, and 2-D/3-D compositing workflows to achieve a final image that is believable to the audience and delivers the director's vision.
Credits 3
Course Length 4 weeks

CGA366: Visual Development

The Visual Development course provides students with further knowledge of texture painting, lighting and rendering, and effects. Students will continue to develop texturing skills by reviewing real-world visual references and studying lighting as it applies to mood and rendering.
Credits 4
Course Length 4 weeks

CGA4014: Character Animation

The Character Animation course focuses on strengthening students' animation skills by exploring methods for creating movement that is entertaining, appealing, and clearly driven by the characters' emotions and personality. Students will also analyze methods for creating solid acting choices that are unique and interesting. Through discussion and analysis, students will be introduced to the importance of evaluating their own work as well as the work of their peers. This will enable them to critique each others projects with the intent of implementing what they have learned into their own animation, preparing them for situations encountered in the real world.
Credits 4
Course Length 4 weeks

CGA462: Animation Production

The Animation Production course develops students' ability to plan, coordinate, and study assets, using traditional methods to demonstrate their learned strengths as 3-D artists. Working from photograph and video reference, students will explore and develop characters, environments, vehicles, rigs, and animation ideas. Students will learn to use high-quality references and artistic studies to create production blueprints.
Credits 3
Course Length 4 weeks

CGA4632: Technical Animation and Motion Capture

The Technical Animation and Motion Capture course equips students with the skills and technology to bring their animations to life. In this course, students will use motion capture data and dynamic simulations to infuse their characters with the performance qualities they envision. From introducing subtle to sweeping motion to elements such as fabric and hair, students will practice and discover how physics-driven animation can deliver enhanced realism, style, and emotion. Using raw performance data, students will transform their designs into short, polished sequences that showcase the keen ability to tell stories through motion.
Credits 3
Course Length 4 weeks

CGG333: Game Animation I

The Game Animation I course provides students with their first opportunity to produce animated sequences and cycles for gameplay. Students will develop an overall understanding of animation as it applies to the game industry with a focus on game-engine constraints and requirements. Students will pay special attention to character anatomy, rigging constraints, and reusability within all aspects of a game.
Credits 4
Course Length 4 weeks

CGG3447: Game Characters

The Game Characters course focuses on the elements of accurate high-resolution character sculpting. The course material covers proper anatomy, proportion, and fine details. Students will create assets implementing advanced techniques while maintaining realistic surface quality and likeness of reference. Students completing this course will develop a deeper understanding of digital sculpting, including anatomy and primary, secondary, and tertiary-level detail through their work.
Credits 4
Course Length 4 weeks

CGG351: Art Creation for Games

The Art Creation for Games course introduces students to the process of modeling and texturing real-time 3-D content. Students will develop gaming models of simple and complex props and various game environments. Special attention will be paid to the creation of clean and optimized models for use in games.
Credits 4
Course Length 4 weeks

CGG382: Game Production

The Game Production course allows students to use tools, techniques, workflows, and artistic skills and apply them to the creation of portfolio assets. Students will develop skills in time management, production workflow, and portfolio presentation. After successfully completing this course, students will possess a high-quality game-art portfolio piece and presentation images and/or a movie for use in portfolio assembly.
Credits 3
Course Length 4 weeks

CGG4316: Game Animation II

The Game Animation II course introduces the process of incorporating in-game cinematic animated sequences. Students will develop their characters through acting and performance while adhering to game-engine constraints.
Credits 3
Course Length 4 weeks

CGG432: Texture Painting and Sculpting

The Texture Painting and Sculpting course instructs students in techniques for creating textures and materials for video games by utilizing traditional art skills and industry-standard tools. Using digital sculpting, painting, and photo-sourcing techniques, students will create and apply textures and materials for use in current game engines.
Credits 3
Course Length 4 weeks

CGG443: Advanced Game Characters

The Advanced Game Characters course expands on previous modeling, sculpting, and texturing techniques. Students will create a set of production-ready character assets with a focus on character clothing, accessories, anatomy, optimized topology, and materials while adhering to game-engine constraints.
Credits 3
Course Length 4 weeks

CGG452: Level Assembly and Lighting

The Level Assembly and Lighting course builds on students' knowledge of environment creation developed through previous coursework. Students will explore new lighting techniques, level-building tools, and advanced materials needed to create an interactive exterior environment.
Credits 4
Course Length 4 weeks

CGG4555: Environment Art

The Environment Art course trains students in the techniques involved in modern game-environment creation. Students will gain a deeper technical understanding and will develop assets for use in a game engine. The course focuses on the modularity of materials and meshes that adhere to industry standards, both visually and technically.
Credits 4
Course Length 4 weeks

COD3315: Computer Graphics

In the Computer Graphics course, students will learn the foundations required for using modern software and hardware 3-D rendering systems. Students will learn core computer-graphics concepts such as rasterization, interpolation, and the 3-D transformation pipeline. Students will apply these concepts within the framework of a modern hardware-based rendering application-program interface (API).
Credits 3
Course Length 4 weeks

COD3412: Digital Logic

The Digital Logic course presents an overview of logic design and symbolic logic to support the fundamentals of computer organization and architecture. Students will apply knowledge of binary systems and Boolean logic to engineer the fundamental elements of modern computing systems.
Credits 4
Course Length 4 weeks

COD3511: Computer Organization and Architecture

The Computer Organization and Architecture course explores computing hardware components, organization, and architecture. In addition to exploring the relationship between high-level programming languages and the hardware they compile and run on, this course also examines techniques for system evaluation and selection. Students will learn how to utilize hardware and software tools for digital system analysis and synthesis. Topics covered include memory operations, bitwise manipulation, performance calculation, processor datapath, clock cycles, pipelining, and memory hierarchy.
Credits 3
Course Length 4 weeks

COD3622: Information and Database Systems

In the Information and Database Systems course, students will gain essential skills in databases and database management systems. This course focuses on relational databases, tables, normalizations, indexing, and relationships among tables. Students will learn the purposes of functions, stored procedures, triggers, backups, tuning, and programming interfaces as well as security and authorization. Through database design and manipulation using Structured Query Language (SQL), students will gain experience with these systems. Students will also explore the database-management and design tools used to implement a client-server relational database management system (RDBMS).
Credits 3
Course Length 4 weeks

COD3721: Computer Networks

The Computer Networks course explores the design and analysis of computer networks and the issues and structures common in the construction of distributed computing systems. Students will examine the concepts, principles, and practices of computer-communication networks and learn how to evaluate distributed system technologies through an exploration of architectures, protocols, and standards. Topics covered include interprocess communication, distributed file systems, internetworking, remote invocation, data replication, distributed transaction mechanisms, and middleware.
Credits 3
Course Length 4 weeks

COM349: Project and Portfolio IV: Communications

The Project and Portfolio IV: Communications course uses project-based learning opportunities for students to further develop industry skills, achieve academic learning outcomes, and elevate their career readiness. Students' intermediate projects will focus on implementing strategies learned within the communications arena and highlight their research and storytelling skills cultivated through previous coursework. Through hands-on, real-world learning activities, students will successfully create projects that will become part of their academic portfolio. As students' projects progress, they will gain insight into industry standards through targeted feedback from their instructor.
Credits 3
Course Length 4 weeks

COM359: Project and Portfolio V: Communications

The Project and Portfolio V: Communications course uses project-based learning opportunities for students to hone industry-ready skills and bolster their career readiness. Students will focus on evaluating and refining creative assets and strategies in the realm of communications to showcase skills and abilities learned in previous courses. Project work and progress will be evaluated against discipline-specific deadlines and constraints. Students will continue to receive clear technical and creative evaluation from their instructor on the direction of their projects.
Credits 3
Course Length 4 weeks

COM469: Project and Portfolio VI: Communications

The Project and Portfolio VI: Communications course uses project-based learning opportunities for students to apply and refine industry skills as well as prepare for their career. Students' advanced projects will demonstrate sophistication and prowess within the communications arena and its technologies. Leveraging cultivated skills and media knowledge, student work will showcase high-level insight and assessment of relevant methodologies. Instructor critique will promote alignment with industry expectations as students curate and polish project components for their final portfolio.
Credits 3
Course Length 4 weeks

COP1050: Programming for Interactive Technology I

The Programming for Interactive Technology I course covers fundamental programming and visual scripting principles essential to interactive design. The course introduces topics such as strings, loops, arrays, algorithms, and problem-solving. Students will learn how to program using visual scripting tools in a modern interactive 3-D engine.
Credits 4
Course Length 4 weeks

COP1334: Programming I

The Programming I course covers fundamental computer science and programming topics such as algorithms, software problem solving, input/output, control flow, functions, object-oriented programming, and references. Students will learn how to program software in a modern high-level programming language.
Credits 4
Course Length 4 weeks

COP2050: Programming for Interactive Technology II

The Programming for Interactive Technology II course explores intermediate programming and visual scripting concepts, expanding on the basics of data usage, algorithms, objects, and classes. Emphasis is placed on inheritance, testing, debugging, and implementing the workflow needed to effectively execute, test, and organize data for professional software programs.
Credits 4
Course Length 4 weeks

COP2334: Programming II

The Programming II course teaches advanced object-oriented programming concepts, focusing on inheritance and events as tools for creating programs. Students in this course will also learn file input/output (I/O) as well as several abstract data types that will be useful in designing and building larger programs. Students will also be introduced to additional foundational skills such as sorting algorithms and recursion.
Credits 4
Course Length 4 weeks
Please note: This course must be successfully completed within 2-attempts. Students unable to successfully complete the course within 2-attempts will be dismissed from the program.

COS119: Project and Portfolio I: Computer Science

The Project and Portfolio I: Computer Science course combines hands-on learning experiences with summative and formative portfolio assessments. In this course, students will build a project using the C-style Win32 API. The Win32 API is examined in order to gain a full understanding of its nature and scope, with particular attention paid to message-driven architecture and how programming with the Win32 API is different from console techniques. Students will also explore dialog boxes, Windows common controls, the Win32 GDI, dynamic-link libraries, and multitasking.
Credits 3
Course Length 4 weeks

COS155: Project I: Computer Science

The Project I: Computer Science course combines hands-on learning experiences with summative and formative portfolio assessments. In this course, students will build a software application to solve a real-world problem through applying object-oriented programming concepts. They will also learn to develop software applications based on feature requirements.
Credits 2
Course Length 4 weeks

COS156: Portfolio I: Computer Science

In Portfolio I: Computer Science, students will refine their software application project for inclusion in a portfolio. They will also analyze the software-development process and reflect on their project work as well as their growth as programmers and developers.
Credits 1
Course Length 4 weeks

COS229: Project and Portfolio II: Computer Science

The Project and Portfolio II: Computer Science course combines hands-on learning experiences with summative and formative portfolio assessments. Students will learn to recognize usability and design concerns present in a project's scope in order to facilitate the delivery of dynamic content for an interactive application. This course explores the requirements for presenting content to users on a targeted device.
Credits 3
Course Length 4 weeks

COS239: Project and Portfolio III: Computer Science

The Project and Portfolio III: Computer Science course combines hands-on learning experiences with summative and formative portfolio assessments. This course revolves around a development project with an emphasis on teamwork and project planning and documentation. Students are also introduced to a software quality-assurance cycle with an emphasis on peer review and proper defect-reporting mechanisms. Student assignments include milestone planning, implementing features, and designing and implementing a quality-assurance cycle.
Credits 3
Course Length 4 weeks

COS3111: Professional Development Seminar I: Computer Science

In Professional Development Seminar I: Computer Science, students will build upon the Technology in the Entertainment and Media Industries course to gain an understanding of career opportunities, topics of study, and current issues in the computer science industry. In addition to exploring the industry, students will learn strategies for connecting with a professional mentor. Speakers will provide students with insight into real-world professional experiences.
Credits 1
Course Length 4 weeks

COS3222: Professional Development Seminar II: Computer Science

In Professional Development Seminar II: Computer Science, students will continue an in-depth exploration of the computer science industry. With this newly acquired industry knowledge, students will create a career strategy map of their own. Students will also learn how to evaluate, modify, and maintain their personal brand. Speakers will provide students with insight into real-world professional experiences.
Credits 1
Course Length 4 weeks

COS349: Project and Portfolio IV: Computer Science

The Project and Portfolio IV: Computer Science course combines hands-on learning experiences with summative and formative portfolio assessments. In this course, students will apply knowledge of human-centered development to create a data-visualization tool. Students will apply knowledge of data integration, visualization approaches, software testing, and usability to build a coherent and user-friendly application that makes data more accessible to the user.
Credits 3
Course Length 4 weeks

COS359: Project and Portfolio V: Computer Science

The Project and Portfolio V: Computer Science course combines hands-on learning experiences with summative and formative portfolio assessments. In this course, students will develop an application for mobile and/or wearable devices. Students will concentrate on the integration of networking, database, and mobile platform technology. Special attention will be paid to the functionality, usability, and practicality of the final product. By the end of this course, students will have an application ready for deployment on standard mobile devices.
Credits 3
Course Length 4 weeks

COS469: Project and Portfolio VI: Computer Science

The Project and Portfolio VI: Computer Science course combines hands-on learning experiences with summative and formative portfolio assessments. This course focuses on the design of students' software applications. Students will design a storyboard for their software and create product wireframes and analysis. By the end of this course, students will determine the purpose of their software and outline a set of definite requirements for development.
Credits 3
Course Length 4 weeks

COS479: Project and Portfolio VII: Computer Science

The Project and Portfolio VII: Computer Science course combines hands-on learning experiences with summative and formative portfolio assessments. This course focuses on polishing, packaging, and distributing an application. Students will address and correct all remaining software defects in their applications and prepare the software for standard distribution channels according to industry practices.
Credits 3
Course Length 4 weeks

COS540: Research Approaches in Computer Science

The Research Approaches in Computer Science course equips students with developed research skills to inform their work within the realm of computer science. The curriculum provides students with best practices and techniques for framing problems, generating hypotheses, and analyzing data. Students will research, evaluate, and compare computer science products, projects, publications, and ongoing explorations within the industry. To document their research processes and objectives, students will also create a professional journal publication, exercising their developing professional writing skills.
Credits 3
Course Length 4 weeks

COS550: Advanced Software Engineering

In the Advanced Software Engineering course, students will investigate the design, documentation, creation, and testing cycles of software systems. Students will research prevalent software architectures and design patterns and demonstrate their understanding by applying them appropriately in an application of their own. To develop proficiency with software documentation, students will create software-system diagrams and product-requirements documents to support their application.
Credits 3
Course Length 4 weeks

COS560: Data Science

The Data Science course examines the processes, algorithms, and tools used across the industry to extract knowledge from structured and unstructured data. The curriculum spans topics such as data preparation, statistical evaluation of data, and data representation. After building a strong knowledge base in data science, students will be able to evaluate from multiple methods and create their own solutions to break down large amounts of data into usable information.
Credits 3
Course Length 4 weeks

COS570: Advanced Artificial Intelligence

The Advanced Artificial Intelligence course presents a variety of techniques used for devising and leveraging algorithms and approaches to create intelligent agents to achieve specified goals. Students will implement these strategies to create knowledge-based AI agents in a software solution. The course navigates through a variety of AI topics and trends, including reasoning, knowledge representation, planning, expert systems, and cognitive sciences to enrich students' understanding of the arena and prepare them for studies in machine learning.
Credits 3
Course Length 4 weeks

COS580: Machine Learning

The Machine Learning course explores the creation of software solutions that can learn via provided data. The curriculum examines machine-learning techniques such as statistical supervised and unsupervised learning methods, Bayesian learning methods, and reinforcement learning. Students will then apply their knowledge of these techniques to create their own machine-learning software solutions.
Credits 3
Course Length 4 weeks

COS590: Human-Computer Interaction

The Human-Computer Interaction course demonstrates how qualitative and quantitative research techniques are employed in evaluating how humans engage with technology. Using their knowledge of human behavior, students will research related topics and design a software product aimed at improving usability and intuitiveness. They will also devise a usability study to test the product during development.
Credits 3
Course Length 4 weeks

COS630: Data Visualization and Extended Reality

The Data Visualization and Extended Reality course explores techniques and tools for analyzing and visualizing large data sets. Students will gain practice developing robust statistical models and understanding probability theory in order to create accurate simulations of data. Students will explore approaches for interactive data and visual representation and work on implementing an interactive visualization in extended reality.
Credits 3
Course Length 4 weeks

COS640: HCI Application Development

In the HCI Application Development course, students will implement the project they designed in the Human-Computer Interaction course. Students will incorporate data visualization using extended reality within their software product. Additionally, students will be introduced to project polishing and reporting and continue to refine their data-visualization techniques.
Credits 3
Course Length 4 weeks

COS650: Software Project: Research, Planning, and Design

In the Software Project: Research, Planning, and Design course, students will propose a software-based project or solution of their choice related to artificial intelligence, machine learning, data science, or human-computer interaction. They will apply their knowledge of data integration, visualization approaches, and usability in researching, planning, and designing their proposed project. Students will submit their software design document for review and feedback.
Credits 3
Course Length 4 weeks

COS660: Software Project: Development I

In the Software Project: Development I course, students will continue to work on developing a software project related to data science, artificial intelligence, machine learning, or human-computer interaction. They will implement features for their software project as well as employ professional production methodologies to advance its development. In addition, students will begin testing components of their software project using industry-standard methods.
Credits 3
Course Length 4 weeks

COS670: Software Project: Development II

In the Software Project: Development II course, students will focus on developing functionality, identifying testing strategies, and issuing product releases for their software projects. Students will utilize various tools and methodologies to test their software project, including static and dynamic analysis. They will also beta test for real-world usability and implement product fixes. Students will strive for increased functionality and usability as well as effective debugging to improve their projects.
Credits 3
Course Length 4 weeks

COS680: Software Project: Deployment and Professional Presentation

In the Software Project: Deployment and Professional Presentation course, students will complete the final stages of their project's development. Additionally, students will address and correct all remaining software defects in their project and prepare the software to be deployed across standard distribution channels according to industry practices. They will also write and present the specifications of their project, demonstrating their written and oral communication skills. Students will explore how to present their product to various professional audiences of the computer science industry through multiple publishing platforms.
Credits 3
Course Length 4 weeks

COSC311: Professional Development Seminar I: Computer Science

In Professional Development Seminar I: Computer Science, students will build upon the Technology in the Entertainment and Media Industries course to gain an understanding of career opportunities, topics of study, and current issues in the computer science industry. In addition to exploring the industry, students will learn strategies for connecting with a professional mentor. Speakers will provide students with insight into real-world professional experiences.
Credits 1
Course Length 4 weeks

COSC322: Professional Development Seminar II: Computer Science

In Professional Development Seminar II: Computer Science, students will continue an in-depth exploration of the computer science industry. With this newly acquired industry knowledge, students will create a career strategy map of their own. Students will also learn how to evaluate, modify, and maintain their personal brand. Speakers will provide students with insight into real-world professional experiences.
Credits 1
Course Length 4 weeks

CRR4000: Career Readiness

In the Career Readiness course, students will research the job market in their industry and continue to develop their personal brand. Using communication best practices, students will create a strategy for engaging with potential employers. Students will craft their résumés, cover letters, and professional portfolios for a specific audience. This course provides students with the tools to apply their research and attained skills toward their employment goals.
Credits 4
Course Length 4 weeks
* This course is only offered online. It is conducted over the Full Sail Online Learning Environment – a web-based platform which employs modern multimedia technologies, requires a logon for entry, and is accessible 24 hours a day via the Internet. Completion of the course is based on participation and successful completion of assignments.

* This course may be offered via Independent Study.

CTI1105: Computer Operating Systems

The Computer Operating Systems course explores the concepts of operating systems and how they interface with hardware and application software. Principles of kernels, processes, device drivers, file systems, and user permissions are examined. Students will understand how to install and configure various types of operating systems and how to use this knowledge to restrict access to certain users.
Credits 3
Course Length 4 weeks
Please note: This course must be successfully completed within 2-attempts. Students unable to successfully complete the course within 2-attempts will be dismissed from the program.

CTI1301: Virtual Computing

In the Virtual Computing course, students will learn about computer hardware virtualization, container technologies, and virtualization software. Students will deploy Linux and Windows operating systems using virtualization software and will apply these technologies throughout future courses as they build more complex systems. This course will provide a clear understanding of virtual machines and containers and how each are managed and implemented.
Credits 4
Course Length 4 weeks
Please note: This course must be successfully completed within 2-attempts. Students unable to successfully complete the course within 2-attempts will be dismissed from the program.

CTI2006: Networking Technologies

The Networking Technologies course introduces students to the principles of network architecture, network protocols, application protocols, and Internet design. Students will learn how to identify local- and wide-area networks and their specific standards as well as how Internet data is delivered.
Credits 3
Course Length 4 weeks
Please note: This course must be successfully completed within 2-attempts. Students unable to successfully complete the course within 2-attempts will be dismissed from the program.

CTI2111: System Scripting Fundamentals

In the System Scripting Fundamentals course, students will learn the fundamentals of using programming languages to make logic decisions, control the operating system, and automate systems management. The use of libraries and user-defined functions will be applied to scripts. Operating system shell scripts and interpreted scripting languages will be explored. This course clarifies the types of languages used in this industry and outlines their successful application in controlling servers.
Credits 3
Course Length 4 weeks

CTI2318: Introduction to Information Security

The Introduction to Information Security course presents the concepts of network security, encryption, and security policies. Students will learn security principles and how to apply this knowledge throughout future courses. Role-based access control, trusted parties, risk assessment, and incident response management practices are applied to business policies and technology systems to protect data and preserve records. The use of encryption in computer, network, and storage systems is studied and applied.
Credits 3
Course Length 4 weeks
Please note: This course must be successfully completed within 2-attempts. Students unable to successfully complete the course within 2-attempts will be dismissed from the program.

CTI2511: Cloud Networking

The Cloud Networking course explores network services in addition to principles of network addressing and interconnection. Students will route data through various types of networks and connect cloud services through virtual private networks by interconnecting services at different locations. They will create reliable networks across regions that meet data performance needs by utilizing common industry protocols and services.
Credits 3
Course Length 4 weeks

CTI2701: Configuration Management Programming

The Configuration Management Programming course introduces concepts of configuration management software, web protocol standards, and API access. Students will employ programming principles using configuration management software in order to manage systems and states within a standardized environment. Web communication protocols and data structures will be applied to manage external systems through API calls. Deployment of resources, operating systems, and software packages will be explored using common configuration management and automation tools.
Credits 4
Course Length 4 weeks

CTI3001: Introduction to Application Servers

The Introduction to Application Servers course presents the concepts of server virtualization, application server software, and enterprise distributed authentication systems. Popular web-server, email, and network application services are installed, configured, and secured on open-source and proprietary operating systems. Students will learn how to integrate multiple server applications and apply authentication models to control access to server resources.
Credits 4
Course Length 4 weeks

CTI3007: Virtualization Technologies

The Virtualization Technologies course explores the virtualization of resources and their implementation. Various virtualization models, hypervisor types, resource pools, and virtual machine migrations are introduced using open-source and proprietary software utilized by the industry. This course prepares students to apply different virtualization methods and demonstrate problem-solving skills while integrating disparate systems.
Credits 3
Course Length 4 weeks

CTI3111: Automating Resource Deployment

In the Automating Resource Deployment course, students will apply their scripting skills to create processes that automate data and resource deployment on a server. This is a key concept in information technology and a necessary skill for an industry professional virtualizing data for worldwide use. Students will create scripts that control the automation of distributed data.
Credits 3
Course Length 4 weeks

CTI3231: Data Storage Systems

In the Data Storage Systems course, students will learn how data is stored and accessed locally and remotely. Students will learn the workflow and strategies used by the industry to distribute data across a network. Students will be able to apply redundancy and security concepts to storage systems.
Credits 3
Course Length 4 weeks

CTI3323: Cloud Management Platforms

The Cloud Management Platforms course explores the concepts and architecture of public, private, and hybrid cloud-management stacks and software; how to design and deploy a multilayered and partitioned system; and the principles of managing these systems. Students will apply the virtualization, networking, storage, and scripting skills they have gained using proprietary and open-source cloud software. Knowledge of the architecture of cloud-management platforms will be further implemented in advanced courses.
Credits 3
Course Length 4 weeks

CTI3561: Systems Performance and Capacity Management

In the Systems Performance and Capacity Management course, students will be introduced to techniques to measure and thereby improve system performance. Topics such as cloud and virtualization performance and capacity management will be explored. Industry-standard tools to measure such performance will be introduced as well as the means to successfully utilize them. Students will be able to identify which metrics are vital and how to leverage them to increase the performance and capacity of a data system.
Credits 3
Course Length 4 weeks

CTI3622: Database Systems

In the Database Systems course, students will exercise their knowledge of database software to build scalable, secure, and reliable systems. This course explores topics such as replication and data distribution, security practices, performance, capacity management, essential backup, and recovery skills. Commercial cloud-based database services are investigated as well as integrating local and remote software and systems.
Credits 3
Course Length 4 weeks

CTI3933: Securing Systems and Data

In the Securing Systems and Data course, students will explore the differences between securing data and applications on one network and securing data across multiple networks. They will examine the challenges and professional workflows that each requires to successfully safeguard data from malicious sources, respond to threats, and recover from disasters. Students will be able to identify and assess risks and create a security plan for both cloud and intercloud security issues.
Credits 3
Course Length 4 weeks

CTI4001: Network Security and Software

The Network Security and Software course examines network security and software-defined networks. This course builds upon the networking knowledge students have gained and tasks them to build virtual software-defined networks through software automation and cloud-based systems. Students will learn how to secure and validate networks against threats and attacks, identify and respond to instances of malicious network access, and operate the tools and software used to maintain network integrity.
Credits 4
Course Length 4 weeks

CTI4421: Distributed Data

In the Distributed Data course, students will learn how to utilize cloud storage and APIs, replicate data through remote storage, and utilize federated systems. Students will conduct industry analysis to understand current best practices for the use and performance of distributed systems, APIs, and federated identity systems. Students will learn how to solve and manage data-distribution problems across multiple platforms and determine the effectiveness of their solutions.
Credits 3
Course Length 4 weeks

CTI4751: Software-Driven Data Centers

In the Software-Driven Data Centers course, students will finish building a network system. Students will create and measure the performance of virtualized data to complete a software-driven data center, providing insight on the critical issues concerning virtualized distributed data.
Credits 4
Course Length 4 weeks

CWB117: Project and Portfolio I: Creative Writing

The Project and Portfolio I: Creative Writing course employs project-based learning in a collaborative environment to advance industry readiness and further develop professional skills. Students will examine the current communications and media landscape to identify high-demand skill sets. They will utilize tools of revision, editing, word economy, industry-standard formatting, and software to enhance written projects. Additionally, students will create a career plan, which includes developing a professional brand, website, and résumé.
Credits 3
Course Length 4 weeks

CWB227: Project and Portfolio II: Creative Writing

The Project and Portfolio II: Creative Writing course employs project-based learning in a collaborative environment to advance industry readiness and further develop professional skills. In this course, instructors and peers will collaborate and provide feedback on communication projects and professional portfolios. Students will implement feedback to revise and edit projects that align with a career plan.
Credits 3
Course Length 4 weeks

CWB337: Project and Portfolio III: Creative Writing

The Project and Portfolio III: Creative Writing course employs project-based learning in a collaborative environment to advance industry readiness and further develop professional skills. Students will create communication projects that showcase storytelling, research, and general communication skills developed in previous courses. Instructors and peers will collaborate and provide feedback on communication projects and professional portfolios, and students will critically self-assess their work for opportunities to continue to explore and improve their skills.
Credits 3
Course Length 4 weeks

CWM510: The Art of Visual Storytelling

In The Art of Visual Storytelling Course, students study the universal themes of traditional storytelling as well as their applications to visual narrative design and new nonlinear and interactive forms of media. Students will analyze historical examples of visual narratives and then convey ideas and emotions through the use of images and traditional storytelling techniques in order to design new narratives in a variety of entertainment media formats.
Credits 4
Course Length 4 weeks

CWM540: Character Creation and Development

In the Character Creation and Development course, students are introduced to tools to develop the psychological foundation for characters and will utilize the character need and want to develop solid character motivation. Character backstory and influences are analyzed and used to create character dossiers, dialogue, and short scenes that demonstrate three-dimensional, well-rooted characters.
Credits 4
Course Length 4 weeks

CWM550: Script Analysis and Criticism

In the Script Analysis and Criticism Course, students will learn to recognize elements that create powerful narratives and how they can be best integrated in various multimedia formats. Students will analyze films, TV, animation, and games for structure, style, and content and identify how traditional scripts differ across multimedia formats and are transformed into visual narratives. An objective of the course is for students to learn the correct questions to ask themselves when preparing scripts for production in different visual contexts.
Credits 4
Course Length 4 weeks

CWM570: Episodic and Serial Writing

The Episodic and Serial Writing Course will teach students the elements of structure, character, and formatting specific to episodic and serial stories for television, comics and the web. Students will gain experience developing original episodic and serial stories, as well as with writing spec episode ideas of existing series. Students will learn the process of breaking episode storylines, planning multi-episode plot and character arcs, and the collaborative process of working as part of a writing team.
Credits 4
Course Length 4 weeks

CWM610: Writing for Games

The Writing for Games Course provides a technical overview of how games are created and presents a variety of video games, gaming genres, and gaming platforms from a storytelling point of view. Areas of exploration will include mythology, strategy, science fiction, fantasy, and socially conscious themes in games, as well as topics related to comic books and graphic novels.
Credits 4
Course Length 4 weeks

CWM621: Writing for Film and Animation

In the Writing for Film and Animation course, students will apply what they learned in previous courses by writing their own short screenplays. The course will focus on reinforcing student knowledge of film structure, character types, and plot points. Students will create original material utilizing these skills and write a short script using proper formatting. The course will also emphasize the development of professional habits when rewriting and editing work based on creative and technical critique.
Credits 4
Course Length 4 weeks

CWM640: Creative Writing Portfolio I

In the Creative Writing Portfolio I course, students will develop their thesis portfolio and career strategy, isolating both short- and long-term goals to support and direct their progress. Students' portfolios will feature a curated selection of their creative and multimedia projects, angled to highlight skills relevant to today's job market. The portfolio collection will underscore students' ability to communicate effectively across platforms, blending storytelling with digital tools to engage, inform, and inspire. Each student's portfolio will reflect their personal strategic approach to creative expression while maximizing its professional impact.
Credits 4
Course Length 4 weeks

CWM650: Creative Writing Portfolio II

In the Creative Writing Portfolio II course, students will revise advanced creative and multimedia projects that demonstrate professional quality and readiness for industry opportunities in content creation, media, and communications. In featuring a combination of narrative skill with visual, audio, and digital elements, each chosen portfolio piece will reflect a strategic understanding of audience engagement across platforms. The work conducted in this course will lead to a portfolio that clearly highlights students' transferable skills—creative thinking, communication, and adaptability—that are essential in today's evolving workplace.
Credits 4
Course Length 4 weeks

CWM670: Multimedia Adaptation

In the Multimedia Adaptation course, students will learn how to adapt their stories and scripts into other written and visual mediums, considering the parameters of each format. Students will write a beat sheet, a short adapted screenplay or comic script, a promotional plan, and two promotional pieces to publicize their adaptation.
Credits 4
Course Length 4 weeks

CWM680: Advanced Visual Storytelling

In the Advanced Visual Storytelling course, students will create visual representations of their stories and scripts. The course exposes students to all stages of the production process—from development to preproduction, production, and postproduction. Students will construct a production treatment of a previous creative work and draft the final production script. They will then move into the next stages of production and prepare a call sheet, produce the visual creative work, and edit the final project.
Credits 4
Course Length 4 weeks

CWM690: The Business of Creative Writing

In The Business of Creative Writing Course, students will learn about the business of creative writing as well as similarities and differences among different entertainment media genres and distribution methods. This course will complement students' writing skills with the marketing, publishing, and legal basics necessary to be successful creative writers in the entertainment media industry. In addition, current issues, topics, and trends that may impact the careers of graduates will be addressed, such as the roles of literary agents and unions, new technologies, and new opportunities.
Credits 4
Course Length 4 weeks

CWR155: Project I: Creative Writing

In the Project I: Creative Writing course, students will apply knowledge of character creation, plot development, story structure, and visual storytelling to create a collection of written work. Students will examine the current media landscape to identify high-demand skill sets. Additionally, they will utilize tools of revision, editing, word economy, industry-standard formatting guidelines, and software to create a portfolio project plan to demonstrate the range of content they developed.
Credits 2
Course Length 4 weeks

CWR156: Portfolio I: Creative Writing

In Portfolio I: Creative Writing, students will refine their collection of written work for their portfolio project. They will reflect on their writing and revision processes to deepen their understanding of the workflow common to professional writers across various mediums and audiences. Students will also refine and execute their portfolio project plan.
Credits 1
Course Length 4 weeks

CWR3111: Professional Development Seminar I: Creative Writing

In Professional Development Seminar I: Creative Writing, students will build upon previous courses to gain an understanding of the career opportunities, current trends, and specific skill sets of writers along with their varied applications within the writing industry. In addition to exploring the industry, students will learn strategies for connecting with a professional mentor. Guest speakers will provide students with insight into real-world professional experiences.
Credits 1
Course Length 4 weeks

CWR3222: Professional Development Seminar II: Creative Writing

In Professional Development Seminar II: Creative Writing, students will continue an in-depth exploration of the creative writing industry. Students will create a career strategy map that will articulate how their skills as a writer will support short-term career opportunities, which will serve to pave a path to their long-term career goals. Students will also learn how to evaluate, modify, and maintain their personal brand. Guest speakers will provide students with insight into real-world professional experiences.
Credits 1
Course Length 4 weeks

CWRC311: Professional Development Seminar I: Creative Writing

In Professional Development Seminar I: Creative Writing, students will build upon previous courses to gain an understanding of the career opportunities, current trends, and specific skill sets of writers along with their varied applications within the writing industry. In addition to exploring the industry, students will learn strategies for connecting with a professional mentor. Guest speakers will provide students with insight into real-world professional experiences.
Credits 1
Course Length 4 weeks

CWRC322: Professional Development Seminar II: Creative Writing

In Professional Development Seminar II: Creative Writing, students will continue an in-depth exploration of the creative writing industry. Students will create a career strategy map that will articulate how their skills as a writer will support short-term career opportunities, which will serve to pave a path to their long-term career goals. Students will also learn how to evaluate, modify, and maintain their personal brand. Guest speakers will provide students with insight into real-world professional experiences.
Credits 1
Course Length 4 weeks

CYB3011: Introduction to Cryptography

The Introduction to Cryptography course examines algorithms and cryptographic principles used to protect information. Students will learn the principles of hashing along with symmetric, asymmetric, private-key, and public-key encryption and the limitations of these algorithms. They will study the use of centralized and distributed digital trust models as well as the roles of trusted parties. By the end of the course, students will be able to apply appropriate trust models and encryption techniques for data both at rest and in transit to typical security implementations.
Credits 3
Course Length 4 weeks
Please note: This course must be successfully completed within 2-attempts. Students unable to successfully complete the course within 2-attempts will be dismissed from the program.

CYB3215: Identity and Access Management

In the Identity and Access Management course, students will explore the importance of user identity, trust, access, roles, integrity, and auditing. They will examine the best practices of policies and procedures that ensure access to resources is based on least privilege. Students will apply principles of identity assurance, encryption, password policies, and multi-factor authentication through the implementation of identity management systems.
Credits 3
Course Length 4 weeks
Please note: This course must be successfully completed within 2-attempts. Students unable to successfully complete the course within 2-attempts will be dismissed from the program.

CYB3311: Security Compliance and Privacy

The Security Compliance and Privacy course provides students context and understanding of the legal and privacy frameworks regulating the information security realm. This course explores the laws and compliance parameters that apply to various worldwide governing jurisdictions and independent industry bodies. Students will recognize the responsibility surrounding the safe storage, processing, and protection of data under their supervision. They will evaluate their professional, ethical, and legal duty to report and respond to incidents and to comply with applicable set rules.
Credits 3
Course Length 4 weeks

CYB3355: Threat Intelligence and Defense

The Threat Intelligence and Defense course examines the risk factors and vulnerabilities involved in information security. This course introduces students to the motivations of threat actors and threat modeling principles. Students will learn protocol for identifying and responding to an attack. Course assignments will task students to identify vulnerabilities, simulate attack events, and construct methods of containing breaches, broadening their awareness of potential threats and effective responses.
Credits 3
Course Length 4 weeks

CYB349: Project and Portfolio IV: Cybersecurity

The Project and Portfolio IV: Cybersecurity course combines hands-on learning experiences with summative and formative portfolio assessments. Students will begin developing a holistic security program plan for an organization. In this written plan, students will identify applicable security functions and develop policies to protect information, apply user access control, and establish system change management processes. They will specify the roles and responsibilities of job functions from senior management to information security staff and outline the escalation process for incidents. This written security program plan will be expanded and refined throughout future courses.
Credits 3
Course Length 4 weeks

CYB359: Project and Portfolio V: Cybersecurity

The Project and Portfolio V: Cybersecurity course combines hands-on learning experiences with summative and formative portfolio assessments. In this course, students will extend their working written security program plan to appraise the security life cycle. Students will evaluate phases of system life cycles and the effects of security practices implemented. They will continue to assess vulnerabilities, perform threat modeling, and develop process management plans. Students will expand their written plan to address system and software patch management.
Credits 3
Course Length 4 weeks

CYB3612: Software Security

The Software Security course introduces how applications may present security vulnerability issues. Students will explore how data can be disclosed or altered within software through system exploits, protocol deficiencies, or interception. Students will investigate software reverse compiling and brute force attacks. Principles of defense-in-depth are demonstrated through layered security approaches using multiple tools to help mitigate attacks at the application level.
Credits 3
Course Length 4 weeks

CYB3841: Information Assurance and Compliance

In the Information Assurance and Compliance course, students will navigate the realm of security program oversight through internal and external audits. They will also examine how to maintain compliance with applicable requirements, policies, standards, and laws. This course explores types of audits that can be conducted and their results as well as processes for handling findings, recommendations, and responses. Students will study risk management and prospective mitigation strategies.
Credits 3
Course Length 4 weeks

CYB4381: Threat Protection and Testing

The Threat Protection and Testing course enables students to protect systems, endpoints, networks, and cloud-based resources against known vulnerabilities and emerging threats. Students will evaluate information assets and their attack surfaces and analyze real-time data for indicators of adverse activity. Using automated real-time threat intelligence, students will learn to protect the confidentiality, integrity, and availability of systems and data. Coordinated attack and defend methodologies will be conducted against test systems, followed by a review and analysis of their distinct results.
Credits 3
Course Length 4 weeks

CYB469: Project and Portfolio VI: Cybersecurity

The Project and Portfolio VI: Cybersecurity course combines hands-on learning experiences with summative and formative portfolio assessments. In this course, students will evaluate their working security program plan for its efficacy as a comprehensive security program. Students will document security policies, roles, and responsibilities and establish baselines, monitoring, and control practices. The written plan will ultimately address technical documentation and change management, physical security, incident response and recovery protocol, and compliance with applicable regulations. Students will define the objectives of the plan and establish metrics to gauge its effectiveness.
Credits 3
Course Length 4 weeks

CYB4781: Cyber Crime and Incident Response

The Cyber Crime and Incident Response course investigates serious topics in cyber crime as well as the legal protocol involved. Students will survey the protection of information from unauthorized disclosure and methods of responding to adverse incidents and criminal threats. This course reveals the inner workings and strategy behind hazards such as computer and network intrusion, ransomware, industrial espionage, cyber terrorism, social engineering, fraud, and emerging threats. Students will navigate the legal complexities in incident response from the local to the international level. They will also distinguish the information stakeholders in the corporate sector from executive leadership and public relations to legal representatives and law enforcement.
Credits 4
Course Length 4 weeks

CYB479: Project and Portfolio VII: Cybersecurity

The Project and Portfolio VII: Cybersecurity course combines hands-on learning experiences with summative and formative portfolio assessments. In this course, students will finalize their security program plan by analyzing its performance within an enterprise system design. Students will conduct testing against simulated large-scale systems to observe the methods and issues that arise along an entire system life cycle. They will then document any technical changes needed and finally revise their written plan to correct for any program deficiencies detected.
Credits 3
Course Length 4 weeks

DAD239: Project and Portfolio III: Digital Arts and Design

The Project and Portfolio III: Digital Arts and Design course combines hands-on learning experiences with summative and formative portfolio assessments. This course teaches students how to build upon previous design skills and develop projects that demonstrate mastery of design theory and technique.
Credits 3
Course Length 4 weeks

DAD464: Live Event Design

In the Live Event Design course, students take the graphic and motion-design concepts taught in previous courses and combine them to create graphics and animations for live-event production. Concepts in experiential design and projection mapping are used to extend their work beyond the screen. Students will incorporate 2-D, 3-D, and video assets into a unified multiscreen experience.
Credits 4
Course Length 4 weeks

DADC311: Professional Development Seminar I: Digital Arts and Design

In Professional Development Seminar I: Digital Arts and Design, students will build upon the Technology in the Entertainment and Media Industries course to gain an understanding of career opportunities, topics of study, and current issues in the digital arts and design industry. In addition to exploring the industry, students will learn strategies for connecting with a professional mentor. Guest speakers will provide students with insight into real-world professional experiences.
Credits 1
Course Length 4 weeks

DADC322: Professional Development Seminar II: Digital Arts and Design

In Professional Development Seminar II: Digital Arts and Design, students will continue an in-depth exploration of the digital arts and design industry. With this newly acquired industry knowledge, students will create a career strategy map of their own. Students will also learn how to evaluate, modify, and maintain their personal brand. Guest speakers will provide students with insight into real-world professional experiences.
Credits 1
Course Length 4 weeks

DCB239: Project and Portfolio III: Digital Cinematography

The Project and Portfolio III: Digital Cinematography course combines hands-on learning experiences with summative and formative portfolio assessments. In this course, students will complete a three- to five-minute short project based on the script, storyboard, trailer, and outline created in previous project and portfolio courses. A résumé and reel will also be presented and reviewed as part of the student portfolio. Students will complete twenty-four hours of documented production work and will gain perspective on what goes into completing a project.
Credits 3
Course Length 4 weeks

DCN1107: Composition and Visual Design

In the Composition and Visual Design course, students will examine how images are designed, framed, composed, and arranged to tell and enhance visual stories. Students will explore composition, the framing of elements and principles of design, and the impact of designing with light, movement, and space. Additionally, they will learn to recognize and engage the visual qualities of the lens through an understanding of depth of field, lens selection, and exposure control. Emphasis will be placed on integrating classical design fundamentals into their student work.
Credits 4
Course Length 4 weeks

DCN3317: Location Lighting

The Location Lighting course emphasizes professional techniques and protocol relevant to lighting in the world of digital production. Emphasis is placed on creative lighting design while working within a fixed budget. Students will employ color correction, camera filtration, and lighting techniques to shape and emotionally impact a scene.
Credits 3
Course Length 4 weeks

DCN3435: Electronic Field Production

In the Electronic Field Production course, students will be introduced to the genres of documentary film/ television and reality television. Students will explore the unique logistical, structural, and aesthetic methodologies that distinguish field production from other types of production. Students will focus on research, interviewing, and other specific logistical and technical requirements. An emphasis will be placed on the philosophy of ethics and exploration as it pertains to the creation of nonfiction visual storytelling.
Credits 4
Course Length 4 weeks

DCN3656: Art Design and Location Shooting

The Art Design and Location Shooting course introduces students to the artistic considerations of using location venues for production. This course challenges students to look at set choices and production venues through the logistical needs of the camera. Students will focus on the decision-making process to align a script with location scouting and art direction.
Credits 3
Course Length 4 weeks

DCN4111: Film Criticism

The Film Criticism course explores critical approaches to the study of film through an introduction to classical and contemporary film and media theory. Students will gain an appreciation for how filmmakers create meaningful experiences for their audiences. Issues relating to production, audience reaction, aesthetics, and ethics will be explored. The course will also analyze films that have sparked critical debate and challenged the theoretical suppositions of their time. The course navigates how the aesthetics of audiovisual images both draw context from and add context to their contemporary cultural, social, and political climate. Students will develop skills in critiquing others' works and in managing critiques with clients.
Credits 3
Course Length 4 weeks

DCN4365: Advanced Post and Story Development

The Advanced Post and Story Development course introduces students to advanced editing techniques that can have a profound effect upon the mood and pacing of a story. Students will learn how asset considerations, nesting video, unique transition creation, compositing, and timeline management along with proper audio placement play key roles in visual storytelling.
Credits 4
Course Length 4 weeks

DCN4421: Mobility and Data Management

The Mobility and Data Management course surveys the tools students will need to effectively manage their video and other assets during the production process and upon delivery to multiple end platforms. Students will learn backup and archive strategies, metadata logging, container codecs and formats, and industry-accepted workflows for video data management. Students will learn how to configure their end product to broadcast and web specifications, allowing their videos to be viewable from any device or medium.
Credits 4
Course Length 4 weeks

DEP1013: Psychology of Play

In the Psychology of Play course, students will explore how the field of psychology values the concept of play as a mechanism that allows a person to apply game strategies to accomplish life goals. Students will examine how the action of play shapes the brain, develops critical-thinking skills, and strengthens the ability to collaborate with others in social and professional settings. By exploring the key works of historical and current researchers and theorists, students will learn about the value of play and how to apply techniques of play in developing cognitive strategies to complete creative, professional, and social tasks. This course enables students to utilize perspectives in psychology to examine how play relates to their life, education, and chosen creative field.
Credits 3
Course Length 4 weeks

DEV1000: Introduction to Development I

In the Introduction to Development I course, students will develop critical-thinking and problem-solving skills by surveying modern data-flow and control-flow techniques and their usage in application development. Through learning the concepts of conditional logic, data types, and logical structures, students will build their knowledge of how to craft solutions programmatically.
Credits 4
Course Length 4 weeks
Please note: This course must be successfully completed within 2-attempts. Students unable to successfully complete the course within 2-attempts will be dismissed from the program.

DEV1001: Introduction to Development I

In the Introduction to Development I course, students will survey modern data-flow and control-flow techniques and their usage in programming. Through learning the concepts of conditional logic, data types, and logical structures, students will build their knowledge base in programming elements and how they interact. The use of client-side scripting and user interaction will be explored to demonstrate various considerations made during the development process.
Credits 4
Course Length 4 weeks
Please note: This course must be successfully completed within 2-attempts. Students unable to successfully complete the course within 2-attempts will be dismissed from the program.

DEV2000: Introduction to Development II

In the Introduction to Development II course, students will examine fundamental concepts and models used to solve problems with programming in application development. In this course, students will explore how to structure code efficiently and utilize data structures using modern programming techniques.
Credits 4
Course Length 4 weeks
Please note: This course must be successfully completed within 2-attempts. Students unable to successfully complete the course within 2-attempts will be dismissed from the program.

DEV2001: Introduction to Development II

In the Introduction to Development II course, students will examine fundamental concepts and models used to solve problems with programming. In this course, students will explore how to structure code efficiently, apply object-oriented programming, and utilize data structures using modern programming techniques.
Credits 4
Course Length 4 weeks

DEV2300: Application Development

The Application Development course cultivates the foundational skills that are needed in a developer's arsenal. Students will explore parameters of collections and data structures and study development techniques that provide for application extendability and scalability while addressing the functional requirements of a given application.
Credits 4
Course Length 4 weeks
Please note: This course must be successfully completed within 2-attempts. Students unable to successfully complete the course within 2-attempts will be dismissed from the program.

DEV2301: Application Development

The Application Development course builds upon web-programming concepts to be applied in enhancing client-side user interactions. Students will explore parameters of collections and data structures and study development techniques that provide for application extensibility and scalability that can deliver rich interactive experiences for users. Students will develop their abilities to integrate a set of visual design and interactive elements into their development efforts, resulting in functional user interfaces.
Credits 4
Course Length 4 weeks

DEV2319: Interfaces and Usability

The Interfaces and Usability course focuses on fundamental interaction-design and usability principles coupled with proven user interface-design patterns. Applying the concepts learned in this course will increase students' ability to create effective user experiences and understand how user behavior and interaction influence information architecture and design.
Credits 3
Course Length 4 weeks
Please note: This course must be successfully completed within 2-attempts. Students unable to successfully complete the course within 2-attempts will be dismissed from the program.

DEV2501: Interface Programming

Interface Programming combines the programming concepts learned in previous courses to integrate design with development. Students will learn what is involved in creating interactive applications using standards-based tool sets and rapid development workflows that enable user interaction through a visual interface. Students will use prebuilt libraries and frameworks while integrating with web-based data sources to generate browser-based interactivity.
Credits 4
Course Length 4 weeks

DGC3111: Professional Development Seminar I: Digital Cinematography

In Professional Development Seminar I: Digital Cinematography, students will build upon knowledge gained from earlier courses to achieve an understanding of career opportunities, topics of study, and current issues in the film and video industry. In addition to exploring the industry, students will learn strategies for connecting with a professional mentor. Guest speakers will provide students with insight into real-world professional experiences.
Credits 1
Course Length 4 weeks

DGC3222: Professional Development Seminar II: Digital Cinematography

In Professional Development Seminar II: Digital Cinematography, students will continue an in-depth exploration of the film and video industry. With this newly acquired industry knowledge, students will create a strategic plan for their future career. Students will learn to evaluate career opportunities and position themselves for professional success in an ever-changing environment. Guest speakers will provide students with insight into real-world professional experiences.
Credits 1
Course Length 4 weeks

DGT101: Graphic Principles I

The Graphic Principles I course is designed to teach students basic levels of graphics creation through the use of software programs employed by design, animation, and interactive-media companies worldwide. This course emphasizes vector graphic design from a production point of view, as students gain a thorough understanding of input/output techniques, color theory, and tools for graphic design and image creation.
Credits 4
Course Length 4 weeks

DGT201: Graphic Principles II

The Graphic Principles II course is designed to teach students advanced levels of graphics creation through the use of software programs employed by design, animation, and interactive-media companies. This course emphasizes raster graphic design from a production point of view and expands students' knowledge of digital color models and image-compositing techniques.
Credits 4
Course Length 4 weeks

DGT312: 3-D Arts

The 3-D Arts course introduces students to the principles of three-dimensional computer graphics and design. Students will explore the methods and techniques of modeling and texturing using industry-leading software and hardware. The rendered 3-D models can be further used to enhance the students' motion-graphics projects.
Credits 4
Course Length 4 weeks

DGT332: Typography and Page Layout

The Typography and Page Layout course introduces students to the world of professional typography. Students will learn how to use typography as a critical part of page layout as they continue to build upon their knowledge of design concepts. This course also trains students to perceive the printed or viewed page as an integrated graphic element. Students will participate in group discussions and critiques as they work through projects using the latest publishing software.
Credits 4
Course Length 4 weeks

DGT333: 3-D for Motion Design

The 3-D for Motion Design course leads students through the methods and techniques of animating virtual objects and environments using industry-leading software and hardware. In this course, students will be introduced to the principles of animating three-dimensional computer graphics. Their rendered 3-D animations will be incorporated with 2-D assets in students' motion-graphics projects.
Credits 3
Course Length 4 weeks

DGT339: 2-D Animation Techniques

The 2-D Animation Techniques course examines animation techniques that can be utilized to enhance motion graphics projects while building on the skills from previous curriculum. This course focuses on applying the principles of animation to original designs while exploring two-dimensional cartooning styles, including the animation of characters in a variety of motion graphic settings. Students will develop a broad catalog of established animation standards through the exploration of animation styles and techniques.
Credits 3
Course Length 4 weeks

DGT341: Motion Graphics

The Motion Graphics course trains students in basic techniques of motion-graphics creation through the use of software programs employed by design and animation companies. This course emphasizes design from a problem-solving point of view and explores the production-timeline and graphical requirements of a motion-graphics project by demonstrating the manipulation of designed assets. In this course, students will gain a thorough understanding of animation techniques, special effects, image compositing, and motion graphics.
Credits 4
Course Length 4 weeks

DGT346: Digital Audio and Video

The Digital Audio and Video course is a production course that introduces the concepts of timeline-based editing for audio and video. Students will be introduced to the primary concepts of storytelling, sound design, imaging, and editing while adhering to the process of a professional production workflow.
Credits 3
Course Length 4 weeks

DGT363: Editing Digital Video

The Editing Digital Video course covers the art and science of nonlinear editing. In this course, students will learn how editing choices impact the way a project will be perceived and ultimately influence its success. Students will be introduced to the advanced concepts of imaging and editing, as well as the production model of editing video in the industry. Students will also participate in group discussions about editing choices and audience considerations.
Credits 3
Course Length 4 weeks

DGT372: Interactive Media Design and Usability

The Interactive Media Design and Usability course introduces students to the tools and concepts of user-interface (UI) design combined with a method of project development that utilizes an industry-proven production process. The course explores both behavioral and structural patterns of UI design along with information architecture (IA) for interactive deployment, user navigation techniques, and page layout for the interactive medium. Students will gain an extensive knowledge of usability patterns and production methodologies as they implement project documentation for the milestones of a user-interface design.
Credits 4
Course Length 4 weeks

DGT375: Media Integration

The Media Integration course focuses on the implementation of engaging and interactive content for web-based designs. Students will learn how to integrate this content by utilizing various industry-standard programming languages and authoring tools. Students will study how to troubleshoot and employ a variety of programming languages. They will build upon many of the concepts learned in the previous web courses in order to add interactivity and rich media to their web designs.
Credits 4
Course Length 4 weeks

DGT432: Broadcast Design

The Broadcast Design course builds upon the 3-D skills taught in previous courses and teaches students how to create sequential animations that incorporate 2-D and 3-D assets. Students will follow a professional workflow by creating storyboards and design compositions and then delivering a motion-graphics project that is designed for delivery across multiple media platforms.
Credits 3
Course Length 4 weeks

DGT441: Advanced Motion Graphics

The Advanced Motion Graphics course teaches students advanced techniques of motion-graphics creation by building on concepts learned in the Motion Graphics course. This course emphasizes problem solving and continues to examine the production-timeline and graphical requirements of a motion-graphics project by demonstrating the manipulation of designed assets in a studio environment. Students will gain a thorough understanding of advanced techniques as they continue to explore special effects, image compositing, and motion graphics.
Credits 4
Course Length 4 weeks

DGT461: Motion Graphics Production

The Motion Graphics Production course trains students in advanced techniques of motion-graphics creation through the use of software programs utilized by design and animation companies worldwide. This course emphasizes design from a problem-solving point of view as well as the production-timeline and graphical requirements of a motion-graphics campaign project. Students will work on their own projects, demonstrating competence in the areas of image compositing and motion graphics.
Credits 4
Course Length 4 weeks

DIG1301: Model Creation

The Model Creation course teaches computer modeling with polygon surfaces. Students will focus on developing their skills as computer-graphic (CG) artists, leveraging the traditional fine-arts principles of shape and silhouette, scale and proportion, and edge quality and integrating them with strategies to build better CG models. Students are introduced to a variety of modeling tools, the capabilities of each tool, and the results of interactions between tools. Students will develop techniques and strategies for efficiently creating virtual models for animation, film, and games.
Credits 4
Course Length 4 weeks

DIG3100: Graphic Web Design

The Graphic Web Design course examines the process of creating exciting, functional content for the web. Students will expand on the design skills that they have learned throughout the degree program. They will gain understanding of HTML and web standards as they learn how to create, edit, manage, and design a professional website within a web-authoring tool and complementary software applications.
Credits 4
Course Length 4 weeks

DIG3395: Motion Capture

The Motion Capture course teaches students techniques to digitize motion, edit sequences, and develop an understanding of simulated motion. Students will explore motion-capture setup, shooting, data tracking, skeleton retargeting, and animation correction and enhancement. This course provides students with an in-depth understanding of film and game motion-capture pipelines.
Credits 3
Course Length 4 weeks

DMK3111: Professional Development Seminar I: Digital Marketing

In Professional Development Seminar I: Digital Marketing, students will build upon the Business in the Entertainment and Media Industries course to gain an understanding of career opportunities, topics of study, and current issues in the digital marketing industry. In addition to exploring the industry, students will learn strategies for connecting with a professional mentor. Guest speakers will provide students with insight into real-world professional experiences.
Credits 1
Course Length 4 weeks

DMK3222: Professional Development Seminar II: Digital Marketing

In Professional Development Seminar II: Digital Marketing, students will continue an in-depth exploration of the digital marketing industry. With this newly acquired industry knowledge, students will begin to develop a career strategy plan of their own. Students will also build on their work in previous courses to reflect upon their personal brand presence and make modifications as necessary. Guest speakers will provide students with insight into real-world professional experiences.
Credits 1
Course Length 4 weeks

DMK473: Digital Analytics and Reporting

The Digital Analytics and Reporting course shows students how to evaluate whether they are accomplishing their marketing objectives and how to report the results to a company or client. This data is critical for securing financial investment in marketing efforts and is also vital to forecasting how future investments should be made. This course shows students how to identify and resolve issues that might affect a marketing campaign.
Credits 4
Course Length 4 weeks

DMK513: Digital Marketing Fundamentals

In the Digital Marketing Fundamentals course, students will explore the strategies, tools, and platforms used in modern digital marketing. They will examine how digital marketing supports strategic business goals and assess emerging technologies and trends. Through their exploration of digital marketing principles, students will grasp the importance of adaptability and lifelong learning in this evolving arena.
Credits 3.5
Course Length 4 weeks

DMK523: Social Media and Digital Engagement

The Social Media and Digital Engagement course connects how brands use social platforms and digital content to build audience relationships and drive campaign success. Students will analyze platform strategies, develop influencer and ambassador outreach plans, and evaluate the role of emerging tools in driving engagement. The curriculum builds students' proficiencies with ethical best practices, platform adaptability, and performance-based planning.
Credits 3
Course Length 4 weeks

DMK533: Advanced Digital Marketing Strategies

In the Advanced Digital Marketing Strategies course, students will develop high-level campaign strategies that align with the customer journey and conversion goals. They will learn how to apply lifecycle marketing, account-based strategies, and budget planning to maximize performance. The course also outlines how emerging tools and AI technologies can enhance targeting, personalization, and engagement.
Credits 3
Course Length 4 weeks

DMK543: Digital Design and Usability

In the Digital Design and Usability course, students will learn how to apply user-centered design principles to improve customer experiences and digital performance. Through their studies, they will evaluate website usability, conduct testing, and make recommendations to enhance navigation, accessibility, and search engine optimization (SEO). The curriculum emphasizes the importance of aligning interface design with marketing goals.
Credits 3
Course Length 4 weeks

DMK593: Consumer Behavior and Analysis

The Consumer Behavior and Analysis course explores how psychological, behavioral, cultural, and technological factors influence consumer decisions as well as how these insights inform strategic marketing decisions. Students will learn how to build specific customer personas, analyze market segments, and evaluate targeting strategies. In addition, the curriculum surveys ethical considerations related to personalization, behavioral data, and consumer trust, emphasizing the role of responsible decision-making in digital marketing practice.
Credits 3
Course Length 4 weeks

DMK623: Search Engine Optimization and Discoverability

The Search Engine Optimization and Discoverability course navigates how search engines and platforms index, rank, and present content. Students will assess how content structure, metadata, and technical performance affect visibility and user experience. The curriculum emphasizes alignment of content with user intent, optimization of site architecture, and use of AI to refine discoverability strategies. Students will audit, revise, and propose content that supports long-term organic reach and brand goals.
Credits 3
Course Length 4 weeks

DMK633: Digital Storytelling and Branding

The Digital Storytelling and Branding course examines how to define a brand's voice and to craft consistent, compelling messaging that resonates across digital touchpoints. Students will explore how storytelling principles support brand identity and customer engagement and study multiformat content strategy across platforms. They will plan content that aligns with brand goals, audience behaviors, and user journeys and will develop their own personal brand identities for real-world application.
Credits 3.5
Course Length 4 weeks

DMK643: Public Relations and Reputation Strategy

Students in the Public Relations and Reputation Strategy course will be equipped with the methodology to protect and enhance a brand's reputation in today's dynamic digital landscape. As marketing professionals tasked with maintaining what can be a fragile realm of brand and business health, students will gain tactics in proactive media strategy, crisis communication, and ethical relationship management across online platforms. They will use monitoring tools to assess public sentiment, respond to reputational threats, and craft press materials for digital distribution. The objectives of these materials and techniques hinge on building trust, maintaining transparency, and navigating misinformation within an audience.
Credits 3
Course Length 4 weeks

DMK663: Digital Analytics and Optimization

In the Digital Analytics and Optimization course, students will learn how to collect, interpret, and communicate marketing data to inform strategic decision-making and support ongoing performance improvement. Students will build an understanding of key metrics, dashboards, and reporting techniques to track performance and optimize campaigns. The ability to translate data into clear, actionable recommendations and communicate insights to stakeholders is critical when aligning analytics efforts with organizational goals and demonstrating the impact of marketing initiatives.
Credits 3
Course Length 4 weeks

DMK673: Digital Marketing and the Law

The Digital Marketing and the Law course addresses key legal and ethical considerations that impact digital marketing strategy. In exploring major digital marketing laws, policies, and governing bodies, students will uncover the integrated issues related to privacy, data use, intellectual property, accessibility, and compliance with global regulations. They will develop tactics to support compliant resolutions in a variety of marketing scenarios. Students will also review and assess the responsible use of AI and other emerging technologies in marketing practice.
Credits 3
Course Length 4 weeks

DMK692: Digital Marketing Campaign Development

Students in the Digital Marketing Campaign Development course will synthesize the skills developed throughout the program to create a fully integrated digital marketing plan suitable for leadership review or client delivery. Students will build multichannel strategies, develop campaign assets, and present a final marketing plan for a real-world case study. Their work and delivery will exemplify ethical decision-making, strategic justification, and professional presentation.
Credits 3
Course Length 4 weeks

EBM591: Product and Artist Management

The Product and Artist Management Course addresses management issues and scenarios that apply to artist management and gives students tools and strategies to help resolve these issues. Students in this course also address product management and its unique issues including the interconnectivity of artist and product management activities. Finally, students have the opportunity to apply these advanced management techniques to their specific entertainment field and examine how these principles can be applied to their business projects.
Credits 3.5
Course Length 4 weeks

EBM692: Final Project: Business Plan

The Business Plan is a comprehensive academic examination of a topic selected by the student. The project encompasses academic objectives and concepts learned from each course in the degree program. In their final course, students complete the written business plan and present the plan to faculty and peers. The completion of the Final Project Business Plan is a requirement of graduation for the Entertainment Business Master of Science Degree Program.
Credits 3.5
Course Length 4 weeks

ECO2005: Introduction to Economics

The Introduction to Economics course examines the principles of economics that influence decision makers, both consumers and producers, within the global economic system. Students will examine the features of and reasons for different economic systems throughout the world. Supply and demand, fiscal and monetary policies, and international trade benefits and costs are discussed. The course provides a solid understanding of economics and how it affects various industries.
Credits 4
Course Length 4 weeks

ECW1225: Creative Skills Development

The Creative Skills Development course introduces students to the tools for developing a creative method. Through building brainstorming techniques, discovering methods for overcoming writer's block, and drawing inspiration from the world around them, students learn how to spark and maintain their creative flow.
Credits 4
Course Length 4 weeks

ECW1409: Multimedia Storytelling

The Multimedia Storytelling course introduces students to the creative structure of the visual medium. Students will learn the building blocks of visual storytelling, such as how to communicate moods, emotions, ideas, sounds, and scenery through props. In this course, students will learn how to represent the four-dimensional world through clear and evocative writing.
Credits 3
Course Length 4 weeks

ECW2123: Literary Techniques and Story Development

The Literary Techniques and Story Development course provides a broad spectrum and intensive study of authorial choices and literary techniques that bring meaning and direction to stories. By employing literary devices, authors play upon their readers' conscious and unconscious experiences and archetypes, which in turn shapes the interpretation by and impact on the audience.
Credits 4
Course Length 4 weeks

ECW2841: Developing New Worlds: Environment and Historical Research

In the Developing New Worlds: Environment and Historical Research course, students will conduct research specifically tailored for building the worlds in which their stories take place. In addition to researching environments, students will explore cultures and the sets of tools through which cultures communicate, maps, and histories. Students will also hone their critical-thinking skills as they apply their findings to create the time period and environment within their writing, be it the past, present, or future, and whether it is historically accurate or anachronistic.
Credits 4
Course Length 4 weeks

ECW2953: Publishing and Distribution

Students in the Publishing and Distribution course will learn how to publish and distribute their screenplays, television shows, comic books, videogame scripts, and novels. Students will demonstrate their understanding of the evolution of the entertainment industry, including the process through which projects are developed, produced, and distributed.
Credits 4
Course Length 4 weeks

ECW3055: Scriptwriting Techniques

The Scriptwriting Techniques course introduces students to the foundation of successful writing for film and television. Students will learn the fundamentals of formatting using industry-standard software, structural techniques, character development, conflict, and scene construction. The similarities and differences among formats will be evaluated, enabling students to make successful writing choices for each platform.
Credits 4
Course Length 4 weeks

ECW3111: Literary Genre I: Comedy and Tragedy

The Literary Genre I: Comedy and Tragedy course introduces students to two fundamental traditions in media and literature. Through the study of a variety of modern works of comedy and tragedy, students will learn what moves an audience to laughter or tears. Character psychology and narrative structure are emphasized as students learn how humorous and tragic stories are developed. Students will work in teams, as well as directly with the instructor, to incorporate elements associated with comedy and tragedy in their own writing.
Credits 4
Course Length 4 weeks

ECW3211: Literary Genre II: Horror, Mystery, and Suspense

The Literary Genre II: Horror, Mystery, and Suspense course introduces students to the conventions and techniques of horror, mystery, and suspense writing and the relevance of these styles to all forms of writing. Students will examine what drives mysteries, the tension that defines suspense, and the fear of death, failure, and the unknown that makes horror piquant. This course presents the works of key creators of these genres in media from the short story to the monster movie to survival-themed games.
Credits 4
Course Length 4 weeks

ECW3311: Literary Genre III: Science Fiction and Fantasy

The Literary Genre III: Science Fiction and Fantasy course introduces students to the specific appeal and techniques of science fiction and fantasy, including hard science fiction, space opera, epic fantasy, speculative fiction, and alternative history. Students in this course will learn about the appeal of escapist fiction and how these speculative genres often shed light on human nature and the human condition in ways that are difficult to accomplish in more realistic genres. The tendency for games and comics to fall under the sci-fi and fantasy realm will also be examined.
Credits 4
Course Length 4 weeks

ECW3712: Serialized Writing

The Serialized Writing course provides a challenging opportunity for students to adapt principles and concepts gleaned from previous writing courses to develop proficiency with the creative process used when crafting extended narratives designed for episodic delivery. Students will examine forms and conventions of numerous media for serialized narrative. They will survey the current climate and context of the entertainment industry while working on developing their own original serialized narrative property.
Credits 3
Course Length 4 weeks

ECW3722: Children's Entertainment

In the Children's Entertainment course, students will learn about both classic and contemporary children's literature and its place within the context of writing for print, television, film, and animation. Students will also explore different avenues of publication and distribution.
Credits 3
Course Length 4 weeks

ECW4101: Writing Workshop I: Film

In the Writing Workshop I: Film course, students will apply principles of character development, plot construction, and format to film and animation scripts in a workshop environment. Students will participate in the workshop by posting, reading, and providing feedback about the film and animation scripts in order to refine their skills as writers and editors. Critiques will take place in the workshop environments.
Credits 4
Course Length 4 weeks

ECW4220: Writing Workshop II: Television

The Writing Workshop II: Television course is a workshop opportunity for students to apply principles from previous courses to demonstrate proficiency with the creative process used by writers in multiple genres. Students will be required to think visually and develop concepts for a television series that incorporate plot, narrative structure, and relevant character development. Course work will be conducted in a collaborative workshop atmosphere with feedback from peers and the instructor, which will prepare them for the dynamics of the modern professional writing arena.
Credits 4
Course Length 4 weeks

ECW4322: Writing Workshop III: Comics

In the Writing Workshop III: Comics course, students will learn about the scripting process for comic strips in order to gain practice in the premise-creation, page-breakdown, outlining, and storyboarding steps of the creative-writing process. Students will also learn the conventions of narrative structure and character development in the comic industry in a collaborative workshop environment.
Credits 3
Course Length 4 weeks

ECW4421: Writing Workshop IV: Video Games and Interactive Formats

The Writing Workshop IV: Video Games and Interactive Formats course explores the storytelling process as it relates to games and other interactive media. The unique challenges associated with the development of interactive content are explored in the context of students' work by workshopping ideas with other students and faculty.
Credits 4
Course Length 4 weeks

EDM533: Visual and Verbal Communication in Instructional Design

Students in the Visual and Verbal Communication in Instructional Design course will develop their knowledge and skills in writing manuscript for course content that is appropriate for the selected medium, the subject matter, and the intended target audience. Students will study visual design theories, including the use of color, typography, images, composition, and sequence. Students will apply these theories in the development of presentations, written instructions, and online training modules.
Credits 3
Course Length 4 weeks

EME6227: Game Strategies and Motivation

The Game Strategies and Motivation course teaches educators and staff trainers game design techniques and strategies that will motivate learners to engage in an instructional activity. A variety of gaming models and methods are examined, along with academic theories and psychological methods to support the game design applications. Students will then design games to take learners from the beginning of a complex topic and carefully navigate them through to academic mastery. In addition, students will explore how games can be evaluated for assessment goals.
Credits 3
Course Length 4 weeks

EME6630: Learning Management Systems and Organization

In the Learning Management Systems and Organization Course, students explore how to present and deliver instructional content through a variety of content delivery methodologies. Students will examine the tools that enable synchronous and asynchronous learning, and explore which curriculum is more suitable for each delivery method.
Credits 3
Course Length 4 weeks

ENC1101: English Composition I

The English Composition I course introduces students to the principles of writing. Within the context of academic writing, students will learn how to develop ideas, control the voice and style of their writing, and formulate a thesis. Students will also learn to compose logical sentences and paragraphs in order to represent ideas and create rhetorical cohesion. Special attention is given to selecting and refining topics, identifying the audience, developing a purpose, and revising written work.
Credits 4
Course Length 4 weeks
* This course is only offered online. It is conducted over the Full Sail Online Learning Environment – a web-based platform which employs modern multimedia technologies, requires a logon for entry, and is accessible 24 hours a day via the Internet. Completion of the course is based on participation and successful completion of assignments.

* This specific course uses the Florida Statewide Course Numbering System (SCNS).

ENC3110: Technical Writing

The Technical Writing course teaches students to write and organize effective technical documents for specialized audiences. The ability to clearly put into words how products are installed, configured, customized, and deployed is essential in launching new products. Careful consideration must be taken to identify specific audiences and develop documentation to meet their individual needs. This course covers various styles of technical writing as well as their associated drafting and revising techniques.
Credits 4
Course Length 4 weeks

ENC326: Professional Writing

The Professional Writing course prepares students to write effectively and apply contemporary technologies in today's world. Students will learn to recognize the connection between the development of their writing skills and their career success. With a focus on persuasion, students will discover best practices for conveying messages through their writing. From concept to practice, students will learn and apply different writing formats, styles, and techniques in writing letters, negative messages, positive messages, and proposals.
Credits 4
Course Length 4 weeks

ENT239: Project and Portfolio III: Entertainment Business

The Project and Portfolio III: Entertainment Business course combines hands-on learning experiences with summative and formative portfolio assessments. In this course, students will create a prospectus for a piece of visual media. They will draft a summary that highlights the points of differentiation for their product to attract potential partners. Students will also compile portfolio assets developed throughout the program for their digital portfolio.
Credits 3
Course Length 4 weeks

ENT3111: Professional Development Seminar I: Entertainment Business

In Professional Development Seminar I: Entertainment Business, students will build upon skills and knowledge learned in foundational business courses to gain an understanding of career opportunities, topics of study, and current issues in the entertainment industry. In addition to exploring the industry, students will learn strategies for connecting with a professional mentor. Guest speakers will provide students with insight into real-world professional experiences.
Credits 1
Course Length 4 weeks

ENT3222: Professional Development Seminar II: Entertainment Business

In Professional Development Seminar II: Entertainment Business, students will continue an in-depth exploration of the entertainment industry. With this newly acquired industry knowledge, students will create a career strategy map of their own. Students will also learn how to evaluate, modify, and maintain their personal brand. Guest speakers will provide students with insight into real-world professional experiences.
Credits 1
Course Length 4 weeks

ENTB2714: Data Analysis and Reporting

The Data Analysis and Reporting course teaches students to use Microsoft Excel for common business purposes, including analysis and reporting. Course topics include working with formulas and functions, formatting spreadsheets for effective analysis, creating charts, selecting appropriate chart types, and analyzing entertainment-business data. Students will identify trends in data and leverage data to convey various business messages.
Credits 3
Course Length 4 weeks

ENTB3013: Principles of Business Finance

The Principles of Business Finance course provides students with the skills needed to make financial decisions in a business environment. Students will examine the process of financial analysis, financing operations and growth, and the concept of risk versus return. In addition, fundamental financial topics are covered, such as the time value of money, capital budgeting, business valuation, risk management, and personal finance.
Credits 4
Course Length 4 weeks

ENTB3314: Global Media Management

The Global Media Management course addresses the complexity and diversity of business practices in the global media marketplace. This course explores topics such as consumer differences across key international markets, global marketing strategies, economic policies, as well as political and cultural environments and their effect on media. Students will also examine the impact of geography on business transactions and media distribution and the laws, treaties, and international labor issues that affect global business.
Credits 3
Course Length 4 weeks

ENTB410: Event Management

The Event Management course examines the business of event management, which has developed into a vital marketing tool for a variety of organizations. Students will examine what is involved in researching a product and company brand, identifying a target audience, creating an event concept, and developing a project-management plan. This course covers the application of project-management tools for successful event planning and management.
Credits 4
Course Length 4 weeks

ENTB4212: Audience Metrics

The Audience Metrics course examines how companies in the entertainment industry use key measurements and data sources to make business decisions. Students will assess how audience data is used for content development and media buying. Students will also learn how companies collect, analyze, summarize, and interpret real-world data related to media.
Credits 3
Course Length 4 weeks

ENTB4485: Entertainment Business Models

The Entertainment Business Models course provides students with an overview of the entertainment business. It examines the various ways that entertainment organizations operate and generate profit from operations. Students will analyze traditional and emerging business models in various segments of the industry. Students will also explore career opportunities based on current and evolving models.
Credits 3
Course Length 4 weeks

ENTB4525: Professional Selling

The Professional Selling course teaches students the importance of the business-development and client-relationship management roles in both large and small companies. Students learn best practices in a professional sales environment and develop methods to overcome common hurdles in meeting sales objectives. This course explores topics such as building the customer relationship, distinguishing types of sales, the relationship and differences between sales and marketing, and methods of sales forecasting and reporting. Students will also learn how to deliver an effective sales presentation and will survey the array of related career opportunities within the industry.
Credits 4
Course Length 4 weeks

ENTB4623: Entrepreneurship in the Entertainment Business

The Entrepreneurship In The Entertainment Business course examines the role of entrepreneurs in the entertainment industry and their effect on the global economy. The behaviors and motivations of entrepreneurs are explored. Students will learn the steps required to launch a start-up company. Other topics covered include types of business entities and tax implications, business licenses, competitive advantage, and operations. This course provides an examination of the challenges and benefits of choosing entrepreneurship as a career path.
Credits 3
Course Length 4 weeks

FAV119: Project and Portfolio I: Film and Video

The Project and Portfolio I: Film and Video course combines the fundamentals of digital video and film production for a variety of media platforms in a hands-on learning environment. In this course, students will apply their knowledge of story development and script writing to outline, write, and storyboard a media project. Activities will require students to incorporate the technical basics of video production into their creative process, helping to demonstrate how video, audio, and editing principles support the telling of a story. Students will prepare and create video content they can post to media outlets using industry-proven new media interactive applications.
Credits 3
Course Length 4 weeks

FAV229: Project and Portfolio II: Film and Video

The Project and Portfolio II: Film and Video course combines hands-on learning experiences with summative and formative portfolio assessments. In this course, students will write a short script based on their previous story idea and generate storyboards and a preproduction plan to support it. Students will also be given footage that they will use to demonstrate basic editing skills, including shot selection and placement, timing and pacing, audio mixing, and graphics application. Students will expand their understanding of storytelling by employing editing, sound design, and graphics to help tell a story.
Credits 3
Course Length 4 weeks

FBS239: Project and Portfolio III: Film

The Project and Portfolio III: Film course combines hands-on learning experiences with summative and formative portfolio assessments. In this course, students will complete a three- to five-minute short project based on the script, storyboard, trailer, and outline created in previous project and portfolio courses. A résumé and reel will also be presented and reviewed as part of the student portfolio. Students will complete twenty-four hours of documented production work and will gain perspective on what goes into completing a project.
Credits 3
Course Length 4 weeks

FIL1037: History of Motion Picture Arts

The History of Motion Picture Arts course explores the motion picture as an art form, a business, and a representation of society. Students will examine how film has become a dominant force in American culture through study of the birth of film, the golden age of silent films, World War II, non-Hollywood films, the New Cinema of the 1960s era, and the Hollywood Renaissance.
Credits 4
Course Length 4 weeks

FIL155: Project I: Film and Video

In Project I: Film and Video, students will combine the fundamentals of digital video and film production for a variety of media platforms in a hands-on learning environment. In this course, students will apply their knowledge of story development and script writing to outline, write, and storyboard a media project. Activities will require students to incorporate the technical basics of video production into their creative process, helping to demonstrate how video, audio, and editing principles support the telling of a story.
Credits 2
Course Length 4 weeks

FIL156: Portfolio I: Film and Video

In Portfolio I: Film and Video, students will prepare and create video content they can post to various outlets using industry-proven new media interactive applications. Students will reflect on the knowledge and experience they have gained in order to strategize their future career paths.
Credits 1
Course Length 4 weeks

FLM1009: Introduction to Postproduction

In the Introduction to Postproduction course, students will build upon the specializations within visual storytelling to learn how sound and editing function as parts of the filmmaking process during the production and postproduction stages. Focus will be on postproduction theory. Students will learn problem-solving techniques to apply to logistical, aesthetic, and technical components of telling a story.
Credits 4
Course Length 4 weeks

FLM1422: Introduction to Film and Video

The Introduction to Film and Video course examines the fundamental disciplines and principles inherent within the world of film, television, and digital media production. During the course, students will learn how writing, directing, producing, cinematography, and sound function as elements of the filmmaking process as well as how these specializations intersect during preproduction and production. Students will learn aspects of theory related to each department. An emphasis will be placed on the study of filmmaking as an artistic and technical industry, and students will hone important skills of collaboration, artistic expression, and technique.
Credits 3
Course Length 4 weeks

FLM280: Fundamentals of Production I

The Fundamentals of Production I course introduces students to the production process, including preproduction and production workflows. In the preproduction phase of the course, elements of planning, scheduling, and logistics are explored as they relate to various types of production formats and individual project needs. In the production phase, students will focus on completion of a shoot with an emphasis on set etiquette, safety, and collaboration.
Credits 4
Course Length 4 weeks

FLM3413: Broadcast Production I

In the Broadcast Production I course, students will examine the techniques and technologies involved in creating multicamera shoots for the news and narrative broadcast television genres. Students will explore the unique logistical, structural, and aesthetic methodologies that distinguish broadcast production from other types of production.
Credits 4
Course Length 4 weeks

FLM3415: Broadcast Production II

In the Broadcast Production II course, students will use the skills acquired in Broadcast Production I to explore the various roles through work performed in practical labs. Students will expand their understanding of preproduction, location shooting, editing, graphics, and writing for these modes of production.
Credits 4
Course Length 4 weeks

FLM3421: Film Positions I

In the Film Positions I course, students will explore the various roles above and below the line and the technical skills and techniques synonymous with each department. The production, camera, sound, grip, electrical, and art departments will be examined. Emphasis is placed on developing the critical and interpretive skills necessary for serving and understanding the roles within the realms of film, television, and new media genres.
Credits 4
Course Length 4 weeks

FLM3422: Film Positions II

The Film Positions II course expands and nurtures the student's individual and unique voice by allowing students to select specific departments for further examination. Students will hone in on mastering the key techniques of their departmental choice, thus gaining more expertise in visual storytelling.
Credits 4
Course Length 4 weeks

FLM368: Directing

The Directing course utilizes a collaborative learning environment to introduce basic and advanced directing techniques. Students will learn theoretical considerations and techniques for directing, acting, casting, and composition. Directing is examined through the phases of preproduction to postproduction delivery. An emphasis is placed on critical evaluation as part of the directing process.
Credits 3
Course Length 4 weeks

FLM378: Fundamentals of Production II

The Fundamentals of Production II course continues examining the production process by engaging students in the postproduction workflow. Students will focus on editing theory, including pacing, cut choices, conveying emotion, transitions, dialogue editing, sound effects, and editing. Students will learn how to apply editing theory to projects to complete a compelling visual story. Emphasis will be placed on examining the role of editor as visual storyteller.
Credits 4
Course Length 4 weeks

FLM4418: Advanced Production I

The Advanced Production I course is an intensive workshop course in which students will form a crew in their area of specialization. Each crew will then create and complete the development, preproduction, and production processes of their individual projects with mentorship and support from film faculty.
Credits 4
Course Length 4 weeks

FLM4419: Advanced Production II

The Advanced Production II course is an intensive workshop course in which students will complete their individual projects within their areas of specialization. Each assembled crew will continue to work together on their individual projects with the support and mentorship of film faculty.
Credits 4
Course Length 4 weeks

FLM464: Producing

The Producing course explores the world of line producing, from preproduction to final deliverable. Focus will be placed on the many responsibilities of the producer, including script supervision, cast and crew selection, location logistics, budgeting, and scheduling. Students will be tasked to generate a variety of industry-accepted documentation for a project.
Credits 4
Course Length 4 weeks

FLMC311: Professional Development Seminar I: Film

In Professional Development Seminar I: Film, students will build upon previous courses to gain an understanding of career opportunities, topics of study, and current issues in the film industry. In addition to exploring the industry, students will learn strategies for connecting with a professional mentor. Guest speakers will provide students with insight into real-world professional experiences.
Credits 1
Course Length 4 weeks

FLMC322: Professional Development Seminar II: Film

In Professional Development Seminar II: Film, students will continue an in-depth exploration of the film industry. With this newly acquired industry knowledge, students will create a career strategy map of their own. Students will also learn how to evaluate, modify, and maintain their personal brand. Guest speakers will provide students with insight into real-world professional experiences.
Credits 1
Course Length 4 weeks

FPR520: Filmmaking Concepts and Practices

In the Filmmaking Concepts and Practices Course, students will explore the theory and practice of film production. Students will learn how to apply filmmaking concepts and theory to the practice of film production in terms of production design, cinematography, and film aesthetics. The course will also cover production planning techniques and professional practices in film production, with special attention given to the roles of the filmmaking team. Topics include creating images for film, psychology of film, film research methodologies, advanced composition, and performance design.
Credits 5
Course Length 4 weeks

FPR530: Script Production and Analysis

The Script Production and Analysis Course explores the tools, techniques, and tradecraft used to write film scripts and develop engaging stories. Learning activities will investigate the components of dramatic storytelling such as character, theme, tension, and conflict. The course will address how these elements are developed through the creation of effective scenes. Throughout the course curriculum, students will be working on their own film scripts in this comprehensive writing course. A final script will be achieved through engagement with the course instructor, in-class readings, collaborative reading exercises, and formal processes of oral and written feedback. Topics will include narrative structures, storytelling principles, and scriptwriting techniques.
Credits 5
Course Length 4 weeks

FPR550: Directing Talent

In the Directing Talent Course, students investigate the unique roles and responsibilities of the film director. The course curriculum will examine the scope of a director's creative and operational tasks from pre-production, to the set, and through post-production. The course will address the art of collaborating with actors and writers to achieve dramatic goals. Students will also evaluate working with technical crew and producers to craft scenes that must often meet dynamic artistic, budgetary, and scheduling constraints. This course explores these topics through the lens of production management and emphasizes hand-on, collaborative teamwork.

Credits 5
Course Length 4 weeks

FPR561: Independent Filmmaking

The Independent Filmmaking course provides students with an overview of traditional and independent film production methodologies while exploring small-scale and low-impact techniques of production. Students will examine approaches to content, structure, style, and technology consistent with independent filmmaking and apply these tactics to create their own short films. By understanding alternative production workflows, students will gain a deeper grasp of production techniques in visual storytelling that empower content creators to innovate from dynamic technologies for any platform.

Credits 5
Course Length 4 weeks

FPR581: Film Production Thesis II: Visual Storytelling Techniques and Technology

In Film Production Thesis II: Visual Storytelling Techniques and Technology, students will focus on advancing cinematography and compositional design for their thesis film. By employing advanced technologies, such as innovative lighting and camera techniques, movement, and composition, students will craft a captivating visual narrative while honing their artistic perspective. They will also finalize their work on previsualizations, storyboards, and shot lists, demonstrating their ability to develop comprehensive visual plans. Time spent in this course is dedicated to finalizing thesis pre-production, including production sound and post-production planning.

Credits 5
Course Length 4 weeks

FPR610: Film Production Thesis I: Pre-Production

The Film Production Thesis I: Pre-Production Course provides students with the conceptual and practical foundations required to produce their own film project. Students will consider the creative direction for their projects as they review production phases and begin the pre-production phase of their final project. Project-based learning will encourage students to consider the role collaboration plays in the creative process of filmmaking and implications on their own project as they begin to select team members. The course will also reinforce film production skills as students begin to turn their scripts into a film.

Credits 5
Course Length 4 weeks

FPR621: Film Production Thesis III: Production

The Film Production Thesis III: Production Course allows students to further develop their final film project. This course represents the production phase of the student's film project. In this course, students will apply the skills and knowledge gained from previous courses to the production of their own film. They will also practice techniques of directing and cinematography as they create their film through project-based learning. Leadership skills will be developed as students manage and work collaboratively with members of their production team. Topics include mise-en-scène, continuity, lighting, uses of lenses, and camera operation.
Credits 5
Course Length 4 weeks

FPR632: Story Development for Film

The Story Development for Film course prepares students for work within the development stage of production. Students will elevate their grasp of visual storytelling by studying how various elements of imagery and sound expand and enrich the narrative structure of a script. They will research character-building tactics in backstory and motivation as well as world-building devices of location design and establishing time frame. Students will learn the tools of previsualization, including packaging components, storyboards, shot lists, and production preparation. Additionally, they will learn how to convey their story concepts professionally through practice with elevator pitches and other proposal strategies.
Credits 5
Course Length 4 weeks

FPR651: Film Production Thesis IV: Post-Production

In the Film Production Thesis IV: Post-Production Course, students will master the post-production phase of filmmaking. Hands-on exercises will enable the student to leverage the appropriate tools and technologies for editing their film project. Faculty-led reviews and discussions will direct students toward using the most effective editing strategies and assist in understanding aesthetic choices. Through project-based learning activities, students will learn both aesthetic and practical approaches to edit rough cuts of their film. These edits will then be used to gain feedback from mentors and the instructor. High-end digital post-production approaches will be emphasized.
Credits 5
Course Length 4 weeks

FPR661: Film Production Thesis V: Film Assembly

The Film Production Thesis V: Film Assembly Course will focus on editing and sound. In this first part of this course, students will focus on editing their film using appropriate technologies, color correction tools, and techniques for generating high-quality films. This part of the editing process will prepare the student's film to be in audio post-production. In the second part of this course, students will examine sound design, as well as utilize sound-editing strategies and technologies. Students will design and sound-edit their films and integrate various audio elements into a final mixed soundtrack. Upon completion of this course, students will have finished their student film and be prepared for presentation.
Credits 5
Course Length 4 weeks

FPR680: Business of Film

The Business of Film course integrates a student's technical and conceptual understanding of filmmaking with the practical dimensions of managing a career in the film industry. Students will examine current industry business models and develop plans to advance their careers in filmmaking. The course curriculum builds an understanding of the marketing of films as achieved by film festivals and the preparation of supporting materials, including press kits and film art. The course examines sales licenses as well as the roles of agents and other members of the filmmaker's business team. Upon completion of this course, students will have presented an effective marketing strategy and conducted work on a demo reel. Topics covered include networking, negotiation, film festivals, marketing, financing, and international markets.
Credits 5
Course Length 4 weeks

GAB239: Project and Portfolio III: Game Art

The Project and Portfolio III: Game Art course combines hands-on learning experiences with summative and formative portfolio assessments. In this course, students will apply critical-thinking skills and project-based learning to build a game environment using established industry workflows. The course prepares students for working with project deadlines, following pipeline procedures, and creating assets for use in a student portfolio.
Credits 3
Course Length 4 weeks

GAR3111: Professional Development Seminar I: Game Art

In Professional Development Seminar I: Game Art, students will build upon the Technology in the Entertainment and Media Industries course to gain an understanding of career opportunities, topics of study, and current issues in the game art industry. In addition to exploring the industry, students will learn strategies for connecting with a professional mentor. Guest speakers will provide students with insight into real-world professional experiences.
Credits 1
Course Length 4 weeks

GAR3222: Professional Development Seminar II: Game Art

In Professional Development Seminar II: Game Art, students will continue an in-depth exploration of the game art industry. With this newly acquired industry knowledge, students will create a career strategy map of their own. Students will also learn how to evaluate, modify, and maintain their personal brand. Guest speakers will provide students with insight into real-world professional experiences.
Credits 1
Course Length 4 weeks

GARC311: Professional Development Seminar I: Game Art

In Professional Development Seminar I: Game Art, students will build upon the Technology in the Entertainment and Media Industries course to gain an understanding of career opportunities, topics of study, and current issues in the game art industry. In addition to exploring the industry, students will learn strategies for connecting with a professional mentor. Guest speakers will provide students with insight into real-world professional experiences.
Credits 1
Course Length 4 weeks

GARC322: Professional Development Seminar II: Game Art

In Professional Development Seminar II: Game Art, students will continue an in-depth exploration of the game art industry. With this newly acquired industry knowledge, students will create a career strategy map of their own. Students will also learn how to evaluate, modify, and maintain their personal brand. Guest speakers will provide students with insight into real-world professional experiences.
Credits 1
Course Length 4 weeks

GBE1001: Introduction to the Gaming Industry

The Introduction to the Gaming Industry course examines the evolution of the game industry from the 1950s on, spanning early platforms and '90s console wars to the advent of competitions and leagues, 3-D gaming, and virtual reality. Students will survey the types of gameplay, such as sports, role-play, strategy, and action, and how their titles and communities differ across many industry facets. They will also explore the departments and career roles involved in the business of gaming, monetization across business models, and esports logistics.
Credits 4
Course Length 4 weeks

GBE1021: Introduction to Esports Production

The Introduction to Esports Production course acquaints students with the multiple facets involved with producing an esports event. Students will learn how to evaluate venue accommodations, assess team requirements, and consider the audience and logistics that interact during the planning and budgeting stages of an event. The course will survey the relationships and stakeholders involved in esports business operations. Students will build familiarity with the technical and foundational terminology involved in esports business and also explore the player experience.
Credits 4
Course Length 4 weeks

GBE119: Project and Portfolio I: Game Business and Esports

In the Project and Portfolio I: Game Business and Esports course, students will create audio and visual media to be used to connect consumers with a particular brand in a gaming community. Students will then define the business objectives for their content and identify its potential engagement benefits among stakeholders for the brand. Students will also begin to distinguish their own personal brand and show how it aligns within the industry.
Credits 3
Course Length 4 weeks

GBE2001: Gaming Culture and Engagement

The Gaming Culture and Engagement course investigates how consumers have historically interacted across varying titles and mediums. Students will identify how gaming's evolution has built segmentation into the market, following expansions in console variety over time and subtle industry developments that have welcomed new styles of gameplay and community engagement. They will navigate each gaming segment's particular communication networks, engagement levels, and observed values. In understanding these sectors within gaming culture, students will build their skill base for reaching these audiences through targeted storytelling and marketing.
Credits 3
Course Length 4 weeks

GBE229: Project and Portfolio II: Game Business and Esports

The Project and Portfolio II: Game Business and Esports course builds students' grasp of the distinct business models for game publishing and those for events. They will explore each arena's business objectives, revenue streams, development, and means of fan consumption. In researching specific gaming entities, students will discern how businesses operate or how events are produced and then document and present their findings. They will also recognize the responsibilities and roles involved in the many business operations throughout their chosen study.
Credits 3
Course Length 4 weeks

GBE2501: Game Business Models

The Game Business Models course explores the economics that influence decision makers in the gaming industry. Students will examine the various ways that gaming and esports organizations operate, develop, and nurture revenue streams. They will evaluate traditional models in game publishing and licensing as well as modern digital strategies involving downloadable content, subscription models, microtransactions, and event streaming. Students will build their ability to detect new revenue-generation opportunities within emerging business models as they take shape.
Credits 4
Course Length 4 weeks

GBE3111: Professional Development Seminar I: Game Business and Esports

In Professional Development Seminar I: Game Business and Esports, students will build upon the Introduction to the Gaming Industry course to gain a comprehensive understanding of career opportunities, topics of study, and current issues in the gaming industry. In addition to exploring the industry, students will also learn strategies for connecting with a professional mentor. Guest speakers will provide students with insight into real-world professional experiences.
Credits 1
Course Length 4 weeks

GBE3201: Gaming Community and Social Media

The Gaming Community and Social Media course builds upon the knowledge gained in the Gaming Culture and Engagement course to foster a closer observation of the functions and communication methods of gaming communities. Students will distinguish what types of content fans are interacting with as well as evaluate their engagement patterns and social media ethos. Students will explore using digital mediums to communicate, share, entertain, and disseminate information. They will consider ways to connect brands with gaming consumers that align with their observed trends utilizing community and networking tactics.
Credits 4
Course Length 4 weeks

GBE3222: Professional Development Seminar II: Game Business and Esports

In Professional Development Seminar II: Game Business and Esports, students will continue an in-depth exploration of the gaming industry. With this newly acquired industry knowledge, students will create a career strategy map of their own. Students will also learn how to evaluate, modify, and maintain their personal brand. Guest speakers will provide students with insight into real-world professional experiences.
Credits 1
Course Length 4 weeks

GBE339: Project and Portfolio III: Game Business and Esports

In the Project and Portfolio III: Game Business and Esports course, students will integrate their previous course work and research findings toward developing a social media campaign to connect a brand within a gaming community. They will define and plot out their campaign objectives and goals, which may aim to build their following, increase microtransactions, strengthen sponsorship affiliations, etc. Students will create media and content in order to effectively support their social media campaign, target their audience, and reach posed objectives.
Credits 3
Course Length 4 weeks

GBE349: Project and Portfolio IV: Game Business and Esports

In Project and Portfolio IV: Game Business and Esports, students will be tasked with developing a clearly defined plan to either host an esports event or launch a new game into the market. After identifying their project and its parameters, they will demonstrate how the event or game will provide added value to a proposed organization and predict the potential response from the organization's stakeholders. Students will outline their venture's objectives, overview, budget, plan, timeline, and criteria for post-event evaluation.
Credits 3
Course Length 4 weeks

GBE359: Project and Portfolio V: Game Business and Esports

In the Project and Portfolio V: Game Business and Esports course, students will explore the realm of partnerships and licensing in the gaming industry. With their foundation developed in the Sports Sales and Sponsorship course, students will examine an organization's partnerships and licensing arrangements. They will analyze the marketing, communication, revenue, and cultural impact of these relationships. They will then evaluate revenue-generation opportunities and propose and develop an activation plan to engage stakeholders.
Credits 3
Course Length 4 weeks

GBE4301: Strategic Game Marketing

The Strategic Game Marketing course explores the process and business of taking a product to market. Students will examine the key steps and approaches involved in launching a new game or product, including publishing, marketing, distribution, and monetization. They will also explore the cross-platform strategies used to target, promote, and engage specific gaming audiences on the release of a new title, product, or expansion.
Credits 3
Course Length 4 weeks

GBE4601: Global Gaming Business and Esports

Students in the Global Gaming Business and Esports course will navigate the complexity and diversity of business practices across the international gaming industry. This course explores the variances amid consumers, marketing strategies, and legal and cultural topics within international gaming. Where contracts and licensing may predictably vary from country to country, students will consider how global communities may engage entirely differently with games and adapt business strategies for these cultural contexts. Students will also examine regulations and trending issues in the global growth of gaming and esports.
Credits 3
Course Length 4 weeks

GBE469: Project and Portfolio VI: Game Business and Esports

The Project and Portfolio VI: Game Business and Esports course synthesizes the skills students have developed throughout the degree program. In this course, students will plan, create, manage, and execute an event. They will develop and implement all aspects of the event, including hosting, streaming, producing, and marketing the event to augment revenue opportunities. Students may leverage work they generated during prior project and portfolio courses into the implementation of their event.
Credits 3
Course Length 4 weeks

GBE4901: Esports and Gaming Management

Students in the Esports and Gaming Management course will explore the tenets of performance management, team management, and leadership in an esports and gaming environment. The course examines various types of team structures, management strategies and relationships, and corporate cultures. Students will recognize the day-to-day business challenges leadership may encounter, ranging from team support logistics to technology mishaps to managing partnership expectations. They will learn to be adaptable in mitigating management issues while continuing to service business objectives.
Credits 3
Course Length 4 weeks

GDB229: Project and Portfolio II: Game Development

The Project and Portfolio II: Game Development course combines hands-on learning experiences with summative and formative portfolio assessments. This course is designed to communicate the important techniques used by programmers and designers during a typical production cycle. Student assignments include implementing reusable application technology, performing algorithm analysis, using industry tools and platforms, and completing projects.
Credits 3
Course Length 4 weeks

GDB239: Project and Portfolio III: Game Development

The Project and Portfolio III: Game Development course combines hands-on learning experiences with summative and formative portfolio assessments. This course revolves around a development project with an emphasis on teamwork as well as project planning and documentation. Students will be introduced to a software quality-assurance cycle with a focus on peer review and proper defect-reporting mechanisms. Student assignments include milestone planning, implementation of features, and design and implementation of a quality-assurance cycle.
Credits 3
Course Length 4 weeks

GDB349: Project and Portfolio IV: Game Development

The Project and Portfolio IV: Game Development course combines hands-on learning experiences with summative and formative portfolio assessments. In this course, students will apply graphical features and techniques available on modern 3-D hardware to build a rendering module. Students will be exposed to a broad variety of techniques used in the video-game and simulation industries to create attractive 3-D visuals.
Credits 3
Course Length 4 weeks

GDB359: Project and Portfolio V: Game Development

The Project and Portfolio V: Game Development course combines hands-on learning experiences with summative and formative portfolio assessments. This course focuses on game-engine systems for handling dynamic interaction between 3-D objects. Students will extend and apply their knowledge of game engines to build systems for detecting and reacting to collision between objects. Students will also develop acceleration structures to reduce pairwise tests for collision detection and the building of the visible set for rendering. Approaches for physics simulations are also applied, allowing for more believable dynamic movement of 3-D objects in games.
Credits 3
Course Length 4 weeks

GDB469: Project and Portfolio VI: Game Development

The Project and Portfolio VI: Game Development course combines hands-on learning experiences with summative and formative portfolio assessments. This course immerses students in a game development project with an emphasis on teamwork. The project is composed of two milestones. Students will apply the skills developed in previous classes and begin work on their project by coding their core gameplay and major features for their game.
Credits 3
Course Length 4 weeks

GDB479: Project and Portfolio VII: Game Development

The Project and Portfolio VII: Game Development course combines hands-on learning experiences with summative and formative portfolio assessments. In this course, students will begin their software quality-assurance cycle, emphasizing proper defect-reporting mechanisms and correction. Student assignments include the maintenance of technical-design documentation, the implementation of game technology, the implementation of a quality-assurance cycle, and continued work on and completion of game projects.
Credits 3
Course Length 4 weeks

GDD245: 3-D Content Creation

The 3-D Content Creation course explores techniques used in the professional game industry to create and render content for real-time 3-D games. Topics covered include geometry, lighting, shading, texturing, the rendering pipeline, the content-creation pipeline, animation, and level editors. Student assignments include creating and animating content with 3-D modeling software and using a level editor to create environments for use in a commercial game engine.
Credits 3
Course Length 4 weeks

GDD258: Software Engineering

In the Software Engineering course, students will learn commonly used design patterns, practices, and principles involved in the process of constructing software. Students will be working inside a prebuilt software solution wherein they will find and fix various kinds of software bugs, add new features to the software, and track the changes made by using version-control tools.
Credits 4
Course Length 4 weeks

GDD291: Operating Systems

In the Operating Systems course, students will learn the functions of modern operating systems and how they impact the code they create. Students will also learn how to construct multithreaded applications that are critical for utilizing modern multicore processors to their fullest extent. Students will learn to better design code that efficiently utilizes the operating systems and CPU hardware of almost any arrangement. Various APIs for multithreading are examined as well as a more "learning-friendly" API.
Credits 3
Course Length 4 weeks

GDD379: Engine Development

The Engine Development course focuses on rendering and animation in a game engine. Students will explore and implement an optimized rendering system. The course also covers advanced rendering topics, including postprocessing, shadows, and normal mapping.
Credits 4
Course Length 4 weeks

GDD4319: Game Integration

The Game Integration course involves the maintenance of technical-design documentation, the implementation of game technology, and the preparation and presentation of alpha and beta milestones. Students will continue working on their game projects and integrating assets toward final milestones.
Credits 3
Course Length 4 weeks

GDD483: Game Architecture

In the Game Architecture course, students will plan and pitch the genre and scope of their game, considering factors such as design, interactivity, theme, art style, and potential project issues. Students will decide on the game's features, design the story, determine the needed assets, and designate the roles of team members for the project.
Credits 3
Course Length 4 weeks

GDM513: User Research Data Analysis

The User Research Data Analysis course is a broad exploration of the specific statistical and analytical techniques used to derive insight on user interactions from empirical data. From the basic principles to a deeper study of key statistical tools and professional techniques, students will explore how to analyze consumer use and reaction to a product. Students will also build communication techniques to express their findings clearly to clients and maintain connections that are critical to project success. By evaluating different statistical analysis methods across situations, students will evolve an understanding of how methods and statistics correlate and how they can be applied properly in research contexts.
Credits 3.5
Course Length 4 weeks

GDM542: Game Design

Game design is the foundation of the development process, encompassing the creation, evaluation, and refinement of the features that shape the gameplay experience. In gaming, holistic design is an advanced, intrinsically human-centered approach that ensures that all aspects of mechanics, aesthetics, narrative, and motivation work together systemically to evoke intended moods and clearly communicate the themes that express a game's meaning. Students in the Game Design course will study various disciplines to refine their approach and apply their knowledge through the creation of documentation and rapid prototypes.
Credits 3
Course Length 4 weeks

GDM551: Methods and the User Experience

The Methods and the User Experience course provides a scientific framework for defining and testing variables that exist within the process of game design. The design of video games involves a variety of creative as well as technical tasks and behaviors, spanning the concepts of gameplay, game design, game art, genre, and player experience. In order to create a compelling game, user engagement must first be defined, allowing for valid measures to be developed to evaluate its success. This course will equip the game designer with the empirical design tools and research skills required for defining and evaluating games for success.
Credits 3.5
Course Length 4 weeks

GDM570: Prototyping and Content Creation

Building upon concepts from earlier design course work, the Prototyping and Content Creation course focuses on providing students with the tools and techniques required for the development of functional prototypes, allowing them to test and refine their design concepts. As a part of this process, students will become familiar with the utilization of game development tools for a variety of distribution platforms.
Credits 3.5
Course Length 4 weeks

GDM603: Advanced Production Techniques

Building on knowledge and skills gained in earlier production courses, the Advanced Production Techniques course highlights the research and practice of production techniques and methodologies—both traditional and contemporary—focusing on those deployed in software production and project management. The curriculum offers insight into the various game organization, internal hierarchy, and operations unique to companies that students may encounter in the field. Students will conduct applied research to demonstrate their grasp of the management, workflow, and documentation of projects using modern administrative tools and systems.
Credits 3.5
Course Length 4 weeks

GDM615: Game Production Tools

The Game Production Tools course introduces students to foundational project-management principles, techniques, theory, and practice. The curriculum extends an in-depth analysis of the best practices of project management within the game development process. Students will study how methodologies vary with respect to different studios as well as how documentation must be tailored to accommodate the many audiences surrounding the project-management process. Students will gain familiarity with a variety of tools that they will use to develop and maintain project management plans. They will also examine aspects of leadership and management theory vital to successful game, simulation, and interactive media projects.
Credits 3.5
Course Length 4 weeks

GDM625: Asset Management

Game projects typically involve the creation of thousands of assets, which can potentially overwhelm managers and cause complexities in the schedule. In the Asset Management course, students will learn how to plan and organize their game assets at the outset, researching and evaluating a variety of asset management methodologies and approaches. They will learn how to set up frameworks to store assets, allocate those assets in the schedule, and distribute them seamlessly from one place to another, such as from artist to game.
Credits 3.5
Course Length 4 weeks

GDM635: Quality Assurance

Quality assurance (QA) is an integral component of the game design process, as the successful delivery of a game is dependent on an effective QA system that covers both the verification and validation of the product. Topics in the Quality Assurance course include feature analysis, requirements generation, test-plan planning and development, defect tracking, and user-experience and playtest assessments. Students will explore the basics of a professional game engine in order to refine their identification, classification, and assignment of defects. They will use their knowledge of game development to cultivate a continuous process improvement program for their capstone project. In addition, they will employ current tools to monitor bugs in real-world game development scenarios.
Credits 3.5
Course Length 4 weeks

GDM655: Advanced Design Workshop

The ability to rapidly evaluate and iterate upon design choices is a vital part of the development process and a critical aptitude of any game designer. To develop this marketable skill set, students in the Advanced Design Workshop course will devise multiple prototypes, providing them the opportunity to hone the rapid prototyping skills they have cultivated throughout the degree program. They will also create and evaluate novel systems of mechanics for a variety of game genres and platforms of release.
Credits 3.5
Course Length 4 weeks

GDM670: Game Usability and Testing

The Game Usability and Testing course is a blend of academic and applied science, targeting core design principles through scholarly research methods and applied usability techniques. Students will advance their research skills to understand the core principles of applied design and usability. Adhering to a human-centered design approach, students will test commercial products and video games, exploring complex game mechanic constructs such as reward systems, timing, skills, rules, immersion, mental models, and knowledge structures.
Credits 3.5
Course Length 4 weeks

GDM692: Thesis Portfolio

The Thesis Portfolio course allows students to demonstrate synthesis of the theoretical and practical concepts of the program to an advanced degree via application of the knowledge, research, skills, and techniques gained throughout their work with the curriculum. They will deliver materials that offer an account of the topic they have examined throughout the degree program and produce a research-driven work of professional quality.
Credits 3.5
Course Length 4 weeks

GDN1009: Introduction to Programming

Use of programming and scripting principles is essential to digital interactive design. Introduction to Programming covers the basics of data use as well as storage, operation, and control flow. Focus is placed on problem-solving and encouraging students to apply and translate the concepts taught in this course to resolve issues across various programming and scripting languages.
Credits 3
Course Length 4 weeks
Please note: This course must be successfully completed within 2-attempts. Students unable to successfully complete the course within 2-attempts will be dismissed from the program.

GDN1151: Design Tools

In the Design Tools course, students will gain exposure to the tools used by game designers in the industry. Students will also learn how to create game design documentation, simulate using spreadsheets, brainstorm effectively, and present ideas in a group setting. The intent of the course is to provide a solid foundation of the basic tools that game designers use.
Credits 4
Course Length 4 weeks

GDN119: Project and Portfolio I: Game Design

In Project and Portfolio I: Game Design, students will design and prototype a playable game level using a modern game engine. Students will gain experience with applying design thinking, player choice-centered design, professional level-design techniques, and in-engine tools to refine functionality based on player feedback. They will revise their work over several iterative feedback cycles, using generative AI tools to research execution strategies that will accelerate implementation of their design ideas. By the end of the course, students will prototype their first original game level design in a professional 3-D game engine.
Credits 3
Course Length 4 weeks

GDN1232: Introduction to Game Design

The Introduction to Game Design course examines the active role of game designers by breaking down game ideas into discrete, functional, and logical systems. Students will observe and analyze different game designs to understand how the elements of player goals, choices, and game rules interact. They will further hone their design and technical-writing skills by creating analog game prototypes and editing documentation through multiple iterations.
Credits 4
Course Length 4 weeks

GDN155: Project I: Game Design

In Project I: Game Design, students will construct a small native software program using code. Through this process, students will learn the basics of procedural logic in a scripting language, linear thinking, and data-driven behavior. By the end of this course, students will understand programming fundamentals.
Credits 2
Course Length 4 weeks

GDN156: Portfolio I: Game Design

In Portfolio I: Game Design, students will revise their Project I: Game Design work using a AAA game engine to illustrate the difference between working with an engine and without one. At the conclusion of the course, students will have a deeper grasp of game-engine basics.
Credits 1
Course Length 4 weeks

GDN2123: Systems Design

Games are collections of systems. As such, a game designer must be able to understand how the values underlying those systems are generated and how the data interact. In Systems Design, students will use spreadsheets to record, store, and manipulate data. They will also analyze the data accessed in actual games using the tools covered in the course and then monitor how changes to those data sets affect the dynamics of play.
Credits 4
Course Length 4 weeks

GDN2211: Level Design I

The Level Design I course explores how to analyze game levels and break them down into their basic structural components. Students will learn the benchmarks to properly guide their design when working on a level. Understanding the purpose any particular object in a level serves, whether an object is intended to be functional or simply aesthetic, and when or if a player should receive support are critical points of reference to inform level design. Students will also study level pacing and flow, setting clear goals for a player, and the importance of visual cues.
Credits 4
Course Length 4 weeks

GDN228: Project and Portfolio II: Game Design

The Project and Portfolio II: Game Design course combines hands-on learning experiences with summative and formative portfolio assessments. In this course, students will use knowledge gained from previous classes to implement a game level within an approximation of a professional team environment. This hands-on application will serve to highlight students' abilities to exercise both their interpersonal and technical skills when working through interactive projects.
Credits 3
Course Length 4 weeks

GDN3111: Professional Development Seminar I: Game Design

In Professional Development Seminar I: Game Design, students will build upon previous course work to gain an understanding of career opportunities, topics of study, and current issues in the game design industry.
Credits 1
Course Length 4 weeks

GDN3113: Scripting for Designers III

Scripting for Designers III builds upon the programming and scripting concepts learned in previous courses. Students will continue to develop their familiarity with the technical structure underlying games. Topics covered include software architecture principles, game artificial intelligence, and metric-reporting features. This course will prepare students to be able to create software that best allows for rigorous testing and reuse while being robust against defects.
Credits 3
Course Length 4 weeks

GDN3222: Professional Development Seminar II: Game Design

In Professional Development Seminar II: Game Design, students will continue an in-depth exploration of the game design industry. With this newly acquired industry knowledge, students will create a career strategy map of their own. Students will also learn how to evaluate, modify, and maintain their personal brand.
Credits 1
Course Length 4 weeks

GDN3251: Game Mechanics I

In the Game Mechanics I course, students will separate complex game projects into modular parts in order to identify the designer's intent as well as the features that enable the generation of play dynamics and play aesthetics. Students will also explore the mechanics of games that are outside the popular norm to gain a more diverse perspective to inform their personal game design decisions.
Credits 3
Course Length 4 weeks

GDN3252: Game Mechanics II

The Game Mechanics II course explores the theories and principles employed in rule-based systems within games. Students will learn how pacing and thematic structures incorporate conflict resolution and generate a workable challenge-and-reward system. Students will understand the use of feedback mechanisms by employing a heuristic testing process. After completing this course, students will have a better grasp of how to synchronize gameplay decisions to suit a specified target audience.
Credits 3
Course Length 4 weeks

GDN3311: Level Design II

Level design heuristics drive the creation of virtual worlds. Students in Level Design II will build on the basic knowledge and benchmarks studied previously in designing levels to express these heuristics in their personal projects, using the placement of objects and other 3-D techniques to direct attention and manage player aesthetics. They will also work with gameplay metric data to continue to iterate their designs.
Credits 3
Course Length 4 weeks

GDN3333: Professional Development Seminar III: Game Design

The Professional Development Seminar III: Game Design course offers an extensive examination of the game industry. In this course, students will create a suite of professional identity materials that will help them effectively market their skills to potential employers. Additionally, students will learn strategic methods for promoting their professional identity through active participation in industry events.
Credits 2
Course Length 4 weeks

GDN3361: Analytics and Decision-Making

Performance in collaborative environments is driven by the decisions of individual agents. These decisions are best made when informed by real-world data and applied through a scientific process. The Analytics and Decision-Making course guides students through evaluating common metrics that game studios use as well as offers techniques for decision-making through ideal and less favorable operating conditions.
Credits 3
Course Length 4 weeks

GDN338: Project and Portfolio III: Game Design

The Project and Portfolio III: Game Design course combines hands-on learning experiences with summative and formative portfolio assessments. In this course, students will use knowledge gained from previous courses and integrate those findings to build an interactive original design that reflects sound level and systems design. They will also research external competitive games to expand their design perspective and foster their exposure to movements in the industry.
Credits 3
Course Length 4 weeks

GDN4003: Systems Progression

The Systems Progression course builds on students' knowledge gained in organizing and manipulating data as well as quantitative measurement. They will model change in a progression system framework over time. In issuing changes to this model, students will identify how game balance and dynamics are affected and observe the results of design changes across complex systems.
Credits 3
Course Length 4 weeks

GDN4235: Production and Planning

The Production and Planning course introduces the stages of the software development life cycle. To develop their professional footing, students will build a greater understanding of how projects evolve as they transition between stages. They will also be presented with production methodologies that exist to help manage these stages. They will gain experience with organization and communication tools to assist in completing a project.
Credits 3
Course Length 4 weeks

GDN4318: Game Balancing

The Game Balancing course teaches students how to use level design and system design knowledge from previous courses to create projects that capitalize on the strengths of their own designs. Students will also learn about communicating to the player through a user interface. In addition, students will learn how to call certain design elements final and when to cut features that are deprecated or not synergistic with the overall design direction.
Credits 3
Course Length 4 weeks

GDN4542: Game Design Preproduction

The Game Design Preproduction course requires students to collaborate as they would in a professional game development environment, working in teams to document and develop a gameplay prototype. Each team will learn how to balance a demanding workload in which multiple deliverables must be concurrently managed.
Credits 4
Course Length 4 weeks

GDN4920: Game Systems Integration

In the Game Systems Integration course, students will work in teams to take an existing game that is partially completed and iterate on its development. Students will perform testing, improve existing mechanics, compare it to its relevant market counterparts, and conduct other tasks to continue to advance the project to completion.
Credits 4
Course Length 4 weeks

GDNC311: Professional Development Seminar I: Game Design

In Professional Development Seminar I: Game Design, students will build upon previous course work to gain an understanding of career opportunities, topics of study, and current issues in the game design industry.
Credits 1
Course Length 4 weeks

GDNC322: Professional Development Seminar II: Game Design

In Professional Development Seminar II: Game Design, students will continue an in-depth exploration of the game design industry. With this newly acquired industry knowledge, students will create a career strategy map of their own. Students will also learn how to evaluate, modify, and maintain their personal brand.
Credits 1
Course Length 4 weeks

GDV3111: Professional Development Seminar I: Game Development

In Professional Development Seminar I: Game Development, students will build upon the Technology in the Entertainment and Media Industries course to gain an understanding of career opportunities, topics of study, and current issues in the game development industry. In addition to exploring the industry, students will learn strategies for connecting with a professional mentor. Guest speakers will provide students with insight into real-world professional experiences.
Credits 1
Course Length 4 weeks

GDV3222: Professional Development Seminar II: Game Development

In Professional Development Seminar II: Game Development, students will continue an in-depth exploration of the game development industry. With this newly acquired industry knowledge, students will create a career strategy map of their own. Students will also learn how to evaluate, modify, and maintain their personal brand. Guest speakers will provide students with insight into real-world professional experiences.
Credits 1
Course Length 4 weeks

GDVC311: Professional Development Seminar I: Game Development

In Professional Development Seminar I: Game Development, students will build upon the Technology in the Entertainment and Media Industries course to gain an understanding of career opportunities, topics of study, and current issues in the game development industry. In addition to exploring the industry, students will learn strategies for connecting with a professional mentor. Guest speakers will provide students with insight into real-world professional experiences.
Credits 1
Course Length 4 weeks

GDVC322: Professional Development Seminar II: Game Development

In Professional Development Seminar II: Game Development, students will continue an in-depth exploration of the game development industry. With this newly acquired industry knowledge, students will create a career strategy map of their own. Students will also learn how to evaluate, modify, and maintain their personal brand. Guest speakers will provide students with insight into real-world professional experiences.
Credits 1
Course Length 4 weeks

GEB612: Business Plan Development

The Business Plan Development Course requires students to incorporate the business skills students have developed over their course of study into research for their own business plan. In this course, students draw on their business, management, and technical knowledge to create and develop a formal business plan. Throughout the course, students receive feedback from their instructors and peers concerning the viability of their business plan in the entertainment industry.
Credits 3.5
Course Length 4 weeks

GEB6508: Entertainment Business Finance

The Entertainment Business Finance Course focuses on the financial decisions and issues facing the entertainment industry professional. During this course, students identify and evaluate entertainment business opportunities and projects using financial principles, while also learning how to raise the necessary finances to fund an entertainment company and/or project. Students develop financial projections including startup funds and pro forma income statements for their chosen business. Additional topics in the course include the development of financial decision-making skills, financial planning, capital management, operations expense management and personal finance.
Credits 3.5
Course Length 4 weeks

GEN1011: Creative Presentation

In the Creative Presentation course, students will learn the foundations of oral communication and basic principles of speech by building and delivering presentations of their own. Through guided exploration, students will learn to effectively utilize storytelling techniques, create meaningful content, and develop communication tactics. Multiple learning activities will allow students to examine the core aspects of public speaking and presentation, including audience, delivery, and message.
Credits 3
Course Length 4 weeks

GEN242: Linear Algebra

The Linear Algebra course covers selected topics in geometry, algebra, and trigonometry. Students will complete learning activities that address collision detection and the motion of objects to increase their ability to visualize and understand multidimensional concepts. The course introduces students to vectors, matrices, and quaternions, which are utilized to predict and control the way objects move and interact in computer applications. Using these concepts of linear algebra, students will develop their programming skills by creating libraries of code functions.
Credits 4
Course Length 4 weeks

GEN262: Physics

The Physics course explores fundamental physics concepts using calculus-based mathematical models that describe real-world phenomena. Students will learn the physical formulas for motion, forces, energy, electromagnetism, and circuits that they can later apply to predict real-life outcomes. With this mathematical understanding of physics, students will evaluate computer simulations and perform several hands-on activities and experiments that include building and analyzing an electric motor to strengthen their problem-solving skills.
Credits 4
Course Length 4 weeks
Please note: This course must be successfully completed within 2-attempts. Students unable to successfully complete the course within 2-attempts will be dismissed from the program.

GEN3322: Probability

The Probability course explores probability theory and statistical methods, particularly through engineering and programming applications. Students will understand and discuss the rules of probability and will be able to solve problems using probability. Students will also learn how to classify and collect data, make hypothesis statements, perform appropriate hypothesis testing, and interpret results in context. Students will also be able to conduct regression and correlation studies in order to make estimations and predictions.
Credits 4
Course Length 4 weeks

GRA1161: Shading and Lighting

The Shading and Lighting course investigates how mood and lighting, look and feel, shadows and shading, and reflections and atmospheres bring scenes and models to life. Students will develop an eye for texturing and lighting modeled objects and scenes that parallel the real world. This course builds on the concepts established in previous courses, including surface lighting and shadow observations and techniques.
Credits 4
Course Length 4 weeks

GRD162: Concepts in Photography

In the Concepts in Photography course, students will learn basic camera operation while focusing on postproduction techniques to improve the quality of their images. Students will learn strategies in file management and metadata that will build their professional production workflow. In this course, students will be asked to shoot and present their work over various delivery platforms. The design concepts reinforced in this course can be applied across all types of media.
Credits 4
Course Length 4 weeks

GRD239: Project and Portfolio III: Graphic Design

The Project and Portfolio III: Graphic Design course combines hands-on learning experiences with summative and formative portfolio assessments. This course teaches students how to build upon previous design skills and develop projects that demonstrate mastery of design theory and technique.
Credits 3
Course Length 4 weeks

GRD3111: Professional Development Seminar I: Graphic Design

In Professional Development Seminar I: Graphic Design, students will build upon the Technology in the Entertainment and Media Industries course to gain an understanding of career opportunities, topics of study, and current issues in the graphic design industry. In addition to exploring the industry, students will learn strategies for connecting with a professional mentor. Guest speakers will provide students with insight into real-world professional experiences.
Credits 1
Course Length 4 weeks

GRD3222: Professional Development Seminar II: Graphic Design

In Professional Development Seminar II: Graphic Design, students will continue an in-depth exploration of the graphic design industry. With this newly acquired industry knowledge, students will create a career strategy map of their own. Students will also learn how to evaluate, modify, and maintain their personal brand. Guest speakers will provide students with insight into real-world professional experiences.
Credits 1
Course Length 4 weeks

GRD324: Color Theory

The Color Theory course exposes students to the theories and application of color as it relates to both print and screen. Historical and geographical perspectives will be discussed. Students will review methods and techniques for using color to create impact as well as necessary color-correction practices for the various delivery options. In this course, students will learn how color can impact original design concepts across multiple media types.
Credits 4
Course Length 4 weeks

GRD339: Packaging and Prototypes

The Packaging and Prototypes course explores the use of design theory in relation to projects that align to the current design industry. Utilizing case studies as reference, students will design and iterate project work to meet identified client parameters. Their work will evolve toward a portfolio-ready prototype that both meets industry standards and elicits their creative resourcefulness and craftsmanship. Exploring packaging applications, students will survey the realms of dieline construction, basic concepts of paper engineering, and best practices in prototyping and modeling to assist in the ultimate delivery of their projects. Research, visual analysis, and project management are also integrated in building a fully considered portfolio-focused project.
Credits 3
Course Length 4 weeks

GRD344: Digital Publishing

The Digital Publishing course offers students a progressive approach to advanced design through a hybrid of print fundamentals, breakthrough digital technology, and inspired research. Students will develop their understanding of form, function, and structure through context and technique. Students will embrace the creative process through curated discussions and relevant case studies. Students will follow practical approaches to creative organization, preproduction, time management, and other workflows that are commonly used in professional practice.
Credits 4
Course Length 4 weeks

GRD354: Creating Brand Experience

The Creating Brand Experience course builds upon concepts learned in prior courses and focuses on what makes an effective brand. Students will explore branding as they discover how users experience brands and how businesses manage their brands across multiple media types.
Credits 3
Course Length 4 weeks

GRD356: Logos and Symbols

The Logos and Symbols course builds upon the concepts learned in previous courses. Students will be exposed to the work of notable graphic designers and will learn the advanced techniques used in creating these pieces of visual poetry. Students will also explore what makes a logo or symbol effective and instantly recognizable. The design concepts reinforced in this course can be applied across all types of media.
Credits 3
Course Length 4 weeks

GRD4411: Interactive Editorial Design

The Interactive Editorial Design course teaches students to combine theories and skills taught in previous courses with usability concepts in order to lay out information across multiple types of media. Students will explore how designs translate between print and interactive media.
Credits 4
Course Length 4 weeks

GRD473: Concepts in Advertising

The Concepts in Advertising course provides an in-depth, foundation-based exploration of advertising—from the conceptual phase to the release to the customer—through the creation of multiformat media campaigns. Students will assume the role of creative director as they create content for all aspects of their campaigns.
Credits 3
Course Length 4 weeks

GRDC311: Professional Development Seminar I: Graphic Design

In Professional Development Seminar I: Graphic Design, students will build upon the Technology in the Entertainment and Media Industries course to gain an understanding of career opportunities, topics of study, and current issues in the graphic design industry. In addition to exploring the industry, students will learn strategies for connecting with a professional mentor. Guest speakers will provide students with insight into real-world professional experiences.
Credits 1
Course Length 4 weeks

GRDC322: Professional Development Seminar II: Graphic Design

In Professional Development Seminar II: Graphic Design, students will continue an in-depth exploration of the graphic design industry. With this newly acquired industry knowledge, students will create a career strategy map of their own. Students will also learn how to evaluate, modify, and maintain their personal brand. Guest speakers will provide students with insight into real-world professional experiences.
Credits 1
Course Length 4 weeks

HIS3320: Historical Archetypes and Mythology

The Historical Archetypes and Mythology course introduces students to the connections between history, mythology, and iconic archetypes and the influence these relationships have had on classical and contemporary cultures of the world. Color symbolism is also explored in order to better appreciate folklores, heroes, and monsters of various cultures. In addition to composing original myths and stories, students will complete a personal assessment that identifies characteristics of their individual archetypes. They will use this knowledge to identify, understand, and relate to mythological characters and characters of their own creation. The course also enhances students' ability to analyze and evaluate information.
Credits 4
Course Length 4 weeks
* This specific course uses the Florida Statewide Course Numbering System (SCNS).

HUM302: Cultural Studies

The Cultural Studies course explores the concept of culture and how it shapes perceptions, attitudes, and behaviors. Students will evaluate their cultural viewpoints and leverage a range of insights to solve complex problems as they broaden their awareness. This course also examines cultural competency and its significance in effective communication and human interaction. The course enables students to successfully integrate cultural awareness on entering their chosen creative field and as they develop as global citizens.
Credits 4
Course Length 4 weeks

HUM3505: Popular Culture in Media

The Popular Culture in Media course examines the role and importance of popular culture, providing a rich background for students to appreciate the historical and social impact of popular culture. Students will be introduced to media milestones in popular culture history, and they will explore the influence of popular culture on social trends. Course topics include genre studies, the uses of celebrity, the power of the audience, and the effects of new technology and media. Students will develop a critical approach to analyzing broadcasts, advertisements, films, print, audio recordings, games, and websites that make up and shape popular culture.
Credits 4
Course Length 4 weeks

IAT349: Project and Portfolio IV: Interactive Technology

The Project and Portfolio IV: Interactive Technology course combines hands-on learning experiences with summative and formative portfolio assessments. This course builds on students' knowledge of level design, systems design, and game mechanics. Students will be tasked to study games and interactive media in the marketplace and learn how to prototype similar mechanics and features. Doing this research and recreation will serve to improve their understanding of industry expectations. Students will also demonstrate a thorough approach to documentation.
Credits 3
Course Length 4 weeks

IAT359: Project and Portfolio V: Interactive Technology

The Project and Portfolio V: Interactive Technology course combines the concepts behind the implementation of a game or interactive media project with fielding and incorporating data from market research. Students will work in teams to implement key features into a project. They will concurrently research these features in existing games and interactive media to better understand the nuances of design decisions. At the end of this course, students will better understand how to assess the validity of their own projects with respect to their unique goals and market competition.
Credits 3
Course Length 4 weeks

IAT469: Project and Portfolio VI: Interactive Technology

The Project and Portfolio VI: Interactive Technology course combines hands-on learning experiences with summative and formative portfolio assessments. This course serves as the final checkpoint for students' work in the program. In this course, students will put the finishing touches on their digital project, preparing it for submission to festivals and for release to the general public.
Credits 3
Course Length 4 weeks

IDT520: Strategies for Learner Engagement

In this course, students explore cognitive, learning, and motivation theories as a first step toward understanding how to create engaging curriculum for a variety of learning styles and settings. Students explore design strategies that enhance learner engagement, including the use of media, games, interactive technologies, and collaboration. Students are introduced to and begin to explore ideas for their capstone research project.
Credits 3
Course Length 4 weeks

IDT552: Corporate Training and Motivational Development

The Corporate Training and Motivational Development Course examines instruction methodologies and media design techniques used in training environments. In this course, students will learn to create and evaluate their presentation style and content in order to motivate learners and staff. Students will also learn how to evaluate return on investment for training and how to develop and use assessments and surveys.
Credits 3
Course Length 4 weeks

IDT562: Instructional Design and Evaluation

In the Instructional Design and Evaluation Course, students will explore various design strategies to effectively communicate learning objectives within instructional settings. In addition to learning a variety of instructional design approaches, students will learn how to evaluate a design strategy and examine which approach is best for their academic or staff training environments. Along with traditional learning theories, the multiple learning theory and emotional intelligence theory will be examined and evaluated for design and implementation in various learning environments. Students will also learn how to manage an education or a training project utilizing media through the entire process.
Credits 3
Course Length 4 weeks

IDT574: Digital Media and Learning Applications

The Digital Media and Learning Applications Course examines digital media and how it can be used in learning applications. The curriculum provides learners with a microcosm of the instructional design process and software that explores digital media techniques. Along with understanding the mechanisms of digital art, students will learn how to support their design approaches with established learning theories. They will also explore how to engage today's digitally savvy learner within an online learning community.
Credits 3
Course Length 4 weeks

IDT610: Filmmaking Principles for Instructional Design

This course explores the components of filmmaking, video creation, and the concept of visual literacy. Students will learn a variety of video techniques that can enhance their instructional modules. Along with understanding how video is developed, students examine the importance of visual literacy, visual learning, and how to create and communicate with visual images. This course also explores visionary filmmakers and how their approaches can be applied to create a compelling learning or training product.
Credits 3
Course Length 4 weeks

IDT681: Instructional Design and Technology Capstone Project

In the Instructional Design and Technology Capstone Project course, students will apply the knowledge and skills gained throughout their studies to create a comprehensive learning product. Emphasizing real-world application, students will integrate appropriate media assets to support online learning, in-class presentations, or corporate training modules. As they develop their capstone project, students will critically evaluate delivery methods, consider learner needs and technical abilities, and implement effective design strategies to ensure instructional impact.
Credits 3
Course Length 4 weeks

IDT691: Instructional Design and Technology Portfolio

In the Instructional Design and Technology Portfolio course, students will reflect on their personal and professional evolution throughout their program. Drawing from previous assignments and projects, students will create a portfolio aligned with their current or future career goals. In addition to the portfolio, students will develop a compelling presentation for an audience of employers that demonstrates their instructional design skills.
Credits 3
Course Length 4 weeks

IEN515: Creativity and Innovation

Students in the Creativity and Innovation Course will review relevant theories and identify opportunities for customer-centric new ventures and a process for talking to potential customers and stakeholders. This will provide a framework for understanding and applying theoretical principles based on academic and practical research, while exploring the relationship between innovation and economic growth. Students will develop an understanding of the process through which innovation benefits from academic and applied research.
Credits 3
Course Length 4 weeks

IEN535: Business Feasibility

Students in the Business Feasibility Course will assess the viability of opportunities by understanding key industry factors, market conditions, competitive forces, and customers' needs. Students will utilize previous research-based coursework and refine a customer-centric solution that addresses a problem that exists in the current marketplace. Development of a viable and feasible venture will form the basis for the student's business model.
Credits 3
Course Length 4 weeks

IEN540: Product Design and Development

Students in the Product Design and Development Course will focus on the design, development, and introduction of new products and services. Students will address the design process and how to develop products and services that customers need and want. Students will analyze case studies and create plans to launch new products or services for their new or existing business.
Credits 3
Course Length 4 weeks

IEN551: Business Venture Research

Students in the Business Venture Research Course will build their understanding of various available research methods and tools. Students will utilize qualitative and quantitative research data, as well as primary and secondary sources. Students will understand the benefits and drawbacks of the major types of research such as interviews, surveys, and direct observation. Students will finalize the ideation process to move forward with their business concepts.
Credits 3
Course Length 4 weeks

IEN555: Business Model Development

Students in the Business Model Development Course will explore the range and diversity of successful business models for customer-centric companies, with a focus on the key elements that contribute most to the success of the business. Students will be exposed to the wide array of skills, perspectives, tools and concepts necessary to identify and create new revenue streams. Topics include the elements of strategic research, maintaining a customer-centric focus, and positioning for competitive advantage.
Credits 3
Course Length 4 weeks

IEN560: Legal Issues for Entrepreneurs

Students in the Legal Issues for Entrepreneurs Course will examine legal challenges entrepreneurs face as they launch their business ventures. Students will learn how the location of their venture will affect many business decisions, as the laws of the states and municipalities vary. They will also learn how to efficiently interact with attorneys in order to keep their legal costs as affordable as possible. Students will use the information from this course to develop their own individual legal plan.
Credits 3
Course Length 4 weeks

IEN620: Marketing Strategies for Entrepreneurs

Students in the Marketing Strategies for Entrepreneurs Course will explore the development of marketing strategies, branding and positioning, pricing, and promotion strategies including digital and direct selling. Students will also learn about customer development and the importance of establishing relationships. The course stresses the importance of differentiation and brand development in presenting and communicating the story of a new venture's offerings.
Credits 3
Course Length 4 weeks

IEN630: Entrepreneurial Finance

Students in the Entrepreneurial Finance Course will review the unique financial issues facing creative entrepreneurial enterprises. Students will learn how to quantify sales and expense estimates and create pro forma financial projections. Students will also examine short-term and long-term financial planning, business valuation, exit strategies, and other issues relating to the creation of a viable financial plan as part of a comprehensive business model. Topics include debt versus equity financing, how businesses are valued, the decision to go public or remain private, methods for alternative financing, and personal financial issues facing entrepreneurs.
Credits 3
Course Length 4 weeks

IEN670: Innovative Work Environments

Students in the Innovative Work Environments Course will establish a work environment that supports constant innovation, by communicating the entrepreneurial vision, developing collaborative teams, and creating a culture of creativity and innovation. Students will learn strategies that successful companies use for managing innovation, design, concept creation, and workflow. They will explore how the workplace environment supports creativity, profitability, innovation, communication, and collaboration, and fosters the development of new products, services, and revenue streams.
Credits 3
Course Length 4 weeks

IEN680: Business Model Implementation and Management

Students in the Business Model Implementation and Management Course learn about the process of bringing a business model to life, launching a new business, and confronting the reality of day-to-day management . Drawing from prior coursework, students will refine their business model, including sections on market research, industry trends analysis, competitive analysis, strategic positioning, and demonstration of financial viability.
Credits 3
Course Length 4 weeks

IEN699: Business Model Presentation and Thesis

Students in the Business Model Presentation and Thesis Course will complete their business model. Students will tell the story of their proposed model through a series of written proposals and a formal live presentation. Students will consider sources and uses of funds, working capital requirements, and the launch timetable. During the course, students will target the various audiences to which they will present the details regarding their company and its products and services.
Credits 3
Course Length 4 weeks

IEP082: Fundamentals of English Writing

Fundamentals of English Writing provides practice in foundational English writing skills including basic sentence structure, capitalization, punctuation, and vocabulary development. Basic grammar tenses will be reviewed. Students will learn the importance of academic skills such as time management, academic integrity, and communication etiquette.
Credits 2
Course Length 4 weeks

IEP083: Fundamentals of Conversational English

Fundamentals of Conversational English provides practice in basic listening, speaking, vocabulary, and introductory grammar as students are exposed to the attitudes, lifestyles, values, and themes common in the United States. Activities include role-plays, oral presentations, and basic video creation.
Credits 2
Course Length 4 weeks

IEP084: Reading 1

In Reading 1, students will learn practical skills for developing reading comprehension, including identification of main ideas, use of prefixes and suffixes, expansion of critical vocabulary, and basic analysis of simple academic texts. Students will be presented with authentic materials such as magazines, newspapers, and comics and engage in vocabulary note-taking, journaling, and group work.
Credits 2
Course Length 4 weeks

IEP085: Listening and Speaking 1

Listening and Speaking 1 emphasizes the development of speaking skills and listening comprehension. This course focuses on tools such as basic interviewing practice, speech development, presentation, and improvisation to improve students' ability to clearly communicate basic information in English. Topic areas include American broadcast media, authentic news, and entertainment interviews.
Credits 2
Course Length 4 weeks

IEP086: Writing 1

Writing 1 emphasizes the development of basic competencies in written English. This course focuses on vocabulary and paragraph development from the angles of self- and peer-editing, audience awareness, and mind mapping to improve students' ability to communicate basic information clearly in American English. Topic areas include American literature and songwriting. Students will also have the opportunity to create their own poems, songs, and simple, short narratives.
Credits 2
Course Length 4 weeks

IEP087: Grammar 1

Grammar 1 expands student competencies in verb tenses, gerunds, regular and irregular verb use, common phrasal verbs, and prepositions. Students will continue to build vocabulary as they experience increased exposure to authentic American English via various forms of American media. Activities include journaling and oral presentations that allow students to put new knowledge into practice.
Credits 2
Course Length 4 weeks

IEP088: Listening and Speaking 2

Listening and Speaking 2 teaches strategies for developing and improving academic listening comprehension. Students will actively engage with peers in discussion groups and participate in activities such as listening to and orally interpreting products of creative expression and media. Special attention is given to introduction and practice of basic note-taking skills, learning strategies, and the development of personal educational goals.
Credits 2
Course Length 4 weeks

IEP089: Writing 2

In Writing 2, students will learn basic academic essay writing. Skill-development areas include idea organization, simple essay structure, English grammar review, and effective thesis statement construction. Students will also learn basic writing mechanics and techniques for editing. Activities include campus exploration, journal writing, and song critiques.
Credits 2
Course Length 4 weeks

IEP090: Reading 2

In Reading 2, students will develop reading techniques, expand their vocabulary, and build their grammar skills to help increase their English comprehension. They will be presented with content from American pop culture materials such as magazine and newspaper headlines, comics, and product labels for analysis. Class activities incorporate live journals, student-developed news stories, and oral presentations based on independent reading.
Credits 2
Course Length 4 weeks

IEP091: Grammar 2

In Grammar 2, students will build on their English grammar knowledge through reviewing irregular verb conjugation, past and present perfect tenses, and phrasal verbs. They will also continue to study basic idiomatic expressions as well as informal and academic vocabulary terms. They will apply new knowledge through conversation, visual résumé development, on-camera interviews, and writing activities.
Credits 2
Course Length 4 weeks

IEP092: Writing 3

In Writing 3, students will learn how to move from the standard paragraph to well-organized, basic academic essays in various genres. Topics include identifying purpose and audience awareness, developing grammar and academic vocabulary, and understanding organization patterns.
Credits 2
Course Length 4 weeks

IEP093: Grammar 3

In Grammar 3, students will improve their lexicogrammatical accuracy and fluency in various contexts as they learn grammar for effective communication in everyday academic and nonacademic domains. The course offers interactive, personalized learning via multimedia activities and enables students to continue to generate more comprehensible spoken and written communication.
Credits 2
Course Length 4 weeks

IEP094: Listening and Speaking 3

Listening and Speaking 3 will improve students' listening and speaking skills as they develop competency in everyday and formal discourses. Students will learn effective strategies for presenting in English and will have the opportunity to develop their skills through public speaking, role-playing, and podcast exercises.
Credits 2
Course Length 4 weeks

IEP095: Reading 3

In Reading 3, students will acquire reading comprehension skills by applying metacognitive reading strategies to high-intermediate texts, relating key details through multimedia presentation tools, and engaging the writing process. Reading comprehension skills such as identifying the implied and stated main idea, supporting details, purpose and audience, and inference will be strengthened. Topics, assignments, and projects are designed to develop self-aware and self-regulated learners. Grammar mini-lessons may also be included and tailored to the needs of each class as appropriate.
Credits 2
Course Length 4 weeks

IEP096: Grammar 4

Grammar 4 further develops students' capacities in English grammar as they learn techniques for improving language fluency. This course covers topics such as gerund phrases, conditionals, and noun and adjective clauses while supporting student capacities in essential verb tenses and academic vocabulary. Activities include poetry analysis, journaling, and multimedia presentations.
Credits 2
Course Length 4 weeks

IEP097: Listening and Speaking 4

In Listening and Speaking 4, students will learn and discuss the role of art, communication, and media in American society, building upon the English language listening, speaking, vocabulary, and writing skills learned in prior courses. This course examines the core components of creative expression, offering students insight and instruction on listening and speaking through presentations, class debate, and critical thinking. Students will also exercise advanced listening, writing, and vocabulary skills in preparation for the online Accuplacer exam taken at the conclusion of the program.
Credits 2
Course Length 4 weeks

IEP098: Reading 4

In Reading 4, students will develop strategies in advanced reading comprehension, such as skimming, scanning, and previewing. Students' academic and professional vocabulary will be expanded through practicing the use of synonyms, antonyms, and contextualization. The course also addresses marketing concepts, advertising and promotional tools, and the local and international forces that drive innovation in various spheres of American life. Activities include song-lyric analysis, summarizing peer-reviewed articles, and résumé development.
Credits 2
Course Length 4 weeks

IEP099: Writing 4

In Writing 4, students will apply critical-thinking and storytelling skills to develop original compositions and expand their vocabulary. Emphasis on APA citation, research, and the writing process, from prewriting to proofreading, is designed to transition students into writing responsibilities at the university level. Activities include blog writing, academic essay development, and journaling, as well as working with Full Sail's Library and Writing Center.
Credits 2
Course Length 4 weeks

IMK241: Fundamentals of Web Design

In the Fundamentals of Web Design course, students will learn the importance of facilitating an organization's success through the process of website creation. Students will be introduced to information architecture, HTML, and CSS and will analyze best practices in design to enhance the entity's marketing message and to promote consumer sales. This course covers advertising principles, website design and functionality, consumer experience, and branding, as well as the evolution of the web from the 1990s and into the future.
Credits 4
Course Length 4 weeks

IMK322: Content Strategy, Development, and Marketing

The Content Strategy, Development, and Marketing course examines the life cycle of content creation and delivery, from the development of strategies and processes to the evaluation of results. Students will learn how to create and distribute relevant and valuable content to defined target audiences in order to achieve specific marketing goals. By examining a variety of content-marketing techniques, students will learn how to create editorial calendars, assess which distribution channels will best help them reach their audiences, and evaluate the success of each type of content-marketing strategy.
Credits 3
Course Length 4 weeks

IMK345: Social Media Marketing

In the Social Media Marketing course, students will explore how social media is an integral part of a successful marketing campaign. A progressive aim of any social media effort is to add value to the online community experience and to strengthen the brand's presence within these communities. Evaluating the consumer's mindset and altering the marketing efforts to match these demands completes this complicated task. Throughout this course, students will learn how to incorporate these methodologies into their marketing campaign to create a strong presence in online communities.
Credits 3
Course Length 4 weeks

IMK4311: Digital Entrepreneurship

The Digital Entrepreneurship course examines methodologies and strategies to launch new businesses, products, and services. Students will learn how to research business ideas, design a business model, identify target audiences, collect and analyze customer feedback, and differentiate their business from those of their competitors. The course will also examine and analyze the key characteristics of successful entrepreneurs and the importance of entrepreneurialism in the economy.
Credits 3
Course Length 4 weeks

IMK4317: Display Advertising and Email Marketing

Display Advertising and Email Marketing allow brands to directly reach consumers with targeted messaging. In the Display Advertising and Email Marketing course, students will explore the advantages of understanding these concepts and the potential impact they may have on an organization. Students will also learn the best strategic methods for positioning a product or service for success. Students will be able to determine if these marketing routes are good fits for their brands and will understand how to produce effective campaigns that facilitate sales and customer loyalty.
Credits 3
Course Length 4 weeks

IMK4410: Mobile and Emerging Technology Marketing

The Mobile and Emerging Technology Marketing course covers all aspects of mobile-consumer interaction through SMS, MMS, email, apps, and other mobile technologies. Students will learn how mobile apps and other mobile technologies are strategically used to raise brand awareness and to create effective calls to action. Students will also delve into mobile websites and responsive web design elements. The course also places focus on the changes in consumer behavior brought about by new and emerging technologies.
Credits 4
Course Length 4 weeks

IMK444: Affiliate Marketing

In the Affiliate Marketing course, students will examine this powerful and longstanding marketing method. The course explores how this type of marketing rewards affiliates of Internet businesses for every visitor, subscriber, customer, and/or sale provided by their efforts. Students will examine processes that assist the affiliate marketing structure including search engine optimization (SEO), paid search engine marketing, email marketing, and display advertising. Students will be able to determine if affiliate marketing is a suitable route for their product or service and will also create financial overviews for an affiliate marketing campaign.
Credits 4
Course Length 4 weeks

IMK481: Search Engine Optimization

The Search Engine Optimization course introduces students to the complex topic of search engine optimization (SEO), which is the process of improving the volume and quality of consumer traffic to a website from search engines through search results. This course addresses topics such as link building, site structure improvements, conversion tracking, strategic keyword development, and understanding the barriers to SEO. Students will examine SEO strategies and develop methods to increase quality website traffic.
Credits 4
Course Length 4 weeks

IMK484: Principles of Online Campaign Development

In the Principles of Online Campaign Development course, students will examine pay per click as an online advertising model. In this model, advertisers bid against one another for ad space and positioning and only pay when their ad is clicked. Google AdWords is the dominant platform in the pay-per-click arena, and students will work toward becoming an AdWords Certified Partner throughout the course. Significant focus is placed on crucial elements of pay-per-click advertising including Quality Score, ad-copy writing, keyword relevance, and bid amounts across both the search and content networks. Students will also be exposed to relevant industry software to build their expertise.
Credits 4
Course Length 4 weeks

ITE119: Project and Portfolio I: Information Technology

In the Project and Portfolio I: Information Technology course, students will apply their knowledge of operating systems, networking, and security practices to plan a technology solution based on a typical use case. Through this course, students will demonstrate and troubleshoot the design, installation, and configuration of a working project with servers and user endpoints. They will also create a written project plan documenting their work and detailing technology support. Upon completion of their projects, students will refine their technology solution and project plan and reflect on the process. Students will also gain practice with an industry certification test to prepare them for employment expectations.
Credits 3
Course Length 4 weeks
Please note: This course must be successfully completed within 2-attempts. Students unable to successfully complete the course within 2-attempts will be dismissed from the program.

ITE155: Project I: Information Technology

In Project I: Information Technology, students will apply their knowledge of operating systems, networking, and security practices to plan a technology solution based on a typical use case. Through this course, students will demonstrate and troubleshoot the design, installation, and configuration of a working project with servers and user endpoints. They will also create a written project plan documenting their work and detailing how they plan to support users and technology systems. They will explore continuing education opportunities and prepare for an industry certification test.
Credits 2
Course Length 4 weeks

ITE156: Portfolio I: Information Technology

In Portfolio I: Information Technology, students will refine their technology project completed in Project I. They will revise their written project plan and reflect on the research and design process. Students will also practice taking an industry certification test to prepare them for employment expectations in the information technology field.
Credits 1
Course Length 4 weeks

ITE229: Project and Portfolio II: Information Technology

The Project and Portfolio II: Information Technology course combines hands-on learning experiences with summative and formative portfolio assessments. In this course, students will extend their existing project by applying their knowledge of system scripting, application servers, and storage systems to build a networked multiple-server project. Students will demonstrate the design, installation, and configuration of a web- and database-server system using scripting automation and network storage. They will also complete a written project plan documenting the system and design decisions that were made based on research of industry best practices.
Credits 3
Course Length 4 weeks

ITE239: Project and Portfolio III: Information Technology

The Project and Portfolio III: Information Technology course combines hands-on learning experiences with summative and formative portfolio assessments. In this course, students will extend their existing project by applying their knowledge of enterprise authentication, network security, and risk assessment to create a project of multiple integrated servers that have been secured. Upon completion of this course, students will have demonstrated the design, installation, configuration, and validation of a properly secured system using shared authentication and network security rules. They will also complete a written project plan documenting the system and design decisions that were made based on research of risk-management and security best practices.
Credits 3
Course Length 4 weeks

ITE3111: Professional Development Seminar I: Information Technology

In Professional Development Seminar I: Information Technology, students will build upon the Technology in the Entertainment and Media Industries course to gain an understanding of career opportunities, technical specializations, and current issues in the information technology industry. Students will research trends within the industry and investigate professional certifications. In addition to exploring the industry, students will learn strategies for connecting with a professional mentor. Guest lectures and industry continuing-education resources will provide students with insight into real-world professional experiences.
Credits 1
Course Length 4 weeks

ITE3222: Professional Development Seminar II: Information Technology

In Professional Development Seminar II: Information Technology, students will continue an in-depth exploration of the information technology industry. With this newly acquired knowledge, students will create a career strategy map of their own and identify industry specializations and professional certifications they may pursue. Students will also learn how to evaluate, modify, and maintain their personal brand and professional social network. Guest lectures and continuing-education resources will provide students with insight into real-world professional experiences.
Credits 1
Course Length 4 weeks

ITE349: Project and Portfolio IV: Information Technology

The Project and Portfolio IV: Information Technology course combines hands-on learning experiences with summative and formative portfolio assessments. In this course, students will extend their existing project by applying their knowledge of distributed networks, enterprise compute virtualization, data storage systems, and private cloud-management platforms. Students will design and create a working proof-of-concept, private cloud-based system accompanied by a written project plan documenting their design decisions based on research of private cloud systems used in the industry.
Credits 3
Course Length 4 weeks

ITE359: Project and Portfolio V: Information Technology

The Project and Portfolio V: Information Technology course combines hands-on learning experiences with summative and formative portfolio assessments. In this course, students will extend their existing project by applying their knowledge of database performance, distributed databases, and scripting configuration-management tools to deploy a cloud-based system on multiple nodes. Students will deploy a private cloud-based system with optimized database servers accompanied by a written project plan documenting the implementation and their design rationale.
Credits 3
Course Length 4 weeks

ITE469: Project and Portfolio VI: Information Technology

The Project and Portfolio VI: Information Technology course combines hands-on learning experiences with summative and formative portfolio assessments. In this course, students will extend their existing project by applying their knowledge of cloud storage, APIs, system capacity, and performance management to scale their cloud-based system for greater performance. Students will learn to implement a system using performance-monitoring tools. They will be able to quickly scale systems up and down using APIs and automation tools and will be able to provide technical documentation about the system.
Credits 3
Course Length 4 weeks

ITE479: Project and Portfolio VII: Information Technology

The Project and Portfolio VII: Information Technology course combines hands-on learning experiences with summative and formative portfolio assessments. In this course, students will extend their existing project by applying their knowledge of software-defined data centers and reflecting upon the process of creating an entire cloud-based project. Students will also validate the security of their system and plan and test strategies for disaster recovery. Students will demonstrate a complete cloud-based system and will provide a written report on their experience and how they plan to improve the design. Students will also learn how to revise a program proposal to meet a client's needs.
Credits 3
Course Length 4 weeks

MAD1100: Discrete Mathematics

The Discrete Mathematics course provides an introduction to basic concepts of mathematics and mathematical reasoning. Students will explore propositional and symbolic logic, sets and relations, sequences, functions, algorithms, matrices, number theory, combinatorics, probability, and Boolean algebra. Students will also use sets, truth tables, and other data structures to recognize and express mathematical ideas graphically, numerically, symbolically, and in writing.
Credits 4
Course Length 4 weeks

MAN2021: Business Management

The Business Management course analyzes the management principles that sustain a successful company. Students will learn about performance management, team management, and leadership in a business environment. This course examines various types of organizational structures and corporate cultures. Students will also gain insight on the importance of creativity and innovation in making business decisions. Other business topics include human resources, time management, effective communication, productive meetings, and role reviews.
Credits 4
Course Length 4 weeks

MAN3152: Leadership and Organizational Behavior

The Leadership and Organizational Behavior course consists of an inquiry into the leadership characteristics that inspire others to take action. Students will learn how leadership and organizational structures affect human behavior within organizations. This course includes an in-depth self-assessment that allows students to identify their personal strengths and weaknesses and understand how these qualities affect other individuals as well as group behavior. This course also provides strategies for decision making and building effective teams and encourages students to explore the difficulties, compromises, and rewards of collaboration and of different leadership models.
Credits 4
Course Length 4 weeks
* This specific course uses the Florida Statewide Course Numbering System (SCNS).

MAN603: Project and Team Management

Students in the Project and Team Management Course are responsible for two main objectives. The first involves learning the principles of project management, including: creating a project management plan, correctly ordering tasks, understanding and considering all factors that contribute to a successful project, and staying within budget. The second objective requires students to explore the various factors of team management and creating a productive team, including: matching project objectives to team member skill sets, motivating a team to accomplish project goals, empowering team members to take ownership of a project's success, and providing mentorship to aid the team's success.
Credits 3.5
Course Length 4 weeks

MAN6224: Sports Management and Operations

This course addresses management practices within the sports and entertainment industry, with an emphasis on sports management practices and operational scenarios. Students in this course explore professional and amateur athletics, organizational structures, sports operations and logistics, and sports business models. Students also formulate a sports management plan for their Business Plan Thesis project.
Credits 3.5
Course Length 4 weeks
* This course is only offered online. It is conducted over the Full Sail Online Learning Environment – a web-based platform which employs modern multimedia technologies, requires a logon for entry, and is accessible 24 hours a day via the Internet. Completion of the course is based on participation and successful completion of assignments.

MAN630: Executive Leadership

This course examines the qualities necessary to be an executive leader in today's entertainment business field. Various industries are examined to ensure an understanding of a given industry's leadership styles and traits. Students explore effective decision-making processes, power and influence, mentoring, leading organizational change, and investing in and managing relationships to achieve business goals.
Credits 3.5
Course Length 4 weeks

MAN6447: Negotiation and Deal-Making

Negotiation and deal-making are essential business skills that enable entertainment business professionals to grow companies, establish a strong business presence, and enhance product development. In this course, students explore the skills needed to become a strong negotiator and dealmaker, through instruction in topics like deal-structuring skills, self-awareness and negotiation skill development, tools and concepts for negotiation preparation, development of deal memos and contracts, negotiation and deal-making role-playing and critiquing the role-playing scenarios.
Credits 3.5
Course Length 4 weeks

MAR239: Project and Portfolio III: Marketing

The Project and Portfolio III: Marketing course combines hands-on learning experiences with summative and formative portfolio assessments. In this course, students will be introduced to the practice of intrapreneurship. Students will learn how to analyze and present a compelling innovation or process change within an organization while considering how to diplomatically introduce the solution to peers and decision makers. Students will then produce an internal business proposal and visual presentation.
Credits 3
Course Length 4 weeks

MAR3111: Principles of Digital Marketing

The Principles of Digital Marketing course examines the role of marketing in the twenty-first century. Students will explore digital and mobile marketing, discussing the most prevalent types of tools, their purposes, and their effectiveness in relation to the entertainment industry. Traditional marketing tactics and examples of current marketing mixes are also addressed. In addition, this course builds students' understanding of search-engine optimization and social-media marketing tools.
Credits 4
Course Length 4 weeks

MAR6112: Sports Marketing and Sponsorship Sales

This course explores topics and concepts pertaining to sports marketing and the role of sports sponsorships and the media. Student are placed in real-world scenarios requiring the application of problem-solving techniques to resolve sports marketing and sponsorship issues. Student also examine sports organizations, advertisers, and the media and each one's approach to marketing, promotions, and sponsorship sales. Students then apply their knowledge to develop a sports marketing plan for their Business Plan Thesis project.
Credits 3.5
Course Length 4 weeks
* This course is only offered online. It is conducted over the Full Sail Online Learning Environment – a web-based platform which employs modern multimedia technologies, requires a logon for entry, and is accessible 24 hours a day via the Internet. Completion of the course is based on participation and successful completion of assignments.

MAR630: Business Storytelling and Brand Development

This course covers the two main aspects to building a strong presence in the business and consumer market: storytelling and brand development. In this course, students learn how to implement brand development strategies that help companies become icons within their industry. Students also learn how to use storytelling principles to strengthen a business and deliver a superior customer experience. Finally, students develop their own personal brand identity and create tools for real-world business use.
Credits 3.5
Course Length 4 weeks

MAR681: Digital Marketing

The Digital Marketing Course focuses on the development of effective marketing plans that promote entertainment within a dynamic digital environment. The course takes an integrated approach to digital marketing through a combination of hands-on exercises, case analysis, and current industry research. Students will explore how to coordinate marketing initiatives across online and offline channels and between Desktop and Mobile audiences. In addition to understanding the tools and techniques required to create a digital marketing plan, students will develop the skills to manage their own professional presence online.
Credits 3.5
Course Length 4 weeks

MAT1033: Algebra and Coordinate Geometry

The Algebra and Coordinate Geometry course examines intermediate algebra and selected topics from analytic geometry. Students will develop algebraic and spatial reasoning through practice manipulating expressions, computing formulas, and working with geometric objects, including vectors. Students will engage with objects in 3-D environments and determine spatial properties and relationships such as location, orientation, and distance. This course improves students' spatial reasoning abilities and prepares them to apply algebraic concepts across multiple disciplines and emerging technologies.
Credits 4
Course Length 4 weeks

MCB229: Project and Portfolio II: Media Communications

The Project and Portfolio II: Media Communications course combines hands-on learning experiences with summative and formative portfolio assessments. Building on the media campaign conceptualized in Portfolio I, students will develop and record a presentation that demonstrates how to use research to establish a working social-media strategy. The project will challenge students to synthesize concepts and techniques introduced in previous course work and the introductory portfolio course.
Credits 3
Course Length 4 weeks

MCB239: Project and Portfolio III: Media Communications

The Project and Portfolio III: Media Communications course combines hands-on learning experiences with summative and formative portfolio assessment. Students will create a branded one-page website showcasing the media campaign planning and research completed in their previous portfolio courses. Students will create additional graphics and web-based assets to further support their media campaign and highlight their emerging personal brand. The one-page website will serve as both portfolio and visual résumé.
Credits 3
Course Length 4 weeks

MCM1002: Introduction to Media Communications and Technologies

The Introduction to Media Communications and Technologies course provides students with a brief history and an overview of contemporary forms of media communication. Students will examine a variety of analytical and strategic perspectives while being introduced to industry-production tools and techniques. Areas of study highlight the many roles of media professionals, the media-campaign creation process, and the impact of new-media technologies. Students will learn how to make sense of the dynamic field of media communications through a critical analysis of real-world media campaigns, which will serve as a foundation to build their own media strategies.
Credits 3
Course Length 4 weeks

MCM1203: New Media Tools

In the New Media Tools course, students will evaluate new-media tools along with past methods and media outlets. Students will examine these communication avenues and their effectiveness. Students will explore a variety of media used in digital and online environments to accomplish course projects and further their understanding of new-media tools, including images, text, and streaming video and audio. Students will gain an understanding of the unique possibilities and challenges of new media by learning the technology, techniques, and methods of storytelling on multimedia platforms. By studying examples of existing interactive programs, students will develop strategies to solve real-world problems, which will assist them in their future media careers.
Credits 4
Course Length 4 weeks

MCM1401: Aesthetics and Theory of Communications

In the Aesthetics and Theory of Communications course, students will consider the important role aesthetics plays in engaging and appealing to an audience. The course examines the theories of sight, sound, and motion as applied to the design of communication products for different media formats. Students will learn strategies for creative composition and will consider the psychological and physiological implications of images. The course also examines the differences in aesthetics across cultures and how these differences impact professional media projects.
Credits 4
Course Length 4 weeks

MCM2416: Digital Video and Audio Production

The Digital Video and Audio Production course covers the fundamental techniques and concepts of the preproduction and production processes. Students will explore the aesthetics of bringing video and audio together to create a dynamic presentation for a variety of media communications applications. The course examines scripting, treatments, visual and audio storytelling, storyboarding, editing, sound, media management, narration and industry terminology, and application.
Credits 4
Course Length 4 weeks

MCM2429: Editing for the Web

The Editing for the Web course is designed for students to learn the best practices for developing content for the interactive web. In addition to analyzing a wide variety of websites, students will explore blogs, web series, podcasts, and more to learn content-optimization techniques—both in terms of the message and the media—while also learning techniques for incorporating multipage integration. Students will also be introduced to the concepts of usability and user experience and how they guide web content–development strategies.
Credits 4
Course Length 4 weeks

MCM2651: Research in Media Communications

The Research in Media Communications course introduces students to the theories and practices used for research in media communications. Students will compare research methodologies and communication theories while learning to differentiate between topics of study. Students will conduct qualitative and quantitative research through the development of basic data-gathering tools, literature review creation and analysis, and data visualization. Students will also be introduced to basic search engine optimization (SEO) methods, using analytics and data analysis to drive choices that maximize audience and customer response.
Credits 4
Course Length 4 weeks

MCM3111: Professional Development Seminar I: Media Communications

In Professional Development Seminar I: Media Communications, students will build upon previous courses to gain an understanding of media career opportunities and how they align with their current qualifications. In addition, students will write an action plan that outlines specific steps to becoming a viable candidate for employment before graduation. Students will create a media asset that communicates their action plan. Guest speakers will provide students with insight into real-world professional experiences.
Credits 1
Course Length 4 weeks

MCM3222: Professional Development Seminar II: Media Communications

In Professional Development Seminar II: Media Communications, students will create a text-based résumé that clearly articulates their unique background, skills, experience, talents, and qualifications. In this course, students will learn how to tailor their résumé keyword content to a job posting from their exploration in Professional Development Seminar I. Students will consider optimal communication channels such as a professional email address and custom domain name for their portfolio website. Guest speakers will provide students with insight into real-world professional experiences.
Credits 1
Course Length 4 weeks

MCM3313: Advanced Video

The Advanced Video course covers techniques and concepts of producing and editing digital video. The concept of visual storytelling will be explored and analyzed within various media applications to demonstrate the importance of constructing a fully developed idea using images. This course reviews the process of video editing throughout the entire development of a media project. There is an emphasis on image sequencing and story continuity and the use of visual effects, color correction, media management, narration, and industry terminology. Students will apply these concepts to a digital video project using technical skills that promote production value and showcase effective storytelling.
Credits 4
Course Length 4 weeks

MCM3323: Advanced Audio

In the Advanced Audio course, students will explore technologies and techniques for producing and manipulating digital audio for a variety of digital media applications. The course covers desktop digital audio asset creation, editing and restoration, and the application of digital audio to multimedia, broadcast, and other forms of interactive media. Students will combine digital audio asset production skills with effective storytelling to produce captivating audio media.
Credits 3
Course Length 4 weeks

MCM3334: Gaming and Transmedia Storytelling

The Gaming and Transmedia Storytelling course explores the impact of transmedia on audience behavior and media culture as well as its relevance as a media communication tool. Students will survey the history of transmedia, theories of industry pioneers, and trends created by current leaders in the field. Students will also examine how gaming influences transmedia marketing and audience engagement. Students will also learn how to use a variety of media metrics to measure a transmedia story's impact. Additionally, students will be able to differentiate between transmedia and cross media campaigns and entertainment franchises. Finally, students will be able to delineate between passive transmedia narratives and interactive alternate reality games.
Credits 3
Course Length 4 weeks

MCM3425: Integrated Marketing

The Integrated Marketing course examines the applications of a consistent brand message across both traditional and nontraditional marketing channels. Students will explore promotional methods strategically designed to reinforce brand contact with target markets and stakeholders. In this course, students will examine the integration of marketing channels and public relations by using digital media to develop strategies and creative campaigns. Students will work with relevant case histories and survey contemporary topics. This course incorporates multiple disciplines such as advertising, public relations, promotion, and social media.
Credits 3
Course Length 4 weeks

MCM3855: Graphic Design and Communications

In the Graphic Design and Communications course, students will examine principles, concepts, and applications that will strengthen communication efforts within graphic-design projects. The course guides students through the process of creating, producing, and distributing compelling still and animated visual communication. Students will review how words and images are coupled to convey data, concepts, and emotions. In addition, students will explore the developmental phases of the graphic communications process from the origination of the idea to the reproduction, finishing, and distribution of multimedia products.
Credits 4
Course Length 4 weeks

MCM4319: Media Sociology

The Media Sociology course teaches students how to evaluate the psychological and cultural aspects of media. The field of media sociology encompasses both the individual and societal experiences of media from affective, cognitive, and behavioral perspectives. These studies will cover two important angles, including how people impact the media and how media impacts individuals and society as a whole. During this course, students will explore historical media formats such as pictures, sound, graphics, and content. They will also investigate diverse types of contemporary media including emerging technologies and communications.
Credits 3
Course Length 4 weeks

MCM4429: New Media Formats

In the New Media Formats course, students will break from the conventions of traditional modes of visual storytelling to explore short-form, web-based, interactive, and digital-media creation methods. Primary focus will be on the formats of web production, music videos, commercials, and short films. In addition, the course will also explore the innovative ways these formats have diverged and grown from the more conventional approaches to visual storytelling.
Credits 4
Course Length 4 weeks

MCM4441: Media Entrepreneurship

The Media Entrepreneurship course introduces students to the basics of entrepreneurship and the evolving business models for media. The course investigates general concepts of entrepreneurship and how digital technologies and the Internet are transforming media economics. Students will use recent news and communication start-ups as case studies for applying entrepreneurial principles.
Credits 4
Course Length 4 weeks

MCMC311: Professional Development Seminar I: Media Communications

In Professional Development Seminar I: Media Communications, students will build upon previous courses to gain an understanding of media career opportunities and how they align with their current qualifications. In addition, students will write an action plan that outlines specific steps to becoming a viable candidate for employment before graduation. Students will create a media asset that communicates their action plan. Guest speakers will provide students with insight into real-world professional experiences.
Credits 1
Course Length 4 weeks

MCMC322: Professional Development Seminar II: Media Communications

In Professional Development Seminar II: Media Communications, students will create a text-based résumé that clearly articulates their unique background, skills, experience, talents, and qualifications. In this course, students will learn how to tailor their résumé keyword content to a job posting from their exploration in Professional Development Seminar I. Students will consider optimal communication channels such as a professional email address and custom domain name for their portfolio website. Guest speakers will provide students with insight into real-world professional experiences.
Credits 1
Course Length 4 weeks

MDL501: Mastery: Personal Development and Leadership

The Mastery: Personal Development and Leadership course allows students to map their own path toward achievement by providing a holistic understanding of success, personal motivation, resiliency, and intellectual commitment. Through historical and contemporary case studies that demonstrate a wide range of individual potential, graduate students will explore the psychology and strategy behind lifelong learning and personal fulfillment. Students will apply this insight to steer their personal and professional progress throughout their academic journey and beyond.
Credits 3
Course Length 4 weeks

MDM525: Defining Client Needs

Successful media designers understand their clients' industries and can implement design strategies that can elevate their brand in a competitive marketplace. In the Defining Client Needs Course, students explore the designer-client relationship and investigate research strategies and methods for developing effective multi-media campaigns. Assignments address target markets and methods for testing prototypical design solutions.
Credits 5
Course Length 4 weeks

MDM530: Brand Development

In the Brand Development course, students will utilize high-level thinking, problem-solving, and collaborative skills in continuing to cultivate a broad framework of branding and brand identity. Students will study brands as complex and sophisticated entities. They will explore what building a brand entails and how to reflect a company's personality, core values, purpose, differentiation, and relationship with its customers and audiences. Students will discover the processes to build a strong brand as a valuable asset for an organization as well as how to approach it strategically, communicate it in today's media marketplace, and imbue it across media platforms through innovative design thinking.
Credits 5
Course Length 4 weeks

MDM555: Effective Copywriting

Successful media designers are visual and verbal communicators. The Effective Copywriting Course prepares students for the profession by teaching the nuances of writing for advertising, corporate communications, and presentations. Students complete a series of projects that help to develop their skills in writing persuasively while explaining and defending the rationale behind their decisions based on research. Throughout the course, students are required to polish their writing skills in order to extend the power of their design and to craft effective communications.
Credits 5
Course Length 4 weeks

MDM565: Design Research

Translating concepts into visual communications requires the ability to research information, explore options, and apply critical thinking skills to find the most appropriate solutions. In the Design Research Course, students learn the process of exploring and evaluating design options as they investigate many of the research methods and tools used in the profession. Application of these strategies leads to more informed design decisions.
Credits 5
Course Length 4 weeks

MDM571: Applied Design and Workflow

In the Applied Design and Workflow course, students learn to organize, process, and evaluate information obtained from their research. By creating media applications derived from earlier investigations, students will utilize processes and workflow consistent with professional practice in many of today's top design firms. Emphasis is placed on creativity, innovation, and achieving a professional level of execution in their work. Students will receive feedback on their efforts in a way that promotes teamwork and peer collaboration.
Credits 5
Course Length 4 weeks

MDM615: Design Strategies and Motivation

In the Design Strategies and Motivation Course, students refine the concepts developed in previous courses with the objective of maximizing the impact and effect of their communications. By combining research and online creative resources with 21st century skills, students create a range of professional visualizations of their concepts and ideas. The exploration of various design options and strategies along with an understanding of how best to implement and apply them, teaches the critical skills necessary for success in the design industry.
Credits 5
Course Length 4 weeks

MDM620: Design Integration

In the Design Integration Course, research, critical thinking, discussion, and critique help to provide students with a solid foundation from which to proceed in exploring new directions in their design projects. Techniques of incorporating innovation and methods of developing creativity are explored as students further expand their capabilities and refine their work. Through the integration of new ideas and methods of utilizing media, students prepare for the ever-changing landscape of the media design profession.
Credits 5
Course Length 4 weeks

MDM640: Measuring Design Effectiveness

By exploring the various ways to measure the success of design solutions, students gain a better understanding of how design work is perceived and interpreted by target audiences. To capture a holistic perspective of the media design experience, students in the Measuring Design Effectiveness Course examine multiple points of view, further their research, and apply higher-level critical thinking skills through a variety of assignments and discussions. Basic concepts regarding metrics and marketing strategies and how they are implemented in the industry are also discussed as students refine their presentation skills.
Credits 5
Course Length 4 weeks

MDM650: Multi-Platform Delivery

Today's professional media designer is knowledgeable in the various types of media available for communicating information. In the Multi-Platform Delivery Course, students develop a plan for creating professional-quality deliverables from the research and exploration completed in the previous courses. Emphasis is placed on designing for a variety of possible platforms with the goal of developing a unified multi-media campaign. The work is evaluated through critique and refined through iteration in preparation for its presentation.
Credits 5
Course Length 4 weeks

MDM690: Thesis: Presentation of Design Solution

This course simulates the conditions of a professional working environment in which each student is required to make an online presentation of their thesis project to a panel of professionals. Using established criteria and guidelines, students in the Thesis: Presentation of Design Solution Course will present their projects and explain how their research, preliminary investigations, and applications contributed to the process used to arrive at their final design solutions.
Credits 5
Course Length 4 weeks

MDM691: Professional Practice

Today's Media Designer works in a highly competitive field. To achieve success, designers must articulate and manage processes, understand legal and ethical issues on a global scale, and be able to present themselves and their capabilities at the highest level of professionalism. The Professional Practice course provides the platform and the tools to achieve these goals, and helps the designer find and navigate the pathways to success in the media design profession.
Credits 5
Course Length 4 weeks

MDV3632: iOS Development I

The iOS Development I course focuses on application development utilizing the iOS mobile operating-system standards. In this course, students will implement core iOS programming and interface concepts.
Credits 3
Course Length 4 weeks

MDV3732: iOS Development II

The iOS Development II course enables students to utilize standard iOS frameworks. Implementation of these frameworks will enable students to create fully functional entry-level iOS applications that adhere to industry standards.
Credits 3
Course Length 4 weeks

MDV3799: iOS Development III

In the iOS Development III course, students will explore advanced frameworks of the iOS software development kit. Students will develop iOS applications that leverage device hardware and backend data services.
Credits 3
Course Length 4 weeks

MDV3800: Android Interface Design

The Android Interface Design course examines the design philosophies of Android mobile applications with a focus on navigational constructs and visual language. This course challenges students to consider the design process from both functional and visual reference points in order to deliver immersive experiences for the end user.
Credits 3
Course Length 4 weeks

MDV3832: Android Development I

The Android Development I course builds on the programming knowledge students have gained in prior courses to prepare them to develop Android applications. Students will explore the core concepts of Android programming interfaces as well as prepare to deploy to and integrate with Android environments.
Credits 4
Course Length 4 weeks

MDV3853: Android Development II

In the Android Development II course, students will design and generate intermediate user interface structures that can be deployed to an emulator or Android device. They will create and use content databases to support their application deployment.
Credits 3
Course Length 4 weeks

MDV4301: Android Development III

In the Android Development III course, students will construct applications that utilize the Android software-development kit to create feature-rich mobile experiences. The course focuses on code optimization and extensibility as well as application scalability within a diverse mobile landscape.
Credits 4
Course Length 4 weeks

MED119: Project and Portfolio I: Media Strategy

The Project and Portfolio I: Media Strategy course combines hands-on learning experiences with summative and formative portfolio assessments. Students will analyze and identify media trends and strategies to inform and develop their professional goals and industry angle. Through this course, they will learn how to convey a desired mood and emotion using effective storytelling techniques and visual tools.
Credits 3
Course Length 4 weeks

MGF1213: College Mathematics

The College Mathematics course introduces students to fundamental concepts in math and algebra through real-world learning activities in personal finance, business, and quantitative reasoning. Through the simulation of practical situations, students will master basic operations with whole numbers and integers and be able to perform operations with decimals, fractions, and geometric figures. Students will also be able to use measurements and solve mathematical equations.
Credits 4
Course Length 4 weeks
* This specific course uses the Florida Statewide Course Numbering System (SCNS).

MKT1414: Marketing Research

The Marketing Research course explores how vital it is to know how to extract data that will provide information about products and services in relation to consumer behavior. A marketing vision must be constructed and substantiated based on data and facts to validate the financial investment of a company. This course compares and contrasts research methodologies; explores marketing strategies and tactics; and examines the roles that design, implementation, analysis, interpretation, and reporting of research play in influencing marketing decisions. Students will learn to exercise appropriate research design, conduct research, and interpret data for conclusions.
Credits 4
Course Length 4 weeks

MKT163: Storytelling for Marketing

The Storytelling for Marketing course introduces branding and examines the keys to creating a sustainable and effective brand utilizing digital storytelling concepts. Students will explore the mechanics of storytelling and identify how marketers and content developers convey themes through their writing. Techniques and methods for researching, reporting, messaging, and storytelling will be explored to help students learn how to best structure stories for their audiences via different delivery systems.
Credits 3
Course Length 4 weeks

MKT210: Introduction to Marketing

The Introduction to Marketing course explores foundational marketing concepts, including target-market segmentation, product distribution, and promotion. Students will examine traditional marketing avenues, such as print, television, and radio, as well as newer practices in modern technology. In this course, students will construct strategic plans for the selection and development of goods and services. Consumer behavior and its effects on the success of marketing efforts will be inspected and evaluated by students to introduce the human aspect within the business field.
Credits 4
Course Length 4 weeks

MKT2418: Fundamentals of Public Relations

The Fundamentals of Public Relations course focuses on the use of technology, created content, distribution, and new media in contemporary public relations. Students will learn how companies, organizations, and brands use traditional and new media to align their business objectives with their communications strategies. The course examines organizations' ways of managing various forms of media to communicate specific messages to distinct audiences. Students will develop a listening process to understand how the public perceives brands in the online community. This course will also present new technologies to reach consumers creatively and show students how to become the creative bridges between a business or brand and its consumers.
Credits 4
Course Length 4 weeks

MKT3014: Marketing Law and Contracts

The Marketing Law and Contracts course provides an overview of legal practices typically encountered within marketing businesses. This course examines legal terminology, the role of contracts in marketing, and drafting a basic contract. Students will explore theories of negotiation and strategy in developing solution-oriented processes for achieving results in business. They will investigate the legal relationships between companies, organizations, sponsors, vendors, and consumers. Students will also explore topics such as content creation, intellectual property protection, and risk management.
Credits 4
Course Length 4 weeks

MMC6257: Entertainment Media Publishing and Distribution

The Entertainment Media Publishing and Distribution Course focuses on issues currently affecting media publishing and distribution. Students will study traditional as well as new digital publishing and distribution models. The course also addresses issues within the industry such as piracy, social media, digital rights management and legislation. Students will explore strategies for protecting and monetizing their creative content and will utilize traditional as well as new distribution models to develop a publishing and distribution plan for their chosen business.
Credits 3.5
Course Length 4 weeks

MPB229: Project and Portfolio II: Music Production

The Project and Portfolio II: Music Production course combines hands-on learning experiences with summative and formative portfolio assessments. In this course, students will demonstrate increased mastery of musical structures and production techniques. They will compose and program original loop-based sequences using digital audio workstation software. Special emphasis is given to current trends in hip-hop, electronic, and other relevant styles of popular music.
Credits 3
Course Length 4 weeks

MPB239: Project and Portfolio III: Music Production

The Project and Portfolio III: Music Production course combines hands-on learning experiences with summative and formative portfolio assessments. In this course, students will showcase their musical sensibilities and engineering skills through the writing and production of an original song. Informed by popular music history and culture, this industry-standard demo project will capture each student's unique talents and perspective.
Credits 3
Course Length 4 weeks

MPR1202: Musicianship

The Musicianship course continues an in-depth exploration of the workings of musical structure with an increased focus on applied skills. The course explores topics such as compound meter, functional harmony in major and minor keys, music notation, and an introduction to composition. Students will also develop their musical skills through efforts in vocal and keyboard performance, ear training, score analysis, and sequencing projects.
Credits 4
Course Length 4 weeks

MPR3111: Professional Development Seminar I: Music Production

In Professional Development Seminar I: Music Production, students will build upon prior course work to gain an understanding of career opportunities, topics of study, and current issues in the music production industry. In addition to exploring the industry, students will learn strategies for connecting with industry professionals. Guest speakers will provide students with insight into real-world professional experiences.
Credits 1
Course Length 4 weeks

MPR3113: Music Genres

The Music Genres course studies the stylistic traits of various historical genres and the programming skills vital to their successful realization. Composers who can produce music in many styles have more variety and potential to offer their clients. Students will build these foundational competencies by arranging and producing song fragments that make use of specific genre attributes.
Credits 4
Course Length 4 weeks

MPR3222: Professional Development Seminar II: Music Production

In Professional Development Seminar II: Music Production, students will continue an in-depth exploration of the music production industry and will evaluate additional career opportunities. Students will also explore current trends in popular music. With this newly acquired knowledge, students will learn to position themselves for success in an ever-changing industry. Guest speakers will provide students with insight into real-world professional experiences.
Credits 1
Course Length 4 weeks

MPR3223: Engineering Skills for the Music Producer

Today's music producer must be prepared to fill multiple roles—from composer and arranger to audio engineer. In the Engineering Skills for the Music Producer course, students will learn how maintaining the creative perspective of a composer or arranger will assist in informing and facilitating critical engineering decisions. Leveraging this cultivated mindset through work in technical applications will ensure that necessary outcomes can be met without compromising creative goals. Students will integrate their knowledge of music with sequencing, audio editing, and mixing techniques to create an appropriate mix. Students will then explore the relationship between mixing and mastering by applying standard mastering processing to their final mix to satisfy required technical specifications.
Credits 4
Course Length 4 weeks

MPR3311: Musical Arrangement

The Musical Arrangement course addresses instrumentation and arranging techniques. This course focuses on developing an understanding of the nature and limitations of acoustic and electronic instruments, as well as effective formulaic techniques for successful arrangement. Instrument families explored in the course include bowed strings, woodwinds, and brass, and arranging techniques include pads, two-part melodic harmonization, and mechanical voicings. The course also surveys creating a musical score, exporting MIDI data from Sibelius, and mixing tracks in Apple's Logic Pro software to create a synthesized performance.
Credits 4
Course Length 4 weeks

MPR3452: Game Music Composition

Creating music for game audio requires a radical shift in production strategy because of the conditional-access design of games. In the Game Music Composition course, students will study game music and design, analyze design approaches, and synthesize and use a toolbox of production strategies. Students will continue to develop their music skills through group collaboration and the construction and production of a game music project.
Credits 3
Course Length 4 weeks

MPR3701: Music Production for Media

Students in the Music Production for Media course will create music to fit within typical modern broadcast branding and advertising. Students will explore music in branding and marketing as they learn to discern the elements that constitute standards in professional commercial music production. Students will expand their music skills while constructing and producing advertisement and jingle campaign packages as well as a website-branding project.
Credits 4
Course Length 4 weeks

MPR3925: Topics in Music Theory

Students in the Topics in Music Theory course will build upon their prior theory training toward a more comprehensive knowledge of musical structure. The course will cover chromatic harmony, diatonic modes, counterpoint, and advanced rhythmic techniques. Students will also continue to develop their musicianship through vocal and keyboard performance, ear training, and score analysis.
Credits 3
Course Length 4 weeks

MPR4416: Audio Engineering Techniques

The Audio Engineering Techniques course focuses on professional audio recording, mixing, and editing. Students will develop workflows and strategies for producing the highest-quality results in their music-production projects.
Credits 4
Course Length 4 weeks

MPRC311: Professional Development Seminar I: Music Production

In Professional Development Seminar I: Music Production, students will build upon prior course work to gain an understanding of career opportunities, topics of study, and current issues in the music production industry. In addition to exploring the industry, students will learn strategies for connecting with industry professionals. Guest speakers will provide students with insight into real-world professional experiences.
Credits 1
Course Length 4 weeks

MPRC322: Professional Development Seminar II: Music Production

In Professional Development Seminar II: Music Production, students will continue an in-depth exploration of the music production industry and will evaluate additional career opportunities. Students will also explore current trends in popular music. With this newly acquired knowledge, students will learn to position themselves for success in an ever-changing industry. Guest speakers will provide students with insight into real-world professional experiences.
Credits 1
Course Length 4 weeks

MST155: Project I: Media Strategy

In Project I: Media Strategy, students will apply their knowledge of current media trends and strategies to design and develop a personal brand identity. They will create a personal branding package for professional representation. Additionally, students will use storytelling techniques such as color, imagery, and visual hierarchy to deliver a story that guides a viewer's experience.
Credits 2
Course Length 4 weeks

MST156: Portfolio I: Media Strategy

In Portfolio I: Media Strategy, students will apply their storytelling skills to elicit an intended mood or emotional impression from their audience. Students will develop and define their professional goals and positioning in the media communications industry through their personal branding package.
Credits 1
Course Length 4 weeks

MUB3311: Music Business Models

The Music Business Models course provides students with an overview of music business corporate structure and the support companies that assist in the development, distribution, and sale of music. The course also covers management configuration for each type of entity, from the organizational structure to the specific job responsibilities of various positions within these companies.
Credits 3
Course Length 4 weeks

MUB3513: Music Evaluation for Artists and Repertoire

The Music Evaluation for Artists and Repertoire course focuses on developing listening skills through critically evaluating recorded music and live concert material as the basis for talent scouting and artists and repertoire (A&R) in the music industry. For students with little or no formal training in music, this course explores the elements of music, music terminology, song structure, the acoustic environment, and individual perceptions of sound in a nontechnical way. The course also delves into the historical significance of genres and styles with the intent to isolate musical origins and discuss evolving trends.
Credits 3
Course Length 4 weeks

MUB4361: Music Retail and Distribution

The Music Retail and Distribution course focuses on the retail process and the various distribution channels available amid the music industry. Students will examine the importance of branding and how it relates to product presentation at the retail level, explore the timeline of product development, and learn how to distribute their product to a retail environment. All types of distribution channels are examined in this course, from traditional big-box retailers to digital retail and the mobile platform. In addition, this course examines the exploitation of a music product for optimal monetization and the new business models for creating revenue streams.
Credits 3
Course Length 4 weeks

MUB461: Concert Management and Touring

The Concert Management and Touring course covers a variety of topics that are specific to concert production and the touring industry. This course takes a ground-level approach to concert-promotion basics, including production management and how to develop and execute an artist's tour. Students will explore public-safety guidelines, contract riders, unions, staff and equipment booking, and the daily execution of tour schedules.
Credits 4
Course Length 4 weeks

MUB4716: Music Supervision

In the Music Supervision course, students will learn how to serve as a creative liaison between the music industry and the visual-media industries, including film, television, video games, and advertising. Students will develop their ability to determine the musical vision, tone, and style that best suit a given multimedia project. Students will learn to identify, secure, and supervise music-related talent, including composers, songwriters, recording artists, musicians, and producers. They will also learn how to effectively communicate and negotiate with talent representation to obtain necessary clearances.
Credits 3
Course Length 4 weeks

MUB481: Artist Management

The Artist Management course explores the career path of the manager. This position plays a significant role in the entertainment business community and in the career of the artist or band. Course topics include the artist/manager relationship, launching an artist's career, management contracts, the development of an artist's career path, and sustaining an artist's career.
Credits 4
Course Length 4 weeks

MUH2429: History of Popular Music

The American music industry has generated hits and new styles throughout every decade. The History of Popular Music course surveys this rich evolution from its roots through the 1960s, establishing major musical milestones that have become the precedents of today's industry genres. By examining the development of each musical style through a sociological and technological lens, students will gain insight into the conditions that have made American music distinctly unique.
Credits 4
Course Length 4 weeks

MUM3308: Music Copyright and Publishing

The Music Copyright and Publishing course teaches students how to protect their creative works and provides an overview of the business mechanisms that can affect the use of their songs and those of their clients. Along with the global topics of copyright and music publishing, the course also covers the history of the music-publishing industry, royalties, the songwriter's contract, publishing options, and an overview of publishing companies.
Credits 4
Course Length 4 weeks

MUM3733: Music Business Marketing

The Music Business Marketing course explores marketing concepts as they relate to the nuances of the music business. Students will construct strategic plans in the selection and development of music business products and integrate traditional and nontraditional promotional avenues. In addition, students will strengthen their understanding of the analytical tools and strategic analysis of the music business, providing them with real-world marketing knowledge that will facilitate the success of their creative work.
Credits 4
Course Length 4 weeks

MUS6018: Music and Audio for Instructional Design

The Music and Audio for Instructional Design Course teaches students how to produce media with proper auditory stimulation for various learning environments. Areas of emphasis include music for personal branding, recording professional-quality voiceovers, the connections among music, language, and memory in a learning environment, producing original music for various learning applications, music and audio in video, and reaching aural and kinesthetic learning styles through music.
Credits 3
Course Length 4 weeks

NMJ511: Fundamentals of Multimedia Journalism

The Fundamentals of Multimedia Journalism course introduces students to the expansive skill set of today's journalist. This industry demands meticulous reporting, writing, and editing skills combined with digital content abilities in strategy, community building, brand development, and entrepreneurship. Taking on the role of beat reporters, students will choose and develop a content topic that provides news value to an audience. They will examine core journalistic principles such as integrity, factual accuracy, and avoidance of bias. They will adopt industry-standard practices and workflows, including the ethical use of artificial intelligence, in their work. In addition, they will launch an online portfolio they will curate throughout the program.
Credits 4
Course Length 4 weeks

NMJ520: Writing for Interactive Media

A primary objective of the Writing for Interactive Media Course is for students to master narrative principles by examining new ways of telling interactive, narrative stories for visual and digital media while learning through experience about the critical role that multimedia methods play in engaging audiences with complex information. The course explores both the mechanics of storytelling as well as how journalists convey themes through their writing. Students establish habits for thinking comprehensively about the storytelling process by learning how to identify stories and engaging in the development of specific storytelling processes including voice, context, dialogue, character, time, and space. The course emphasizes how story structures change across different delivery systems and platforms.
Credits 4
Course Length 4 weeks

NMJ521: Writing for Interactive Media

The Writing for Interactive Media course explores the evolving nature of writing, where journalists and public relations professionals share overlapping goals to inform, persuade, and engage audiences. Students will explore foundational writing standards and stylistic conventions of journalism and public relations. They will analyze the mechanics of multimedia storytelling and effective use of media elements and create content focused on a variety of platforms and purposes. Emphasis will be placed on writing that is newsworthy, interactive, social, visual, and strategic in meeting set objectives.
Credits 4
Course Length 4 weeks

NMJ541: Research and Investigation Skills Development

The Research and Investigation Skills Development course explores the fundamentals of research vital to journalists. Students will evaluate qualitative and quantitative research, including the ethics of responsible research, validity and reliability, and the findings, limitations, and implications of research studies. They will learn to calculate descriptive statistics and mine research databases, public records, and data repositories for background information and numerical data to create infographics and data visualizations. Students will evaluate the credibility and biases of sources, including experts, and practice interviewing skills that support their own reporting. Through the course, students will demonstrate their skills through a series of related publications.
Credits 4
Course Length 4 weeks

NMJ551: Multimedia Development and Editing

The Multimedia Development and Editing course surveys the multimedia news production process and focuses on news communication technologies that have created new media, new language, and new content interfaces. Students will explore how the principles and concepts of visual and audio communication are employed in digital media and learn best practices in photojournalism, video and audio production, web skills, and advanced postproduction. With new visual information skills, students will upload content to a website or social platform. They will also be equipped to deploy these technologies to produce and edit sophisticated content across multiple platforms.
Credits 4
Course Length 4 weeks

NMJ571: Digital News Production

The Digital News Production course prepares students to work in the dynamic media environment by introducing them to the theories, techniques, and skills used in modern newsrooms and news-related websites. Students will create video content in different journalistic storytelling formats. They will also gain the ability to present online journalism holistically, integrating video content to help convey information to their audience.
Credits 4
Course Length 4 weeks

NMJ591: Multimedia Reporting

In the Multimedia Reporting course, students will cultivate rigorous information-gathering techniques to develop comprehensive and authentic news stories. Students will engage in the critical evaluation of source credibility and intensive fact-checking protocols in an era of information abundance. They will develop balanced, ethically sound stories that integrate various multimedia elements while deploying strategies to identify and eliminate bias across reporting platforms. The curriculum integrates practical digital tool training with foundational journalistic principles, preparing students to produce impactful, accurate, and visually engaging content.
Credits 4
Course Length 4 weeks

NMJ621: Social Media and Online Community Engagement

In the Social Media and Online Community Engagement course, students will explore how journalists navigate social platforms to uncover stories, engage communities, and distribute content. The curriculum covers emerging tools and platform-specific strategies for newsgathering and audience development. Students will learn to apply rigorous verification methodologies to social media and other sources while developing skills in audience behavior analysis and assessment of algorithmic influences. The course emphasizes how to build an authentic professional online presence that balances personal brand development with journalistic principles. The course aims to outfit students with the knowledge and skills to use social technologies ethically and effectively in the professional arena.
Credits 4
Course Length 4 weeks

NMJ631: Legal Aspects of Media

The Legal Aspects of Media course equips students with a foundational understanding of media law while addressing the evolving legal challenges of digital content. The course explores core topics such as First Amendment protections, defamation, and copyright law, emphasizing ethical communication and responsible content creation. Students will engage with relevant issues surrounding emerging technologies, such as the legal implications of artificial intelligence. Through case studies, discussions, and real-world examples, students will learn to navigate the legal risks inherent in publishing content across platforms, examining these issues in the context of current communication tools and future media trends.
Credits 4
Course Length 4 weeks

NMJ642: Legal Aspects of Media

The Legal Aspects of Media Course identifies complex media legal issues presented by the expansion of digital and mobile technologies, and helps students think critically about how to resolve these issues. The course explores whether or not traditional media laws and regulations apply to the Internet, and if so, which laws and in what application. Students will discuss First Amendment rights and media law, including libel and slander, privacy, as well as ethical dilemmas faced by media professionals. Finally, students will examine these legal issues in the context of current technologies and future trends.
Credits 4
Course Length 4 weeks

NMJ651: Public Relations and Reputation Management

The Public Relations and Reputation Management course surveys the contradictory roles of public relations within media. Students will assess how strategic communication enhances individual journalistic entrepreneurship while potentially running counter to reporting and journalistic credibility. Students will gain essential techniques for developing authentic personal brands and build engaged audiences while maintaining journalistic integrity. They will analyze corporate PR strategies and their impact on news reporting, then wield practical methods to identify promotional influence in source materials. Through learning to detect and leverage audience engagement and perception management across platforms, students will develop a deep understanding of the complex interplay between journalism and public relations.
Credits 4
Course Length 4 weeks

NMJ671: Multimedia Publishing and Online Distribution

The Multimedia Publishing and Online Distribution course examines the broad economic issues facing the field of journalism: global competition, multiple distribution platforms, evolving technology and consumer behaviors, and fractionalized revenue streams. Students will explore the concepts of interactive publishing and management by learning how to merge journalism fundamentals with the technologies of interactive publishing. Areas of focus include newsroom organization, content development, planning and promotion strategies, and standards in a cyclic multimedia news environment.
Credits 4
Course Length 4 weeks

NMJ691: Multimedia Journalism Final Portfolio

To conclude the program, the Multimedia Journalism Final Portfolio course serves as a juncture for students to synthesize what they have learned about the mission, methods, and experience of multimedia journalism and undertake a comprehensive, sustained study of a single subject. This final capstone project involves constructing a journalistic package that incorporates text, photos, video, graphics, and other elements to tell an in-depth story. Students will compose a final presentation that closely details their project, underscoring the skills and tenets they have gained in this discipline. They will also finalize a portfolio website that houses various multimedia pieces to document their multimedia competencies and topic expertise.
Credits 4
Course Length 4 weeks

PBR510: Public Relations in a Digital World

In Public Relations in a Digital World, students will survey the theory and practice of public relations (PR) and examine the dramatic impact of the Internet and a 24/7 media environment on the PR process. Students will examine how the Internet and digital media have influenced not only the development of the PR profession but how PR is planned, distributed, and controlled. Throughout the course, students will explore the role of PR across various departments within an organization, its impact on publics, and its function within the communications industry. By examining how PR is used to address a variety of strategic communication requirements and organizational goals, students will leave the course with a foundation for further exploration of these initiatives in a dynamic business environment.
Credits 3
Course Length 4 weeks

PBR540: Innovative Public Relations Tools and Resources

Like the tools in a toolbox, different media techniques and technologies can solve different communication problems. In the Innovative Public Relations Tools and Resources Course, students will examine the unique characteristics of popular technologies such as social networks (Facebook), real-time media (Twitter), and content sharing (YouTube, Flickr). Students will also investigate behaviors including crowd sourcing, feed aggregation, and content curation. The role of technologies such as RSS, HTML5, and emerging mobile platforms will also be explored. The course will offer students a deeper understanding of the unique properties of each platform as well as examine the kinds of tactical and strategic problems each technology addresses in the context of a PR campaign.
Credits 3
Course Length 4 weeks

PBR550: Social Media Metrics and ROI

The ability to measure and evaluate the impact of public relations efforts is critical to ensuring the success of any marketing and/or public relations campaign. In the Social Media Metrics and ROI Course, students will learn how to track, report, and analyze a variety of metrics that describe audience behavior and attitudes. In the course, students will learn how to use numeric information to describe and explain performance in relation to campaign goals and objectives. Students will examine quantitative and qualitative measurements to help provide context for audience search trends, website traffic, and social behavior such as sharing content. In addition to exploring these metrics, students will also learn how to integrate these measures into their professional planning. The course will provide students with an understanding of both traditional and contemporary metrics and reporting tools for analyzing data. Ultimately, students will learn how to develop and create reports, which will develop a stakeholder's understanding and confidence in the public relations process.
Credits 3
Course Length 4 weeks

PBR560: Market and Consumer Research Analysis

Market and Consumer Research Analysis examines why research is essential to developing and evaluating strategies for public relations campaigns. In this course, students will expand their research vocabulary, evaluate research related to PR campaign strategies, and conduct secondary research using public and Full Sail Library databases and tools. Students will examine how PR leverages primary research and will prepare a primary research study protocol for their case-study project. Students' work throughout the course will position them to develop and present a research-based strategy for their chosen case study.
Credits 3
Course Length 4 weeks

PBR610: Media Relations

Journalists have traditionally provided PR professionals with an opportunity to have their story told to a large audience by a trusted source. In the Media Relations Course, students will consider who the journalist is in the digital space and how the traditional objective for a journalist has changed as a result of the Internet and participatory media. Students will explore how a public relations professional must understand their media community and the best way to engage with the media in a professional manner to achieve their public relations goals. Students will examine how to engage both the advocates and skeptics of their organization with the media; they will also learn how to leverage their community's subject matter experts to represent their mission with authority.
Credits 3
Course Length 4 weeks

PBR620: Events Marketing and Production

Today's public relations professionals frequently design thematic events to generate buzz, build excitement, and engage their professional communities. Whether organizing large industry conferences or curated client meetings, digital media plays a crucial role in publicizing and managing these events. In the Events Marketing and Production course, students will explore how both public and digital events support PR efforts, generating awareness for clients and companies. They will also examine how PR strategies can enhance the impact of an event and innovate tactics to amplify the effectiveness of both digital and real-world interactions.
Credits 3
Course Length 4 weeks

PBR640: The Online Media Room

The traditional pressroom or media room serves as the central hub for an organization's media outreach and engagement efforts with consumers and clients. In the digital landscape, this function typically resides within a dedicated section of the company's website. In the Online Media Room course, students will learn how to develop, integrate, and manage online media assets to support both external and internal PR communications. Topics covered include the creation and usability of digital assets, the adoption of innovative online media techniques to strengthen web presence, and the integration of digital media with social platforms. Additionally, students will explore best practices for maintaining and updating media assets to foster engagement across the organization.
Credits 3
Course Length 4 weeks

PBR650: Reputation Management Strategies

In the Reputation Management Strategies Course, students will learn how to monitor and respond to changes in sentiment and conditions that impact organizational initiatives and long-term strategic communication objectives. In addition to monitoring conversations, sentiment, and search ranking, students will also examine how to report social metrics and web analytics – translating this information into effective planning and decision-making. Students will also examine options for defending and repairing reputations, as well as addressing social threats such as dated and inaccurate information in the press, misinformation, and critics on the web. Finally, students will consider how they can use these same strategies to monitor and manage their own online reputations as they develop their careers.
Credits 3
Course Length 4 weeks

PBR697: Public Relations Presentation and Portfolio

In the Public Relations Presentation and Portfolio course, students will complete a case-study project and presentation. This project will showcase a comprehensive public relations strategy that demonstrates mastery of key concepts and knowledge gained throughout the program. Additionally, students will refine their online portfolios, incorporating multimedia assets and a diverse channel mix that align with their public relations plan criteria. These portfolios will highlight their technical, research, and writing skills developed during the program. Students will also craft a professional résumé and cover letter to complement their portfolio and case-study presentation, offering them a cohesive package that can be used to market their gained skill set to the field.
Credits 3
Course Length 4 weeks

PHY3020: Physical Science

The Physical Science course teaches students how to interpret the world through a variety of scientific concepts such as Newtonian mechanics, properties of matter, electromagnetism, the nature of waves and sound, and cosmological phenomena. Application of physical theories and mathematical formulas are explored through the interpretation of real and dramatized events.
Credits 4
Course Length 4 weeks

RAB239: Project and Portfolio III: Recording Arts

The Project and Portfolio III: Recording Arts course combines hands-on learning experiences with summative and formative portfolio assessments. In this course, students will combine the knowledge and skills they have developed to create a recording comparable to a songwriter's demo. This course draws on previous topics, including recording, editing, mixing, and musical structure. Students will be required to create and adhere to a production plan emulating highly compressed real-world deadlines. The finished product will be a portfolio-ready recording.
Credits 3
Course Length 4 weeks

RAR3111: Professional Development Seminar I: Audio Arts

In Professional Development Seminar I: Audio Arts, students will build upon the Audio Arts in the Entertainment and Media Industries course to gain an understanding of career opportunities, topics of study, and current issues in the audio industry. In addition to exploring the industry, students will learn strategies for connecting with a professional mentor. Guest speakers will provide students with insight into real-world professional experiences.
Credits 1
Course Length 4 weeks

RARC111: Professional Development Seminar I: Audio Arts

In Professional Development Seminar I: Audio Arts, students will build upon the Audio Arts in the Entertainment and Media Industries course to gain an understanding of career opportunities, topics of study, and current issues in the audio industry. In addition to exploring the industry, students will learn strategies for connecting with a professional mentor. Guest speakers will provide students with insight into real-world professional experiences.
Credits 1
Course Length 4 weeks
* This course is only offered online. It is conducted over the Full Sail Online Learning Environment – a web-based platform which employs modern multimedia technologies, requires a logon for entry, and is accessible 24 hours a day via the Internet. Completion of the course is based on participation and successful completion of assignments.

RARC222: Professional Development Seminar II: Recording Arts

In Professional Development Seminar II: Recording Arts, students will continue an in-depth exploration of the recording arts industry. With this newly acquired industry knowledge, students will create a career strategy map of their own. Students will also learn how to evaluate, modify, and maintain their personal brand. Guest speakers will provide students with insight into real-world professional experiences.
Credits 1
Course Length 4 weeks
* This course is only offered online. It is conducted over the Full Sail Online Learning Environment – a web-based platform which employs modern multimedia technologies, requires a logon for entry, and is accessible 24 hours a day via the Internet. Completion of the course is based on participation and successful completion of assignments.

RARC311: Professional Development Seminar I: Audio Arts

In Professional Development Seminar I: Audio Arts, students will build upon the Audio Arts in the Entertainment and Media Industries course to gain an understanding of career opportunities, topics of study, and current issues in the audio industry. In addition to exploring the industry, students will learn strategies for connecting with a professional mentor. Guest speakers will provide students with insight into real-world professional experiences.
Credits 1
Course Length 4 weeks

RARC322: Professional Development Seminar II: Recording Arts

In Professional Development Seminar II: Recording Arts, students will continue an in-depth exploration of the recording arts industry. With this newly acquired industry knowledge, students will create a career strategy map of their own. Students will also learn how to evaluate, modify, and maintain their personal brand. Guest speakers will provide students with insight into real-world professional experiences.
Credits 1
Course Length 4 weeks

REC1732: Sequencing Technology

The Sequencing Technology course explores the use of MIDI-based hardware and software in music production, live performance, and studio control. Musical Instrument Digital Interface (MIDI) is the electronic marriage of music and computer technology that revolutionized music composition, recording, performance, and arrangement. Students will be introduced to the history, principles, and varied uses of MIDI, as well as sequencing techniques, synchronization, troubleshooting, and MIDI system design. Students will survey the effect of MIDI on the modern recording-studio environment and examine live MIDI applications.
Credits 4
Course Length 4 weeks

REC2132: Principles of Electronics

The Principles of Electronics course teaches the fundamentals of electricity as it relates to the professional needs of the entertainment industry. With an emphasis placed on safety procedures, students will gain knowledge of electrical systems as they apply to studio and live-event production. The course covers Ohm's law, AC power, test equipment, soldering, troubleshooting, and grounding schemes, as well as the fundamental concepts required to understand the electronic circuits found within audio, video, and lighting equipment. Students will be challenged to solve a variety of real-world technical problems that often arise in the audio industry.
Credits 4
Course Length 4 weeks

REC3125: Vocal Production

The Vocal Production course specifically addresses the production of vocal tracks and voice-overs for various media and musical applications. The creative component of this course explores techniques and strategies for capturing the best vocal performance from an artist. The course also examines preproduction with vocalists, establishing producer/vocalist rapport, conducting a vocal session, vocal compilation and background vocals, microphone selection, and signal processing and mixing for vocals and voice-overs.
Credits 3
Course Length 4 weeks

REC3133: Principles of Electronics

The Principles of Electronics course teaches the tenets of electricity as it relates to the professional needs of the entertainment industry. With an emphasis placed on safety procedures, students will gain knowledge of electrical systems as they apply to studio and live-event production. The course covers Ohm's law, AC power, test equipment, soldering, troubleshooting, and grounding schemes, as well as the fundamental concepts required to understand the electronic circuits found within audio, video, and lighting equipment. Students will be challenged to solve a variety of real-world technical problems that often arise in the audio industry.
Credits 3
Course Length 4 weeks

REC3304: Modern Production Techniques

The Modern Production Techniques course explores the skills and production workflows underpinning contemporary popular music. Synthesizing their work in recording, editing, and mixing from prior curriculum, students will apply studio techniques to build high-quality multitrack sessions in development toward a polished finished product. The coursework encourages students to employ modern audio-recording technology to gain expertise in the art and science of music production.
Credits 4
Course Length 4 weeks

REC3414: Audio Workstations

The Audio Workstations course explores the digital audio workstation environment through an overview of digital audio concepts and practices. Students will receive instruction and practical experience with powerful computer-based recording systems typically found in the modern recording and show production industry.
Credits 4
Course Length 4 weeks

REC3514: Critical Listening

The Critical Listening course focuses on developing listening skills to enhance audio engineering and production efforts through the analysis of sound, recorded signals, signal processing, sonic environments, music, and film. Course topics include the physics of sound, acoustics and psychoacoustics, sound analysis, and the identification and application of various production techniques. Students will also hone their critical-listening skills through project-based assignments that allow them to perceive the connection between sound waves, audio signals, the acoustic environment, and individual perceptions of sound.
Credits 3
Course Length 4 weeks

REC3515: Critical Listening

The Critical Listening course focuses on developing listening skills to enhance audio engineering and production efforts through the analysis of sound, recorded signals, signal processing, sonic environments, music, and film. Course topics include the physics of sound, acoustics and psychoacoustics, sound analysis, and the identification and application of various production techniques. Students will also hone their critical-listening skills through project-based assignments that allow them to perceive the connection between sound waves, audio signals, the acoustic environment, and individual perceptions of sound.
Credits 4
Course Length 4 weeks

REC3805: Audio Postproduction

The Audio Postproduction course provides students with an overview of production sound and audio postproduction sound design for film and television. Subjects include the history of the audio postproduction process, the recording of production sound, timecode and synchronization, the film-audio postproduction process, and the television-audio postproduction process.
Credits 4
Course Length 4 weeks

REC3901: Session Recording

The Session Recording course walks students through the theory, philosophy, and practice of contemporary music production in a world-class studio facility. The course introduces the theory and operation of large-format audio consoles. Emphasis is placed on the means to conduct a music session and work with a band in a studio setting. Studio signal flow and recording techniques will be studied and practiced. Students will utilize modern audio-recording technology to gain expertise in the art and science of music production.
Credits 4
Course Length 4 weeks

REC4414: Advanced Audio Workstations

The Advanced Audio Workstations course provides students with an opportunity to expand their knowledge and skills in digital audio-workstation theory and techniques. Within this course, students will apply their workstation skills to highly specialized concepts and procedures such as advanced synchronization, surround production, data compression and encoding used for DVDs, and multichannel feature films.
Credits 4
Course Length 4 weeks

REC4735: Advanced Session Recording

The Advanced Session Recording course provides extensive education in the theory, philosophy, and practice of contemporary music production in world-class studio facilities. Emphasis is placed on how to conduct a music session and work with a band in a studio setting. Students will expand their knowledge of studio signal flow, recording techniques, and synchronization. Students will utilize current audio recording technology to gain further expertise in the art and science of music production.
Credits 4
Course Length 4 weeks

SCB228: Project and Portfolio II: Sportscasting

The Project and Portfolio II: Sportscasting course combines hands-on learning experiences with summative and formative portfolio assessments. The course provides an overview of the philosophy and practice of modern sports journalism, including its influences, significant players, and events. By studying relevant theories of human behavior and media consumption, students will be able to critically analyze current methods and technology used for audience engagement. They will also begin to develop creative content-development skills and define the personal presentation styles they will adopt in this evolving setting. In addition, students will explore the relationship between sports, sports businesses, and society, including consumers and fans.
Credits 3
Course Length 4 weeks

SCB239: Project and Portfolio III: Sportscasting

The Project and Portfolio III: Sportscasting course combines hands-on learning experiences with summative and formative portfolio assessments. This course reinforces vocal performance as a crucial tool for the successful sports broadcaster and communicator. Students will continue to develop the quality of their voice, reaching an advanced level through vocal exercises and sophisticated drills. Students will submit weekly recordings for review and analysis as they begin to develop their personal vocal brand and philosophy for connecting with audiences. They will also explore industry tools to harness their vocal power.
Credits 3
Course Length 4 weeks

SCB348: Project and Portfolio IV: Sportscasting

The Project and Portfolio IV: Sportscasting course combines hands-on learning experiences with summative and formative portfolio assessments. In this course, students will build and refine their multimedia production and editing skills. They will also grasp the importance of developing and telling stories and understand the value of story packaging and distribution. Through recording footage for various live events, students will explore shot composition and storytelling through video. They will then edit their footage to yield a professional final product.
Credits 3
Course Length 4 weeks

SCB359: Project and Portfolio V: Sportscasting

The Project and Portfolio V: Sportscasting course focuses on remote location reporting and provides opportunities for students to practice and refine the various production techniques and communications strategies of sports broadcasting. Field projects comprise this course's summative and formative portfolio assessments—students will work both individually and collaboratively to create professionally produced live reports in environments outside of the studio. Through these hands-on experiences, students will engage with all three stages of television production, including preproduction, production, and postproduction. Students will also use these projects to evaluate and develop their broadcasting persona.
Credits 3
Course Length 4 weeks

SCB469: Project and Portfolio VI: Sportscasting

The Project and Portfolio VI: Sportscasting course combines hands-on learning experiences with summative and formative portfolio assessments. Students will be challenged to consider content creation and organization from the viewpoint of a twenty-first-century producer or executive. Through lessons, case studies, and projects, students will learn creative strategies for content production. They will explore audience development, programming distribution, and content strategy for evolving distribution channels. Students will apply knowledge from this and previous courses to devise a content plan for a digital channel with an emphasis on strategic creativity.
Credits 3
Course Length 4 weeks

SCB479: Project and Portfolio VII: Sportscasting

The Project and Portfolio VII: Sportscasting course combines hands-on learning experiences with summative and formative portfolio assessments. This course focuses on advanced studio production for broadcast, podcast, and digital sports programming. Students will experience the elements of a live sports programming environment. They will enterprise their own stories and write, edit, and deliver content at the level required to succeed in the professional world. Students will work primarily in their areas of focus and collaborate to present different types of structured, informative, studio-based programming while under the deadlines of a working newsroom.
Credits 3
Course Length 4 weeks

SCS1101: Introduction to Sportscasting

The Introduction to Sportscasting course will expose students to the fundamentals of sportscasting, including basic television and production terminology. Students will learn the art of creating and executing a sportscast and gain experience writing their own material, appearing on camera, and recording voice-over. They will build their essential skill set for functioning in any newsroom, including the ability to read a rundown, run a teleprompter, and edit simple audio.
Credits 3
Course Length 4 weeks

SCS2501: Broadcast Writing

The Broadcast Writing course introduces the writing and reporting skills essential to sports journalism, broadcasting, and broadcast storytelling. Students will learn how news is gathered, evaluated, and distributed. They will also further explore the role that sports journalism and broadcasting play in the progressive media landscape. Focus will be placed on understanding the dynamic that exists between reporters, hosts, and sports organizations.
Credits 4
Course Length 4 weeks

SCS3111: Professional Development Seminar I: Sportscasting

In Professional Development Seminar I: Sportscasting, students will build upon the Business in the Entertainment and Media Industries course to gain an understanding of career opportunities, topics of study, and current issues in the sportscasting industry. In addition to exploring the industry, students will learn strategies for connecting with a professional mentor. Guest speakers will provide students with insight into real-world professional experiences.
Credits 1
Course Length 4 weeks

SCS3201: Vocal Training for Sportscasting I

Vocal presentation impacts every aspect of broadcasting and communication. The Vocal Training for Sportscasting I course demonstrates how to recognize and develop vocal richness and authenticity at an introductory level. Students will explore the philosophy of communicating with audiences and study the pillars of vocal communication. Students will also perform basic vocal exercises and drills to start developing their vocal instrument.
Credits 4
Course Length 4 weeks

SCS3222: Professional Development Seminar II: Sportscasting

In Professional Development Seminar II: Sportscasting, students will continue an in-depth exploration of the sportscasting industry. With this newly acquired industry knowledge, students will create a career strategy map of their own. Students will also learn how to evaluate, modify, and maintain their personal brand. Guest speakers will provide students with insight into real-world professional experiences.
Credits 1
Course Length 4 weeks

SCS3351: Diversity in Modern Media

The Diversity in Modern Media course focuses on the importance of discovering and telling stories across race, religion, gender, class, and diverse cultural backgrounds. Students will explore the roles of journalists and broadcasters as agents of social change and responsibility. The impact of diversity on media and media access will also be examined. Students will consider the range of cultural settings navigated by journalists and broadcasters and the necessity of reaching audiences from various backgrounds.
Credits 3
Course Length 4 weeks

SCS3401: Vocal Training for Sportscasting II

Skill in vocal performance is crucial for any successful sports broadcaster and communicator. The Vocal Training for Sportscasting II course continues to train students in voice control and quality at an advanced level. Students will begin to develop their personal vocal brand and philosophy for connecting with audiences. Students will also perform advanced vocal exercises and drills to progress in developing their vocal instrument.
Credits 3
Course Length 4 weeks

SCS3521: Advanced Interviewing for Sportscasting

The Advanced Interviewing for Sportscasting course presents the vital elements and professional practices needed to conduct insightful and successful interviews. Interview preparation and execution strategies are broken down through step-by-step instruction, preparing students to thrive in any interview situation—from sit-down, long-form interviews to short, three-question sideline formats. Through analyzing real-world examples, students will identify critical strategies used in the industry. Students will be challenged to practice and hone their skills and adaptability in various simulated and authentic interview scenarios.
Credits 4
Course Length 4 weeks

SCS4111: Advanced Reporting and Practice

In the Advanced Reporting and Practice course, students will utilize audio and video equipment to gather and report news for radio, television, and digital outlets. Students will produce and edit television and web news reports under the pressure of deadlines, both for taped and live performances.
Credits 4
Course Length 4 weeks

SCS4621: Broadcast for Advanced Technology I

In the Broadcast for Advanced Technology I course, students will learn the fundamentals of new technology applications, the history of their development, and their devices of audience engagement. Students will learn how to create, produce, and present content on digital and streaming platforms using various apps and functions of their phones and computers. In addition, the course focuses on the strategic journalism and broadcast presentation possibilities for these emerging technology platforms.
Credits 3
Course Length 4 weeks

SCS4761: Broadcast for Advanced Technology II

In the Broadcast for Advanced Technology II course, students will create broadcast opportunities for new and progressive technologies and will examine the audience-engagement possibilities of these advanced communication structures. Students will refine their skills in reporting, presentation, storytelling, and hosting while operating within these new technical arenas. They will learn to maximize the capability of each technology to further enhance the audience member's experience.
Credits 4
Course Length 4 weeks

SCSC311: Professional Development Seminar I: Sportscasting

In Professional Development Seminar I: Sportscasting, students will build upon the Business in the Entertainment and Media Industries course to gain an understanding of career opportunities, topics of study, and current issues in the sportscasting industry. In addition to exploring the industry, students will learn strategies for connecting with a professional mentor. Guest speakers will provide students with insight into real-world professional experiences.
Credits 1
Course Length 4 weeks

SCSC322: Professional Development Seminar II: Sportscasting

In Professional Development Seminar II: Sportscasting, students will continue an in-depth exploration of the sportscasting industry. With this newly acquired industry knowledge, students will create a career strategy map of their own. Students will also learn how to evaluate, modify, and maintain their personal brand. Guest speakers will provide students with insight into real-world professional experiences.
Credits 1
Course Length 4 weeks

SDV2213: Data Structures and Algorithms

The Data Structures and Algorithms course covers the organization of data and the algorithms that are used for sorting, searching, and problem solving. Students will learn how fundamental data structures and algorithms function and are implemented. Topics addressed in this course include managing complexity, linked structures, abstraction, analysis, vectors, lists, stacks, queues, trees, heaps, and graphs.
Credits 4
Course Length 4 weeks
Please note: This course must be successfully completed within 2-attempts. Students unable to successfully complete the course within 2-attempts will be dismissed from the program.

SDV3012: Applied Human-Computer Interaction

The Applied Human-Computer Interaction course explores human-computer interaction (HCI) from an interdisciplinary perspective, utilizing concepts from computer science, design, and psychology. Topics covered will include input/output devices, mobile-device constraints, universal design, interaction styles, cognitive load, and information processing. Students will discover emergent technologies in HCI research, learn how to conduct HCI research and analyze human-computer informatics, and be able to apply derived recommendations to software development through appropriate user-interface design. By the end of the course, students will learn how to build accessible and efficient interfaces through the application of HCI principles.
Credits 3
Course Length 4 weeks

SDV3111: Systems Programming

The Systems Programming course explores techniques and methods used in object-oriented programming (OOP) languages through an architecture-focused approach. Students will be introduced to the core OOP concepts of inheritance, encapsulation, interfaces, abstract classes, and polymorphism. Students will also learn to apply industry-standard techniques such as reusability and efficiency in object-model implementation. This course also looks at the principal advantages of OOP compared to procedural programming techniques.
Credits 4
Course Length 4 weeks
Please note: This course must be successfully completed within 2-attempts. Students unable to successfully complete the course within 2-attempts will be dismissed from the program.

SDV4102: Machine Intelligence Systems

In the Machine Intelligence Systems course, students will explore the technical aspects of the applications and technologies that are used for gathering, storing, analyzing, and accessing information to help make better business decisions. Students will investigate how to model, design, and utilize business-intelligence systems by using both online transaction processing (OLTP) and online analytical processing (OLAP) systems for operational data and data warehousing. Topics include systems-requirement gathering, data-integration frameworks (DIF), data-warehouse modeling, independent data marts, architectural approaches, and systems support.
Credits 4
Course Length 4 weeks

SDV4116: Wearable Computing

The Wearable Computing course covers the basics of usability, user experience, and human-factors science. The course focuses on wearable technology such as smart watches and headsets to prepare students to work in a multidisciplinary environment that integrates programming and design. Students will develop and execute usability and user-experience tests using the principles of human-computer interaction and human-factors studies, evaluating the results and developing reports that inform the software-development process.
Credits 3
Course Length 4 weeks

SDV4327: Software Architecture

The Software Architecture course focuses on software construction. Students will work on engineering and writing an application. By the end of this course, students will be able to move on to the testing phase of the software-development life cycle.
Credits 3
Course Length 4 weeks

SDV4719: Software Integration

The Software Integration course focuses on application testing, release, and maintenance. Students will utilize various tools and methodologies to test their software applications, including static and dynamic analysis. Students will also beta test real-world usability and practice response execution. Attention will be focused on product security, usability, assessment, debugging, and increased functionality.
Credits 3
Course Length 4 weeks

SDV4733: Software Test and Quality Assurance

The Software Test and Quality Assurance course explores software-project integration and testing and teaches students how to define and assess software quality. Students will analyze how a developed system conforms to specific requirements by utilizing various tools and techniques for software-quality assessment, including review/inspection techniques for nonexecutable software, black-box and white-box testing techniques for executable software, and test-result analysis. Students will apply testing standards and strategies to their own software projects and write a test-analysis report. Topics include quality assurance, boundary value, equivalence class, control paths, data-flow paths, traceability matrix, functional testing, unit testing, compatibility testing, component and system/regression tests, and the defect life cycle (DLC).
Credits 4
Course Length 4 weeks

SHP2033: Introduction to Show Production Systems

The Introduction to Show Production Systems course introduces students to the basic concepts of live-event terminology and technical systems. Production equipment overviews and basic interfacing are introduced in preparation for future lab sessions, and additional emphasis is placed on defining live-production components and system interfaces.
Credits 4
Course Length 4 weeks

SHP3215: Audio and Visual Technologies

In the Audio and Visual Technologies course, students will be introduced to the rapidly growing field of audio and visual technologies for the live-production field. This course is dedicated to building confidence in the area of multimedia-conference meetings and corporate-presentation skills. The course familiarizes students with basic audio, lighting, and video technology used by today's audiovisual (A/V) event technician. Areas of study include breakout-room setups, video display systems, intercom communications, and video-switching procedures. Students will apply these skills in lab while setting up a simulated corporate multimedia event.
Credits 4
Course Length 4 weeks

SHP3426: Show Production Systems

The Show Production Systems course covers intermediate technical concepts as well as the skills required of today's live event–production teams. Classroom overviews of the equipment and of the signal flow within systems prepare students for future labs and production work. With a focus on the construction and interface of show-production systems, the course reveals the wiring and internal mechanisms of each major system component. Understanding these inner workings of industry gear will provide students great insight throughout their education and career.
Credits 4
Course Length 4 weeks

SHP3635: Automated Lighting Technology

In the Automated Lighting Technology course, students will be immersed in the virtual world of lighting design and programming. The course focuses on meeting the needs of current industry trends with an emphasis on programming, design layouts, and control of automated lighting systems. Multiple lighting systems ranging from stationary lighting to moving fixtures are covered in lectures and labs. Students will learn to operate programmable fixtures and design lighting cues while working at consoles and computer programming workstations. The cues they design may be loaded and used during future live labs.
Credits 3
Course Length 4 weeks

SHP3713: Live Production Management

The Live Production Management course explores the principles, personnel, and skills needed to plan and execute various live events. Students will focus on technology implementation, systems design, documentation, and techniques used in developing preproduction strategies and post-event evaluations.
Credits 4
Course Length 4 weeks

SHP4125: Advanced Show Production Systems

In the Advanced Show Production Systems course, sound-reinforcement concepts and technical skills related to live-event production are fine-tuned. This course also opens new career paths to students by exposing them to opportunities in audio-system design, system gain structure, networking, and installation. Students will learn in-ear monitor system setup and mixing techniques and develop listening skills for engineering. Students will then apply these skills in labs by mixing live multitrack recordings made by previous program students. Students will also interact with performers during live performance labs scheduled throughout the course.
Credits 4
Course Length 4 weeks

SHP4201: Event Production and Design

The Event Production and Design course combines multiple aspects of live show production concepts and technology to enable students to showcase their knowledge and skill sets. In this course, students will create an event and manage its staffing, preproduction, equipment, and operational processes. Upon completion of the production, students will analyze the effectiveness and outcomes of the process and the event.
Credits 2
Course Length 4 weeks

SHP4565: Audio Measurement Systems

The Audio Measurement Systems course provides students with training in the analysis of room acoustics. Visualization programs for real-time audio analysis are studied. The course covers topics such as sound-system tuning, diagnostics-interface programs, and computer-aided analysis. Students will use software and hardware for real-time sound-system measurement, optimization, and control to analyze audio in real-time, enabling them to maximize the quality of sound across different engineering environments.
Credits 3
Course Length 4 weeks

SHP4785: Advanced Video Production

The Advanced Video Production course employs technologies used to produce high-definition live-concert video productions. Students will hone their proficiency with broadcast-quality HD production equipment. The course addresses lighting for video, advanced camera operation, directing, and advanced switching. Students will focus on proper lighting procedure, shot composition, and switching techniques to prepare them to direct and produce their concert series labs.
Credits 4
Course Length 4 weeks

SHP4822: Sports Broadcast Production

The Sports Broadcast Production course focuses on the technical fundamentals of audio, video and communications systems needed for the production of live broadcast events. Areas of study include intercom-communications systems, radio frequency (RF) systems and coordination, broadcast systems signal flow, and record/playback systems. Additionally, microphone and camera types and proper operation and techniques will be examined.
Credits 3
Course Length 4 weeks

SIM3032: Data Visualization and Modeling

The Data Visualization and Modeling course covers techniques that allow developers to integrate large data sets from disparate sources and create visualizations of sample data. Data collection is a key part of simulation, but accurate use of that data is equally important. Developing good statistical models and understanding probabilistic distributions can help an engineer build a more accurate simulation.
Credits 3
Course Length 4 weeks

SIM3073: Simulation and Visualization Software

Software plays a critical role in simulating and visualizing processes, whether in simulating accurate analogs of dynamic entities/processes or in visualizing the process of using models to derive predictions about real-world events. The Simulation and Visualization Software course introduces students to available software applications and the art of building simulation software.
Credits 3
Course Length 4 weeks

SIM313: Microcontrollers

The Microcontrollers course is a practical electronics course for any engineer developing peripherals for simulation. The course presents an understanding of basic electronics and covers theory, history, soldering, and components for USB sensing and control from a PC.
Credits 4
Course Length 4 weeks

SIM3321: Digital Fabrication

Digital fabrication is the process of using rapid prototyping and CAD/CAM software and equipment to convert CAD drawings into objects. This rapidly evolving field is transforming the manufacturing industry, and many companies are developing prototypes by providing greater flexibility and enhanced capabilities. Students in the Digital Fabrication course will be introduced to the process of digital fabrication using 3-D design software and computer-aided design/computer-aided manufacturing (CAD/CAM) equipment.
Credits 4
Course Length 4 weeks

SIM4175: Simulation and Visualization Environments

There are many and varied elements involved in the way a simulation environment or modeled data is visualized. The Simulation and Visualization Environments course will touch on the fundamental elements of the environmental aspect of a simulation and visualization, including the differences between various implementation approaches such as virtual reality and augmented reality.
Credits 3
Course Length 4 weeks

SIM4319: Virtual and Augmented Reality

The Virtual and Augmented Reality course will introduce students to the concepts and technology at the forefront of development in virtual reality and augmented reality. Students will study the incorporation of current consumer-grade equipment and peripherals as well as the development of new devices. This course will expand students' knowledge of the various elements involved in designing the way a simulation environment or modeled data is visualized.
Credits 3
Course Length 4 weeks

SIM4819: Simulation Production

The Simulation Production course incorporates the math and programming concepts of earlier courses with the fabrication, electronic, and simulation software skills to enable students to participate in the development of a simulation project.
Credits 3
Course Length 4 weeks

SMM3112: Sports Business Models

In the Sports Business Models course, students will develop an understanding of the principles of economics that influence individual decision makers, both consumers and producers, within an economic system. They will also explore the function of product markets as they relate to sports. Students will examine the different types of relationships forged between sports organizations, their consumers, and their business partners and how industry businesses develop and nurture streams of revenue through those relationships.
Credits 3
Course Length 4 weeks

SMM3411: Sports Digital Production

The Sports Digital Production course introduces students to the foundational elements of still photography and video production for the purpose of content creation. Students will learn the skills required of professional photographers and picture editors in creating photographic and multimedia packages. By studying field-producing techniques and methods for reporting, messaging, and storytelling through video, students will practice learning still and video camera functions and begin to train their critical eye.
Credits 4
Course Length 4 weeks

SMM3563: Social Media Methods

The Social Media Methods course examines the methodology inherent in marketing through social-media applications and applies social media to situations for revenue generation and brand awareness. Students will explore the avenues by which teams and organizations can use social and digital media to grow brand awareness and fan/consumer loyalty. They will also learn to utilize these methods to engage consumers and inspire them to tell others about the products or services being marketed. Students will learn how to evaluate if and when specific marketing approaches are appropriate for their product and/or brand—they will also be tasked with creating and producing their own social-media campaign.
Credits 3
Course Length 4 weeks

SMM3622: Sports Events and Entertainment

The Sports Events and Entertainment course serves as an examination of sports business event management and the strategies used to market conferences, meetings, and special events. This course will also examine the marketing and packaging of sports and entertainment events. Students will explore event planning, promotion, and production for a variety of events and conferences with a targeted emphasis on the roles technology and design play in their success. This course guides students through budgeting, planning, staff and equipment management, video and graphics production, interactive marketing, signage, and the development of strategic partnerships. Students will also be presented with project management tools used in event planning and development.
Credits 3
Course Length 4 weeks

SMM3934: Mobility Technology and Marketing

The Mobility Technology and Marketing course introduces students to mobility technology through the eye of strategic sports marketing, including mobile applications and their use, activation, and revenue-generating opportunities. Students will also explore the fundamentals of mobile-phone content development. Students will apply their knowledge of design, research, entrepreneurship, and business development to the mobile arena.
Credits 3
Course Length 4 weeks

SMM4111: Business Project Management

The Business Project Management course directs students through business management organizational structures. The course presents an interactive examination of the principles of organizing, operating, financing, and employing single- and mixed-use projects from a business executive's perspective. Students will construct strategic plans in the selection and development of sports business initiatives and will strengthen their understanding of analytical tools and the industry at large. Students will also begin developing their individual business proposals, gleaning ideas from their program of study and exploring their businesses' potential viability.
Credits 4
Course Length 4 weeks

SMM4561: Sports Sales and Sponsorship

The Sports Sales and Sponsorship course provides students with an overview of current factors and issues related to sports sponsorship, including planning, sales and negotiations, proposals, and evaluations. Students will explore sports organizations' relationships with businesses, universities, corporate sponsors, advertising agencies, and individual ticket consumers. This course concentrates on the notions of communication and branding through sales, the value of sponsorship, and the alignment of marketing concepts for each respective client base.
Credits 4
Course Length 4 weeks

SMM4833: Marketing Plans and Campaign Development

The Marketing Plans and Campaign Development course is designed to give students an interactive opportunity to develop a client marketing plan and/or business activation campaign from start to finish. Students will research and analyze case studies, both domestic and international, and will formulate a project that enables them to create their own campaigns. Students will begin with the creative process and then move into the managerial and process-defining role involved in developing communication and marketing plans. This course presents students with the design, technology, and presentation tools for developing messaging and branding for any type of sports business.
Credits 4
Course Length 4 weeks

SPB239: Project and Portfolio III: Show Production

In the Project and Portfolio III: Show Production course, students will utilize the production techniques they have learned to produce a basic "songwriters night" live event. Students in this course will draw on their audio, video, and lighting skills to produce a video and audio recording of a solo or duo live performance.
Credits 3
Course Length 4 weeks

SPO3111: Professional Development Seminar I: Sports Marketing and Media

In Professional Development Seminar I: Sports Marketing and Media, students will build upon the skills and knowledge learned in the foundational business and marketing courses to gain an understanding of career opportunities, topics of study, and current trends in the sports marketing and media industries. In addition to exploring the industry, students will learn strategies for connecting with professionals currently in the industry. Guest speakers will provide students with insight into real-world professional experiences.
Credits 1
Course Length 4 weeks

SPO3222: Professional Development Seminar II: Sports Marketing and Media

In Professional Development Seminar II: Sports Marketing and Media, students will continue an exploration of the sports marketing and media industries. With this newly acquired industry knowledge, students will analyze organizational structures and begin to link responsibilities and behaviors to job roles. Students will also continue to evaluate, modify, and maintain their personal brand. Guest speakers will provide students with insight into real-world professional experiences.
Credits 1
Course Length 4 weeks

SPRC322: Professional Development Seminar II: Show Production

In Professional Development Seminar II: Show Production, students will continue an in-depth exploration of the show production industry. With this newly acquired industry knowledge, students will create a career strategy map of their own. Students will also learn how to evaluate, modify, and maintain their personal brand. Guest speakers will provide students with insight into real-world professional experiences.
Credits 1
Course Length 4 weeks

STA3001: Statistics

The Statistics course explores data visualization, descriptive statistics, and probability. Students will perform exploratory data analysis and summarize data for a broad audience by generating informative graphics and computing measures of central tendency and dispersion. They will navigate real-world application of statistics through use of found data sets and examining case studies. By building proficiency with spreadsheets to perform computations and create graphs, this course prepares students to leverage statistics applications in their future coursework and common career scenarios.
Credits 4
Course Length 4 weeks

STA3300: Data Visualization

The Data Visualization course provides students with an in-depth exploration of statistical concepts. This course investigates data-collection methods, data organization, descriptive analysis, and visual representation of data. Students will also examine counting rules, sample spaces, and probability rules. Through the application of concepts in statistics and probability, students will perform integrated analyses in order to make informed decisions. Students will use Microsoft Excel to organize, analyze, and display data and will present their findings from a small-scale research study.
Credits 4
Course Length 4 weeks

SVB229: Project and Portfolio II: Simulation and Visualization

The Project and Portfolio II: Simulation and Visualization course combines hands-on learning experiences with summative and formative portfolio assessments. This course is designed to communicate the important techniques used by programmers and designers during a typical production cycle. Student assignments include implementing reusable application technology, performing algorithm analysis, using industry tools and platforms, and completing projects.
Credits 3
Course Length 4 weeks

SVB239: Project and Portfolio III: Simulation and Visualization

The Project and Portfolio III: Simulation and Visualization course combines hands-on learning experiences with summative and formative portfolio assessments. In this course, students will work on a development project with emphasis on teamwork as well as project planning and documentation. Students are also introduced to a software quality-assurance cycle with an emphasis on peer review and proper defect-reporting mechanisms. Student assignments include milestone planning, implementation of features, and design and implementation of a quality-assurance cycle. These activities are designed to provide a strong foundation for delivering milestones in subsequent courses.
Credits 3
Course Length 4 weeks

SVB349: Project and Portfolio IV: Simulation and Visualization

The Project and Portfolio IV: Simulation and Visualization course combines hands-on learning experiences with summative and formative portfolio assessments. In this course, students will define the basic concepts of modeling and simulation and build the basic framework for solving problems using models. They will also identify and perform the practical components of problem formation and model building. The course culminates in the development of a physical model.
Credits 3
Course Length 4 weeks

SVB359: Project and Portfolio V: Simulation and Visualization

The Project and Portfolio V: Simulation and Visualization course combines hands-on learning experiences with summative and formative portfolio assessments. This course will define the practical aspects of mathematical modeling for solving problems using mathematical models. Armed with an understanding of computational modeling approaches, students will apply real-time mathematical models to prototype and iterate a working continuous simulation of a real-world process or system.
Credits 3
Course Length 4 weeks

SVB469: Project and Portfolio VI: Simulation and Visualization

The Project and Portfolio VI: Simulation and Visualization course combines hands-on learning experiences with summative and formative portfolio assessments. In this course, students will be assigned to a simulation project, and depending on the scope and progress of the project, will be designing, developing, fabricating, and assembling elements of the working deliverable.
Credits 3
Course Length 4 weeks

SVB479: Project and Portfolio VII: Simulation and Visualization

The Project and Portfolio VII: Simulation and Visualization course combines hands-on learning experiences with summative and formative portfolio assessments. In this course, students will be assigned to a simulation project, and depending on the scope and progress of the project, will be tasked with designing, developing, fabricating, and assembling. Many simulators have critical components that, if improperly implemented, can cause failure in sensitive systems. The final module of this course covers the identification, implementation, and testing of these mission-critical systems.
Credits 3
Course Length 4 weeks

TEM1001: Technology in the Entertainment and Media Industries

The Technology in the Entertainment and Media Industries course examines the impact of technology and technological innovations across various industries. Students will explore a variety of interactive forms, media types, programming languages, and organizational structures and will also learn how these various components can be combined to create professional technology-based projects. In addition, students will learn how emerging technologies are shaping entertainment and media industries and how to prepare for careers in this dynamic field.
Credits 4
Course Length 4 weeks

TPA3013: Lighting Concepts and Design

The Lighting Concepts and Design course is dedicated to conventional lighting-system concepts and introduces students to color theory, photometrics, truss systems, conventional fixtures, dimmers, and terminology. Emphasis is placed on defining live lighting components and system interfaces.
Credits 3
Course Length 4 weeks

UEX3111: Professional Development Seminar I: User Experience

In Professional Development Seminar I: User Experience, students will build upon previous course work to gain an understanding of career opportunities, topics of study, and current issues in the user experience industry. In addition to exploring the industry, students will also learn strategies for connecting with a professional mentor. Guest speakers will provide students with insight into real-world professional experiences.
Credits 1
Course Length 4 weeks

UEX3222: Professional Development Seminar II: User Experience

In Professional Development Seminar II: User Experience, students will continue an in-depth exploration of the user experience industry. With this newly acquired industry knowledge, students will create a career strategy map of their own. Students will also learn how to evaluate, modify, and maintain their personal brand. Guest speakers will provide students with insight into real-world professional experiences.
Credits 1
Course Length 4 weeks

UXP1001: Introduction to User Experience

In the Introduction to User Experience course, students will explore the primary design process and workflow that all UX designers implement. The terminology and theory explored in this course will provide a strong knowledge base for navigating the UX and UI field. The UX field is broad arena that spans research, design, prototyping, and implementation, and students will recognize their role as designers in the overall product development process. In addition, this course demonstrates how user experience designers influence a variety of industries.
Credits 4
Course Length 4 weeks

UXP119: Project and Portfolio I: User Experience

In Project and Portfolio I: User Experience, students will construct a basic interactive prototype using industry-standard software. Work on this prototype will provide students with experience in the application of procedural logic, linear thinking, and data-driven behavior. At the conclusion of the course, students will understand prototyping fundamentals and visual design basics.
Credits 3
Course Length 4 weeks

UXP155: Project I: User Experience

In Project I: User Experience, students will construct a basic interactive prototype using industry-standard software. Work on this prototype will provide students with experience in the application of procedural logic, linear thinking, and data-driven behavior. At the end of this course, students will understand prototyping fundamentals and visual design basics.
Credits 2
Course Length 4 weeks

UXP156: Portfolio I: User Experience

In the Portfolio I: User Experience course, students will revise their project work using industry-standard software and professional workflows as well as prepare their work for inclusion in their portfolio. At the conclusion of the course, students will understand user experience basics.
Credits 1
Course Length 4 weeks

UXP229: Project and Portfolio II: User Experience

The Project and Portfolio II: User Experience course combines hands-on learning experiences with summative and formative portfolio assessments. In this course, students will apply information visualization and user interface knowledge gained from previous courses to inform their research on an existing user experience. They will compose a technical document arguing specific UI/UX recommendations for improvement or change.
Credits 3
Course Length 4 weeks

UXP2301: UI Visual Design and Prototyping

In the UI Visual Design and Prototyping course, students will apply intermediate graphics and content creation techniques learned in previous courses to generate assets for their user interface prototypes. Students will exercise important techniques and skills essential in creating user interface prototypes for a variety of platforms and experiences, such as mobile, web, and gaming.
Credits 4
Course Length 4 weeks

UXP2601: User Experience Design

The field of user experience encompasses any interaction between a user and a product or service. Students in the User Experience Design course will examine the design process as well as core concepts and theories used on a regular basis in a professional workflow. By the end of the course, students will grasp and utilize industry terminology as well as recognize the ways that audience, testing, and psychology affect the design process.
Credits 3
Course Length 4 weeks

UXP2801: Information Visualization

In the Information Visualization course, students will employ their visual design and user experience skills to craft visualizations based on case studies from various industries. They will learn to analyze raw qualitative and quantitative data and also visualize that data in a way that is meaningful to users. Students will generate prototypes for interactive visualizations that allow users to engage with the data they present.
Credits 3
Course Length 4 weeks

UXP3111: Physiology of Sensation in UX

UX designers must have a firm understanding of how people experience the world, cognitively and physiologically, in order to confer that insight to the products and interfaces they design. In Physiology of Sensation in UX, students will navigate how the science of sight, sound, touch, taste, and smell apply to UX theory. Specific topics include information on the visual, auditory, and somatosensory systems as well as sensory receptors and neural pathways. This course will also navigate the topic of accessibility, providing students the experience of designing for populations with different sensory and cognitive needs.
Credits 4
Course Length 4 weeks

UXP3222: Psychology of Perception in UX

In the Psychology of Perception in UX course, students will learn how components of our shared biology affect the way people naturally perceive and process information. This knowledge will inform and shape their work in UX design. The course examines deeper theories in perception, information grouping, subjective consistency, and contrast effects. Students will investigate how optical illusions, information organization behaviors, and conflicting perceptions may impact user experiences.
Credits 3
Course Length 4 weeks

UXP339: Project and Portfolio III: User Experience

The Project and Portfolio III: User Experience course combines hands-on learning experiences with summative and formative portfolio assessments. In this course, students will use industry-standard software to build a prototype based on existing market examples. After recreating an existing user experience, students will study and recommend changes to the chosen market interface from their basis in theory and foundational knowledge.
Credits 3
Course Length 4 weeks

UXP349: Project and Portfolio IV: User Experience

The Project and Portfolio IV: User Experience course will require students to complete an exploratory, game-specific case study on an existing product. Students will examine their chosen product and devise research questions, hypotheses, and data-collection methods for its evaluation. The approach students propose in this course will be used to evaluate the product in later course work.
Credits 3
Course Length 4 weeks

UXP3541: UX Research Approaches

The UX Research Approaches course explores scientific methods of investigation as they relate to the design and UX product arena. Students will learn how to use empirical observations to derive hypotheses, test predictions, and analyze the results to formulate recommendations for improving an existing UX product. They will also gain experience with use and selection of the appropriate data collection methods and tools for their research efforts.
Credits 4
Course Length 4 weeks

UXP359: Project and Portfolio V: User Experience

In the Project and Portfolio V: User Experience course, students will learn how UX fundamentals can be applied to support a positive cause. Students will pick a topic to explore—such as poverty, climate change, access to health and education—and suggest a user experience product to contribute toward a specific goal. Students will then build a prototype to best exhibit their product idea.
Credits 3
Course Length 4 weeks

UXP3801: UX/UI for Gaming Platforms

User experience and user interface designers work hand in hand to craft engaging, user-friendly interfaces for video games across release platforms. In UX/UI for Gaming Platforms, students will analyze the usability and visual design of game products across a variety of platforms such as mobile, console, and PC. They will also create a prototype intended for those platforms that is based upon human-centered design.
Credits 4
Course Length 4 weeks

UXP4111: UX Design for Platform Standards

In the UX Design for Platform Standards course, students will analyze the usability and visual design of a variety of interactive media products. They will explore mobile applications as well as web-based products and services. After surveying a range of products, students will craft prototypes appropriate to the needs of current and emerging interactive media platforms. The chosen prototype approach will be grounded in an understanding of human physiology and cognition.
Credits 3
Course Length 4 weeks

UXP4401: UX Research Analytics

Building upon the research aspects of previous courses, UX Research Analytics students will explore the visualization of collected data. In evaluating this data, they will use the information they glean to make data-driven design recommendations. In this research and technical setting, students will practice both written and verbal communication skills in presenting their findings and proposals. Students will use industry tools to visualize the data they used to derive their conclusions during their presentations.
Credits 3
Course Length 4 weeks

UXP469: Project and Portfolio VI: User Experience

The Project and Portfolio VI: User Experience course combines hands-on learning experiences with summative and formative portfolio assessments. In this course, students will conduct testing on a previous prototype for important design constructs, such as motivation, satisfaction, and learnability. Students will seek behavioral feedback on their prototype via surveys or other data-collection methods. They will organize, interpret, and deliver their collected data in a multimedia postmortem presentation of their findings.
Credits 3
Course Length 4 weeks

UXP4901: UX Production

In the UX Production course, students will apply knowledge and abilities gained in previous courses to design and prototype user experiences across a variety of given contexts. The course content steers students through a structured problem-solving process, guiding them to identify a user experience problem, design a solution for that problem, and then prototype its solution. Students will plan, design, and execute these targeted prototypes.
Credits 3
Course Length 4 weeks

VIC3003: History of Visual Communications

The History of Visual Communications course surveys how people have used the visual arts to communicate stories and concepts throughout history and across disciplines. From cave paintings to digital media, students will explore how visual techniques have been used to communicate emotions, break sociocultural boundaries, and share new ideas. Special attention will be given to the emerging forms of art and media that have developed through the workings of human-computer interaction and the implications of these new forms on the future of visual communication.
Credits 4
Course Length 4 weeks
* This specific course uses the Florida Statewide Course Numbering System (SCNS).

VID1555: Video-Sharing Platforms

The Video-Sharing Platforms course examines the various video players and hosting platforms that are used throughout many communities on the Internet. The significance of having a media presence has increased the need for professionals in entertainment, business, media, technology, and education fields to understand how to leverage video platforms to convey their messages. This course equips students with basic video production, video editing, and uploading skills for use across multiple outlets. Students will learn to define a voice and story that is appropriate to their message and viewers and will also gain exposure to essential video platform standards and technical requirements.
Credits 4
Course Length 4 weeks

VSA349: Project and Portfolio IV: Visual Arts

The Project and Portfolio IV: Visual Arts course uses project-based learning opportunities for students to further develop industry skills, achieve academic learning outcomes, and elevate their career readiness. Students' intermediate projects will focus on implementing strategies learned within the visual arts arena and highlight their visual and technical skills and rationale attained through previous coursework. Through hands-on, real-world learning activities, students will successfully create projects that will become part of their academic portfolio. As students' projects progress, they will gain insight into industry standards through targeted feedback from their instructor.
Credits 3
Course Length 4 weeks

VSA359: Project and Portfolio V: Visual Arts

The Project and Portfolio V: Visual Arts course uses project-based learning opportunities for students to hone industry-ready skills and bolster their career readiness. Students will focus on evaluating and refining creative assets and strategies in the realm of visual arts to showcase skills and abilities learned in previous courses. Project work and progress will be evaluated against discipline-specific deadlines and constraints. Students will continue to receive clear technical and creative evaluation from their instructor on the direction of their projects.
Credits 3
Course Length 4 weeks

VSA4444: Visual Realization

The Visual Realization course enables students to substantiate their career aspirations by developing an original project or asset while adhering to industry metrics and established expectations. Emphasizing both creativity and professionalism, this course provides the opportunity to cultivate portfolio assets that demonstrate adherence to standard workflows, realistic production deadlines, and particular client constraints. Students will navigate and evaluate the processes of preproduction through assembly to best support their unique ventures in the visual arts arena.
Credits 3
Course Length 4 weeks

VSA469: Project and Portfolio VI: Visual Arts

The Project and Portfolio VI: Visual Arts course uses project-based learning opportunities for students to apply and refine industry skills as well as prepare for their career. Students' advanced projects will demonstrate sophistication and technical prowess within the visual arts arena. Leveraging cultivated skills and techniques, student work will showcase high-level insight and assessment of relevant methodologies. Instructor critique will promote alignment with industry expectations as students curate and polish project components for their final portfolio.
Credits 3
Course Length 4 weeks

VSD119: Project and Portfolio I: Visual Design

The Project and Portfolio I: Visual Design course combines hands-on learning experiences with summative and formative portfolio assessments. In this course, students will create graphics and illustrations that demonstrate an understanding of fundamental design principles. Using traditional drawing techniques and industry software, they will explore the research, preproduction, and concept-development processes involved in the creation of original design projects. This course emphasizes the use of a production workflow to ensure proper file organization, effective team communication, and consistent art direction. Students will explore the expectations and standards of the visual design industries and develop a portfolio plan that reflects their career goals.
Credits 3
Course Length 4 weeks

VSD155: Project I: Visual Design

The Project I: Visual Design course combines hands-on learning experiences with summative and formative portfolio assessments. In this course, students will create graphics and illustrations that demonstrate an understanding of fundamental design principles. Using traditional drawing techniques and industry-based software, they will explore the research, preproduction, and concept-development processes involved in the creation of original design projects.
Credits 2
Course Length 4 weeks

VSD156: Portfolio I: Visual Design

The Portfolio I: Visual Design course emphasizes the use of a production workflow to ensure proper file organization, effective team communication, and consistent art direction. Students will explore the expectations and standards of the visual design industries and develop a portfolio plan that reflects their career goals.
Credits 1
Course Length 4 weeks

VSD229: Project and Portfolio II: Visual Design

The Project and Portfolio II: Visual Design course combines hands-on learning experiences with summative and formative portfolio assessments. This course builds upon skills taught in previous courses and assesses the students' graphic design skill set. Students will learn strategies to help develop design concepts that will be applied to future projects.
Credits 3
Course Length 4 weeks

WDV1100: Introduction to Web Architecture

The Introduction to Web Architecture course introduces students to principles of web development and application architecture. Students will identify the elements necessary in a functional web application. They will examine how data flows between technical components and distinguish the many team member roles and responsibilities spanned by the work. They will develop an understanding of basic web page syntax using HTML and CSS. By completion of the course, students will fundamentally grasp how key components of web-based applications integrate with each other.
Credits 4
Course Length 4 weeks
Please note: This course must be successfully completed within 2-attempts. Students unable to successfully complete the course within 2-attempts will be dismissed from the program.

WDV119: Project and Portfolio I: Web Development

The Project and Portfolio I: Web Development course combines hands-on learning experiences with summative and formative portfolio assessments. This course explores production workflows, web programming methodologies, and technical documentation. Students will prepare their projects to handle dynamic user interactions while they troubleshoot code errors throughout the process. Upon completion of their project, students will refine their project plan and reflect on the process.
Credits 3
Course Length 4 weeks
Please note: This course must be successfully completed within 2-attempts. Students unable to successfully complete the course within 2-attempts will be dismissed from the program.

WDV229: Project and Portfolio II: Web Development

The Project and Portfolio II: Web Development course combines hands-on learning experiences with summative and formative portfolio assessments. This course synthesizes usability, programming, and server-side technologies to enable students to design and build an interactive application. Students will apply principles of the software development life cycle to their project. They will also complete a written project plan documenting their work and present their results to their instructor and peers.
Credits 3
Course Length 4 weeks

WDV3111: Professional Development Seminar I: Web Development

In Professional Development Seminar I: Web Development, students will build upon the Technology in the Entertainment and Media Industries course to gain an understanding of career opportunities, topics of study, and current issues in the web development industry. In addition to exploring the industry, students will learn strategies for connecting with a professional mentor. Speakers will provide students with insight into real-world professional experiences.
Credits 1
Course Length 4 weeks

WDV3222: Professional Development Seminar II: Web Development

In Professional Development Seminar II: Web Development, students will continue an in-depth exploration of the web development industry. With this newly acquired industry knowledge, students will create a career strategy map of their own. Students will also learn how to evaluate, modify, and maintain their personal brand. Speakers will provide students with insight into real-world professional experiences.
Credits 1
Course Length 4 weeks

WDV3300: Cloud Application Development

In the Cloud Application Development course, students will create web solutions utilizing cloud-native application development resources. They will also explore how to integrate these third-party services into their own custom code. They will be introduced to application messaging services, stateful and stateless factors and how to manage them, and matters of information integrity within their solution.
Credits 3
Course Length 4 weeks

WDV3322: Programming for Web Applications

The Programming for Web Applications course continues teaching technologies used for creating dynamic content for the web. Students in this course will learn how to create an API, document its use, and perform unit testing. They will explore common design patterns to manage sessions and enhance redundancy by decoupling and scaling server-side applications using discrete, modular services that allow for more flexibility.
Credits 4
Course Length 4 weeks

WDV339: Project and Portfolio III: Web Development

The Project and Portfolio III: Web Development course combines hands-on learning experiences with summative and formative portfolio assessments. This course examines the process of implementing web technologies to extend existing projects by creating back-end web data sources and preparing application solutions for deployment. Students will leverage the knowledge gained from previous courses to implement workflows necessary for feature branching, code review, and factors of technology change management used in creating a web application. Students will also complete a written project plan documenting their work and results.
Credits 3
Course Length 4 weeks

WDV3400: Content Management System Development

The Content Management System Development course explores how to customize existing software by developing enhancements, plug-ins, and themes based on popular web application structures. Students will learn how to enhance the functionality of existing content management systems by creating custom code within an existing web application framework. Drawing on knowledge of web development skills, they will craft a solution that conforms to the standards of a functioning content management system.
Credits 3
Course Length 4 weeks

WDV3421: Connected Devices and Applications

The Connected Devices and Applications course evaluates the consumption of web application services outside of traditional web browsers. Students will explore constructing web-based solutions to integrate with non-browser technologies such as mobile devices, wearables, gaming consoles, smart devices, and embedded systems. They will use various web-based technologies to create innovative solutions to align with contemporary security practices and performance demands of diverse endpoints.
Credits 3
Course Length 4 weeks

WDV349: Project and Portfolio IV: Web Development

The Project and Portfolio IV: Web Development course combines hands-on learning experiences with summative and formative portfolio assessments. This course mirrors workflow models used in professional web development. Students will increase the security and functionality of their existing project by integrating access control permissions, user activity auditing, and cloud-native services. This course presents the framework for a cohesive web-application plan to accommodate testing of their project, performance remediations, and deployment of their project into a scalable test environment. Students will also complete a written project plan documenting their work and results.
Credits 3
Course Length 4 weeks

WDV353: Server-Side Languages

The Server-Side Languages course examines how web applications store and process information that is consumed by various client endpoints. In this course, students will learn how to connect and integrate data from external sources and how front-end programs consume these services to develop a more robust web application. By implementing server-side development frameworks, students will be able to deploy synchronous and asynchronous client communication through standards-compliant protocols. They will also examine user session persistence and its relationship to a web application's scalability.
Credits 4
Course Length 4 weeks

WDV359: Project and Portfolio V: Web Development

The Project and Portfolio V: Web Development course combines hands-on learning experiences with summative and formative portfolio assessments. In this course, students will strengthen their existing project by applying their knowledge of secure application development and web application metrics. They will update their written plan to include technical documentation, change management reviews, and detail indicating how their project complies with applicable regulations. In assuming the role of application manager, students will practice participating in a change advisory board to review their production changes in an effort to ensure the quality of their product release.
Credits 3
Course Length 4 weeks

WDV4200: Secure Application Development

In the Secure Application Development course, students will learn secure application development principles and how to incorporate these practices into their web applications. They will understand essential security principles such as encryption, trust models, defense-in-depth, confidentiality, integrity, and availability. Security tactics for web applications will be studied and evaluated, such as data alteration, salting, cross-site security, web application firewalls, blockchain principles, and public key security. Application architecture considerations will also be explored in depth for protection in the arenas of payment processing, personally identifiable information, and highly regulated industry properties.
Credits 3
Course Length 4 weeks

WDV4416: Web Application Integration

In the Web Application Integration course, elements of web development come together with an emphasis on the integration and testing of complex, interactive solutions being prepared for deployment. Students will perform stress testing on existing application code to determine the code's effectiveness under load and apply remediations to meet performance metrics. This course teaches skills required to produce web solutions that factor design elements such as load balancing, replication, and failover strategies to ensure application integrity and availability.
Credits 4
Course Length 4 weeks

WDV442: Advanced Server-Side Languages

The Advanced Server-Side Languages course builds upon concepts and principles of server-side frameworks. Students will expand on the foundation concepts to further investigate topics such as routes, proxies, templates, and records management. This course teaches students how to connect to external APIs, develop web applications using scaffolding methods within server-side frameworks, and relate business rules to the implementation of application logic.
Credits 4
Course Length 4 weeks

WDV4424: Application Integration and Security

The Application Integration and Security course examines the factors of access control, roles, logging, and auditing within web applications. Students will integrate external authentication sources and single sign-on providers into an existing application. Dynamics such as data retention, user data privacy, data localization, and regulatory requirements will be investigated. Students will recognize how these aspects influence application design and deployment strategies and apply this insight to their future development work.
Credits 4
Course Length 4 weeks

WDV463: Deployment of Web Applications

In the Deployment of Web Applications course, students will learn the processes involved in deploying applications into production environments and the design patterns for scaling web applications to meet the demands of client connections. This course demonstrates current operational methods for deploying web-based applications from working development environments to usable production environments. Students will ensure their web services can be discovered with an application ecosystem and an introduction to continuous delivery approaches and their tactics.
Credits 4
Course Length 4 weeks

WDV469: Project and Portfolio VI: Web Development

The Project and Portfolio VI: Web Development course combines hands-on learning experiences with summative and formative portfolio assessments. In this course, students will finalize their web application project by deploying to a fully functioning and scaled test environment, measuring performance metrics under load, and reporting results. They will demonstrate and document essential application security testing and remediation. Students will conduct a peer review of their change management processes and software development life cycle workflow. They will then document technical changes to their project and revise their final written plan. By the completion of the course, students will have a fully working, tested, deployed, scalable, and documented product that they will present to their instructors and peers.
Credits 3
Course Length 4 weeks

WEB4550: Web Design

In the Web Design course, students will explore the multifaceted discipline of web design from a strategic media perspective. Students will gain a basic understanding of website wireframes, information architecture, and target audience analysis. The web will be examined as a platform for the production, promotion, and distribution of media and personal branding; as an interactive medium of communication; and as an art form.
Credits 4
Course Length 4 weeks

Approved Programs That Are Not Currently Enrolling

Computer Animation Bachelor of Science

Degree Type
Bachelor of Science
Environment
campus
Program Length
80 weeks
Overview
The Computer Animation Bachelor of Science degree program at Full Sail University prepares students to create compelling visual experiences that communicate story, emotion, and meaning across film, television, games, and emerging digital media. Combining artistic development, visual storytelling, and production-focused workflows, the curriculum guides students through the full animation pipeline, from storyboarding, sketching, and visual development to modeling, character animation, lighting, and final compositing. Students begin by building foundational skills in drawing, design, animation principles, and creative problem-solving before progressing into character animation, modeling, look development, lighting, compositing, and real-time production techniques. Throughout the program, they explore how movement, composition, color, and design influence audience perception and support meaningful storytelling.

Using industry-standard animation and VFX tools such as Autodesk Maya and ZBrush alongside AI-assisted tools such as Adobe Firefly and other contemporary generative AI systems, students develop technical proficiency while strengthening creative judgment, adaptability, and collaboration. As AI-assisted tools continue to evolve within animation and content production, students learn to evaluate and apply them as a support to their creative and technical decision-making, emphasizing the responsible integration of emerging technologies in support of individual artistic intent, production efficiency, and creativity. As students progress, they can tailor projects toward specific disciplines such as character animation, modeling, look development, and compositing while building a body of work that reflects their interests, creative voice, and professional goals. Graduates complete their studies with a demo reel and portfolio showcasing work developed throughout the program.

Objective
Bachelor's Objective

The goal of the Computer Animation Bachelor of Science degree program is to develop artists who can create compelling visual experiences through the integration of artistic principles, technical execution, visual storytelling, and production-focused workflows. Students build the focused knowledge of 3D modeling and digital animation needed to pursue entry-level industry roles such as scene builders, character artists, technical directors, performance animators, and look development artists. Across the curriculum, students develop core competencies in 3D production, including modeling, character rigging, texturing, shading and lighting, character animation, motion capture, and compositing, and apply these skills throughout the production pipeline, from visual development and asset creation to completed projects.

Through project-based learning and portfolio development, students strengthen creative judgment, problem-solving, and collaboration while building work that reflects their individual strengths and professional goals.

Students cultivate proficiency with industry-standard production tools and emerging AI-assisted workflows, learning to apply them as a support to their creative and technical decision-making while strengthening the artistic and technical foundations that drive successful production. Graduates complete the program prepared to contribute to contemporary production environments and to continue to flourish as adaptable creative professionals throughout their careers.

Month 1

Code	Title	Credit Hours
GEN1011	Creative Presentation	3
DEP1013	Psychology of Play	3

Month 2

Code	Title	Credit Hours
TEM1001	Technology in the Entertainment and Media Industries	4
ENC1101	English Composition I	4

Month 3

Code	Title	Credit Hours
CGA121	3-D Foundations	4

Month 4

Code	Title	Credit Hours
DIG1301	Model Creation	4

Month 5

Code	Title	Credit Hours
CGA101	Fundamentals of Art I	3
GRA1161	Shading and Lighting	4

Month 6

Code	Title	Credit Hours
3DA119	Project and Portfolio I: 3-D Arts	3
CGA2112	3-D Animation I	4
CANC311	Professional Development Seminar I: Computer Animation	1

Month 7

Code	Title	Credit Hours
CGA3112	3-D Animation II	4
CGA103	Fundamentals of Art II	4

Month 8

Code	Title	Credit Hours
3DA229	Project and Portfolio II: 3-D Arts	3

Month 9

Code	Title	Credit Hours
CGA366	Visual Development	4
CGA365	Compositing Fundamentals	3

Month 10

Code	Title	Credit Hours
CGA356	Compositing and Scene Finishing	4
ART3006	Art History	4

Month 11

Code	Title	Credit Hours
CAB239	Project and Portfolio III: Computer Animation	3
MGF1213	College Mathematics	4
CANC322	Professional Development Seminar II: Computer Animation	1

Month 12

Code	Title	Credit Hours
CGA343	Character Modeling Fundamentals	4
PHY3020	Physical Science	4

Month 13

Code	Title	Credit Hours
CAB401	Industry Production	4
CGA3312	Character Rigging	3

Month 14

Code	Title	Credit Hours
DIG3395	Motion Capture	3
HIS3320	Historical Archetypes and Mythology	4

Month 15

Code	Title	Credit Hours
CGA4014	Character Animation	4

Month 16

Code	Title	Credit Hours
CGA462	Animation Production	3
MAN3152	Leadership and Organizational Behavior	4

Month 17

Code	Title	Credit Hours
VSA349	Project and Portfolio IV: Visual Arts	3

Month 18

Code	Title	Credit Hours
VSA359	Project and Portfolio V: Visual Arts	3

Month 19

Code	Title	Credit Hours
VSA469	Project and Portfolio VI: Visual Arts	3

Month 20

Code	Title	Credit Hours
VSA4444	Visual Realization	3
CRR4000	Career Readiness	4
	Total Credit Hours	120

Please Note

- This program is not currently enrolling.
- Some specific courses may be offered online. Please see course descriptions for details.

Game Design Certificate

Degree Type
Certificate
Environment
campus
Program Length
28 weeks
Overview
The Game Design undergraduate certificate provides students with a fundamental understanding of the structure and rules of gameplay. The curriculum spans the study of logic, functions, and algorithms. Applying this foundation in reasoning and organization, students will then explore various game design tools and applications to enhance their craft. The study of game design theory, documentation, playtesting, and programming fundamentals in C# is followed by a game project. In this project, students will develop a C# application that showcases their grasp of structure and play. This certificate will prime students to recognize the metrics of popular games and will provide them with a C# programming background for testing their design ideas.

Objective
Certificate's Objective s

The Game Design undergraduate certificate program provides students with foundational knowledge of the workflows used for creating and testing interactive content. Students will gain basic skills in analyzing decision-making in gameplay, using digital tools, and scripting testable algorithms. Upon completion of this certificate program, students will be equipped to enter the game design industry and pursue roles involving the creation and testing of interactive designs.

Month 1

Code	Title	Credit Hours
TEM1001	Technology in the Entertainment and Media Industries	4

Month 2

Code	Title	Credit Hours
MAD1100	Discrete Mathematics	4

Month 3

Code	Title	Credit Hours
GDN1151	Design Tools	4

Month 4

Code	Title	Credit Hours
GDN1232	Introduction to Game Design	4

Month 5

Code	Title	Credit Hours
GDN1009	Introduction to Programming	3

Month 6

Code	Title	Credit Hours
GDN155	Project I: Game Design	2

Month 7

Code	Title	Credit Hours
GDN156	Portfolio I: Game Design	1
	Total Credit Hours	22

Please Note

- Some specific courses may be offered online. Please see course descriptions for details.
- This program is no longer accepting new enrollments.

Game Design Certificate

Degree Type
Certificate
Environment
online
Program Length
28 weeks
Overview
The Game Design undergraduate certificate provides students with a fundamental understanding of the structure and rules of gameplay. The curriculum spans the study of logic, functions, and algorithms. Applying this foundation in reasoning and organization, students will then explore various game design tools and applications to enhance their craft. The study of game design theory, documentation, playtesting, and programming fundamentals in C# is followed by a game project. In this project, students will develop a C# application that showcases their grasp of structure and play. This certificate will prime students to recognize the metrics of popular games and will provide them with a C# programming background for testing their design ideas.

Objective
Certificate's Objective s

The Game Design undergraduate certificate program provides students with foundational knowledge of the workflows used for creating and testing interactive content. Students will gain basic skills in analyzing decision-making in gameplay, using digital tools, and scripting testable algorithms. Upon completion of this certificate program, students will be equipped to enter the game design industry and pursue roles involving the creation and testing of interactive designs.

Month 1

Code	Title	Credit Hours
TEM1001	Technology in the Entertainment and Media Industries	4

Month 2

Code	Title	Credit Hours
MAD1100	Discrete Mathematics	4

Month 3

Code	Title	Credit Hours
GDN1151	Design Tools	4

Month 4

Code	Title	Credit Hours
GDN1232	Introduction to Game Design	4

Month 5

Code	Title	Credit Hours
GDN1009	Introduction to Programming	3

Month 6

Code	Title	Credit Hours
GDN155	Project I: Game Design	2

Month 7

Code	Title	Credit Hours
GDN156	Portfolio I: Game Design	1
	Total Credit Hours	22

Please Note

- This program is no longer accepting new enrollments.

Recording Arts Associate of Applied Science

Degree Type
Associate of Applied Science
Environment
campus
Program Length
48 weeks
Overview
Full Sail University began in 1979 as a recording school. Since then, developments in the recording industry have created new opportunities to build upon the university's foundational recording curriculum. Beyond just teaching you how to capture an artist's sound in the studio, Full Sail University's Recording Arts curriculum encompasses analog and digital recording, live music production, and audio postproduction for film, television, and video games.

From acoustic principles, amplification technology, and signal flow to interactive audio, sequencing techniques, and sound-effect design, this program covers the many different procedures, formats, and applications found in the recording arts world. By working with the same gear found in some of the finest professional studios, you will gain the confidence and skills needed to succeed in these environments after graduation.

Objective
Associate of Applied Science

The goal of the Recording Arts Associate of Applied Science degree program is to provide you with the focused skills and knowledge of audio engineering needed to qualify for entry-level industry positions as recording engineers, audio editors, assistant mix engineers, music supervisors, audio tools developers, presentation media assistants, technical consultants, and a variety of other positions in the audio industry.

In addition to technical proficiency and creative development, your education will help you develop critical-thinking, problem-solving, and analytical skills that will provide you a solid set of career-focused foundational competencies. This career-focused education will equip you with the tools to help sustain a long and productive professional career in the entertainment and media industries.

Month 1

Code	Title	Credit Hours
GEN1011	Creative Presentation	3
DEP1013	Psychology of Play	3

Month 2

Code	Title	Credit Hours
AEM1001	Audio Arts in the Entertainment and Media Industries	4

Month 3

Code	Title	Credit Hours
AUD1923	Recording Principles	4

Month 4

Code	Title	Credit Hours
AUD2001	Principles of Music	3

Month 5

Code	Title	Credit Hours
REC1732	Sequencing Technology	4

Month 6

Code	Title	Credit Hours
REC3414	Audio Workstations	4
AUD119	Project and Portfolio I: Audio Arts	3

Month 7

Code	Title	Credit Hours
SHP2033	Introduction to Show Production Systems	4

Month 8

Code	Title	Credit Hours
REC2132	Principles of Electronics	4
AUD229	Project and Portfolio II: Audio Arts	3
RARC111	Professional Development Seminar I: Audio Arts	1

Month 9

Code	Title	Credit Hours
ENC1101	English Composition I	4
APR3466	Mixing Techniques	4

Month 10

Code	Title	Credit Hours
RAB239	Project and Portfolio III: Recording Arts	3
RARC222	Professional Development Seminar II: Recording Arts	1

Month 11

Code	Title	Credit Hours
REC3514	Critical Listening	3
AUD3311	History of Recorded Music	3

Month 12

Code	Title	Credit Hours
REC3901	Session Recording	4
	Total Credit Hours	62

Please Note

- This program is no longer accepting new enrollments.
- Some specific courses may be offered online. Please see course descriptions for details.
- Associate of Applied Science (A.A.S.) degree programs are designed to prepare students for entry into technical and professional fields. A.A.S. degree programs are fully transferable into related Full Sail University bachelor's programs. The transferability of credit from Full Sail to another institution is at the discretion of the accepting institution. It is the student's responsibility to confirm whether or not credits will be accepted by another college.

Simulation Engineering Associate of Science

Degree Type
Associate of Science
Environment
campus
Program Length
40 weeks
Overview
In today's digital world, simulation and visualization technologies have become widespread throughout many industries for education, science, training, and entertainment purposes. From creating computerized models for understanding complex data to developing virtual environments for gaming, simulation and visualization technologies solve challenging problems, enable learning, and provide visual insight into abstract problems and ideas. The Simulation Engineering curriculum was designed to create future engineers who will develop simulation and visualization systems for the twenty-first century. It was also designed to provide you with the technical and critical-thinking skills needed to study, design, develop, and test simulation and visualization systems.

Furthermore, the curriculum allows you to develop your programming skills with hands-on experience in the engineering of simulation and visualization systems. You are trained using real-world approaches and emerging technologies to keep pace with this dynamic industry and prepare you for success in the twenty-first century. In addition to developing your technical expertise and subject knowledge, the Simulation Engineering curriculum is designed to develop your creativity. You will learn strategies for engineering simulations and visualizations and apply those methods to develop unique engineering projects of your own.

Objective
Associate's Objective

The goal of the Simulation Engineering Associate of Science degree program is to develop programmers and future engineers with the creative and critical-thinking skills and technical expertise required to produce simulations and visualizations based on real-world needs and applications. In addition to coding skills and a computer-science foundation, this program helps you develop an applicable knowledge of discrete mathematics, linear algebra, object-oriented programming, and physics. The curriculum in this degree program also encompasses courses that address data structures and algorithms, software engineering, applied human-computer interaction, and mythology. The Simulation Engineering Associate of Science degree is designed to prepare you to engage in constructive simulations and visualizations for training and entertainment applications. Graduates of the Simulation Engineering Associate of Science degree program will be prepared to enter the workforce as entry-level programmers, developers, scripters, and quality-assurance testers.

Month 1

Code	Title	Credit Hours
GEN1011	Creative Presentation	3
DEP1013	Psychology of Play	3

Month 2

Code	Title	Credit Hours
TEM1001	Technology in the Entertainment and Media Industries	4
MAD1100	Discrete Mathematics	4

Month 3

Code	Title	Credit Hours
COP1334	Programming I	4

Month 4

Code	Title	Credit Hours
COP2334	Programming II	4

Month 5

Code	Title	Credit Hours
SDV3111	Systems Programming	4
COSC311	Professional Development Seminar I: Computer Science	1

Month 6

Code	Title	Credit Hours
COS119	Project and Portfolio I: Computer Science	3
ENC1101	English Composition I	4

Month 7

Code	Title	Credit Hours
SDV2213	Data Structures and Algorithms	4
GEN242	Linear Algebra	4

Month 8

Code	Title	Credit Hours
GDD258	Software Engineering	4
SDV3012	Applied Human-Computer Interaction	3

Month 9

Code	Title	Credit Hours
GEN262	Physics	4
SVB229	Project and Portfolio II: Simulation and Visualization	3

Month 10

Code	Title	Credit Hours
SVB239	Project and Portfolio III: Simulation and Visualization	3
COSC322	Professional Development Seminar II: Computer Science	1
	Total Credit Hours	60

Please Note

- This program is no longer accepting new enrollments.
- Some specific courses may be offered online. Please see course descriptions for details.

Simulation Engineering Associate of Science

Degree Type
Associate of Science
Environment
online
Program Length
56 weeks
Overview
In today's digital world, simulation and visualization technologies have become widespread throughout many industries for education, science, training, and entertainment purposes. From creating computerized models for understanding complex data to developing virtual environments for gaming, simulation and visualization technologies solve challenging problems, enable learning, and provide visual insight into abstract problems and ideas. The Simulation Engineering curriculum was designed to create future engineers who will develop simulation and visualization systems for the twenty-first century. It was also designed to provide you with the technical and critical-thinking skills needed to study, design, develop, and test simulation and visualization systems.

Furthermore, the curriculum allows you to develop your programming skills with hands-on experience in the engineering of simulation and visualization systems. You are trained using real-world approaches and emerging technologies to keep pace with this dynamic industry and prepare you for success in the twenty-first century. In addition to developing your technical expertise and subject knowledge, the Simulation Engineering curriculum is designed to develop your creativity. You will learn strategies for engineering simulations and visualizations and apply those methods to develop unique engineering projects of your own.

Objective
Associate's Objective

The goal of the Simulation Engineering Associate of Science degree program is to develop programmers and future engineers with the creative and critical-thinking skills and technical expertise required to produce simulations and visualizations based on real-world needs and applications. In addition to coding skills and a computer-science foundation, this program helps you develop an applicable knowledge of discrete mathematics, linear algebra, object-oriented programming, and physics. The curriculum in this degree program also encompasses courses that address data structures and algorithms, software engineering, applied human-computer interaction, and mythology. The Simulation Engineering Associate of Science degree is designed to prepare you to engage in constructive simulations and visualizations for training and entertainment applications. Graduates of the Simulation Engineering Associate of Science degree program will be prepared to enter the workforce as entry-level programmers, developers, scripters, and quality-assurance testers.

Month 1

Code	Title	Credit Hours
GEN1011	Creative Presentation	3

Month 2

Code	Title	Credit Hours
DEP1013	Psychology of Play	3

Month 3

Code	Title	Credit Hours
TEM1001	Technology in the Entertainment and Media Industries	4

Month 4

Code	Title	Credit Hours
MAD1100	Discrete Mathematics	4

Month 5

Code	Title	Credit Hours
COP1334	Programming I	4

Month 6

Code	Title	Credit Hours
COP2334	Programming II	4

Month 7

Code	Title	Credit Hours
SDV3111	Systems Programming	4

Month 8

Code	Title	Credit Hours
COS119	Project and Portfolio I: Computer Science	3
ENC1101	English Composition I	4

Month 9

Code	Title	Credit Hours
SDV2213	Data Structures and Algorithms	4

Month 10

Code	Title	Credit Hours
GEN242	Linear Algebra	4

Month 11

Code	Title	Credit Hours
GDD258	Software Engineering	4
GEN262	Physics	4

Month 12

Code	Title	Credit Hours
SDV3012	Applied Human-Computer Interaction	3
COS3111	Professional Development Seminar I: Computer Science	1

Month 13

Code	Title	Credit Hours
SVB229	Project and Portfolio II: Simulation and Visualization	3

Month 14

Code	Title	Credit Hours
SVB239	Project and Portfolio III: Simulation and Visualization	3
COS3222	Professional Development Seminar II: Computer Science	1
	Total Credit Hours	60

Please Note

- This program is no longer accepting new enrollments.