

ENTERTAINMENT ENGINEERING MINOR

This minor teaches engineering principles for the design of products that are used in productions of the Department of Dramatic Arts. The minor focuses on developing safe, creative, and functional stage effects and machines through student-led projects.

Requirements

Students must complete 12 credits at the 2000-level or above. Appropriate courses will be determined in consultation with and pre-approved by the Entertainment Engineering Minor Coordinator.

The Entertainment Engineering Minor is offered by the School of Fine Arts. Students interested in the minor must meet with the Entertainment Engineering Minor Coordinator to develop an initial plan of study and fill out and submit the Entertainment Engineering Minor Declaration Form.