



## Electronic Arts

College of Arts and Letters

### Career Preparation

The Electronic Arts program at SMSU is a highly-selective, interdisciplinary major designed to prepare students for professional careers in a variety of electronic arts industries, including computer animation, audio and video production, multimedia design and music recording. The curriculum enables majors to build a professional portfolio which demonstrates their expertise in at least one area of the curriculum (computer animation, multimedia, audio or video studies); to develop the communication skills required to work successfully within a creative production team; and to acquire the technical, aesthetic and problem-solving skills necessary to pursue a successful career in the electronic arts. The success of this program is illustrated by the 18 national and regional awards that electronic arts students have won since 2001.

### Academic Programs

The Bachelor of Science (BS) in Electronic Arts is a non-comprehensive 37 hour major requiring a minor in a related field. The program consists of a 19 hour core taken by all majors, with an additional 18 hours in either Audio, Video, Computer Animation or Multimedia Studies.

Although students may declare as Electronic Arts majors when they enter the University, they will not be formally admitted to the program until they complete three of the four pre-admission core classes and pass an initial portfolio review. Once admitted, all majors must successfully pass a junior and senior portfolio review and complete a year-long senior thesis project. The 19 hour electronic arts core is designed to introduce all majors to the essential technological, aesthetic, design and communication issues deemed critical to the successful creation of a professional electronic arts project. Armed with this common vocabulary, students then pursue a specialization in audio, video, computer animation or multimedia design. During their final year, electronic arts majors will form production teams to design and produce an original, broadcast-quality project.

### Career Opportunities

The Electronic Arts career field is experiencing a rapid expansion at present. Students graduating with a degree in electronic arts will be in a unique position to take advantage of the many career opportunities opening up due to an increasing reliance on electronic communication in business, education and the arts. Students will be well prepared to pursue traditional career paths in television, radio, advertising, recording studios and graphic arts. Graduates also will be able to work effectively in many areas of new technology including interactive multimedia design, world wide web construction, computer

animation and audio or video digital post-production. The program's interdisciplinary emphasis on basic visual and aural aesthetics, advanced technologies and small group communication skills, as well as the students' demonstrated ability to function efficiently within large-scale production teams on long-term projects should make Electronic Arts graduates particularly attractive to potential employers.

### Faculty

Courses in the Electronic Arts program are taught by faculty from three departments: Art and Design, Music and Communication and Mass Media. These faculty members specialize in computer animation, audio and video production, interactive multimedia design and electronic music. In addition to teaching in their area of specialization within the program, the faculty continue to produce award-winning work as professional artists, composers, directors and web designers.

### Facilities

Electronic Arts majors have an opportunity to pursue their degree in a variety of state-of-the-art production facilities located across the SMSU campus. Audio and video production students work in ProTOOLS and AVID nonlinear editing labs and have access to a live music recording studio and a digitally-equipped TV studio. Music composition and recording students do additional work in facilities located in the Juanita K. Hammons Hall for the Performing Arts. Computer animation and multimedia production students work in two labs (Mac and PC) with a variety of software including: Lightwave, Photoshop, After Effects, Director, Dream Weaver and Flash. Student productions are broadcast on SMSU's Cable Access channel and on the new Web-Radio station located in the Public Affairs Classroom Building.

#### For More Information

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## Scheduling Courses

It is recommended that students enroll in three of the four pre-admission core classes (ART 100/110, MUS 216, MED 290, and MED 365) as soon as possible since application to the major cannot occur until three of these classes have been successfully completed with a "B" average or better. Ideally, students should complete this core requirement by the end the first semester, and no later than the second semester of their sophomore year. Once accepted into the major, students should complete ART 300: Fundamentals of Collaboration in Electronic Arts as soon as possible. Please note that ART 300 is open only to accepted majors and must be completed before majors can enroll in the year-long senior thesis project (ART/MED 498). As they work to complete the core, all majors should simultaneously pursue their minor and complete 18 hours in either Audio, Video, Computer Animation or Multimedia Studies. This means that students should plan to take a minimum of 6 hours in the Electronic Arts curriculum, and 3-6 hours in their minor each semester following acceptance into the program. Prospective and accepted majors are strongly encouraged to meet with their electronic arts advisor to review their requirements and to work out a sample course schedule by semester once accepted into the program.

**Courses:** (Please consult the *SMSU Catalog* for undergraduate degree requirements.)

### Electronic Arts Pre-Admission Core: (12 hrs.)

(Candidates must complete 3 of these courses before applying to the program.)

- ART 100/110 : Two Dimensional Design (3) (required for animation studies)
- MUS 216: Introduction to Audio Techniques (3) (required for audio studies)
- MED 290: Introduction to Multimedia Design (3) (required for multimedia studies)
- MED 365: Media Design and Production (3) (required for video studies)

### Electronic Arts Core: (7 hrs.)

(Required of all admitted majors.)

- ART 300: Fundamentals of Collaboration in Electronic Arts (3)
- MED/ART 498: Senior Thesis Project (2) (Repeat for two consecutive semesters for a total of 4 hours.)

#### NOTE:

1. The pre-admission core must be completed with a "B or better" average.
2. Prospective majors must complete the pre-admission core course in the program area to which they are applying.
3. All four of these core classes must eventually be completed by all EA majors.

### Audio Studies (18 hrs.)

#### Required:

- MED 461: Sound Editing & Mixing (3)
- MED 561: Audio for Media (3)
- MUS 316: Advanced Audio Recording (3)
- MUS 529: Intro to Commercial Music (3)

#### Select six hours (6) with advisor approval:

- MUS 100: Music Fundamentals (2)
- MUS 111: Music Theory I (2)
- MUS 137: Class Piano (1)
- MUS 512: Electronic Music (3)
- MED 382: Radio Production (3)
- MED 495: Internship (up to 6 hours) (1-3)
- THE 558: Sound in Theater (3)

### Video Studies (18 hrs.)

#### Required:

- ART 230: Computer Animation I (3)
- MED 465: Cinematography and Editing (3)

#### Select twelve hours (12) with advisor approval:

- MED 390: Web Design (3)
- MED 562: Video Field Production (3)
- MED 565: Scriptwriting (3)
- MED 583: Directing for Television (3)
- MED 492: Independent Study (2-3)
- MED 495: Internship (1-3)

### Computer Animation Studies (18 hrs)

#### Required:

- ART 230: Computer Animation I (3)
- MED 465: Cinematography and Editing (3)

#### Select twelve hours (12) with advisor approval:

- ART 330: Computer Animation II (3)
- ART 430: Computer Animation III (3-9)
- ART 431: Professional Practices in Computer Animation (3)
- ART 399: Individual Instruction (3-6)

### Multimedia Studies (18 hrs.)

#### Required:

- MED 390: Web Design & Construction (3)
- MED 490: Multimedia Interactivity Design (3)
- ART 210: Intro to Digital Imaging (3)
- DES 202: Graphic Design Systems (3)

#### Select six hours (6) with advisor approval:

- ART 230: Computer Animation I (3)
- MED 465: Cinematography and Editing (3)
- MED 492: Independent Study (2-3)
- MED 495: Internship (1-3)

### Minor in Related Field (15-24 hrs.)

Examples: Art and Design (21 hrs.), Mass Media (18 hrs.), Computer Science (22-23 hrs.), Music (20 hrs.), Physics (18 hrs.), Theater (18 hrs.), English (Creative Writing, 18hrs.).