ACADEMIC PROGRAMS

Effective Summer 2021, the BS in Digital Audio Technology (DAT) program on Pages 63-64 is replaced with the below curriculum:

BS in Digital Audio Technology (DAT) Curriculum		
Digital Audio Technology Core Courses - 81 Credits		
Course Number	**Course Name**	**Credits**
BUS110	Principles of Management	3
DAT102	Music Theory	4
DAT105	Audio, Technology, and Innovation	4
DAT110	Desktop Production Fundamentals	4
DAT115	Desktop Audio Production	4
DAT203	Songwriting	4
DAT208	Live Sound	3
DAT210	Digital Sound Synthesis	4
DAT212	Introduction to Game Audio	4
DAT220	Studio Production 1	4
DAT238	Principles of Room Acoustics	4
DAT281	Audio & Music Industry Business Principles	3
DAT320	Studio Production 2	4
DAT324	Studio Production 3	3
DAT326	Digital Sound Design	4
DAT331	Programming for Audio Production	3
DAT335	Music Perception & Cognition	3
DAT340	Film Scoring	3
DAT342 or DAT355	Interactive Game Composition or Game Audio Implementation	3
DAT404	The Ultimate Electronic Music Production	4
DAT485	Portfolio	3
RWPS480	Capstone Project A	3
RWPS485	Capstone Project B	3
General Education Courses - 30 Credits		
Course Number	**Course Name**	**Credits**
HUM100	Disruptive Imagination	3
MATH112	College Algebra	3
ENG100	English Composition	3
ENG250	Speech and Oral Communication	3
SCI101	Basic Physics 1	3
SCI102	Basic Physics 2	3
	Humanities/Arts Choice	3
	Written Communication 2 Choice	3
	300 Level GE Choice	3
	400 Level GE Capstone Choice	3
Electives - 9 Credits		
Total 120 Credits		

TUITION AND FEES

Effective 03/01/2021: The tuition and fees have been revised as outlined below.

Tuition and Fees		
Undergraduate Tuition (per credit hour):	$866	Refundable According to the Institutional Refund Policy
Graduate Tuition (per credit hour):	$499	Refundable According to the Institutional Refund Policy
Fees (per term):		
Campus Fee (Undergraduate Students):	$500	Non-refundable
Technology Fee (Graduate Students):	$50	Non-refundable
Student Tuition Recovery Fee /STRF (*per $1,000*):	$0.50	Non-refundable
Books and Supplies (Estimated):	$500	Estimated Costs
Housing Fee:	$6,395	Refundable According to the Institutional Refund Policy
Other:		
Enrollment Fee:	$100	Non-refundable

Charges (for the first term)				
Tuition and Fees	**Undergraduate Students**		**Graduate Students**	
	w/o Housing	With Housing	w/o Housing	With Housing
Undergraduate Tuition (based on 15 credits):	$12,990	$12,990		
Graduate Tuition (based on 9 credits):			$4,491	$4,491
Enrollment Fee:	$100	$100	$100	$100
Campus Fee:	$500	$500	$0	$0
Technology Fee:	$0	$0	$50	$50
Student Tuition Recovery Fee (STRF):	$60	$60	$10	$10
Books and Supplies (Estimated):	$500	$500	$500	$500
Housing Fee:	$0	$6,395	$0	$6,395
Student Housing Application Fee:	$0	$300	$0	$300
Total Charges for the First Term:	**$14,150**	**$20,845**	**$5,151**	**$11,846**

Total Program Costs		
Program	**Current Period**	**Total Costs**
BA in Digital Art and Animation	$28,136.00	$115,674.00
BA in Game Art	$28,135.00	$112,075.00
Bachelor of Business Administration	$28,135.00	$112,075.00
BS in Computer Science	$28,135.00	$112,075.00
BS in Digital Audio Technology	$28,135.00	$112,075.00
BS in Game Engineering	$28,140.00	$123,472.00
BS in Software Development	$28,135.00	$112,075.00
Certificate in Cloud Computing	$15,964.00	$15,964.00
Graduate Certificate in Project Management	$7,192.00	$7,192.00
MA in Entrepreneurship and Innovation	$11,687.00	$16,728.00
MS in Management and Leadership in Creative Technologies	$13,185.00	$19,224.00

Other Fees	Amount
Late Payment Fee	$25 per Payment Due Date (non-refundable)
Official Transcript	$10 per transcript (non-refundable)
Graduation Fee	$100 (non-refundable)
Credit by Examination Fee	$75 per examination (non-refundable)
Audit Fee (waived for Cogswell graduates)	$500 per course (refundable per refund policy)
Diploma Reprint Fee	$25 (non-refundable)
Student ID Card Replacement Fee	$10 (non-refundable)
Student Housing Application Fee	$300 (non-refundable)
Replacement VTA Pass Fee	$25 (non-refundable)
International Students Enrollment Fee	$500 (non-refundable)
Non-sufficient Funds (NSF) Fee	$20 (non-refundable)
Late Equipment Return Fee	$5 per day (non-refundable)

Tuition and Fees are subject to change.

ACADEMIC PROGRAMS

Effective Summer 2021, the following BEI programs on Pages 50-52 are replaced with the below curriculum:

Graduate Certificate in Project Management		
Core Courses		
Course Number	**Course Name**	**Credits**
BUS510	Business Analysis	3
BUS520	Risk Analysis and Management	3
BUS575	Fundamentals of Project Management	3
BUS576	Essentials of Agile and Scrum Project Management	3
Total 12 Credits		

MA ENT Curriculum		
Course Number	**Course Name**	**Credits**
BUS575	Fundamentals of Project Management	3
ENT520	Business Models and Planning	3
ENT525	Legal Structures, Contracts and Risk Management	3
ENT530	Finance and Accounting	3
ENT540	Negotiation, Sources and Uses of Power	3
Electives (Choose 3 courses / 9 credits from the list below)		
Course Number	**Course Name**	**Credits**
BUS510	Business Analysis	3
BUS520	Risk Analysis and Management	3
BUS576	Essentials of Agile and Scrum Project Management	3
ENT535	Entrepreneurial Marketing	3
ENT550	Digital Transformation and Social Media	3
ENT555	Leadership and Management	3
Required Practicum (6 credits)		
Course Number	**Course Name**	**Credits**
ENT590 or	Entrepreneurship and Innovation Practicum I	3
ENT591 and	Entrepreneurship and Innovation Practicum 1	1.5
ENT592	Entrepreneurship and Innovation Practicum 2	1.5
ENT595 or	Entrepreneurship and Innovation Practicum II	3
ENT596 and	Entrepreneurship and Innovation Practicum 3	1.5
ENT597	Entrepreneurship and Innovation Practicum 4	1.5
Total 30 Credits		

MS in Management and Leadership in Creative Technologies		
Core Courses - 22 Credits		
Course Number	**Course Name**	**Credits**
BUS575	Fundamentals of Project Management	3
CTL511	Understanding the Business of Creative Industries	3
CTL525	Professional Ethics and the Law	3
CTL535	Strategic Marketing in Creative Enterprises	3
CTL540	Culture and Globalization	3
CTL581	Metrics and Data Analytics	3
CTL590	Leadership Experience Lab	1
ENT555	Leadership and Management	3
Electives (Choose 3 courses / 9 credits from the list below)		
Course Number	**Course Name**	**Credits**
BUS576	Essentials of Agile and Scrum Project Management	3
BUS510	Business Analysis	3
BUS520	Risk Analysis and Management	3
CTL541	Leading and Managing Change	3
CTL543	Conflict Management	3
CTL560	Creative Design Thinking for Leaders	3
ENT520	Business Models and Planning	3
ENT540	Negotiation, Sources and Uses of Power	3
ENT550	Digital Transformation and Social Media	3
Capstone Courses		
Course Number	**Course Name**	**Credits**
CTL595	Leadership Capstone A	2
CTL596	Leadership Capstone B	2
Total 35 Credits		

COURSE DESCRIPTIONS

The following Course Descriptions listed on Pages 72-124 have been revised:

Course Number	Course Name	Credits	Lecture Hours	Laboratory Hours	Total Hours	Prerequisites
BUS575	Fundamentals of Project Management	3	45	0	45	None

The course is designed for individuals who want to pursue a fundamental understanding of project management. The curriculum is focused on best project management practices guided by the PMI PMBOK (Project Management Body of Knowledge). Students develop industry-recognized project management skills needed to lead and supervise complex projects, manage resources and communicate effectively with project stakeholders. This course is also intended to prepare students for the PMP certification examination. For students who do not meet eligibility requirement for the PMP exam, this course is also a good preparation course for the CAPM certification exam.

Course Number	Course Name	Credits	Lecture Hours	Laboratory Hours	Total Hours	Prerequisites
BUS576	Essentials of Agile and Scrum Project Management	3	45	0	45	None

In this dynamic business environment, project managers are increasingly expected to utilize Agile and Scrum methodologies to manage complex, team-based projects. This course provides students a better understanding of these frameworks and goes beyond the technicalities of managing agile projects. Students develop valuable and marketable skills they can use to effectively deliver projects. This course is also designed to help students prepare for the PMI ACP (Project Management Institute Agile Certified Practitioner) examination.

Course Number	Course Name	Credits	Lecture Hours	Laboratory Hours	Total Hours	Prerequisites
CS106	Introduction to Sculpting	4	60	0	60	None

This class is a practical introduction to programming using the Python programming language. Topics include the concepts of declarative ("what") versus imperative ("how") programming, problem breakdown, and solution techniques. Basic subjects and terms in computer science will be introduced, such as data structures, efficiency of a program and object-oriented programming. Emphasis is put on the syntax of the programming language, and the process of starting with a problem and writing a program to solve it. Students will implement several small programming projects during the course.