

INDIVIDUAL CURRICULUM WORKSHEET

Bachelor of Arts Degree-Broadcast Media
Effective Fall 2012

NAME _____

I.D.# _____

GENERAL EDUCATION	HRS	GR	SEM
COMPOSITION			
ENGL 1310 – Composition & Rhetoric	3		
ENGL 1320 – Composition & Literature	3		
ENGLISH LITERATURE			
ENGL 2000 level – Literature Course	3		
HISTORY			
HIST _____	3		
COMMUNICATION			
COMM 2300 – Oral Communication	3		
PHYSICAL EDUCATION			
PHED 1200 – Fitness & Wellness	2		
MATHEMATICS			
MATH 1310 or higher level _____	3		
FINE ARTS			
ARTS 1300, MUSIC 1300 MUSC 1310, or THTR 1300 – Appreciation Courses	3		
NATURAL SCIENCES			
Biological Science with Lab	4		
Physical Science with Lab	4		
CHRISTIAN STUDIES (Circle Choice)			
CHST 1310 or 1320 Old Testament or New Testament	3		
CHST 1330 – Christian Worldview	3		
FOREIGN LANGUAGE			
_____ 1310	3		
_____ 1320	3		
_____ 2310	3		
_____ 2320	3		
COMPUTER SCIENCE			
CSCI 1305 – Intro to Info Technology	3		
COLL 1100 (HNRS 1210 or COLL 1300)	1		
SOCIAL SCIENCES			
PLSC 1300 – Intro to Political Science	3		
ECON 2310 – Macro Economics	3		
	3		
	3		

BRDC MEDIA LOWER LEVEL CORE	HRS	GR	SEM
MCOM 1300 - Intro to Mass Comm.	3		
MCOM 1310 – Media Technology	3		
*MCOM 2310 - Intro to Electronic Media	3		
*BRDC 2315 - Writing for Broadcast Media	3		
BRDC MEDIA MIDDLE LEVEL CORE	HRS	GR	SEM
*BRDC 2320 – Audio Production or *BRDC 2330 – Video Production	3		
*BRDC 3320 – Broadcast Announcing	3		
*BRDC 3325 – Broadcast Studio Operations	3		
*BRDC 3360 – Broadcast Programming	3		
Practicum _____	1		
Practicum _____	1		
Practicum _____	1		
Practicum _____	1		
Practicum _____	1		
BRDC MEDIA UPPER LEVEL CORE	HRS	GR	SEM
*MCOM 4310 - Mass Media Law & Regs	3		
*MCOM 4320 – Mass Media Ethics	3		
*MCOM 4390 - Mass Media Internship	3		
*MCOM 4395 - Mass Media Sem/Capstone	3		
BRDC MEDIA ELECTIVE (Select one from BRDC 4320, 4335, 4350, 4360, MCOM 3300, 3330, 3380, 4360, 4380)			
	3		
ELECTIVES (19)	HRS	GR	SEM
TOTAL MINIMUM HOURS REQUIRED NOT INCLUDING CEVT/CHPL	128		
* Check Catalog for Prerequisites (128 minimum hours)			