

BACHELOR OF SCIENCE IN ENTERTAINMENT PRODUCTION ENGINEERING

2025-2026 Degree Requirements

TOTAL CREDITS FOR DEGREE:

122

Name: _____

ID Number: _____

UNIVERSITY CORE CURRICULUM: 43 cr.

Required Fundamental Courses:

COMM 101	Oral Comm. & Pres.	3 credits	
ENGL 101	College Composition	3 credits	
UNIV 101	City-University Life	3 credits	
Senior Capstone	EPE 421	3 credits	(EPE Capstone II)

Choose Thematic Core courses in the following:

Explore the World - Choice 1		3 credits	
Explore the World - Choice 2		3 credits	
Investigate Science	PHYS 101	3 credits	(Physics I)
Investigate Mathematics	MATH 190	3 credits	(Calculus I)
Interpret Creative Works		3 credits	
Understand People - Choice 1		3 credits	
Understand People - Choice 2		3 credits	
Succeed in Business	SAEM 152	3 credits	(Bus. of Live Entertainment)
Appreciate & Apply the Arts		3 credits	
Discover Technology	EGR 101	3 credits	(Intro to Engineering)

MAJOR REQUIREMENTS: 67 cr.

EE 101	Circuit Analysis I	3
EE 102	Circuit Analysis II	3
EE 103	Circuit Analysis Lab I	1
EE 104	Circuit Analysis Lab II	1
EPE 101	Intro to Ent Prod I	1
EPE 102	Intro to Ent Prod II	1
EPE 399	EPE Field Experiences	12
EPE 420	EPE Capstone I	3
ET 204	Programming for EGR	3
MATH 205	EPE Calculus	3
ME 201	Engineering Mechanics	3
ME 250	Engineering Materials	3
ME 430	EPE Solid Mechanics I	2
ME 431	EPE Solid Mechanics II	2
ME 440	EPE Fluid Mechanics I	1.5
ME 441	EPE Fluid Mechanics II	1.5
PHYS 103	Physics I Lab	1
PHYS 104	Physics II Lab	1
PHYS 202	Fund. of Physics II	3

PROD 110 (x2)	Production Practicum	4
PROD 113	Stage Operations	2
PROD 140	Theatre Safety	2
PROD 142	Drafting & CAD	2
PROD 363	Automation	3
PROD 413	Technical Direction	2
SAEM 331	Production Tour Mgmt.	3

ELECTIVES & OPTIONAL CONCENTRATIONS: 12 Cr.

Students must accumulate at least 12 elective credits from among the electives below. Selecting a minimum of 12 credits from those in a category below will satisfy a concentration for that category. Only one course may be used for multiple concentrations. Completed concentrations will be listed on students' transcripts.

BACHELOR OF SCIENCE IN ENTERTAINMENT PRODUCTION ENGINEERING

2025-2026 Degree Requirements

ELECTIVES & OPTIONAL CONCENTRATIONS: 12 Credits

I. BUSINESS FUNDAMENTALS

SAEM 201	Event Management	3
SAEM 301	Facilities & Venue Design	3
SAEM 330	Talent Booking Mgmt	3
SAEM 332	Trends in the Music Ind.	3

II. SAFETY & MANAGEMENT

BMGT 331	Safety & Security in Hosp.	3
CE 401	Construction Mgmt	3
PROD 212	Computer Apps for Mngrs	2
PROD 433	AEA & Theatrical Unions	3
PROD 440	Production Mgmt	3

III. SCENIC & STRUCTURAL SYSTEMS

At least two from:

CE 310	Structural Analysis	3
CE 315	Structural Design I	3
CE 316	Structural Design II	3
CE 401	Construction Mgmt.	3

And the remaining credits from:

PROD 213	Carpentry for the Theatre	2
PROD 226	Scene Design I	3
PROD 313	Technical Design	2
PROD 361	Advanced CAD	2
PROD 362	Metalworking	2
SAEM 301	Facilities & Venue Design	3

IV. DESIGN & VISUAL COMMUNICATIONS

COMM 120	Visual Communications	3
COMM 215	Video Storytelling	3
DIGI 102	Digital Tools & Techniques	3
DIGI 210	Fund. of Motion Graphics	3
EGR 205	Engineering Graphics	3
GRID 103	Graphic Design I	3
MULT 280	Intro to Multimedia	3
PROD 361	Advanced CAD	2
PROD 392	Video Production	2
PROD 393	Vectorworks	2

V. ELECTRICAL SYSTEMS

EITHER

EE 331	Electrical Power I	4
EE 332	Electrical Power II	4

OR

EE 221	Electronics I	4
EE 222	Electronics II	4

And the remaining credits from:

EE 351	Digital Electronics I	3
EE 352	Microprocessors	3
EE 455	Digital Electronics II	4
PROD 227	Lighting for the Stage	3
PROD 229	Audio Design I	2
PROD 343	Electricity for the Theatre	2
PROD 391	Audio Engineering	2
PROD 392	Video Production	2
EE 331	Electrical Power I	4
EE 332	Electrical Power II	4
EE 221	Electronics I	4
EE 222	Electronics II	4

BACHELOR OF SCIENCE IN ENTERTAINMENT PRODUCTION ENGINEERING

2025-2026 Degree Requirements

PROGRAM OBJECTIVES

Upon successful completion of this program, a student will be able to:

1. Apply a thorough understanding of **lighting, sound, stage mechanics,** and **special effects** to events in live entertainment.
2. Integrate engineering principles with entertainment production principles to create advanced technical solutions mindful of **audience experience, safety, efficiency, venue constraints,** and **aesthetics.**
3. Lead a multidisciplinary team working to **manage projects, communicate effectively** across technical and creative domains, and **foster an inclusive environment** that encourages innovation and teamwork.