



## SouthArk Guided Pathway to Success (GPS)

### 2024-2025 ACADEMIC MAP: Entertainment Technology – CP

Student Name		Student ID		Student Phone #	
Advisor Name		Advisor E-mail		Advisor Phone #	
Expected Award upon Program Completion	<input checked="" type="checkbox"/> CP <input type="checkbox"/> TC <input type="checkbox"/> AA <input type="checkbox"/> AS <input type="checkbox"/> AAS				Sem/Yr Expected to Graduate:

**STUDENT'S REMEDIATION REQUIREMENTS (Write in needed courses based on test scores or transfer work):**

COURSE NEEDED	SEMESTER	GRADE	COURSE NEEDED	SEMESTER	GRADE

**CHOOSE COURSE PLAN WITH ADVISOR TO ASSURE PROPER ACADEMIC PROGRESSION**

FIRST SEMESTER/YEAR: \_\_\_\_\_ / \_\_\_\_\_

Course Number	Course Name	Code (see key)	Sem/Yr	Grade	Credit Hours	Milestones	Actions
CSCI 1003	Introduction to Computers				3	Completion of CP in Entertainment Technology at the end of the semester	<ul style="list-style-type: none"> <li>Meet with various program directors or mentors to explore interest.</li> <li>Complete <a href="https://www.careerwise.mnscu.edu/careers/clusterAssessment">https://www.careerwise.mnscu.edu/careers/clusterAssessment</a>.</li> <li>Begin making plans to complete your FAFSA for the next academic year.</li> <li>Apply for CP in Entertainment Tech</li> </ul>
BTEC 1113 OR ENTR 1003	Social Media OR Intro to Entrepreneurship	F			3		
EMAT 2403	Film Production and Design	F			3		
EMAT 2503	Internship	F			3		
MATH 1023 OR MATH 1113	College Algebra OR Mathematical Reasoning				3		
<b>Total</b>					<b>15</b>		

**COMMENTS AND NOTES:**

<b>Program Description</b>	The Entertainment and Media Arts program is intended to provide knowledge and practical skills in the areas of entertainment production, film production, and the use of live and digital technology in creating live entertainment experiences. This program emphasizes experience and performance-based learning, and is committed to improving student and community appreciation and awareness of the crafts and skills involved in the entertainment and media arts.
<b>Program Requirements</b>	15 credit hours
<b>Career Opportunities</b>	Cameraman, Lighting Designer, Audio Producer, Videographer, Sound Designer, Lighting Technician, Sound Technician, Stage Technician, Stage designer,
<b>Transfer Paths and Requirements</b>	The Certificate of Proficiency in Entertainment Technology ( C.P.) degree is awarded to students who successfully complete a program of collegiate level work primarily designed for direct employment. Minimum 2.00 GPA.

**REMEDATION REQUIREMENTS:**

Current course placement requirements and applicable remediation can be found in the college catalog.

I understand that when seeking a credential, I may be required to enroll in remediation / co-requisite lab courses as a result of my test scores in compliance with Arkansas Law, Act 1052, which may take additional semesters for successful completion.

**SIGNATURES:**

Student: \_\_\_\_\_ Date: \_\_\_\_\_

Advisor: \_\_\_\_\_ Date: \_\_\_\_\_

Registrar: \_\_\_\_\_ Date: \_\_\_\_\_

**FOR OFFICE USE ONLY - GRADUATION REQUIREMENTS:**

SouthArk Credit Hours		TOTAL CREDIT HOURS		Minimum Cumulative GPA of 2.00? (Required)	<input type="checkbox"/>
Transfer Credit Hours		CUMULATIVE GPA		Any 50% or the last 25% of Total Credit Hours? (Required)	<input type="checkbox"/>

**Key:**

F - Only offered in Fall semester	O - Only offered Online	T - Transfer	CP - Certificate of Proficiency	AA - Associate of Arts Degree
S - Only offered in Spring semester	P - Prerequisite to Program	E - Elective	TC - Technical Certificate	AS - Associate of Science Degree
SU - Only offered in Summer semester	SUB - Substitution	* Critical Course		AAS - Associate of Applied Science Degree