EMERGING MEDIA AND TECHNOLOGY - B.S.

College of Communication and Information
School of Emerging Media and Technology
www.kent.edu/emat

About This Program

Technology touches every facet of society; in the Emerging Media and Technology major, you'll explore technology at the intersection of design, education, communication, project management, computer information systems, data and more. Students learn technical applications and skills in problem solving, design, user experience, creative applications and programming and gain experience working in interdisciplinary teams to solve tech-focused problems. Read more...

Contact Information

- School Director: **Michael Beam** | emat@kent.edu | 330-672-9105
- Speak with an Advisor
- Chat with an Admissions Counselor

Program Delivery

- **Delivery:**
  - In person
- **Location:**
  - Kent Campus

Examples of Possible Careers and Salaries*

Computer and information systems managers

- 10.4% much faster than the average
- 461,000 number of jobs
- $151,150 potential earnings

Computer occupations, all other

- 5.7% faster than the average
- 431,100 number of jobs
- $92,870 potential earnings

Computer systems analysts

- 7.4% faster than the average
- 632,400 number of jobs
- $93,730 potential earnings

Market research analysts and marketing specialists

- 17.7% much faster than the average
- 738,100 number of jobs
- $65,810 potential earnings

Project management specialists and business operations specialists, all other

- 5.9% faster than the average
- 1,361,800 number of jobs
- $77,420 potential earnings

Software developers and software quality assurance analysts and testers

- 21.5% much faster than the average
- 1,469,200 number of jobs
- $110,140 potential earnings

Web developers and digital interface designers

- 8.0% much faster than the average
- 174,300 number of jobs
- $77,200 potential earnings

* Source of occupation titles and labor data comes from the U.S. Bureau of Labor Statistics' Occupational Outlook Handbook. Data comprises projected percent change in employment over the next 10 years; nation-wide employment numbers; and the yearly median wage at which half of the workers in the occupation earned more than that amount and half earned less.

Admission Requirements

The university affirmatively strives to provide educational opportunities and access to students with varied backgrounds, those with special talents and adult students who graduated from high school three or more years ago.

First-Year Students on the Kent Campus: First-year admission policy on the Kent Campus is selective. Admission decisions are based upon cumulative grade point average, strength of high school college preparatory curriculum and grade trends. Students not admissible to the Kent Campus may be administratively referred to one of the seven regional campuses to begin their college coursework. For more information, visit the admissions website for first-year students.

First-Year Students on the Regional Campuses: First-year admission to Kent State's campuses at Ashtabula, East Liverpool, Geauga, Salem, Stark, Trumbull and Tuscarawas, as well as the Twinsburg Academic Center, is open to anyone with a high school diploma or its equivalent. For more information on admissions, contact the Regional Campuses admissions offices.

International Students: All international students must provide proof of English language proficiency unless they meet specific exceptions. For more information, visit the admissions website for international students.

Transfer Students: Students who have attended any other educational institution after graduating from high school must apply as undergraduate transfer students. For more information, visit the admissions website for transfer students.

Former Students: Former Kent State students or graduates who have not attended another college or university since Kent State may complete the reenrollment or reinstatement form on the University Registrar's website.

Admission policies for undergraduate students may be found in the University Catalog.

Some programs may require that students meet certain requirements before progressing through the program. For programs with progression requirements, the information is shown on the Coursework tab.

Program Requirements

Code	Title	Credit Hours
Major Requirements (courses count in major GPA)		
DI 20100	INTRODUCTION TO DESIGN INNOVATION	3
or VCD 13000	VISUAL DESIGN THINKING	
EMAT 10010	INTRODUCTION TO EMERGING MEDIA AND TECHNOLOGY	3
EMAT 10310	MY STORY ON THE WEB	3
EMAT 25310	CREATIVE CODING [1]	3
EMAT 32210	DATA IN EMERGING MEDIA AND TECHNOLOGY	3
EMAT 33310	HUMAN-COMPUTER INTERACTION	3
EMAT 40999	INTERDISCIPLINARY PROJECTS (ELR)	3
EMAT 41510	PROJECT MANAGEMENT AND TEAM DYNAMICS (WIC) [2]	3
EMAT 49992	INTERNSHIP IN EMERGING MEDIA AND TECHNOLOGY (ELR)	1-6
VCD 21000	INTRODUCTION TO WEB DESIGN [3]	3
Emerging Media and Technology (EMAT) Upper-Division Elective (30000 or 40000 level)		3
Additional Requirements (courses do not count in major GPA)		
UC 10001	FLASHES 101	1
College of Communication and Information Core Electives, choose from the following:		9
CCI 10095	SPECIAL TOPICS IN COMMUNICATION AND INFORMATION	
CCI 12001	PHOTOGRAPHY	
CCI 40089	BRANDING AND SOCIAL MEDIA STRATEGIES FOR ITALIAN LIFESTYLE (ELR)	
CCI 40095	SPECIAL TOPICS IN COMMUNICATION AND INFORMATION	
CCI 40189	ITALIAN POP CULTURE	
CCI 40289	ITALIAN CINEMA (ELR)	
CCI 40389	DOCUMENTARY FILMMAKING (ELR)	
CCI 40489	MULTIMEDIA EXPERIENTIAL LEARNING (ELR)	
CCI 45089	INTERNATIONAL EXPERIENCE IN THE COLLEGE OF COMMUNICATION AND INFORMATION (ELR)	
CCI 46089	INTERNATIONAL EXPERIENCE IN THE COLLEGE OF COMMUNICATION AND INFORMATION (ELR)	
COMM 15000	INTRODUCTION TO HUMAN COMMUNICATION (KADL)	
COMM 35852	INTERCULTURAL COMMUNICATION (DIVG)	
LIS 30010	INFORMATION FLUENCY IN THE WORKPLACE AND BEYOND	
MDJ 20001	MEDIA, POWER AND CULTURE (DIVD) (KSS)	
MDJ 21008	SOCIAL MEDIA STRATEGIES	
UXD 20001	INTRODUCTION TO USER EXPERIENCE DESIGN	
Kent Core Composition		6
Kent Core Mathematics and Critical Reasoning		3
Kent Core Humanities and Fine Arts (minimum one course from each)		9
Kent Core Social Sciences (must be from two disciplines)		6
Kent Core Basic Sciences (must include one laboratory)		6-7
Kent Core Additional		6
Minor or Certificate Requirements and General Electives (total credit hours depends on earning 120 credit hours, including 39 upper-division credit hours) [4]		43
Minimum Total Credit Hours:		**120**

[1] Students who have taken IT 20011 or IT 20021 for another program may use it as a substitute for EMAT 25310.

[2] Minimum C grade is required to fulfill the writing-intensive requirement.

[3] Students who have taken IT 11006 or IT 21011 for another program may use it as a substitute for VCD 21000.

[4] A maximum of 4 credit hours of Physical Activity, Wellness and Sport (PWS) courses may be applied toward the degree program. Students must declare a minor or certificate, either from the following list or another relevant minor or certificate with approval by the school director. With approval by the school director, students may use a block of courses to fulfill this requirement:

- Applied Data and Information
- Communication Studies
- Computer Engineering Technology
- Computer Forensics and Security
- Computer Information Systems
- Computer Science
- Data Analytics
- Digital Media Production
- Esports
- Game Design
- Game Programming
- Health Technologies and Informatics
- Information Design
- Management for Non-Business Majors
- Modeling and Animation
- User Experience Design
- Web Design and Development
- Web Programming

Graduation Requirements

Minimum Major GPA	Minimum Overall GPA
2.000	2.000

Roadmap

This roadmap is a recommended semester-by-semester plan of study for this major. However, courses designated as critical (!) must be completed in the semester listed to ensure a timely graduation.

Semester One		Credits
EMAT 10010	INTRODUCTION TO EMERGING MEDIA AND TECHNOLOGY	3
EMAT 25310	CREATIVE CODING	3
UC 10001	FLASHES 101	1
Kent Core Requirement		3
Kent Core Requirement		3
Kent Core Requirement		3
	Credit Hours	**16**

Semester Two

DI 20100 or VCD 13000	INTRODUCTION TO DESIGN INNOVATION or VISUAL DESIGN THINKING	3
College of Communication and Information Core Elective		3
Kent Core Requirement		3
Kent Core Requirement		3
Kent Core Requirement		3
	Credit Hours	**15**

Semester Three

EMAT 10310	MY STORY ON THE WEB	3
EMAT 32210	DATA IN EMERGING MEDIA AND TECHNOLOGY	3
VCD 21000	INTRODUCTION TO WEB DESIGN	3
Kent Core Requirement		3
Minor or Certificate Requirement or General Elective		3
	Credit Hours	**15**

Semester Four

College of Communication and Information Core Elective		3
Kent Core Requirement		3
Kent Core Requirement		3
Kent Core Requirement		3
Minor or Certificate Requirement or General Elective		3
	Credit Hours	**15**

Semester Five

EMAT 33310	HUMAN-COMPUTER INTERACTION	3
Kent Core Requirement		3
Kent Core Requirement		3
Minor or Certificate Requirements and/or General Electives		6
	Credit Hours	**15**

Semester Six

EMAT 41510	PROJECT MANAGEMENT AND TEAM DYNAMICS (WIC)	3
College of Communication and Information Core Requirement		3
Minor or Certificate Requirements and/or General Electives		9
	Credit Hours	**15**

Semester Seven

EMAT 49992	INTERNSHIP IN EMERGING MEDIA AND TECHNOLOGY (ELR)	1
Emerging Media and Technology (EMAT) Upper-Division Elective (30000 or 40000 level)		3
Minor or Certificate Requirements and/or General Electives		11
	Credit Hours	**15**

Semester Eight

EMAT 40999	INTERDISCIPLINARY PROJECTS (ELR)	3
Minor or Certificate Requirements and/or General Electives		11
	Credit Hours	**14**
	Minimum Total Credit Hours:	**120**

University Requirements

All students in a bachelor's degree program at Kent State University must complete the following university requirements for graduation.

NOTE: University requirements may be fulfilled in this program by specific course requirements. Please see Program Requirements for details.

Flashes 101 (UC 10001)	1 credit hour
Course is not required for students with 30+ transfer credits (excluding College Credit Plus) or age 21+ at time of admission.	
Diversity Domestic/Global (DIVD/DIVG)	2 courses
Students must successfully complete one domestic and one global course, of which one must be from the Kent Core.	
Experiential Learning Requirement (ELR)	varies
Students must successfully complete one course or approved experience.	
Kent Core (see table below)	36-37 credit hours
Writing-Intensive Course (WIC)	1 course
Students must earn a minimum C grade in the course.	
Upper-Division Requirement	39 credit hours
Students must successfully complete 39 upper-division (numbered 30000 to 49999) credit hours to graduate.	
Total Credit Hour Requirement	120 credit hours

Kent Core Requirements

Kent Core Composition (KCMP)	6
Kent Core Mathematics and Critical Reasoning (KMCR)	3
Kent Core Humanities and Fine Arts (KHUM/KFA) (min one course each)	9
Kent Core Social Sciences (KSS) (must be from two disciplines)	6
Kent Core Basic Sciences (KBS/KLAB) (must include one laboratory)	6-7
Kent Core Additional (KADL)	6
Total Credit Hours:	**36-37**

Program Learning Outcomes

Graduates of this program will be able to:

1. Demonstrate competency in the technical skills needed to pursue jobs in emerging media and technology, which includes web development, coding, data, human-computer interaction, creative applications, programming and problem-solving.
2. Utilize emerging media technologies to design better experiences, improve existing systems and analyze digital social structures.
3. Recognize the rapidly changing nature of emerging media and technology and learn the skills needed to adapt.
4. Apply interdisciplinary solutions to solving technical, social and human problems related to emerging media and technology.
5. Employ teamwork and project management as a problem solving technique.
6. Critically analyze the effectiveness of their own work and the work of others.

Full Description

The Bachelor of Science degree in Emerging Media and Technology teaches technical applications and skills in problem solving, design, user experience, creative applications and programming. Students synthesize technical and organizational skills in a series of experiential, hands-on and project-based courses in which they work collaboratively in interdisciplinary teams. The degree program offers students the space to play, imagine and solve problems. Students also learn to recognize the rapidly changing nature of emerging media and technology and learn the skills needed to adapt.

The Emerging Media and Technology major is interdisciplinary, drawing from a number of disciplines, including emerging media, design, information sciences, human-computer interaction and communication. The technology curriculum is grounded in social science and the humanities, introducing students to theories of how technology shapes and changes people and societies.

Students may apply early to the following master's degree programs and double count 9 credit hours of graduate courses toward both degree programs. See the Combined Bachelor's/Master's Degree Program Policy in the University Catalog for more information.

- Master of Arts degree in Communication Studies
- Master of Arts degree in Media and Journalism
- Master of Arts degree in Visual Communication Design
- Master of Library Information Science degree in Library and Information Science
- Master of Science degree in Emerging Media and Technology
- Master of Science degree in Health Informatics
- Master of Science degree in Knowledge Management
- Master of Science degree in User Experience