EMERGING MEDIA AND TECHNOLOGY - B.S.

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

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

Fully Offered
- Kent Campus

Examples of Possible Careers*

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

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

Market research analysts and marketing specialists
- 17.7% much faster than the average
- 738,100 number of jobs
- $65,810 potential earnings

Web developers and digital interface designers
- 8.0% much faster than the average
- 174,300 number of jobs
- $77,200 potential earnings

*Note
Source of occupation titles and labor data is 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.

Description
The Bachelor of Science degree in Emerging Media and Technology offers students the space to play, imagine and solve problems. The degree program draws on 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 learn 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.

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.

Freshman Students on the Kent Campus: The freshman admission policy on the Kent Campus is selective. Admission decisions are based upon the following: cumulative grade point average, ACT and/or SAT scores, strength of high school college preparatory curriculum and grade trends. The Admissions Office at the Kent Campus may defer the admission of students who do not meet admissions criteria but who demonstrate areas of promise for successful college study. Deferred applicants may begin their college coursework at one of seven regional campuses of Kent State University. For more information on admissions, including additional requirements for some academic programs, visit the admissions website for first-year students.

Freshman Students on the Regional Campuses: Kent State campuses at Ashtabula, East Liverpool, Geauga, Salem, Stark, Trumbull and Tuscarawas, as well as the Twinsburg Academic Center, have open enrollment admission for students who hold a high school diploma, GED or equivalent.

English Language Proficiency Requirements for International Students: All international students must provide proof of English language proficiency (unless they meet specific exceptions) by earning a minimum 525 TOEFL score (71 on the Internet-based version), minimum 75 MELAB score, minimum 6.0 IELTS score, minimum 48 PTE score or minimum 100 DET score; or by completing the ESL level 112 Intensive Program. For more information on international admission, visit the Office of Global Education’s admission website.

Transfer, Transitioning and Former Students: For more information about admission criteria for transfer, transitioning and former students, please visit the admissions website.

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.

**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.

**Destination Kent State: First Year Experience**

- Course is not required for students with 25 transfer credits, excluding College Credit Plus, or age 21+ at time of admission.

**Diversity Domestic/Global (DIVD/DIVG)**

- Students must successfully complete one domestic and one global course, of which one must be from the Kent Core.

**Experiential Learning Requirement (ELR)**

- Students must successfully complete one course or approved experience.

**Kent Core (see table below)**

- Writing-Intensive Course (WIC) 36-37
- Upper-Division Requirement 39 (or 42)
- Students must successfully complete 39 upper-division (numbered 30000 to 49999) credit hours to graduate. Students in a B.A. and/or B.S. degree in the College of Arts and Sciences must complete 42 upper-division credit hours.

**Total Credit Hour Requirement**

- Some bachelor’s degrees require students to complete more than 120 credit hours.

**Kent Core Requirements**

<table>
<thead>
<tr>
<th>Code/Title</th>
<th>Credit Hours</th>
</tr>
</thead>
<tbody>
<tr>
<td>DI 20100 or VCD 13000</td>
<td>3</td>
</tr>
</tbody>
</table>

**Program Requirements**

**Major Requirements**

<table>
<thead>
<tr>
<th>Code/Title</th>
<th>Credit Hours</th>
</tr>
</thead>
<tbody>
<tr>
<td>DI 20100 INTRODUCTION TO DESIGN INNOVATION</td>
<td>3</td>
</tr>
<tr>
<td>or VCD 13000 DESIGN: PRINCIPLES, PROCESSES AND PRACTICE</td>
<td>3</td>
</tr>
</tbody>
</table>
Students must declare a minor or a certificate, either from the following list or another relevant minor or certificate with faculty approval. With approval by the faculty advisor, students may use a block of courses to fulfill this requirement:

- Communication Studies
- Computer Engineering Technology
- Computer Forensics and Security
- Computer Information Systems
- Computer Science
- Digital Media Production
- Esports
- Game Design
- 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**

<table>
<thead>
<tr>
<th>Minimum Major GPA</th>
<th>Minimum Overall GPA</th>
</tr>
</thead>
<tbody>
<tr>
<td>2.250</td>
<td>2.000</td>
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</tbody>
</table>

**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**

<table>
<thead>
<tr>
<th>Course Code</th>
<th>Course Title</th>
<th>Credits</th>
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</thead>
<tbody>
<tr>
<td>EMAT 10010</td>
<td>INTRODUCTION TO EMERGING MEDIA AND TECHNOLOGY</td>
<td>3</td>
</tr>
<tr>
<td>EMAT 15310</td>
<td>CREATIVE CODING</td>
<td>3</td>
</tr>
<tr>
<td>UC 10097</td>
<td>DESTINATION KENT STATE: FIRST YEAR EXPERIENCE</td>
<td>1</td>
</tr>
<tr>
<td>Kent Core Requirement</td>
<td></td>
<td>3</td>
</tr>
<tr>
<td>Kent Core Requirement</td>
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<td>3</td>
</tr>
<tr>
<td>Kent Core Requirement</td>
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</table>

**Credit Hours:** 16

**Semester Two**

<table>
<thead>
<tr>
<th>Course Code</th>
<th>Course Title</th>
<th>Credits</th>
</tr>
</thead>
<tbody>
<tr>
<td>EMAT 22110</td>
<td>DATA IN EMERGING MEDIA AND TECHNOLOGY</td>
<td>3</td>
</tr>
<tr>
<td>DI 20100 or VCD 13000</td>
<td>INTRODUCTION TO DESIGN INNOVATION or DESIGN: PRINCIPLES, PROCESSES AND PRACTICE</td>
<td>3</td>
</tr>
<tr>
<td>College of Communication and Information Core Elective</td>
<td></td>
<td>3</td>
</tr>
<tr>
<td>Kent Core Requirement</td>
<td></td>
<td>3</td>
</tr>
<tr>
<td>Kent Core Requirement</td>
<td></td>
<td>3</td>
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</table>

**Credit Hours:** 15

**Semester Three**

<table>
<thead>
<tr>
<th>Course Code</th>
<th>Course Title</th>
<th>Credits</th>
</tr>
</thead>
<tbody>
<tr>
<td>EMAT 10310</td>
<td>MY STORY ON THE WEB</td>
<td>3</td>
</tr>
<tr>
<td>VCD 21000</td>
<td>INTRODUCTION TO WEB DESIGN</td>
<td>3</td>
</tr>
<tr>
<td>Kent Core Requirement</td>
<td></td>
<td>3</td>
</tr>
<tr>
<td>Kent Core Requirement</td>
<td></td>
<td>3</td>
</tr>
<tr>
<td>Minor or Certificate Requirement or General Elective</td>
<td></td>
<td>3</td>
</tr>
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</table>

**Credit Hours:** 15

**Semester Four**

<table>
<thead>
<tr>
<th>Course Code</th>
<th>Course Title</th>
<th>Credits</th>
</tr>
</thead>
<tbody>
<tr>
<td>College of Communication and Information Core Elective</td>
<td></td>
<td>3</td>
</tr>
<tr>
<td>Kent Core Requirement</td>
<td></td>
<td>3</td>
</tr>
</tbody>
</table>

**Minimum Total Credit Hours:** 120