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
• Delivery:
  • In person
• Location:
  • 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.

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 campus 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. Check with a regional campus admissions office to determine application requirements, as they may differ among campuses.

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, visit the admissions website for international students.

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.

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. | 1 |

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

| Students must successfully complete one domestic and one global course, of which one must be from the Kent Core. | 2 courses |

**Experiential Learning Requirement (ELR)**

| Students must successfully complete one course or approved experience. | varies |

| Kent Core (see table below) | 36-37 |

| Writing-Intensive Course (WIC) | 1 course |

| Students must earn a minimum C grade in the course. |  |

| Upper-Division Requirement | 39 |

| Students must successfully complete 39 upper-division (numbered 30000 to 49999) credit hours to graduate. |  |

**Total Credit Hour Requirement**

| 120 |

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### 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 |

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### Program Requirements

**Major Requirements**

**Code** | **Title** | **Credit Hours**
---|---|---
DI 20100 | INTRODUCTION TO DESIGN INNOVATION | 3
or VCD 13000 | VISUAL DESIGN THINKING | 3

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**Kent Core (see table below)**

- **Introduction to Design Innovation**
- **Visual Design Thinking**
- **Photography**
- **Introduction to Human Communication (KADL)**
- **Intercultural Communication (DIVG)**
- **Information Fluency in the Workplace and Beyond**
- **Media, Power and Culture (DIVD) (KSS)**
- **Social Media Strategies**
- **Introduction to User Experience Design**
- **Creative Coding**
- **My Story on the Web**
- **Creative Coding**
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- **Creative Coding**
- **Creative Coding**

**Minimum Total Credit Hours:**

| 120 |

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1. Students who have taken IT 20011 or IT 20021 for another program may use it as a substitute for EMAT 15310.
2. Minimum C grade is required to fulfill the writing-intensive requirement.
3. Students who have taken IT 11006 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 EMAT school director. With approval by the EMAT school director, 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
Graduation Requirements

Minimum Major GPA: 2.250
Minimum Overall GPA: 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

<table>
<thead>
<tr>
<th>Course Code</th>
<th>Course Title</th>
<th>Credits</th>
</tr>
</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>
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</table>

Kent Core Requirement: 3
Kent Core Requirement: 3
Kent Core Requirement: 3

Credit Hours: 16

### Semester Two

<table>
<thead>
<tr>
<th>Course Code</th>
<th>Course Title</th>
<th>Credits</th>
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</thead>
<tbody>
<tr>
<td>DI 20100</td>
<td>INTRODUCTION TO DESIGN INNOVATION</td>
<td>3</td>
</tr>
<tr>
<td>VCD 13000</td>
<td>or VISUAL DESIGN THINKING</td>
<td>3</td>
</tr>
</tbody>
</table>

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

<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>EMAT 22110</td>
<td>DATA IN EMERGING MEDIA AND TECHNOLOGY</td>
<td>3</td>
</tr>
<tr>
<td>VCD 21000</td>
<td>INTRODUCTION TO WEB DESIGN</td>
<td>3</td>
</tr>
</tbody>
</table>

Kent Core Requirement: 3
Minor or Certificate Requirement or General Elective: 3

Credit Hours: 15

### Semester Four

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

Kent Core Requirement: 3

Credit Hours: 15

### Semester Five

<table>
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<tr>
<th>Course Code</th>
<th>Course Title</th>
<th>Credits</th>
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<tbody>
<tr>
<td>EMAT 33310</td>
<td>HUMAN-COMPUTER INTERACTION</td>
<td>3</td>
</tr>
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</table>

Kent Core Requirement: 3
Kent Core Requirement: 3
Kent Core Requirement: 3

Minor or Certificate Requirements and/or General Electives: 6

Credit Hours: 15

### Semester Six

<table>
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<tr>
<th>Course Code</th>
<th>Course Title</th>
<th>Credits</th>
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</thead>
<tbody>
<tr>
<td>EMAT 41510</td>
<td>PROJECT MANAGEMENT AND TEAM DYNAMICS (WIC)</td>
<td>3</td>
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</table>

Minor or Certificate Requirements and/or General Electives: 9

Credit Hours: 15

### Semester Seven

<table>
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<th>Course Code</th>
<th>Course Title</th>
<th>Credits</th>
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<tbody>
<tr>
<td>EMAT 35091</td>
<td>SEMINAR IN EMERGING MEDIA AND TECHNOLOGY</td>
<td>3</td>
</tr>
<tr>
<td>EMAT 49992</td>
<td>INTERNSHIP IN EMERGING MEDIA AND TECHNOLOGY (ELR)</td>
<td>1</td>
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</tbody>
</table>

Minor or Certificate Requirements and/or General Electives: 11

Credit Hours: 15

### Semester Eight

<table>
<thead>
<tr>
<th>Course Code</th>
<th>Course Title</th>
<th>Credits</th>
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</thead>
<tbody>
<tr>
<td>EMAT 40999</td>
<td>INTERDISCIPLINARY PROJECTS (ELR)</td>
<td>3</td>
</tr>
</tbody>
</table>

Minor or Certificate Requirements and/or General Electives: 11

Credit Hours: 14

Minimum Total Credit Hours: 120