

# Minnesota State University Moorhead

## EIT 160: Introduction to the Entertainment Industry

### A. COURSE DESCRIPTION

Credits: 1

Lecture Hours/Week: 1

Lab Hours/Week: \*.\*

OJT Hours/Week: \*.\*

Prerequisites: None

Corequisites: None

MnTC Goals: None

An overview of the entertainment industry. Students will learn to identify common core technologies and business practices that cross over all areas in entertainment.

**B. COURSE EFFECTIVE DATES:** 02/01/2017 - Present

### C. OUTLINE OF MAJOR CONTENT AREAS

### D. LEARNING OUTCOMES (General)

1. Analyze and identify key skill sets within the entertainment industry and articulate similarities, and cross-over between them.
2. Gain basic knowledge of several career specializations within entertainment.
3. Identify an area, or areas, within entertainment they may wish to focus on.
4. Identify the common technological and business best practices that exist across the entertainment industry.

### E. Minnesota Transfer Curriculum Goal Area(s) and Competencies

None

### F. LEARNER OUTCOMES ASSESSMENT

As noted on course syllabus

### G. SPECIAL INFORMATION

None noted