

Module Code	Module Name	Credits	Pass.(P) Fail (F)	Comments Co-requisites Pre-requisites	Modality
<b>Year 3 - Sem. 1</b>					
COM2015	Business Communication for Professionals	2		COM1024	B
TBD	Introduction to 3D Modelling	3			O
TBD	Intro to Ent. Plng. & Design	3			B
TBD	Draughting for Ent. Productions	2			B
TBD	Sound Dynamics & Audio Processing	3			B
TBD	Ent. User Research Method	3			O
<b>Total Credits</b>		<b>16</b>			
<b>Year 3 - Sem. 2</b>					
EDU4024	Work Experience	3			F2F
COM1002	Oral Communication	2			O
TBD	Ent. Production Management	3			B
ITE2003	Electrical Installation 2	3			B
TBD	Advanced Stagecraft	3			B
TBD	Major Project: Ent. Service, Methods & Processes	3			F2F
<b>Total Credits</b>		<b>17</b>			
<b>Year 4 - Sem. 1</b>					
TBD	Advanced Digital Designing for Entertainment	3			B
TBD	Advanced Entertainment, Planning and Design	3			B
TBD	Audio & Video for Live Entertainment	3			B
TBA	Audio Production	3			B
	University Elective	3			B
<b>Total Credits</b>		<b>15</b>			
<b>Year 4 - Sem. 2</b>					
TBD	Work Experience (Concentration)	2			F2F
ENT3001	Entrepreneurship	3			O
TBD	Live Sound Entertainment Troubleshooting	3			B
TBD	Audio & Video for Studio & Indoor Entertainment	3			B
TBD	Technical Contract Design	2			B
TBD	Capstone Project: Entertainment Production	3			B
<b>Total Credits</b>		<b>16</b>			



University of Technology, Jamaica  
Faculty of Education and Liberal Studies  
School of Technical and Vocational Education

### Study Plan/Module Selection Guide

**Bachelor of Science in  
Entertainment Design Production and Technology  
Course Code: UBSEDPTFX1**



**Specialization: Audio Design and Production  
Class of 2027**

Student's Name: .....

Student's ID #: .....

Start Date:..... Expected End Date: .....

Contact #: ..... Email.....

A/Advisor's Name: .....

A/Advisor's Email: .....

#### Modality Key:

Blended (B)

Face-to-Face (F2F)

Online (O)

\*Modules offered across Semesters

Revised July 2023

Module Code	Module Name	Credits	Pass/Fail	Comments Co-requisites Pre-requisites	Modality
<b>Year 1 - Sem. 1</b>					
COM0001	Developmental English	0		See notation below	B
COM1024	Academic Literacy for Undergraduates	3		See notation below	O
INT1001	Information Technology	3			B
EDP1002	Introduction to Entertainment Design, Production and Technology	3			O
CSP1001	Community Service Project	1			B
OSH2002	Occupational and Environmental Health and Safety	3			O
IND1006	Graphic Communication for Entertainers	2			B
<b>Total Credits</b>		<b>15</b>			
<b>Year 1 - Sem. 2</b>					
IND1003	Material Science 1	3			O
ITC1003	Structural Mechanics 1	3			O
ITC2004	Architectural Drawing 1	3			O
EDP1009	Entertainment Design and Production in Context	2			O
MAT1047	College Mathematics 1B	4			O
<b>Total Credits</b>		<b>15</b>			

For Developmental English, the exemption is granted if the applicant has a Grade 1 in CSEC English A, Grade 1 or 2 in CAPE Communication Studies, or a Diploma/Ass. Degree from a recognized tertiary institution or has completed an English course at the tertiary level. Students may select Academic Literacy for Undergraduates (COM1024) if they satisfy any of the above requirements.

Module Code	Module Name	Credits	Pass/Fail	Comments Co-requisites Pre-requisites	Modality
<b>Year 2 - Sem. 1</b>					
EDP2001	Introduction to Lighting Design & Technology	2			B
EDP2001	Introduction to Audio Production	2			O
ITC2006	Timber Technology and Production	3			B
ITE1002	Electrical Installation 1	3			B
ITM1002	Material Fabrication	3			B
EDP1005	Fundamentals of Stage Craft	2			O
<b>Total Credits</b>		<b>15</b>			
<b>Year 2 - Sem. 2</b>					
EDP2003	Digital Designing for Entertainment	3			O
ITC1007	Construction Principles 1	3			B
EDP2008	Digital Culture and the Creative Economy	3			O
EDP2009	Principles of Digital Electronics	3			B
EDP2004	Minor Project: Entertainment Design and Innovation	3			O
<b>Total Credits</b>		<b>15</b>			

**Total credits for Graduation - 124**