

Module Code	Module Name	Credits	Pass(P) Fail(F)	Comments Co-requisites Pre-requisites	Modality
Year 3 - Sem. 1					
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
Total Credits		16			
Year 3 - Sem. 2					
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
Total Credits		17			
Year 4 - Sem. 1					
TBD	Advanced Digital Designing for Entertainment	3			B
TBD	Advanced Entertainment Planning and Design	3			B
ITE3007	Electrical Blueprint Reading and Drawing	3			B
TBD	Intermediate Lighting Design and Technology	3			B
*	University Elective	3			B
Total Credits		15			
Year 4 - Sem. 2					
EDT4003	Work Experience (Concentration)	2			F2F
ENT3001*	Entrepreneurship	3			O
TBD	Rigging & Electricity for Live Entertainment	3			B
TBD	Advanced Lighting Design and Technology	3			B
TBD	Technical Contract Design	2			B
TBD	Capstone Project: Entertainment Production	3			B
Total Credits		16			



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: UBSEDPPTFX1**



**Specialization: Electrical 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
Year 1 - Sem. 1					
COM0001*	Developmental English	0		See notation below	B
COM1024*	Academic Literacy for Undergraduates	3		See notation below	O
INT1001*	Information Technology	3			B
EDP1009	Introduction to Entertainment Design, Production and Technology	3			O
CSP1001*	Community Service Project	1			O
OSH2002	Occupational and Environmental Health and Safety	3			O
IND1006	Graphic Communication for Entertainers	2			B
Total Credits		15			
Year 1 – Sem. 2					
IND1003	Material Science 1	3			O
ITC1003	Structural Mechanics 1	3			O
ITC2004	Architectural Drawing 1	3			O
EDT1002	Entertainment Design and Production in Context	2			O
MAT1047*	College Mathematics 1B	4			O
Total Credits		15			

For Developmental English, exemption is granted if applicant has a Grade 1 in CSEC English A, Grade 1 or 2 in CAPE Communication Studies, 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
Year 2 - Sem. 1					
EDP2001	Introduction to Lighting Design & Technology	2			B
EDP2002	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
Total Credits		15			
Year 2 - Sem. 2					
EDP2003	Digital Designing for Entertainment	3			O
ITC2007	Construction Principles 1	3			B
EDP2008	Digital Culture and the Creative Economy	3			O
EDP2009	Principles of Digital Electronics	3			B
EDT2002	Minor Project: Entertainment Design and Innovation	3			O
Total Credits		15			

Total Credits for Graduation - 124