



MEDIATECH INSTITUTE

1 2022 CATALOG

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3



ACTING
FOR MEDIA



ANIMATION &
VISUAL EFFECTS



DIGITAL
FILM



MASTER
MAKEUP



MOBILE
APPS



RECORDING
ARTS



WEB
DESIGN

DALLAS CAMPUS
13300 Branch View Ln.
Dallas, TX 75234
972.869.1122

HOUSTON CAMPUS
3324 Walnut Bend Ln.
Houston, TX 77042
832.242.3426

2,29



ACCSC Accredited School



WHAT MAKES MEDIATECH UNIQUE?

The MediaTech Institute Degree & Diploma programs are designed to give you real industry experience. Industry experience provides more collaboration of topics in the classroom, allowing students to:

- Write songs, mix sound & direct music videos,
- Develop mobile apps, design animations & build websites,
- Create characters, produce films, act on screen,
... and get opportunities to work with industry clients and on real world projects!

TURN YOUR PASSION INTO YOUR PROFESSION

At MediaTech Institute you don't just talk about the real-world, you learn by living it - in the studios recording music, filming on production sets, writing code, building graphics and more!



ACCREDITATION

Accredited by the Accrediting Commission of Career Schools and Colleges (ACCSC). ACCSC is a recognized accrediting agency by the U.S. Department of Education (DOE). The MediaTech Houston Campus is a Branch Campus of the Main Campus in Dallas. 29

33

ACCSC

Accrediting Commission of Career Schools and Colleges



APPROVALS

Approved and regulated by the Texas Workforce Commission (TWC) Career Schools and Colleges. Authorized by the Texas Higher Education Coordinating Board (THECB). All programs are approved for the training of veterans by the Texas Veterans Commission (TVC).



TABLE OF CONTENTS

SCHOOL INTRODUCTION

- 06 Mission Statement
- 07 Letter from Founder
- 08 Leadership
- 09 Key Faculty

SCHOOL INFORMATION

- 11 School Hours/Dates
- 12 School History
- 14 Dallas Campus
- 19 Houston Campus
- 22 Dallas & Houston Campuses

DEGREE & DIPLOMA PROGRAMS

- 25 Recording Arts Degree
- 26 Recording Arts Diploma
- 27 AVID Pro Tools Certification
- 28 Digital Film & Video Degree
- 29 Digital Film & Video Diploma
- 30 Acting for Media Degree
- 31 Master Makeup Artistry Degree
- 32 Mobile Application Development Diploma
- 33 Animation & Visual Effects Diploma
- 34 Web Design & Development Diploma
- 36 Course Descriptions
- 43 Course Prerequisites
- 44 Text Books

ADMISSIONS

- 45 Requirements For Admissions
- 46 Transfer of Credits
- Undergraduate Course Electives
- Policy of Granting Transfer of Credits

FINANCIAL AID

- 47 How to Apply for Financial Aid
- Veterans Education Benefits
- 48 Scholarships

ACADEMIC POLICIES & PROCEDURES

- 49 Clock to Credit Hours
- Student Handbook
- Attendance Policy
- Tardy Policy
- Leaving Early Policy
- Excused & Unexcused Absences
- 50 Grading Structure
- Grade Point Average Requirement
- Satisfactory Academic Progress Policy
- Maximum Time Frame
- PACE (Rate of Competition Requirement)
- 51 Evaluation Period
- Determination Progress Status
- Re-Entry/Re -Admission
- Non-Credit
- Remedial Courses
- Repititons
- Transfer Hours
- Repeated Subjects
- 52 Student Conduct
- Re-Establishment Academic Progress
- Make-up Policy
- Drug Free Environment Policy
- Leave of Absence
- 53 Condition of Termination
- 54 Appeal Procedure
- Conditions of Re-Admittance
- Online / Hybrid Delivery System

REFUND & CANCELLATION POLICIES

- 55 Cancellation Texas Policy
Federal Title IV Aid
- 56 Refund Policy Including Veterans
- 57 Called to Active Military Service
Cancellation Due to Low Enrollment
Statement of Financial Obligation

TUITION CHARGES & FEES

- 58 Semester Credit Hours
Program Tuitions
AVID ProTools Certification
Other Fees

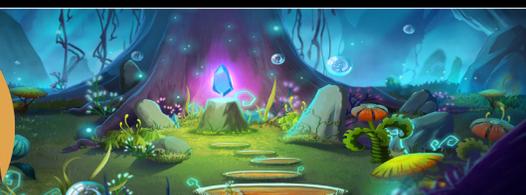
GENERAL INFORMATION

- 59 Student Services
Housing (**Not available**)
Graduation Requirements
Career Services
Job Placement
- 60 Reasonable Accommodations Policy
Transfer Out
Family Education Rights & Privacy Act
Visas
- 61 English Language Services
Record Maintenance &
Privacy Guidelines
Notice of Non-Discrimination
Campus Security Report
Student Grievances & Complaints
Rules Governing Student Complaints
- 62 Internal Complaints
External Complaints
Document Signatures
Disclaimer
Catalog Concerns & Approval

A catalog supplement will be supplied in addition to the catalog by admissions.



ACTING FOR MEDIA



ANIMATION & VISUAL EFFECTS



DIGITAL FILM & VIDEO



MASTER MAKEUP ARTISTRY



MOBILE APP DEVELOPMENT



RECORDING ARTS



WEB DESIGN & DEVELOPMENT

MISSION STATEMENT



The mission of MediaTech Institute is to provide educational opportunities in technical and creative arts industries that emphasize skills and knowledge that will allow the student to adapt through a lifetime of professional development. We believe, doing what you love and loving what you do, is essential for a successful career. At MediaTech Institute, we have been doing what we love for decades, providing quality educational opportunities for students seeking careers amid digital technologies, media and entertainment industries.

We recognize that education is vital in developing skills needed for a productive society and essential in promoting the individual's sense of worth, values, and high ethical standards. Committed to offering immersive academic curricula for an ever-evolving media and entertainment industry, our hands-on instruction equips students with a hybrid of the technical and creative skills required in competitive and emerging global markets.

Our educational objectives are derived from our mission statement and the methods below will outline our overall educational purpose.

4

- To lead the student in the self-discovery process of clarifying and raising the individual's goals and achievements commensurate with the student's potential.
- To provide a framework and atmosphere of learning which will enhance the student's ability to demonstrate ethical and moral values in professional, personal, and business situations.
- To strive for and maintain excellence in our program by systematically reviewing classroom facilities, lab equipment, curricula, faculty, and staff.
- To provide placement assistance for graduates and students through individual counseling and required coursework.
- To provide continuing education for our staff and to participate in industry awareness events.
- To provide students with expert guidance from industry professionals.
- To extend our classroom walls by bringing the workplace to students through participation in a real production environment.

LETTER FROM OUR FOUNDER

As a veteran of the entertainment business for more than 40 years, I've had the opportunity to work with some great recording artists, filmmakers, and the technicians that brought their creative visions to life. As a musician and recording engineer myself, I've seen first-hand how digital technology has forced a merging of the creative and technical sides of our business.

When we opened the recording school in 1999, our basic teaching philosophy combined the creative and technical sides. In fact, the name of our school, MediaTech Institute, was derived from this philosophy.

The best-paying jobs are not going to those that just know computers, audio recording, or graphic arts; it's those who have a good grasp of all media. Today it's almost impossible to create most audio, video, and print media without having both creative and technical skills. No longer is someone's job title just an artist or just a technician; their job has really become what I like to call a "MediaTech."

The career opportunities are incredible for anyone that learns how to use the various digital media creation tools. Whether it's a business operating out of a garage or an international media corporation, they all need MediaTechs. Whether they're using a website to sell shoes or one to deliver the latest movie, it's all about digital content creation and distribution. As you consider what will be the best education to prepare for your career, I hope you'll think seriously about attending MediaTech Institute.

Sincerely,

RUSSELL WHITAKER
Founder

LEADERSHIP



KERRY CRAFTON CAMPUS DIRECTOR | Dallas

Kerry Crafton has been a professional Producer, Recording Engineer and Musician for 35 years. He has a Gold Record for a track (Decadent Dub Team's "Six Gun") that was featured on the soundtrack for the 1988 movie Colors, starring Sean Penn and Robert Duvall. Kerry also composes tracks for music libraries such as Hollywood Edge, Westar, and Sound Ideas. He has worked in every genre from Country to Hardcore, Pop to Hip Hop. Also: post-production foley, ADR and surround sound mixing for around 40 movies and countless TV and radio commercials.

He's been Producer and/or Engineer for artists such as: Glenn Hughes (Black Sabbath, Deep Purple), Stevie Nicks, Jessica Simpson, Rigor Mortis, Scratch Acid, Element 80, Pantera, Rob Halford (Judas Priest), The Nixons, Ron C, New Bohemians, Butthole Surfers, and many, many more. Among the many record labels he has worked for: Capitol, Elektra, Island, Sony, Columbia, Touch and Go, Metal Blade, Triple X, Big Chief, Republic, and Youngsta.



REBECCA PEREGRINE CAMPUS DIRECTOR | Houston DIRECTOR OF EDUCATION | Houston

Rebecca Peregrine brings to MediaTech Institute 14 years of experience in higher education. Rebecca started in Higher Education with University of Phoenix in Reno, Nevada and with her leadership skills and dedication to students she was promoted several times and became Director of Operations and Finance. She also served as Finance Director, Campus Vice President and Campus President at Everest College in Las Vegas, Nevada and Salt Lake City, Utah. Rebecca earned her Bachelor's degree in Business Management and Masters in Organizational Management from the University of Pheonix.

Rebecca has a dedication to education and strives to see students meet their personal goals and succeed in their chosen profession.

WES MARTIN

DIRECTOR OF EDUCATION | Dallas

PROGRAM DIRECTOR | Recording Arts | Dallas

Growing up in the recording studio, Wes Martin gained a tremendous education in many things from studio protocol, professionalism, to all aspects of the recording process. His father was a veteran producer and musician who owned and operated Castle Sound Production for over 40 years, working in all genres from country to jazz. Wes quickly grew into an accomplished studio musician as a guitarist in many genres including jazz, classical, country, rock and pop. After he graduated University with a Bachelors degree, he began touring and doing recording sessions with different artists. For the next decade, Wes toured in the U.S. and overseas for over 250 dates a year. During this time, Wes took the opportunity to work with such talented songwriters, honing in on his song-writing craft.

In 2009 he formed his own publishing company and by 2010, he had his first globally released co-write song on a major label artist and co-published with EMI. In 2019, one of his songs was chosen to be featured on an HBO documentary by Alexander Pelosi, "Outside the Bubble". He continues to grow his publishing catalogue for artists and songwriters. Since 2008, Wes Martin has been producing, mixing and mastering full time.

In 2013, Wes joined MediaTech as an instructor and currently serves as the Director of Education for the Dallas Campus.

His hobbies include spending time with his wife and 3 boys, reading and talking in third person.

ERIC JEWELL

PROGRAM DIRECTOR | Digital Film & Video | Dallas

Eric Jewell has been in the film and video production and post-production business for over 20 years. He began creating short films at the age of 13, starting with the mock horror film, "Killer Jello," which won first place in the very first contest he entered. Eric became more and more interested in a career in film and video, so he began studying and making short films throughout high school and college.

After becoming a top Dallas/Fort Worth producer, director, and videographer, Eric became a DP, Editor, and Producer at AMS Pictures. From there he moved on to producing and directing for a wide variety of media companies. He prides himself on his diverse producing skills, having produced DVD's, interactive web media, films, videos, radio, national TV spots, viral videos, and more. His work has won high praise, and eventually led to 11 Telly Awards, five Communicator Awards, a Katy Award of Excellence, a Silver Quill Award, a Bronze Quill Award, and a Radio Award of Excellence.

In 2005, Eric (and filmmaking partner Jeff Hays) released their first feature film, "Shtickmen." The film was accepted by 13 festivals around the world where it won 5 film festival awards, played theatrically in Chicago and Dallas, and was picked up by Blockbuster and Netflix video nationwide. In addition to teaching, Eric continues to work in the industry, producing commercials, television shows, corporate videos, and independent films.

KEY FACULTY

TIFFANY VOLLMER

PROGRAM DIRECTOR | Acting & Makeup | Dallas

Tiffany Vollmer has been working in the entertainment industry as a producer, actress, writer, director and makeup artist for the past 25 years. She is best known for her voice work as Bulma on the hit anime cartoon Dragon Ball, Dragon Ball Z and Dragon Ball GT from 1998-2008 with Funimation Productions.

Currently, Tiffany is the author and program Director for the Acting for Media and Master Makeup Artistry degree programs at MediaTech Institute in Dallas, Texas. She is also the Senior Faculty advisor for the student organization, MESH at MediaTech.

Mrs. Vollmer continues to work in the industry on both sides of the stage, camera and or microphone as a freelance actress, acting coach, producer and makeup artist. Tiffany is also an active member of Women In Film Dallas and is honored to serve on the Board of Directors, supporting the organization's mission to "Empower, Promote & Mentor", as Membership Chair in 2020 and as President in 2021.

SCHOOL HOURS / DATES

NORMAL HOURS OF OPERATION*

ADMINISTRATIVE SERVICES

9 am - 6 pm, Monday - Friday

SCHOOL & STUDIO*

9 am - 12 am, Monday - Sunday

*School & Studio hours differ at each campus and are subject to change.

28 SCHOOL CALENDER

HOLIDAYS

- Memorial Day
- Juneteenth
- Independence Day
- Labor Day
- Thanksgiving Week
- Christmas Eve
- Christmas Day
- New Year's Day

28 ENROLLMENT PERIODS

BEGINNING & ENDING DATES OF TERMS

- **Fall Session**
Begins late August & ends in mid-December
- **Winter Session**
Begins early January & ends late April
- **Summer Session**
Begins mid-April or early May & ends mid-August

*School start dates are subject to change.

Please call for schedule information.

Programs and courses will be extended on a day-to-day basis to make up for holidays.

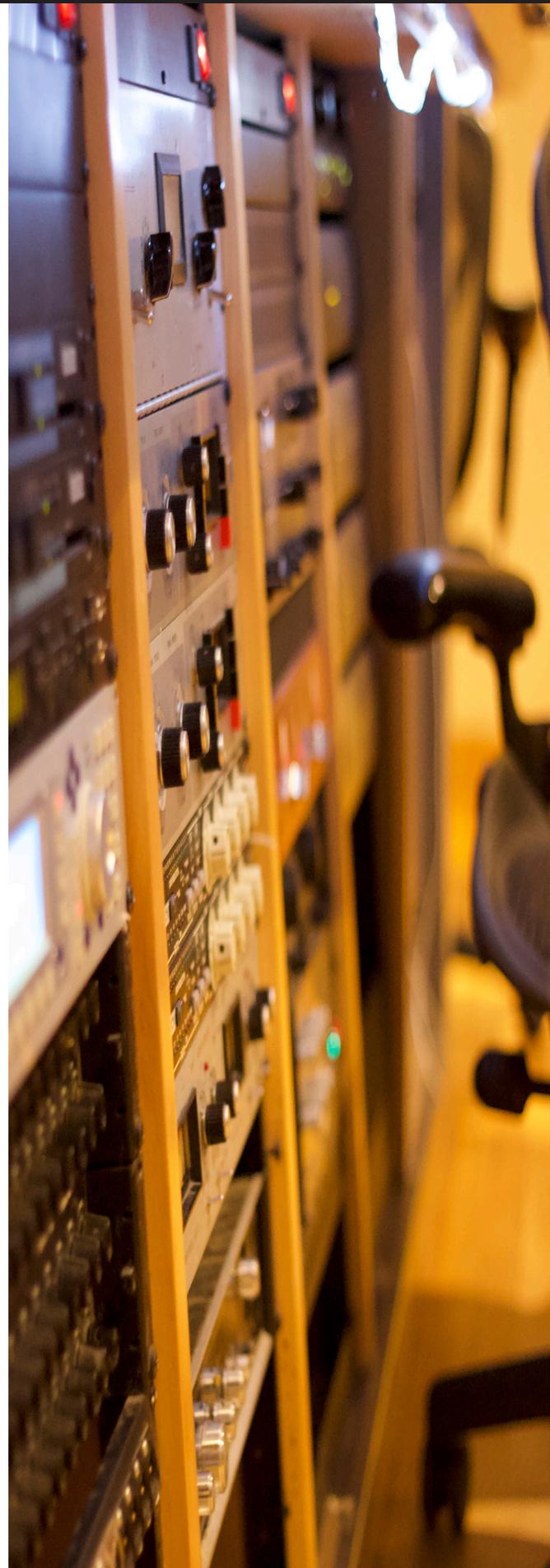
Under certain conditions, classes may proceed on a holiday if all students in that particular class or section are willing to attend.

In the event of inclement weather, check our website:

www.mediatech.edu

COURSE CANCELLATION DUE TO LOW ENROLLMENT

MediaTech Institute reserves the right to cancel courses due to low enrollment. See page 57 for more information.



OUR STORY

5

THE EARLY YEARS

1980

After several years as a successful studio owner and operator in Austin, Russell Whitaker relocated to the Dallas area and opened the Dallas Sound Lab [DSL] studio complex. The DSL studios quickly developed a reputation as one of the premier recording facilities in the Southwest. Artists such as Stevie Ray Vaughn, Destiny's Child, Pantera, Kirk Franklin and others all recorded at the Dallas Sound Lab. Television and Film projects from Paramount Studios and Universal Studios were also part of the studio's clients.

1999

Russell used the facility to launch MediaTech Institute. MediaTech's initial program offerings began with the Audio Engineering and Studio Techniques Diploma Program, now called the Recording Arts Program. Digital technology made the tools to create music much more accessible to musicians. Russell developed a program licensed by the Texas Workforce Commission to access knowledge and experience and created a great opportunity for anyone seeking a career in music business. MediaTech also offered seminars on industry related subjects such as Producing and Songwriting, Mixing, Mastering, Post Production Audio, Live Sound Reinforcement, and the Music Business in general.

2002

Houston Campus was opened at the Sunrise Sounds Studios, a large facility that had been home to many platinum-selling artists such as Beyoncé, Selena, and Solange.

2007

MediaTech received Institutional Accreditation from the Accrediting Commission of Career Schools and Colleges (ACCSC).

2008

MediaTech Institute received approval from the U.S. Department of Education to participate in the Title IV funding program. Financial Aid allows qualified students to have access to government issued Pell Grants for education tuition (which do not have to be repaid), and Stafford loans, which are federally backed student loans.

2010

The Houston campus expanded into an additional 3,400 square feet of neighboring property. The space is accommodating the school's live sound facility, as well as an additional classroom and more office space. MediaTech received ACCSC re-accreditation for 5 years.



THE LAST DECADE & BEYOND!

2011

In its commitment to the school's mission to offer viable training to work in the ever-increasing multimedia job market, the Digital Film and Video Arts program was launched at the Dallas campus.

2012

The Dallas Campus purchased Maximedia Studios and relocated the school. The 37,000-square-foot facility rivals any professional studio environment to learn the art of recording, filmmaking, and multimedia skill sets.

2013

MediaTech introduced new course offerings in Mobile Application Development at our Houston campus.

2014

The Animation and Visual Effects Program was launched at the Dallas campus.

2015

All five diploma programs are now approved at both locations.

2016

The Associate of Applied Science Degree in Recording Arts is offered at the Dallas campus

2017

The Associate of Applied Science Degree in Recording Arts is offered at the Houston campus.

2018

Associate of Applied Science Degree in Digital Film and Video Degree is approved at the Dallas and Houston campuses.

2019

CELEBRATING OUR 20 YEAR ANNIVERSARY!



Associate of Applied Arts Degree in Acting for Media and the Associate of Applied Arts in Master Makeup Artistry were approved for the Dallas location.

2020



2020 brings the forward thinking of implementing new phases of growth in technology. With a strong focus on adding technology in the entertainment industries, MediaTech Institute has plans to include distance education into current and future program offerings such as; gaming, multimedia, and electronics.

The future is just the beginning!

DALLAS CAMPUS

STUDIO A | Dallas

Studio A was designed by the Russ Berger Design Group in 2002 and is anchored by an SSL 4072 G+ in a 72 channel frame configuration. The Control Room is complemented by two adjacent Cutting Rooms for tracking, with clear line of sight to the Control Room. Studio A also has mic lines connected to our live venue for recording live performances. Featuring a Pro Tools Ultimate Everything HDX system and 48 tracks of analog recording, options and compatibility are the rule. The plethora of outboard gear reads like a wish list for engineers, allowing maximum creativity and control within arm's length.

Console

- Solid State Logic 4047G+
- 72 channels

Monitors

- George Augspurger designed Westlake Audio TM-3 Monitors.
- Custom 4-way active crossover system w/ subwoofers.
- Yamaha H58 (2)

Amplification

- Bryston 4B-ST
- Crown XLS 402
- QSC PLX 1602

Recorders

- Pro Tools with HDX interfaces w/ 48 inputs & outputs
- HH8 CDR830 CD burner
- Tascam 122 MKII Cassette Deck

Plugins

- Pro Tools HD plugin suite
- Steven Slate plugin suite
- Autotune Pro

Outboard Equipment

- Lexicon 460L
- Lexicon PCM 91
- Lexicon PCM 81 (2)
- Manley VoxBox
- Avalon 737SP tube pre/EQ/compressor
- Demeter VTMP-2B stereo tube mic pre
- Universal LA2A tube compressor
- Urei 1176 Silverface vintage compressor
- (2) Amek 9098 pre-amp/EQ
- Empirical Labs Distressor (2)
- Focusrite Voicemaster
- UREI LA-5 (2)
- Neve 1272
- White 4400 EQ
- TL Audio 2051
- Yamaha SPX 90 Effects Processor

STUDIO B | Dallas

Studio B's newly renovated control room and studio is a great choice for digital recording, digital audio editing, album production, and commercial production. One of the outstanding features of Studio B is the SSL Duality console 24 in / 24 out. The studio also features a main cutting room with 20-foot ceilings, a piano room, a large ISO room, and mic line access to our 5,000-square-foot soundstage.

Dimensions

- Control Room: 10' x 13'
- Iso Booth: 11' x 9'

Console

- SSL Duality

Monitors

- Adam S6X
- Yamaha HS-8 nearfield monitors

Recorders

- Otari MTR-90 24 Track
- Pro Tools w/24
- Pro Tools Ultimate Everything HDX System
- Avid HD Sync I/O
- Avelon Tube 737sp
- Neve 1066 EQ (2)
- DBX 266xl Compressor/Gate

- Avid HDX
- Diji Design 192 (2)

Outboard Gear

- Grace preamps
- Universal LA2A tube compressor
- Empirical Labs Distressor
- Universal Audio LA-2A (2)
- Universal UREI 1176 LN (2)
- DBX 165A
- Lexicon PCM81
- T.C. Electronics M-ONE
- Yamaha R3
- Yamaha Rev 500
- BRICASTI Convolution reverb
- Stereo UA 2-1176
- DBE 882i Maximizer
- Orban 622B Parametric EQ

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STUDIO C | Dallas

Studio C is ideal for sound designers or the TV/Film producer who requires exceptional audio integrity and the flexibility of digital editing. Our ProTools HDX system supports interlock to picture, Dolby Digital 5.1 surround sound mixing, ADR/looping, and SFX/foley recording.

Dimensions

- Control Room: 27' x 14'
- Whisper Booth

Console

- Avid S3 Control Surface
- Avid iPad dock controller
- Studiocomm Monitor controller
- 5.1 surround & stereo monitoring

Monitors

- Mackie HRS 120
- Mac Pro w/ 40" Vizio TV Monitor
- Mackie 8040A (3)
- Mackie 8050A (2)

Recorders

- Pro Tools HDX System
- AvidHD
- Sync I/O

Outboard

- HHB Radius 10 Mic Pre (4)
- TLA Ivory 500I Quad Valve Preamp
- dbx 266XL Compressor/Gate

STUDIO D | Dallas

The newly renovated Studio D features our new 48 ch SSL Duality. Recently outfitted with a special selection of outboard gear, a totally redesigned recording space, and mic line access to the soundstage, this room is quickly becoming the room of choice!

Console

- SSL Duality 48 Channel

Recorders

- ProTools HDX 48 Inputs

Amplification

- Genelec 1034b Mains
- 5.1 surround Adams monitoring
- Yamaha HS8S

Outboard Equipment

- (2) Mic Pre Brent Averill1272
- (2) Urei LA-3A
- Drawmer DS201
- Drawmer LX20
- (2) DBX 160
- (2) DBX 160X
- Orban 622B

- Orban 414a Comp/Limiter
- Orban 6745 Stereo EQ
- AMS RMX 16 Reverb
- Eventide H3000-D
- Lexicon 960L
- (2) UREI 1176
- Line 6 Pod guitar emulator
- Tube Tech PE1C Equalizer
- Yamaha Digital Delay D1500

STUDIO E | Dallas

Designed for music composition with today's producer in mind, Studio E will meet all your music and sound production needs. Armed with flexible digital technology, such as a Mac Pro Tower loaded with Pro Tools 12 and Logic X with plenty of plugins, including the Slate Everything Bundle, your musical possibilities become endless.

Monitors

- Meyer Sound HD-1
- Yamaha NS-10
- JBL LSR2300 Series Subwoofer

Hardware

- Focusrite Scarlett Solo
- DiGiX Blu-ray Disc

Power Amp

- QSC

Screen

- RCA 55" display

Monitoring system

- Mackie Big Knob

DALLAS CAMPUS

STUDIO F | Dallas

Studio F is equipped with specialized tools for production and editing in a 5.1 Surround Sound environment, making it perfect for both audio and video editing projects. Apple, Digidesign, M-Audio, and other programs contribute to the powerful editing ability in Studio F.

Console

- Pro Tools 12 HDX system
- Avid S3 Control Surface
- Avid iPad dock controller
- Studiotech Monitor controller
- 5.1 surround and stereo monitoring

Monitors

- Tannoy 12" Active Subwoofer
- (5) Mackie Surround monitoring

Outboard Equipment

- Avalon 737 Tube Mic Pre

STUDIO H | Dallas

Studio H is equipped with specialized tools for production and editing in a 5.1 Surround Sound environment, making it perfect for both audio and video editing projects. Apple, Digidesign, M-Audio, and other programs contribute to the powerful editing ability in Studio H. Apple Mac Pro Computer Pro Tools 12 HDX system with UA Apollo Interface.

Console

- Avid S3 Control Surface
- Avid iPad dock controller
- Studiocomm Monitor controller
- 5.1 surround and stereo monitoring
- Universal Audio Apollo Quad

Monitors

- (5) M-Audio BX8a Active Surround
- JBL 12" Active Subwoofer Mackie HRS5120
- Apple Mac Pro Tower with
- 24" Samsung HD Display
- 22" Secondary Monitor
- Joe Meek VC1Q Chanel Strip
- Joe Meek VC1 Chanel Strip

STUDIO I | Dallas

Studio I is a creative use space with 1152 square feet of wide open production area for filmmakers, photographers, casting directors, make-up artist, rehearsals, table reads, and more. This industrial production studio caters to photography shoots, film projects, event space and productions of all sizes with a high sheen, reflective floor that makes it perfect for product or model photography and insert shots.

STUDIO MICROPHONES | Dallas

- | | | |
|------------------|--------------------------|--------------------------|
| • (4) AKG 451 | • (2) Audix D-2 | • (5) Beyer 201 |
| • (2) AKG D-112 | • (2) Audix D-3 | • (2) Beyer M88 |
| • (2) AKG C-418 | • (2) Audix D-6 | • (2) Beyer X1N (C) |
| • AKG C-1000 | • (3) Audix ADX-90 Audio | • (2) Cascade Fathead II |
| • (2) AKG C-3000 | Technica 3035 | • (2) Crown PZM 30-D |
| • Audix D-1 | • (2) Apex430 | and many more |



LIVE SOUND FACILITY | Dallas

The Live Sound Facility is a 5,000-square-foot sound stage with tie-lines to Studio A, Studio B, and Studio D. With an extensive Front-of-House mixing system, as well as powerful stage monitoring environment and an impressive lighting system, our live sound facility can showcase many different types of events. This stage makes a great place for your band to perform a live show, rehearse, or shoot a music video.

Console

- Crest Audio X-Eight 48 Ch. (FOH)
- Behringer X32 32 Ch. Digital Mixer (2)
MON and FOH

Outboard Gear

- Fully Programmable Lighting System

Monitors

- (4) Mackie SRN 450 Powered Speaker
- (2) Mackie Fussion 3000 Series
- (2) Mackie SWA 1801 Active Subwoofer
- (12) RCF HDL 6-A
- (6) RCF 8004-A5 Subwoofer
- (12) RCF HD 10-A MK4 Monitor
Speakers
- (2) RCF 705 AS11 Active Subwoofer
- (4) Yamaha CW118V Passive Subwoofer
- (4) Yamaha C115V Passive Speaker
- (2) Yamaha SN151V Monitor Speaker
-

Live Sound Microphones

- (7) Shure SM-58 LC
- (5) Shure SM-57
- (3) Sennheiser e 604
- Shure SM-81
- Shure Beta 52
- (2) RØDE NT-5

DALLAS CAMPUS

DIGITAL FILM SOUNDSTAGE | Dallas

Dallas' production studio features an impressive 30' x 30' x 20' hard cyc wall with corner infinity curve and a fully equipped lighting grid. The cyc can be painted white or any color your shoot requires. Shooting with green screen makes almost anything possible. With up to 5,000-square-foot of studio space and a 10' x 20' large rolling bay door for easy loading in and out, you can even drive a vehicle right onto the cyc wall floor!

Soundstage and Control Room

- (1) Tricaster 855 w/ switcher, virtual set, live streaming
- (3) JVC RM-HP790DU HD CCU's
- Broadcast Monitor
- Preview Monitor
- Program Monitor
- LCD Source Monitors

Audio Equipment

- (3) Movi Wireless Lav
- (3) H5 Zoom Recorders

Digital Post Facility

- iMac Retina 4k, 21.5 Inch Display Intel 6 Core, 500 SSD
- Apple Cinema 24 Inch Program Display
- 55 Inch 1080p Monitor Display
- Blackmagic Design Davinci Resolve Micro Color Grading Panel.

Creative Cloud Editing Suite

- (7) iMac 5k Displays 27 Inch 1 TB SSD
- (25) iMac 21 Inch Display 500 GB SSD
- Celtx
- Studio Binder
- Presentation Prompter
- Davinci Resolve

Production Equipment

- Newtek Tricaster D855
- Portable Panasonic Switcher
- JVC 24 Inch Production Monitor
- (3) JVC 750U ENG Camera 1080p
- (3) JVC Camera Control Unit
- Blackmagic Design 1080p SDI Web Presenter
- (5) Wireless Live Production Headsets
- (3) Ikan 9 Inch Production Monitors
- (2) Teleprompters with Apple Laptop Teleprompter Software
- (2) Ursa Blackmagic URSA 4k Digital Cinema Camera
- (1) Blackmagic Pocket Cinema 4k

- (2) Blackmagic Pocket Cinema 6k
- (1) Panasonic EVA 1 5.7k
- (2) Panasonic AF100
- (1) Panasonic HMC40p
- (2) Canon 5D Mark III DSLR
- (2) Canon T5i DSLR
- (4) Viltrox HD Monitors
- (2) Sigma 18-35mm
- (2) Sigma 24-70mm
- (2) Sigma 70-200mm
- (2) Rokinon Prime 8mm
- (2) Rokinon Prime 14mm
- (3) Rokinon Prime 24mm
- (2) Canon Prime 50mm
- (2) Canon Zoom Lens 24-70
- (2) Canon Zoom Lens 70-300 Steady-Shot
- (2) Cannon Zoom Lens 70-300
- (2) Canon Zoom Lens 55-200mm
- (2) Canon Zoom Lens 18-55mm
- 20mm Panasonic Micro 4/3 Lens
- 14-140mm Panasonic Micro 4/3 Lens
- Commlite 4/3 to EF Lens Speedbooster Adaptor
- FD to EF Lens Adaptor
- (4) LED Panel Kits
- Lighting Modifiers, Silks, Nets, FLags
- Colored Gel Library
- CAME TV Matte Box Systems
- (2) Tilta Wireless Focus Control
- Portable Video Slider
- Big Heavy Payload Slider
- Portable Jib Indie Jib 12ft
- (3) Smoke Machine



PURPLE ROOM | Houston 6

Welcome to the Purple Room. This room was built with pre-production in mind. Pre-production is the process in which music is created with synthesizers, samplers, drum machines, and sequencers. In modern music, pre-production is becoming a necessity more and more. The creation of sequenced music is responsible for a large percentage of pop music. Creating drum patterns and bass lines as well as keyboard parts has never been easier. Editing music arrangements down to the finest detail is effortless. A large variety of popular sound modules are available.

Console

- AVID C 24

DAW

- Avid ProTools HD

Video Monitors

- 23" Samsung VGA
- 40" LG

Monitors / Speakers

- KrK Rokit 5
- Yamaha NS10m

Interface

- AVID HD I/O

Computer

- Apple MAC Pro 6 Core Intel Xeon

Virtual Instruments

- Absynth 5
- Kontakt 5
- Massive
- Reaktor 6
- SSD Sampler

Instruments

- Roland JV-1080
- Roland JD-990
- Yamaha Motif
- Midi Mini Moog
- Eleven Rack
- Korg Triton
- Akai MPC4000
- M-Audio Axiom Air 61

GREEN ROOM | Houston

Welcome to the Green Room, home of the AWS 900, an extremely high-quality analog console that features benchmark twin topology EQ's, compressors, gates, routing, and monitoring. It also features SSL's proprietary system, "Total Recall," which enables users, via the console's built-in computer, to recall the analog controls. A digital mode allows the user complete control of the industry standard digital audio workstation, Pro Tools Ultimate Everything. The AWS 900 combines analog and digital into a seamless package that delivers unrivaled sound quality and flexibility. The engineer has a clear view of the spacious booth.

Dimensions

- Control Room: 24' x 20'
- Iso Booth: 16' x 8'

Console

- Solid State Logic AWS 900

Monitors/Speakers

- (3) Genelec 1030 Monitors
- (2) Genelec 1029 Surround Monitors
- Yamaha NS-10s
- Auratone Monitors
- JL Cooper Surround Sound Panner
- Genelec 7060 B

Video Monitors

- (2) 13" Samsung Syncmaster 152N
- (1) 13" 7316
- Samsung 52" LCD Screen

Outboard Gear

- T.C. Electronic System 6000 (with Full Mastering Software)
- Grace 201 Mic Preamp
- Solid State Logic X-Logic Dynamics Processor (24)
- Empirical Labs Distressor
- Empirical Labs Fatso
- dbx 165
- Daking FET III

DAW

- AVID Pro Tools HD

Interface

- (3) Digidesign 192 Blue face

Computer

- Apple Mac Pro 12 Core 2.7 GHz Xeon E5

HOUSTON CAMPUS

GREY ROOM | Houston

6

When you walk into the Grey Room, the first thing you notice is the massive console at the front of this beautiful, acoustically balanced studio. The 152-input Solid State Logic G+ mixing console is responsible for over 79% of Billboard Magazine's top 100 hits. The G+ console sets the industry bar for sonic quality and routing flexibility. Every input of the G+ console features a discrete microphone amplifier, followed by a powerful compressor/limiter that also features an expander/gate. This "processing" is followed by the renowned Solid State Logic equalizer. Every other manufacturer compares their designs to Solid State Logic. Looking through the glass gives the engineer a view of the spacious tracking room, complete with a Yamaha Conservatory Collection Grand Piano sitting next to a vintage Hammond B3 Organ with twin Leslie 122 speakers. The Grey Room features digital recording via a Pro Tools HDX digital audio workstation. With over 20 platinum records recorded in this equipment-packed room, your learning possibilities can be virtually limitless.

Dimensions

- Control Room: 24' x 20'
- Studio: 44' x 26', 24' x 18'
- Drum Booth: 24' x 10'
- Iso Booth: 16' x 8'

Console

- SSL 4000+ with Total Recall 72-Chs with complete Motionworks
- Filmnet Syncro System

Interface

- AVID HD I/O (3)
- Apogee PSX-100

Instruments

- Yamaha Conservatory Collection Grand Piano
- Hammond B3 Organ
- 2 Leslie 122 Speakers

Monitors/Speakers

- KRK S-12 ROK Bottom
- Yamaha NS-10
- Adams S3X-H Genelec 8040A

Video Monitors

- 22" Acer
- 42" Panasonic Plasma

Recorders

- Tascam B12-20T 1/4" Recorder
- Fostex CR200 CD Recorder

DAW

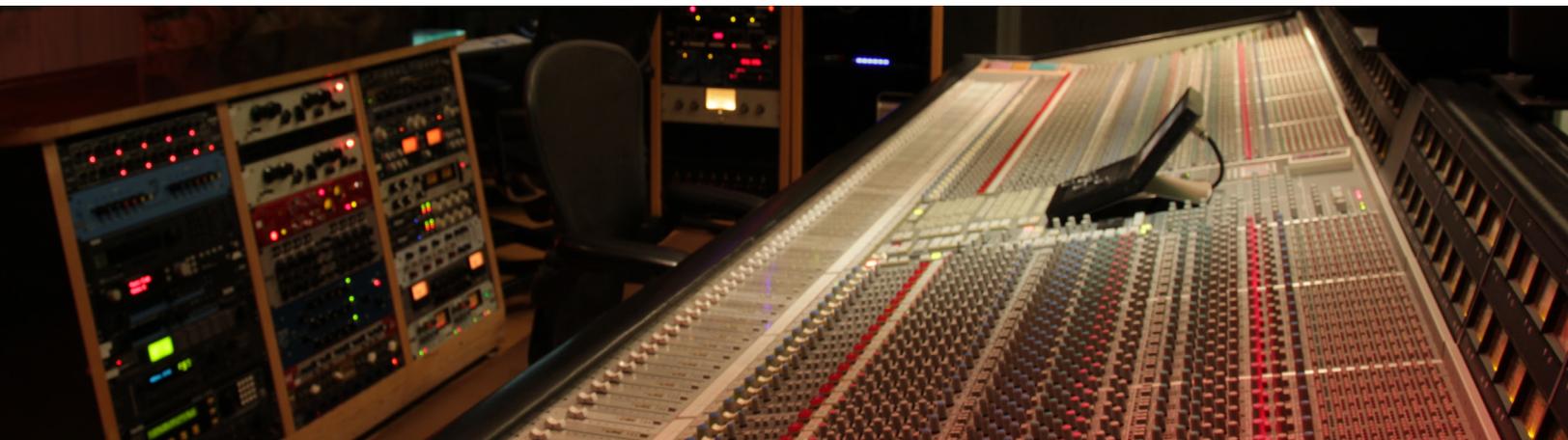
- Pro Tools HD

Computer

- Apple Mac Pro Quad Core Intel Xeon

Outboard Gear

- Eventide H-910
- Focusrite Red 3 Compressor / SPL Vitalizer
- Night Technologies EQ-3
- SPL De-Esser 6926
- SPL Transient Designer
- (2) Pultec EQ EQP-1A3
- Urei 1178
- Drawmer 1961 Tube EQ
- Mic Pre Universal Audio 2-610
- GT Vipre
- Mic Pre Grace 201
- Daking FET III
- Dynachord DRP-20
- T.C. Electronic D2
- T.C. Electronic M2000
- Neve Portico 2
- Neve 1073 Mic Pre (2)
- Lexicon Super Prime Time Delay
- T.C. Electronic System 6000 (with Lucid ADA conversion)
- API 3124 + MicPre
- Manley Massive Passive Tube EQ
- Manley Stereo Vari-Mu Tube Limiter Tube Tech 3 Band Tube Compressor
- (2) Empirical Labs Distressor
- Empirical Labs FATSO
- Dolby 740 Spectral Enhancer
- Aphex Studio Dominator II
- Aphex Stereo Compellor and Expressor
- Bricasti M7
- Kush Audio UBK Clariphonic Parallel EQ
- Lexicon PCM-80
- Lexicon PCM-70
- Lexicon 300
- Eventide HD3000
- AnaMod ATS-1



GOLD ROOM | Houston

6

The Gold Room is centered around a 32 Fader Icon D-Control console which provides direct control over any session instantly. The session can be done in the “sweet spot,” which allows engineers to better judge aspects of their work. Designed by Sunrise engineer, Skip Burrows, this studio has a blend of absorption, bass trapping, and diffusion. “I spoke with every manufacturer in the world regarding diffusion and isolation,” says Burrows, “and came up with a unique blend of products from RPG, Auralex, Pac International, and Acoustic Systems that provides a room that is both acoustically accurate and comfortable to work in.” The Gold Room features two isolation booths for recording.

The stone Room has a wonderfully warm natural reverb perfect for acoustic and electric guitars. Motorized curtains are used to dampen the reverb time and vary the acoustics. The second booth was designed to be acoustically neutral. There was great consideration put into the design of this booth to ensure that sound was reproduced without room coloration.

Dimensions

- Control Room: 23' x 20'
- Iso Booth #1: “Dry” 12' x 8'
- Iso Booth #2: “Stone” 10.5' x 9.5'

Console

- Digidesign 32 Fader Icon DControl

Monitors/Speakers

- Genelec 1029 (Surround Sound)
- (3) Genelec 1031A Monitors
- Yamaha NS-10
- Auratone Monitors
- Genelec 7060B Subwoofer

Video Monitors

- LCD HDTV
- 20” Samsung Monitor

Recorders

- Tascam DV-RA1000

Computer

- Apple Mac Pro 2.7GHz 12 Core

DAW

- AVID Pro Tools HD
- (3) Digidesign HD192 Interface Digidesign XMON
- Digidesign Sync I/O

Outboard Gear

- Groove Tubes Vipre
- T.C. Electronic System 6000
- (2) Empirical Labs Distressor
- Neve 33609 Limiter/Compressor
- SSL XL Logic Multichannel Compressor
- UA 2-1176 Dual 1176LN Limiting Amp
- (2) Digidesign Digi Pre 8 Ch. Mic Pre

STUDIO MICROPHONES | Houston

- (1) Shure SV-100
- (14) Shure Beta 57
- (19) Shure SM57
- (1) Shure Beta 52
- (2) Shure SM7B
- (1) Shure UTI-VK
- (2) Shure SM58
- (1) Shure Beta 58
- (6) Sennheiser E604
- (6) Sennheiser 421
- (1) AKG C414 B-ULS
- (3) AKG D112
- (2) AKG C414 XLII
- (5) AKG 451B
- (1) AKG SE300B
- (1) Audio Technica AT4050
- (2) Audio Technica AT871R
- (3) Audio Technica MB2K
- (2) Audio Technica MB3K
- (1) A Technica Drum Pack
- (1) Sterling ST55
- (2) Sterling ST59
- (1) Sterling ST69
- (2) MXL 990
- (2) MXL 991
- (2) SE1
- (2) Electro-Voice RE18
- (1) Electro-Voice RE20
- (1) AIWA DMH200
- (1) Groove Tubes MD2
- (1) Groove Tubes GT67
- (2) Earthworks Z30X
- (1) Neumann TLM149
- (2) Neumann U87AI
- (2) Neumann U87
- (1) Oktava MC012-01
- (2) M-Audio Sputnik
- (2) Karma K6
- (2) Rode K2
- (1) Rode NT4

HOUSTON & DALLAS CAMPUSES

DFP FACILITIES & EQUIPMENT | Houston

6

Soundstage & Control Room

- NewTek Tricaster Mini
- Broadcast Monitor
- Preview Monitor
- Program Monitor
- Audio Equipment
- (5) Lav Mic Systems
- (3) Shotgun Mics with Boom Poles
- (2) Field Audio Mixers
- (1) Zoom H4
- (1) Zoom H5
- (1) Tascam DR 60d
- (8) Pro Headphones
- (10) Retevis Walkie Talkie

Video Editing Suite 1

- Mac Pro 2 X 2.4 GHz Quad - Core Intel Xeon
- 20 GB Ram, 240 GB SSD, 2 TB HD
- (2) 31.5" LG TV
- (5) JBL LSR 2300

Video Editing Suite 2

- Mac Pro 2 X 2.66 GHz 6 - Core Intel Xeon
- 32 GB Ram, 1TB HD
- (1) 30" Samsung TV
- (1) Samsung SyncMaster 2032NW
- (2) Genelec 8040 Monitors
- (1) Whisperbooth

Digital Post Facility

- (11) Intel iMacs
- (11) Adobe Creative Cloud
- (11) Celtx Scriptwriting Software

Production Equipment

- (2) Black Magic URSA 4K Digital Cinema Camera
- (1) Canon: EOS 5D Mark III w/Prime and Zoom Lenses
- (2) Canon: EOS Rebel T5i w/Prime and Zoom Lenses,
- (1) Panasonic: AG-HMC40P w/zoom and wide angle lenses
- (2) Panasonic: AG-AC90PJ w/zoom and wide angle lenses
- (2) JVC 250
- (4) JVC 700
- (2) Lowell Light Kit
- (3) ARRI Light Kit
- (1) Cowboy Studio Light Kit
- (1) Chimera Studio Light Kit
- (1) ARRI DTW 2000W
- (14) C-Stands, Junior Stands, and Baby Stands
- (1) Pro Aim Steady Cam
- (1) Fisher 9 Dolly w/ Accessories Package including Straight and Curved Track

LIVE SOUND EQUIPMENT | Dallas & Houston

* May include but not limited to:

- Yamaha MG 16/6FX Mixing Board
- DBX 1046 Quad Compressor Limiter
- DBX 1074 Quad Gate
- Behringer X-32
- Crest Audio X8/ 48 ch. (FOH)
- (2) DBX 231 Graphic EQ
- DBX 223XL Crossover
- MB6k
- 16X6 Whirlwind 50' Snake
- SMAART Audio Measurement Software
- DBX RTA-M Reference Mic
- Programmable DMX Light Controller
- Chauvet Obey 40"
- DBX Drive rack PX
- Roland SRV-2000 reverb
- Roland SDE-1000 Delay
- DBX 162 Stereo Compressor
- DBX 223XS 3 way cross over
- (2) DBX 1231 Graphic EQ
- (2) Presonus ACP88 8 channel Compressor/limiter/gate
- (4) Radial DI Boxes
- (2) QSC HPR153i powered speakers
- (5) QSC HPR 122i powered floor monitors
- (3) Mackie 1530 powered speakers
- (4) QSC 151i powered subwoofer
- (2) QSC K 12.2
- (QSC KS118

COMPUTER LABS | Dallas & Houston ⁶

* May include but not limited to:

Our lab stations are designed with the ability to effectively replicate studio situations and practices that have been demonstrated in the audio classroom. Introductory students learn the basics of studio signal flow in a one-on-one environment, while more advanced students can continue to work independently on their class and personal projects. All audio students are encouraged to book practice time as there is no substitute for experience in front of the equipment. Any student enrolled in the Recording Arts Program can reserve practice time at any lab station.

Software*

- iLife 9
- Toast 7 Titanium
- Macromedia Dreamweaver 8
- Final Cut Pro Studio 5 HD
- Cinematize 2.0
- AVID Pro Tools Ultimate Everything
- DVD Studio Pro 4
- Ableton Live 5.2.1
- Live Type 2
- Macromedia Contribute 3
- Macromedia Fireworks 8
- Macromedia Flash 8 Video Encoder
- Motion 2
- Reason 4
- Soundtrack Pro
- Aquallegro

Hardware*

- Mackie 1642-VLZ Pro Mixer
- Neutrik NYS-SPP-L 1/4" Patch Panel
- Atlas Sound Mic Stand
- Shure Beta 57 Microphone
- Magnavox MSD115 DVD Player
- Lexicon MX200 Digital Reverb Effects Processor
- DBX 266XL Compressor Gate
- Presonus EQ3B Equalizer
- Digidesign Digi002
- E-MU Xboard 49 or
- M-Audio Oxygen 49 Midi/USB Keyboard
- Apple iMac Intel

LIBRARY / RESOURCE CENTER | Dallas & Houston

Centrally located and easily accessible to both students & staff, the MediaTech Institute Library/Resource Center houses reference and resource materials relevant to each of our programs, including:

- Numerous books on digital media technology, film & entertainment, and recording arts industries
- Subscriptions to many of the industries' most popular periodicals such as Mix, Rolling Stone, Electronic Musician, Hollywood Reporter, and Digital Photo Pro.
- Many classic literature books for the students' reading pleasure.
- Internet accessible library computers & workstations, where students can work on and complete Internet research projects.

The Library/Resource Center is operated and maintained by the school's librarian and is open and accessible during normal business hours.

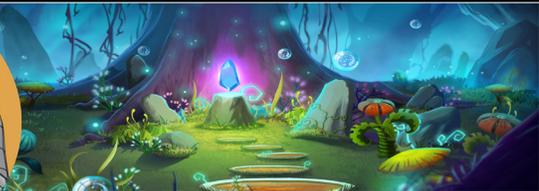
LIRN

(LIRN) LIBRARY INFORMATION RESOURCE NETWORK, INC.

MediaTech Institute is a member of and subscribes to the Library Information Resources Network, Inc. (LIRN). LIRN offers millions of full-text and peer-reviewed journal, magazine, and newspaper articles, e-books, podcasts, audio, and video resources to support student academic studies from respected resources such as ProQuest, Gale, ELibrary, and Books 24x7. LIRN is available for students twenty-four hours a day and can be accessed from home, school, the work place, or anywhere with Internet access.



ACTING FOR MEDIA



ANIMATION & VISUAL EFFECTS



DIGITAL FILM & VIDEO



MASTER MAKEUP ARTISTRY



MOBILE APP DEVELOPMENT



RECORDING ARTS



WEB DESIGN & DEVELOPMENT

RECORDING ARTS

ASSOCIATE OF APPLIED SCIENCE DEGREE IN RECORDING ARTS

14



Designed to provide students with the skills necessary for employment in the audio & recording industry. Students get firsthand experience in the many aspects of audio recording & engineering while learning in a professional environment. Working with modern Digital Audio Workstations, students learn the functionality & troubleshooting of microphones, speakers, acoustics and how to integrate such skills in hands-on live & studio settings, recording, editing, and mixing. Students will also learn the role of the producer, music theory, songwriting, and the business of music including publishing & copyrights. The core classes combined with the required general education courses provide a well-rounded education. Upon successful completion of program, students will be equipped for entry-level employment in both live & studio settings of audio engineering and have a working knowledge of music production, post-production, and the music business.

Students successfully completing this curriculum and all requirements of the program, will receive an **Associate of Applied Science Degree in Recording Arts**.

Available at the Dallas and Houston Campus

23

The following is the suggested course sequence for this 60-Week Associate Degree:

COURSE#	COURSE NAME	CLASS HOURS	LAB HOURS	TOTAL HOURS	OUTSIDE WORK / PREP HOURS	SEMESTER CREDITS
TOTALS		854	346	1200	1698	64
AUDI1411	Intro to DAW	45	30	75	90	4
MUSB1351	Music Business 1	40	20	60	80	3
AUDL1342	Live Sound 1	40	20	60	80	3
MUSP1331	Music Theory & Production	40	20	60	80	3
AUDL1341	Intro to Audio	40	20	60	80	3
SEMESTER 1 TOTALS		205	110	315	410	16
PSYC2301	Intro to Psychology	45	0	45	90	3
MUSP1332*	Song Crafting	40	20	60	80	3
MUSB1352*	Music Business 2	40	20	60	80	3
ENGL1301	English Composition	45	0	45	90	3
AUDI1412*	Studio Techniques	45	30	75	90	4
SEMESTER 2 TOTALS		215	70	285	430	16
AUDL2343*	Live Sound 2	40	20	60	80	3
MUSI1306	Music Appreciation	45	0	45	90	3
AUDP2323*	Post Production Techniques	45	30	75	90	4
AUDI2413*	Advanced DAW	40	20	60	80	3
AUDP2324*	Audio Post Production & Mixing	40	20	60	80	3
SEMESTER 3 TOTALS		210	90	300	420	16
MUSP2333*	Advanced Productin Techniques	40	20	60	80	3
AUDL2344*	Live Sound Mixing	40	20	60	70	3
BUSC2164	Business Communication	14	16	30	28	1
SPCH1311	Intro to Speech Communication	45	0	45	90	3
MUSP2334*	Advanced Mixing & Mastering	40	20	60	80	3
MATH1332	Contemporary Mathematics	45	0	45	90	3
SEMESTER 4 TOTALS		224	76	300	438	16

11

12

13 Scheduled completion time for this degree program is 60 weeks. The maximum time frame allowed to complete this degree program is 90 attempted semester credits (1.5 times the length of the program). Maximum Student Ratio: Core Courses 20:1. General Education Courses 30:1. **NOTE: Schedules subject to change. *Course has prerequisite.**

7

RECORDING ARTS

RECORDING ARTS DIPLOMA

14



Designed to provide students with the skills necessary for employment in the audio & recording industry, students get first-hand experience in the different aspects of audio recording & engineering while learning in a professional environment. The facility provides both digital & analog recording equipment that can be found in many professional studios around the world. Working with modern Digital Audio Workstations, students will learn the functionality & troubleshooting of microphones, speakers & acoustics, and how to integrate these skills in hands-on live & studio recording, editing, and mixing. Students also learn the role of producer, music theory, songwriting, and the business of music, including copyrighting, publishing, & licensing music. The coursework provides an effective combination of in-class lectures as well as live training in the recording studio, bringing real world experience to the classroom. The faculty includes seasoned professionals of the music industry. Besides having a plethora of professional experience to share with students, the faculty continues to work in their field as well as teach, giving the student valued, up-to-date information about the in's and out's of their career. Graduates are equipped for entry-level employment in both live & studio settings of audio engineering and have a working knowledge of music production, post-production, and the music business.

Students successfully completing this curriculum and all requirements of the program, will receive their **Recording Arts Diploma**.

Available at the Dallas and Houston Campus

23

The following is the suggested course sequence for this 45-Week Diploma program:

COURSE#	COURSE NAME	11	CLASS HOURS	LAB HOURS	TOTAL HOURS	OUTSIDE WORK / PREP HOURS	SEMESTER CREDITS	12
TOTALS			670	410	1080	1350	54	
AUDI1411	Intro to DAW		45	30	75	90	4	
MUSB1351	Music Business 1		40	20	60	80	3	
AUDL1342	Live Sound 1		40	20	60	80	3	
AUDV1241	AV Tech**		15	30	45	40	2	
MUSP1331	Music Theory & Production		40	20	60	80	3	
AUDL1341	Intro to Audio		40	20	60	80	3	
SEMESTER 1 TOTALS			220	140	360	450	18	
AUDL2343*	Live Sound 2		40	20	60	80	3	
MUSP1332*	Song Crafting		40	20	60	80	3	
AURT1201	Aural Training**		15	30	45	40	2	
MUSB1352*	Music Business 2		40	20	60	80	3	
AUDI2413*	Advanced DAW		40	20	60	80	3	
AUDI1412*	Studio Techniques		45	30	75	90	4	
SEMESTER 2 TOTALS			220	140	360	450	18	
MUSP2333*	Advanced Production Techniques		40	20	60	80	3	
AUDL2344*	Live Sound Mixing		40	20	60	70	3	
IBUS2164	Interpersonal Business Comm.		25	20	45	50	2	
AUDP2323*	Post Production Techniques		45	30	75	90	4	
MUSP2334*	Advanced Mixing & Mastering		40	20	60	80	3	
AUDP2324*	Audio Post Production & Mixing		40	20	60	80	3	
SEMESTER 3 TOTALS			230	130	360	450	18	

13

Scheduled completion time for this degree program is 45 weeks. The maximum time frame allowed to complete this degree program is 81 attempted semester credits (1.5 times the length of the program). Maximum Student Ratio: Core Courses 20:1. **NOTE: Schedules subject to change.** *Course has prerequisite. ** Undergraduate course electives see page 46.

7



PROUD AVID LEARNING ACADEMIC PARTNER

MediaTech Institute offers Recording Arts students the opportunity to pursue Avid Pro Tools certifications for an additional fee. Pro Tools certifications are not required to work in the industry. Obtaining Pro Tools certification is a personal preference in validating user skills from novice to expert. The first of these certifications is the Avid Certified User for Pro Tools, providing an industry recognized credential for both academic users and industry professionals. Becoming an Avid Certified User for Pro Tools verifies that you possess a fundamental understanding of and the capability to use Avid Pro Tools to engineer a project through to completion, with all of the fundamental operational skills to record, edit, mix and output the finished session. MediaTech Institute offers all the coursework and exams necessary to become a Pro Tools Certified Operator. MediaTech recording arts graduates may find it beneficial to come back to update your certification to the current version.

AVID PRO TOOLS 	101: The Pro Tools Introduction	110: The Pro Tools Essentials	201: Pro Tools Production Essentials	210M: Music Production Techniques	210P: Post Production Techniques
OPTION I \$200 Basic Pro Tools Training + Exam	INCLUDES	INCLUDES	N/A	N/A	N/A
OPTION II \$500 Certified Pro Tools Operator Music + Exam	INCLUDES	INCLUDES	INCLUDES	INCLUDES	N/A
OPTION III \$650 Certified Pro Tools Operator Post-Production + Exam	INCLUDES	INCLUDES	INCLUDES	INCLUDES	INCLUDES

* This class is not regulated or approved by the Texas Workforce Commission Career Schools and Colleges and is not approved by ACCSC.

THE CERTIFICATION EXAM

Upon completion of practice exams and their instructor approvals, MediaTech Institute will schedule your exam. The cost of the online Pro Tools exams is included with the purchase of the books.

BENEFITS

Becoming an Avid Certified User for Pro Tools allows you to:

- Demonstrate fundamental competency in digital audio editing & mixing with Avid Pro Tools
- Provide measurable benefits to your employer
- Differentiate yourself from peers
- Make your résumé stand out and leverage the power of the Avid brand with downloadable Avid Certified User logos
- Prove your credentials with a Certificate of Achievement
- Gain recognition from your employer and peers with Avid's online Certified Professional listing

ADDITIONAL OPPORTUNITIES

Once certified, you will have the opportunity to further deepen your Pro Tools expertise and add to your credentials by pursuing one or more of the following Pro Tools certifications, such as Avid Certified Operator and Avid Certified Expert for Pro Tools | Music or Pro Tools | Post, or even an Avid Certified Support Engineer for Pro Tools.

WHAT WILL I RECEIVE IF I SUCCESSFULLY PASS THE EXAM?

Along with pride and confidence of becoming an Avid Certified User for Pro Tools you will receive:

- Official certificate available for printing or download, proving your Avid Certified User status
- Downloadable logos, for use in your resume, business marketing materials such as business cards and websites
- Listing of your credentials on Avid.com under Find a Certified Professional (Optional with your express consent)

HOW LONG IS CERTIFICATION GOOD FOR?

Your Pro Tools certification does not expire. You become certified for a particular version of Pro Tools software. MediaTech Institute recording arts graduates may find it beneficial to come back to update your certification to the current version from time to time.

DIGITAL FILM

ASSOCIATE OF APPLIED SCIENCE DEGREE IN DIGITAL FILM & VIDEO ARTS

14



Designed to provide students with skills necessary for employment in the digital film & video industry. Students are trained from basic to advanced aspects of producing commercials, music videos, documentaries, television shows, and feature films, from script to screen. The technical classes combined with the required general education courses provide a well-rounded education. Graduates will be qualified for employment at a production or post-production working as crew on music videos, commercials, corporate videos, television, and feature film productions. Graduates will be equipped for entry-level employment in the digital film and video production industry as well as have a working knowledge of digital production, post-production and the film business.

Students successfully completing this curriculum and all requirements of the program, will receive an **Associate of Applied Science degree in Digital Film & Video Arts.**

23

Available at the Dallas and Houston Campus

The following is the suggested course sequence for this 60-Week Associate Degree.

COURSE#	COURSE NAME	11	CLASS HOURS	LAB HOURS	TOTAL HOURS	OUTSIDE WORK / PREP HOURS	SEMESTER CREDITS	12
TOTALS			854	346	1200	1698	64	
PREP1341	Screenwriting & Pre-Visualization		40	20	60	80	3	
POSP1331	Post Production		40	20	60	80	3	
BUSV1411	Business of Corporate & Industrial Video		40	20	60	80	3	
PROD1351	Intro to Digital Production		45	30	75	90	4	
PROL1342	Live Production		40	20	60	80	3	
SEMESTER 1 TOTALS			205	110	315	410	16	
ADVP2312*	Advanced Production & Post-Production		40	20	60	80	3	
VFVX1352*	Foundations of VFX		40	20	60	80	3	
COMP2343*	Commercial Direction & Production		40	20	60	80	3	
ENGL1301	English Composition		45	0	45	90	3	
AUDI1401*	Audio for TV/Film		45	30	75	90	4	
SEMESTER 2 TOTALS			215	70	285	430	16	
PSYC2301	Intro to Psychology		45	0	45	90	3	
MUSI1306	Music Appreciation		45	0	45	90	3	
DOCF2413*	Documentary & Non-Fiction Production		45	30	75	90	4	
MUVP2333*	Music Video Production		40	20	60	80	3	
AVEI1361*	Intro to Adobe After Effects		40	20	60	80	3	
SEMESTER 3 TOTALS			210	90	300	420	16	
FILM2324*	Film Master Class 1 - Pre-Production		40	20	60	80	3	
FILM2334*	Film Master Class 2 - Production		40	20	60	80	3	
BUSC2164	Business Communication		14	16	30	28	1	
SPCH1311	Intro to Speech Communication		45	0	45	90	3	
FILM2344*	Film Master Class 3 - Post-Production		40	20	60	70	3	
MATH1332	Contemporary Mathematics		45	0	45	90	3	
SEMESTER 4 TOTALS			224	76	300	438	16	

13 Scheduled completion time for this degree program is 60 weeks. The maximum time frame allowed to complete this degree program is 90 attempted semester credits (1.5 times the length of the program). Maximum Student Ratio: Core Courses 20:1. General Education Courses 30:1. NOTE: Schedules subject to change. *Course has prerequisite. The semester 4 classes (FILM2324, FILM2334, and FILM2344) are corequisites and must be taken simultaneously.

7

DIGITAL FILM

DIGITAL FILM & VIDEO ARTS DIPLOMA

14



A comprehensive course of study designed to teach students basic to advanced aspects of producing commercials, music videos, documentaries, television shows, and feature films. Graduates of this program may find entry-level crew positions on music videos, commercials, corporate videos, television, and feature film productions. Students will be qualified for employment at a production company or a post-production facility. Students will learn the skill sets needed to pitch or produce their own television show or independent film.

Students successfully completing this curriculum and all requirements of the program, will receive a **Digital Film & Video Arts Diploma**.

23

Available at the Dallas and Houston Campus

The following is the suggested course sequence for this 45-Week Diploma program:

COURSE#	COURSE NAME	11	CLASS HOURS	LAB HOURS	TOTAL HOURS	OUTSIDE WORK / PREP HOURS	SEMESTER CREDITS	12
TOTALS			670	410	1080	1350	54	
PREP1341	Screenwriting & Pre-Visualization		40	20	60	80	3	
AURT1201	Aural Training**		15	30	45	40	2	
POSP1331	Post Production		40	20	60	80	3	
BUSV1411	Business of Corporate & Industrial Video		40	20	60	80	3	
PROD1351	Intro to Digital Production		45	30	75	90	4	
PROL1342	Live Production		40	20	60	80	3	
SEMESTER 1 TOTALS			220	140	360	450	18	
ADVP2312	Advanced Production & Post-Production		40	20	60	80	3	
VFVX1352*	Foundations of VFX		40	20	60	80	3	
COMP2343*	Commercial Direction & Production		40	20	60	80	3	
AUDV1241	AV Tech**		15	30	45	40	2	
MUVP2333*	Music Video Production		40	20	60	80	3	
AUDI1401*	Audio for TV/Film		45	30	75	90	4	
SEMESTER 2 TOTALS			220	140	360	450	18	
FILM2324*	Film Master Class 1 - Pre-Production		40	20	60	80	3	
FILM2334*	Film Master Class 2 - Production		40	20	60	80	3	
IBUS2164*	Interpersonal Business Communication		25	20	45	50	2	
DOCF2413*	Documentary & Non-Fiction Production		45	30	75	90	4	
FILM2344*	Film Master Class 3 - Post-Production		40	20	60	70	3	
AVEI1361*	Intro to Adobe After Effects		40	20	60	80	3	
SEMESTER 3 TOTALS			230	130	360	450	18	

13 Scheduled completion time for this degree program is 45 weeks. The maximum time frame allowed to complete this degree program is 81 attempted semester credits (1.5 times the length of the program). Maximum Student Ratio: Core Courses 20:1. **NOTE: Schedules subject to change. *Course has prerequisite. ** Undergraduate course electives see page 46. The semester 3 classes (FILM2324, FILM2334, and FILM2344) are corequisites and must be taken simultaneously.**

7

ACTING

ASSOCIATE OF APPLIED ARTS DEGREE IN ACTING FOR MEDIA



Designed to provide the skills necessary to develop as an artist equipped for professional employment in the field of acting & production. Students study techniques of the different aspects of acting by participating & gaining valuable experience in a production environment. Students get abundant opportunities for on-camera performance experience and coursework designed to develop the vocal & physical foundations of professional acting with classes studying movement, improvisation and dialects. The core classes combined with the required general education courses provide a well-rounded education. Students receive in-depth training for employment as an actor as well as production positions such as casting associate script supervisor & production assistant and graduate with a professional demo reel to showcase their performance abilities.

Students successfully completing this curriculum and all requirements of the program, will receive an [Associate of Applied Arts Degree in Acting for Media](#).

Available at the Dallas and Houston Campus

The following is the suggested course sequence for this 60-Week Associate Degree.

COURSE#	COURSE NAME	CLASS HOURS	LAB HOURS	TOTAL HOURS	OUTSIDE WORK / PREP HOURS	SEMESTER CREDITS
TOTALS		854	346	1200	1698	64
DRAM2314	Improv	40	20	60	80	3
VOIC1321	Voice 1	40	20	60	80	3
BUSA1351	Business of Acting	40	20	60	80	3
MOVE1361	Movement	40	20	60	80	3
DRMA1411	Intro to Acting	45	30	75	90	4
SEMESTER 1 TOTALS		205	110	315	410	16
PREP1341	Screenwriting & Pre-Visualization	40	20	60	80	3
DRAM2315*	Audition Techniques	40	20	60	80	3
DRAM1412*	Stage Acting	45	30	75	90	4
ENGL1301	English Composition	45	0	45	90	3
DRAM2413*	Media Acting	45	30	75	90	4
SEMESTER 2 TOTALS		215	100	315	430	17
PSYC2301	Intro to Psychology	45	0	45	90	3
MUSI1306	Music Appreciation	45	0	45	90	3
VOIC1322*	Voice 2	40	20	60	80	3
MOVE1362*	Combats & Stunts	40	20	60	70	3
DRAM2414*	Acting Techniques	40	20	60	80	3
SEMESTER 3 TOTALS		210	60	270	420	15
FILM2324*	Film Master Class 1 - Pre-Production	40	20	60	80	3
FILM2334*	Film Master Class 2 - Production	40	20	60	80	3
BBIZ2164	Breaking Into The Biz	14	16	30	28	1
SPCH1311	Intro to Speech Communication	45	0	45	90	3
FILM2344*	Film Master Class 3 - Post-Production	40	20	60	70	3
MATH1332	Contemporary Mathematics	45	0	45	90	3
SEMESTER 4 TOTALS		224	76	300	438	16

Scheduled completion time for this degree program is 60 weeks. The maximum time frame allowed to complete this degree program is 90 attempted semester credits (1.5 times the length of the program). Maximum Student Ratio: Core Courses 20:1. General Education Courses 30:1. **NOTE:** Schedules subject to change. *Course has prerequisite. The semester 4 classes (FILM2324, FILM2334, and FILM2344) are corequisites and must be taken simultaneously. **This program is currently only offered at the Dallas campus.

MAKEUP ARTISTRY

ASSOCIATE OF APPLIED ARTS DEGREE IN MASTER MAKEUP ARTISTRY



From beauty to special effects, this degree program provides students with skill sets for runway, fashion, bridal, live event, salons, hair braiding, wig styling, airbrush, body painting, spray tanning, micro blading, cosmetics, theatre, film, television and prosthetics. Learn basic art, color, sketch & design techniques for creating characters such as monster looks only a mother could love as well as how to work in all medias including runway shows or red carpet live events. Students graduate with a professional portfolio, self-confidence, and knowledge to pursue any and all aspects of the makeup industry. The core classes combined with the required general education courses provide a well-rounded education. Graduates are equipped for entry-level employment in the makeup industry as well as production positions such as makeup artist, wardrobe assistant, hair assistant, retail sales, marketing, brand ambassador, influencer, art assistant, prop assistant, script supervisor and production assistant.

Students successfully completing this curriculum and all requirements of the program, will receive an [Associate of Applied Arts Degree in Master Makeup Artistry](#).

Available at the Dallas and Houston Campus

The following is the suggested course sequence for this 60-Week Associate Degree.

COURSE#	COURSE NAME	CLASS HOURS	LAB HOURS	TOTAL HOURS	OUTSIDE WORK / PREP HOURS	SEMESTER CREDITS
TOTALS		854	346	1200	1698	64
MFUN1321	Fundamentals of Makeup	40	20	60	80	3
MITB1331	Intro to Beauty	40	20	60	80	3
HAIR1341	Hairstyling	40	20	60	80	3
MUDE1411	Makeup Design	45	30	75	90	4
SALT1351	Salon Techniques	40	20	60	80	3
SEMESTER 1 TOTALS		205	110	315	410	16
SPFX1361*	Prosthetics	40	20	60	80	3
AVEI1351*	Intro to Adobe Photoshop	40	20	60	80	3
HAIR2342*	Advanced Hairstyling & Wigs	40	20	60	80	3
ENGL1301	English Composition	45	0	45	90	3
BOPA1363	Body Painting	45	30	75	90	4
SEMESTER 2 TOTALS		215	70	285	430	16
PSYC2301	Intro to Psychology	45	0	45	90	3
MUSI1306	Music Appreciation	45	0	45	90	3
MUME2332*	Makeup for Media	40	20	60	80	3
BUSM2165*	Business of Makeup	40	20	60	70	3
SPFX2462*	Special Effects Design	45	20	75	90	3
SEMESTER 3 TOTALS		210	90	300	420	16
FILM2324*	Film Master Class 1 - Pre-Production	40	20	60	80	3
FILM2334*	Film Master Class 2 - Production	40	20	60	80	3
FOLD2432*	Portfolio Design	14	16	30	28	1
SPCH1311	Intro to Speech Communication	45	0	45	90	3
FILM2344*	Film Master Class 3 - Post-Production	40	20	60	70	3
MATH1332	Contemporary Mathematics	45	0	45	90	3
SEMESTER 4 TOTALS		224	76	300	438	16

Scheduled completion time for this degree program is 60 weeks. The maximum time frame allowed to complete this degree program is 90 attempted semester credits (1.5 times the length of the program). Maximum Student Ratio: Core Courses 20:1. General Education Courses 30:1. **NOTE: Schedules subject to change. *Course has prerequisite. The semester 4 classes (FILM2324, FILM2334, and FILM2344) are corequisites and must be taken simultaneously. **This program is currently only offered at the Dallas campus.**

MOBILE APPS

MOBILE APPLICATION DEVELOPMENT DIPLOMA



A course designed to teach the foundations of software development for creating professional apps on the iOS platform. No previous coding experience required, only a willingness to work hard and learn. While this program focuses primarily on creating apps for Apple devices, graduates will have the foundation to progress onto other systems and coding languages, such as Android, game development, or virtual reality. Digital technologies are constantly changing, but software developers are prepared to continue learning throughout their careers, the fundamentals taught in this program rarely change. Graduates are qualified to find entry-level employment as app developers or in related software industries, such as games, defense systems, or web development. Other career opportunities include freelance app developer, creating and selling your own indie apps on the App Store, or finding creating a startup company based on a new and innovative ideas for an app. Opportunities for software developers in today's digital-focused society are endless!

Students successfully completing this curriculum and all requirements of the program, will receive a [Mobile Application Development Diploma](#).

Available at the Dallas Campus

The following is the suggested course sequence for this 45-Week Diploma program.

COURSE#	COURSE NAME	CLASS HOURS	LAB HOURS	TOTAL HOURS	OUTSIDE WORK / PREP HOURS	SEMESTER CREDITS
TOTALS		670	410	1080	1350	54
SWIF1411	Beginning SWIFT Programming	45	30	75	90	4
ARTI1345	Intro to Artificial Intelligence**	15	30	45	40	2
USER1331	User Interface Design	40	20	60	80	3
COMC1341	Computer Science Concepts	40	20	60	80	3
ENGP1342	Software Engineering Practices	40	20	60	80	3
MADI1351	Intro to Mobile App Development	40	20	60	80	3
SEMESTER 1 TOTALS		220	140	360	450	18
SWIF1452*	Intermediate SWIFT Programming	45	30	75	90	4
VIEW1332*	Views & View Controllers	40	20	60	80	3
DATA1352	Persistent Data Storage	40	20	60	80	3
GAME2323*	Game Development	40	20	60	80	3
GRAS1333	Graphics & Sounds	40	20	60	80	3
VIRI2345*	Intro to Virtual Reality**	15	30	45	40	2
SEMESTER 2 TOTALS		220	140	360	450	18
WEB2413	Working with Web Services	45	30	75	90	4
FRAL2343	Frameworks & Libraries	40	20	60	70	3
IBUS2164	Interpersonal Business Communication	25	20	45	50	2
APPM2344	App Store Publishing & Marketing	40	20	60	80	3
APPD2324	App Development Capstone	40	20	60	70	3
MONM2334	Monetization Methods	40	20	60	80	3
SEMESTER 3 TOTALS		230	130	360	450	18

Scheduled completion time for this degree program is 45 weeks. The maximum time frame allowed to complete this degree program is 81 attempted semester credits (1.5 times the length of the program). Maximum Student Ratio: Core Courses 20:1. **NOTE: Schedules subject to change. *Course has prerequisite. ** Undergraduate course electives see page 46.**

ANIMATION & VISUAL EFFECTS DIPLOMA

14



Designed for beginning artists, as well as those with animation experience. This program will help you to grow as an animator, expanding your views and skills to reach a professional level with an impressive portfolio. You will begin with the fundamentals and principles of animation, in conjunction with computer animation training. This fundamental foundation will give you the fuel to pursue a variety of jobs and careers within the animation and visual effects industry. The

program permits you to discover your passion and be equipped with the ability to specialize with your artistic strengths in the animation industry, whether it be 2D or 3D animation, Visual FX, or Graphic Design. Graduates may find entry-level employment at major motion picture studios, computer animation studios, visual effects houses, television production studios, advertising agencies, corporate graphic departments and gameproduction studios.

Students successfully completing this curriculum and all requirements of the program, will receive an **Animation & Visual Effects Diploma**.

Available at the Dallas and Houston Campus

23

The following is the suggested course sequence for this 45-Week Diploma program:

COURSE#	COURSE NAME	CLASS HOURS	LAB HOURS	TOTAL HOURS	OUTSIDE WORK / PREP HOURS	SEMESTER CREDITS
TOTALS		670	410	1080	1350	54
AVEI1351	Intro to Adobe Photoshop	40	20	60	80	3
VISA1201	Visual Effects Appreciation**	15	30	45	40	2
POSP1331	Post Production	40	20	60	80	3
ESSD1331	Essentials of Design	40	20	60	80	3
AVEI1341	intro to Adobe Illustrator	45	30	75	90	4
AVEI1361	Intro to Adobe After Effects	40	20	60	80	3
SEMESTER 1 TOTALS		220	140	360	450	18
ANIM2332*	Principles of 2D Animation	40	20	60	80	3
ANIM2321*	Introduction to 3D Modeling	45	30	75	90	4
ADVA2334*	Advanced Adobe After Effects	40	20	60	80	3
AUDV1241*	AV Tech**	15	30	45	40	2
ANIM2312*	Intro to 3D Animation	40	20	60	80	3
VISA2323*	Pre-Visualization	40	20	60	80	3
SEMESTER 2 TOTALS		220	140	360	450	18
ADVM2324*	Advanced 3D Animation	40	20	60	80	3
REN2344*	Advanced Special Effects	40	20	60	80	3
IBUS2164	Interpersonal Business Communication	25	20	45	50	2
FINP2333*	Final Practice Project	40	20	60	70	3
ADVA2423*	Advanced 2D Animation	45	30	75	90	4
PORT2343*	Portfolio Design	40	20	60	80	3
SEMESTER 3 TOTALS		230	130	360	450	18

13 Scheduled completion time for this degree program is 45 weeks. The maximum time frame allowed to complete this degree program is 81 attempted semester credits (1.5 times the length of the program). Maximum Student Ratio: Core Courses 20:1. **NOTE: Schedules subject to change. *Course has prerequisite. ** Undergraduate course electives see page 46.**

7

WEB DEVELOPMENT

WEB DESIGN & DEVELOPMENT DIPLOMA



is a comprehensive program of study designed to teach students the basics through advanced aspects of web design and development. Instruction in operational and basic technical concepts of web development software is provided by demonstrations, practical applications, and projects that are integral to the web design and web developer professions. A graduate of this program may find entry level employment as a Web Developer, Media Designer, Web Designer, Front-end Developer, Web Content Developer, Web Consultant, Blogger, or Social Media Manager. The creative and technical environments for this field include Software Companies, Social Media Companies, Gaming Companies, Advertising Agencies, Web Service Companies, Creative Departments, Browser Companies, Database Companies, Animation Companies, IT Companies, or Digital Technology Companies. Alternately, you could choose to become a freelancer or entrepreneur.

Students successfully completing this curriculum and all requirements of the program, will receive a [Web Design & Development Diploma](#).

Available at the Dallas Campus

The following is the suggested course sequence for this 45-Week Diploma program.

COURSE#	COURSE NAME	CLASS HOURS	LAB HOURS	TOTAL HOURS	OUTSIDE WORK / PREP HOURS	SEMESTER CREDITS
TOTALS		670	410	1080	1350	54
BASI1341	Basics of Internet	40	20	60	80	3
WEBP1352	Web Design Programs**	15	30	45	40	2
PLAT1331	HTML & CMS Platforms	40	20	60	80	3
ADOB1351	Adobe Photoshop & Illustrator	40	20	60	80	3
PLAT1411	CMS Platforms & Web Forms Creation	45	30	75	90	4
WEBF1342	Design to Live: Building the Foundation	40	20	60	80	3
SEMESTER 1 TOTALS		220	140	360	450	18
ANIM1332*	Animating the Web	40	20	60	80	3
MEDI1412*	Media Optimization for Streaming	40	20	60	80	3
WEBT2333*	Web Trends & Queries	40	20	60	80	3
USER2323	User Interface Design**	15	30	45	40	2
DESI2343	Design for Various Standards	40	20	60	80	3
MOBI2413*	Cross-Platform Compatibility	45	30	75	90	4
SEMESTER 2 TOTALS		220	140	360	450	18
SOCM2334*	Search Engine Optimization	40	20	60	80	3
WEBB2344	The Business of Web	40	20	60	70	3
IBUS2164	Interpersonal Business Communication	25	20	45	50	2
WEBF2324*	Real World Project	45	30	75	90	4
WEBD1343*	Final Project & Domain Registration	40	20	60	70	3
TECH2343	Skills & Techniques	40	20	60	80	3
SEMESTER 3 TOTALS		230	130	360	450	18

Scheduled completion time for this degree program is 45 weeks. The maximum time frame allowed to complete this degree program is 81 attempted semester credits (1.5 times the length of the program). Maximum Student Ratio: Core Courses 20:1. **NOTE: Schedules subject to change. *Course has prerequisite. ** Undergraduate course electives see page 46.**



COURSE WORK

14

COURSE DESCRIPTION	*PRE = Indicates Prerequisite Course	CREDITS
ADOB1351 Adobe Photoshop & Illustrator: Learn basic skills to operate two of the most essential graphic creation tools, Adobe Photoshop & Illustrator (vector graphics editor) as well as introduce, Sketch.		3
ADVA2334 Advanced Adobe After Effects: *PRE: AVEI 1341, AVEI1351, AVEI1361, ESSD1331, POSP1351, VISA1201 In this advanced course learn to incorporate text, graphics, and effects into the moving image. Many advanced functionalities of Adobe After Effects will be explored from titles and lower thirds, to green-screen compositing and digital clean-up work.		3
ADVA2423 Advanced 2D Animation: *PRE: ADVA2334, ANIM2312, ANIM2321, ANIM2332, AUDV1241, VISA2323 Rigging & motion analysis students will have the opportunity to further their 2D animation progression by learning lip sync techniques, advanced walk/run/jump cycles, rigging 2D characters using bones, forward kinematics, inverse kinematics, soft-body dynamics, special effects & more.		4
ADVM2324 Advanced 3D Animation: Cinema 4D: *PRE: ADVA2334, ANIM2312, ANIM2321, ANIM2332, AUDV1241, VISA2323 Students explore more advanced 3D animation techniques in this course, along with compositing and rendering the final creation(s) back into the visual media and completing the 3D animation pipeline.		3
ADVP2312 Advanced Production & Post-Production: *PRE: PROD1351 Explore advanced techniques in both production and post-rodution. Lighting, camera, and editing styles are covered extensively, leading up to a final project to show off the students' advanced skill sets.		3
ANIM1332 Animating the Web: *PRE: ADOB1351 Showcase the brand behind the Website with creativity and individuality by skillfully mastering GIFs, JAVA, FLASH, JQUERY and DYNAMIC HTML.		3
ANIM2312 Introduction to 3D Animation: *PRE: AVEI 1341, AVEI1351, AVEI1361, ESSD1331, POSP1351, VISA1201 3D Animation is designed to introduce students to various aspects of the 3D animation production pipeline. Learn beginning techniques to model, texture, light, animate and render simple 3D objects in this basic 3D animation course.		3
ANIM2321 Intro to 3D Modeling: *PRE: AVEI 1341, AVEI1351, AVEI1361, ESSD1331, POSP1351, VISA1201 Students will learn the very basics of 3D modeling. Starting with an introduction to the interface the students will then move into modeling tools and techniques for asset creation. This class will also cover topology, edge flow, basic texturing, and lighting. In the final step the students will render and export assets for films, TV and video games.		4
ANIM2332 Principles of 2D Animation: *PRE: AVEI 1341, AVEI1351, AVEI1361, ESSD1331, POSP1351, VISA1201 From Steamboat Willie to Cartoon Network, 2D animation is the foundation of the animation Industry. Basic 2D animation and animation principles are taught in this course, along with practical applications to making your own basic 2D animations.		3
APPD2324 App Development Capstone: *PRE: SWIF1452, GAME2323 Students use their acquired app development skills to develop and publish quality apps that showcase their talents to potential employers.		3
APPM2344 App Store Publishing and Marketing: Students learn the process of archiving, beta testing, and submitting apps to the App Store. They also learn marketing and App Store Optimization (ASO) techniques to increase discoverability and downloads.		3
ARTI1345 Intro to Artificial Intelligence: Learn current trends in the field of artificial intelligence, discuss possible future trends and get an introduction to how artificial intelligence can be used in mobile apps.		2
AUDL1341 Intro to Audio: Students are introduced to basic audio terms and concepts, the differences between diverse types of microphones, live & studio console use, and processors. Learn how to route input and/or output signals for small PA systems and the use of audio consoles/mixers and other processors in the studio. Topics include routing, auxiliary sends and returns, and onboard processing.		3
AUDI1401 Audio for TV / Film: *PRE: PROD1351 & POSP1331 This audio class for TV/Film covers techniques and aesthetics for recording production sound, editing dialogue, sound effects, music, Foley and preparing for the mix.		4
AUDI1411 Intro to DAW: Topics include the interface, basic navigation, basic recording, and routing with an emphasis on how to use the midi, editing, and plug-in aspects of Pro Tools software. Assignments include recording into a DAW and sound editing in a DAW.		4
AUDI1412 Studio Techniques: *PRE AUDI1341 Students spend most of their time in the recording studio and be required to attend and manage outside-of-class recording sessions. Students will gain hands-on experience with music mixing both "in-the-box" and in the studio through analog consoles involving cues systems, DI boxes, and microphone setup techniques for various instruments like drums, guitars, bass, keyboards, and vocals. Topics include out-board signal processors and plug-in.		4
AUDI2413 Advanced DAW: *PRE AUDI1411 Course involves hands-on use of the studios covering hardware and I/O setup, more advanced routing such as groups, submaster, VCAs, clips groups, browser functions, loop recording, playlists, and compositing multiple tracks with the use of MIDI instrument tracks, midi real-time properties, and clip looping. Students will continue to sharpen their studio skills by booking and managing more recording sessions & mixing sessions.		3

COURSE DESCRIPTION *PRE = Indicates Prerequisite Course

CREDITS

AUDL1342 Live Sound I: Introduction to audio engineering in the live setting. Examine how live sound differs from the studio environment. Starting with electricity and power distribution, students are introduced to equipment and techniques used to professionally set up and wire a stage. Signal routing and patching in the analog world are the key focus, but an introduction into the world of digital consoles is also covered. The course wraps with a look at stage mic'ing techniques.	3
AUDL2343 Live Sound II: *PRE AUDL1342 This is the technical side of Live Sound I. Revisit & expand on previous electrical concepts to understand audio system troubleshooting, ground lifting, and the theory of balanced & unbalanced systems. Focus on digital consoles in conjunction of system signal flow using snakes and splitters. Be introduced to popular system analysis tools used when installing a larger, more complex system, such as a system that uses delay lines. Also, look at wireless microphone & in-ear systems and an introduction to common rigging components used for system installation.	3
AUDL2344 Live Sound: *PRE AUDL2343 Building upon the foundation of and using proper set-up and troubleshooting techniques learned in Live Sound I & II, students focus on Front-of-House (FOH) and Monitor (MON) mixing and explore the different approaches to 'building mixes' in different scenarios such as front-of-house and monitors. Students work with live bands to gain experience successfully installing and operating an audio system. Also, an overview of the paper trail of 'advancing' a show, preparing stage plots, and input lists are covered.	3
AUDP2323 Post-Production Techniques: *PRE AUDI2413 Students practice the process of preparing and transferring recorded audio from a source containing the final mix to data storage with synchronization of the recording and techniques of recordings produced outside of a recording studio. Gain hands-on experience, applying techniques for editing video and the process of Automated Dialogue Replacement (ADR), plus how to synchronize audio segments and the art of capturing dialog on a film/tv production set using a field mixer, shotgun mic, boom, and portable recorder. Demonstrate the process of preparing and transferring recorded audio from the raw source material containing the production audio into a non-linear editing system/DAW.	4
AUDP2324 Audio Post Production and Mixing: *PRE AUDP2323 Course provides instruction for creating soundtracks (sound design) for film & video productions. Topics include editing, sound effects, dialogue, and surround sound mixing. Apply the process and techniques used in post-production mixing and surround sound to finalize and prepare audio for the final film project. Students will be required to present their movie project as a final course assignment to fellow students and receive feedback from both classmates and the instructor.	3
AUDV1241 AV Tech: Students are introduced to the role of the Audio/Visual Technician, which includes the operations and maintenance of equipment used to enhance live events, such as video recorders, projectors, microphones, lighting and audio equipment.	2
AURT1201 Aural Training: Through various exercises students will improve their musical ability by developing a more intuitive understanding of what they hear. Students learn about the audio spectrum and how to identify different frequencies such as feedback (such as 2kHz) at a live sound venue or knowing exactly which frequency to add to the percussion track in a recording session.	2
AVEI1341 Intro to Adobe Illustrator: Introduction to Adobe Illustrator from basic to intermediate level.	4
AVEI1351 Intro to Adobe Photoshop: Introduction to Adobe Photoshop from basic to intermediate level, including character design, digital makeup design, and graphic design.	3
AVEI1361 Intro to Adobe After Effects: *PRE VFVX1352 (FILM) Introduction to Adobe After Effects from basic to intermediate level.	3
BASI1341 Basics of the Internet: How did the Internet get started? What led us to where we are now? This class answers those questions and give an internet primer for beginners and intermediates alike.	3
BBIZ2164 Breaking into the Biz: Course designed for students to launch their career as a professional actor and effectively communicate in today's digital media industry workplace. Develop the tools needed such as headshots, resumes, business cards, and demo reels. Also learn valuable insight on how to get an agent, industry networking and industry associations.	1
BOPA1352 Body Painting: From birthday party face painting to full head-to-toe body painting, students will be equipped to design practical to fantastical using the tools of the trade, executing fun & imaginative creations.	4
BUSA1351 Business of Acting: Course provides students with an overview of the business of acting. Industry topics and terms covered include casting directors, union / nonunion, agents, managers, studios, producers, directors, pay rates, contracts, wardrobe, sides, auditions, cold readings, headshots, demo reels and other practical aspects of an actors' career.	3

COURSE WORK

14

COURSE DESCRIPTION	*PRE = Indicates Prerequisite Course	CREDITS
BUSC2164 Business Communications: Course designed to help students effectively communicate in today's digital media industry workplace. Understand how to design and create a professional resume with a cover letter and discern qualifications, how to impress potential employers, research potential employers, and how to use popular tools to create personal website, demo reels, and business cards.		1
BUSM2165 The Business of Makeup: *PRE MUDE1411 Introduction to the many employment possibilities for the makeup artist. Learn how to market yourself as a freelance makeup artist, work in salons, retail departments, productions studios to becoming a brand ambassador or an online influencer.		3
BUSV1411 The Business of Corporate & Industrial Video: A majority of video & media jobs are in the business-to-business sector. This class explores what it takes to be gainfully employed in the Video & Film business outside of the entertainment-specific arena. Budgeting, invoicing, proposals, setting up a business, and many other items will be covered in this course. Working with corporate clients will be stressed in this video-related course.		3
COMC1341 Computer Science Concepts: Gain a basic understanding of how computers work, introducing programming paradigms, such as object-oriented programming and algorithms & data structures.		3
COMP2343 Commercial Directing & Production: *PRE PROD1351 & POSP1331 Producing, directing techniques and scripting, storyboarding, animatic, production & post-production and more job duties are covered as each student sets up their own virtual ad agency to produce a television or web-based commercial.		3
DATA1352 Persistent Data Storage: Learn to save an app's data in a variety of ways, locally and in the cloud.		3
DESI2343 Designing for Various Standards: Become familiar with the best practices of standards-based web design, including the detachment of document structure from a web page or from the application itself.		3
DOCF2413 Documentary & Non-Fiction Production: *PRE PROD1351 & POSP1331 Introduction to the realm of non-fiction and ENG production. Discover how to find the narrative while documenting reality and learn the proper means to conduct interviews and shoot B-roll, including interview lighting and handheld camerawork. Also gain the experience of creating paper edits (or EDL's) to aid story flow and save post-production time and expense. Course culminates with each student producing a documentary short.		4
DRAM1411 Intro to Acting: Introduction to acting techniques and performance skills, students explore methods and perform exercises that develop imagination, concentration, and life observation. Techniques for performing the "who, what, when and where" in role preparation is developed. Actors will prepare on camera monologues and perform on a live tv show.		4
DRAM1412 Stage Acting: Course focuses all the skills and techniques from movement and voice classes and put them to work on stage. Students learn how to perform in different audience relationships from intimate, small black box theatre or dinner theatre, to working in a large venue and reaching audience members in the back row. Goal is to learn and appreciate the live theatre experience through the process of learning an entire one act play, from a table read, to blocking, to dress rehearsals and repeat performances.		4
DRAM2314 Improv: Designed to develop imagination and perform unrehearsed vocal and physical choices. Gain basic improvisational skills that focus on overcoming performance anxiety, developing creativity, listening skills, responding, engaging, instincts, trusting and supporting co-performers.		3
DRAM2315 Audition Techniques: Prepares students for success at professional auditions with techniques for effective cold readings and callbacks. Participate in simulated auditions performing a variety of monologue and partnered scene scripts while learning the art of resilience, appreciating auditions as a performance opportunity. By the end of the course students will gain the technological skills to video, edit & format their own auditions for digital submission to casting directors & agents, enabling them to audition in today's digital media industry.		3
DRAM2366 Film Appreciation: *PRE PREP1341 Survey & analyze cinema including history, film techniques, production procedures, selected motion pictures and cinema's impact on and reflection of society.		3
DRAM2413 Media Acting: Course utilizes all of the information acquired in Acting I & II, teaching how to adapt those techniques for on camera acting. Students have on set experience working with teleprompters, ear prompters, green screen and other technology that will aid in their experiences for television and digital video. Learn about marks, camera angles, working with multiple cameras and working in real life scenarios such as script changes and rewrites. Move from the larger than life methodical process of live theatre to the small subtle intricacies of movie acting and the fast pace, ever changing world of television.		4

COURSE DESCRIPTION	*PRE = Indicates Prerequisite Course	CREDITS
DRAM2414 Acting Techniques: *PRE: DRAM1411 Learn the history of acting with study & practice of different acting styles from major periods of theatre prior to the 20th century, to today and beyond. Topics include Greek, Comedia, Shakespeare, Moliere, Restoration, and examples from 18th & 19th century while exploring acting challenges over the eras including the green-screen technology of today. Explore aspects of design and how they relate to the actor, from character shoes & corsets to powdered wigs & creature makeup in futuristic sci-fi production. All these elements affect the physicality & speech of an actor whether on stage or on camera.		3
ENGL1301 English Composition: Course aims primarily at helping students develop skills & techniques necessary for writing effective expository prose. Emphasis is placed on sentence structure, word choice, paragraph development, and organization of the whole essay. Analysis of selected expository prose serves as a vehicle for learning, communicating, and critical analysis.		3
ENGP1342 Software Engineering Practices: Learn common practices in software development such as developing apps using the Model-View-Controller design pattern, using version control systems (like GIT), and development methodologies such as Agile.		3
ESSD1331 Essentials of Design: Course is designed to introduce the essential rules of design, encourage creative decision making, the understanding of those decisions, ability to talk about the work created.		3
FILM2324 Film Master Class I - Pre-Production: *PRE: COMP2343 (FILM) & DRAM2366 (ACTING, MASTER MAKEUP) (FILM2324, FILM2334, and FILM2344) are corequisites and must be taken simultaneously. Students from both the Digital Film and Acting programs join to make a movie from script-to-screen. Principles of pre-production are applied, including scheduling, call sheets, budgeting, casting, rehearsals, props, wardrobe, location scouting and production management as it applies to their student film project.		3
FILM2334 Film Master Class II - Production: *PRE: ADVP2312 (FILM) & AUDI1401 (FILM) & DRAM2366 (ACTING, MASTER MAKEUP) (FILM2324, FILM2334, and FILM2344) are corequisites and must be taken simultaneously. Students from both the Digital Film and Acting programs join to make a movie from script-to-screen. Principles of production are applied, including cinematography, directing, acting, set operations, sound capture, craft services, hair, makeup, locations and production management as it applies to their student film project.		3
FILM2344 Film Master Class III - Post-Production: *PRE: VFVX1352 (FILM) & DRAM2366 (ACTING, MASTER MAKEUP) (FILM2324, FILM2334, and FILM2344) are corequisites and must be taken simultaneously. Students from both the Digital Film and Acting programs join to make a movie from script-to-screen. Principles of post-production are applied in this class, including ADR, retakes, narrative editing, sound design, graphics and deliverables as it applies to their student film project. MediaTech may host a red carpet movie premiere of the final student film inviting industry professionals to promote the film & showcase the talent of the cast and crew.		3
FINP2333 Final Practical Project: *PRE: ADVA2334, ANIM2312, ANIM2321, ANIM2332, AUDV1241, VISA2323 Taking everything learned and put it into a final, amazing project.		3
FOLD2432 Portfolio Design: An essential tool in a makeup kit is a well-thought-out portfolio showcasing the makeup artist's skill sets & experience. Students will build both an online and print portfolio comprised of photos, videos and social proof of their previous projects.		1
FRAL2343 Frameworks & Libraries: Learn to add and utilize popular third-party frameworks and libraries in apps.		3
GAME2323 Game Development: *PRE: ARTI1345 Learn the basics of game development in iOS, using frameworks like GameKit, SpriteKit, and SceneKit as well as add artificial intelligence into games using GameplayKit.		3
GRAS1333 Graphics & Sound: Create and edit the graphics & sounds necessary to create professional apps as well as animate UI elements in those apps.		3
HAIR1341 Hairstyling 101: Learn the basic "How-To's" of hair, to not only perform the art of makeup, but to create an entire "look" by identifying and accessing hair types and determining what style and products to use. Learn to style hair for on-camera and live events from casual everyday hair to updo's and styles for special occasions.		3
HAIR2342 Advanced Hair Styling & Wigs: *PRE: HAIR1341 Advanced hair course embarking into the world of beards, mustaches, wigs, hairpieces, ventilating, toupees, sideburns, braids and falls. Learn to access hair type, work with accessories and techniques for securing wigs and hair pieces used on-camera & in live events such as opera, theatre, and dance.		3

COURSE WORK

14

COURSE DESCRIPTION	*PRE = Indicates Prerequisite Course	CREDITS
IBUS2164 Interpersonal Business Communication: Practices & principles of interpersonal communication processes, perception, listening, self-disclosure, speech apprehension, ethics, nonverbal communication, conflict, power and dysfunctional communication. Design/build your resume & biz cards.		2
MADI1351 Introduction to Mobile App Development: Introduction to the process taking an app from idea to App Store. Learn how to prepare computers & iOS devices for development and explore the development environment using Xcode tools building basic apps.		3
MATH1332 Contemporary Mathematics: Course covers such topics as sets, logic, number theory, geometric concepts, consumer finance, and an introduction to probability and statistics.		3
MFUN1321 Fundamentals of Makeup: Course introduces the fundamental principles of the artistry of makeup covering topics like the history of makeup, anatomy of the face, color theory and the importance of highlight & shadow.		3
MITB1331 Intro to Beauty: Learn beauty, bridal and event makeup applications for analyzing individual client beauty needs, performing basic corrective applications for men, women & children while using safety & sanitizing methods.		3
MEDI1412 Media Optimization for Streaming Servers: Video is the KING of content. Learn how to optimize content and use streaming servers for the best content delivery experience for website visitors.		3
MOBI2413 Cross-Platform Compatibility: *PRE: PLAT1331, PLAT1411 Design and build a responsive site, viewable on as many different platforms, operating systems and devices as possible.		4
MONM2334 Monetization Methods: Learn business models to make money from apps using in-app purchases, ads, etc.		3
MOVE1361 Movement: This course trains students in movement for the stage & screen by developing flexibility, physical awareness, & attitudes. Physically explore and develop skills with practical exercises regarding stretching, strength, spatial relationships, posture, rhythmic accuracy, energy, direction and response. Discover body awareness, improve performance and avoid injury by learning the Alexander Technique.		3
MOVE1362 Combat & Stunts: *PRE: MOVE1361 Introduction to basic stage combat, stunts and set safety. Stage combat training teaches safe and effective techniques for making physical actions like punches and falls look real. Students receive an overview of standard on-set safety practices that apply whether working on location or on a sound stage.		3
MUDE1311 Digital Makeup Design: *PRE MUDE1411 Technology has revolutionized the beauty industry with augmented reality software. Learn how to digitally create looks using software to perform beauty try-on simulations of skin assessment, makeup, hair and lighting.		3
MUDE1411 Makeup Design: Class expands on basic makeup principles and skills to design a character. Learn how to do a character breakdown, explore the genetics, environment, health, disfigurements, fashion, age and personality of a character.		4
MUME2332 Makeup for Media: *PRE MUDE1411 Makeup class for production takes makeup designs from concept to stage or screen. Explore & experiment through application with still photography & video utilizing various lighting situations, weather conditions, locations shoots and studio environments.		3
MUSB1351 Music Business I: Provides an overview of the various aspects of the music industry and the positions and jobs involved in the music business. Receive instruction and direction in starting a business in the recording industry with an emphasis on business plans, networking and branding. Also learn the in's and out's of the songwriting profession and how to protect creations with copyright procedures, laws, and requirements and the business of publishing and licensing concepts. Explore the roles and responsibilities of agents, managers, and attorneys in the music industry along including professional fees and expectations.		3
MUSB1352 Music Business II: *PRE MUSB1351 Continue to explore the business of music with an overview of concert promotion, production, planning a tour, and associated personnel needs. Students are introduced to contracts, record production, and record labels as well as insight on distribution and independent music & radio promotions. In addition, receive lectures in radio, television, film, games, and commercial advertising.		3
MUSI1306 Music Appreciation: Understanding music through the study of cultural periods, major composers, and music elements, illustrated with audio recordings and live performances.		3

COURSE DESCRIPTION <small>*PRE = Indicates Prerequisite Course</small>	CREDITS
MUSP1331 Music Theory & Production: Provides instruction in the role of a music producer, stylistic examples of producers, and creating a productive work schedule & budget. Learn about elements of popular music production and develop critical listening skills while gaining an understanding of basic music theory.	3
MUSP1332 Song Crafting: *PRE MUSP1331 Learn how to master a creative workflow through songwriting. Students integrate music theory, audio recording basics, and producing skills with hands-on applications. Discover & practice the art & science behind creating compelling, inspiring, and moving music.	3
MUSP2333 Advanced Production Techniques: *PRE AUDI2413 The instructor will lecture on and demonstrate advanced production techniques, including recording and editing, while focusing on both classic and modern approaches to capturing many different popular instruments such as drums, bass, electric & acoustic guitar, keys, vocals, etc.	3
MUSP2334 Advanced Mixing & Mastering: *PRE MUSP2333 Utilizing the most popular tools in the industry, this course covers advanced mixing & mastering techniques, incorporating traditional & modern methods.	3
MUVP2333 Music Video Production: *PRE PROD1351 & POSP1331 An introduction in to the realm of music videos and music video production. Students will have contact and interactions with bands and/or music labels as they develop, shoot, edit and deliver a polished music video by the end of the course.	3
PLAT1331 HTML + CMS Platforms: Differentiate between HTML, CSS and developer languages such as Ruby on Rails, .NET and PHP -- the important building blocks of building websites from scratch.	3
PLAT1411 CMS Platforms + Form Build: An In-depth study on CMS platforms, from WIX, to SquareSpace and a deeper dive into WordPress & templates. Learn how to maneuver and explore their functionalities so to never have to settle with just one platform.	4
PORT2343 Portfolio Design: *PRE: ADVA2334, ANIM2312, ANIM2321, ANIM2332, AUDV1241, VISA2323 Students utilize Adobe Portfolio to showcase their creative work to potential employers. Adobe Portfolio allows the student to create and optimize an online portfolio, choosing templates, customizing their site, and importing content from Lightroom, Photoshop and Illustrator. Students will also create their custom domain and publish their online portfolio.	3
POSP1331 Post-Production: Learn the basics of using digital, non-linear editing to complete a story and output a deliverable product culminating with the final output of scene re-enactments, and a live event. Using Adobe Premiere Pro CC, learn to import, organize, and manipulate media to maximize brevity, story flow, and entertainment value. Also practice basic color correction and audio sweetening to add dimension to projects.	3
PREP1341 Screenwriting & Pre-Visualization: Course starts where every production begins, with an idea and a script. Discover how to develop engaging stories and adapt them into sellable screenplays. Also learn how to market stories by practicing pitches and developing support materials such as loglines and synopses. Finally, practice the steps involved in the pre-production of a project, including script break down, storyboarding, scheduling, and production design. The course culminates with each student developing a short script.	3
PROD1351 Intro to Digital Production: Introduction to the fundamentals of digital video production. Gain a foundation for using modern technologies to tell a visual narrative, from understanding resolution, aspect ratio, frame rate, and various recording technologies to the intricacies of manipulating the lens and lighting. Learn the importance of working as a crew, including grip & production assistant techniques, with potential opportunities to provide production support on real-world projects. Course culminates with class producing a shot-for-shot recreation of a movie scene.	4
PROL1342 Live Production: Course introduces multi-camera operations in covering both live events and episodic TV. For live events, discover how to sync multiple cameras to cover different angles, how to obtain audio from a venue's master feed, and how to shoot without distracting an audience or the performance. Students practice live switching and streaming using a Tricaster system and also learn how to develop a TV show, including set design and lighting, writing a run-down, and creating graphical content to roll in. Course culminates covering a live event (such as a concert) and live-recording an original, 30-minute show.	3
PSYC2301 Intro to Psychology: A survey of the major psychological topics, theories, and approaches to the scientific study of behavior & mental processes. Prepare for contemporary challenges by developing & demonstrating critical thinking & communication skills, social responsibility, empirical skills, and quantitative skills.	3
REN2344 Advanced Special Effects: *PRE: ADVA2334, ANIM2312, ANIM2321, ANIM2332, AUDV1241, VISA2323 Many blockbuster films & tv shows have amazing special visual effects and this class explores creating these types of effects yourself.	3

COURSE WORK

14

COURSE DESCRIPTION	*PRE = Indicates Prerequisite Course	CREDITS
SALT1351 Salon Techniques: Learn skill sets to be successful when working at a high end salon or as freelance artist in micro blading, spray tans, henna, permanent makeup, hair braiding and more!		3
SOCM1201 The Art of Social Media: Viral Videos, memes, Facebook, and many more items are cutting edge now – but what happens next? Explore what it takes to work in a world where Youtube is the biggest ‘TV’ station on the planet and prepare for what’s coming next in the world of social media.		2
SOCM2334 Search Engine Optimization: *PRE: MEDI1412, WEBT2333 Learn the best practices of optimizing your website for findability and use in various search engines.		3
SPCH1311 Introduction to Speech Communication: Learn basic principles of oral communication including the use of the body and voice, the speaker-listener relationship, interpersonal communication, oral interpretation, perceptions, self-concept, problem solving and decision making, interviewing, conversation enhancement, and preparation and delivery of platform and nonplatform speeches.		3
SPFX1361 Prosthetic Makeup: *PRE MUDE1411 Course provides a glimpse into the world of three dimensional makeup. Students learn basic paint and sculpt techniques for black eyes, warts and moles, scrapes and bruises, lacerations, burns, age makeup and an intro to prosthetics and working with fake blood.		3
SPFX2462 Special Effects of Design: *PRE MUDE1411 Mythical creatures & monsters abound in Advanced FX. Learn the art of Special Effects by building a life cast, prosthetic pieces, learning advanced paint & airbrush techniques creating creatures and characters and ending with a photo shoot documenting creature for the final project.		4
SWIF1411 Beginning Swift Programming: Learn the fundamentals of programming using Apple’s new programming language, Swift.		4
SWIF1452 Intermediate Swift Programming: *PRE: SWIF1411, MADI1351, USER1331 Build on Swift basics and learn about more advanced features.		4
TECH2343 Skills & Techniques: Flex designer/developer skills building a client website & personal portfolio website.		3
USER2323 User Interface Design: A website is only as good as the user’s experience. Understand the concepts of good user interface pioneered by Don Norman and Jakob Nielsen.		2
USER1331 User Interface Design: Learn to create user interfaces that adapt to various screen resolutions allowing users to provide inputs to and view outputs from a mobile app.		3
VFX1352 Foundations of VFX: *PRE POSP1311 Receive lessons on the history and basic foundations of special effects through hands-on training. Matte painting, stop motion, practical & digital effects are covered to ensure a working knowledge of why effects work the way they do today, in the digital age. Introduce students to basics of Photoshop composition by creating hands-on still frame composite designs. Photoshop training will establish a digital basis to build upon for motion-based compositing & creating digital building blocks for use in programs like Premiere & After Effects.		3
VIEW1332 Views and View Controllers: *PRE: USER1331 Learn to implement some of the more advanced user interface views in iOS, such as table views and collections views.		3
VIRI2345 Intro to Virtual Reality: Learn current trends in the fields of virtual & augmented reality, discuss possible future trends and get an introduction to building virtual & augmented reality mobile apps.		2
VISA1201 Visual Effects Appreciation: Learn the art of visual effects through the eyes of Hollywood’s special effects masters. Important groundbreaking visual effects from the last 120 years of moviemaking will enlighten the student to the techniques, tips, and tricks that professionals have used for decades.		2
VISA2323 Pre-visualization: *PRE: AVEI 1341, AVEI1351, AVEI1361, ESSD1331, POSP1351, VISA1201 Pre-visualization is an important part of working in the Visual Effects industry. Conceptualizing the look of media, using Photoshop, making Storyboards and creating moving Animatics is focus of this course.		3
VOIC1321 Voice I: This introductory voice & speech course exposes the beginning student to practical exercises that promote natural, healthy, and professional vocal techniques focusing on tone, speech clarity, relaxation, breath and range of voice. Along with the Standard American Pronunciation (SAP) dialect students are introduced to diphthongs & the 13-vowel scale. Explore emotions and freedom of vocal expression as they relate to scripted characters.		3
VOIC1322 Voice II: *PRE VOIC1321 Course builds on foundational voice & speech skills with continued SAP training along with consonant work and connection of breath to sound. Students are introduced to the International Phonetic Alphabet (IPA). Projects focus on use of IPA symbols, reinforcement of voice production, exercises and comprehensive vocal techniques. Dialect studies along with non-regional speech work is practiced to expand actor’s casting potential. Students study & practice vocal skills & techniques performed in voice over work and ADR for radio & animation. Students leave this class with material for a voice demo reel.		3

COURSE DESCRIPTION *PRE = Indicates Prerequisite Course

CREDITS

WEBB2344 Business of Web: Hone your managerial talents and learn the business know-how to properly protect and administer your digital business needs as well as your client's.	3
WEBD1343 Final Project & Domain Registration: <small>*PRE: ANIM1332, MOBI2413, USER2323</small> As you build your new client's Website, make sure their brand is properly represented by researching & registering their domain as well as their social media presence.	3
WEBF1342 Design to Live - Building the Foundation: Explore networking, computer operations, storage options, inter-computer communications. Learn why the role of the Network Administrator is critical to successful digital operations.	3
WEBF2324 Real World Project: <small>*PRE: ANIM1332, MOBI2413, USER2323</small> Knowing how to seamlessly bring ideas together for a project is essential. Put all your skills together to plan and produce a project for a client, learning successful client interaction by setting client expectations, understanding scope development and project management. By end of class, deliver your final client-based project to the world!	4
WEFP1352 Web Design Programs: Round out the Adobe suite instruction with a foundational understanding of Dreamweaver - the most used HTML editor and website creator on the planet.	2
WEBS2413 Working with Web Services: Learn to connect apps to the web, upload & manage user accounts and databases, and build apps that download & read JSON content from the web.	4
WEBT2333 Web Trends & Queries: Learn to use analytical tools to identify maintenance issues, errors, broken links buggy code, glitches that can keep a user from ever returning to the site.	3



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REQUIREMENTS FOR ADMISSION

8

Our requirements for admission:

- High school graduation
- GED certificate holder
- Successful completion or the equivalent of one full-time Academic semester or academic quarter at an accredited college, university, or other postsecondary school.

Candidates must be seriously interested in pursuing a career in the chosen field of study. Each candidate is reviewed on an individual basis. No previous experience related to the field of study is required for admission. Prospective students are welcome to enroll in person anytime during normal office hours:

Monday - Friday, 9 am - 6 pm

As a prospective student, you are encouraged to review this catalog prior to signing an enrollment agreement. All students are encouraged to review the school's completion and employment rates.

9 The school shall require for admission & enrollment the following:

1. Execute an Enrollment Agreement with MediaTech Institute. If the applicant is under 18 years of age, the Enrollment Agreement must be signed by the parent, guardian, or other person with the legal authority to act on behalf of the minor applicant.
2. Provide documentation of high school graduation or equivalent (such as a GED) or successful completion or the equivalent of one full-time academic semester or academic quarter at an accredited college, university, or other post-secondary school. Additionally, before the applicant is permitted to attend classes, MediaTech Institute may verify/confirm high school graduation or equivalent (such as a GED) from a source independent of the applicant (such as the high school or GED testing center). The high school diploma or equivalent must be from a high school or GED testing center by MediaTech Institute and the documentation must be in English or have been translated and evaluated for equivalency to English by a recognized translator or by the Admissions Department for MediaTech Institute. Satisfactory documentation includes, but is not limited to, any of the following items:
 - Copy of the high school diploma or equivalent, such as a GED.
 - Copy of a high school or college transcript indicating high school graduation status.
 - Copy of form DD214 indicating graduation status.
 - Copy of a letter indicating graduation status and graduation date from an appropriate school official or state official.
 - Copy of college transcript of successful completion or the equivalent of one full-time academic semester or academic quarter at an accredited college, university, or other post-secondary school.
 - Such other documentation as deemed acceptable by the Campus Director for MediaTech Institute.
3. Applicants are required to take the EdReady entrance exam. A score of 70 or higher in both the Math and English sections are recommended for enrollment in all MTI associate degree programs. A minimum score of 80 is recommended on the Math section for those applying to enroll in the Mobile Application and Development Program. The EdReady entrance exam is not required for students entering the associate degree program who can show proof of earning 12 semester credits from an accredited college.
4. No later than 30 days after the class start date the student must have made satisfactory financial arrangements to provide for complete payment of all amounts expected to be due to the institution for tuition and fees. This requirement may include, but is not limited to, the completion of credit applications, financial aid applications and forms (if the applicant wishes to apply for financial aid), and the execution of promissory notes or other documents necessary to obtain the requisite financial aid or other financial assistance. Students who have not met this requirement to the satisfaction of MediaTech Institute will be dropped, and any Tuition charged up to this date will be the responsibility of the student. Any exceptions to this requirement must be approved in writing by the Director of Financial Aid (or his/her designee) for MediaTech Institute. Applicants are enrolled for class starts on a space-available basis. In order to be eligible for enrollment, the applicant must have executed an Enrollment Agreement prior to the first scheduled class of the program for which the applicant is applying. If this requirement is not met, the applicant will not be eligible to enroll in that program for that term. All applicants must attend classes on the first scheduled class date for the program they are enrolled. Any exceptions to this requirement must be approved in writing by the Campus Director (or his/her designee) for MediaTech Institute.

ADMISSIONS

10 TRANSFER OF CREDITS

No more than 75% of a diploma program's total required credit hours to graduate may be fulfilled with transfer credits, unless the transfer of credit is from one MediaTech Institute campus to another, in which case more than 75% may be transferred. Certain state regulations may restrict the number of credit hours that may be transferred into certain programs.

10 UNDERGRADUATE COURSE ELECTIVES

Students enrolled in a diploma program at MediaTech Institute are required to complete a total of 4 semester credits in at least 2 of the following undergraduate course electives. These courses may be taken for credit by students enrolled in any of the school's diploma programs in substitution of the suggested course electives in a specific program as listed in the school catalog. Students enrolled in degree programs are not required to take any of the following elective courses. Degree students are permitted to take elective courses in addition to their required degree program courses and will incur additional tuition charges. Credits will be awarded to diploma and degree students for successfully completing elective courses.

- ART11345 Intro to Artificial Intelligence
- AUDV1241 AV Tech
- AURT1201 Aural Training
- SOCM1201 The Art of Social Media
- USER2323 User Interface Design
- VIRI2345 Intro to Virtual Reality
- VISA1201 Visual Effects Appreciation
- WEBP1352 Web Design Programs

10 POLICY FOR GRANTING TRANSFER OF CREDITS

All post-secondary education credit (or degree, diploma, or certificate) must be submitted during the admissions process. In order for MediaTech Institute to accept any transfer credits the student must provide an official transcript. MediaTech Institute Administration and the Campus Director will review all submitted materials and will, at their discretion, award or deny transfer of credit for previous work. MTI reserves the right to accept or reject any degree, diploma or certificate you earned at another educational institution. If the credits that you earned at another institution are not accepted at MTI, you may be required to repeat some or all of your course work while attending MTI. For this reason, a prospective student should make certain that their attendance at MTI will meet their educational goals. This may include contacting an institution to which you may seek to transfer after attending MTI to determine if your credits will transfer.

* The following guidelines will be included in the transfer of credit process:

- Transfer credit school must be accredited by an approved national / state agency
- Credits above or equal to 2.0 or "C" on transcript will be accepted.
- Course description must be comparable to our catalog descriptions



HOW TO APPLY FOR FINANCIAL AID

The Financial Services Department of MediaTech Institute works to assist students and families in obtaining the financial assistance needed to pursue their education and career goals. Financial Aid Advisors are here to help students and their parents understand the financial aid programs, assist in completing federal aid applications, and assess educational expenses. Once the federal application process is complete, a Financial Aid Advisor will evaluate eligibility and review the information with students and their families. Financial Aid packages are unique for each student. Each package depends on their specific needs, eligibility, and the decisions made during the process. Federal financial aid may not cover the entire cost of the programs. Contact the Financial Services Department for more information and to discuss possible payment plans and private loan options.

An investment in knowledge always pays the best interest.
- Benjamin Franklin

FINANCIAL ASSISTANCE PROGRAMS

The following financial assistance programs are currently available to those who qualify.

Federal Pell Grant

- Considered “gifts” and do not have to be repaid.
- Eligibility is determined through the standard U.S. Department of Education Formula and is awarded based on financial need.

Federal Supplemental Educational Opportunity Grant

- FSEOG provides additional grant assistance to students that demonstrate a high financial need.
- Funds are limited and priority is given to PELL-eligible recipients with the lowest FEC.
- Federal FSEOG awards do not have to be repaid unless a student becomes ineligible.

Direct Subsidized Stafford Loans

- Low-interest loan.
- The lender is the Department of Education.
- For students with financial need as determined by federal regulations.
- No interest is charged while student is in school at least half time.

Sallie Mae Smart Option Loan

- Credit based loan.
- A non-federal education loan.
- Interest rates, repayment terms, and fees vary.

Direct Unsubsidized Stafford Loans

- Low-interest loan.
- The lender is the Department of Education.
- Not need-based.
- Interest is charged during all periods.

Direct Parent-PLUS Loans

- Low-interest loan.
- Available to parents of dependent students.
- Parent applicants are subject to a credit review by a national credit bureau.
- Interest is charged during all periods.

Private Career Training Loan

- Credit based loan.
- A non-federal education loan.
- Interest rates, repayment terms, and fees vary

Other options may be available. Please see your Financial Aid Advisor to determine eligibility. Students receiving federal financial aid must maintain satisfactory academic progress to remain eligible for continuing financial assistance. Please see the Satisfactory Academic Progress Policies section for more information.

VETERANS EDUCATION BENEFITS

Students eligible for VA benefits should contact the Financial Services Department before registration. For GI Bill® students (Chapter 30,33, 35,and 1606), all transcripts from any other previous college or institution attended will be required and must be submitted before the school will send certification of enrollment to the VA. The Veterans Administration determines eligibility for benefits and will make payments to students directly upon certification. If you are eligible for VA benefits, you will register and pay tuition in the same manner as non-veteran students. Once your paperwork has been processed through the VA, you must certify your enrollment monthly through the VA website at <http://www.gibill.va.gov> or by calling 877-823-2378. In addition, if it is your first time applying for VA benefits at MediaTech, please schedule an appointment with the VA Certifying Official within the Financial Services Department. The following forms will need to be completed and submitted to the Financial Services Department before enrollment certification may be completed:

- Application for Education Benefits: VA form 22-1990 may be completed online through the VA website VONAPP at <http://www.vabenefits.vba.va.gov/vonapp/main.asp>
- A copy of your DD-214
- All transcripts from any post-secondary institution attended (including military training)
- A copy of your VA Certificate of Eligibility

Students eligible for Vocational Rehabilitation will need to contact the VA to confirm eligibility. The VA will issue purchase orders/invoices to the school monthly once the process is complete. Students must also certify hours attended and missed via form 22-1905C. This form must be completed and signed by the VA certifying official. Eligibility must be confirmed prior to attending if using as sole funding source.

SCHOLARSHIPS

MTI SCHOLARSHIP

The MTI Scholarship was established to support and partner with students committed to pursuing a career in digital media technologies. We understand their aspirations and want to partner with them to turn their passion into their profession. The MTI Scholarship awards up to \$10,000 to eligible applicants toward the tuition & fees of their MTI degree or diploma program and up to \$2,500 to eligible degree or diploma program applicants at the beginning of each term. The scholarship is disbursed throughout the student's program with amount divided equally among terms or adjusted amounts based on enrolled semester credits per term. Applicants must meet the eligibility requirements. The MTI Scholarship fund is limited and will be awarded accordingly.

Minimum Eligibility Requirements

- Recipients must be serious about pursuing a career in digital media technologies.
- Applicants applying for the MTI scholarship are required to write an original 1,000 word typed essay, "The most influential person or digital technology development that has motivated me to pursue a career in the digital media industry."

ACHIEVEMENT SCHOLARSHIP

The MediaTech Institute Achievement Scholarship was established to reward MTI graduates that have graduated with an outstanding academic record. Achievement Scholarship participants will receive \$500 to be awarded upon successful completion of a MediaTech degree or diploma program.

Minimum Eligibility Requirements

- Write an original 250-word typed essay on "a specific technique that I learned and how it will be beneficial to my career" prior to the midterm of the last semester.
- Must maintain a gpa of 3.5 or higher each term.
- Must maintain an attendance record of 95% or higher overall.
- Scholarship will first be credited to the student's ledger and then credit balances will be issued to the student.

PAY IT FORWARD SCHOLARSHIP

Applicants that pay tuition in full on or before the first day of class will receive a \$3000 scholarship. The scholarship will be disbursed throughout the student's program, the amount to be divided equally between semesters. The Pay It Forward Scholarship may not be combined with any other MTI Scholarships.

Minimum Eligibility Requirements

- Recipients must be serious about pursuing a career in digital media technologies.
- Applicants must be enrolled full-time in a MTI degree or diploma program.

GENERAL ELIGIBILITY REQUIREMENTS

The following scholarship eligibility requirements are applicable to all MediaTech Institute Scholarship Programs.

- Scholarships are based on need and/or merit.
- Applicants must have completed a FAFSA or confirmed cash payments.
- Students who delay their start date or take a leave of absence may forfeit their eligibility.
- The student understands that a change of student status may impact eligibility.
- All scholarship are non-transferable and have no redeemable cash value.
- Scholarships can be combined.
- Scholarship funds are limited and will be awarded accordingly.
- Essays will be evaluated by the scholarship committee prior to the start of the program.
- Recommendation letters should include but are not limited to:
 - (1) Explanation as to how the writer knows the applicant and
 - (2) The nature of their relationship.
 - (3) An honest evaluation of the applicant's skills and accomplishments. Try to include specific examples.
 - (4) Writer's contact information to include writer's Full Name, Mailing Address, Email Address and Phone Number.

FURTHER ELIGIBILITY REQUIREMENTS

Satisfactory grades and attendance are required of MTI scholarship & grant recipients. Recipients are required to complete the program and graduate successfully to retain awarded scholarships & grants. All expected MTI scholarship or grant awards will be revoked due to failure to meet satisfactory attendance or academic requirements during the student's enrollment or upon the student's termination from the program for the current term only. No prior terms will be affected. Students are financially responsible for tuition and fee balances incurred by revoked scholarships & grants. MTI scholarship & grant awards may be reinstated should the student reestablish satisfactory attendance and academic standing with the school.

HOW TO APPLY

Applicants are required to complete the scholarship application regardless of their circumstances. Request an application from your Admissions Representative.

ACADEMIC POLICIES & PROCEDURES

CLOCK TO CREDIT HOUR DEFINITIONS & CONVERSION

CLOCK HOUR: A 50-minute to 60-minute lecture or class, including a laboratory class or training in a 60-minute period.

CREDIT HOUR: A collection of clock hours combined into a single unit of academic credit using approved factors and conversion methods.

MediaTech Institute converts clock hours to credit hours using the following conversion factors and method:

One academic semester credit hour is equal to a minimum of:

- 15 clock hours of classroom lecture;
- 30 clock hours of laborator experience; or
- 45 clock hours of externship.

* MediaTech Institute does not use Externships for any of the school's programs.

METHOD FOR CONVERSION

Convert class / lecture clock to credit hours using the appropriate conversion factor for credit hours, then round down to the nearest half (.5) credit hour. Do the same for Laboratory hours, and then add for the total credit hours for the subject.

STUDENT HANDBOOK

Upon enrolling in a program at MediaTech Institute all students receive a Student Handbook at New Student Orientation. As reviewed in orientation, the Student Handbook contains comprehensive policies to which all students are required to adhere. Violations of policies could lead to probation, suspension or termination. Prospective students may request a Student Handbook prior to enrolling in a program. Administration is available to answer any questions regarding policies.

ATTENDANCE POLICY

Attendance is closely monitored on a daily basis. Students are required to Scan In and Scan Out with their school issued ID badge at the front reception desk each time they enter and exit the campus.

15

TARDY POLICY

Be on time. Arriving late to class not only causes the tardy student to suffer but disrupts the entire class. Tardies may be recorded on the student's attendance record, whether excused or unexcused. An accumulation of five tardies equals one unexcused absence.

LEAVING EARLY POLICY

Students are expected to attend the entire scheduled class or lab. The school's attendance policy considers leaving class early as an unexcused absence and will be recorded on the student's attendance record.

EXCUSED & UNEXCUSED ABSENCES

Life happens. Unfortunately there may be days that a student is absent from school for either an excused or unexcused reason. Student's absences are recorded as unexcused until the student has provided both the class Instructor and Student Services with the appropriate documentation for excusing the absence. Please see the Student Handbook for information regarding the type of absences that are considered excused and their respective required documentation.



ACADEMIC POLICIES & PROCEDURES

20

GRADING STRUCTURE

4.0 + = A = 90 - 100 (Excellent)
3.0 - 3.9 = B = 80 - 89 (Good)
2.0 - 2.9 = C = 70 - 79 (Fair)
0.0 - 1.9 = F = 69 and below (Failing)
I = Incomplete
W = Withdraw
WM = Withdrawn Military

Classes are graded by one or more of the following criteria:

- Labs
- Homework / Outside Work
- Quizzes
- Midterm Exam
- Final Exam

GRADE POINT AVERAGE REQUIREMENT

The qualitative element used to determine academic progress is a reasonable system of grades as determined by assigned academic learning. Students are assigned academic learning and a minimum number of practical experiences. Academic learning is evaluated after each unit of study. Practical assignments are evaluated as completed and counted toward course completion. Students must maintain a cumulative grade point average of 70% to pass and graduate from the program.

Grades are reported at the completion of each term. Students receiving a failing grade will be required to meet with Student Services to develop an Academic Success Plan that details a specific plan for academic recovery. This plan may include actions such as retaking course(s), mandatory tutoring, periodic advising as well as taking a reduced number of courses.

21

SATISFACTORY ACADEMIC PROGRESS POLICY

The Satisfactory Academic Progress Policy (SAP) is applied to all students enrolled at the school. The policy complies with the guidelines established by the Accrediting Commission of Career Schools and Colleges (ACCSC) and the federal regulations established by the United States Department of Education.

Federal and state financial aid regulations require recipients of federal and state aid to maintain Satisfactory Academic Progress (SAP) toward the completion of a diploma and/or degree. Therefore, MediaTech Institute student aid recipients, in addition to meeting other financial aid eligibility criteria, must be in good academic standing and meet the SAP requirements outlined in the school's SAP policy. The SAP policy is reviewed on an annual basis and updated as necessary. Satisfactory Academic Progress measurements are used for all Title IV federal funds eligibility, other needs-based financial assistance and continued enrollment eligibility verification.

SATISFACTORY ACADEMIC PROGRESS POLICY — VETERANS EDUCATION BENEFITS

VA students must maintain Satisfactory Academic Progress (SAP). SAP is evaluated at the end of each academic term (15 week terms). Students must maintain a satisfactory cumulative grade point average of 70 at the end of each grading period evaluation. Students who fail to maintain satisfactory academic progress at any evaluation point will have their benefits terminated. If student SAP is unsatisfactory at the end of the probationary term the student will be terminated and the VA notified. Students receiving Veteran Benefits attendance may not fall below 80% throughout the program. VA students' attendance falling below 80% will result in termination of VA benefits.

MAXIMUM TIME FRAME

The maximum time frame for completion of any program is limited by federal regulation to 150% of the published length of the program. The school shall calculate maximum time frame using credit hours attempted. All credit hours attempted, which include completed credits, transfer credits, withdrawals, and repeated classes, count toward the maximum number of credits allowed to complete the program. Completing the Diploma Programs in the time span of three academic quarters (45 weeks) by following the suggested schedule is strongly recommended. Completing the Degree Programs in the time span of four academic semesters (60 weeks) by following the suggested schedule is strongly recommended.

PACE (RATE OF COMPLETION REQUIREMENT)

A student must have earned all the required credits for a program to graduate. The maximum timeframe students have to complete all program requirements is 1.5 times attempted credits. Students who do not meet these standards will not be on PACE to graduate and will lose their Title IV funding. Students are required to attend a minimum of 80% of the total program clock hours. A student will be terminated if they accumulate hours of absence in excess of 20% of the total program clock hours before a point where a refund would not be due.

EVALUATION PERIOD

Academic progress reports are released and Satisfactory Academic Progress is evaluated once at the end of each academic term (15 academic week term).

DETERMINATION PROGRESS STATUS

Students meeting the minimum requirements for academics and attendance at the evaluation point are considered to be making satisfactory academic progress until the next scheduled evaluation. Students will receive their progress report at the end of each term. Students deemed not maintaining Satisfactory Academic Progress may have their Title IV Funding interrupted, unless the student is on warning or has prevailed upon appeal resulting in a status of probation.

PROCEDURES FOR RE-ENTRY / RE-ADMISSION AFTER ACADEMIC DISMISSAL

A student who is denied an appeal is not eligible for reentry to the school for a period of one term. A student dismissed for violating satisfactory academic progress must appeal in writing for reentry. If applying for readmission, the student must meet with the Campus Director prior to the start of the term in which the student wishes to return. Also, any student who ceased attendance and whose grades in the last term of attendance caused him or her to not meet the standards for satisfactory academic progress must go through the same appeal process. The appeal procedure described in the preceding section applies. The student must demonstrate resolution to any mitigating circumstances.

A reentry/readmission student who is granted an appeal may be reinstated and, if otherwise eligible, may receive financial aid. The student will be placed on probation at the start of the next academic term or upon re-entry and may be required to meet certain additional academic conditions as specified by the Campus Director in their decision to grant the appeal. The standards for satisfactory academic progress will continue to be applied to assess the student's academic performance.

A student who has been dismissed and wishes to transfer to another MediaTech Institute campus must appeal his/her dismissal at the originating campus and receive reinstatement prior to the transfer. A student is allowed one and only one reentry/readmission appeal after being academically dismissed.

NON-CREDIT / REMEDIAL COURSES / REPETITIONS

Noncredit, remedial courses and repetitions do not apply to this institution. Therefore, these items have no effect upon the school's satisfactory academic progress standards.

TRANSFER HOURS

With regard to Satisfactory Academic Progress, a student's transfer hours will be counted as both attempted and earned hours for the purpose of determining when the allowable maximum time frame has been exhausted.

REPEATED SUBJECTS

A student who receives a cumulative grade of below 70% must repeat the failed course(s) to graduate from the program.

Repeated courses due to course withdraw or failure: Grades achieved in repeated classes will replace withdrawn or failing grades. Withdrawn grades assigned for course attendance beyond the drop/add period and failing grades are included in the maximum allowable time frame. Whenever a course is repeated because of an earlier failure, credits accrue only when the student attains a passing grade in the course repeated. A pattern of course repetitions could cause a student to fall below the minimum standard for satisfactory academic progress. A course may not be repeated more than once without approval of the Campus Director. Additional tuition charges apply when a student repeats courses during their program. It is strongly recommended that any student with a withdrawn or failing grade in a particular course register for the same course in the subsequent term to improve his/her academic performance.

Repeated course to improve a grade: A student may repeat a course to improve the grade and subsequently, his/her CGPA. In the case of repeated courses to improve a grade, only the highest grade earned will be calculated in the CGPA while all the credits attempted will be calculated in the Maximum Time Frame. Students are eligible for Financial Aid for only one repetition of a previously passed course.

ACADEMIC POLICIES & PROCEDURES

STUDENT CONDUCT — GENERAL CONDUCT POLICIES

18

- No eating, drinking, or sleeping is allowed in class or in the Studios.
- Cellphone usage and texting during class is prohibited, as it disrupts the learning process. Phones should be turned off or placed on vibrate and they should not be visible during class. Failure to adhere to this rule will result in disciplinary action.
- The dress code is casual.
- Attendance and having projects ready by a deadline are two of the most important aspects of the production industry. MediaTech Institute expects that all students come ready to learn.
- Students are responsible for information given by the instructor in class. If you know you will miss a class, meet with your instructor in advance so he/she can prepare you for any material you will miss. Additional student conduct information is available in the Student Handbook.
- Students are held responsible for damage to equipment beyond normal wear and tear. Failure to make restitution is cause for immediate expulsion.

RE-ESTABLISHMENT OF SATISFACTORY ACADEMIC PROGRESS

Students may re-establish satisfactory academic progress and Title IV aid eligibility, as applicable, by meeting minimum attendance and academic requirements by the end of the warning or probationary period.

17

MAKE UP POLICY

Students who receive or are on path to receive a failing grade in a course (69% or less) may, at the discretion of the instructor, be allowed to retake the graded portion (lab, quiz, test, etc.) of the class that caused the failing grade. The student must obtain written permission from the instructor. Students who miss lab work, tests, quizzes, or other assignments due to absences are permitted to make up the work they missed within the current term.

DRUG FREE ENVIRONMENT POLICY

As a matter of policy, MediaTech Institute prohibits the unlawful manufacture, possession, use, sale, dispensation, or distribution of controlled substances, and the possession or use of alcohol by students and employees on its property and/or at any school activity. Further information on the school's policies can be found in the Student Handbook. Any violation of these policies can result in appropriate disciplinary action including expulsion of students and termination of employees. Violations of the law will also be referred to appropriate law enforcement authorities. Students or employees may also be referred to abuse help centers. If such a referral is made, continued enrollment or employment will be subject to successful completion of any prescribed counseling or treatment program. Information on the school's drug-free awareness program and drug and alcohol abuse prevention program may be obtained from the Student Services Office at your local campus.

LEAVE OF ABSENCE / COURSE INCOMPLETES / WITHDRAWALS

16

Students in need of a Leave of Absence must submit a request in writing to the Campus Director. In a 12-month calendar period a student may have no more than two leaves of absence (LOA), the sum of which may not exceed 180 calendar days in length. The Campus Director will approve or deny all LOA requests. If enrollment is temporarily interrupted for a LOA, the student will return to school in the same progress status as prior to the LOA. Hours elapsed during a LOA will extend the student's contract period and maximum time frame by the same number of days taken in the LOA, and will not be included in the student's cumulative attendance percentage calculation. Students who withdraw prior to completion of the course and wish to re-enroll will return in the same satisfactory academic progress status as at the time of withdrawal. Students who fail to return from a LOA on the scheduled date will be dropped from the program. The school's refund policy will then be applied.

A student who is approved for a Leave of Absence will be removed from their current courses and assigned an incomplete "I" grade for those courses. Upon return from Leave of Absence, the student will be required to retake those courses in their first term back. Once the term is complete and the courses have been retaken, a final grade will be assigned for the new term. The courses listed from the term that the students left for Leave of Absence will be assigned as a repeat "R" grade. Students are not charged fees or additional tuition during the term in which they are repeating these courses.

Students are charged tuition and fees and receive grades for the credits attempted. Student enrollment status for purposes of academic achievement and financial aid determination is based upon course attendance. A pattern of course withdrawals could cause a student to exceed the maximum time frame allowed for program completion and therefore fall below the standard for satisfactory academic progress. Additional charges may also result. On re-enrollment in school, or in the individual course, and completion of the course, the student's earned final grade will be used in the computation of the cumulative grade point average. All course attempts count in the total number of credits attempted.

19

CONDITIONS OF TERMINATION

- If at the end of a warning period, the student has still not met both the attendance and academic requirements, he/she may be dismissed from the school.
- If at any given evaluation point, it is determined to be mathematically impossible for the student to meet the academic requirements for graduation, the student will be dismissed.
- If a student is absent for 10 consecutive school days or 20% of the required clock hours (whichever occurs first), he/she will be terminated.

Students will be dismissed from classes for incidents including, but not limited to: violence, theft, cheating, dishonesty, interference with school operations, intoxicated or drugged behavior, possession of weapons or drugs, use or possession of pornographic material on campus.

CONDITIONS OF TERMINATION — STUDENT CONDUCT

Students found responsible for violating the Code of Student Conduct may be assigned disciplinary sanctions. Students will be dismissed from classes for incidents including, but not limited to; theft, cheating, dishonesty, interference with school operations, violation of zero tolerance policy on Internet and media abuse, intoxicated or drugged behavior, or possession of weapons or drugs, violence, or threats of violence, and use or possession of pornographic material on campus. Based upon the severity of the violation of the Code of Student Conduct, a student may be dismissed from MTI without previously being on Disciplinary Probation. The information below is designed to help students understand and successfully complete their disciplinary sanctions. Sanctions include, but are not limited to the following:

- **Written Reprimand:** an official letter of censure.
- **Restitution:** repayment to MTI or to any affected party for damages and/or injury.
- **Educational Classes/Projects:** such as on-line alcohol/substance abuse education class, and research/reflection papers.
- **Referral:** to appropriate community resource such as individual alcohol/substance assessment and/or consultation.
- **Other Sanctions:** as appropriate to the circumstances of a given case.
- **Disciplinary Probation I:** an official disciplinary warning status enacted for a specified duration admonishing a student that any further misconduct during this time period may result in suspension. A student will remain on disciplinary probation status, at least, through the date indicated or until the date all assigned sanctions have been completed, whichever occurs later.
- **Disciplinary Probation II:** an official disciplinary status enacted for a specified duration stipulating that a student, in lieu of active MTI suspension, is being allowed to remain at MTI provided that the student adheres to certain conditions, as set by the Campus Director. Failure to meet these conditions will result in automatic active suspension from MTI. The Office of Student Services shall determine whether the conditions have been satisfied or violated. The student will be notified that the student is on Disciplinary Probation II. A student will remain on disciplinary probation status, at least, through the date indicated or until the date all assigned sanctions have been completed, whichever occurs later.
- **Active MTI Suspension:** complete separation from all MTI activities, services, facilities and grounds. Active suspension may be term or conditional. Upon return to MTI, the student will be placed, automatically, on Disciplinary Probation for a minimum of one year. An active suspension shall be noted as “disciplinary suspension” on the academic transcript.
- **Term suspension:** shall be for a stipulated period of time, not to exceed two years, after which the suspended student may return to MTI.
- **Conditional suspension:** shall qualify for re-entry to MTI pending the fulfillment of certain conditions by the student that are reasonably necessary to his/her continued academic success and peaceful conduct on campus. Subject to fulfillment of the stipulated conditions, the suspension shall be indefinite. The Office of Student Services shall determine whether the conditions have been satisfied.
- **Disciplinary Dismissal:** permanent termination of the individual’s relationship with MTI. This includes all activities, services, facilities, and grounds. A dismissal shall be noted as “Disciplinary Dismissal” on the academic transcript.



ACADEMIC POLICIES & PROCEDURES

APPEAL PROCEDURE

If a student is determined to not be making satisfactory academic progress, the student may appeal the determination within ten days. Students will have the option of attending/enrolling in classes when an appeal is necessary. However, financial aid eligibility will be calculated and released unless the appeal is approved. If the appeal is denied, the student is responsible for any balance owed to school. The written appeal must state the mitigating circumstances that contributed to the academic determination or dismissal. The appeal must be supported with appropriate documentation of the mitigating circumstances with explanation on how the circumstances have been remedied or changed. Mitigating circumstances are events that are outside the student's control and are unavoidable. Examples of events that may be considered a mitigating circumstance and which has negatively impacted academic progress include but are limited to:

- Death of an immediate family member
- Student illness requiring hospitalization
- Divorce proceedings
- Previously undocumented disability
- Work-related transfer or change in work schedule during the term
- Natural disaster
- Financial hardship such as foreclosure or eviction, ...and others

The student must submit a written appeal to the Campus Director describing why they failed to meet academic progress standards, along with supporting documentation of the reasons why the determination should be reversed. Information should include what has changed about the student's situation that will allow them to achieve Satisfactory Academic Progress at the next evaluation point. Appeal documents will be reviewed and a decision will be made and reported to the student within 30 calendar days. The appeal and decision documents will be retained in the student file. If the student prevails upon appeal, the satisfactory academic progress determination will be reversed and federal financial aid will be reinstated, if applicable.

CONDITIONS OF RE-ADMITTANCE

Students whose enrollments are terminated for violation of the student conduct and classroom policy may not re-enroll before the start of the next progress evaluation period. This provision does not circumvent the approved refund policy. A minimum of one quarter of probation status is mandatory for any student re-admitted after failure of satisfactory academic progress or conduct violations.

ONLINE / HYBRID DELIVERY SYSTEM

Online/hybrid classes are offered via the Internet and interaction between the students and faculty occurs using an online learning system, Google Classroom, that encourages participation.

Students are expected to actively participate in all courses. Each course will have regularly scheduled academic activities that occur throughout the term. Academic activities provide course instructors with the specific measurable graded activity that aids in the assessment of the student performance and the eventual awarding of the final course grade. Student participation in these activities is the key to mastering the material within the course of study.

For an online/hybrid student to be counted "Present" in class, he or she must complete:

1. Daily discussion board post
2. Attend class via virtual lecture
3. Work one-on-one with the instructor on the assigned class day

If a student fails to complete at least one of these activities, he or she will be marked "Absent" from the class. A student can complete any of the aforementioned activities during the same week to have their attendance changed to "Present". The student needs to inform the Instructor and Student Services of their participation

EXPECTED STUDENT OUTCOMES

Online/hybrid classroom sections of the course have the same course objectives and outcomes as a course taught on campus, although more individual focus and initiative is required to successfully master the material. Students are required to have access to a reliable computer or tablet capable of running multimedia applications and navigating media rich websites. Students are also required to have access to a reliable high-speed internet connection.

GRADUATION REQUIREMENTS

Successful completion of the hybrid section of each course is required in all programs offering online/hybrid classes. All students must present a 2.0 cumulative grade point average and within the maximum time frame for completion as stated in the catalog.

REFUND & CANCELLATIONS POLICIES

25

The Texas Workforce Commission refund calculations will be applied after the Return of Title IV calculation have been made. All refunds and return of funds to students will be made within 60 days of the date of termination.

It is required by federal law to recalculate federal financial aid eligibility for students who withdraw or take a leave of absence prior to completing 60% of a term. If a student withdraws from MediaTech Institute and a refund is due, return of funds and refund distribution policy will be observed as noted in the Refund Policy for Federal Title IV Aid.

CANCELLATION POLICY TEXAS

A full refund will be made to any student who cancels the enrollment contract within 72 hours (until midnight of the third day excluding Saturdays, Sundays and legal holidays) after the enrollment contract is signed. A full refund will also be made to any student who cancels enrollment within the student's first three scheduled class days, except that the school may retain not more than \$100 in any administrative fees charged, as well as items of extra expense that are necessary for the portion of the program attended and stated separately on the enrollment agreement.

(does not apply to Seminars)

25

REFUND POLICY FOR FEDERAL TITLE IV AID

Federal Title IV funds are earned in proportion to the percentage of attendance completed. For example, if the attendance period consists of 100 days, 100% of the Title IV funds are earned after 60% of the attendance has been completed. If the student withdraws after 60% of the attendance has been completed, Title IV funds are not required to be returned.

When a student withdraws prior to completing 60% of the attendance period, the institution must determine if the Title IV funds the student received has exceeded the amount earned. This calculation is based on the number of hours completed in the attendance period as of the withdrawal date. If the amount received by the student exceeds the amount earned, the institution must return the excess Title IV funds in the sequence mandated by the U.S. Department of Education.

If the student has received federal student financial aid funds, the student is entitled to a refund of monies not paid from federal student aid financial funds.

The effective date of termination for refund purposes will be the earliest of the following:

1. The last date of attendance, if the student is terminated by the school.
2. The date of receipt of written notice from the student, or
3. Ten school days following the last date of attendance.

Amounts of refunds will be allocated in the following order:

1. Federal Direct Unsubsidized Stafford Loan.
2. Federal Direct Subsidized Stafford Loan.
3. Federal Direct Parent Plus Loan.
4. Federal Pell Grant.

The drop calculation is completed via the R2T4 on the web software provided by the Department of Education. The R2T4 calculation is then provided to the third party servicer for review and approval. Any Title IV funds that are calculated to be returned will be refunded within 45 days of the date of school determination.

When Title IV funds are returned, the student may owe a balance to the Institution. If the student needs to return funds, the school will notify the student in writing how much is owed, refunded, or returned (**whichever applies**).



REFUND & CANCELLATIONS POLICIES

25 REFUND POLICY FOR ALL STUDENTS INCLUDING VETERANS

1. The student is not required to pay tuition during the first week of the program.
2. Refund computations will be based on scheduled course time of classes through the last documented day of an academically related activity. Leaves of absence, suspensions and school holidays will not be counted as part of the scheduled classes.
3. The effective date of termination for refund purposes will be the earliest of the following:
 - the last date of attendance, if the student is terminated by the school;
 - the date of receipt of written notice from the student; or
 - Ten school days following the last date of attendance.
4. If tuition and fees are collected in advance of entrance, and if after expiration of the 72 hour cancellation privilege the student does not enter school, not more than \$100 in any administrative fees charged shall be retained by the school for the entire program.
5. If a student enters a program and withdraws or is otherwise terminated, the school or college may retain not more than \$100 in administrative fees charged for the entire program. The minimum refund of the remaining tuition and fees will be the pro rata portion of tuition, fees, and other charges that the number of hours remaining in the portion of the course or program for which the student has been charged after the effective date of termination bears to the total number of hours in the portion of the course or program for which the student has been charged, except that a student may not collect a refund if the student has completed 75 percent or more of the total number of hours in the portion of the program for which the student has been charged on the effective date of termination. *
6. Refunds for items of extra expense to the student, such as books, tools, or other supplies should be handled separately from refund of tuition and other academic fees. The student will not be required to purchase instructional supplies, books and tools until such time as these materials are required. Once these materials are purchased, no refund will be made. For full refunds, the school can withhold costs for these types of items from the refund as long as they were necessary for the portion of the program attended and separately stated in the enrollment agreement. Any such items not required for the portion of the program attended must be included in the refund.
7. A student who withdraws for a reason unrelated to the student's academic status after the 75 percent completion mark and requests a grade at the time of withdrawal shall be given a grade of "incomplete" and permitted to re-enroll in the course or program during the 12-month period following the date the student withdrew without payment of additional tuition for that portion of the course or program.
8. A full refund of all tuition and fees is due and refundable in each of the following cases:
 - an enrollee is not accepted by the school;
 - if the course of instruction is discontinued by the school and this prevents the student from completing the course; or
 - if the student's enrollment was procured as a result of any misrepresentation in advertising, promotional materials of the school, or representations by the owner or representatives of the school.

A full or partial refund may also be due in other circumstances of program deficiencies or violations of requirements for career schools and colleges.

* More simply, the refund is based on the precise number of course time hours the student has paid for, but not yet used, at the point of termination, up to the 75% completion mark, after which no refund is due. Form CSC-1040R-NA provides the precise calculation.



REFUND POLICY FOR STUDENTS CALLED TO ACTIVE MILITARY SERVICE

A student of the school or college who withdraws from the school or college as a result of the student being called to active duty in a military service of the United States or the Texas National Guard may elect one of the following options for each program in which the student is enrolled:

1. If tuition and fees are collected in advance of the withdrawal, a pro rata refund of any tuition, fees, or other charges paid by the student for the program and a cancellation of any unpaid tuition, fees, or other charges owed by the student for the portion of the program the student does not complete following withdrawal;
2. A grade of incomplete with the designation "withdrawn-military" for the courses in the program, other than courses for which the student has previously received a grade on the student's transcript, and the right to reenroll in the program, or a substantially equivalent program if that program is no longer available, not later than the first anniversary of the date the student is discharged from active military duty without payment of additional tuition, fees, or other charges for the program other than any previously unpaid balance of the original tuition, fees, and charges for books for the program; or
3. The assignment of an appropriate final grade or credit for the courses in the program, but only if the instructor or instructors of the program determine that the student has:
 - Satisfactorily completed at least 90 percent of the required coursework for the program; and
 - Demonstrated sufficient mastery of the program material to receive credit for completing the program.

The payment of refunds will be totally completed such that the refund instrument has been negotiated or credited into the proper account(s) within 60 days after the effective date of termination.

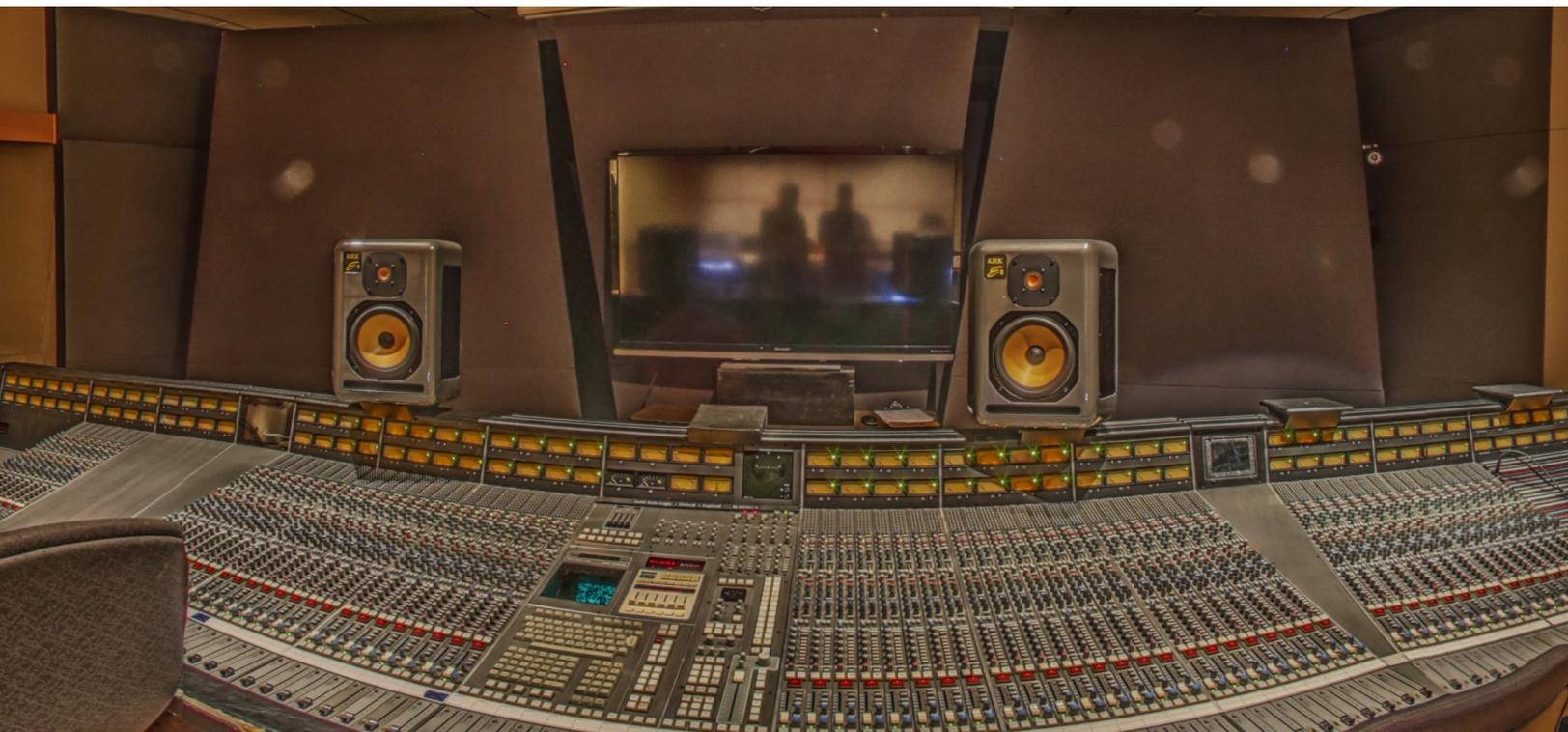
COURSE CANCELLATION DUE TO LOW ENROLLMENT

MediaTech Institute reserves the right of course cancellation due to low enrollment. Please note that course offerings are subject to cancellation at any time during the term due to low enrollment.

If a course is cancelled, students will be given the opportunity to enroll in an available course or receive a full refund for the class. Students will be notified of course changes/cancellation at the earliest opportunity.

STATEMENT OF FINANCIAL OBLIGATION

A student who has applied, is accepted, and has begun classes at Media Tech Institute assumes a definite financial obligation. Each student is legally responsible for his/her own educational expenses for the period of enrollment. A student who is enrolled and has made payments in full or completed other financial arrangements and is current with those obligations, is entitled to all the privileges specific to their current enrollment. Privileges may include but are not limited to; attending classes, taking examinations, booking studio time, checking out equipment, use of computers and software, receiving grade reports, securing course credit, graduating, and career services. Any student who is delinquent in a financial obligation to the school, or any educational financial obligation to any third party, including damage to school property, library fines, and payment of tuition and fees, is subject to exclusion from any or all of the usual privileges of the school. Media Tech may, in its sole discretion, take disciplinary action on this basis, including notifying the proper authorities, filing police reports, retaining collection agencies, suspension or termination of enrollment.



TUITION CHARGES & FEES

SEMESTER CREDIT HOURS: \$550 per Hour All course are charged by Credit Hour.

24

PROGRAM	DEGREE / DIPLOMA	TUITION	LENGTH
Acting for Media	Associate of Applied Arts Degree	\$35,200	60 Weeks
Animation & Visual Effects	Diploma	\$29,700	45 Weeks
Digital Film & Video Arts	Diploma	\$29,700	45 Weeks
Digital Film & Video Arts	Associate of Applied Science Degree	\$35,200	60 Weeks
Master Makeup Artistry	Associate of Applied Arts Degree	\$35,200	60 Weeks
Mobile Application & Development	Diploma	\$29,700	45 Weeks
Recording Arts	Diploma	\$29,700	45 Weeks
Recording Arts	Associate of Applied Science Degree	\$35,200	60 Weeks
Web Design & Development	Diploma	\$29,700	45 Weeks

AVID PRO TOOLS CERTIFICATION BOOK	COST
AVID Pro Tools 101	Introduction to Pro Tools \$100
AVID Pro Tools 110	Essentials of Pro Tools \$100
AVID Pro Tools 201	Pro Tools Production Essentials \$150
AVID Pro Tools 210M	Music Production Technique \$150
AVID Pro Tools 210P	Post Production Techniques \$150

OTHER FEES	DESCRIPTION	FEE
Application Fee		No Fee
Administrative Withdrawal Fee		\$100 Veterans: \$10
Digital Storage Medium	Specifications for digital storage medium may vary depending on availability & students start date.	One digital storage medium included in cost of tuition.
Books	Books are provided on loan to students, and must be returned at the end of each term. Failure to return books will result in charges. Students have option to purchase textbooks if they desire to do so.	Loan of required textbooks included in cost of tuition.
Proficiency Exam	School does not require a paid proficiency exam	N/A
Transcript Fee	Transcripts must be requested in writing	\$5
Late Payment Fee	Students may be suspended after 10 days late	No Fee
Return Check Fee	Ability to pay by check is forfeited after a check is returned	\$45
Installment Payment	Students must meet requirements of installment plan	No Fee
Replacement ID	First lost badge replacement is FREE	\$10
Library Late Fee	Materials are to be returned on due date	\$1 per day late
Damaged/Unreturned Library Fee	Variable with item damaged/unreturned	Cost to replace equipment
Damaged/Unreturned Equipment Fee	Variable with item damaged/unreturned	Cost to replace equipment

GENERAL INFORMATION

STUDENT SERVICES

Our Student Services Representatives perform the following tasks:

27

1. Establish a working relationship with enrolled students.
2. Encourage students to remain active and meet all program requirements.
3. Recognize students who have shown over-achievement.
4. Assist with posting grades and attendance.
5. Schedule classes for the program.
6. Assist in contacting students regarding attendance and grades.
7. Maintain a Resources Binder, which assists the students with transportation, shelters, obtaining food, rehabilitation centers, substance abuse centers, medical facilities, and bus schedules.
8. Assist with issuing midterm and final progress reports.
9. Audit graduate files and issue diplomas and transcripts.
10. Obtain feedback on student satisfaction through student surveys.

Students enrolled into online Hybrid classes at MediaTech participate in a “New Start” tutorial program. This is considered an orientation module to prepare and access where the potential student ranks with technology and performing in an online modality. During this module, students are taught how to navigate tools such as gradebook, email, document sharing, and submission of online work. Student services will support online Hybrid students with ensuring the student can be successful in an online environment.school.

Student services will also provide advising for students enrolled in online Hybrid courses. Academic advising will be completed on students to ensure they are meeting graduation requirements set by attendance and satisfactory academic progress while enrolled in school.

HOUSING

This institution has no responsibility to find or assist a student in locating housing. Our institution does not supply dormitory facilities. Though we do not provide on-campus housing, MediaTech institute is proud to have relationships with some of the premier housing locator services in each of our campus cities. MediaTech’s student services department can connect you with a housing locator service in your city to receive personalized housing location assistance with a student price tag in mind.

GRADUATION REQUIREMENTS

22

In order to successfully graduate from their program, students must complete 100% of the required classes of the program with a cumulative grade average of 70, a minimum grade point average of 2.0 and the program must be completed in less than 1.5 times the length of the program. **Graduation/Completion and Transfer-out Rates:** This information is available on the enrollment agreement, MediaTech Institute website, or from Student Services. To access online, please go to www.mediatech.edu

MEDIATECH INSTITUTE’S CAREER SERVICES DEPARTMENT

- Prepares students for the job pursuit, including resume writing and preparing for job interviews.
- Provides a database of potential employers in the multimedia and entertainment industry.
- Develops and maintains relationships with potential employers and industry professionals to market MediaTech Institute graduates.

26

JOB PLACEMENT ASSISTANCE PROGRAM

MediaTech Institute maintains an active outreach program to employers around the country, so they know about our curriculum, our facilities, our staff, and that our graduates are available for job positions. Job leads are passed on to graduates immediately. Graduates are welcome to apply for any positions found through our job searches. Although the school provides placement assistance, the school DOES NOT guarantee employment. Classes taken individually, or outside vocational programs, do not qualify for job placement assistance.



GENERAL INFORMATION

REASONABLE ACCOMMODATIONS POLICY — INDIVIDUALS WITH DISABILITIES

MediaTech Institute does not discriminate against individuals on the basis of physical or mental disability and is fully committed to providing reasonable accommodations. This may include appropriate auxiliary aids and services to qualified individuals with a disability, unless providing such accommodations would result in an undue burden, or fundamentally alter the nature of the program, benefit, or service provided by MediaTech Institute. To request an auxiliary aid or service, please contact the Campus Director of your local campus. Individuals requesting an auxiliary aid or service will need to meet with the local Campus Director before accommodation can be implemented. To enable MediaTech Institute to provide an auxiliary aid or service in a timely manner, the Institute requests that individuals complete their meeting at least six weeks before the first day of classes or as soon as possible. Disagreements regarding an appropriate auxiliary aid and alleged violations of this policy may be raised pursuant to MediaTech Institute's grievance procedures. MediaTech Institute Dallas has designated classrooms on the lower level of the building readily available to accommodate classes/ programs as need arises. Restrooms, administration, studios, and lab stations are also located on the first level.

TRANSFER OUT

NOTICE CONCERNING TRANSFERABILITY OF CREDITS & CREDENTIALS EARNED AT OUR INSTITUTION MediaTech Institute does not guarantee that our credits are transferable to another institution. If the credits or degree, diploma, or certificate that you earn at this institution are not accepted at the institution to which you seek to transfer, you may be required to repeat some or all of your course work at the institution. For this reason you should make certain that your attendance at this institution will meet your educational goals. This may include contacting an institution to which you may seek to transfer after attending MediaTech Institute to determine if your credits or degree, diploma or certificate will transfer.

FAMILY EDUCATION RIGHTS & PRIVACY ACT

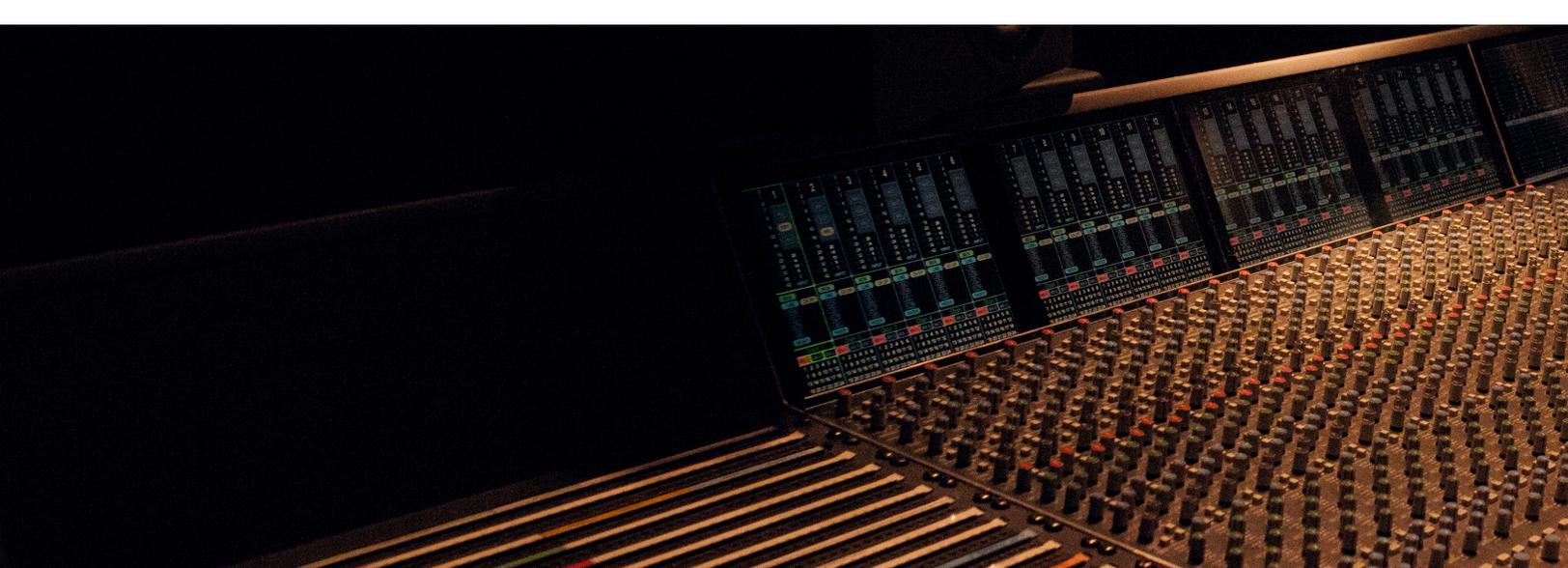
FERPA is a Federal law that applies to educational agencies and institutions that receive funding under a program administered by the U.S. Department of Education. The statute is found at 20 U.S.C. 1232g and the Department's regulations are found at 34 CFR Part 99. Under FERPA, schools must generally afford students attending a post-secondary institution access to their educational information, an opportunity to seek and have their records amended, and some control over the disclosure of information from the records.

FERPA requires the Institute to protect the privacy of student record information with regard to access to a student's Institute records, the release of such records, and the opportunity to challenge records should they be inaccurate, misleading, or inappropriate.

No information can be provided to a custodial parent, non-custodial parent, or other third party without the permission of the student (unless very specific criteria have been met).

FERPA requires the Institute to establish a policy with regard to the data items that can be released to third parties upon request, and to establish the procedures for the release of such information. Students have the option of making their "file" and "data" confidential.

Students choosing to have their data marked as confidential are identified in the student information system. MediaTech Institute's FERPA policy may be obtained from Student Services or by accessing the website: www.mediatech.edu.



VISAS

MediaTech Institute does not provide Visa services and will not vouch for student status or any associated charges.

ENGLISH LANGUAGE SERVICES

All instruction at MediaTech Institute is in English. MediaTech Institute does not provide English language services.

RECORD MAINTENANCE & PRIVACY GUIDELINES

MediaTech Institute maintains permanent educational records for all students who enrolled at MediaTech Institute. The student education record may contain an enrollment agreement, high school and/or other institute transcripts, the MediaTech Institute academic record or transcript, authorized changes to the record, and other documentation appropriate to a student's enrollment at the Institute. Student records are maintained for a minimum of five years, and transcripts are maintained indefinitely.

NOTICE OF NON-DISCRIMINATION

MediaTech Institute admits students without regard to race, gender, sexual orientation, religion, creed, color, national origin, ancestry, marital status, age, disability, or any other factor prohibited by law. As a requirement of federal Title IX Regulations, MediaTech Institute does not discriminate on the basis of sex in its educational programs and activities and has adopted policies for the prompt and equitable resolution of such complaints.

Sex discrimination may include sexual harassment or violence. Students, employees and other members of the school community who believe they are being, or have been, sexually harassed or discriminated against, should report this incident in writing, as soon as reasonably possible after the alleged incident(s) to the Campus Director or Corporate Office. Detailed information on this process may be found in the MediaTech Institute Student Handbook.

CAMPUS SECURITY REPORT

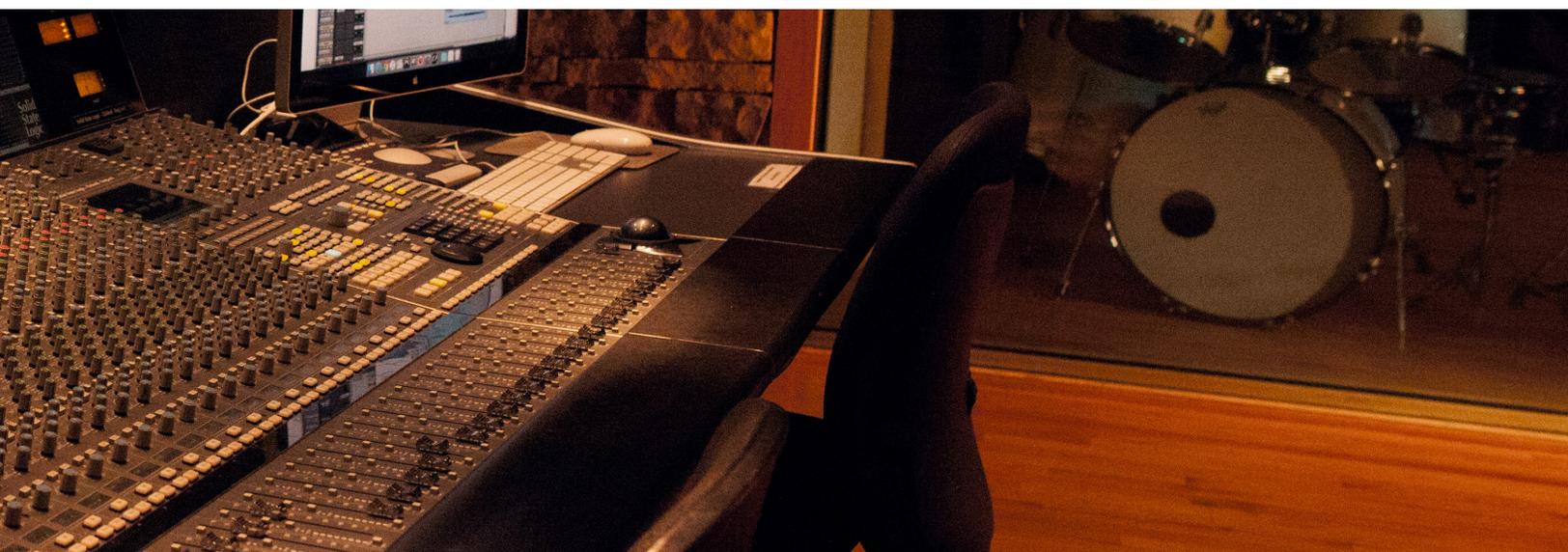
MediaTech Institute's Annual Security Reports for each campus location contains statistics for the previous three years concerning reported crimes that occurred on-campus, in certain off-campus buildings or property owned or controlled by MediaTech Institute, and on public property within, or immediately adjacent to and accessible from, the campus. You can obtain a copy of this report by contacting Student Services on any campus or by accessing the website:

<http://mediatech.edu/admissions/consumer-info>.

STUDENT GRIEVANCES & COMPLAINTS

MediaTech Institute is committed to a policy of fair treatment of its students in their relationship with the administration, faculty, staff, and fellow students. The purpose of this policy is to establish, implement, and operate a student complaint procedure. This policy shall be continuously accessible to students through the Campus Director's office.

Schools accredited by the Accrediting Commission of Career Schools and Colleges must have a procedure and operational plan for handling student complaints. If a student does not feel that the school has adequately addressed a complaint or concern, the student may consider contacting the Accrediting Commission. All complaints considered by the Commission must be in written form, with permission from the complainant(s) for the Commission to forward a copy of the complaint to the school for a response. The complainant(s) will be kept informed as to the status of the complaint as well as the final resolution by the Commission. Mail to 2101 Wilson Boulevard, Suite 302 Arlington, Virginia 22201 or visit www.accsc.org.



GENERAL INFORMATION

RULES GOVERNING STUDENT COMPLAINTS

[http://texreg.sos.state.tx.us/public/readtac\\$ext.TacPage?sl=Tandapp=9andp_dir=Pandp_rloc=164570andp_tloc=andp_ploc=1andpg=7andp_tac=andti=19andpt=1andch=1andrl=116](http://texreg.sos.state.tx.us/public/readtac$ext.TacPage?sl=Tandapp=9andp_dir=Pandp_rloc=164570andp_tloc=andp_ploc=1andpg=7andp_tac=andti=19andpt=1andch=1andrl=116)

30 INTERNAL COMPLAINTS

Information concerning filing of complaints, such as academic dishonesty or academic disputes (grading, progression, program requirements, etc.) is provided through the Campus Director's office. The student shall file a written complaint with the Campus Director. The complaint must be in writing, signed, and dated by the student filing the complaint, and submitted using a "Complaint Form" which is available in the Campus Director's office.

All complaints will be handled in accordance with written policies of MediaTech Institute. The original written complaint shall be placed in a file on student complaints to be maintained in the Campus Director's office. A photocopy of all documents placed in the file on student complaints shall also be placed in the file on the student who submitted the original written complaint.

All aspects of student complaints shall be treated as confidential in accordance with MediaTech Institute's policies on confidentiality of student records. Notwithstanding this confidentiality requirement, the file on student complaints maintained in the school Campus Director's office shall be made available to representatives of the Texas Workforce Commission Career Schools and Colleges, and/or the Accrediting Commission of Career Schools and Colleges.

30 EXTERNAL COMPLAINTS

In Texas, unresolved grievances between the school and students should be directed to:

Career Schools and Colleges,
Texas Workforce Commission,
101 East 15th Street, Room 226T,
Austin, TX 78778-0001
(512) 936-3100
Email: career.schools@twc.state.tx.us
Web: <http://www.texasworkforce.org/careerschools>

Texas Higher Education Coordinating Board
PO Box 12788,
Austin, TX 78711-2788
(512) 427-6101
Email: studentcomplaints@theeb.state.tx.us
Web: www.theeb.state.tx.us/studentcomplaints

REVIEW DOCUMENTS PRIOR TO SIGNING

As a prospective student, you are encouraged to review this catalog prior to signing an enrollment agreement.

DISCLAIMER

The information contained in this catalog is true and correct to the best of my knowledge and believed to be accurate at the time of printing. MTI equipment and software listed in this catalog is subject to change due to expected wear and tear, technology, upgrades and circumstance out of MTI control.

CATALOG CONCERNS, APPROVAL & QUESTIONS

Any questions a student may have regarding this catalog that have not been satisfactorily answered by the institution may be directed to:

Accrediting Commission of Career Schools and Colleges
2101 Wilson Blvd., Suite 302, Arlington, VA 22201 | (703) 247-4212

A copy of the Commission's Complaint Form is available at the school and may be obtained by contacting the Campus Director at your location. In Texas, a copy of the TWC Complaint Form is available at the school and may be obtained by contacting the Campus Director at your location.

APPROVED AND REGULATED BY THE TEXAS WORKFORCE COMMISSION
CAREER SCHOOLS AND COLLEGES DEPARTMENT, AUSTIN, TEXAS.

33



MediaTech Institute is a private post-secondary institution operated by Whit Corp. Neither Whit Corp nor MediaTech Institute has ever filed for bankruptcy petition, operated as a debtor in possession or had a petition of bankruptcy filed against it under Federal law.



Vol. 837 | Issue MARCH 2021

DALLAS CAMPUS

13300 Branch View Ln.
Dallas, TX 75234
972.869.1122

HOUSTON CAMPUS

3324 Walnut Bend Ln.
Houston, TX 77042
832.242.3426



ACCSC Accredited School