

# BACHELOR OF SCIENCE IN SPORTS, ARTS, ENTERTAINMENT & MUSIC BUSINESS

## 2025-2026 Degree Requirements

Name: \_\_\_\_\_

ID Number: \_\_\_\_\_

**TOTAL CREDITS FOR DEGREE: 120**

### UNIVERSITY CORE CURRICULUM: 42 credits

#### **Required Fundamental Courses:**

COMM 101	Oral Comm. & Pres.	3 credits	
ENGL 101	College Composition	3 credits	
UNIV 101	City-University Life	3 credits	
Senior Capstone	<b>SAEM 480</b>	3 credits	<b>(Business Models of SAEM)</b>

#### **Choose Thematic Core courses in the following:**

Explore the World - Choice 1		3 credits	
Explore the World - Choice 2		3 credits	
Investigate Science		3 credits	
Investigate Mathematics	<b>MATH 180</b>	3 credits	<b>(College Algebra)</b>
Interpret Creative Works		3 credits	
Understand People - Choice 1		3 credits	
Understand People - Choice 2		3 credits	
Succeed in Business		3 credits	
Appreciate & Apply the Arts		3 credits	
Discover Technology		3 credits	

### BUSINESS CORE REQUIREMENTS: 21 cr.

- SAEM 101 Intro to SAE Business (3)
- FIN 200 Financial Management (3)
- BMGT 201 Business Law I (3)
- ACCT 210 Intro to Financial Accounting (3)
- MKTS 205 Principles of Marketing and Sales (3)
- HRM 205 People and the Environment (3)
- SAEM 320 Ticketing (3)

\*Recommended course for the Thematic Core:

- Succeed in Business: MKTS 206 Professional Selling (3)
- Discover Technology: CMPS 101 Intro Appl Computer Sci (3)

### GENERAL ELECTIVES: 24 cr.

- \_\_\_\_\_ (3)
- \_\_\_\_\_ (3)
- \_\_\_\_\_ (3)
- \_\_\_\_\_ (3)
- \_\_\_\_\_ (3)
- \_\_\_\_\_ (3)
- \_\_\_\_\_ (3)
- \_\_\_\_\_ (3)

### MAJOR REQUIREMENTS: 33 cr.

- SAEM 152 Bus of Live Entertainment (3)
- SAEM 201 Event Management (3)
- SAEM 301 Facility & Venue Design (3)
- SAEM 310 Personal Branding & Business Dev (3)
- SAEM 350 SAEM Internship (3)
- SAEM 401 Legal Aspects SAEM (3)

#### **Select a Focus Area\* - 15 cr.**

- Sports **OR**
- Music **OR**
- Arts **OR**
- Entertainment

\*Choose 15 credits across all or one of the focus areas.  
Unduplicated credits in related minors or double majors may be used with advisor approval.

# BACHELOR OF SCIENCE IN SPORTS, ARTS, ENTERTAINMENT & MUSIC BUSINESS

## *2025-2026 Degree Requirements*

### 1. Sports

**Choose 15 cr.**

SPOR 266 Sports Admin & Coaching  
SPOR 360 Sports Agents  
SPOR 366 Sports Sales  
SPOR 367 Sports Marketing  
SPOR 390 Emerging Trends in Sports  
SAEM 300 Event Management II  
SAEM 395 Special Topics

### 2. Music

**Choose 15 cr.**

SAEM 300 Event Management II  
SAEM 330 Talent Booking Mgmt  
SAEM 331 Prod Tour Mgmt  
SAEM 332 Emerging Trends in Music  
SAEM 333 Pioneer Records  
SAEM 335 Music Video Wrkshp  
SAEM 336 Music Marketing  
SAEM 395 Special Topics

### 3. Arts

**Choose 15 cr.**

SAEM 240 Perf Arts Present & Tour  
SAEM 325 Fundraising: Crowdfunding to Proposal  
SAEM 395 Special Topics  
SAEM 420 Prod for Comm Nonprofit  
PROD 132 Stage Mgmt\*  
PROD 145 Script Analysis\*  
PROD 210 Production Practicum II [up to 4 CR]\*  
PROD 440 Prod Mgmt\*  
THEA 109 Elements Stage Craft\*  
THEA 140 Production I\*  
THEA 141 Production II\*

**\*Choose up to 6 cr. of these courses**

### 4. Entertainment

**Choose 15 cr. from any SAEM focus area\***

\_\_\_\_\_ (3)  
\_\_\_\_\_ (3)  
\_\_\_\_\_ (3)  
\_\_\_\_\_ (3)  
\_\_\_\_\_ (3)

**All focus areas-students may choose a max of 9 cr. from the following courses:**

BMGT 380 Cooperative Education I (6)  
SAEM 460 Internship II (3)  
SAEM 461 Internship III (3)

# **BACHELOR OF SCIENCE IN SPORTS, ARTS, ENTERTAINMENT & MUSIC BUSINESS**

## *2025-2026 Degree Requirements*

### **PROGRAM OBJECTIVES**

1. Analyze problems to facilitate management decision-making (IACBE - Critical Thinking/Problem Solving).
2. Develop collaborative skills through an immersive educational experience fostering effective teamwork (IACBE - Teamwork).
3. Employ communication skills to convey clear and organized information to target area (IACBE - Communication).
4. Apply information technology to the sports, arts, entertainment, and music industry (IACBE - Analysis & Technology Utilization).
5. Explain major concepts within the sports, arts, entertainment and music industry (IACBE - Business Knowledge).
6. Assess best practices of corporate social responsibility, diversity and decision-making (IACBE - Business Environment).