COMMON DISCIPLINE AREAS

Art - General
Art - Graphic Design
Art – Art Education
Art – Digital Media
Art – Interactive Art
Art – Art History
Art – Studio Art

Architecture – (See Design, Architecture)

Aviation - General
Aviation – Flight Instruction
Aviation – Airline, Airport Management

Athletics (see Sports / Sports Management)

Biology – General, Environmental Studies

Business – General
Business – Accounting
Business – Analytics
Business – Business Valuation
Business – Business Communications
Business – Data Science (Python, R, SAS, Machine Learning, etc.)
Business – Economics
Business – Entrepreneurship
Business – Finance
Business – Food Industry
Business – Human Resource Management
Business – Management
Business – Management Consulting
Business – Marketing
Business – Regulation
Business – Social Responsibility, Ethics
Business – Supply Chain Management
Business – Strategy

Communications – Business Communications (see Business Communications)
Communications – Television, Radio, Film (General)
Communications – Television, Radio, Film (Directing)
Communications – Television, Radio, Film (Documentary)
Communications – Television, Radio, Film (Production, Post-Production)

Construction Management

Computer Science – General
Computer Science – Agile, Scrum
Computer Science – Artificial Intelligence
Computer Science - Data Science – (Python, R, SAS, Machine Learning, etc.)
Computer Science – Social Media
Computer Science – Software Engineering / Development
Computer Science – Video Game Development
Computer Science – Web Development

Data Science: see Computer Science Data Science (Python, R, SAS, Machine Learning, etc.)
Data Science: see Business - Data Science (Python, R, SAS, Machine Learning, etc.)

Dentistry – General (+$30)
Dentistry – Dental Education (+30)
Dentistry – Oral & Maxillofacial Pathology (+30)
Dentistry – Orthodontics (+30)

Design – Architecture
Design – Design Thinking, human-centered design
Design - Industrial
Design - Interior
Design - Fashion (see Fashion)

Education – Assessment, Evaluation, Mentoring
Education – Curriculum Development
Education – Distance Education
Education – Higher Education
Education – Leadership

Education – P-12

Equine – Horse Training and Care

Engineering - Civil
Engineering - Computer
Engineering - Electrical
Engineering - Industrial, Organizational, Production, Operations
Engineering - Mechanical

Fashion – General
Fashion – Interior Design (see Design – Interior)
Fashion – Sustainability
Fashion – Textile

Film (see Communications: Television, Radio, Film)

Health – Health - Health Education
Health - Physical Therapy (see Physical Therapy)
Health – Public Health
Health – Sports Science / Sports Management (see Sport / Sport Administration)

Hospitality - General
Hospitality – Food Industry
Hospitality – Tourism

Law / Legal – (confirm for pricing / availability)

Literature

Mathematics – General
Mathematics – Applied, Computational
Mathematics – Differential Equations
Mathematics – Game Theory
Mathematics – Machine Learning

Medical – General / Internal (DO, MD) (+ $75)
Medical – Cardiology (+ $175)
Medical – Dentistry (see "Dentistry")

Medical – Gastroenterology (+75)
Medical - Specialized (confirm for pricing / availability) (+ variable amount)

Nursing - General
Nursing – Administration
Nursing – Nursing Information
Nursing – Nursing Education

Physical Therapy (General)
Physical Therapy – Acute
Physical Therapy – Cardiovascular Care
Physical Therapy – Critical Care
Physical Therapy – Pulmonary Care
Physical Therapy – Respiratory Therapy

Physics - General
Physics – Astronomy
Physics – Lasers

Psychology – General
Psychology – Clinical (Licensed Counselor)
Psychology – Industrial / Organizational
Psychology – Social

Real Estate (see Business, Real Estate)

Social Work

Sports / Sports Administration

Other Specify (may affect pricing)