

DEPARTMENT OF COMMUNICATION, MEDIA, AND THE ARTS

Chair: Catherine Zizik, M.F.A.

Assistant Chair: Matthew Pressman, Ph.D.

Assistant Chari: Jason Tramm, D.M.A.

Graduate Program Directors

Communication (M.A. and M.S.): Ruth Tsuria, Ph.D.

Museum Professions: TBA

Faculty

Art and Design: Krus; Lhowe; Schiller

Art History: Heinrichs

Communication: Ohrenberger-Hopkins; Kimble; Krall; Radwan; Robinson; Tsuria; Zizik

Journalism: Gottlieb; Nyberg; Pressman

Music: Levine; Tramm

Public Relations: Lancioni

Theatre: Reader; Yates

Visual and Sound Media: Buehler; Henry; Kraszewski; Pace; Rondinella; Schechter (Professional-in-Residence)

Major

- Art History Major (B.A.) (<http://catalogue.shu.edu/undergraduate/college-of-human-development-culture-and-media/department-of-communication-media-arts/communication-ba/>)
- Art, Design and Interactive Multimedia Major with a Concentration in Graphic Design and Advertising (<http://catalogue.shu.edu/undergraduate/college-of-human-development-culture-and-media/department-of-communication-media-arts/art-design-interactive-multimedia-major-concentration-graphic-design-advertising/>)
- Art, Design and Interactive Multimedia Major with a Concentration in Interactive Design and Multimedia (<http://catalogue.shu.edu/undergraduate/college-of-human-development-culture-and-media/department-of-communication-media-arts/art-design-interactive-multimedia-interactive-design-multimedia/>)
- Art, Design and Interactive Multimedia Major with Concentration in Fine and Digital Arts (<http://catalogue.shu.edu/undergraduate/college-of-human-development-culture-and-media/department-of-communication-media-arts/art-design-interactive-multimedia-fine-digital-arts/>)
- Communication Major (B.A.) (<http://catalogue.shu.edu/undergraduate/college-of-human-development-culture-and-media/department-of-communication-media-arts/communication-major-ba/>)
- Journalism Major (B.A.) (<http://catalogue.shu.edu/undergraduate/college-of-human-development-culture-and-media/department-of-communication-media-arts/journalism-major-ba/>)
- Public Relations Major (B.A.) (<http://catalogue.shu.edu/undergraduate/college-of-human-development-culture-and-media/department-of-communication-media-arts/public-relations-ba/>)
- Theatre Major (B.A.) (<http://catalogue.shu.edu/undergraduate/college-of-human-development-culture-and-media/department-of-communication-media-arts/theatre-ba/>)

- Visual and Sound Media Major with a Concentration in Film Production (<http://catalogue.shu.edu/undergraduate/college-of-human-development-culture-and-media/department-of-communication-media-arts/visual-sound-media-major-film-production/>)
- Visual and Sound Media Major with a Concentration in Media Studies (<http://catalogue.shu.edu/undergraduate/college-of-human-development-culture-and-media/department-of-communication-media-arts/visual-sound-media-major-media-studies/>)
- Visual and Sound Media Major with a Concentration in Sound Production and Engineering (<http://catalogue.shu.edu/undergraduate/college-of-human-development-culture-and-media/department-of-communication-media-arts/visual-sound-media-major-concentration-sound-production-engineering/>)
- Visual and Sound Media Major with a Concentration in Sports Media (<http://catalogue.shu.edu/undergraduate/college-of-human-development-culture-and-media/department-of-communication-media-arts/visual-sound-media-major-sports-media/>)
- Visual and Sound Media Major with a Concentration in Television Production (<http://catalogue.shu.edu/undergraduate/college-of-human-development-culture-and-media/department-of-communication-media-arts/visual-sound-media-major-concentration-television-production/>)

Minor

- Animation Design Minor (<http://catalogue.shu.edu/undergraduate/college-of-human-development-culture-and-media/department-of-communication-media-arts/animation-design-minor/>)
- Art History Minor (<http://catalogue.shu.edu/undergraduate/college-of-human-development-culture-and-media/department-of-communication-media-arts/art-history-minor/>)
- Communication Minor (<http://catalogue.shu.edu/undergraduate/college-of-human-development-culture-and-media/department-of-communication-media-arts/communication-minor/>)
- Fine and Digital Arts Minor (<http://catalogue.shu.edu/undergraduate/college-of-human-development-culture-and-media/department-of-communication-media-arts/fine-digital-arts-minor/>)
- Graphic Design and Advertising Minor (<http://catalogue.shu.edu/undergraduate/college-of-human-development-culture-and-media/department-of-communication-media-arts/graphic-design-advertising-minor/>)
- Interactive Design and Multimedia Minor (<http://catalogue.shu.edu/undergraduate/college-of-human-development-culture-and-media/department-of-communication-media-arts/interactive-design-multimedia-minor/>)
- Journalism Minor (<http://catalogue.shu.edu/undergraduate/college-of-human-development-culture-and-media/department-of-communication-media-arts/journalism-minor/>)
- Music Performance Minor (<http://catalogue.shu.edu/undergraduate/college-of-human-development-culture-and-media/department-of-communication-media-arts/music-minor/>)
- Musical Theatre Minor (<http://catalogue.shu.edu/undergraduate/college-of-human-development-culture-and-media/department-of-communication-media-arts/musical-theatre-minor/>)
- Public Relations Minor (<http://catalogue.shu.edu/undergraduate/college-of-human-development-culture-and-media/department-of-communication-media-arts/public-relations-minor/>)

- Sound Production and Engineering Minor (<http://catalogue.shu.edu/undergraduate/college-of-human-development-culture-and-media/department-of-communication-media-arts/sound-production-engineering-minor/>)
- Sports Media Minor (<http://catalogue.shu.edu/undergraduate/college-of-human-development-culture-and-media/department-of-communication-media-arts/sports-media-minor/>)
- Theatre Minor (<http://catalogue.shu.edu/undergraduate/college-of-human-development-culture-and-media/department-of-communication-media-arts/theatre-minor/>)
- Visual and Sound Media Minor (<http://catalogue.shu.edu/undergraduate/college-of-human-development-culture-and-media/department-of-communication-media-arts/visual-sound-media-minor/>)
- Web Design Minor (<http://catalogue.shu.edu/undergraduate/college-of-human-development-culture-and-media/department-of-communication-media-arts/web-design-minor/>)

Accelerated and Dual Degree

- Communication Major Dual Degree B.A./M.A. (<http://catalogue.shu.edu/undergraduate/college-of-human-development-culture-and-media/department-of-communication-media-arts/communication-major-dual-degree-ba-ma/>)
- Communication/Diplomacy and International Relations Major Dual Degree M.A./M.A. (<http://catalogue.shu.edu/undergraduate/college-of-human-development-culture-and-media/department-of-communication-media-arts/communication-diplomacy-international-relations-dual-degree-mama/>)
- Museum Professionals Major Dual Degree B.A./M.A. (<http://catalogue.shu.edu/undergraduate/college-of-human-development-culture-and-media/department-of-communication-media-arts/museum-professions-major-ba-ma/>)

Certificate

- Pastoral Music Ministry Certificate (<http://catalogue.shu.edu/undergraduate/college-of-human-development-culture-and-media/department-of-communication-media-arts/pastoral-music-ministry-certificate/>)

Note to Students: The following listing represents those courses that are in the active rotation for each department, i.e., have been offered in the past five years. Some departments have additional courses offered more rarely but still available – to find the complete list of all official courses for a department, please use the “Course Catalogue Search” function in Self-Service Banner

Course Descriptions

ADIM 1110 Drawing I (3 Credits)

Development of foundational drawing skills. Learn basic drawing vocabulary and acquire a sensitivity to the visual elements: line, shape, value and texture. Please see website for lab/supply fees.

ADIM 1217 Painting I (3 Credits)

Introduction to the basic language, conventions, and material concerns of oil painting. Emphasis on a personal approach to observational painting. Drawing I or drawing equivalent experience is recommended as a prerequisite. Please see website for lab/supply fees.

ADIM 1219 Sculpture (3 Credits)

Exploration of the basic elements of sculpture: space, material, process. Please see website for lab/supply fees.

ADIM 1223 2-D Design and Color (3 Credits)

Development of visual literacy with regard to the ability to construct, interpret and verbalize the concepts involved in image making. Concepts covered will relate to all fields in the visual arts. Examples will be analyzed using the principles and elements of two-dimensional design and color theory. Please see website for lab/supply fees.

ADIM 1224 Printmaking I (3 Credits)

Introduction through lectures, demonstrations and practical work to intaglio and relief processes. Basic drawing skills are required. Please see website for lab/supply fees.

ADIM 1311 Graphic Dsgn-Advertising Art I (3 Credits)

Overview of creative, conceptual and practical aspects of graphic design and advertising with projects, demonstrations and lectures on design, imagery, typography and new media. Please see website for lab/supply fees.

ADIM 2099 ST - Front End Development (3 Credits)

An introductory course in the coding technologies used to create websites that are optimized to work across multiple devices. Students will gain an understanding of the best practices and industry-standard techniques for coding HTML5, CSS and JavaScript into a text editor. Please see website for lab/supply fees.

ADIM 2112 Intro to Multimedia Comm (3 Credits)

This survey course examines the social, economic and cultural implications of multimedia use on the web and in portable handheld devices. It discusses hardware and software tools and generally serves as an introduction to multimedia design and interactive communication. Multimedia can be defined as the delivery of video animation, graphics, sound and text in a non-linear computer-based form. Students create personal web pages using industry standard software. Please see website for lab/supply fees.

ADIM 2114 Game Dsgn Digital StoryTelling (3 Credits)

Introduction to the theory and practice of game creation and design for interactive home entertainment, arcade games, education, and multiplayer online environments. Students will study the history of games, game genres, game technology, organization, psychology, story and structure. Students will complete design assignments exploring topics discussed in class such as game prototyping, interface design and character creation. Please see website for lab/supply fees.

ADIM 2143 Brand Evolution - Logo Design (3 Credits)

Creating a consistent style across collateral is critical to building brand identity. Through the study of brand recognition, awareness and visual identity, students will be exposed to the visual evolution of the best-known brands. Students will combine typography, color theory and computer illustration to form cohesive identities and apply them across multiple platforms. Please see website for lab/supply fees.

ADIM 2144 Usability for UX (3 Credits)

User Experience (UX) Design is informed by studying user behavior. A UX Designer takes into consideration the emotional and functional needs of the end-user to create experiences that are usable, desirable, and enjoyable. This course has a strong focus on the UX process. Students will be immersed in areas including ethnographic studies, usability testing, and rapid prototyping of ideas. Students will conclude the semester with an interactive app prototype for a well-researched and tested concept. Emphasis will be placed on empathy building activities and sketching as a form of storytelling.

ADIM 2210 Drawing II (3 Credits)

Individual projects using a variety of drawing media and techniques, resulting in a portfolio presentation. Please see website for lab/supply fees. Prerequisite: ADIM 1110 or permission of instructor.

Prerequisites: ADIM 1110 with a minimum grade of D or AART 1110 with a minimum grade of D

ADIM 2215 Watercolor I (3 Credits)

Introduction to the materials, processes and techniques of transparent water color. Please see website for lab/supply fees.

ADIM 2220 Figure Drawing (3 Credits)

Introductory course in drawing the human figure, employing the use of models. Please see website for lab/supply fees.

ADIM 2230 Drawing as Design (3 Credits)

Course focuses on how to develop illustrative ideas using a variety of media and conceptual approaches. Emphasis will be on composition, drawing and rendering techniques used in client-based illustration. Foundational drawing skills required. Please see website for lab/supply fees.

ADIM 2233 Typographic Design (3 Credits)

Course will focus on basic use of letterforms and words as design elements in visual communication projects. Students will gain an understanding of historical roots of typography and use this knowledge to design logos for editorial, advertising, corporate and/or institutional design projects. Please see website for lab/supply fees.

ADIM 2311 Graphic Dsgn - Advrtsng Art II (3 Credits)

Instruction in successful union of concept, type and image as they are combined in designing a wide range of print and new media applications in corporate, advertising and institutional areas. Please see website for lab/supply fees.

ADIM 2312 Digital Art and Design I (3 Credits)

Course focuses on computer-based illustration and design techniques that involve industry-standard software programs. Image and type manipulations will be taught through projects, lectures, and hands-on experience. Please see website for lab/supply fees.

ADIM 2315 Web Design I (3 Credits)

This course is an overview of web design and user experience principles. Students will gain an understanding of planning, structuring and designing a site through the use of industry standard software. Please see website for lab/supply fees.

ADIM 2316 Web Design II (3 Credits)

This web design course introduces the students to the advanced applications in web and user experience design. Instruction will include paradigms for developing web content for different uses, outcomes and audiences. Technical design strategies and the use of advanced interactive techniques using software are inclusive of this course. Assignments in class will be structured around the contemporary publishing issues facing the Internet user of today. Upon completion of this course, students will possess knowledge of composing customized web content with interactive navigation, motion and sound design. Please see website for lab/supply fees.

Prerequisites: AART 2315 with a minimum grade of D or ADIM 2315 with a minimum grade of D

ADIM 2317 Digital Painting (3 Credits)

This course is designed to introduce the student to the process of creating digital artwork on tablets. The fundamentals of painting from observation, and image development. Digital Painting is recommended for students interested in illustration, animation and game design. It is also appropriate for students with an interest in drawing and painting who would like to explore new media. Please see website for lab/supply fees.

Prerequisites: AART 2312 with a minimum grade of D or ADIM 2312 with a minimum grade of D

ADIM 2318 Digital Art and Design II (3 Credits)

This course provides the advanced computer instruction necessary for a career in graphic design and advertising. Students will create and manipulate images to be the focus of consumer collateral pieces. Design concepts will be transformed into technically proficient documents using the combination of several software programs. Please see website for lab/supply fees.

Prerequisites: AART 2312 with a minimum grade of D or ADIM 2312 with a minimum grade of D

ADIM 2320 Still Photography (3 Credits)

Development of visual expression through the use of the still camera. Fundamentals discussed and practiced include optics, film emulsions, composition, lighting and darkroom technique, including developing, printing and enlarging. Students furnish their own 35mm cameras. Please see website for lab/supply fees.

ADIM 2322 Intro to 3D Computer Graphics (3 Credits)

Introduction to the wide range of three-dimensional computer graphics applications in broadcasting, business, art and journalism. Concentrating on three-dimensional modeling terminology, software and operations from an artist/manager/buyer perspective. No prior skill in computer programming required. Please see website for lab/supply fees.

ADIM 2324 Desktop Publishing (3 Credits)

Introduction to desktop publishing design, including typography, application of design principles to the desktop environment, and desktop concepts, systems, hardware and software, with particular emphasis on the dominant desktop publishing applications. Scan in and use of art. Basic electronic pre-press theory.

ADIM 2334 3D Packaging-Exhibition Design (3 Credits)

This design course introduces students to three-dimensional problems. Through the unification of design and marketing, solutions are generated that meet the industry's demands. Existing packages are analyzed, dissected and redesigned as a method of exposing the intricacies of the packaging genre. With an emphasis placed on brand identity, students explore typography, color theory, and physical space to conceptualize and execute their ideas. Please see website for lab/supply fees.

ADIM 2501 ST - Creativity and Leadership (3 Credits)**ADIM 2502 ST Design Research (3 Credits)****ADIM 2503 Social Design (3 Credits)****ADIM 2520 Social Design (3 Credits)**

This studio course is an advanced examination of visual communication design in society. Students study three disciplines of practice from historical and contemporary perspectives: design activism, information design, and design innovation. After conducting research and identifying opportunities for change, students create visual solutions that improve quality of life for diverse populations. Emphasis is placed on access, inclusion, process, and ethics.

ADIM 2601 Digital Workflow (3 Credits)

This course is designed to introduce students to digital fabrication processes and computer software within a creative design and studio art pipeline. Students will have the opportunity to gain appreciation of digital and analog processes in a studio art context through lectures, hands-on projects, readings, field trips and critiques. Students will explore digital to tangible processes such as 3D modeling for 3D print output, vector graphics for laser cutting, and basic computer programming for generative design applications. Please see website for lab/supply fees.

ADIM 2602 ST - Social Impact Design (3 Credits)**ADIM 3005 ST - Digital Engagemnt Phys Sp (3 Credits)****ADIM 3114 ST Game Dsgn - Development II (3 Credits)****ADIM 3161 Individual Studies Art (1 Credit)**

Independent work under the guidance of the instructor.

ADIM 3162 Individual Studies Art (2 Credits)

Independent work under the guidance of the instructor.

ADIM 3163 Individual Studies Art (3 Credits)

Independent work under the guidance of the instructor.

ADIM 3164 Individual Studies Art (3 Credits)

Independent work under the guidance of the instructor.

ADIM 3166 Individual Studies Art (6 Credits)

Independent work under the guidance of the instructor.

ADIM 3192 Independent Study (2 Credits)**ADIM 3193 Art Internship (3 Credits)****ADIM 3194 Art Internship (3 Credits)****ADIM 3197 Internship I (3 Credits)****ADIM 3233 Typography II (3 Credits)**

This course expands the knowledge acquired during Typography I. Historical and contemporary viewpoints, print production and layout skills are emphasized. Projects involve functional and personal expression through the use of Adobe design and programs. Please see website for lab/supply fees.

Prerequisites: AART 2233 with a minimum grade of D or ADIM 2233 with a minimum grade of D

ADIM 3234 Advanced Package Design (3 Credits)

This course will expand the knowledge acquired during 3D Packaging and Exhibition Design. In addition to introducing new projects, students will revisit a project created for the introductory class. The structural aspect of three-dimensional design will be emphasized as the process of creating a fully functioning template is explored. With an emphasis placed on brand identity, students use typography, color theory and visual graphics to conceptualize and execute their ideas. The course will culminate with students redesigning a controlled environment for an existing business including point-of-purchase displays, signage, packaging, etc. Please see website for lab/supply fees.

ADIM 3312 Designing for Web and Mobile (3 Credits)

Advanced students will be introduced to comprehensive mobile website design strategies and iOS application design. Instruction will include mobile design terminology, information delivery planning, navigational paradigms, best practices for designing interactive applications and the use of current software applications involved with building mobile websites and native iOS apps. Learning how to code websites using HTML and CSS optimized for traditional and mobile viewing environments are also inclusive of course instruction. Upon completion of this course, students will possess knowledge of how to design effectively for mobile. Please see website for lab/supply fees.

ADIM 3320 Advanced Photography (3 Credits)

Using digital still cameras with video capability, students will create and edit short news and documentary stories. Techniques of the small photographic studio, including portrait photography and studio strobe lighting, will also be taught. Please see website for lab/supply fees.

Prerequisites: COGR 2320 with a minimum grade of D and COGR 3325 with a minimum grade of D and ADIM 2320 with a minimum grade of D and ADIM 3325 with a minimum grade of D

ADIM 3322 Computer Animation (3 Credits)**ADIM 3323 Presentation Graphics (3 Credits)**

Theory and practice of computer animation. Students create their own 3D animations. Classic examples of short computer animations are screened and discussed. No prior programming skills required. Please see website for lab/supply fees.

ADIM 3325 Digital Photography (3 Credits)

Introduction to digital photography and image editing software. Students will learn photographic and computer techniques essential for creating computer mediated imagery. The course will cover digital camera operation, photo editing software, desktop scanners and ink jet printing. Digital images will be edited with Adobe Photoshop. Completed assignments will be posted on the web and reproduced as color prints and/or 5mm color slides. Please see website for lab/supply fees.

ADIM 3326 Video Animation - Motion Graph (3 Credits)

Introduction to digital video editing. Students learn fundamentals of nonlinear video editing. They gain hands-on experience in digital video capture and learn industry standard software such as Adobe Premier and Adobe After Effects. Please see website for lab/supply fees.

Prerequisites: COGR 2322 with a minimum grade of D or ADIM 2322 with a minimum grade of D

ADIM 3410 Children and Visual Arts (3 Credits)

An introductory course for students interested in careers in which children make art: schools, hospitals, recreation centers, camps, day care centers, museums and community organizations. Studio-based with readings in art appreciation and curriculum design. Art and non-art majors. Please see website for lab/supply fees.

ADIM 3412 Social Design (3 Credits)**ADIM 4310 Design Research (3 Credits)****ADIM 4312 Practicum Design Seminar (3 Credits)**

This course is a senior capstone experience in which portfolios are analyzed and developed before being presented to the design community. Please see website for lab/supply fees.

ADIM 4313 ST Practicum Design Seminar II (3 Credits)**ARTH 1001 Art and Human Needs (3 Credits)**

Throughout history, art has served human needs related to home and shelter, religion, magic, propaganda, commemoration (individual and collective), instruction, and societal critique. This course aims to familiarize students with the essential place of the visual arts in the human experience across the globe.

ARTH 1101 Art of the Western World (3 Credits)

General survey of the history of art in the West from prehistory to the present day. Monuments are studied for the ways they both reflect and influence the ideas and values of their particular civilizations. The material is presented both chronologically and thematically. In an age when visual messages play an increasingly pervasive role, this course facilitates the development of visual analysis and interpretation.

ARTH 1121 History of Architecture (3 Credits)

Major epochs and areas in the history of architecture and the ordering of man's environment, ranging from the study of village remains of prehistoric times to the urban planning of our day.

ARTH 2107 American Art (3 Credits)

Overview of art and architecture in America from colonial times to the 20th Century.

ARTH 2114 Leonardo & Michelangelo (3 Credits)**ARTH 2118 20th Century Art (3 Credits)**

An overview of the history of art of the 20th century, from Expressionism and Symbolism to the Postmodern trends of the end of the century. In this course, students learn about the close connection that exists in the twentieth century between art and contemporary social and political developments in Europe and America. In a century that saw two world wars, a major political revolution (Russia), as well as revolutionary developments in science and technology, artists could not remain unaffected by the events of their time. Indeed, the course stresses how art in the twentieth century was an expression of the sweeping political, social, and technological changes of the modern age.

ARTH 3101 Art and St. Peter's (3 Credits)

The course explores the physical fabric and artistic embellishment of Saint Peter's and the Vatican from Early Christian times through the twentieth century as a way of assessing the development of Catholicism's distinctive and powerful visual language.

ARTH 3126 The Arts of China and Japan (3 Credits)

ARTH 2126 The Arts of China and Japan Survey of Far Eastern art from prehistoric times to the 19th century. Original works of art from the University's collections used for illustration and examination. (Formerly ARTH 1126) 3 credits

ARTH 3140 History of Photography (3 Credits)

Course covers the history of photography from its nineteenth-century beginnings to the present. Class charts the evolution of this representational technology in a chronological fashion, and in a subject-focused approach. Survey follows the emergence of photography as an aesthetic practice in historical perspective across geographic and national boundaries. Subjects include landscape photography, pictorialism, chronophotography, social documentary, art photography, street photography and various postmodern practices including video and digital art.

ARTH 3141 ST Paris: A Tale of Two Cities (3 Credits)

Selected topics in art history. May be repeated for credit under a different number as topics change.

ARTH 3143 The Viking Era (3 Credits)

Selected topics in art history. May be repeated for credit under a different number as topics change.

ARTH 3144 Sp Tp - Architecture of NYC (3 Credits)

Selected topics in art history. May be repeated for credit under a different number as topics change.

ARTH 3153 Independ Study-Art History (3 Credits)

Study and research in individual areas selected by the student in consultation with adviser and department chair. Junior or senior art history majors.

ARTH 3193 Art Internship (3 Credits)

Pass/Fail option only.

ARTH 3200 ST - Introduction to Museums (3 Credits)**ARTH 4101 Art History Seminar (3 Credits)**

The seminar is intended for advanced art history majors, preferably seniors, and possibly others (such as students in the University Honors Program, Women's Studies, Catholic Studies, etc.), depending on the subject and with permission of the instructor. Its purpose is to involve students in the intense study of a specific topic, selected by the faculty member teaching the course. In a typical seminar, the faculty member gives a series of introductory lectures on the topic. Students read a group of texts related to the topic and these are discussed in class. Students then present a seminar paper on a specific aspect of that topic. The paper, upon presentation, is also submitted as a final project.

COBF 1210 Introduction to Media Studies (3 Credits)

This course is an introduction to different theories of analysis in the field of media studies. The readings and lectures trace the development of humanities-based media theory from the 1950s through today. The course introduces students to theories about authorship, genre, audiences, media institutions, identity, race, class, gender, and digital cultures. Students apply these theories to films, television programs, and web-based media.

COBF 1212 Introduction to Visual Theory (3 Credits)

Lectures, discussions and screenings focus on the development of visual expression in film, video, and computer graphics, with emphasis on the narrative form. There is an opportunity for practical exercises; a photo assignment and an optional digital video final project.

COBF 1220 Introduction to Digital Media Production (3 Credits)

This course is designed to introduce students to the foundational knowledge and skills essential for creating quality film and video content. Through lecture and hands-on workshops this course explores the basic elements of both on-location and in the studio production. The course will cover the use and operation of cameras, lenses, lighting, and audio equipment. Students will work together in groups to create camera tests, lighting setups, and audio recordings. They will then learn how to import this material into a non-linear editing program to perform basic edits. These shoots will be conducted in class and critiqued throughout the semester. Please see website for lab/supply fees.

COBF 2193 ST - Eye Witness in Reporting (3 Credits)

This is an advanced journalism course that will look at the advantages and drawbacks of eyewitness reports, one of the principal resources of all non-fiction. The course will examine some of the finest first-person reporting and eyewitness accounts of the last century, as well as studying some of the most notorious and misleading dispatches. Such reporting has had the power to change history, and to distort it. By focusing on the counter-intuitive; that is, on the weaknesses of eyewitnesses; the course will help students develop more sophisticated and discerning reading and writing skills.

COBF 2210 Introduction to Media Studies (3 Credits)

This course is an introduction to different theories of analysis in the field of media studies. The readings and lectures trace the development of humanities-based media theory from the 1950s through today. The course introduces students to theories about authorship, genre, audiences, media institutions, identity, race, class, gender, and digital cultures. Students apply these theories to films, television programs, and web-based media.

COBF 2213 Documentary Film (3 Credits)

Survey of the history and critical aspects of the nonfiction film (including newsreel and experimental film) from the Lumieres (1895-97) through the cinema verite documentaries of today. Lecture, discussion and screenings.

COBF 2222 Television-Film Writing (3 Credits)

Principles and practices of screenplay writing with emphasis on cinematic values. Each student creates a long step outline for a feature length film screenplay, teleplay, or a completed short script.

COBF 2223 Introduction to Studio Television I (3 Credits)

Instruction in and practice regarding the TV production team, operation of studio, or field and control room equipment, the television script, program formats, production elements and process. Lecture, discussion and program exercises in the studio. Please see website for lab/supply fees.

COBF 2225 ST - Live Sports Video Prod (1 Credit)**COBF 2231 Introduction to Television and Radio History (3 Credits)**

This course offers an institutional and cultural history of broadcasting in the twentieth century. Careful attention is paid to the structures of production in the radio and television industry, how they have changed over time, and how they have structured the creative process. The course simultaneously investigates how genres in radio and television as well as representations of specific social groups have changed over time and resonated with American society and culture.

COBF 2232 Evolution of the Film Art (3 Credits)

Survey of major contributions to the development of motion pictures. Lectures, screenings and critiques of cinematic works demonstrating the creative impetus given to filmmaking from the early narratives of Melies to the present day.

COBF 2234 Film Directors (3 Credits)

A study of the film director as primary creator of the motion picture. The course also investigates the concept of authorship in film and the role of the director in a collaborative art form usually controlled by economic interests. Each semester director(s) will be closely examined for their aesthetics, outlook, and technical accomplishment.

COBF 2252 Digital Media Studies (3 Credits)

This course introduces students to scholarly literature in the humanities-based field of media studies on the way the digital revolution and mobile technologies are changing the nature of television and film production, distribution, and consumption and changing the way people construct their identities and their social relations through social media.

COBF 2254 Reality Television (3 Credits)

This course examines why reality television became a popular television genre in the twenty-first century and how reality television serves as a site for cultural struggles in contemporary society. Special attention is paid to the ways that changes to media culture in the late twentieth century primed viewers to consume reality television; how contemporary battles over race, class, gender, national identity, regional identity, urban identity, and rural identity take place on reality television; and how reality television promotes key aspects of twenty-first century life such as neoliberalism, self branding, and the commodification of the self.

COBF 2401 Writing for Radio (3 Credits)

Writing is a critical element of successful radio broadcasting. All radio formats rely on well-written copy to communicate with listeners. Yet, few individuals enter the field with the skills necessary to create top-flight broadcast copy. Writing for Radio is designed to help students learn the basics of broadcast writing. Students will engage in the main forms of broadcast writing – news copy, promo copy, advertising copy, station imaging, feature writing, sports copy, radio drama and interview introductions and questions. The course will also review successful broadcast copy to examine in detail the traits that ensure words, phrases and ideas stick with the listener.

COBF 2470 Music in Film (3 Credits)

Exploration of how music interacts with images, dialogue, and other elements to create meaning in films. Readings introduce students to the field of film studies and to the analysis of film music. Assigned films, to be viewed before each class, cover a spectrum of genres. Independent research leading to a culminating paper. The ability to read music is not required.

COBF 2475 Sound Production - Engineer I (3 Credits)

A hands-on workshop in the creation and production of sound and music with an introduction to acoustics, analog and digital recording, mixing consoles and signal flow, microphone design and placement, digital editing, processing and mixing, MIDI sequencing and sound synthesis. Please see website for lab/supply fees.

COBF 2882 Introduction to Sports Media (3 Credits)

Media is changing by the minute and sports is at the forefront of this transformation. From the reporting to the written word, television, social media, viral video, documentaries, marketing, business, even law, to be in sports media today you have to be proficient in all specialties. This hands-on course will explore all areas of the shifting sports media landscape and provide students with the skills needed to navigate and excel in the field. There will be a variety of case studies, group projects and guest speakers throughout the semester as well as opportunities to have your work published.

COBF 2884 Sports, Media and Culture (3 Credits)

This course introduces students to the ways that sports media serve as a site for larger cultural struggles. Rather than see sports as mere entertainment, recreation, or escapism, this course examines sports media as an emotional guide to understanding “place” in the U.S., a field that can be constitutive of social identities based on race, class, gender, etc., an imagined realm where athletes can challenge social oppression by competing on a level playing field, a terrain that re-inscribes social power, an opportunity for athletes to protest larger structures of oppression in society and culture, and a way of marking oneself in the world. Moreover, sports media is not just a macro-political field of corporate profit; it is also a micro-political realm of everyday investments that have broader social and political relevance

COBF 2885 ST - Sports as Film (3 Credits)**COBF 3001 Sound, Technology and Culture (3 Credits)**

A general historical survey of the cultural and technological developments in sound recording, music and sound for the cinema, radio and television. Avant-garde composition, electronic, digital and interactive music, and the recent influence of the internet on sound and culture will also be discussed. Please see website for lab/supply fees.

COBF 3033 ST - Radio Sportscasting (3 Credits)

This course is designed to provide students with an in-depth look at all aspects of sports broadcasting, from its earliest forms, up to and including how things work in the 21st century. It will also provide the student with the opportunity to learn the “craft” of broadcasting games on the radio, with a specific emphasis on Basketball and Baseball/ Softball. Thru in-class exercises and critiques, the students will be trained in the basic aspects of play-by-play; color commentary and sports reporting, anchoring and producing for radio and online communications and hosting a sports talk radio program.

COBF 3191 Internship I (1 Credit)**COBF 3192 Independent Study (2 Credits)****COBF 3193 Independent Study (3 Credits)****COBF 3197 Internship I (3 Credits)**

COBF 3198 Internship II (3 Credits)**COBF 3210 ST: Screenwriters & Their Work (3 Credits)****COBF 3212 Contemporary Cinema (3 Credits)**

Survey of international cinema in the post-World War II period. Specific works by individual directors practicing in Europe, Japan, India and the United States studied in-depth to ascertain their contribution to evolving patterns of cinematic expression.

COBF 3214 Film Criticism (3 Credits)

Screenings of a wide variety of films from 1930 to the present serve as the basis for criticism written by students. Writings of various popular contemporary critics are evaluated in class discussions that examine questions of aesthetic criteria and the development of a style appropriate to the film critic's audience.

COBF 3216 Film Genre (3 Credits)

Individual film forms, such as the western, the horror film, science fiction, the musical, and others. The narrative conventions and grammar of genres are examined, along with each genre film's historical, political, economic and social context.

COBF 3217 Sports and Film (3 Credits)

This course examines the intersection of sports and film, specifically focusing on films in which sports are either prominently featured or taken as the subject ("sports films"). So as to cover the full spectrum of sports films, the course is split into two parts, the first highlighting narrative/fiction filmmaking and the second documentary filmmaking. In both parts of the course, students will examine the history of sports films, their industrial origins, their formal features, their ideological workings, and their place within the broader cultural landscape.

COBF 3218 Television Genres (3 Credits)

A study of the aesthetic, social, and cultural importance of television genres. The course will survey various theories about television genres and then use those theories to examine one or two specific television genre(s) in detail.

COBF 3219 ST - Future of Sports Media (3 Credits)

This course examines new technologies and industrial developments that are shaping the future trajectories of sports media. Potential subjects include changes in sports media distribution and production processes, changes in sports media programming, and changes in the way audiences consume sports media. In addressing such topics, the course will not just explore significant new technologies (e.g. wearable biometric sensors, virtual television studios) and important new industrial trends (e.g. the vertical integration of sports television), but also the broader cultural and societal implications of these developments, whether that might mean touching on cultural hierarchies, industrial and labor relations, or issues of privacy and surveillance.

COBF 3220 ST-Sport Media Scandal & Crisis (3 Credits)**COBF 3222 Introduction to Film Production (3 Credits)**

Principles and techniques of motion picture production, including scripting, cinematography, budgeting, nonsynchronous sound, and non-linear digital film editing. Students work in groups to create original film projects. Please see website for lab/supply fees.

Prerequisites: COBF 2212 (may be taken concurrently)

COBF 3223 Studio Production II (3 Credits)

Broadening and deepening of students' knowledge of studio and field techniques and processes, followed by production of an original television program by student groups, from concept to videotape recording. Please see website for lab/supply fees.

Prerequisites: COBF 2223 (may be taken concurrently)

COBF 3224 Field Production I (3 Credits)

Studio and field digital video production equipment, shooting technique and non-linear digital video editing. Each student, working in a group, progresses through a series of introductory camera and editing exercises related to electronic field production and advanced studio production to create an original television program. Lectures and demonstrations. Please see website for lab/supply fees.

COBF 3226 Digital Cinema Production II (3 Credits)

Students use HD production techniques and form production groups to produce original 5-10 minute HD productions. Please see website for lab/supply fees.

Prerequisites: COBF 3222 with a minimum grade of D

COBF 3922 Advanced Screenwriting (3 Credits)

In this class students will be immersed in the art and craft of creating compelling stories for the screen in both fiction and non-fiction genres. As it has been said many times about media making, the story is the heart of media production. Students will develop screenwriting abilities through gaining knowledge of and experience with story conception and development, character development, story structure, dramatic action, dialogue, scene/sequence construction and writing for emotional impact.

COBF 4001 Adv Sound Edit, Mix, Master (3 Credits)

An intermediate workshop in audio editing, mixing and mastering on the Pro Tools digital audio workstation using a range of professional effects plug-ins. Student projects in the lab will be tailored to area of concentration: music production, sound for film, television or radio. Please see website for lab/supply fees.

COBF 4009 ST - Podcasting (3 Credits)**COBF 4100 Sound Production - Engineer II (3 Credits)**

An intermediate to advanced investigation of concepts first introduced in MUAP 2146 including acoustics, psychoacoustics, digital audio, signal flow, sound mixing, signal processing, speaker and microphone design, synchronization, MIDI, digital sampling and sound synthesis. Please see website for lab/supply fees.

COBF 4197 Internship III (3 Credits)**COBF 4198 Internship IV (3 Credits)****COBF 4224 Field Production II (3 Credits)**

Students, working in groups, prepare and produce an original long form video production taped on location and/or in the studio. Prerequisite: COBF 3224.

COBF 4333 ST - Adv Light & Sounds (3 Credits)**COBF 4500 Digital Cinema Prod III (3 Credits)**

Students build on the skills from COBF 4222 to write, produce and direct a short HD project. Students will get the project "in the can". Students will become SAG AFTRA signatories and learn the professional procedures and practices. Please see website for lab/supply fees.

Prerequisites: COBF 4222 with a minimum grade of D or COBF 3226 with a minimum grade of D

COBF 4501 Digital Cinema Production IV (3 Credits)

Students continue with their projects from COBF 4500 to complete postproduction. Students learn professional postproduction techniques, distribution models and film festival planning. Please see website for lab/supply fees.

COBF 4757 ST - Advanced Editing (3 Credits)

COBF 4777 ST - The Producer's Overview (3 Credits)

The major visual fields of today – film, television, web series and new media – require quality producers with a firm knowledge of many areas: a discerning eye for material, a strong sense of storytelling, an ability to raise funds, an understanding of how modern media is distributed... all this, plus a keen grasp on how to manage these many diverse areas. This course provides students with an essential framework for doing just in order to produce a creative product in the entertainment and media industries. Students are introduced to the concepts, terms, and principles that apply to the role of producer, along with the specific job functions required to effectively and efficiently complete a production, both by studying case examples and actually creating their own producers workbook for such a project.

COBF 4997 ST - Directing for the Camera (3 Credits)

This is an interdisciplinary course covering the principles and techniques essential to success as a director, specifically in terms of blocking, shooting and working with actors. Since directors need actors to bring their visions to life, this course teaches the concepts and language unique to communicating with actors so as to be able to collaboratively and creatively create with them. Areas covered will include breaking down scripts, auditioning actors, blocking for camera, on-set communications, the proper use of improv, etc. This class will be held in conjunction with COTR 3629, whose acting students will perform in the directors' projects so that each discipline may learn how to work with the other's. The course will utilize the TV studio so students can work with live cameras in-class and also feature in-depth out-of-class film projects. Please see website for lab/supply fees.

COBF 5299 Senior Seminar (3 Credits)

In this course, students use skills learned in other Visual and Sound Media courses – the ability to read critically, write persuasively, and research effectively – to pursue a larger research project. As such, Senior Seminar-Radio/TV is both a synthesis (in that it asks students to draw on knowledge from other classes) and introduction (in that it introduces students to ways that scholars craft compelling, original essays). Students will write a major research paper on social, cultural, or institutional aspects of television or radio.

COJR 1421 Writing for the Media (3 Credits)

Introduction to various types of media writing, Associated Press style interviewing and copy-editing techniques. Special emphasis on research techniques for media writing and on writing styles for online, print, broadcast, the web and public relations.

COJR 2020 ST Journalism - 2020 Election (3 Credits)**COJR 2136 Media Law (3 Credits)**

Critical evaluation, legal practices and the legal responsibility of the press. Legal problems, including the First Amendment, libel, privacy and intellectual property.

COJR 2240 Media Criticism (3 Credits)

Survey of various methods for analyzing and evaluating mass media. Students learn how to apply critical methodologies to understanding media production, content, and the audience.

COJR 2421 News Reporting (3 Credits)

Fundamentals of gathering and writing news. Emphasis on reporting and writing various types of stories and the multisource story.

Prerequisites: COMM 1421 with a minimum grade of D or COJR 1421 with a minimum grade of D

COJR 2431 History of American Journalism (3 Credits)

A survey of the history of American journalism from colonial times to the present, as well as understanding journalism in a broader historical context. Emphasis is placed on the news media as a social institution and the development of the profession. The history of advertising and public relations is also considered.

COJR 2432 ST War Report WWII and Beyond (3 Credits)**COJR 2434 International News Reporting (3 Credits)**

Using contemporary dispatches from foreign countries, along with historical examples of pioneering international news coverage, students analyze coverage of key events, paying attention to credibility, bias, and sourcing. Students will do some journalistic writing, but most assignments will focus on analysis of international reporting.

COJR 2520 Contemp Issues in Sports Journal (3 Credits)

This course examines the most pressing question in the business and practice of sports journalism today. Students will analyze the challenges and opportunities facing sports-news outlets in digital and traditional media. They will conduct case studies of individual news outlets and will complete a research project.

COJR 2882 ST - Introduction Sports Media (3 Credits)**COJR 2996 ST - Navigating Digital Media (3 Credits)****COJR 3191 Independent Study (1 Credit)****COJR 3192 Independent Study (2 Credits)****COJR 3193 Independent Study (3 Credits)****COJR 3197 Internship I (3 Credits)****COJR 3198 Internship II (3 Credits)****COJR 3415 Opinion Writing Journalism-PR (3 Credits)**

This course will explore the American tradition of opinion writing and commentary in print, broadcast, and online formats. Students will study various forms of opinion writing in journalism and public relations, with particular attention to the role of editorials and op-eds in public policy debates.

COJR 3421 Advanced News Reporting (3 Credits)

Advanced news-gathering techniques and investigative reporting.

Prerequisites: COJR 2421 (may be taken concurrently) with a minimum grade of D

COJR 3422 Social Media in Journalism- PR (3 Credits)

Students are introduced to a variety of social media and the ways in which they may be used by journalists, public relations professionals, and citizens for information gathering, reporting, publicity, and engagement. Students will examine the principles behind social media and gain practical experience in the application of several tools.

COJR 3423 Sports Reporting (3 Credits)

Students will learn to report and write about sports for a variety of media including print, broadcast and online platforms, with practical experience in writing stories on deadline about sports events. Students also will read and critically examine sports journalism.

COJR 3426 Feature Writing (3 Credits)

Students research and write articles that go beyond breaking news. Areas of focus include generating ideas, identifying target audiences and outlets, pitching stories, and learning different writing techniques.

Prerequisites: COMM 1421 with a minimum grade of D or COJR 1421 with a minimum grade of D

COJR 3428 News Editing (3 Credits)

Copy editing, Associated Press style, headline writing. The role of the editor in the contemporary newsroom.

Prerequisites: COMM 1421 or COJR 1421

COJR 3430 Literary Journalism (3 Credits)

The writings of great American journalists, including historically significant and contemporary writers. Emphasis is on narrative and investigative journalism. Students learn to evaluate critically and appreciate these works.

COJR 3432 Gender and the Media (3 Credits)

Survey of women's participation in the media as both producers and consumers, and the portrayal of women by the media. Critical study of how women have been represented in journalism, film, television and advertising.

COJR 4197 Internship III (3 Credits)**COJR 4198 Internship IV (3 Credits)****COJR 4421 ST - Investigative Reporting (3 Credits)****COJR 4424 Broadcast News Writing (3 Credits)**

This course introduces gathering, writing and presenting broadcast news. Student work focuses on writing and performance of studio-based newscasts. Students will be introduced to radio and TV newswriting and newscasting.

COJR 4425 Television News Production (3 Credits)

Instruction and practice in developing, writing, interviewing, shooting, editing and voicing packages for a television news format.

COJR 5499 Senior Seminar-Journalism (3 Credits)

Examines the relationship between research and the practice of journalism. Students conduct original research and present their findings. The seminar also serves as a forum for discussion of issues and concerns in contemporary journalism.

COMM 1421 Writing for the Media (3 Credits)

Introduction to various types of media writing, Associated Press style and copy editing techniques. Special emphasis on research techniques for media writing and on writing styles for print, broadcast and public relations.

COMM 1501 Comm for College/Career Success (2 Credits)**COMM 1610 Dynamics-Human Comm (3 Credits)**

The processes of intrapersonal and interpersonal communication including perception, message orientation, language-as-symbolic action and verbal and nonverbal interactions. Theories and principles of face-to-face interaction in such contexts as significant to continuing relationships, family and gender.

COMM 1670 Introduction to Communication Theory (3 Credits)

Students are introduced to the field of communication. Theoretical approaches to all major media, both oral and electronic, are addressed. Special attention is devoted to describing the different ways that symbols generate meaning in each medium.

COMM 1700 ST Ldrshp Theories - Practicum (3 Credits)**COMM 2130 Intercultural Communication (3 Credits)**

Offers students an introduction to the process, theory, and skills of intercultural communication. The course examines the nature of human cultures, then offers insight into the ways that various cultures have interacted in the past, as well as ways to improve that interaction. Students will ultimately understand the intercultural process better, even as they develop both a better appreciation for other cultures and a set of skills to improve their own communication across cultural boundaries.

COMM 2134 Communication Ethics (3 Credits)

A detailed examination of the process of ethical reasoning and decision making in human communication, incorporating the rhetorical and media ethical perspectives. Students will examine a range of ethical approaches, working towards development of personal ethical standards which will provide them with the basis for ethical conduct in a wide range of professions.

COMM 2135 Communication Research Methods (3 Credits)

Students are introduced to research in communication, including an overview of contemporary communication research and a survey of research methodologies

COMM 2136 Media Law (3 Credits)

Critical evaluation, legal practices and the legal responsibility of the press. Legal problems, including the First Amendment, Libel, Privacy, Intellectual Property, the Communications. Prerequisite: COMM 1670.

COMM 2420 ST: Comm Abrahamic Religions (3 Credits)

Counted together, adherents of the major Abrahamic religious traditions of Judaism, Christianity, and Islam comprise more than half of the global population. This course explores the similarities among and differences between Abrahamic faiths by studying divine-human and human-human communication patterns within their most sacred texts.

COMM 2616 History of Rhetoric (3 Credits)

Historical survey of major contributions to rhetorical theory. Chronological account of how ideas on the means of persuasion have developed from ancient Greece to post-modernity.

COMM 2620 Performing Literature: Story-Telling and the Narrative Process (3 Credits)

An experiential immersion in developing performance techniques for narration and story-telling. Students will analyze the rhetorical, performative and cultural applications of prose, poetry and drama while exploring how literature and original works intersect with oral communication theory. From Sophocles to Maya Angelou to Kimiko Hahn to Amanda Gorman, arguments will be crafted to support socially relevant issues. Public performance opportunities will be offered to students.

Prerequisites: COST 1600 with a minimum grade of D

COMM 2622 Team Building and the Group Process (3 Credits)

Effective management of and participation in formal and informal discussion groups whose goals are to investigate, evaluate, solve problems or make decisions. Students will also experience methods to facilitate virtual meetings leading to high performance teams.

Prerequisites: COST 1600 with a minimum grade of D

COMM 2623 Persuasive Speaking (3 Credits)

This course immerses students in the Art of inspiring, convincing and actuating diverse audiences. Using ethical, logical and emotional appeals, students will craft and deliver their own messages to influence others and advocate change. Principles of persuasive theories will provide a foundation for face-to-face and virtual settings.

Prerequisites: COST 1600 with a minimum grade of D

COMM 2625 Public - Presentational Spkng (3 Credits)

A broad study of the "one-to-many" speaking context with a focus on developing speaking and listening competence. Includes the message organization, speech presentation, vocal and physical delivery of various types of formal and informal speaking situations.

COMM 2626 Rhetorical Criticism (3 Credits)

Methods of close textual analysis. Multiple perspectives and procedures for assessing how rhetoric works to create, maintain, and oppose social meanings.

COMM 2627 Great Amer Speech of Our Time (3 Credits)

This course includes a comprehensive study of great American speeches from the 20th century through today. Historical significance, the implications made by the speakers and leaders, and public and global impacts will be discussed. An examination of the texts, delivery, and public commentary of the speeches will lead to critical analysis and student performances. Great public addresses made in films and in other mediums like TED Talks will also be explored.

COMM 2630 Non-Verbal Communication (3 Credits)

This course examines theories, principles and implications concerning the many important ways by which humans communicate personally and professionally without words (including such channels as space [proxemics], movement [kinesics], vocal tone [paralanguage], time [chronemics] etc.). Knowledge and skills will be enhanced through readings, lecture/discussion, projects, and various experiential learning techniques.

Prerequisites: COST 1500 with a minimum grade of D or COST 1600 with a minimum grade of D

COMM 2631 ST Nonprofit Organization Comm (3 Credits)**COMM 2640 Organizational Communication (3 Credits)**

Organizational Communication is the study of communication processes and systems within businesses and professional settings. It examines culture, change, ethics, conflict, crisis management, leadership and power dynamics in a variety of organizations. These topics will be explored through lectures, case studies, presentations and discussions.

COMM 2700 ST-Health Comm & Soc Resp (3 Credits)**COMM 3101 Propaganda, Religion and War (3 Credits)****COMM 3130 ST - Communication - Religion (3 Credits)**

Propaganda, Religion, & War entails a political, historical, and ethical exploration of discursive and visual propaganda. As a form of mass persuasion, propaganda has long been a vital constituent of both religious discourse and the rhetoric of warfare. The course begins with an examination of the emergence of propaganda as a strategic concept in the 17th Century Vatican's response to the Protestant Reformation. It then combines analytical and ethical perspectives on propaganda with a detailed examination of propaganda-like practices throughout history

COMM 3131 ST - Digital Religion (3 Credits)**COMM 3133 Music Global Doorway to Sacred (3 Credits)****COMM 3191 Internship I (1 Credit)****COMM 3197 Communication Internship I (3 Credits)****COMM 3198 Communication Internship II (3 Credits)****COMM 3200 Moral Argumentation and Debate (3 Credits)**

This course will survey strategies and processes of argumentation and debate and prominent moral theories. Students will understand, critically analyze, and discuss contemporary legal, ethical and moral issues. Students awareness of ethical global issues will be heightened. Discussions will focus on questions drawn from applicable national and international current events. All students will present well-reasoned arguments and participate in team debates both on and off campus

COMM 3201 ST:Museums:Org&Comm (3 Credits)**COMM 3202 Comm Technologies & Society (3 Credits)****COMM 3999 ST - Soc Mvmt Protests Peace (3 Credits)****COMM 4197 Communication Internship III (3 Credits)****COMM 4198 Communication Internship IV (3 Credits)****COMM 5899 Senior Sem Communication Stu (3 Credits)**

Students are introduced to research in communication, including an overview of contemporary communication research and a survey of research methodologies

COPR 1525 Public Relations Writing (3 Credits)**COPR 2114 Sports PR (3 Credits)**

This course will offer an overview of the major areas and issues in PR in amateur, collegiate and professional sports. Students will identify and critically evaluate PR tactics and trends, and design their own written and presentation tactics and strategies.

COPR 2135 PR Research (3 Credits)

Research, data and insights play a critical role in practical and theoretical applications of public relations. This course introduces students to quantitative and qualitative research methods employed in academia and in the public relations discipline. This course focuses on data-driven decision making, proper and ethical gathering, analysis, and reporting of primary and secondary data. Students earn their Responsible Conduct of Research Certificate and learn to develop a research proposal. 3

COPR 2512 PRI-Intro to Public Relations (3 Credits)

Introduction to public relations. Academic study of Public Relations principles and theories, tools and techniques, and ethical and professional standards. Emphasis on writing.

Prerequisites: COMM 1421 with a minimum grade of D

COPR 2515 Integrated Communication (3 Credits)

Message differentiation and tactic coordination to create meaning and add value to an organization for both the client/consumer and general public. Students will explore and practice the style, format, content, and deadline requirements of public relations/promotional campaigns, as well as Investigate the similarities and differences between Marketing, Advertising and Public Relations.

COPR 2521 Print Advertising (3 Credits)

An introduction to the strategic creative, and economic aspects of advertising in print media, with specific emphasis on the principles of copywriting and design for magazines, newspapers, outdoor and direct mail. Students gain greater understanding of campaign development and the creative process, along with basic knowledge of research and media planning.

COPR 2631 Nonprofit Comm - Public Rel (3 Credits)

This course is designed to provide students with a broad understanding of how effective communication can further the mission and goals of a nonprofit organization, proposes communication strategies and practices tactics for building and managing relationships with a variety of stakeholders.

COPR 2996 ST - Navigating Digital Media (3 Credits)**COPR 2997 International Public Relations (3 Credits)**

This course introduces students to the global, local, and generic-specific theories of international public relations. Students will learn how to develop effective global public relations strategies and tailor their strategies, tactics, and messages for different cultures.

COPR 2998 Managing Reputation-Crisis (3 Credits)

Introduces students to roles, responsibilities, opportunities and challenges in managing an organization's reputation everyday, and in crisis situations. Students study media relations, leadership, measurement, ethics and crisis management strategy, among other topics. Students research, plan, and prepare a strategic communications plan.

COPR 2999 Basic Video Technique (3 Credits)

Using only an iPhone, students will learn how to write, shoot, edit, and upload videos straight to the Internet. Students will unleash their creativity while learning the basics of operating their camera phone, composing shots, directing, and editing a successful video sequence. A 5 mega pixel or higher Apple iPhone is required.

COPR 3192 Independent Study (2 Credits)**COPR 3193 Independent Study (3 Credits)****COPR 3197 PR Internship I (3 Credits)**

Internships provide an opportunity for real-world application of skills learned throughout the curriculum. Each internship section has associated academic requirements.

COPR 3198 PR Internship II (3 Credits)

Internships provide an opportunity for real-world application of skills learned throughout the curriculum. Each internship section has associated academic requirements.

COPR 3522 Public Relations II (3 Credits)

This course provides students with the opportunity to think creatively and independently as applied to the four-step public relations process, Research, Planning, Implementation and Evaluation (RPIE), and understand the critical role of public relations in supporting an organization's communication infrastructure. Students have the opportunity to critically review public relations cases and practice many of the knowledge, skills, and abilities tested for in the Certificate in Principles of Public Relations and develop, implement, and present a public relations campaign for a real nonprofit client.

Prerequisites: (COPA 2512 with a minimum grade of D or COPR 2512 with a minimum grade of D) and (COMM 1421 with a minimum grade of D or COJR 1421 with a minimum grade of D)

COPR 4197 PR Internship III (3 Credits)

Internships provide an opportunity for real-world application of skills learned throughout the curriculum. Each internship section has associated academic requirements.

COPR 4198 PR Internship IV (3 Credits)

Internships provide an opportunity for real-world application of skills learned throughout the curriculum. Each internship section has associated academic requirements.

COPR 5598 Experiential Learning (3 Credits)

Junior and Senior PR majors meeting the GPA requirement of 3.0 in their major will be invited to apply to participate on one of up to two Bateman teams each Spring, or serve as a Litore Agency project manager, to gain practical experience and build a robust client-focused portfolio under the supervision of a faculty adviser. Prerequisite: COPR 3522.

Prerequisites: COPR 3522 with a minimum grade of D

COPR 5599 Senior Seminar Public Relation (3 Credits)

Senior Seminar introduces students to scholarly and applied communication research methods, specifically regarding public relations issues. It leads to an understanding of the important role research plays in the practice of public relations and provides tools needed to complete a research project.

COTC 1131 Mass Communication I (3 Credits)

This course surveys the mass media from the rise of print to the age of the computer. The historical and theoretical implications of mass media are examined by studying representative examples of each medium.

COTC 1311 Mass Communication (3 Credits)**COTC 3191 Independent Study (1 Credit)****COTC 3192 Independent Study (2 Credits)****COTC 3193 Independent Study (3 Credits)**

Projects chosen according to the student's interest. Completed under the guidance of a faculty adviser, with the approval of the department chair. A maximum of 3 credits may be taken in individual research in one semester; none of these courses may be taken in the same semester as COTC 5199. (Open to senior majors only).

COTC 3197 Communication Internship I (3 Credits)

On-the-job education and experience in New Jersey and New York media organizations, under professional supervision. See Internship Director.

COTC 3198 Communication Internship II (3 Credits)

On-the-job education and experience in New Jersey and New York media organizations, under professional supervision. See Internship Director..

COTC 4190 CHAMP (1 Credit)**COTC 4191 Internship (1 Credit)****COTC 4195 CHAMP II (1 Credit)****COTC 4197 Communication Internship III (3 Credits)**

On-the-job education and experience in New Jersey and New York media organizations, under professional supervision. See Internship Director..

COTC 4198 Internship IV (3 Credits)

On-the-job education and experience in New Jersey and New York media organizations, under professional supervision. See Internship Director..

COTC 5199 Senior Thesis (3 Credits)

Students select section to meet their needs. Seminar sections: review of research in broadcasting, film, journalism or theatre. Students engage in individual and/or group research projects. Thesis section: tools and techniques of research. Each student completes an independent research project (thesis) in consultation with a faculty adviser. COTC 3191-3193 may not be taken in the same semester as COTC 5199. Open to senior majors only.

COTR 1620 Performance Lab-Theatre-Perfom (1 Credit)

Students can earn credit from their experience in construction, and/or running of University Theatre shows. Theatre majors need three performance credits to graduate.

COTR 1621 Performance Lab II (1 Credit)

Students can earn credit from their experience in construction, and/or running of University Theatre shows. Theatre majors need three performance credits to graduate.

COTR 1622 Performance Lab III (1 Credit)

Students can earn credit from their experience in construction, and/or running of University Theatre shows. Theatre majors need three performance credits to graduate.

Prerequisites: COTH 1621 with a minimum grade of D

COTR 1720 Basic Stagecraft (3 Credits)

An elementary introduction to the general principles of planning, preparation, organization and skills required for the technical presentation of theatre production. Students will learn creative problem solving with traditional tools and unique materials to make the magic of theatre.

COTR 2610 The American Stage (3 Credits)

An exploration of American Theatre, its conditions, and cultural ideas from colonial times to early modern drama through the study of plays, playwrights, and performance. Students will use dramaturgy as a tool to study plays in their physical, social, political, and economic context. By understanding the context, they should gain an appreciation for the play and its cultural significance.

COTR 2611 The Irish Stage (3 Credits)

COTR 2615 ST - Improv for Business (3 Credits)**COTR 2621 Introduction to the Theater (3 Credits)**

A survey of theatre as history, culture and experience, whose meaning is grasped through an understanding of the encounter between those who create theatre (performers, writers, directors, designers and technicians) and those who view it (members of the audience).

COTR 2622 Theatre As Cultural Dialogue (3 Credits)

This course explores cultural viewpoints through theatre and how theatre addresses difficult topics of culture and race. Through the writings of international playwrights and the study of the performance of their plays, students will experience multiple points of view on the human condition throughout the world. Many world communities stage performance as expressions of their cultural ideals, their dreams and their frustrations that are unique to their culture while still expressing human values of love, respect and hope.

COTR 2624 Vocal Techniques (3 Credits)

Emphasis on development of the speaking voice to enhance leadership presence and training the voice for performance for the stage, screen, or boardroom.

COTR 2626 Acting I (3 Credits)

Methods of building a character. Exercises in vocal and physical control, observation, imagination, concentration and pace. Elementary stage technique and performance department. (Formerly COTR 3620.)

COTR 2631 Theater History (3 Credits)

Drama and its presentation from the Greek amphitheater to the Renaissance stage to the spectacles of the 19th century: "Life upon the wicked stage." Explore the theories and practices of drama; the players, their theatrical conditions, and the spectacle as it has sought to inform society, culture and the human condition.

COTR 2722 Social Change 20 Cent Theatre (3 Credits)

To gain an understanding of the creative and influential role theatre plays in society through the interaction of art and culture. If theatre is the mirror of society, then what does it say about who we are? Through readings, videos, lecture, and research, students will explore the rich history of theatre's social role from Russia's Moscow Art Theatre NY Public Theatre up to the late 20th century. The focus will be on groundbreaking playwrights, directors, and producers of modern theatre.

COTR 3193 Independent Study (3 Credits)**COTR 3197 Internship I (3 Credits)****COTR 3198 Internship II (3 Credits)****COTR 3520 ST - Dance for the Stage (3 Credits)****COTR 3621 Directing (3 Credits)**

Methods of directing a play as described in the literature on play direction. Exercises in researching a play, casting, blocking the action, rehearsing, developing timing and pace, and coordinating all elements of a play.

Prerequisites: COTH 2621 with a minimum grade of D or COTR 2621 with a minimum grade of D

COTR 3622 Playwriting (3 Credits)

Principles of dramatic composition, plot construction, characterization and dialogue are studied through a close, practical analysis of Aristotle's Poetics, as well as of classic plays. Each student writes a one-act play. 3

COTR 3623 Lighting for TV-Theatre-Film (3 Credits)

Thorough grounding in light sources, instruments and their accessories used in theatre and studio layouts. Special emphasis is given to lighting principles and dramatic interpretation in terms of lighting. Students design lighting and develop lighting plans for productions and/or scenes as class projects and outside assignments. Prerequisite: a minimum of one course in theatre, TV or film.

COTR 3626 Acting II-Classical Style (3 Credits)

Course develops the discipline of stylized acting techniques and explores the history of Greek, Shakespearean and Restoration theatre.

Prerequisites: COTH 2626 with a minimum grade of D

COTR 3627 Theatre in London (3 Credits)

Study abroad course that covers British theatre and history culminating in a week long trip to London visiting historic sights and viewing several theatre performances. Usually included are tours to Westminster Abbey, backstage tours of the Theatre Royal Drury Lane, the Houses of Parliament, the British Museum as well as workshops at The Globe Theatre and theatre performances in the West End and with The Royal Shakespeare Company in Stratford-upon-Avon. Particular sights and productions are subject to availability at the time of the trip. Instructor's approval required.

COTR 3629 ST: Acting for the Camera (3 Credits)

This will be a team-taught course covering the principles and techniques essential to success in the conjoined worlds of directing and acting for the camera, and as such is a course for both actors and directors. It introduces each to the concepts and language specific to each other's discipline and works to provide each with a fuller understanding of how to collaboratively and creatively create. Areas covered will include auditioning, breaking down scripts, blocking for camera, on-set communications, the proper use of improv, etc. The course will both utilize the TV studio where students can work in front of live cameras in order to immediately see results of their work and out-of-class assignments to further their skills.

COTR 3636 ST - Performing Shakespeare (3 Credits)**COTR 3642 The Irish Stage (3 Credits)**

In theatres throughout Ireland, the Irish stage presents the collective voice of Irish Catholic playwrights. Steeped in myth, ritual, and history, these authors used their plays to examine the rich texture of life woven together by faith, politics, family, and community and, by whose intersection, results in conflicts and choices that reflect a deeper, transcendent meaning. Through the readings of Thomas Merton and examples of ritualistic theatre found in the Bible, the course builds on the lessons of CORE I and II to explore further Catholic principles and intellectual Catholic tradition expressed by themes found in Irish drama. As a CORE III course, students will read Irish plays, view their performance and discuss the common themes of belief, choices and the flaws of motivated reasoning that form biases in poor decisions versus transcendent ones that are the foundation of Irish drama.

COTR 3737 ST Story Telling in Community (3 Credits)**COTR 4197 Internship III (3 Credits)****COTR 4198 Internship IV (3 Credits)****COTR 4295 Saints Alive (3 Credits)****COTR 5799 Senior Seminar Theatre (3 Credits)**

A required capstone course for Theatre majors. Students will discuss and write about contemporary theatre drawn from their experience of seeing shows in New York City.

MUAP 1011 Beginner Piano I (2 Credits)

Group piano instruction for beginners, taught in electronic piano lab. Prerequisite to private piano lessons.

MUAP 1131 Beginning Voice (2 Credits)

Group voice instruction for beginners. One two-hour class per week. Prerequisite to private voice lessons.

MUAP 1141 Band (1 Credit)

Brass and woodwinds ensemble, which plays a varied repertoire from classical to contemporary music. One or more performances a semester.

MUAP 1151 University Chorus (1 Credit)

Study and performance of choral music from the Renaissance period to the present. Includes development of fundamental choral skills such as sight reading, intonation, establishment of a healthy vocal technique. Repertoire will span multiple styles and genres and include a diverse representation of composers. No Audition required.

MUAP 1152 University Choir (1 Credit)

Study and performance of choral music from the Renaissance to the present. Includes development of choral skills such as sight reading, intonation, establishing a good choral tone and vocal color. Audition required.

MUAP 1158 Chorus (1 Credit)

Study and performance of choral music from the Renaissance to the present. Includes development of choral skills such as sight reading, intonation, establishing a good choral tone and vocal color. Audition required.

MUAP 1161 University Chamber Choir (1 Credit)

Small group vocal ensemble, Chamber Choir is the elite musical ensemble of the University. Repertoire will span multiple centuries and genres and include a diverse representation of composers. Chamber Choir participates in both on-campus and off-campus musical performances. Audition required. Membership in University Chorus is required.

MUAP 1172 Musical-Opera Theater (1 Credit)

Preparation of arias and vocal ensembles for the purpose of stage presentation.

MUAP 1182 Conducting Techniques (2 Credits)

Students will learn the basic conducting gesture vocabulary and techniques and how to apply this to musical examples from a wide variety of musical styles and genres. The members of the class will form the laboratory ensemble. Final exam will include conducting one of the University Ensembles.

MUAP 1183 Instrument Chamber Ensemble (1 Credit)

Instrumental chamber ensemble for auditioned intermediate or advanced instrumentalists. Combinations (duos, trios, quartets, etc.) will be formed on the basis of availability of instruments and students' interest.

MUAP 1211 University Orchestra (1 Credit)

The Seton Hall Orchestra offers students an orchestral performing experience as a credited course offering. Students with intermediate to advanced skill levels on all orchestral instruments (strings, woodwinds, brass, percussion, and harp) are encouraged to participate. A wide range of music is performed including baroque, classical, romantic, 20th century and popular music. Students have the unique opportunity to perform with faculty and professionals within the orchestra. The orchestra meets once weekly for a 90-minute rehearsal and presents a concert performance at the end of each semester.

MUAP 1221 Jazz Ensemble (1 Credit)

The Seton Hall Jazz Ensemble offers students the opportunity to rehearse and perform a variety of jazz styles in small combo settings. Performances take place in various venues throughout the term. Students are coached in reading charts and given opportunities for improvisation. Repertoire includes the blues, swing, Latin, modal, and fusion, and always includes material accessible to the beginning improviser. All with basic reading and technical skills are welcome. Rehearsals are run by the instructor, but students are encouraged to contribute ideas for arrangements.

MUAP 1291 Beginning Guitar (2 Credits)

Group instrumental lessons on wind, string or percussion instruments. The courses are designed for beginners, in an ensemble situation.

MUAP 1500 The Practice of Catholic Liturgical Music (3 Credits)

The course will feature a study of key elements in the development of sacred music practice as seen through the prism of 2000 years of musical development in the Roman Catholic Church, from Plainchant, commonly known as Gregorian Chant, to Vatican II.

MUAP 1501 Catholic Liturgical Music Today (3 Credits)**MUAP 2130 ST - Music Doorway to Sacred (3 Credits)****MUAP 2144 Special Topics-Applied Music (3 Credits)**

Selected topics, designated in advance of the semester, in the area of applied music. May be repeated for credit (under different number as topics change).

MUAP 2146 Sound Production - Engineer I (3 Credits)

A hands-on workshop in the creation and production of sound and music with an introduction to acoustic, analog and digital recording, mixing consoles and signal flow, microphone design and placement, digital editing, processing and mixing, MIDI sequencing, and sound synthesis. Please see website for lab/supply fees.

MUAP 2147 Sound Production - Engineer II (3 Credits)

An intermediate to advanced investigation of concepts first introduced in MUAP 2146 including acoustics, psychoacoustics, digital audio, signal flow, sound mixing, signal processing, speaker and microphone design, synchronization, MIDI, digital sampling, and sound synthesis. Please see website for lab/supply fees.

MUAP 2148 Adv Sound Edit Mix Mastering (3 Credits)

An intermediate to advanced workshop in audio editing, mixing and mastering on the Pro Tools digital audio workstation using a range of professional effects plug-ins. Student projects in the lab will be tailored to area of concentration: music production, sound for film, television, or radio. Please see website for lab/supply fees.

MUAP 2149 Sound, Technology and Culture (3 Credits)

A general historical survey of the cultural and technological developments in sound recording, music and sound for the cinema, radio and television. Avant-garde composition, electronic, digital and interactive music, and the recent influence of the internet on sound and culture will also be discussed. Please see website for lab/supply fees.

MUAP 2150 Studio Styles - Music Market (3 Credits)

A survey of audio production styles including classical, jazz, folk, World Music, country, rock, hip-hop, pop, and crossover. In tandem with production, the course will explore marketing and promotion strategies within each genre. Please see website for lab/supply fees.

MUAP 2211 Private Piano (2 Credits)

Private lesson, 1 hour per week.

MUAP 2231 Private Voice (2 Credits)

Private lesson, 1 hour per week.

MUAP 3133 Music Global Doorway to Sacred (3 Credits)

Music as a Global Doorway to the Sacred will provide students with the opportunity to enter into dialogue and collaboration with members of diverse religious communities, and to discover and explore the similarities and differences in the traditional devotional music of global religious communities, which include Christianity, Judaism, Hinduism, Buddhism, and Islam. Through readings, lectures, musical cast recordings, videos, and attendance at live and virtual global religious services, students will encounter and experience the universality of the search for the sacred "ultimate mystery" that is envisioned in Nostra Aetate through the traditional devotional music of global religious communities.

MUAP 3197 Music Internship (3 Credits)**MUAP 3291 Private Brass (2 Credits)**

Private lesson, 1 hour per week.

MUAP 3391 Private Woodwind (2 Credits)

Private lesson, 1 hour per week.

MUAP 3491 Private String (2 Credits)

Private lesson, 1 hour per week. Prerequisite: MUAP 1291, 1292, 1293 or 1294 Beginning Instruments or permission of department upon successful audition.

MUAP 3494 Private String (2 Credits)

Private lesson, 1 hour per week. Prerequisite: MUAP 1291, 1292, 1293 or 1294 Beginning Instruments or permission of department upon successful audition.

MUAP 3591 Private Percussion (2 Credits)

Private lesson, 1 hour per week.

MUAP 3691 Private Organ (2 Credits)

Private lesson, 1 hour per week.

MUHI 1102 Music and Civilizations (3 Credits)

A survey of Western art music from Gregorian chant to music of the present day. Characteristic pieces, styles, and composers from the Medieval Era until the 21st century will be examined. A major component of the course is learning to listen analytically and write critically about music.

MUHI 1108 American Music as an Agent of Change (3 Credits)

This course will explore American music as an agent and reflection of social change in American society. The study, which begins with the occurrence of hybridization between colonial British and West African cultural musical elements in the United States, will reveal the continual cultural impact that is brought to the United States by new immigrants, new ideas, and social movements. The course will follow the ongoing cultural evolution of American music, which creates an entry toward greater diversity and inclusivity within American society. Included among the topical studies in the course are European and West African folk music traditions, Latino musical traditions, Blues, Jazz, Rock, Broadway, and the artistic contributions of diverse American musical artists.

MUHI 1116 Music of Beethoven (3 Credits)**MUHI 1134 Music of Broadway (3 Credits)**

Survey of the music presented on the "Great White Way" from 1750 to the present, including a look at the minstrels, operettas, reviews, follies, vaudeville and musical plays, as well as the famous musicals that have appealed to Americans since 1939.

MUHI 1201 History Wstrn Musical Style I (3 Credits)

Students will trace the course of Western art music from its origins in plainchant c. 800 A.D. up until 1750. They will study the history, culture, and music repertoire of various time periods and identify composers and their works within a historical context. Score analysis.

Prerequisites: MUTH 1112 with a minimum grade of D and MUTH 2112 with a minimum grade of D

MUHI 1202 History Wstrn Musical Style II (3 Credits)

Students will trace the course of Western art music from 1750 up to the present day. They will study the history, culture, and music repertoire of various time periods and identify composers and their works within a historical context. Score analysis.

MUHI 1901 Spec Top-Music Abroad - Italy (3 Credits)**MUHI 2010 Music and Cultural Dialogue (3 Credits)**

This course explores music from around the world in order to learn how music reflects and interacts with the culture from which it springs. Musical traditions studied might include, for instance, North India, West Africa, Brazil, and Native American music of the Southwest. Ability to read music is not required.

MUHI 2141 Spec Topics-Music History (1 Credit)

Selected topics in music history. May be repeated for credit (under different number as topics change).

MUHI 2142 Spec Topics-Music History (3 Credits)

Selected topics in music history. May be repeated for credit (under different number as topics change).

MUHI 2143 Spec Topics-Music History (3 Credits)

Selected topics in music history. May be repeated for credit (under different number as topics change).

MUHI 2470 Music in Film (3 Credits)

Exploration of how music interacts with images, dialogue, and other elements to create meaning in films. Readings introduce students to the field of film studies and to the analysis of film music. Assigned films, to be viewed before each class, cover a spectrum of genres. Independent research leading to a culminating paper. The ability to read music is not required.

MUHI 3171 Individual Stu-Music History (1 Credit)

Study and research in individual areas selected by the student in consultation with adviser and department chair.

MUHI 3175 Individual Stu-Music History (5 Credits)

Study and research in individual areas selected by the student in consultation with adviser and department chair.

MUHI 3176 Individual Stu-Music History (6 Credits)

Study and research in individual areas selected by the student in consultation with adviser and department chair.

MUHI 3201 Research Methods and Writing about Music (3 Credits)

Students will learn how to discover various bibliographic resources in music, including important music encyclopedias, domestic and foreign historical journals and newspapers, important manuscripts, and other sources. Students will learn how to write a paper about a specific topic based on this research, which will involve conceptual and critical thinking skills as well as deductive thought processes in order to come up with a sophisticated thesis statement. The student will then learn how to write a paper based on this process. In writing the paper, the student will include organizational skills, correct methods in citing sources, proper grammar and syntax, as well as an effective style. These writing issues will be geared specifically towards writing about music.

MUTH 1099 Songwriting - Music Fundamentl (3 Credits)

A hands-on workshop in the art of writing songs with a basic introduction to the fundamentals of music, including melody, harmony, rhythm, instrumentation, texture and form.

MUTH 1112 Theory of Music I (4 Credits)

Comprehensive study of musical notation: sight singing, melodic and rhythmic dictation, basic analysis of triads, inversions, phrase structure and the technique employed in harmonization.

MUTH 2112 Theory of Music II (4 Credits)

Comprehensive study of harmony including harmonic and rhythmic dictation, advanced sight-singing, study of seventh chords, secondary dominants, modulation to closely related and foreign keys plus advanced four-part analysis. Prerequisite: MUTH 1112.

Prerequisites: MUTH 1112

MUTH 2143 SpTp - - Western Styles (3 Credits)**MUTH 2500 Musicianship I (3 Credits)**

Musicianship I provides students with an introduction to the techniques of instrumental and vocal compositional writing in the tonal idiom. Proficiency in the subject matter is acquired through the study, writing, and exercise of melodic and rhythmic notation, diatonic harmony, voice leading, as well as through listening.

MUTH 2501 Aural Skills I (1 Credit)

Diatonic sight singing, ear training, and keyboard harmony.

MUTH 2510 Musicianship II (3 Credits)

Musicianship II builds on the basic introduction in Musicianship I of techniques of instrumental and vocal compositional writing in the tonal idiom and advances these to the intermediate level. Proficiency in the subject matter is acquired through the study, writing, and exercise of melodic and rhythmic notation, diatonic harmony, and voice leading, as well as through listening.

MUTH 2511 Aural Skills II (1 Credit)

Continuation of diatonic sight singing and ear training, introduction to chromatic sight singing, ear training, keyboard harmony, and score reading.

MUTH 3111 Theory of Music III (3 Credits)

Advanced chromatic harmony, advanced modulation, altered chords, linear chromatic harmony, and analytical studies. Emphasis on written exercises.

Prerequisites: MUTH 2112

MUTH 3173 Independent Study (3 Credits)**MUTH 3197 Music Internship (3 Credits)****MUTH 4171 Individual Studies Music Thry (1 Credit)****MUTH 4173 Independent Study (3 Credits)****MUTH 5171 Individual Studies Music Comp (1 Credit)****MUTH 5172 Indiv Studies in Music Comp (2 Credits)**