

School of Media Arts & Studies

Graduate Course Info

Theory-based courses

- 5011: Media and the Digital Divide
- 5111: Media Phenomenology
- 5135: Documentary Genres
- 5140: New Media Technologies
- 5141: Satellite Media and Communication
- 5150: Media and Globalization
- 5160: History of Computer Graphics
- 5170: Media and the Muslim World
- 5175: Media & Sexual Representation
- 5176: Tech, Communication, Culture
- 5680: Action Research
- 5750: Politics and Electronic Media
- 5810: Media and Identity
- 6010: Mass Communication Research
- 6020: Quantitative Communication Rsrch
- 6030: Qualitative Research Methods
- 6080: Communication and Development
- 6090: Applied Research Methods
- 6171: Children, Youth, and Media
- 7105: Audience Research
- 7670: Comparative / Intl. Media Systems
- 7700: Mass Communication Theory
- 7720: Critical and Cultural Theory
- 7800: Media Historical Research
- 8901: Seminar in Media Research
- 7940: Directed Research
- 8950: Dissertation

Production-based courses

- 5100: Studio Basics
- 5210: Virtual Reality– 360 Sound & Image
- 5220: Virtual Reality– 360 Storytelling
- 5230: Virtual Reality– 360 Interactive
- 5301: Music Production & Technology
- 5302: Music Production: Mixing & Delivery
- 5304: Music Production Master Class
- 5401: Game Development I
- 5402: Game Development II
- 5405: Game Development & Animation III
- 5501: Animation
- 5502: Animation II
- 5505: Compositing
- 5700: Single Camera Video Production
- 5701: Producing for Video and New Media
- 5702: Multi-camera Television and Web
- 5705: Writing / Producing Video Podcasts
- 5706: Nonfiction Storytelling
- 5801: Sound for Moving Image
- 5802: Video Editing Aesthetics
- 5803: Media and Web Delivery
- 5804: Motion Graphics
- 5805: Advanced Video Postproduction
- 5900: Virtual Reality: Special Topics
- 5937: Independent Production Projects
- 6100: Intro to Audio and Video Production
- 6200: Seminar in Virtual Reality
- 6202: Screenwriting for TV and Film

Management-based courses

- 5172: Public Media: Past, Present, Future
- 5540: Personal Values in Media
- 5601: Media Financial Mgmt.
- 7100: Mgmt. / Leadership in Media
- 7102: Media Content Management
- 7610: Media Law and Regulations

General courses

- 6000: Introduction to Graduate Study
- 6930: Independent Study
- 6950: Thesis
- 8010: Seminar in Pedagogy
- 8930: Independent Study

Course Descriptions

MDIA 5011: Media and the Digital Divide

Steeps the student in some of the most current literature on the quicksilver proliferation of new technologies throughout the world, with emphasis on who has access, command, and knowledge about these technologies and who is lacking and why. Readings explore the contours of the digital divide as it shapes and is shaped by culture amid shifting cultural and geopolitical climates.

MDIA 5100: Studio Basics for Animation, Games and Video/Audio Post-Production

Introductory course for students lacking production experience. Covers digital production theory, terminology and production planning. Provides experience in digital production.

MDIA 5111: Media Phenomenology

Provides a framework through which students can investigate the ways that people experience media through their stories. Investigates how phenomenology, as theory and methodology, can effectively be applied in a range of contexts, demonstrating the value and utility of hermeneutics, semiotics, and deconstruction

MDIA 5135: Documentary Genres

Investigates the construction of nonfiction film and televisual documentary imagery from the inception of motion pictures (ca.1895) through the current postmodern American media landscape. Examines the influences American network television and video technology has had on the documentary genre. Investigate the role and impact of foundation support, public broadcasting, cable networks, and media activism.

MDIA 5140: New Media and Communication Technologies

Examines the role of digital technologies and broadband networks in the implementation of modern media and communication services. Emerging applications in telephony, cable, wireless, satellite, broadcasting, Internet and multimedia are highlighted.

MDIA 5141: Satellite Media and Communication

An overview on the role of space satellites in global media and communication from historical, technical, regulatory, economic, cultural and programmatic perspectives.

MDIA 5150: Media and Globalization

This course highlights fundamental issues and debates regarding the relationships between media and globalization. Through lectures, readings, and critically examining media content in various forms (e.g. excerpts from motion pictures, web-based content, music, etc.), students explore and evaluate various perspectives regarding media and globalization. Course examines relationships between media and globalization over time, at various geographic scales, across a range of national contexts, and from assorted stakeholders' perspectives. At the same time, it broadly considers the social, political, economic, and cultural linkages between media and globalization.

MDIA 5160: History of Computer Graphics

Investigates the history of special effects in film from Melies to ILM, with an emphasis on narrative integration and technical achievement.

MDIA 5170: Media and the Muslim World

Introduces students to topics related to the growing interest in the uses of media in and about the Muslim world. Examines controversial issues regarding how Islam has been and continues to be depicted in the U.S. media, as well as how different media practitioners are working to change that image.

MDIA 5172: Public Media: Past, Present, and Future

Historical development, current status, and challenges to public media.

MDIA 5175: Media & Sexual Representation

Addresses ways that media shape templates of sexuality, gender, and eroticism, and how their representations reflect the imperatives of culture, the ephemerality of fashion, and the limitations of law.

MDIA 5176: Technology, Communication, and Culture

Examines ways in which communication technologies shape and structure a culture, and also ways in which a culture, in turn, uses those technologies first to stabilize itself and second to discover meaning.

MDIA 5210: Virtual Reality Production – 360 Sound & Image *[pending approval for 2017]*

Student work with cutting edge technologies and the creative processes to create immersive audio projects (fiction and/or non-fiction) for an interactive Virtual Reality environment.

MDIA 5220: Virtual Reality Production – 360 Storytelling *[pending approval for 2017]*

Student work with cutting edge technologies and the creative processes to create 360-degree storytelling projects (fiction and/or non-fiction).

MDIA 5230: Virtual Reality Production – 360 Interactive *[pending approval for 2017]*

Student utilize animation and serious-game techniques while working with cutting edge technologies and creative processes to create virtual and augmented reality projects.

MDIA 5301: Music Production & Technology

Advanced instruction in specific popular music multi-track recording techniques (drums, guitars, keyboards, and additional acoustic instrumentation), midi, looping and sampling techniques, DAW techniques, outboard processing gear, and session management. Also covered are practical concerns such as producer/artist agreements and project budgeting.

MDIA 5302: Music Production: Mixing and Delivery

The follow up to Music Production & Technology courses and builds on the material covered in that course. Students take projects initiated in MP&TII and apply post production techniques and technology to generate final mixes of the tracks they have produced. Comparison of student work to similar commercially released work and critical listening are covered. Varying mixdown formats and media are discussed and implemented (including "in-the-box," stem and analog techniques). Mastering techniques and tools are used by students to deliver final versions. Various delivery options (the Internet, software and "hard copies") are generated and discussed.

MDIA 5304: Music Production Master Class

Students will propose and produce an advanced project in audio production.

MDIA 5401: Game Development I

An exploration of all aspects of 3D game development. Topics include: file and project management, terrain modeling and painting, interior and object modeling and animating, character integration, GUI editing, sound and music basics, and scripting fundamentals. The main project is one of four designs that will be developed by teams.

MDIA 5402: Game Development II

An exploration of all aspects of 3D game development. Topics include file and project management, terrain modeling and painting, interior and object modeling and animating, character integration, GUI editing, sound and music basics, and scripting fundamentals. The main project is one of four designs that will be developed by teams.

MDIA 5405: Games Development and Animation III

Advanced animation and game portfolio project development.

MDIA 5501: Animation

Processes involved in the production of media projects involving sound and animated moving images. Exploration of the topics of texturing, lighting, and animation rigging and modeling.

MDIA 5502: Animation II

A continuation of the advanced principles of computer modeling and animation. Builds on the topics of rigging, texturing, lighting, and animation.

MDIA 5505: Compositing

Involves students in deep exploration of design and creation of complex digital images through layering effects involving photographic images, motion graphics, and animated elements.

MDIA 5540: Personal Values in Telecommunications

Explores the nature of personal values and surveys the values shaping American culture. Examines the role of the individual within media institutions and the media within American culture.

MDIA 5601: Media Financial Management

Consideration of fiscal problems in media businesses and industries with special emphasis on financial policies and economic factors.

MDIA 5680: Action Research

An experiential and interactive approach to the systematic use of media resources by groups, organizations and communities, in development and business, to promote, produce, and support social change.

MDIA 5700: Single Camera Video Field Production

Prepares students for work in the video production profession and further their knowledge of single-camera video, field production techniques. Students will develop their creative voice and storytelling abilities.

MDIA 5701: Producing for Video, Web and New Media

Focuses on the role of the producer in the video, web and new media industries. Particular attention is placed on developing marketable ideas, research, production planning, budgeting, and pitching.

MDIA 5702: Multi-camera Production for Television and Web

An intensive, practical introduction to television/web studio production. Students direct a variety of program formats, including interviews, demonstrations, scripted shows and live current affairs productions. Develop producing and directing skills, to communicate effectively over talkback, to acquire good time management skills, and to write studio camera scripts for television and web series production.

MDIA 5705: Writing and Producing the Video Podcast Series

Explores the process of writing, pre-producing, creating, and distributing a multi-episodic video podcast series for client-based projects.

MDIA 5706: Nonfiction Video and Television Storytelling Production

Prepares students for work in the video production profession and further their knowledge of nonfiction video production techniques that might be found in documentary, corporate/industrial videos or reality television production. Through this process students will develop their creative voice and storytelling abilities.

MDIA 5750: Politics and Electronic Media

Explores the complex interaction among the media, citizens, politicians, and other political actors, including how politicians use media in election campaigns, and how citizens and activists use media in the political process.

MDIA 5801: Sound for Moving Image

Explores the technical and aesthetic aspects of sound as it relates to the moving image. Mixing to picture, SMPTE synchronization to video, Foley, sound effects, dialogue replacement, and music for picture will all be covered.

MDIA 5802: Video Editing Aesthetics

Move beyond the technical side of video editing to explore the aesthetic and storytelling choices faced by the editor. Through analyses of existing digital programming, theoretical exercises and research on current editing practitioners, students will gain an understanding of what the editor contributes to the storytelling process.

MDIA 5803: Media and Web Delivery

More and more often, traditional distribution channels are being eschewed for consumer web-based media sites. This has created a new phenomenon in the realms of blogging, webcasting, podcasting, and viral video. Examines the design and production issues of web-based media and the business of online distribution.

MDIA 5804: Motion Graphics

Deep exploration of the design and creation of motion graphic elements using Apple Motion, LiveType, After Effects and a little PhotoShop. Composition, moving composition, typography, color, and other digital image design elements are addressed.

MDIA 5805: Advanced Digital Video Postproduction

Work individually and in collaborative teams in advanced post. Accomplished production students work with pre-existing material. The focus is creative editing strategies and expanded use of software applications from previous courses. One product is your portfolio reel.

MDIA 5810: Media and Identity

Introduces the students to the way media construct and represent social and cultural identities such as race, class, gender, age, and sexual orientation. Considers various theories of representation such as feminist theory, race theory, and white privilege.

MDIA 5900: Virtual Reality: Special Topics *[pending approval for 2017]*

Student work in collaborative, cross-disciplinary groups to conceptualize and complete Virtual Reality projects.

MDIA 5937: Independent Production Projects

Independent production projects under the supervision of faculty. Advance project approval required.

MDIA 6000: Introduction to Graduate Study

Prepares students for graduate study through analysis and discussion of research and teaching.

MDIA 6010: Introduction to Mass Communication Research

Concerned with basic principles of scholarly research in mass communication. Become familiar with general concepts and procedures employed in the main research methodologies of mass communication, and each is responsible for conducting and reporting his/her own formal pilot research project.

MDIA 6020: Quantitative Communication Research

Emphasizes the principles, logic, underlying assumptions, and techniques of quantitative methodologies commonly employed in communication research. Deals both with research design and strategies of analysis.

MDIA 6030: Qualitative Research Methods in Media Studies

Provides an introduction to qualitative research methods, particularly as applied to mass communication and media culture research. Through readings, class discussions, and individual work, students will gain an appreciation of the complexity of qualitative research, and will begin to use these methods to conduct their own research.

MDIA 6080: Seminar in Communication and Development

Provides an overview of the communication and development field and serves as a foundation for the subsequent in-depth study and analysis of specific aspects of the role of communication in development and social change. Explores the complex relationships between communication and human and social development, and the role that communication plays in promoting (or impeding) social change and development.

Throughout the seminar participation, collective research and teamwork are emphasized, and participants are expected to undertake both individual and group projects.

MDIA 6090: Applied Research Methods in Communication and Development

Introduces key research methods used in applied communication and development projects. Content includes a range of dominant and emerging research methods used across formative, process and summative evaluation phases, with greater emphasis of qualitative and participatory research techniques. Guides students through the process of designing a formative research plan, a monitoring system, and an evaluation framework, with a focus on specific areas of development (health, education, environment, human rights, conflict).

MDIA 6100: Introduction to Audio and Video Production

Introductory course for graduate students lacking production experience. Covers audio and video theory and terminology and production planning. Provides experience in audio/video production.

MDIA 6171: Children, Youth, and Media

Explores the many issues and concerns defining the relationship between children and youth and their media from both a social science and cultural studies approach. Begins with children's earliest experiences and concludes with the role of social networking and teen television. Websites, motion pictures, and television will be among the media considered in a local, national, and global setting.

MDIA 6200: Seminar in Virtual Reality *[pending approval for 2017]*

Conceptualization and implementation of Virtual and Augmented Reality projects.

MDIA 6202: Professionals Screenwriting for TV and Film

Deep exploration into the creative and business decisions needed to write successful feature length screenplays and/or spec television scripts.

MDIA 6930: Independent Study

Individual research on special problems. Projects must be approved prior to registration.

MDIA 6950: Thesis

Research applicable to thesis.

MDIA 7100: Management and Leadership in Media Industries

Consideration and examination of theory and practice in telecommunications management, organization, personnel management, and motivation; examines role of manager in relationship to various telecommunications operations.

MDIA 7102: Media Content Management

Consideration and examination of theory and practice in the processes of evaluating, selecting, scheduling, promoting, distributing, and marketing media content.

MDIA 7105: Audience Research

Develops an understanding of the methods and relevant theories for the study of media audiences/users through readings and classroom discussion of audience theory and both scholarly and media industry research practice. Students will be able to design and execute an effective study to address audience, industry, policy, and/or theoretical goals.

MDIA 7610: Media Law and Regulations

Sociopolitical control of communications media; effects of laws, regulations, and public pressures upon policy.

MDIA 7670: Comparative and International Media Systems

Concerns itself with policies and practices of domestic electronic media worldwide and the uses of electronic media in public diplomacy and in global media regimes. Presents a holistic perspective and emphasizes national doctrines, historical trends, cultural patterns, technologies, and programming, all placed within a comparative tradition.

MDIA 7700: Mass Communication Theory

Examines the intellectual genealogies and the factors that foster particular theoretical explanations of media's role in society. It begins with the early pragmatists and behaviorists of the early 1900s then moves to the influence of mid-century sociologists and finally considers the divergent theoretical paths taken in the 1970s.

MDIA 7720: Critical and Cultural Theory

Provides an introduction to critical and cultural theories of media, beginning with Marxist political economy through "posthuman" approaches to evolving information and communication technologies. Through readings, class discussions, and individual work, gain an appreciation of often complementary and sometimes contradictory theories.

MDIA 7800: Seminar in Media Historical Research

Historiographical issues in media research; examination of theoretical, and methodological topics; analysis of historical writing on media from various political, social, and cultural perspectives.

MDIA 7940: Directed Research

Individual research project under supervision of faculty.

MDIA 8010: Seminar in Pedagogy

Problems, methods, and techniques of teaching college-level media arts and studies.

MDIA 8901: Seminar in Media Research

Intensive study of research methodologies in mass communication scholarship; individual projects.

MDIA 8930: Independent Study

Individual research on special problems. Projects must be approved prior to registration.

MDIA 8950: Dissertation

Research applicable to dissertation.