

Department of Communication Arts

Dr. Mark G. Borzi, Department Head

Room 1001A, Communication Arts and Curriculum Building

The Department of Communication Arts is a multidisciplinary department with programs that lead to a Bachelor of Fine Arts (B.F.A.) degree with majors in:

- Communication with an emphasis in Organizational Communication or Interpersonal Communication;
- Communication with a concentration in Public Relations;
- Dance;
- Emergent Media and Communication (online);
- Mass Media;
- Theatre with tracks in Performance, Production, Musical Theatre, and Elective Studies in Theatre Management.

The department also offers minors in Communication, Dance, Health Communication, Mass Media Studies, and Theatre Arts.

The programs in the department are designed to give the student the basic knowledge, skills, and values that build upon the foundation provided by the University Core Curriculum and that are required for professional careers in sales, personnel management, public relations, corporate/diversity training, dance, theatre performance and management, and in the media industries including radio, television, the Internet, and music. Moreover, the department's programs stress the importance of critical thinking skills, an appreciation for diverse cultural perspectives, and the application of knowledge to the specific areas found in the department. The Bachelor of Fine Arts is a professional degree preparing students for immediate impact in their careers.

Valdosta State University is an accredited institutional member of the National Association of Schools of Theatre.

- Bachelor of Fine Arts with a Major in Communication (<http://catalog.valdosta.edu/archive/2017-2018/undergraduate/academic-programs/arts/communication-arts/bfa-speech-communication>)
- Bachelor of Fine Arts with a Major in Dance (<http://catalog.valdosta.edu/archive/2017-2018/undergraduate/academic-programs/arts/communication-arts/bfa-dance>)
- Bachelor of Fine Arts with a Major in Emergent Media and Communication (Online) (<http://catalog.valdosta.edu/archive/2017-2018/undergraduate/academic-programs/arts/communication-arts/bfa-emergent-media-and-communication>)
- Bachelor of Fine Arts with a Major in Theatre (<http://catalog.valdosta.edu/archive/2017-2018/undergraduate/academic-programs/arts/communication-arts/bfa-theatre>)
- Bachelor of Fine Arts Degree with a Major in Mass Media (<http://catalog.valdosta.edu/archive/2017-2018/undergraduate/academic-programs/arts/communication-arts/bfa-mass-media>)
- Minor in Communication (<http://catalog.valdosta.edu/archive/2017-2018/undergraduate/academic-programs/arts/communication-arts/minor-speech-communication>)
- Minor in Health Communication (<http://catalog.valdosta.edu/archive/2017-2018/undergraduate/academic-programs/arts/communication-arts/minor-health-communication>)
- Minor in Theatre Arts (<http://catalog.valdosta.edu/archive/2017-2018/undergraduate/academic-programs/arts/communication-arts/minor-theatre-arts>)
- Minor in Mass Media Studies (<http://catalog.valdosta.edu/archive/2017-2018/undergraduate/academic-programs/arts/communication-arts/minor-mass-media-studies>)
- Minor in Dance (<http://catalog.valdosta.edu/archive/2017-2018/undergraduate/academic-programs/arts/communication-arts/minor-dance>)
- Institutional Cross-training Certificate for Journalism and Mass Media Students (<http://catalog.valdosta.edu/archive/2017-2018/undergraduate/academic-programs/arts/communication-arts/institutional-crosstraining-certificate-journalism-mass-media-students>)
- Sports Broadcasting Certificate (<http://catalog.valdosta.edu/archive/2017-2018/undergraduate/academic-programs/arts/communication-arts/sports-broadcasting-certificate>)

Communication

COMM 1100. Human Communication. 3 Hours.

A broad approach to oral communication skills including intrapersonal, interpersonal, small group, and public speaking.

COMM 1100H. Honors Human Communication. 3 Hours.

An honors-level approach to oral communication skills with emphasis on advanced theoretical and practical approaches to interpersonal communication, small group communication, and public speaking.

COMM 1110. Public Speaking. 3 Hours.

The organization of materials and the vocal and physical aspects of delivery in various speaking situations.

COMM 1500. Introduction to Communication Studies. 3 Hours.

Orientation to the communication profession. Topics addressed include professionalism, workplace etiquette, career opportunities, writing style, technology, research, and written and oral presentational skills. This course is to be taken the first term enrolled as a major.

COMM 1800. Communication Technology. 3 Hours.

Examination and application of technology design processes and their impact on communication.

COMM 2100. Introduction to Communication Theory. 3 Hours.

General survey of communication theories to familiarize students with basic constructs in interpersonal, intercultural, organizational, and public communication; to demonstrate the value of theory; and to orient students to the speech communication major.

COMM 2300. Interpersonal Communication. 3 Hours.

The study of communication skills in interpersonal relationship in social and professional contexts.

COMM 2400. Introduction to Communication Research. 3 Hours.

Overview of the concepts, methods, and tools used in communication research. Communication research and design, data collection, interpretation, and reporting. The course will address both quantitative and qualitative research methods.

COMM 2500. Communication, Culture, and Community. 3 Hours.

Introduction to intercultural communication. The course addresses verbal and nonverbal theories, methods, and vocabulary used in mixed cultural situations. Emphasis is placed on sense-making and strategies to reduce uncertainty in social and cultural systems.

COMM 3000. Qualitative Communication Research Methods. 3 Hours.

Prerequisite: COMM 2100 and speech communication major. The study of qualitative research methods used to investigate communication.

COMM 3011. Argumentation and Advocacy. 3 Hours.

Prerequisite: COMM 2100. Theories of argumentation and advocacy.

COMM 3021. Persuasion. 3 Hours.

Prerequisites: COMM 2100, Theories of persuasions.

COMM 3031. Communication Law and Ethics. 3 Hours.

Prerequisites: COMM 1500 and COMM 2100. Examination of the history and effects of laws that impact communication processes.

COMM 3072. Debate and Individual Events (Forensics) Lab. 2 Hours.

Research and practice in debate and individual events. Individual events include dramatic interpretation, dramatic duo interpretation, after-dinner speaking, prose, poetry, communication analysis, program oral interpretation, impromptu, extemporaneous, persuasion, and informative. Debate events include parliamentary style and Lincoln-Douglas style.

COMM 3111. Applied Communication Research. 3 Hours.

Prerequisites: COMM 1500 and COMM 2100. The study and application of contemporary research methods in organizational settings. Students explore how organizations make data-based decisions utilizing multiple methods including observation, surveys, focus groups, content analysis, and experiments. Students will complete a research project as part of this course.

COMM 3211. Event Planning. 3 Hours.

Prerequisites: COMM 1500 and COMM 1800. An introduction to the principles of event management including planning, managing, budgeting, promoting, and implementing special events for organizations.

COMM 3231. Health Communication. 3 Hours.

Prerequisites: COMM 1500 and COMM 2300 or HCAD Major. Exploration of the role of communication in identifying, managing, and addressing major health events such as patient advocacy, health promotion, support groups, medical decision making, end-of-life caregiving, healthcare systems, and mediated patient care.

COMM 3310. Listening. 3 Hours.

Prerequisites: Sophomore standing. Study of and skill development in different types of listening.

COMM 3311. Teams and Leadership. 3 Hours.

Prerequisites: COMM 1500 and COMM 1800. Study of communication strategies that enhance and promote synergy, cohesion, and university in teams for effective and efficient attainment of their goals.

COMM 3321. Conflict Management. 3 Hours.

Prerequisites: COMM 2300 or Communication Minor. Study of theories and approaches to managing conflict. Students utilize negotiation, mediation, and arbitration techniques in addressing interpersonal and organizational conflicts.

COMM 3330. Interviewing. 3 Hours.

Prerequisites: Sophomore standing. Study of the skill development in interviewing.

COMM 3331. Creativity and Communication Design. 3 Hours.

Prerequisites: COMM 1500 and COMM 1800 or Communication Minor. Exploration of techniques for creating and applying concepts in professional communication message design.

COMM 3411. Visual Communication and Aesthetics. 3 Hours.

Prerequisites: COMM 1500 and COMM 1800 or Communication Minor. Study of the design, use, and impact of visuals on communication processes.

COMM 3421. Social Media Strategies. 3 Hours.

Prerequisites: COMM 1500 and COMM 1800 or Communication Minor. Study of social media strategies and their impact on communication processes and relationships. Emphasis is placed on how social media shapes virtual interpersonal and organizational identities.

COMM 3500. Fundamentals of Cross-Cultural Communication. 3 Hours.

Causes of cross-cultural communication conflicts and strategies for improvement.

COMM 3550. Managing Diversity. 3 Hours.

Prerequisite: Major in Speech Communication. An applied study of theories of diversity in the organizational setting, particularly as applied to managing communication to achieve individual and organizational goals.

COMM 3661. Fundamentals of Multimedia Journalism. 3 Hours.

Prerequisites: Major status and completion of Area F, or consent of instructor. Training in multimedia journalism and exploration of topics such as the digital revolution, new media professions, online reporting, cyberlaw, blogging, and/or multimedia design. Equipment and/or software purchases may be required.

COMM 3670. Internship for Juniors. 3 Hours.

Prerequisites: Junior standing, recommendation of advisor, and major in appropriate specialization. Graded "Satisfactory" or "Unsatisfactory." The placement of students in apprentice and intern positions in professional environments to enlarge the students' professionalism.

COMM 3800. Quantitative Communication Research Methods. 3 Hours.

Prerequisites: COMM 2100 and speech communication major. The study of quantitative research methods used to investigate communication.

COMM 3900. Introduction to Online Research. 3 Hours.

Prerequisites: Major status and completion of Area F, or consent of instructor. Examination of the Internet for searching, identifying, collecting, and evaluating information related to communication scholarship. Legal, ethical, and copyright issues related to online research will also be addressed.

COMM 4111. Data Analytics for Communication. 3 Hours.

Prerequisites: COMM 3111. Analysis of large data sets for assistance in decision-making in message design and stakeholder communication.

COMM 4120. Theories of Public Communication. 3 Hours.

Prerequisite: COMM 2100. The study of selected bodies of theories of public communication, including political communication, classical theory, contemporary rhetorical theory, and mass communication theory. May be repeated for credit.

COMM 4130. The Psychology and Semiotics of Communication. 3 Hours.

Prerequisite: COMM 2100. Origin and purpose of speech, basic psychological principles and language, and the use of propaganda.

COMM 4151. Applied Health Communication. 3 Hours.

Prerequisites: COMM 3231. Advanced study of design, implementation, and evaluation of health communication campaigns.

COMM 4170. Rhetorical Criticism. 3 Hours.

Prerequisite: COMM 2100. The study of contemporary methods of rhetorical criticism, including underlying theoretical assumptions. Application of methods in the study of discursive practices.

COMM 4240. Public Relations Law and Ethics. 3 Hours.

Prerequisites: COMM 3200 and speech communication major. Legal and ethical aspects of professional public relations practice.

COMM 4340. Capstone in General Speech. 3 Hours.

Prerequisites: COMM 3000 or COMM 3800; COMM 4000; and Speech Communication major. The application of theories and principles studied in the general speech emphasis to meet client needs in public, academic, and interpersonal communication.

COMM 4401. Advanced Interpersonal Communication. 3 Hours.

Prerequisites: COMM 2100 and COMM 2300. Advanced study of interpersonal theories and processes.

COMM 4420. Advanced Organizational Communication. 3 Hours.

Prerequisites: COMM 3400, COMM 3800, and speech communication major. Communication processes and characteristics in formal organizations. Alternative theoretical perspectives and research methods to analyze communication in organizational settings are included.

COMM 4421. Nonverbal Communication. 3 Hours.

Prerequisites: COMM 1500 and COMM 2300. Advanced study of nonverbal codes and their applications in communication.

COMM 4430. Ethics in Human Communication. 3 Hours.

Prerequisite: COMM 2100. A study of the ethical principles that inform human communication and the application of those principles to various settings.

COMM 4431. Listening and Interviewing. 3 Hours.

Prerequisites: COMM 1500 and COMM 2300. Examination of the theories and processes of listening and interviewing.

COMM 4440. Intercultural Training. 3 Hours.

Prerequisites: COMM 3400, 3500, 3550, 3800, and speech communication major. Theoretical foundations and applications of practices and competencies relevant to intercultural training.

COMM 4441. Communication Across Difference. 3 Hours.

Prerequisites: COMM 1500, COMM 2300, and COMM 2500 or Communication Minor. An examination of how communication is influenced by diversity.

COMM 4461. Interpersonal Communication Capstone. 3 Hours.

Prerequisites: Completion of Communication Core and COMM 4401. Application of knowledge and skills through completion of a capstone experience requiring the analysis, development, and implementation of a project.

COMM 4501. Organizational Communication. 3 Hours.

Prerequisites: COMM 3111. Study of complex organizations and their environments.

COMM 4511. Professional Communication. 3 Hours.

Prerequisites: COMM 3331. Identification and application of best communication practices for the workplace.

COMM 4521. Crisis Communication and Negotiation. 3 Hours.

Prerequisites: COMM 1500 and COMM 3321. Application of tools, theories, and skills to manage organizational crises.

COMM 4531. Communicating Globally. 3 Hours.

Prerequisites: COMM 2500 and COMM 3331. An examination of the perspectives, theories, and assumptions underlying communication between nations, organizations, and people.

COMM 4561. Organizational Communication Capstone. 3 Hours.

Prerequisites: Completion of Communication Core and COMM 4500. Application of knowledge and skills through completion of a capstone experience requiring the analysis, development, and implementation of a project.

COMM 4601. Special Topics in Communication. 3 Hours.

Prerequisites: Permission of instructor. Exploration of topics outside the prescribed curriculum of communication. Course may be repeated for credit when topics are different.

COMM 4610. Special Topics in Communication Studies. 1-3 Hours.

Prerequisite: Consent of the instructor. Topics to be assigned by instructor. The course provides an opportunity to explore topics outside the prescribed curriculum of speech communication and may be repeated for credit when topics different.

COMM 4611. Directed Study in Communication Arts. 1-3 Hours.

Prerequisites: Approval of supervising instructor and Department Head. Individual instruction for enrichment of advanced majors in their area of specialization. May be repeated with a change in topic.

COMM 4671. Internship in Communication. 3-9 Hours.

Prerequisite: Senior standing and major in appropriate specialization. Graded "Satisfactory" or "Unsatisfactory." The placement of students in apprentice and intern positions in professional environments to enlarge the students' professionalism.

COMM 4911. Communication Arts Study Abroad I. 3 Hours.

Prerequisite: Acceptance to a VSU study abroad program. For students studying abroad on VSU-approved programs. Students must have written approval from the Office of International Programs and relevant academic units to register for this course. May be repeated with change in program and instructor.

COMM 4912. Communication Arts Study Abroad II. 3 Hours.

Prerequisite: Acceptance to a VSU study abroad program. For students studying abroad on VSU-approved programs. Students must have a written approval from the Office of International Programs and relevant academic units to register for this course. May be repeated with change in program and instructor.

Dance

DANC 1500. Introduction to Dance. 3 Hours.

A general survey and appreciation of dance as an art form, an introduction to dance history and a critical evaluation of dance.

DANC 1600. Ballet I. 2 Hours.

Basic techniques and theories of classical ballet. Emphasizes body placement, awareness, strength, stretch, and terminology. May be repeated for credit.

DANC 1700. Modern Dance I. 2 Hours.

Basic modern dance techniques and theories. May be repeated for credit.

DANC 1900. Tap Dance I. 2 Hours.

Basic skills in tap dancing. May be repeated for credit.

DANC 2600. Ballet II. 3 Hours.

Prerequisite: DANC 1600 or approval of Department Head. A continuation of Ballet I (DANC 1600). May be repeated for credit.

DANC 2700. Modern Dance II. 3 Hours.

Prerequisite: DANC 1700 or approval of Department Head. A continuation of Modern I (DANC 2600). May be repeated for credit.

DANC 2800. Jazz Dance I. 2 Hours.

Basic jazz dance techniques and theories. May be repeated for credit.

DANC 2900. Tap Dance II. 2 Hours.

Prerequisite: DANC 1900. A continuation of Tap Dance I (DANC 1900). May be repeated for credit.

DANC 2910. Social Dance. 1 Hour.

Introduction to history, terms, positions and movements. Psychomotor instruction in social dance forms from the turn of the century to the present.

DANC 2920. Dance Improvisation. 1 Hour.

An introduction to dance improvisation. Movement studies will be based on modern dance techniques and theories.

DANC 3000. Dance Composition. 3 Hours.

Prerequisite: DANC 1600 or DANC 1700 or approval of Department Head. The study of the tools of dance composition, creating individual and group studies, and solving dance composition problems.

DANC 3100. Choreography. 3 Hours.

Prerequisite: DANC 3000 or approval of Department Head. An application of the fundamentals of dance composition to choreographic projects. Emphasis is also placed on exploring, analyzing, and experimenting with problems in dance performance and production.

DANC 3200. Dance Ensemble. 2 Hours.

Prerequisite: Audition by instructor. A select ensemble emphasizing group and solo performance. May be repeated for a total of 6 credit hours.

DANC 3300. Special Topics in Dance. 1-3 Hours.

The study of specific topics in dance not covered in existing courses. May be repeated for credit if different topics are studied.

DANC 3410. Dance History. 3 Hours.

Prerequisite: DANC 1500 or permission of instructor. A broad survey of dance history with emphasizes on the impact of dance on society from primitive times to the present.

DANC 3420. Music Analysis for Dancers. 2 Hours.

Prerequisite: DANC 1900 or permission of instructor. A study of rhythm, accompaniment, and music resources for dance.

DANC 3500. Teaching Dance Technique. 2 Hours.

Prerequisites: Training in intermediate dance forms, DANC 2700, DANC 2800, and DANC 2600, or approval or instructor. Methodology in teaching dance techniques and theories within the context of elementary through college dance education. The course includes instruction in and application of dance lesson planning and practice teaching in a variety of genres.

DANC 3600. Ballet III. 3 Hours.

Prerequisite: DANC 2600 or approval of Department Head. A continuation of Ballet II with emphasis on developing the refined movements of ballet techniques and theories. May be repeated for credit.

DANC 3700. Modern Dance III. 3 Hours.

Prerequisite: DANC 2700 or approval of Department Head. A continuation of Modern Dance II with emphasis on developing advanced skills in modern techniques and theories. May be repeated for credit.

DANC 3800. Jazz Dance II. 3 Hours.

Prerequisite: DANC 2800 or approval of Department Head. A continuation of Jazz Dance I. May be repeated for credit.

DANC 3910. Social Dance II. 2 Hours.

Prerequisite: DANC 2910 or instructor approval. Continuation of Social Dance, with an emphasis on developing advanced skills for the performance-oriented student.

DANC 4010. Dance Kinesiology. 3 Hours.

Prerequisites: Completion of DANC courses in Area F: DANC 1600, DANC 1700, DANC 2800, and DANC 2920. An intensive study in the field of dance science. Emphasis is placed on principles of kinesiology applied to dance movement, anatomical analysis, conditioning, and injury prevention. Special attention will be given to the application of information to technique class, rehearsal, choreography, and individual anomalies.

DANC 4020. Conditioning and Wellness for Dance. 3 Hours.

Prerequisite: DANC 4010 or permission of instructor. An in-depth study of dance science principles addressing conditioning and wellness techniques specific to dance. This course includes both physical and cognitive components.

DANC 4600. Ballet IV. 3 Hours.

Prerequisite: DANC 3600 or permission of instructor. A continuation of Ballet III, with an emphasis on developing advanced skills in ballet techniques and theories. May be repeated for credit.

DANC 4700. Modern Dance IV. 3 Hours.

Prerequisite: DANC 3700 or permission of instructor. A continuation of Modern Dance III, with an emphasis on developing advanced skills in modern dance techniques and theories. May be repeated for credit.

DANC 4800. Jazz Dance III. 3 Hours.

Prerequisite: DANC 3800 or permission of instructor. A continuation of Jazz Dance II. May be repeated for credit.

DANC 4900. Directed Study in Dance. 1-9 Hours.

Prerequisite: Permission of Instructor. Individual instruction for enrichment of advanced majors in their areas of specialization. This course may be repeated for up to 9 hours of credit.

Mass Media

MDIA 2000. Introduction to Mass Media. 3 Hours.

The study of the processes, elements, uses, and impacts of mass media, including history, development, operation, and cultural effects of books, newspapers, magazines, motion pictures, radio, television, sound recordings, and computer media.

MDIA 2000H. Introduction to Mass Media (Honors). 3 Hours.

An honors-level study of the processes, elements, uses, and impacts of mass media, including history, development, operation, and cultural effects of books, newspapers, magazines, motion pictures, radio, television, sound recordings, and computer media.

MDIA 2050. Introduction to Electronic Media Production. 3 Hours.

An introduction to the processes of radio and television production. This course is designed to provide an understanding of the concepts and application employed in production for radio and television and to teach the basic skills required to operate the audio and video equipment utilized for radio and television production. Students will also take a comprehensive proficiency exam.

MDIA 2100. Introduction to Media Writing. 3 Hours.

Prerequisites: Major or Minor status or consent of instructor. An introduction to the variety of standard writing styles employed by media professionals. Topics include news writing, advertising copy, public service announcements, and an introduction to copy writing formats for television, radio and the Internet. Basic television scripting for short and long-form programming is also introduced.

MDIA 2350. Media and Culture. 3 Hours.

Prerequisites: Major or Minor status. An introduction to media and culture. This course will explore foundational components of media and culture, examining connections between the message, the medium, society, and culture. The course will explore society's relation to media and how media affects society, through topics such as media industries, representation, audiences, and technology.

MDIA 2500. Computer Mediated Communication. 3 Hours.

Prerequisites: MDIA major, or consent of the instructor. An introduction to the processes of computer mediated communication. Topics include the Internet, Mass Media and the Web, virtual communities, and how computer mediated communication affects privacy, interpersonal relationships, and the global village.

MDIA 3001. Media Production I. 3 Hours.

Prerequisites: MDIA 2050 and MDIA 2500 or permission of instructor. Study of media production techniques in the studio environment. Students will build upon production and editing skills and learn how to incorporate audio and visually based media into storytelling. Students will learn about the production workflow and its impact on creating narratives for target audiences.

MDIA 3002. Media Production II. 3 Hours.

Prerequisite: MDIA 3001 or permission of instructor. Intermediate studio-based exploration of the technical, practical, and conceptual aspects of contemporary digital media production in all phases. Students will focus on capturing, editing, and finishing professional quality audiovisual media for creative media industries. Project planning and management, directing, interviewing, and collaborative workflows will be covered.

MDIA 3003. Media Production III. 3 Hours.

Prerequisite: MDIA 3002 or permission of instructor. Advanced studio-based exploration of the technical, practical, and conceptual aspects of contemporary digital media production from preproduction through postproduction. This course will focus on the creation and delivery of linear and interactive digital media for creative media industries including entertainment, news, and marketing.

MDIA 3050. Broadcast Performance and Announcing. 3 Hours.

Application of the fundamentals of voice and articulation for effective on-air performance on both radio and television. Topics include vocal techniques and delivery styles, appearance for on-camera performance in television, audience perceptions, station sound and image, and limited voice characterizations for "voice-over" media.

MDIA 3060. Sports Announcing and Reporting. 3 Hours.

Prerequisites: Major status, completion of Area F, or consent of instructor. An introduction to the techniques of sports announcing for radio and television. Reporting, interviewing, and vocal performance skills, including play-by-play announcing, will be emphasized. On-camera appearance and performance will be included.

MDIA 3100. Writing for Media II. 3 Hours.

Prerequisites: Major Status and MDIA 2100 or permission of instructor. Advanced writing course building upon the skills covered in MDIA 2100. Topics include news writing, scriptwriting, writing for radio and television, and other forms of multimedia writing.

MDIA 3110K. Audio Production I. 4 Hours.

Prerequisites: Major status, MDIA 2050, 3100, and 2500, or consent of instructor. Introduction to audio production techniques. Topics include editing and the incorporation of music, sound effects, and voice to produce effective commercial and public service announcements.

MDIA 3120K. Television Studio Production I. 4 Hours.

Prerequisites: Major status, MIDA 2050, MDIA 2100, and MDIA 2500 or consent of instructor. Intermediate television production focusing on the applied skills required for television production. Topics include studio operations, camera operation, control room competency, as well as scripting, producing, and directing. Pre-production, production, and post-production will also be addressed.

MDIA 3125. Social Media. 3 Hours.

Examination of the conceptual, stylistic, and contextual aspects of creating and executing social media campaigns. Topics include tone of voice, audience analysis, message credibility, engagement strategy, online identity, digital listening, and performance monitoring.

MDIA 3130K. Audio Production II. 4 Hours.

Prerequisites: MDIA 3110K or consent of instructor. Advanced course of audio production techniques for the radio and music industries. Topics include signal processing effects, advanced editing techniques, and multi-track recording and mixing of music and voice.

MDIA 3150K. Electronic Field Production I. 4 Hours.

Prerequisites: Major status, MDIA 2050, MDIA 2100, and MDIA 2500 or consent of instructor. Introduction to electronic field and remote productions, including single and multiple camera operations. Basic field camera operations, tape to tape editing, editing techniques, single/multiple camera continuity, and scripting are all addressed.

MDIA 3175. Transmedia Storytelling. 3 Hours.

Prerequisites: MDIA 2100 and MDIA 3100 or permission of instructor. Exploration of concepts, tools, and techniques used in multi-platform storytelling incorporating traditional and newer immersive forms of media content. The course examines conceptual, stylistic, and contextual aspects of creating and executing impactful communications capable of engaging audiences around contemporary entertainment franchises.

MDIA 3225. Media Research and Audience Analysis. 3 Hours.

Prerequisites: MDIA 2000 and MDIA 2350 or permission of instructor. Introduction to social science research techniques relevant to the media and communication fields. This course will focus on approaches to studying and analyzing media content, methods of inquiry, and their relation to targeted audiences.

MDIA 3250. Sports, News and Entertainment Announcing. 3 Hours.

Prerequisites: Major or Minor status or engaged in sports certificate program; or permission of instructor. Applies the fundamentals of voice and articulation for on-air performances by newcasters, sportcasters and entertainers. Topics include vocal delivery styles; appearance on-camera; and interviews for news packages, sports events and news-entertainment talk shows.

MDIA 3300. The Music Industry. 3 Hours.

Prerequisite: Major status or permission of instructor. Introduction to the music industry. Topics include: recording contracts; legal and copyright issues; music production, promotion, and distribution processes; technological developments affecting the industry; and career opportunities.

MDIA 3350. Aesthetics of Electronic Media. 3 Hours.

Prerequisites: MDIA 2000 or consent of instructor. This course is designed to study the application of advanced film and video techniques. Topics include narrative structure, cinematography, directing technique, editing, sound design and the language of production.

MDIA 3400. Screenwriting. 3 Hours.

Prerequisites: Major or Minor status and MDIA 2100 or permission of instructor. An advanced writing course building upon the skills acquired in MDIA 2100. Students will develop a full-length teleplay or screenplay. Topics include development of treatments, plotting, sequencing, character analysis, and synopsis. The techniques required for effective scene construction, plot twists, comedic slants, dramatic tones, and other advanced script writing techniques are also introduced.

MDIA 3450. Media Ethics. 3 Hours.

Prerequisites: Major status and completion of Area F, or consent of instructor. A comprehensive overview of the major ethical philosophers and perspectives and how these works impact ethical decisions in today's media. Topics will be discussed and analyzed to help the mass media student form a foundation for decision making within an ethical framework.

MDIA 3500. Newswriting. 3 Hours.

Prerequisites: MDIA 2100 or permission of instructor. An advanced writing course building upon the skills learned in MDIA 2100. Students will develop their skills in researching, writing, and editing broadcast and online news. Emphasis on writing news readers, bulletins, packages, director's cues, rundowns and online news, as well as covering news beats and press conferences.

MDIA 3800. Audio Theory. 3 Hours.

Prerequisites: MDIA major or consent of instructor. This course provides a theoretical investigation into the properties of audio and sound. Topics include the physiology and psychology of hearing, acoustics, psychoacoustics, sound design, sound environments, ambience, sound theory, and audio's relationship with radio, television, and film.

MDIA 3950. Directed Study. 1-3 Hours.

Prerequisite: Major status and approval of advisor, instructor, and department head. Individualized study in an area or subject not normally found in established courses offered by the department, may also allow the student to explore in more detail a topic which is normally covered by the department.

MDIA 4010. Media and Government. 3 Hours.

Prerequisites: Major status and completion of Area F, or consent of instructor. Course exploration of how media influence understanding(s) of U.S. government and public policy. The course will cover topics such as censorship, media ownership and control, regulation, and the free press.

MDIA 4020. Media and Representation. 3 Hours.

Prerequisites: Major status and completion of Area F, or consent of instructor. Explore how media influences understanding(s) of identity and culture, including aspects such as gender, race, class, and sexuality.

MDIA 4030. Selected Topics in Mass Media. 1-3 Hours.

Prerequisites: MDIA 2050 and 2100, or consent of instructor. Intensive study of a topic relevant to broadcast media. The course introduces the alternative approaches to the study of themes, applications, trends, and issues in media, and provides an opportunity to explore other topics outside the prescribed curriculum of mass media. May be repeated for up to 6 hours of credit if course title are different.

MDIA 4040. Applied Communication. 3 Hours.

Prerequisites: Major status and completion of Area F, or consent of the instructor. Explore applied communication scholarship, as well as how communication concepts, theories, and methods are applied to personal and professional settings.

MDIA 4100. Media Economics and Management. 3 Hours.

Prerequisites: Major Status and completion of Area F, or consent of instructor. An examination of the economic structure of the American radio and television systems focusing upon audience measurement and delivery, ownership consolidation, cross-media platforms, standard practices of achieving fiscal stability, community outreach and service, and personnel utilization.

MDIA 4110K. Audio Production II. 4 Hours.

Prerequisites: MDIA 3110K or consent of instructor. Advanced course of audio production techniques for the radio and music industries. Topics include signal-processing effects, advanced and editing techniques, and multi-track recording and mixing of music and voice.

MDIA 4120K. Television Studio Production II. 4 Hours.

Prerequisite: MDIA 3120K. Advanced television production focusing on the hands-on application of skills for the construction of television programs. Students are expected to enter with a working knowledge of the television studio since this is a rigorous and labor intensive course in which students are expected to produce broadcast quality programs.

MDIA 4130K. Audio Production for Video. 4 Hours.

Prerequisites: MDIA 3110K or consent of instructor. Advanced course of audio production techniques for video. Topics include advanced editing techniques, and multi-track recording and mixing of sound for film and television soundtracks. Location recording, Automated Dialogue Replacement, and Foley recording will also be included.

MDIA 4150K. Electronic Field Production II. 4 Hours.

Prerequisite: MDIA 3150K. Advanced field production involving field shoots, remote shoots, and editing. Advancing technologies in the area of post-production editing will be introduced and students will be responsible for development of script ideas, scheduling, and project completions on deadline. The class is labor intensive.

MDIA 4200. Media Law and Ethics. 3 Hours.

Prerequisite: Major or Minor status or permission of instructor. A survey of the U.S. court system, the First Amendment, and laws affecting newsgathering, libel, privacy rights, copyrights, and the Federal Communications Commission. Students will examine various ethical and professional standards affecting media.

MDIA 4240K. Directing and Acting for Film. 4 Hours.

Prerequisites: MDIA 3120K and MDIA 3150K or THEA 3800 and THEA 3950 or consent of the instructor. Also offered as THEA 4240. Advanced directing and acting techniques for narrative production. The course will focus on the dynamic between the director and actor in a variety of narrative forms. Additional subject areas include genre, character development, and subtext. Students will be required to create narrative productions as part of this course.

MDIA 4270. Diversity in Media. 3 Hours.

Prerequisites: Major status and completion of Area F, or consent of instructor. A critical examination of the relationships between the media and various races, classes, ethnicities, and genders. Topics include the representation of different groups by the media, how audiences are affected by those representations, alternative media, and how minorities and the media industries interact.

MDIA 4333. Online Journalism. 3 Hours.

Prerequisites: Major status and completion of Area F, or consent of instructor. Examination of how to produce journalistic content and news packages for online publishing. Credibility, ethics, and trends in online journalism are also addressed. Equipment and/or software purchase may be required.

MDIA 4334. Social Media. 3 Hours.

Prerequisites: Major status and completion of Area F, or consent of instructor. Examination of the relationship between society and social media forms such as Facebook, Twitter, and Tumblr. Students will analyze and learn how to effectively use social media within the media industries.

MDIA 4335. Multimedia Digital Editing. 3 Hours.

Prerequisites: Major status and completion of Area F, or consent of instructor. Advanced instruction in the practice of multimedia digital editing, such as platform and sound editing techniques. Equipment and/or software purchases may be required.

MDIA 4400. Media Criticism. 3 Hours.

Prerequisites: Major status and completion of Area F, or consent of instructor. An overview of the theoretical and practical study of critical media examination. This includes describing, interpreting, and judging mediated messages utilizing critical methods. Students will examine various approaches to media criticism and how they are applied to the broadcast media.

MDIA 4450. International Media. 3 Hours.

Prerequisite: Major Status and completion of Area F, or consent of instructor. A critical examination of media systems around the world and the societies in which they function. The role of governmental regulation, cultural factors, and language will be studied. Students will be required to analyze global media, national identities, and the concept of international communication. A comparative analysis of various systems is also required.

MDIA 4600. Digital Media Production. 4 Hours.

Prerequisite: MDIA 3150K. Advanced application of digital video production and post-production. Areas to be covered include digital video applications, post-production processes and effects, and delivery of digital media productions. Students must complete a digital media presentation for their portfolio.

MDIA 4650. Digital Media Journalism. 4 Hours.

Prerequisites: Major Status and completion of Area F, or consent of instructor. Advanced journalistic writing and media production for the web based and mobile based entities. Areas to be covered include advanced writing for the web utilizing page design, rich media content, banner headlines, general page maintenance, audio, and video. Students must participate in the digital creation of an online news source for their portfolios.

MDIA 4700. Digital Media Production Capstone. 3 Hours.

Prerequisites: MDIA 3003 or permission of instructor. An advanced, project-based studio in which students participate in production experiences exploring techniques for communicating using digital media.

MDIA 4800. Media Law. 3 Hours.

Prerequisites: Major Status and completion of Area F, or consent of instructor. A comprehensive overview of First Amendment principles, communication law, and the regulatory practices of the Federal Communications Commission. Topics include media regulation, libel issues, prior restraint, and copyright.

MDIA 4950. Senior Seminar. 3 Hours.

Prerequisites: Completion of Area F, major status, restricted to students in their final semester of study in Mass Media. Required of all second semester seniors, the course focuses on the compilation of student portfolio materials. Students will create a resume and a general employment application letter.

MDIA 4951. EMAC Capstone Project. 3 Hours.

Prerequisite: Restricted to students in their final two semesters of study in Mass Media. A capstone course in which students will complete faculty-supervised research on a topic related to their field of study, write, and submit their thesis.

MDIA 4960. News Workshop. 3 Hours.

Prerequisite: MDIA 3001 or permission of instructor. An advanced course in video news programming integrating studio and field-based production skills and techniques. The course focuses on identifying news values, cultivating sources of information from assigned beats, reporting and producing news packages, demonstrating competence in studio crew positions, scripting local newcasts, and developing on-air performance skills. May be repeated for credit.

MDIA 4961. Audio Workshop. 3 Hours.

Prerequisites: MDIA 3001 or permission of instructor. The production of portfolio materials such as podcasts, traditional radio, and streamcast programming. May be repeated for credit.

MDIA 4962. Video Workshop. 3 Hours.

Prerequisites: MDIA 3001 or permission of instructor. Active student participation in video production for VSU TV, and online distribution and exhibition. May be repeated for credit.

MDIA 4963. International Documentary Production Workshop. 3 Hours.

Prerequisites: MDIA 3001 or permission of instructor. The production of an international documentary. May be repeated for credit. Study abroad travel required.

MDIA 4964. Sports Workshop. 3 Hours.

Prerequisites: MDIA 3001 or permission of instructor. Student participation in the production of sports programming for VSU-TV, the University-programmed cable-access channel. May be repeated for credit.

MDIA 4965. New Media Workshop. 3 Hours.

Prerequisite: MDIA 3001 or permission of instructor. A hands-on exploration of the tools and techniques used to create engaging digital multi-media content for the web, advertising and interactive gaming applications. Topics and techniques include green screen, motion capture, interactive and motion graphics, ideation, co-creation and collaborative workflow.

MDIA 4970. Internship. 3-9 Hours.

Prerequisite: Major and senior status approval of faculty internship director. Graded "Satisfactory" or "Unsatisfactory". Placement of students in apprentice and intern positions in professional environments, including radio and television stations and other media industry organizations in order to enlarge the student's professionalism. The course may be taken only during the student's final two semesters, and may be repeated for credit.

Theatre

THEA 1000. Voice and Diction. 3 Hours.

Application of the International Phonetic Alphabet's vowel and consonant symbolization for production of Standard American Speech with emphasis on resonance, breath control, vocal relaxation, and posture using a variety of contemporary approaches to vocal training.

THEA 1100. Theatre Appreciation. 3 Hours.

Survey and appreciation of theatre as a performing art; introduction to and improvement of critical and aesthetic evaluation of theatrical performances, including the contributions of the playwright, the actor, the director, the designer, and the audience member.

THEA 1120. Introduction to Theatrical Design. 3 Hours.

Introduction to the theatrical design process, including basic elements of theatrical design, rendering, and collaboration techniques.

THEA 1710. Improvisation. 1 Hour.

Application of the principles of improvisation both as an actor-training approach and as a rehearsal technique.

THEA 2110. Stage Dialects. 3 Hours.

Prerequisite: THEA 1000. An exploration of dialect frequently used in performance, based on an understanding and usage of the International Phonetic Alphabet.

THEA 2730. Theatrical and Film Makeup. 2 Hours.

An introduction to design principles and color theory, with practical experience in makeup mixing, design, and application.

THEA 2750. Basic Technical Theatre and Stage Lighting. 3 Hours.

An introduction to stagecraft and stage lighting, including the tools, materials, equipment, and techniques used for the construction of scenery, properties, and basic lighting for the stage.

THEA 2800. Fundamentals of Acting. 3 Hours.

An introduction to the principles of acting, including proper preparation for acting, physical and vocal control and flexibility, and the analysis and creation of character.

THEA 2810. Basic Stage Movement. 2 Hours.

The principles of physicalizing characters through movement, by developing a kinesthetic awareness and an understanding of gesture, bodily expression, and basic unarmed combat.

THEA 2840. Stage Management. 2 Hours.

An introduction to the principles and practices of stage management; an investigation into the role of the stage manager in theatre production.

THEA 2850. Acting for the Non-Theatre Major. 3 Hours.

An introduction for the non-theatre major to the fundamental principles of acting. Role playing, effective physical and vocal presentation, and the ability to interact and problem solve with others are emphasized.

THEA 3010. Oral Interpretation. 2 Hours.

Prerequisite: THEA 1000. An introduction to the fundamentals of performance-based activities in oral interpretation emphasizing group, choral, and solo readings. Open as an elective to all undergraduate majors.

THEA 3020. Theatre Voice. 1 Hour.

Private instruction in musical theatre vocal techniques. May be repeated for credit.

THEA 3021. Sight Singing and Aural Training for Musical Theatre I. 1 Hour.

Prerequisite: MUSC 1000. Skills development in sight singing and aural training in relation to Musical Theatre performance.

THEA 3031. Sight Singing and Aural Training for Musical Theatre II. 1 Hour.

Prerequisite: THEA 3021. Advanced skills development in sight singing and aural training in relation of musical theatre.

THEA 3090. VSU Interpreters. 1 Hour.

Performance-based activities in Oral Interpretation emphasizing group performance; choral and solo readings. Membership open to all VSU undergraduate students. May be repeated for credit.

THEA 3100. Directed Study. 3-9 Hours.

Individual instruction for enrichment of advanced majors in their areas of specialization.

THEA 3200. Audition Techniques. 1 Hour.

Prerequisite: THEA 2800 or approval of Instructor. Theory, technique and application of auditions skills for the performer.

THEA 3300. Costume Construction. 2 Hours.

Introduction to the principles and theory of costume construction for professional theatre and dance, with practical experience in the basic elements of sewing.

THEA 3700. Play Analysis for Production. 3 Hours.

An overview of the major genres of dramatic literature with an emphasis on the impact of critical evaluation on the work of the director, the actor, and the designer.

THEA 3710. Theatre Performance. 1 Hour.

Application of performance techniques in approved VSU theatrical productions. Selection by audition or approval of the instructor. May be repeated for credit.

THEA 3720. Theatre Production. 1 Hour.

Directed experience in technical theatre. Students will participate in the building of scenery or costumes or the hanging of lights for theatre productions. Course may be repeated for credit.

THEA 3725. Stage Management Practicum. 1 Hour.

Directed experience in stage management. Students will apply management techniques in approved VSU theatrical production. Course may be repeated for credit.

THEA 3730. Theatre Management Practicum. 1 Hour.

Prerequisite: Permission of Instructor. Directed experience in theatre management. Students will participate box office operations and generate publicity documents and playbills. Course may be repeated for credit.

THEA 3740. Theatre Management. 3 Hours.

An investigation of current approaches to theatrical production including budget preparation, financial management, audience engineering, and promotional techniques used in American commercial, nonprofit professional, educational, and community theatres.

THEA 3745. Front of House Management. 2 Hours.

A study of approaches to and procedures in box office management and house management, including performance settlements, cash handling procedures, and contracts.

THEA 3750. Costume History. 3 Hours.

A survey of costume from ancient Greek to modern times, with emphasis on historically significant theatrical periods.

THEA 3760. Lighting Design. 3 Hours.

Prerequisite: THEA 1120 and THEA 2750. A study of lighting design in theatrical productions, including the use of color, composition and instrumentation.

THEA 3770. Costume Design. 3 Hours.

Prerequisite: THEA 1120 and THEA 3750. An introduction to the principles and elements of design and their relation to stage costume. The student will learn how to communicate design choices both visually and verbally.

THEA 3780. Scene Design. 3 Hours.

Prerequisite: THEA 1120 and THEA 2750. A study of scenic design through an exploration of design principles, art media, and skills necessary for communicating ideas and solutions with theatre artists.

THEA 3785. Theatre Design Practicum. 1-2 Hours.

Prerequisites: THEA 3760 or THEA 3770 or THEA 3780. Directed experience in design for theatre. Students act as Costume, Lighting, or Scenic Designer for a realized theatre production. Course may be repeated for credit.

THEA 3790. Computer-aided Drafting for the Theatre. 2 Hours.

Prerequisite: THEA 2750. An introduction to theatrical drafting procedures and skills using computer aided design software.

THEA 3800. Scene Study. 3 Hours.

Prerequisite: THEA 2800 or permission of instructor. The advanced study of scene analysis, rehearsal techniques and audition preparation using material primarily from the Modern Theatre repertory with application of the study in performance situations.

THEA 3850. Acting for the Camera. 2 Hours.

Prerequisites: THEA 2800. The development of techniques required to act in front on the camera.

THEA 3880. Theatre History I. 3 Hours.

Prerequisite: Completion of Area F or permission of instructor. The study of the development of theatre from its origins up to the 18th century with emphasis on dramatic theory, play writing styles, theatrical production styles, physical theatres, and the impact of theatre on society.

THEA 3890. Theatre History II. 3 Hours.

Prerequisite: Completion of Area F or permission of instructor. The study of the development of theatre from the 18th century to the present with emphasis on dramatic theory, play writing styles, theatrical production styles, physical theatre, and the impact of theatre on society.

THEA 3950. Fundamentals of Play Directing. 3 Hours.

Prerequisites: THEA 2750, THEA 2800, and THEA 2840. The study of the role of the director in theatrical production, including practical application of theories in classroom exercises.

THEA 4010. Advanced Oral Interpretation. 3 Hours.

Application of oral interpretation skills in choral reading and Reader's Theatre. Emphasis is placed on the vocalization of the script rather than traditional theatrical staging. Open as an elective to all VSU undergraduate students.

THEA 4020. Advanced Theatre Voice. 1 Hour.

Prerequisite: Permission of Instructor. Instruction in advanced musical theatre vocal techniques, musical theatre styles, and musical theatre repertoire. May be repeated for credit.

THEA 4030. Special Topics in Theatre. 1-3 Hours.

The study of specific topics in theatre not covered in existing courses. May be repeated for credit if different topics are studied.

THEA 4270. Play Writing. 3 Hours.

An overview of the principles of writing for theatrical production with primary emphasis on the development of the structure for both one act and full length play scripts.

THEA 4730. Advanced Makeup Techniques. 2 Hours.

Prerequisite: THEA 2730 or permission of Instructor. Exploration of advanced theatrical makeup materials and techniques for developing character makeup and for masks.

THEA 4740. Theatre, Labor Relations, and the Law. 3 Hours.

Prerequisite: THEA 3740. An overview of legal problems and procedures related to theatre, including profit and nonprofit corporations, contracts agreements, collective bargaining and federal law, federal and state regulations, and personnel policies.

THEA 4760. Principles of Technical Theatre. 3 Hours.

Prerequisite: THEA 2750. Advanced study of the principles and techniques of technical theatre needed to engineer and complete the requirements for theatrical productions, including rigging, welding, advanced construction technology, as well as special problems which arise in the execution of a set design.

THEA 4770. Scene Painting. 3 Hours.

An introduction to basic scene painting techniques, paint media, and materials.

THEA 4790. Portfolio and Resume Presentation. 2 Hours.

Prerequisite: Senior Standing with a major in Theatre or Dance. Assembly and presentation of a portfolio and resume for professional use. The course is designed to assist the graduating student in preparation of materials needed for job placement or graduate school admission.

THEA 4800. Period Styles of Acting. 3 Hours.

Prerequisites: THEA 2800. The study of pre-modern acting styles and application of the styles in a series of class scene performances.

THEA 4810. Musical Theatre Technique. 3 Hours.

Prerequisite: THEA 2800 and THEA 3020, or permission of instructor. The advanced study of scene analysis, rehearsal techniques and audition preparation using materials from the Musical Theatre repertory with application of the study in performance situations.

THEA 4950. Advanced Directing. 2 Hours.

Prerequisite: THEA 3950. The study and application of various directing styles, aesthetics, theories, skills, and techniques from historical and contemporary practitioners. The course will culminate in the workshop performance of a one-act play.

THEA 4970. Internship in Theatre. 3-9 Hours.

Prerequisite: Senior Standing. The placement of students in apprentice and intern positions in professional environments.

THEA 4980. Theatre Tour. 3 Hours.

The placement of students in touring positions conducted in a professionally oriented environment and involving the preparation and presentation of productions for regional and/or local audiences. This placement is to enlarge the student's professionalism. Admission to the tour is by audition only.