Mass Communication and Media Arts

Game Design and Development Minor

The minor in Game Design and Development (GDD) is a multi-disciplinary minor offered by the School of Analytics, Finance, and Economics and the College of Mass Communication and Media Arts (MCMA). The purpose of this minor is to prepare students who wish to enter the field of game design and development. For more information please click here Game Design and Development Minor

Mass Communication and Media Arts Courses

MCMA200 - Media & Information Literacy 200-3 Media and Information Literacy. (University Core Curriculum) The course will introduce students to the many roles media have in everyday lives, and their influence on individuals and societies. It will provide skills to critically analyze various contents offered by media (e.g., news, advertising, video games, facebook pages)-in all its forms: television, radio, print, internet, and mobile media; and an understanding of the institutions that produce these media and their economic and political interests. In this course we will ask ourselves: what does an educated person need to know about media today in order to take full advantage of everything they are offering us, and yet guard against potential negative influences?

MCMA204 - Altrn Media in Diverse Society 204-3 Alternative Media in a Diverse Society. (University Core Curriculum) The freedoms guaranteed in the First Amendment have resulted in a multitude of alternatives to the establishment media. These alternative media give voice to a range of communities ignored or suppressed by the dominant culture. Publications, alternative art spaces, film, radio and television messages and the groups and individuals who create them are examined.

MCMA497 - Special Interdisciplnry Study 497-1 to 6 Special Interdisciplinary Study. Designed to offer and test new and experimental courses and series of courses within the College of Mass Communication and Media Arts. Incorporation course fee: $25.

MCMA499 - Independent Study 499-1 to 3 Independent Study. (Same as IST 392) Supervised research, project, or creative work. The area of study is proposed by the student with the approval of a Mass Communication and Media Arts faculty member. Not for graduate credit. Special approval needed from the instructor.

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