Mass Communication and Media Arts

The School of Information Systems and Applied Technologies in the College of Applied Sciences and Arts offers the following technically related courses. These courses serve as common requirements for various majors. Selected courses are available to students enrolled in other academic units.

Game Design and Development Minor (15 credit hours)

The minor in Game Design and Development (GDD) is a multi-disciplinary minor offered by the School of Information Systems and Applied Technologies (ISAT), 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. The Game Design and Development minor requires 15 credits. For IST majors, the required courses are RTD 201 and IST 392; for all other majors, IST 209 and MCMA 499 are required. Only after completing 12 credit hours in GDD can students take the capstone course of IST 392 (IST major) or MCMA 499 (all other majors). This course is co-taught by two faculty (one from IST and one from MCMA) as an independent study. The GDD minor students are required to display their final project at each program’s website and/or showcase.

The approved electives are in two areas for 9 credit hours: Game Studies and Production RTD 331, RTD 378, RTD 382, RTD 478, RTD 487—and Game Programming (Prerequisite)--IST 312 (209), IST 336 (209), IST 403 (312), IST 422 (312 & 336), & IST 446 (209). All prerequisites for these courses must be fulfilled prior to enrollment in each course. All courses for this minor must be completed with a grade of C or better. All students who wish to enroll in this minor must do so through the ISAT advisor or the MCMA advisors. The required courses for each major (IST & RTD) will not be counted as the GDD minor course.

Required (6 credit hours):

- RTD 201\(^1\) - Introduction to Media Production
- IST 392\(^2\) - Special Projects
- IST 209\(^1\) - Introduction to Programming
- MCMA 499\(^2\) - Independent Study

Elective Courses (9 credit hours):

Game Studies and Production

- RTD 331 - Digital Graphics Foundations
- RTD 378 - Writing for Game Production
- RTD 382 - 2D Digital Character Animation 1
- RTD 478 - Game Narrative
- RTD 487 - 3D Animation 1: Modeling

Game Programming

- IST 312 - Digital Graphics Foundations
- IST 336\(^1\) - Web-based Applications in Information Systems
- IST 403 - Client-Side Web Development
- IST 422 - Mobile Programming
- IST 446 - Software Engineering and Management

\(^1\)The required courses for each major (IST & RTD) will not be counted as the GDD minor courses.
A GDD minor student should also take it as the final course after finishing taking 12 credit hours in GDD minor certificate requirement. It is co-taught by two faculty from IST and RTD as an independent study. The final artifact will be demonstrated on each program’s website.

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 - Alternative Media in a 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 Interdisciplinary 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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Catalog Year Statement:
Students starting their collegiate training during the period of time covered by this catalog (see bottom of this page) are subject to the curricular requirements as specified herein. The requirements herein will extend for a seven calendar-year period from the date of entry for baccalaureate programs and three years for associate programs. Should the University change the course requirements contained herein subsequently, students are assured that necessary adjustments will be made so that no additional time is required of them.