

Table of Contents

Radio, Television, & Digital Media..... 1

Radio, Television, & Digital Media

The School of Media Arts offers undergraduate programs in Radio, Television, and Digital Media and in Cinema.

The BA in Radio, Television, and Digital Media prepares students for positions in the communications sector. The program combines practical and analytical study in producing television, video, animation, audio and radio, together with electronic journalism, the global media industries, the music business, and research on traditional and emerging media.

All Radio, Television, and Digital Media majors are required to maintain an overall 2.0 grade point average in the major. If a Radio, Television, and Digital Media student does not achieve a 2.0 grade point average in the major in any one semester, that student is subject to school warning. Students who are on departmental warning and do not earn an overall 2.0 grade point average in Radio, Television, & Digital Media courses in a subsequent semester will be placed in a status of program dismissal. A student who has been placed on program dismissal may seek transfer to another University program if the student has an overall SIU Carbondale grade point average of 2.0. A dismissed student may appeal to the School Undergraduate Committee for reinstatement into the program.

Enrollment in Radio, Television, and Digital Media courses may be canceled for students who do not attend the initial class session of the semester. Fees will be assessed for supplies and materials in some courses. Students should inquire about fee amounts before registering.

All students in the Radio, Television, and Digital Media major take a two semester sequence of foundation courses in the School of Media Arts. These courses offer a time for exploration and discovery as students develop their creative process, critical thinking, communication, and collaboration skills. The foundation courses immerse students in the making of media arts, as well as media arts history and theory resulting in the development of a critical practice as students learn to better reflect on their studio work. The foundation curriculum provides a rigorous and exciting course of study, exposing students to a range of art, design and media practices which will be the foundational support for their entire education and their creative life after graduation.

Each student enrolled in the Radio, Television, and Digital Media program must declare a specialization in one of the areas described below before progressing to any Radio, Television, and Digital Media course beyond the foundation courses.

1. Radio, Television, and Digital Media students must receive a grade of B or better in ENGL 101 (LING 101) and ENGL 102 (LING 102). If an RTD student does not receive a grade of B or better in these courses, they will need to take ENGL 290, ENGL 291, or ENGL 300 and receive a grade of C or better.
2. Students must receive a grade of C or better in the foundation courses before taking any other RTD courses.
3. Grades of C or better are required in all Radio, Television, and Digital Media courses in order to count towards the major or minor and to satisfy prerequisite requirements.

Transfer students must complete a minimum of 21 credit hours in Radio, Television, & Digital Media courses at the University to earn a degree.

Bachelor of Arts (B.A.) in Radio, Television, & Digital Media Degree Requirements

Degree Requirements	Credit Hours
University Core Curriculum Requirements	39
Language Requirement - Foreign language or approved substitute.	6
Requirements for Major in Radio, Television, & Digital Media	39
School of Media Arts Foundation Courses	18
CIN 301, CIN 302, CIN 341, CIN 342, CIN 361, CIN 362	
Approved specialization coursework	21
Minor in Related Area	15
General Electives	21
Total	120

Digital Media Arts and Animation Specialization

In the Digital Media Arts and Animation specialization, students choose courses on digital art creation, creative storytelling, and computer animation. Digital media artists write, design, and create computer animation, games, digital audio and video for delivery across an array of media platforms. Through innovative forms and methods, students in the Digital Media Arts and Animation specialization are able to creatively explore and critically comment on the arts, content, media theories, and technologies that are shaping the future of media.

Required courses (12 credit hours)

- RTD 378 Writing for Game Production
- RTD 382 2D Animation
- RTD 487 3D Animation
- RTD 488 3D Animation II

Elective Courses: choose three of the following courses (9 credit hours)

- RTD 331 Digital Graphics
- RTD 461 VFX Post
- RTD 478 Game Narrative
- RTD 490 3D Animation III
- CIN 301 Media Arts Practice
- CIN 454 Animation Stand
- CIN 470A Advanced Topics Cinema Studies

Electronic Sports Media Specialization

Students in the Electronic Sports Media specialization learn the fundamentals of live event video production including site surveys, planning, producing and directing a variety of sporting events. Students work together to produce sports oriented and game telecasts.

Required courses:

- RTD 321 Sports, Media and Society
- RTD 379 Sports Venue Production
- RTD 479 Multi-Camera Field Production
- *Plus nine hours of Radio, Television, & Digital Media Electives*

Radio/Audio Production Specialization

Students in the Radio/Audio Production specialization develop their creative talents inside learning environments that unify critical listening and recording fundamentals from a wide variety of professional, artistic and historical viewpoints. Courses in the Audio Arts range from the commercial audio industries, sound and moving image and special topics courses in sound art and documentary radio. With the aid of our talented faculty, students learn to create and exhibit their projects on today's technology by using our professional studios and computer labs.

Required Courses:

- RTD 3____ (3 hours) (approved 300 level)
- RTD 3____ (3 hours) (approved 300 level)
- RTD 3____ (3 hours) (approved 300 level)
- RTD 4____ (3 hours) (approved 400 level)
- *Plus 9 hours of Radio, Television, & Digital Media Electives*

Television/Video Production Specialization

Students who study Television/Video Production at SIUC learn how to light, shoot and edit professionally, and how to tell compelling stories that make contact with audiences. Courses in field and studio use state-of-the-art equipment to prepare students to take positions in the industry, and students have the opportunity to gain professional experience by working with WSIU Public Broadcasting. Post-production facilities include a full complement of editing and multimedia software, allowing student producers to bring their imaginations to life.

Required Courses:

- RTD 341 (3 hours) Television in the USA
- RTD 365A (3 hours) Single Camera Field Production
- RTD 4____ (3 hours) (approved 400 level)
- *Plus twelve hours of Radio, Television, & Digital Media Electives*

Radio, Television, & Digital Media Courses

RTD301 - Introduction to Audio Arts This class offers an introduction to creative audio production that includes instruction on microphone types, signal types, and the formats, methods, styles and workflows of audio recording and editing on digital audio workstations. Throughout the semester, creative production assignments provide students with opportunities to develop and explore a relationship to sound and recording technologies through storytelling, creative problem solving, methods of collaboration in the arts and industries, critical listening, and communication skills. Additional topics include the history of recorded sound and the genres of radio, music recording, podcasting, sound for film/media, and sound in gaming/emerging media. The class will also consider how race, gender, and ethics are understood in the field of creative audio production practiced in culture today. Equipment Usage & Lab fee: \$75. Credit Hours: 3

RTD312 - Electronic Sports Journalism Explores the foundations of electronic sports reporting, including legal and ethical considerations. Emphasis on responsible reporting practices while on deadline and enterprise reporting. Prerequisite: JRNL 310. Credit Hours: 3

RTD321 - Sports, Media and Society Examines the roles sports play in contemporary society, as well as the ways in which media are used to present, and analyze, these roles. Issues of socialization, race, class, gender, sexuality, business and power as they relate to sport competition and to presentation in the media. Credit Hours: 3

RTD326 - The Entertainment Corporation This class focuses on the entertainment corporation in terms of its internal structure, external relationships, industrial operations, and media output. A different corporation may be selected as a case study for any particular semester. Credit Hours: 3

RTD331 - Digital Graphics Foundations Course covers skills essential to digital image creation and workflow management for all stages of video production by integrating aesthetics, design and visual literacy. Students build an understanding of graphic computing processes by creating still images with and for different applications, and move on to creating animations, titles and simple post-production effects. Projects advance creativity, critical thinking and design skills. Lab fee: \$55. Credit Hours: 3

RTD340 - Television Studies Exploring television institutions, programs, audiences and how they interact with our lives. Restricted to 3rd Year or 4th Year standing, or consent of the instructor. Credit Hours: 3

RTD341 - Television in the United States This course is designed to develop an appreciation of US television by examining various factors (political, cultural, technological, among others) that have influenced both the content and context of American television. Credit Hours: 3

RTD360 - Electronic Media Performance [IAI Course: MC 918] The development of disciplines controlling vocal and visual mechanics and interpretative performances for announcers, newscasters, interviewers and narrators of various radio and television situations. Laboratory hours required. Prerequisite: C or better in JRNL 310 or RTD 383 or concurrent enrollment or consent of instructor. Lab fee: \$45. Credit Hours: 3

RTD361 - Sound Mix in Popular Culture A theoretical and design approach to sound in a digital environment within the context of popular culture. Projects include mash-ups, digital storytelling, soundscapes in virtual environments, live mixes, and sound in image. Readings and creative practice using digital technologies. Lab fee: \$55. Credit Hours: 3

RTD362I - Sound Art and Practice (University Core Curriculum) This course will provide students with a philosophical understanding of the concepts and practices used in sound art and practice today and historically; and, in a variety of careers and in society in general. This course will introduce students to audio technology and terminology as well as expose them to the many applications of sound, as art and function, in society, regardless of their desire to pursue sound as a career. Lab fee: \$55. Credit Hours: 3

RTD363 - Radio and Podcast Production Planning and production for radio and podcasting. Study of different formats including but not limited to documentary, drama, commercials, and promotional announcements. Examination of audio production techniques in related fields. Lab fee: \$55. Credit Hours: 3

RTD364 - Audio Podcasting and Media Arts Criticism An audio production course in which students master the history, theory, and criticism of media arts. Students then deploy that new knowledge via the creation of audio production artifacts. Students will produce audio artworks, which will then be critiqued and workshopped by peers and the instructor. Possible projects include: narrative audio productions modeled on classical radio plays, academic film and television reviews for public radio, secondary audio commentary tracks for home video releases of films, comedy secondary tracks for films modeled on MST3K, academic re-inventions of audio sports commentary. Credit Hours: 3

RTD365A - Single Camera Field Production Hands on practical instruction in a single camera field production. Through a series of individual and group exercises and assignments, students write, direct, light, shoot and edit original videos in a range of styles including documentary, narrative, promotional and

experimental. The class covers pre-production and work-flow, introducing participants to professional industry practice. Lab fee: \$55. Credit Hours: 3

RTD365B - Multi-Camera Production Designed to advance understanding of television production principles, student producers create work grounded in traditional and professional practices while learning the basic tools of television production. Focus is upon multi-camera studio production. Lab fee: \$55. Credit Hours: 3

RTD369 - Directing for Television Practical experience in the art of directing various genres associated with television, and the applied study of directing theory and visual storytelling. Lab exercises can include multi-camera and single camera formats, as well as work with actors. Prerequisite: C or better in RTD 365A, or permission of instructor. Lab fee: \$55. Credit Hours: 3

RTD373 - Music Business Overview (Same as MUS 373) A survey of the music business, examining the challenges facing the industry such as piracy, new media, and corporate consolidation. Explore how these issues affect what is produced and broadcast, the impact on the consumer, and emerging legal issues. Careers in the industry will be examined, with discussion of where the industry is headed, and what new business models are being forged. One class trip to Nashville will be included during the course. Lab fee: \$55. Credit Hours: 3

RTD374 - The Entertainment Industry: Nashville (Same as MUS 377) Examines the multi-dimensional entertainment industry in Nashville, including record labels, television, commercials, video, film, artist management, publishing, PROs, and radio. Five trips to Nashville with presentations from top industry professionals. Visits to recording studios and television networks. Explores career paths and necessary qualifications for success. Restricted to RTD Majors. Lab fee: \$175. Credit Hours: 3

RTD375 - Introduction to Audio Engineering (Same as MUS 375) Introduces basic principles of sound and how audio can be captured and manipulated utilizing current recording technology. The course incorporates concepts of signal flow, microphone selection and placement, signal processing and mixing. The objective is for the student to render a multi-track recording, from concept to completion, employing all the above concepts to demonstrate a solid knowledge of recording fundamentals. Restricted to Radio/TV and Digital Media majors. Lab Fee: \$55. Credit Hours: 3

RTD376 - Advanced Audio Engineering (Same as MUS 376) This course further develops the skills introduced in RTD 375. Advanced methods will be practiced, including use of signal processing, routing, mixing and mastering. The objective is to have command of a larger format in-line console, and record/mix a multi-track session in Pro Tools, utilizing various microphone techniques, plug-ins, aux sends/returns, patchbay and automation. Prerequisite: C or better in RTD 375 or permission of instructor. Lab fee: \$55. Credit Hours: 3

RTD378 - Writing for Game Production This course teaches the understanding and performance of the variety of writing skills involved in the creation and development of digital media. Good writing skills are essential to the pursuit of all interactive media and well-written project documents greatly aid in the success of a digital media project. The skills learned will be useful in pursuing a career in many new media industries, including the game industry. Credit Hours: 3

RTD379 - Sports Venue Production The course is designed to give practical, hands-on experience in multiple television technical and production positions during actual sporting events. Students will advance this working knowledge while producing in-game entertainment for video scoreboards and live multi-camera ESPN-3 telecasts of on-campus sporting events. Classroom instruction will also include the various elements that make up a professional telecast. Restricted to 2nd Year standing or above, or consent of instructor. Credit Hours: 3

RTD382 - Digital Character Animation I The course instills an understanding and fluency in practical principles and techniques of 2D digital animation, with emphasis on character design and animation. Students learn 2D animation techniques and create two-dimensional animations for broadcast, web and interactive environments. In addition, students are exposed to other topics including story-telling and storyboarding, animatics, vector vs bitmap image processing, using major file formats. Special approval needed from the instructor. Credit Hours: 3

RTD383 - Writing for Media Arts Introduction to creative writing for media, including radio, television, Internet, and other emerging media applications. Includes analysis of format, narrative structure and story in produced scripts and aired programs. Lab fee: \$45. Credit Hours: 3

RTD384 - Campus Media Practicum Practical experience in media operations on the campus. Instructor makes determination on student duties, based on needs of the Broadcast Service or the department and the desires of the student. A minimum of four hours per week. Students obtain an application form from academic adviser. Mandatory Pass/Fail. Special approval needed from the instructor. Credit Hours: 1

RTD385 - Newsroom Leadership Practicum Practical experience in newsroom leadership on the campus. Instructor makes determination on student duties, based on needs of the WSIU-TV, WSIU-FM, or the department and the desires of the student. Students work under direct supervision of newsroom professional staff. Mandatory Pass/Fail. Prerequisite: C or better in JRNL 310. Special approval needed from the instructor. Credit Hours: 1-3

RTD389 - Electronic Media Workshop Specialized work in various areas electronic media. Topics will vary. Special approval needed from the instructor. Lab fee: \$55. Credit Hours: 2-9

RTD391 - Independent Study Area of study to be determined by student in consultation with Radio, Television and Digital Media faculty. No more than two students may work on the same project. Special approval needed from the instructor. Credit Hours: 2

RTD392 - Electronic Media Studies Workshop Specialized work in various areas of Media Studies. Topics will vary but could include Reality Television, Gender and the Media. Credit Hours: 3

RTD395 - Internship Program News, production, performance and/or marketing/management work experience with a non-university professional organization. The student will undertake a work experience beyond that available at the university. No retroactive credit for previous work experience. May be repeated up to six credits. Student may earn no more than 9 internship hours from RTD 395 and 396. Prerequisite: GPA of 2.50 or better. Restricted to 3rd Year standing. Pass/Fail. Credit Hours: 1-6

RTD396 - Hollywood Studies/Internship Supervised work and study experience in Los Angeles, California, in areas of production, program development, casting, distribution, etc. Students work closely with Hollywood professionals and attend seminars on various facets of the industry. Summer session only. Students may earn no more than 9 internship hours from RTD 395 and 396. Prerequisite: GPA of 2.50 or better. Restricted to 3rd Year standing. Pass/Fail. Credit Hours: 1-6

RTD401 - Audio Arts Capstone Taught as seminar, workshop, studio or in a hybrid format, the capstone experience is designed so that students are able to undertake multiple and or long-form projects to build a portfolio of sound-based works in a variety of genres including but not limited to, audio documentary, podcasting, sound design, sound art, music recording, sound for film/media, and gaming/emerging media. The expectation is that the student's finished creative work(s) demonstrate a high level of artistic accomplishment and technical proficiency. The course stresses critical thinking and listening skills, artistry and professional development that helps students to assess how their productions are contextualized in culture. Lab fee: \$75. Credit Hours: 3

RTD403 - Lighting for Television Covers typical lighting situations encountered in the field of television. Practical exercises are used extensively. Prerequisite: C or better in RTD 365A or concurrent enrollment. Restricted to RTD majors. Lab fee: \$55. Credit Hours: 3

RTD405 - Media Economics Focus on economic and financial forces affecting the media industries. Study of the economic practices and impacts of corporate mergers and synergies, global integration of media firms, multi-stream revenue generation, barriers to entry and regulatory constraints. Special approval needed from the instructor. Credit Hours: 3

RTD417 - Storytelling This course teaches students the core practices of 360 narratives (AKA VR video). It covers a) The conceptual fundamentals of 360 narrative design theories. b) The "hands on" of the technical and organizational process of creating a 360 narrative. This includes designing and implementing a 360 narrative using an appropriate software tool. While VR video narrative is at the center of this course, the skills and knowledge acquired in this class are applicable to a broad range of videocentric fields and contexts. Prerequisite: consent of instructor. Credit Hours: 3

RTD450 - Television Documentary Production and Technique An overview of the development of various types, styles, and schools of major documentary production including analysis of American and International documentaries. Students will also research, write, and produce several short-form documentaries. Prerequisite: C or better in RTD 365A or consent of instructor. Restricted to RTD majors and 4th Year standing. Lab fee: \$55. Credit Hours: 3

RTD455 - Oral History, Storytelling, and Media (Same as HIST 498) This course will develop an appreciation of the field of oral history, methodological concerns and applications. Students will learn about the oral history process, including interview preparation and research, interview technique, the nature and character of evidence, transcribing, and legal and ethical concerns. Restricted to 3rd Year or 4th Year standing. Credit Hours: 3

RTD457 - Media Marketing The core issues of marketing media products in a variety of contexts, such as launching a television program or series, opening a film, introducing an Internet website or application. Attention to branding and media planning, including developing an online marketing strategy. Special approval needed from the instructor. Lab fee: \$45. Credit Hours: 3

RTD461 - Visual Effects in Post This course teaches the understanding and creation of contemporary visual effects work. We will cover both the science and art of visual effects covering motion graphic design principles (including typography), traditional techniques (storyboarding, mattes, masks, adjustment layers), chromakey compositing, 2D graphic animation, and CGI motion matching for 2D and 3D shots. Production workflows and client management will also be covered. The skills learned will be useful in pursuing a career in many media industries, including television, cinema, and games. Restricted to 3rd Year and 4th Year standing. Special approval needed from the instructor. Lab fee: \$50. Credit Hours: 3

RTD463 - Sound Art II This course allows students to explore sound as an art form. During the semester, students create original sound works and learn hands on approaches to technology, which include building low cost microphones. Experimental sound synthesis and original approaches to creative sound will be explored as well as methods of collaboration and exhibition. Special approval needed from the instructor. Lab fee: \$55. Credit Hours: 3

RTD464 - Audio Documentary and Diversity (Same as WGSS 464) This course is the creation of short and long form audio documentaries by students, regardless of production background. Introduces students to basic production techniques and diversity considerations during the making of a documentary. This course uses qualitative methods to investigate an issue or to document an event, with an emphasis on observation and interview techniques. Topics will explore the role of gender, race, ethnicity and class during the planning, gathering and production stages of the documentary. Open to non-majors. Lab fee: \$55. Credit Hours: 3

RTD465 - Advanced Television Production Instruction and practical experience in the development of programming for television. Students will produce individual and/or small group projects for broadcast and follow the projects through from concept to completion. Prerequisite: C or better in RTD 365A or consent of instructor. Restricted to RTD majors and 4th Year standing. Lab fee: \$55. Credit Hours: 3

RTD466 - Motion Graphics Students build skills in visualization and design for motion graphics through a series of practical projects that include the creation of animated graphic packages, titles, sequences and short animations. Course guides the students in honing messages for visual works and covers best practices for working with clients and workflows for motion graphics production. Recommended: RTD 331 or equivalent graphics experience. Lab fee: \$50. Credit Hours: 3

RTD467 - Global Media Global media history, main theories, and current developments. The significance of global trends for local and regional media and cultures. Restricted to 3rd Year or 4th Year standing or consent of instructor. Credit Hours: 3

RTD469 - Video for Non-Majors Basic shooting and editing to students interested in using video for purposes other than professional television production, such as education, business, or Web page development. The course surveys video formats and applications. Students produce projects using editing and special effects. Credit not given to RTD majors. Special approval needed from the instructor. Lab fee: \$55. Credit Hours: 3

RTD476 - Creative Audio Producing This course puts the student in the role of recording producer, including responsibility for all decision-making during project development and production. Includes selection of material, budgeting, contracts, scheduling, performances, and all aspects of recording. Emphasis is placed on communication with clients, artists and engineers. Related elements include publishing, copyright and contracts. Prerequisite: MUS 375 or RTD 375, or consent of instructor. Lab fee: \$55. Credit Hours: 3

RTD478 - Game Narratives Teaches students the core ideas and practices of game narratives. It covers: a) The conceptual fundamentals of theories of game narrative design; b) The technical and organizational process of creating a narrative game. This includes designing and implementing a narrative game using an appropriate software tool. While game narrative is at the center of this course, the skills and knowledge acquired in this class are applicable to broad range of design-centric fields and contexts. Restricted to 3rd Year and 4th Year standing. Special approval needed from the instructor. Credit Hours: 3

RTD479 - Multi-Camera Field Production Concentration on the techniques, conventions and implementation of live-event, multi-camera production in the field, including concerts, awards shows, and sports. Prerequisite: C or better in RTD 365A and RTD 365B or consent of instructor. Lab Fee: \$55. Credit Hours: 3

RTD480 - Emerging Media Examination of developments in emerging media, including Internet applications, mobile media, and gaming, among others. Exploration of the impact of emerging media on traditional media cultures and economies. Restricted to 4th Year standing or consent of instructor. Credit Hours: 3

RTD483 - Script to Screen I: Writing the TV Pilot Script to Screen I concentrates on scriptwriting for serial fictional television-situation comedies and dramas. Students analyze structure, form, style and content of TV shows and scripts and will write the "bible" for an original series as well as the pilot episode for that series. In sequence with RTD 484, some scripts from this class will be produced in RTD 484. Prerequisite: C or better in RTD 365A or consent of instructor. Lab fee: \$45. Credit Hours: 3

RTD484 - Script to Screen II: TV Pilot Production Students work on production teams to create a pilot for a sitcom or dramatic television program, from original scripts written by students in RTD 483. Topics covered include casting, budgeting, scheduling, script analysis, location management, production design, staging, lighting, directing and acting for the camera. In sequence with RTD 483. Prerequisite: RTD 365A with a C or better, or consent of instructor. Restricted to 4th Year standing. Lab fee: \$55. Credit Hours: 3

RTD485 - Editing and Post-Production Workshop Combining editing theory and practice with study and critique of professional programs, the course has students creating practical editing exercises and examining all aspects of the post-production process. Prerequisite: C or better in RTD 365A or consent of instructor. Lab fee: \$55. Credit Hours: 3

RTD487 - Animation I: Modeling In this course, students will gain a solid foundation in creating 3D computer graphics using industry standard computer software and hardware. Through analysis and practice, students will develop an understanding of the principles of 3D modeling, lighting, texturing and rendering. Conceptual design and professional practices will also be addressed. Skills learned in this course will prepare students for the 3D Animation II class. Lab fee: \$55. Credit Hours: 3

RTD488 - Animation II: Animation & Visual EFX This intermediate course builds upon the skills learned in the 3D Animation I course, and will focus on narrative development, motion design and visual effects generation using industry standard practices. Topics include key frame animation, inverse kinematics, and visual effects using dynamics. A term project utilizes the creative and technical skills explored in class. Prerequisite: C or better in RTD 487 (3D Animation I). Lab fee: \$55. Credit Hours: 3

RTD489 - Electronic Media Workshop Advanced work in various areas of electronic media, such as Gender and Media, Children and Media, Blaxploitation, Television in the US. Special approval needed from the instructor. Lab fee: \$55. Credit Hours: 2-9

RTD490 - Animation III: Production Studio This advanced course builds upon the skills mastered in the 3D Animation I and II courses. Students walk through the 3D animation production cycle to produce a high-quality 3D animation suitable for portfolio exhibition. Class critiques and project analyses are used

to direct students through the production process. This course advances students' knowledge of industry-standard practices. Prerequisite: C or better in RTD 487 or RTD 488. Lab fee: \$55. Credit Hours: 3

RTD491 - Independent Study Area of study to be determined by student in consultation with graduate faculty. No more than two students may work on same project. Students must complete an application form which is available from the departmental adviser. Not for graduate credit. Restricted to 4th Year standing. Special approval needed from the instructor. Lab fee: \$45. Credit Hours: 3

RTD492 - Advanced Electronic Media Studies Workshop Advanced topics in Media Studies such as Children and Media, Gender and Media, Race and Media. Restricted to 3rd Year and 4th Year standing or consent of instructor. Credit Hours: 3

RTD493 - Media in Society The capstone course explores the interrelation of media with social patterns, as well as economic and political systems, and how media affect society and societal norms in the US and globally. Media theories are also covered. Required for major. Restricted to 4th Year standing. Credit Hours: 3

RTD494 - Social Media Studies Theories and Practices In this class we explore mainstream as well as alternative social media platforms and pay particular attention to the cultural, social, and political significance of this form of communication. We start by examining the historical roots of the INTERNET and social media and then move on to analyze critical issues such as ownership, algorithm manipulation, digital activism, and political discourse. We read a selection of key theoretical pieces and engage the material through a series of relevant and up-to-date case studies. The course includes lectures, screenings, discussions, and students' presentations. By the end of the semester participants will be knowledgeable about the social and historical conditions leading to the formation of contemporary social media, and become more critical social media user and maker. Restricted to 3rd Year standing or instructor consent. Credit Hours: 3

RTD495 - Video Art, Installation and Performance This course is an introduction to how media artists use their bodies, time, and space in the creation of work. It will focus on video art, installation, and performance as art forms that have histories and practices coming out of experimental film and avant-garde theater, while also engaging with the worlds of sculpture, painting, and music. Areas of concentration will include Futurism, Fluxus, conceptual art, participatory, interactive, and interventionist art. Project assignments are both individual and collaborative, and will provide experience in the creation of experimental video art, environments, projected media installations, and live performances with film and video. Prerequisite: consent of instructor. Credit Hours: 3

RTD496 - Sound Design This course examines in detail the relationship of sound and moving images. It traces intertwined histories, revealing important collaborations and technological developments that set precedents for both film and video. While the primary focus of this course is the artistic creation of soundtracks, we will also explore musical scoring and orchestration as utilized by film and television composers. Students will learn about and create sound designs, Foley sound and mix to picture sessions. Special approval needed from the instructor. Lab Fee: \$55. Credit Hours: 3

RTD497 - History of African American Images in Film This course is an historical and critical exploration of the diverse images of African-Americans in cinema which examines the roles that racism and power play in the construction of black film representations as well as in modes of film production and marketing. The course emphasizes critical viewing of films to determine the impact that African American filmic representations have on contemporary society. Restricted to 3rd Year standing or approval of the instructor. Credit Hours: 3

Radio, Television, & Digital Media Faculty

Birdsong, Todd, Assistant Professor of Practice, Digital Media Arts, M.F.A., Southern Illinois University Carbondale, 2015; 2022. Analog and digital processes within sound and transmission art, time-based media, photography, and instrument making.

Brooten, Lisa B., Associate Professor, Media Studies, Ph.D., Ohio University, 2003; 2002. Media and globalization, gender, alternative media, social movements, political communication, interpretive/critical research methods, ethnography.

Burns, David R., Associate Professor, Digital Media Arts and Animation, M.F.A., Parsons School of Design, 2001; 2005. 3D computer animation, media arts practices, media arts theory, technology, culture, and society, memory and post-memory.

Freibert, Finley, Assistant Professor of Media Studies, Ph.D., University of California, Irvine, 2019; 2022. Researches at the intersection of media industry studies, media history, digital cultures, and LGBTQ+ history.

Galloway, R. Dennis, Senior Lecturer, Media Production, B.A., California University of Pennsylvania, 1978; 2013. New production technology.

Kalayeh, Pirooz, Assistant Professor, Screenwriting and Film Production, Ph.D., European Graduate School, 2018; 2021. Filmmaker, artist, and author.

Kapur, Jyotsna, Professor, Cinema Studies, Ph.D., Northwestern University, 1998; 1998. Feminist and Marxist analysis of media, globalization, children's film and consumer culture, documentary and ethnographic film, the German and Japanese new wave and Indian Cinema.

Kreider, Wago, Associate Professor, Media Production, M.F.A., Rutgers University, 2002; 2006. Experimental and documentary media production, sound studies and production, cinematic histories, architectural and environmental studies.

Lewison, Sarah, Professor, Media Production, M.F.A., University of California, San Diego, 2001; 2007. Video art, social movements, environmental media, installation, live art and performance.

Mercer, Kevin, Assistant Professor, Digital Media Arts and Animation, M.F.A., Pennsylvania State University, 2014; 2021. Interdisciplinary work investigates the human as a cybernetic component within systems and networks and integrates animation, sound, projection, physical computing, and hacked electronics within immersive spaces.

Metz, Walter, Professor, Film Criticism, Ph.D., University of Texas, Austin, 1996; 2009. Contemporary film and television criticism and theory, literature and film, science and film, post-war American culture.

Motyl, H.D., Associate Professor and Interim Director of the School of Theater and Dance, Media Production and Screenwriting, M.F.A., Northwestern University, 1990; 2007. Film/Video production and screen writing, narrative, gay representation.

Needham, Jay, Professor, Audio Production, M.F.A., California Institute of the Arts, 1989; 2003. Video, film, digital audio production, and electro-acoustic music.

O'Brien, Heather, Assistant Professor, Cinema Production, M.F.A., California Institute of the Arts, 2013; 2020. Essay Film, minority representation, and documentary.

Padovani, Cinzia, Associate Professor, Media Studies, Ph.D., University of Colorado, 1999; 2005. Historical approaches to political economy, public service broad-casting, international communication, social movements and the media.

Pape, Jennifer, Assistant Professor of Practice, Audio Production, M.F.A., Southern Illinois University Carbondale, 2017; 2017. Music composition and performance, audio documentaries, radio dramas, and sound art.

Perkins-Buzo, Reid, Associate Professor, Media Arts, M.F.A., Northwestern University, 2004; 2014. 2D/3D animation, game development, virtual reality, augmented reality, expanded reality, spherical (360°) video production and interactive media.

Phillips, Mike, Clinical Assistant Professor, Media Studies, Ph.D., The Graduate Center of the City University of New York, 2018; 2019. American and transnational popular culture, film genre, historical fiction, African American cinema, intermediality.

Spahr, Robert, Associate Professor and Interim Director of the school of Media Arts, Digital Media Arts, M.F.A., Parsons School of Design, New York City, 1991; 2009. Explores the internet using code-based automated art, live art performance, drawing, painting, sculpture, and time-based media.

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