INTERDEPARTMENTAL

ACINDP 200  ARTS MANAGEMENT PRACTICUM ... Participation in one or more areas of arts management including ticket office, house control, printing, publicity and public relations. Repeatable for a maximum of 4 units.

#1270  Section 01  [units: 1-2]  Instructor Consent
09/04-12/21  MW  01:10 PM - 02:00 PM  ASSIGN  Sarah A Altermatt

ACINDP 310  PRACTICUM - DEVELOPMENT ... Participation in College of Arts and Communication development initiatives, including creating written materials, organizing special events and assisting in cultivation and stewardship activities. Repeatable once for a maximum of 4 units.

PREREQ: ACINDP 200 AND CONSENT OF INSTRUCTOR OR THEATRE 309 AND CONSENT OF INSTRUCTOR

#1282  Section 01  [units: 1-2]  Instructor Consent
09/04-12/21  Arranged  Arranged  Megan R Matthews

ACINDP 362  NON-PROFIT ARTS MANAGEMENT ... A study of the duties and required skills of managers of various non-profit arts organizations. Areas of study will include structure of arts organizations, planning, programming, staffing, budgeting and marketing, with emphasis on fundraising, board development, and volunteer management. Offered spring term in even numbered years.

#1279  Section 01  [units: 2]  NOTE: All course work will be conducted via the internet using D2L. For further information, contact the instructor via email at matthewm@uww.edu.
09/04-12/21  Arranged  Arranged  Megan R Matthews

ACINDP 363  APPLIED STUDIES IN ARTS MARKETING ... A study of the duties and skills of marketing managers of both commercial and non-profit arts-related businesses, as well as the individual artist in the marketplace. Topics include marketing research, planning a marketing budget, promotions, media relations, advertising, corporate and media sponsorship, and audience development. Offered fall term in even numbered years.

COREQ: MARKETING 311

#4849  Section 01  [units: 2]  09/04-12/21  TR  01:10 PM - 02:00 PM  CA0011  Megan R Matthews

ACINDP 399  CAREER INFORMATION IN ARTS & COMMUNICATION & LETTERS & SCIENCES ... Offered on a satisfactory/no credit basis only. Career information specifically for College of Arts and Communication and College of Letters and Sciences majors, focusing on self-analysis in preparation for the job search, resume-writing and interviewing. Particular attention will be given to career opportunities, the value of the degree program and possibilities for graduate study.

PREREQ: SOPHOMORE STATUS

#1267  Section 01  [units: 1]  09/04-10/26  MW  03:45 PM - 04:35 PM  HH1306  Laura J Jacobs
S/NC Grading Basis Only

ACINDP 492  FIELD STUDY IN ARTS MERCHANDISING ... Off campus investigation and study with designated arts related companies and individuals. Repeatable to a maximum of six units.

PREREQ: JUNIOR/SENIOR STATUS OR CONSENT OF INSTRUCTOR

#1273  Section 01  [units: 1-6]  Instructor Consent
09/04-12/21  Arranged  Arranged  Megan R Matthews

ACINDP 493  ARTS MANAGEMENT/MERCHANDISING INTERNSHIP ... In cooperation with a designated arts related company and with previously established guidelines, participation in the management and/or merchandising activities of an arts related operation.

PREREQ: JUNIOR/SENIOR STATUS OR CONSENT OF INSTRUCTOR

#1276  Section 01  [units: 2-6]  Instructor Consent
09/04-12/21  Arranged  Arranged  Megan R Matthews

Media Arts and Game Development

MAGD 150  INTRODUCTION TO MEDIA ARTS AND GAME DEVELOPMENT ... This interdisciplinary course provides an overview of the multimedia industry. Special attention is given to the study of multimedia applications, approaches, and related industry, policy, ethical and impact issues.

#3843  Section 01  [units: 3]  09/04-12/21  R  09:30 AM - 10:45 AM  MG0127  Joshua A Fishburn
09/04-12/21  M  12:30 PM - 01:45 PM  MG0101  James Varnum Terkeurst
09/04-12/21  M  12:30 PM - 01:45 PM  MG0101  Joshua A Fishburn

#3844  Section 02  [units: 3]  09/04-12/21  R  02:15 PM - 03:30 PM  MG0127  Joshua A Fishburn
09/04-12/21  M  12:30 PM - 01:45 PM  MG0101  James Varnum Terkeurst
09/04-12/21  M  12:30 PM - 01:45 PM  MG0101  Joshua A Fishburn

#3845  Section 03  [units: 3]  09/04-12/21  T  09:30 AM - 10:45 AM  MG0127  James Varnum Terkeurst
09/04-12/21  M  12:30 PM - 01:45 PM  MG0101  James Varnum Terkeurst
09/04-12/21  M  12:30 PM - 01:45 PM  MG0101  Joshua A Fishburn
<table>
<thead>
<tr>
<th>Start/End Dates</th>
<th>Meeting Days</th>
<th>Meeting Times</th>
<th>Location</th>
<th>Instructor</th>
<th>Course Topic (if applicable)</th>
</tr>
</thead>
<tbody>
<tr>
<td>#4102 Section 04</td>
<td>T</td>
<td>02:15 PM - 03:30 PM</td>
<td>MG0127</td>
<td>James Varnum Terkeurst</td>
<td></td>
</tr>
<tr>
<td>#4102 Section 04</td>
<td>M</td>
<td>03:45 PM - 05:00 PM</td>
<td>CA2051</td>
<td>Gautam Wadhwa</td>
<td>MAGD 210 VISUAL DESIGN FOR DIGITAL MEDIA ... This course introduces students to 2 dimensional design vocabulary with practice through a raster based visual imaging application - Photoshop. This course provides technical proficiency in image making and introduces the relationship of raster design to other media such as Dreamweaver, Flash, InDesign, etc. Visual organization principles/strategies, color theory and management, pixel-based character development and animation concepts will also be addressed.</td>
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<tr>
<td>#4102 Section 04</td>
<td>T</td>
<td>02:15 PM - 05:00 PM</td>
<td>CA2058</td>
<td>Andre D Ferrella</td>
<td>MAGD 220 DRAWING FOR DIGITAL MEDIA ... This course is designed to help students develop drawing skills including technical drawing for 2D and 3D animation. The course content will include creation of cartoon drawings, study of realistic drawing, study of environmental drawing for cartoon stories. The major software covered in this class will be Adobe Illustrator.</td>
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<tr>
<td>#4102 Section 04</td>
<td>TR</td>
<td>08:00 AM - 10:45 AM</td>
<td>CA2048</td>
<td>Andre D Ferrella</td>
<td>MAGD 270 WEB DEVELOPMENT ... This course provides a critical and practical overview of web development as a communication tool. Students will study the function of websites, critically evaluate websites, and create websites to serve as communication vehicles. The focus will be on creating interactive experiences that are both functional and engaging. The course addresses topics including storyboarding, XHTML, Cascading Style Sheets, and JavaScript. Assessment and usability testing of websites is also an important part of the course. This is a class for beginners and assumes no previous experience or expertise.</td>
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<tr>
<td>#4102 Section 04</td>
<td>TR</td>
<td>11:00 AM - 01:45 PM</td>
<td>CA2059</td>
<td>Mary Theresa Zuehlke-Ganshert</td>
<td>PREREQ: MAGD 150 AND MAGD 210</td>
</tr>
<tr>
<td>#4102 Section 04</td>
<td>TR</td>
<td>02:15 PM - 05:00 PM</td>
<td>CA2059</td>
<td>Mary Theresa Zuehlke-Ganshert</td>
<td>MAGD 271 FLASH DEVELOPMENT ... Course focuses on design and development of interactive media and games using Flash software. Students create storyboards and design notebooks; then construct modular time-based projects controlled by Actionscript. Flash allows for creation of interactive media incorporating text, animation, audio, and video. Work is assessed for functionality, elegance and usability.</td>
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<tr>
<td>#4102 Section 04</td>
<td>TR</td>
<td>11:00 AM - 12:15 PM</td>
<td>MG0127</td>
<td>Kannan Amr</td>
<td>MAGD 478 ADVANCED MEDIA ARTS TEAM PROJECTS I ... As the culmination of the MAGD sequence, students will pitch, plan, design and build a large group media project as well as smaller projects. Students will implement the knowledge they have acquired individually in courses in the MAGD sequence and learn how to work in groups. Students will also begin to build a working portfolio that demonstrates their skills and showcases their understanding of the media arts and game development process.</td>
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<tr>
<td>#4102 Section 04</td>
<td>TR</td>
<td>12:30 PM - 01:45 PM</td>
<td>MG0127</td>
<td>James Varnum Terkeurst</td>
<td>MAGD 150 AND MAGD 210 AND MAGD 220 AND MAGD 270 AND MAGD 271 AND 12 ADDITIONAL CREDITS IN THE MAJOR AND INSTRUCTOR CONSENT</td>
</tr>
<tr>
<td>#4102 Section 04</td>
<td>TR</td>
<td>03:45 PM - 05:00 PM</td>
<td>MG0127</td>
<td>Joshua A Fishburn</td>
<td>MAGD 487 ADVANCED MEDIA ARTS TEAM PROJECTS II ... Students will take projects developed to the Beta stage in MAGD 487 and complete them. Projects will undergo several rounds of usability testing and have been assessed by the clients for whom they were developed. Marketing and commercial development of projects will be discussed and students will be encouraged to move completed work out of the university setting and into the community</td>
</tr>
<tr>
<td>#4102 Section 04</td>
<td>TR</td>
<td>03:45 PM - 05:00 PM</td>
<td>MG0122</td>
<td>James Varnum Terkeurst</td>
<td>PREREQ: MAGD 487 AND CONSENT OF INSTRUCTOR</td>
</tr>
<tr>
<td>#5356 Section 01</td>
<td>[units: 1-6]</td>
<td>Arranged</td>
<td>Arranged</td>
<td>James Varnum Terkeurst</td>
<td>MAGD 498 INDEPENDENT STUDIES ... Study of a selected topic or topics under the direction of a faculty member. Repeatable for a maximum of six credits in major/degree.</td>
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Prereq: Consent of Instructor