

Start/End Dates

Meeting Days

Meeting Times

Location

Instructor

Course Topic (if applicable)

INTERDEPARTMENTAL

Arts & Communication Interdepartmental

ACINDP 166 Introduction to Creative Enterprise ... Students will be introduced to successful creative entrepreneurship and the definition of creative enterprise in its many forms. They will consider what success means to them and practice visioning, goal setting and planning. Students will learn key entrepreneurial concepts through lectures, experiential learning and interaction with successful arts/creative entrepreneurs.

#3648 Section 01 [units: 3]

01/19-05/17	TR	12:30 PM - 01:45 PM	CA0011	Mutope J Johnson
01/19-05/17	TR	12:30 PM - 01:45 PM	CA0011	Megan R Matthews

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.

#1003 Section 01 [units: 1-2] NOTE: Meets in CA 2080

Instructor Consent

01/19-05/17	MW	01:00 PM - 01:50 PM	CA2080	Marshall B Anderson	PUBLICITY ASSISTANT
01/19-05/17	MW	01:00 PM - 01:50 PM	CA2080	Sarah A Altermatt	PUBLICITY ASSISTANT

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.

#3624 Section 01 [units: 2] NOTE: All course work will be conducted via the internet using D2L. For further information, contact the Dept. Chair at 2612-472-1328 or via email at andersom@uwv.edu. An additional required fee of \$100.00 will be assessed for this web-based course.

01/19-05/17	Arranged	Arranged	WEB BASED	Barbara Harkins
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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: MARKETNG 311

#1007 Section 01 [units: 2] NOTE: All course work will be conducted via the internet using D2L. For further information, contact the Dept.

Chair at 2612-472-1328 or via email at andersom@uwv.edu. Also please add An additional required fee of \$100.00 will be assessed for this web-based course.

01/19-05/17	Arranged	Arranged	WEB BASED	Barbara Harkins
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ACINDP 399 CAREER INFORMATION IN ARTS & COMMUNICATION ... 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

#1002 Section 01 [units: 1]

01/19-03/11	TR	03:30 PM - 04:20 PM	HH2200	Kathy Craney
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

#1004 Section 01 [units: 1-6]

Instructor Consent

01/19-05/17	Arranged	Arranged		Marshall B Anderson
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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

#1005 Section 01 [units: 2-6]

Instructor Consent

01/19-05/17	Arranged	Arranged		Marshall B Anderson	ARTS MANAGEMENT INTERNSHIP
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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.

#3499 Section 01 [units: 3]

01/19-05/17	M	12:30 PM - 01:45 PM	MG0127	Nick Hwang
01/19-05/17	W	12:30 PM - 01:45 PM	MG0101	Nick Hwang

#3500 Section 02 [units: 3]

01/19-05/17	F	12:30 PM - 01:45 PM	MG0127	Nick Hwang
01/19-05/17	W	12:30 PM - 01:45 PM	MG0101	Nick Hwang

Start/End Dates Meeting Days Meeting Times Location Instructor Course Topic (if applicable)

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.

#1137 Section 01 [units: 3] NOTE: During priority registration, several seats are reserved for MAGD majors and minors. Any remaining seats will be released to all students on 12/5/2015.

01/19-05/17 MWF 08:00 AM - 09:50 AM CA2051 Adrienne Foster

#1138 Section 02 [units: 3] NOTE: During priority registration, several seats are reserved for MAGD majors and minors. Any remaining seats will be released to all students on 12/5/2015.

01/19-05/17 MWF 10:00 AM - 11:50 AM CA2051 Adrienne Foster

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.

#1135 Section 01 [units: 3] NOTE: During priority registration, several seats are reserved for MAGD majors and minors. Any remaining seats will be released to all students on 12/5/2015.

01/19-05/17 TR 11:00 AM - 01:45 PM CA2048 Bill Miller

#1136 Section 02 [units: 3] NOTE: During priority registration, several seats are reserved for MAGD majors and minors. Any remaining seats will be released to all students on 12/5/2015.

01/19-05/17 TR 02:00 PM - 04:45 PM CA2048 Bill Miller

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.

PREREQ: MAGD 150 AND MAGD 210

#1128 Section 01 [units: 3]

01/19-05/17 MW 11:00 AM - 12:15 PM MG0127 Fred Leighton

#1129 Section 02 [units: 3]

01/19-05/17 MW 02:00 PM - 03:15 PM MG0127 Fred Leighton

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.

PREREQ: MAGD 150 AND MAGD 210

#1130 Section 01 [units: 3]

01/19-05/17 TR 09:30 AM - 10:45 AM MG0127 Fred Leighton

#1131 Section 02 [units: 3]

01/19-05/17 TR 11:00 AM - 12:15 PM MG0127 Fred Leighton

MAGD 272 GAME DEVELOPMENT ... Focuses on the creation of videogame projects using a modern game engine. Designed for students with competence in art, design, programming, or some combination of the three. The curriculum is a combination of short lectures, individual and group activities, tutorials, readings, discussion, and critique leading to individual and team game-building assignments.

PREREQ: MAGD 150, MAGD 210, AND MAGD 220 AND SOPHOMORE STATUS

#3497 Section 01 [units: 3]

01/19-05/17 MW 09:30 AM - 10:45 AM MG0127 Nick Hwang

MAGD 487 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.

PREREQ: MAGD 150 AND MAGD 210 AND MAGD 220 AND MAGD 270 AND MAGD 271 AND 12 ADDITIONAL CREDITS IN THE MAJOR AND INSTRUCTOR CONSENT

#1132 Section 01 [units: 3]

01/19-05/17 M 06:30 PM - 09:00 PM MG0127 James Varnum Terkeurst

MAGD 488 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

PREREQ: MAGD 487 AND CONSENT OF INSTRUCTOR

#1142 Section 01 [units: 3]

01/19-05/17 T 05:00 PM - 07:30 PM MG0127 James Varnum Terkeurst

Dept. Consent

#1143 Section 02 [units: 3]

01/19-05/17 W 06:30 PM - 09:00 PM MG0127 James Varnum Terkeurst

Dept. Consent

<i>Start/End Dates</i>	<i>Meeting Days</i>	<i>Meeting Times</i>	<i>Location</i>	<i>Instructor</i>	<i>Course Topic (if applicable)</i>	
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.						
Prereq: Consent of Instructor						
#1133	Section 01	[units: 1-6]	NOTE: Department of Art and Design approval required. All sections meet Friday pm or by arrangement.			Instructor Consent
Prereq: Consent of Instructor.						
01/19-05/17	Arranged	Arranged		Bill Miller		
#1134	Section 02	[units: 1-6]	NOTE: Department of Art and Design approval required. All sections meet Friday pm or by arrangement.			Instructor Consent
Prereq: Consent of Instructor.						
01/19-05/17	Arranged	Arranged		James Varnum Terkeurst		
#1139	Section 03	[units: 1-6]	NOTE: Department of Art and Design approval required. All sections meet Friday pm or by arrangement.			Instructor Consent
Prereq: Consent of Instructor.						
01/19-05/17	Arranged	Arranged		Xiaohong Zhang		
#1140	Section 04	[units: 1-6]	NOTE: Department of Art and Design approval required. All sections meet Friday pm or by arrangement.			Instructor Consent
Prereq: Consent of Instructor.						
01/19-05/17	Arranged	Arranged		Adrienne Foster		