

Start/End Dates

Meeting Days

Meeting Times

Location

Instructor

Course Topic (if applicable)

**INTERDEPARTMENTAL****Arts & Communication 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.**

#1004 Section 01 [units: 1-2] NOTE: Meets in CA 2080

Instructor Consent

01/17-05/19 MW 01:00 PM - 01:50 PM

Marshall Anderson

PUBLICITY ASSISTANT

01/17-05/19 MW 01:00 PM - 01:50 PM

Sarah Altermatt

PUBLICITY ASSISTANT

**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 261 2-472-1328 or via email at andersom@uw.edu. Also please add An additional required fee of \$100.00 will be assessed for this web-based course.

01/17-05/19 Arranged Arranged

Barbara Harkins

**ACINDP 364 ISSUES IN ARTS MANAGEMENT ... A study of topics, trends, and career options in the field of arts administration. Working professionals will explore with students issues they face in their occupations. Topics may include the role of the arts in society, leadership, public and private support and control of the arts, ethical issues, marketing challenges, computer technology and future trends in the field. Offered spring term in odd numbered years.**

**PREREQ: JUNIOR/SENIOR STATUS OR CONSENT OF INSTRUCTOR**

#3750 Section 01 [units: 2]

01/23-05/19 M 02:00 PM - 03:40 PM CA0006 John Hassig

**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**

#1003 Section 01 [units: 1]

01/17-03/11 TR 03:30 PM - 04:20 PM HH1307 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**

#1005 Section 01 [units: 1-6]

Instructor Consent

01/17-05/19 Arranged Arranged

Marshall Anderson

**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**

#1006 Section 01 [units: 2-6]

Instructor Consent

01/17-05/19 Arranged Arranged

Marshall Anderson

ARTS MANAGEMENT INTERNSHIP

**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.**

#3275 Section 01 [units: 3]

01/17-05/19 M 12:30 PM - 01:45 PM MG0127 Jeremy Behreandt

01/17-05/19 F 12:30 PM - 01:45 PM MG0101 Jeremy Behreandt

#3276 Section 02 [units: 3]

01/17-05/19 W 12:30 PM - 01:45 PM MG0127 Jeremy Behreandt

01/17-05/19 F 12:30 PM - 01:45 PM MG0101 Jeremy Behreandt

**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.**

#1132 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 12/3/2016.

01/17-05/19 MWF 08:00 AM - 09:50 AM CA2051 Jared Plock

#1133 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 12/3/2016.

01/17-05/19 MWF 10:00 AM - 11:50 AM CA2051 Jared Plock

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

**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.

#1130 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 12/3/2016.

01/17-05/19 TR 08:00 AM - 10:45 AM CA2048 Arthur Miller

#1131 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 12/3/2016.

01/17-05/19 MW 01:00 PM - 02:50 PM CA2048 Gautam Wadhwa

01/17-05/19 Arranged Arranged ARRANGED Gautam Wadhwa

**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**

#1123 Section 01 [units: 3]

01/17-05/19 TR 12:30 PM - 01:45 PM MG0127 Frederick Leighton

#1124 Section 02 [units: 3]

01/17-05/19 TR 02:00 PM - 03:15 PM MG0127 Frederick 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**

#1125 Section 01 [units: 3]

01/17-05/19 TR 09:30 AM - 10:45 AM MG0127 Jeremy Behreandt

#1126 Section 02 [units: 3]

01/17-05/19 TR 11:00 AM - 12:15 PM MG0127 Jeremy Behreandt

**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**

#1140 Section 01 [units: 3]

01/17-05/19 MW 11:00 AM - 12:15 PM MG0127 Nick Hwang

#3933 Section 02 [units: 3]

01/17-05/19 MW 02:00 PM - 03:15 PM 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 DEPARTMENT CONSENT OR SENIOR STATUS AND DEPARTMENT CONSENT**

#1127 Section 01 [units: 3]

01/17-05/19 M 06:30 PM - 09:00 PM MG0127 Frederick Leighton

**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**

#1137 Section 01 [units: 3]

01/17-05/19 T 05:00 PM - 07:30 PM MG0127 Nick Hwang

Dept. Consent