Game Design and Interactive Media, B.A.

Degree Offered

- Bachelor of Arts

Nature of the Program

The Game Design and Interactive Media major is a hybrid program of the College of Creative Arts and Reed College of Media. The major combines two core foundational areas of study: one focused on media and delivered by the Reed College of Media; the other focused on art and design, delivered by the College of Creative Arts. As such, course work exposes students to the history, guiding principles, ethics, diversity and cultural issues as related to design, technology and interactive media. The colleges’ skills-based courses provide students with ample hands-on opportunities in the technologies and design thinking germane to digital, interactive platforms.

The program begins with foundational skills in design, production, and editing using digital tools and software. These classes provide the skill sets to create interactive experiences including websites, mobile apps, immersive environments, video games, and virtual and augmented reality. Courses offered in the School of Art and Design provide skill building and theory in audiovisual design and motion graphics, while courses offered in the Reed College of Media provide theoretical exploration and applied implementation of those skills in emergent media experiences. Students are concurrently oriented to innovation and design thinking methodologies and project management skills to create expertise in coordinating a team of diverse thinkers, from computer programmers to visual designers.

Admissions

The WVU Reed College of Media uses the same undergraduate admission standards for first-time freshmen as West Virginia University (WVU). Visit the WVU undergraduate admissions page for details on general WVU admission.

Students not meeting the above requirements will be admitted to WVU as either a pre-Art or pre-Media student through CLASS.

Due to Covid-19 – Admission requirements may differ from what is listed on this page. Please review the most up-to-date program admission requirements for the Bachelor of Arts in Game Design and Interactive Media major (https://admissions.wvu.edu/academics/majors/interactive-design-for-media/).

ADMISSION REQUIREMENTS 2023-2024

The Admission Requirements above will be the same for the 2023-2024 Academic Year.

Major Code: 1204

General Education Foundations

Please use this link to view a list of courses that meet each GEF requirement. (http://registrar.wvu.edu/gef/)

NOTE: Some major requirements will fulfill specific GEF requirements. Please see the curriculum requirements listed below for details on which GEFs you will need to select.

<table>
<thead>
<tr>
<th>General Education Foundations</th>
<th>3-6</th>
</tr>
</thead>
<tbody>
<tr>
<td>F1 - Composition &amp; Rhetoric</td>
<td></td>
</tr>
<tr>
<td>ENGL 101</td>
<td>Introduction to Composition and Rhetoric</td>
</tr>
<tr>
<td>&amp; ENGL 102</td>
<td>and Composition, Rhetoric, and Research</td>
</tr>
<tr>
<td>or ENGL 103</td>
<td>Accelerated Academic Writing</td>
</tr>
<tr>
<td>F2A/F2B - Science &amp; Technology</td>
<td>4-6</td>
</tr>
<tr>
<td>F3 - Math &amp; Quantitative Reasoning</td>
<td>3-4</td>
</tr>
<tr>
<td>F4 - Society &amp; Connections</td>
<td>3</td>
</tr>
<tr>
<td>F5 - Human Inquiry &amp; the Past</td>
<td>3</td>
</tr>
<tr>
<td>F6 - The Arts &amp; Creativity</td>
<td>3</td>
</tr>
<tr>
<td>F7 - Global Studies &amp; Diversity</td>
<td>3</td>
</tr>
<tr>
<td>F8 - Focus (may be satisfied by completion of a minor, double major, or dual degree)</td>
<td>9</td>
</tr>
</tbody>
</table>

Total Hours 31-37

Please note that not all of the GEF courses are offered at all campuses. Students should consult with their advisor or academic department regarding the GEF course offerings available at their campus.
## Curriculum Requirements

### University Requirements

<table>
<thead>
<tr>
<th>Requirement</th>
<th>Credits</th>
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</thead>
<tbody>
<tr>
<td>Interactive Design for Media Program Requirements</td>
<td>24</td>
</tr>
<tr>
<td>Interactive Design for Media Major Requirements</td>
<td>48</td>
</tr>
<tr>
<td><strong>Total Hours</strong></td>
<td><strong>120</strong></td>
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</tbody>
</table>

### University Requirements

General Education Foundations (GEF) 1, 2, 3, 4, 5, 6, 7, and 8 (31-37 Credits)

<table>
<thead>
<tr>
<th>Requirement</th>
<th>Credits</th>
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</thead>
<tbody>
<tr>
<td>Outstanding GEF Requirements 1, 2, 3, 5, 7, and 8</td>
<td>25</td>
</tr>
<tr>
<td>ART 191 First-Year Seminar</td>
<td>2</td>
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<tr>
<td>or MDIA 191 First-Year Seminar</td>
<td></td>
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<tr>
<td><strong>General Electives</strong></td>
<td><strong>21</strong></td>
</tr>
<tr>
<td><strong>Total Hours</strong></td>
<td><strong>48</strong></td>
</tr>
</tbody>
</table>

### Interactive Design for Media Program Requirements

A minimum grade of C- or better is required in all program coursework.

<table>
<thead>
<tr>
<th>Requirement</th>
<th>Credits</th>
</tr>
</thead>
<tbody>
<tr>
<td>ADV 215 Principles of Advertising</td>
<td>3</td>
</tr>
<tr>
<td>ARHS 160 Survey of Art History 2</td>
<td>3</td>
</tr>
<tr>
<td>ART 121S Visual Foundations 1</td>
<td>3</td>
</tr>
<tr>
<td>ART 122S Visual Foundations 2</td>
<td>3</td>
</tr>
<tr>
<td>MDIA 101 Media and Society</td>
<td>3</td>
</tr>
<tr>
<td>MDIA 215S Media Writing</td>
<td>3</td>
</tr>
<tr>
<td>MDIA 225S Media Tools &amp; Applications</td>
<td>3</td>
</tr>
<tr>
<td>MDIA 328 Media Ethics and Law</td>
<td>3</td>
</tr>
<tr>
<td><strong>Total Hours</strong></td>
<td><strong>24</strong></td>
</tr>
</tbody>
</table>

### Interactive Design for Media Major Requirements

A minimum grade of C- or better is required in all major coursework.

#### Art Requirements

<table>
<thead>
<tr>
<th>Requirement</th>
<th>Credits</th>
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</thead>
<tbody>
<tr>
<td>ART 224S Graphic Design 2</td>
<td>3</td>
</tr>
<tr>
<td>ART 236 Mobile Digital Photography</td>
<td>3</td>
</tr>
<tr>
<td>or ART 234S Digital Photography</td>
<td></td>
</tr>
<tr>
<td>ART 270S Introduction to Electronic Media 1</td>
<td>3</td>
</tr>
<tr>
<td>ART 272S Designing for Multimedia</td>
<td>3</td>
</tr>
<tr>
<td>ART 273S Beginning 3D Animation</td>
<td>3</td>
</tr>
<tr>
<td>ART 285S Interactive Audio Design</td>
<td>3</td>
</tr>
<tr>
<td>ART 372S Interactive Design</td>
<td>3</td>
</tr>
<tr>
<td>ART 472S Advanced Interactive Design</td>
<td>3</td>
</tr>
<tr>
<td>or MDIA 472 Advanced Game Design</td>
<td></td>
</tr>
<tr>
<td>ARHS 406 Graphic Design History</td>
<td>3</td>
</tr>
<tr>
<td><strong>Total Hours</strong></td>
<td><strong>48</strong></td>
</tr>
</tbody>
</table>

#### Media Requirements

<table>
<thead>
<tr>
<th>Requirement</th>
<th>Credits</th>
</tr>
</thead>
<tbody>
<tr>
<td>JRL 210S Visual Journalism and New Media</td>
<td>3</td>
</tr>
<tr>
<td>MDIA 262 Coding for Media Applications</td>
<td>3</td>
</tr>
<tr>
<td>MDIA 322S Gaming Design and Digital Narrative</td>
<td>3</td>
</tr>
<tr>
<td>MDIA 362 UI/UX Design for Media Applications</td>
<td>3</td>
</tr>
<tr>
<td>Two Upper-Division MDIA or JRL Classes</td>
<td>6</td>
</tr>
<tr>
<td>MDIA 422S Intermediate Game Design</td>
<td>3</td>
</tr>
<tr>
<td><strong>Total Hours</strong></td>
<td><strong>48</strong></td>
</tr>
</tbody>
</table>
## Suggested Plan of Study

### First Year

**Fall**
- ENGL 101 (GEF 1) 3
- MDIA 101 (GEF 4) 3
- MDIA 191 or ART 191 2
- ART 121S 3
- Elective 3

**Spring**
- 3 ART 122S 3
- 3 ARHS 160 (GEF 6) 3
- 2 MDIA 215S 3
- 3 GEF 2 4
- 3 Elective 3

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Total credit hours: 14

### Second Year

**Fall**
- ART 270S 3
- JRL 210S 3
- MDIA 225S 3
- ART 224S 3
- GEF 3 3

**Spring**
- 3 ENGL 102 (GEF 1) 3
- 3 ADV 215 (GEF 8) 3
- 3 ART 272S 3
- 3 MDIA 262 3
- 3 Elective 3

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Total credit hours: 15

### Third Year

**Fall**
- ART 372S 3
- ART 236 or 234S 3
- MDIA 322S 3
- GEF 5 3
- Elective 3

**Spring**
- 3 ART 273S 3
- 3 ART 285S 3
- 3 MDIA 328 3
- 3 MDIA 362 3
- 3 Elective 3

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Total credit hours: 15

### Fourth Year

**Fall**
- ARHS 406 3
- MDIA 422S 3
- GEF 8 3
- MDIA Elective 3
- Elective 3

**Spring**
- 3 ART 472S or MDIA 472 3
- 3 GEF 7 3
- 3 GEF 8 3
- 3 MDIA Elective 3
- 3 Elective 3

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Total credit hours: 15

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Total credit hours: 120

## Major Learning Outcomes

### INTERACTIVE DESIGN FOR MEDIA

The School of Art and Design and all its degrees and majors are accredited by the National Association of the Schools of Art and Design (NASAD). The Interactive Design for Media major will undergo the accreditation through NASAD process as a new program. The following criteria are from NASAD and provide the basis of assessment for course and programmatic Student Learning Outcomes.

Upon completion of the Interactive Design for Media major, graduates must have attained the following:

1. **Knowledge of the concepts related to the visual, spatial, sound, motion, interactive, and temporal elements/features of digital technology and principles for their use in the creation and application of digital media-based work.**
2. **Understanding of narrative and other information/language structures for organizing content in time-based or interactive media; the ability to organize and represent content structures in ways that are responsive to technological, social, and cultural systems.**
3. **Understanding of the characteristics and capabilities of various technologies (hardware and software); their appropriateness for particular expressive, functional, and strategic applications; their positions within larger contexts and systems; and their influences on individuals and society.**
4. **Knowledge of the processes for the development and coordination of digitally-based art and design strategies (for example, storyboarding, concept mapping, and the use of scenarios and personas).**
5. **Ability to analyze and synthesize relevant aspects of human interaction in various contexts (physical, cognitive, cultural, social, political, and economic) and with respect to technologically-mediated communication, objects, and environments.**
6. Understanding of what is useful, usable, effective, and desirable with respect to user/audience-centered digitally-based communication, objects, and environments.

7. Knowledge of history, theory, and criticism with respect to such areas as film, video, technology, and digital art and design.

8. Ability to work in teams and to organize collaborations among people from different disciplines.

9. Ability to use the above competencies in the creation and development of professional quality digital media productions.

ARHS 101. Landmarks of World Art. 3 Hours.
Introduction to the study of art history from prehistory to the present in which major landmarks of world art and architecture are considered as aesthetic objects, cultural documents and within their socio-historical contexts.

ARHS 111. World Architecture 1. 3 Hours.
Covers the built environment from cave shelter to Constantine's Rome. Includes architecture of ancient Mesopotamia, Egypt, Greece, Rome, Asia, Africa, and the Americas. Considers these periods' influence on modern structures.

ARHS 120. Survey of Art History 1. 3 Hours.
The course examines the history of the visual arts in world cultures from pre-historic periods to the fourteenth century.

ARHS 160. Survey of Art History 2. 3 Hours.
The course examines the history of the visual arts in world cultures from the fourteenth century to the present.

ARHS 225. GPS-Introduction to Italian Culture. 3 Hours.
Exploration of Italian history, culture, art, design, and language through lecture and experiential learning. Possible field trips: Florence, Rome, Pisa, Sienna, Lucca, Milan. Students conduct an individual design research project.

ARHS 240. Research, Writing, & Methods in Art History. 3 Hours.
PR: ARHS 120 and ARHS 160 with a minimum grade of C- in each and ((ENGL 101 and ENGL 102) or ENGL 103). This course cultivates critical research skills. It focuses on the close reading of texts and images, acquisition of effective research practices, writing within the discipline, and an introductory examination of the development and tradition of the literature of art theory and its relationship to artistic practice.

ARHS 293. Special Topics. 1-6 Hours.
PR: Consent. Investigation of topics not covered in regularly scheduled courses.

ARHS 298. Honors. 1-3 Hours.
PR: Students in Honors Program and consent by the honors director. Independent reading, study, or research.

ARHS 304. Asian Art. 3 Hours.

ARHS 307. Native American Visual Culture. 3 Hours.
In-depth overview of the visual material culture of the First Peoples of North America north of the Rio Grande, pre-contact to present. Focus on formal analysis with careful contextual studies.

ARHS 310. Introduction to Curatorial Practices. 3 Hours.
PR: ARHS 120 and ARHS 160. This course provides an introduction to museum structure and specifically the role of the curator. The objective is to assess exhibition display and develop critical perspective on curatorial practice.

ARHS 320. Greek and Roman. 3 Hours.
The arts of the Aegean World, c. 2000 BCE, Greece and Rome to 400 CE are examined. Architecture, sculpture and painting will be included.

ARHS 321. Ancient Greek Art and Architecture. 3 Hours.
PR: ARHS 120 with a minimum grade of C-. A study of Greek Art and Architecture, beginning with the Aegean world in the Third Millennium BCE and continuing through the Hellenistic period, up to about 31 BCE.

ARHS 325. Ancient Roman Art and Architecture. 3 Hours.
PR: ARHS 120 and ARHS 160. A study of a limited number of monuments in two-dimensional and three-dimensional mediums from the first millennium BCE through Imperial Rome.

ARHS 331. Medieval. 3 Hours.
PR: ARHS 120 and ARHS 160. The arts of Europe from c. 312 to c. 1350 are examined. The theoretical, historical, and literary contexts for the images will be established. Architecture, sculpture, painting and portable arts will be included.

ARHS 333. Medieval Architecture. 3 Hours.
The architecture of western Europe and its builders, from 313 through the sixteenth century: monumental buildings, architectural ornament, and the fusion of sacred and secular, in context of medieval world views.

ARHS 338. The History of Stained Glass. 3 Hours.
In-depth introduction to the study of architectural stained glass. Focus on the development of the medium, on formal analysis of composition, on conographical conventions, and historic contexts.

ARHS 345. Modern Art Theory. 3 Hours.
PR: ARHS 120 and ARHS 160 and 200-level art history. The course will examine the development of modern art theory and its relationship to artistic practice. Emphasis will be placed on the critical and theoretical examination of modernism and post modernism.
ARHS 348. Women in Art. 3 Hours.
The course examines the art of female artists and of women as subjects in art. There will be a historical view along with a strong theoretical component.

ARHS 350. Northern Renaissance. 3 Hours.
PR: ARHS 120 and ARHS 160. The arts of Northern Europe from 1350 to 1560 will be studied in a historical and theoretical context. Painting and sculpture will be the focus of study.

ARHS 354. Italian Renaissance. 3 Hours.
PR: ARHS 120 and ARHS 160. Early Renaissance through Mannerism. The course will emphasize both the historical context and theoretical foundation of 15th and 16th-century Italian art and architecture.

ARHS 360. Baroque. 3 Hours.
PR: ARHS 120 and ARHS 160. The course examines the art of the late 16th through 18th centuries of both Northern and Southern Europe. Issues of historical context and theoretical interpretation are emphasized.

ARHS 370. American. 3 Hours.
PR: ARHS 120 and ARHS 160. This course will treat the arts in the United States from the Colonial era to 1960. Emphasis is placed upon factors which define American art and the critical foundations for the works.

ARHS 375. Nineteenth Century. 3 Hours.
PR: ARHS 120 and ARHS 160. The course focuses upon European and American art from the late 18th century through 1900. Issues of theory, historical context and literary foundation will be considered.

ARHS 380. Modern. 3 Hours.
PR: ARHS 120 and ARHS 160. The revolutionary experience of modern art, from its foundation in 19th-century European movements through the 1950s will be emphasized. Critical theory and historical context stressed.

ARHS 381. Modern Architecture. 3 Hours.
PR: ARHS 120 and ARHS 160. In-depth overview of architecture, 1850 to present. Focus on development of International Style, its dissemination, and challenges to this modernist aesthetic by contemporary architects.

ARHS 382. GPS-Architect Frank Lloyd Wright. 3 Hours.
Overview of the life and work of America's most noted and controversial architect. Close examination of his work in the context of the development of modern architecture.

ARHS 385. Print, Propaganda, and Art. 3 Hours.
Survey of the history of printing, printmaking, and other forms of imaging in the western world from earliest printed materials to present. Theoretical implications of image reproduction also considered.

ARHS 388. The Art of Andy Warhol. 3 Hours.
Overview of the ground-breaking and controversial art of Andy Warhol. Close examination of his work in the context of the 1960's Pop Art movement and recent contemporary art.

ARHS 389. Contemporary. 3 Hours.
PR: ARHS 120 and ARHS 160. This course explores the various artistic movements from World War II to the present. Emphasis will be given to the change from modern to postmodern. Familiarity with images and critical texts is expected.

ARHS 393. Special Topics. 1-6 Hours.
PR: Consent. Investigation of topics not covered in regularly scheduled courses.

ARHS 401. Senior Project-Capstone. 1-15 Hours.
PR: Consent. This class concentrates upon independent research, closely supervised, on a topic of student's selection. This must be well-defined and contain historical, critical, and theoretical issues. (Contractual course.).

ARHS 402. History of Chinese Ceramics. 3 Hours.
Covers pre-history to present with emphasis on historical development of ceramics and cultures of important dynasties in Jingdezhen, China. Students will visit historical archaeological sites, traditional production centers and museums.

ARHS 405. Chinese Language and Culture History. 3 Hours.
Covers basic cultural and written Chinese, an introduction to China’s many cultures and customs, and a brief history of China. (Field trips offer experiential learning at sites discussed in class.).

ARHS 406. Graphic Design History. 3 Hours.
PR: ARHS 120 and ARHS 160. This course presents graphic design as visual communication from prehistory to present, traced primarily through the poster. It also includes typography, styles, material culture, attending international political and art movements.

ARHS 411. Conservation Practices: Digital Documentation, Treatment, Condition Assessment. 3 Hours.
This course provides an introduction to the field of conservation and historic preservation. Topics include an overview of historical and current approaches to conservation treatment as well as contemporary issues associated with the field. Students learn fundamental skills in conservation examination (assessing the construction/condition of artworks/artifacts) and documentation (techniques will include stereomicroscopy, ultraviolet illumination, and digital documentation.).
ARHS 412. Collections Care and Preservation of Material Objects. 3 Hours.
This course introduces students to the preventive care of collections with a focus on museum policies regarding accessioning/de-accessioning of objects, exhibitions and loans, the transportation and handling of artworks and more. Students complete a survey of a collection, participate in a mock disaster recovery exercise, and conduct environmental monitoring for nearby collections/exhibition spaces.

ARHS 413. Material Objects Investigations 1 (2-D). 3 Hours.
Introduction to historical and contemporary materials of two-dimensional art (organic and inorganic), historical conservation treatments, and selected methods of technical examination of objects (microscopy, ultraviolet, infrared reflectography, x-ray). Printmaking, works of art on paper, papermaking, gilding, easel, and wall paintings will be covered. Students write technical reports, conduct research projects, and reconstruct historical artworks/artifacts.

ARHS 414. Material Objects Investigation 2 (3-D). 3 Hours.
Introduction to historical and contemporary materials of three-dimensional art (organic and inorganic), historical conservation treatments, and selected methods of technical examination of objects (microscopy, ultraviolet, infrared reflectography, x-ray). Metals, ceramics, stone, glass, resins, bone/ivory, basketry, textiles, and taxidermy will be covered. Students write technical reports, conduct research projects, and reconstruct historical artworks/artifacts.

ARHS 445. Michelangelo and His Time. 3 Hours.

ARHS 446. Medieval Painting. 3 Hours.
An historical and media-centered investigation of the pictorial arts of the West c. 800-1300: manuscript illumination, mural painting, panel decoration, embroidery, mosaics, and stained glass.

ARHS 490. Teaching Practicum. 1-3 Hours.
PR: Consent. Teaching practice as a tutor or assistant.

ARHS 491. Professional Field Experience. 1-18 Hours.
PR: Consent. (May be repeated up to a maximum of 18 hours.) Prearranged experiential learning program, to be planned, supervised, and evaluated for credit by faculty and field supervisors. Involves temporary placement with public or private enterprise for professional competence development.

ARHS 492. Directed Study. 1-3 Hours.
Directed study, reading, and/or research.

ARHS 493. Special Topics. 1-6 Hours.
PR: Consent. Investigation of topics not covered in regularly scheduled courses.

ARHS 494. Seminar. 1-3 Hours.
PR: Consent. Presentation and discussion of topics of mutual concern to students and faculty.

ARHS 495. Independent Study. 1-6 Hours.
Faculty supervised study of topics not available through regular course offerings.

ARHS 496. Senior Thesis. 1-3 Hours.
PR: Consent.

ARHS 497. Research. 1-6 Hours.
Independent research projects.

ARHS 498. Honors. 1-3 Hours.
PR: Students in Honors Program and consent by the honors director. Independent reading, study or research.

ARHS 499. Global Service Learning. 1-3 Hours.
PR: Consent. Theory and practice of global service-learning. The main objective will be to pair the experiential aspects of meaningful and sustained service in the host community with work from the student's anchor course by offering a methodological framework for cultural immersion and community service as well as adding to the content of the anchor course.

ART 102S. Non-Major Ceramics. 3 Hours.
The course is designed to teach basic ceramic skills associated with beginning pottery. Emphasis is on throwing techniques, trimming, handle attachment, basic ceramic design, glazing and studio practices.

ART 103. Materials and Procedures. 2,3 Hours.
Designed to guide elementary education majors in developing skills to teach visual arts within the PreK-8 classroom. Using age-appropriate 2-D and 3-D materials and resources students will pursue technical craftsmanship, employ elements and principles of design, and explore art concepts through a series of hands-on activities and projects. Learning relies on engagement with studio art production, lecture/demonstration, teaching labs, readings.

ART 105S. Basic Drawing 1 for Non-Majors. 3 Hours.
A beginning-level studio experience emphasizing the application of techniques and materials in rendering. Designed for non-art majors and those seeking to improve their portfolios to gain entrance into the BFA studio program.

ART 110S. Basic Drawing 2 for Non Majors. 3 Hours.
PR: ART 109 or ART 109S or consent. A studio experience building upon skills and techniques gained in ART 109S. Includes the examination of drawing through expanded materials. For non-art majors, those seeking to improve their portfolios and enter the BFA program.
ART 111S. Drawing 1. 3 Hours.
The course emphasizes fundamental principles of drawing with a focus on building basic skills through direct observation, using traditional graphic media and expression.

ART 112S. Drawing 2. 3 Hours.
The course emphasizes fundamental principles of drawing with a focus on more expressive approaches to basic problems. Greater emphasis is placed on abstraction and non-traditional drawing processes and media.

ART 121S. Visual Foundations 1. 3 Hours.
The course provides an introduction to the fundamental principles and concepts of two-dimensional image making with an emphasis on color theory and design. Through creative assignments students develop abilities and visual awareness emphasizing the basics of color perception, form, proportion and rhythm.

ART 122S. Visual Foundations 2. 3 Hours.
The course incorporates projects involving abstract and representational ideas in three dimensions and investigates the basic concepts of line, plane, volume, form, mass, texture, composition and time.

ART 191. First-Year Seminar. 3 Hours.
Engages students in active learning strategies that enable effective transition to college life at WVU. Students will explore school, college and university programs, policies and services relevant to academic success. Provides active learning activities that enable effective transition to the academic environment. Students examine school, college and university programs, policies and services.

ART 211S. Figure Drawing. 3 Hours.
PR: (ART 111 or ART 111S) and (ART 112 or ART 112S) and (ART 121 or ART 121S). This class concentrates on compositional structure from the human figure. Students will investigate organic nature of the figure and its representation in space using a wide variety of media and processes. (May be repeated for credit.).

ART 212S. Visual Foundations 3. 3 Hours.
PR: (ART 111 or ART 111S) and (ART 112 or ART 112S) and (ART 121 or ART 121S) and (ART 122 or ART 122S). This class expands media possibilities and examines the variables of image-making while establishing personal expression. The course is designed to develop analytical and problem solving skills as well as technical processes.

ART 213S. Painting 1. 3 Hours.
PR: (ART 111 or ART 111S) and (ART 112 or ART 112S) and (ART 121 or ART 121S). The course serves as an introduction to painting with concentration on structure, techniques and imagery. Emphasis is on the development of skills in rendering works which express light, color and form integral to the medium.

ART 214S. Painting 2. 3 Hours.
PR: (ART 111 or ART 111S) and (ART 112 or ART 112S) and (ART 121 or ART 121S). The course provides the essential structure, techniques and iconography of painting. Its modern development, augmenting the traditional languages of painting, are clarified and isolated.

ART 217. Arts and Cultural Organizations. 3 Hours.
An introduction to the types of non-profit arts and cultural organization and the field of arts administration. Coursework will focus on issues related to the performing and visual arts in the non-profit sector.

ART 223S. Introduction to Graphic Design. 3 Hours.
PR: (ART 111 or ART 111S) and (ART 112 or ART 112S) and (ART 121 or ART 121S). The course emphasizes the application of traditional and technological skills emphasizing color, composition, symbolic drawing, and typography fundamental to the field of graphic design.

ART 224S. Graphic Design 2. 3 Hours.
PR: (ART 111 or ART 111S) and (ART 112 or ART 112S) and (ART 121 or ART 121S) and (ART 122 or ART 122S). This course emphasizes typography, sequential projects and complex compositions, and includes preparation as well as review of upper-level entrance portfolios.

ART 226S. Introduction to Sculpture. 3 Hours.
PR: (ART 111 or ART 111S) and (ART 112 or ART 112S) and (ART 121 or ART 121S). The course focuses on creative expression using basic traditional materials and techniques. Students explore aesthetics and contemporary issues while acquiring a working knowledge of various sculptural media.

ART 227S. Sculpture. 3 Hours.
PR: (ART 111 or ART 111S) and (ART 112 or ART 112S) and (ART 121 or ART 121S). New construction techniques including stretched canvas over wood encaustics, molds, plasticene, and figure modeling will aid the students in developing problem-solving skills related to aesthetics and formal sculptural issues.

ART 230S. Printmaking - Intaglio and Relief. 3 Hours.
PR: (ART 111 or ART 111S) and (ART 112 or ART 112S) and (ART 121 or ART 121S). This course is a fundamental printmaking class concerned with creating an understanding and sensitivity towards intaglio processes and techniques. Students explore and develop visual ideas and images using non-traditional approaches.
ART 231S. Printmaking - Lithography. 3 Hours.
PR: (ART 111 or ART 111S) and (ART 112 or ART 112S) and (ART 121 or ART 121S). This course is an introduction to the fundamental processes of lithography with a focus on developing imagery and technical proficiency. Students acquire a working knowledge of the medium while examining aesthetics, contemporary discourse, and history as an art form.

ART 232S. Photography. 3 Hours.
PR: (ART 111 or ART 111S) and (ART 112 or ART 112S) and (ART 121 or ART 121S). The class provides an introduction to the fundamentals of black and white photography. This course covers the tools, materials and principles of the photographic art, focusing on both the technical and visual aspects of the medium.

ART 234S. Digital Photography. 3 Hours.
PR: ART 232 or ART 232S. This course will explore the fundamentals of photography using digital cameras and Adobe Photoshop software. Emphasis will be placed on processes in the digital darkroom, specialized lighting methods and concept development.

ART 235. Introduction to Silkscreen. 3 Hours.
Printmaking class concerned with creating an understanding and sensitivity towards silkscreen processes, techniques, and developing ideas and images using multiple approaches. Students acquire knowledge of silkscreen, examine its aesthetics, discourse, and history.

ART 236. Mobile Digital Photography. 3 Hours.
Explores photography basics using a mobile device and digital applications. Emphasis will be on the design elements of photography, postproduction processes, application of mobile tools, and concept development. Construction of photographic narratives through control of exposure, shaping of light, sequence, and text integration will be addressed in the course project.

ART 240S. Ceramics. 3 Hours.
PR: (ART 111 or ART 111S) and (ART 112 or ART 112S) and (ART 122 or ART 122S). The course covers basic ceramic techniques including throwing, trimming, ceramic design, glazing, firing and studio practices. Lectures cover basic ceramic material, information and studio procedures.

ART 241S. Ceramics. 3 Hours.
PR: (ART 111 or ART 111S) and (ART 112 or ART 112S) and (ART 122 or ART 122S). The course continues the study of basic ceramic techniques: throwing, trimming, ceramic design glazing, firing and studio practices. Lectures cover basic ceramic material, information and studio procedures.

ART 242S. Life Modeling. 3 Hours.
PR: (ART 111 or ART 111S) and (ART 112 or ART 112S) and (ART 121 or ART 121S) and (ART 122 or ART 122S). Explores entry-level figure modeling including basic bust and small-scale figure modeling. Covers techniques of clay building from armature to plaster or wax castings.

ART 264. Introduction to Art Education. 3 Hours.
PR: ART 111 and ART 112 and ART 121 and 122 and six hours of studio. Contemporary art education and resources that support its practices. Students also interact with experienced K-12 art specialists and their various grade levels.

ART 265. Art Education: Elementary. 3 Hours.
PR: ART 264. This course is designed on the discipline-based content and the character of art education at the elementary level. Emphasis is placed on child-centered curriculum development. Course content is based on the WV CSOs and national standards.

ART 266. Art Education: Secondary. 3 Hours.
PR: ART 264. This course is designed on discipline-based content and the character of art education at the secondary level. Emphasis is placed on child-centered curriculum development. Course content is based on the WV CSOs and national standards.

ART 270S. Introduction to Electronic Media 1. 3 Hours.
PR: (ART 112 or ART 112S) and (ART 121 or ART 121S) and (ART 122 or ART 122S). Class provides introduction to fundamentals of digital media. Explores digital photography, animation multimedia. Covers use of various software, focuses on sound, technical foundation and esthetic proficiency in these media.

ART 271S. Introduction to Electronic Media 2. 3 Hours.
PR: ART 270 or ART 270S. A continued exploration into applications and aesthetics of digital media. Attention is given to historical and contemporary critical contest for this media. Students encouraged to create hybrids between media and digital approaches.

ART 272S. Designing for Multimedia. 3 Hours.
This course explores 2D and 4D visual design in a digital media context. Students learn the foundations of visual design including composition, hierarchy, unity and color theory. These concepts are explored through digital media tools.

ART 273S. Beginning 3D Animation. 3 Hours.
Introduction to 3D computer modeling and animation. Fundamental concepts and techniques of polygonal modeling, shading, texturing, lighting, animating and rendering. Character design and bipedal animation. The course culminates with the production of an original, character-based group animation.

ART 280. Studio Art for Art Historians. 3 Hours.
PR: ARHS 120 and ARHS 160. Experiential investigation of art studio practice; guest artist demonstrations. Emphasis on understanding materials, terminology, and artistic processes. May be repeated for credit.
ART 285S. Interactive Audio Design. 3 Hours.
PR: (ART 121 or ART 121S) and (ART 122 or ART 122S) with a minimum grade of C- in each and must be enrolled in the Interactive Design for Media major or minor. Covers core principles of audio design and control in an interactive environment. Students will learn about sound creation and propagation, audio recording and editing, the structure and emotional effect of music, and the function and application of sound effects to augment interactive experiences.

ART 293. Special Topics. 1-6 Hours.
PR: Consent. Investigation of topics not covered in regularly scheduled courses.

ART 298. Honors. 1-3 Hours.
PR: Students in Honors Program and consent by the honors director. Independent reading, study, or research.

ART 313S. Painting 3. 1-15 Hours.
PR: (ART 213 or ART 213S) and (ART 214 or ART 214S). The course reaffirms and expands formal criteria established in ART 213S and ART 214S and directs individual research into personal, historical and contemporary painting issues in oil, acrylic and related media. (May be repeated for a maximum of 36 credit hours.).

ART 315. Arts Administration. 3 Hours.
This course provides a practical approach to understanding arts management in not-for-profit organizations. Topics include facilities management, leadership, programming, audience development, board relations, and fundraising.

ART 316. Arts Programming. 3 Hours.
PR: ART 217. The course examines principles and best practices related to comprehensive arts and cultural programming. Program theory, partnerships, program evaluation, volunteer coordination, marketing, and related topics will be explored.

ART 323S. Graphic Design 3. 12 Hours.
PR: ART 224 or ART 224S. Varied hypothetical projects give students a methodology for solving applied design projects in a range of formats. This class will deal with a combination of computer graphics, book arts, publication design and multi-media projects. Portfolio review. (May be repeated for credit.).

ART 324S. Graphic Design 4. 1-9 Hours.
PR: ART 323 or ART 323S. Senior graphic design studio includes a model studio with real projects, most of which are produced and printed. Emphasis is on developing professional skills in design and design management. (May be repeated for credit.).

ART 325S. Design for Web and Screen. 3 Hours.
PR: (ART 223 or ART 223S) and (ART 224 or ART 224S). Introduction to the technologies and methodologies utilized in graphic design for the web and other screen-based interfaces. This course focuses on an entire design process including information architecture, visual aesthetics and usability.

ART 326S. Sculpture. 1-15 Hours.
PR: (ART 226 or ART 226S) and (ART 227 or ART 227S). Students continue to examine personal iconography as it pertains to aspects of contemporary sculpture. Topics explored are concept-oriented, using stone, concrete, glass, and emphasizing craftsmanship and aesthetic issues. (May be repeated for credit.).

ART 327S. Installation Art. 1-15 Hours.
PR: ART 122 or ART 122S. Students investigate this contemporary art form through a series of temporary, site-specific sculptural environments. Conventional art media and concepts are challenged as students develop alternative solutions to creative problems. (May be repeated for credit.).

ART 328S. Advanced Typography. 3 Hours.
PR: ART 224 or ART 224S. Students will study taxonomy, history and classification of typography as well as create projects in diverse formats such as posters, publications, exhibits or packaging to experience the typographic contexts and etiquette for each.

ART 330S. Printmaking. 1-15 Hours.
PR: (ART 230 or ART 230S) and (ART 231 or ART 231S). An exploration of color printmaking, advancing imagery through critical contexts. Students focus on technical mastery in lithography, intaglio, relief and alternative processes, expand their knowledge of printmaking's history and develop creative problem solving skills. (May be repeated for credit.).

ART 331. GPS-Jackson Hole Photography Workshop. 3 Hours.
Ten-day intensive photography field course that explores the diverse and remote region of northwestern Wyoming. Course includes daily excursions, darkroom and digital work sessions, gallery visits, and evening presentations.

ART 332S. Intermediate Photography. 3,6 Hours.
PR: (ART 232 or ART 232S) and (ART 234 or ART 234S). This course expands on the formal and critical criteria established in the introductory courses, and directs creative research into personal, historical, and contemporary issues. Students explore larger format cameras and advanced lighting techniques.

ART 333S. . 3-6 Hours.
PR: (ART 232 or ART 232S) and (ART 234 or ART 234S). This course explores alternative photographic techniques and concepts that expand the definition of the medium. Techniques may include hand-applied emulsions, contemporary liquid emulsions, pinhole and plastic cameras, and digital negatives.
ART 335S. Advanced Photography. 6 Hours.
PR: (ART 332 or ART 332S) and (ART 333 or ART 333S). In this course emphasis will be on furthering explorations in the study of personal expression and development of creative style. Advanced camera, lighting and digital techniques are covered as needed.

ART 340S. Ceramics. 1-15 Hours.
PR: (ART 240 or ART 240S) and (ART 241 or ART 241S). This intense studio concentration is designed to prepare students for graduate studies and/or professional studio practices. Historical and contemporary design issues, kiln design and building, firing, glaze and clay formulation, studio practices and advanced-level throwing and hand-building techniques will be studied. (May be repeated for credit.)

ART 341S. Ceramic Production Methods. 3 Hours.
PR: ART 240 or ART 240S or consent. This course expands the student's experiences in ceramics through the use of industrial techniques, production equipment and business tools for the development, production and marketing of ceramic products.

ART 365. Pre-Student Teaching. 3 Hours.
PR: ART 265 and ART 266. The course concentrates on curriculum development, research methods, and delivery strategies for K-12 art specialists preparing for their professional semester.

ART 367. Technology Methods in Art Education. 3 Hours.
PR: ART 264. Examines multiple aspects of classroom technology in arts education. Combines hands-on computer techniques, critical analysis of digital art, and practical experience with curriculum design focusing on the integration and teaching of new and emerging technologies within K-12 school classrooms.

ART 370S. Intermediate Electronic Media. 3,6 Hours.
PR: (ART 270 or ART 270S) and (ART 271 or ART 271S). Students will expand explorations in video production from ART 271S and examine opportunities of creative works on the Internet. Building video skills and methodologies, students will create dynamic and artistic web pages.

ART 371S. Interactive Art. 3,6 Hours.
PR: (ART 270 or ART 270S) and (ART 271 or ART 271S). Students will utilize skills learned in previous electronic media courses to create projects incorporating a variety of knowledge and interactive software. Attention is given to historical and contemporary critical context.

ART 372S. Interactive Design. 3 Hours.
PR: ART 270 or ART 270S or ART 272 or ART 272S or VISJ 210. Interactive Design is a multimedia studio art course addressing core principles of interactivity, non-linear narration, and interaction design in art and culture.

ART 375. Space Atacama Chile. 4 Hours.
Space Atacama Chile is an adventure art course featuring a 10-day trip to the high-altitude Atacama Desert in Chile and Bolivia. Students learn basic animation and video techniques while investigating themes of space and perception in relation to the Chilean landscape. Students also learn about the history, politics and culture of Chile and the Atacama region.

ART 380. Art and Environment. 3 Hours.
PR: Must pass freshman review and complete 6 hours of 200-level coursework in area of emphasis or consent. Interdisciplinary studio/seminar course investigating art's relationship to the environment through readings, field trips, presentations and studio practice.

ART 393. Special Topics. 1-3 Hours.
PR: Consent. Investigation of topics not covered in regularly scheduled courses.

ART 410. Introduction to Visual Arts Therapy. 3 Hours.
PR: Course open to undergrads in art, counseling, psychology, education, or special education. Introduces students to basic principles and practices of visual arts therapy through historical background, theoretical frameworks, and in-field issues. Provides information on pioneers in the field, how and where art therapists practice, training required for the profession, as well as interactive art explorations to incorporate art therapy principles into their own teaching and/or artistic practice. Online lectures and discussion.

ART 411. Theory of Art Education & Art Therapy. 3 Hours.
PR: ART 410 and ART 412 with a minimum grade of C-. Course open to undergrads in art, counseling, psychology, education, or special education. Introduces students to the historical, theoretical and philosophical foundations of visual arts therapy. Provides students with an overall understanding of how visual arts therapy relates to practice in art education. Specific theories relating to creativity development and visual literacy are explored.

ART 412. Art Methods/Materials for Special Populations. 3 Hours.
PR: Course open to undergrads in art, counseling, psychology, education, or special education. Provides students with in-depth understanding of art methods and materials used in artistic development of children, adolescents and adults, while using creative process of art making to enhance the physical, mental and emotional well being of individuals of all ages. Research, assigned readings, online discussions, and hands-on projects and critiques. On-campus art-making seminar is required.

ART 413S. Senior Projects in Painting. 6 Hours.
PR: 18 hours of ART 313 or ART 313S. Advanced study directed toward completion of senior-level projects. Developed to meet individualized creative goals. The course culminates with participation in a senior student exhibition/other exit requirements.
ART 420. Advanced Problems in Art-Making. 3 Hours.
PR: ART 410 and ART 412 with a minimum grade of C- in each. Course open to undergrads in art, counseling, psychology, education, or special education. Provides students with in-depth understanding of art methods and materials used in artistic development of children, adolescents and adults, while using creative process of art making to enhance the physical, mental and emotional well being of individuals of all ages. Research, assigned readings, online discussions, and hands-on projects and critiques.

ART 425S. Graphic Design: Senior Project. 3 Hours.
PR: ART 324 or ART 324S. This course is focused on the development of an undergraduate thesis in which each project is individually defined with an umbrella topic. Formats and content vary but each project culminates in a thesis exhibition and an individual audio/visual presentation. (May be repeated for credit.)

ART 426S. Senior Projects in Sculpture. 6 Hours.
PR: 18 hours of ART 326 or ART 326S or consent. Advanced study towards completion of senior-level projects, developed to meet individualized creative goals. The course culminates with participation in a senior student exhibition and other exit requirements.

ART 430S. Senior Projects in Printmaking. 6 Hours.
PR: 18 hours of ART 330 or ART 330S or consent. Advanced study directed toward completion of senior-level projects. Projects developed to meet individualized creative goals. The course culminates with participation in a senior student exhibition and other exit requirements.

ART 450. Teaching Practicum. 1-3 Hours.
PR: Consent. Teaching practice as a tutor or assistant.

ART 451. Professional Field Experience. 1-18 Hours.
PR: Consent. (May be repeated up to a maximum of 18 hours.) Prearranged experiential learning program, to be planned, supervised, and evaluated for credit by faculty and field supervisors. Involves temporary placement with public or private enterprise for professional competence development.

ART 451B. Professional Field Experience. 1-18 Hours.
PR: Consent. (May be repeated up to a maximum of 18 hours.) Prearranged experiential learning program, to be planned, supervised, and evaluated for credit by faculty and field supervisors. Involves temporary placement with public or private enterprise for professional competence development.

ART 451D. Professional Field Experience. 1-18 Hours.
PR: Consent. (May be repeated up to a maximum of 18 hours.) Prearranged experiential learning program, to be planned, supervised, and evaluated for credit by faculty and field supervisors. Involves temporary placement with public or private enterprise for professional competence development.

ART 452. Directed Study. 1-3 Hours.
Directed study, reading and/or research.

ART 453. Special Topics. 1-6 Hours.
PR: Consent. Investigation of topics not covered in regularly scheduled courses.
ART 494. Seminar. 1-3 Hours.
PR: Consent. Presentation and discussion of topics of mutual concern to students and faculty.

ART 495. Independent Study. 1-6 Hours.
Faculty supervised study of topics not available through regular course offerings.

ART 496. Senior Thesis. 1-3 Hours.
PR: Consent.

ART 497. Research. 1-6 Hours.
Independent research projects.

ART 498. Honors. 1-3 Hours.
PR: Students in Honors Program and consent by the honors director. Independent reading, study or research.

ART 499. Global Service Learning. 1-3 Hours.
PR: Consent. Theory and practice of global service learning. The main objective will be to pair the experiential aspects of meaningful and sustained service in the host community with work from the student's anchor course by offering a methodological framework for cultural immersion and community service as well as adding to the content of the anchor course.

JRL 116. Academic Success Seminar. 1 Hour.
This course is designed to help College of Media students who have experienced academic difficulties to understand their academic status and to help them identify strategies, techniques and resources that can assist them in overcoming their particular performance challenges. Applicable College and WVU services, policies and procedures also are discussed.

JRL 191. First-Year Seminar. 1-3 Hours.
Engages students in active learning strategies that enable effective transition to college life at WVU. Students will explore school, college and university programs, policies and services relevant to academic success. Provides active learning activities that enable effective transition to the academic environment. Students examine school, college and university programs, policies and services.

JRL 210S. Visual Journalism and New Media. 3 Hours.
PR: College of Media major or minor. Theory and principles of visual communication and image culture.

JRL 220S. Introduction to Photojournalism. 3 Hours.
Basic techniques of journalistic photography, digital imaging and editing. Students must have access to a film or digital camera.

JRL 235S. Video Editing. 1 Hour.
PR: (JRL 215 or MDIA 215 or MDIA 215S) with a minimum grade of C-. This course is designed to teach broadcast journalism students advanced digital video and audio techniques for news productions, including field reports, newscasts, and studio-based programs.

JRL 236S. Podcast Producing. 1 Hour.
Open to all College of Media majors, this one-credit-hour skills-based course involves significant reporting and production roles to teach students how to produce professional podcasts through a class podcast series as well as through reading, listening and critique assignments.

JRL 237S. Adobe Video Editing. 1 Hour.
PR: (JRL 215 or MDIA 215 or MDIA 215S) with a minimum grade of C-. This class builds upon the basic skills of Adobe After Effects video editing. Students will use this software to create and align full-page graphics, to animate images and texts, and to render proper code, as well as other related skills.

JRL 238S. Voice Performance for Broadcasting. 1 Hour.
Open to all College of Media majors, this one-credit-hour skills-based course focuses on students' development of vocal mechanics and interpretative performance for announcers, newscasters, interviewers and narrators of various broadcasting and announcing situations. Students work on delivery, cadence, diction and on-air presence in both recorded and live situations.

JRL 240S. Immersive Storytelling: AR/VR. 1 Hour.
Open to all College of Media majors, this one-credit-hour production-oriented course allows students to explore new forms of storytelling through immersive, interactive technologies such as virtual and augmented reality. Students use design thinking and emerging tools and platforms to create 360-degree video, 3d models, volumetric video and interactive augmented reality.

JRL 279. Documentary Film in America. 3 Hours.
This course, through viewings, readings, lectures and speakers will survey the history of documentary film in America and the ever-growing diversity of documentaries, influenced by the political, economic and social forces of their day.

JRL 293. Special Topics. 1-6 Hours.
PR: Consent. Investigation of topics not covered in regularly scheduled courses.

JRL 298. Honors. 1-3 Hours.
PR: Students in Honors Program and consent by the honors director. Independent reading, study or research.

JRL 318S. Beat Reporting. 3 Hours.
PR: (JRL 215 or MDIA 215 or MDIA 215S) with a minimum grade of C-. Essentials of developing and covering a news beat. Students generate stories, cultivate sources, and discover their community.
JRL 319S. Editing and Curation. 3 Hours.
PR: (JRL 215 or MDIA 215 or MDIA 215S) with a minimum grade of C-.
Students develop the skills necessary to edit and design content for online and print media outlets.

JRL 320S. Advanced Photojournalism. 3 Hours.
PR: (JRL 220 or JRL 220S) with a minimum grade of C-. Introduction to advanced techniques and concepts in visual journalism for print and electronic media. Color, lighting, studio and digital camera techniques.

JRL 321. Media Design. 3 Hours.
PR: JRL 215 or MDIA 215 with a minimum grade of C-.
An introduction to the design of newspapers, magazines and internet publications.

JRL 325S. Podcast Reporting & Producing. 3 Hours.
PR: (JRL 215 or MDIA 215 or MDIA 215S) and (JRL 225 or MDIA 225 or MDIA 225S) with a minimum grade of C- in all. Podcasting is a growing aspect of the media industry. In this course, students will learn how to report and produce a professional-level podcast through a class podcast series as well as through listening to and critiquing class assignments and professional podcasts.

JRL 328. Media Law and Ethics. 3 Hours.
PR: JRL 215 or MDIA 215 with a minimum grade of C-.
This course is an in-depth exploration of the complex ethical and legal media landscape, with an emphasis on key historical precedents, new cases and challenges related to emerging technology, digital disinformation, artificial intelligence, new problems in social media and other current issues in journalism, public relations and advertising.

JRL 330S. Sports and Adventure Media Writing. 3 Hours.
PR: (JRL 215 or MDIA 215 or MDIA 215S) and (JRL 225 or MDIA 225 or MDIA 225S) with a minimum grade of C- in all. Focuses on writing media content about sports and adventure activities for journalism and strategic communications purposes. Attention is given to writing styles used for different mediums as well as strategies to incorporate audience insight and engagement.

JRL 331. Infographics and Data Visualization. 3 Hours.
PR: JRL 215 or MDIA 215 with a minimum grade of C-.
Students practice data-driven journalism, a field that includes finding, compiling, cleaning, extrapolating from, and visualizing data, as well as using graphics software and basic coding languages.

JRL 335S. Video and Audio News Writing. 3 Hours.
PR: (JRL 215 or MDIA 215 or MDIA 215S) with a minimum grade of C-.
Gathering, researching, and evaluating facts; reporting and writing news for radio and television; editorial decision making and responsibility; broadcast news ethics.

JRL 340. Advanced Video Storytelling. 3 Hours.
PR: JRL 220 or JRL 225 or MDIA 225 with a minimum grade of C-.
Students in this course will learn advanced video shooting and editing techniques and gain video storytelling experience. Specifically, students will learn about video composition, lighting and shot sequencing. They also will learn about video editing and production, including: digital project organization and management, and editing using various types of video software programs.

JRL 341S. Data and Design. 3 Hours.
PR: (JRL 215 or MDIA 225 or MDIA 225S) with a minimum grade of C-.
This course involves gaining comfort with data and spreadsheets and using them to reveal news stories that could not be fully told or grasped through traditional text alone. Students will learn basic coding to be able to collect, clean, and visualize data, as well as use coding to perform informational tasks.

JRL 361. Media Relations In Sport. 3 Hours.
PR: ADV 201 or ADPR 215 or ADV 215 or JRL 215 or MDIA 215 PR 215 or STCM 215 with a minimum grade of C-.
Provides an in-depth understanding of how effective public relations plays an integral role in any sports organization via a myriad of communication efforts used in the dissemination of information to the media and the public.

JRL 380S. Sports and Adventure Media Video Storytelling. 3 Hours.
PR: (JRL 330 or JRL 330S or JRL 335 or JRL 335S) and PR or CONC: (JRL 235S or JRL 488) with a minimum grade of C- in each. Focuses on creating sports and adventure media video stories for journalism and strategic communications purposes. Attention is given to video storytelling techniques. Involves direct practice covering sporting events, producing video content and applying audience insight and engagement techniques.

JRL 385S. Audio Reporting. 3 Hours.
PR: JRL 335 or JRL 335S or TVJ 319 with a minimum grade of C-.
Writing and reporting news for radio and other digital audio sources.

JRL 386S. Beginning Video Reporting. 3 Hours.
PR: (JRL 330 or JRL 335S or JRL 335 or JRL 335S) and (JRL 235S or JRL 488) with a minimum grade of C- in each. Reporting, writing and producing sports stories for television using digital video technology; emphasis on sports writing, visual storytelling, editorial decision making, and ethical and legal considerations.

JRL 393. Special Topics. 1-6 Hours.
PR: Consent. Investigation of topics not covered in regularly scheduled courses.

JRL 408. The Community Newspaper. 2 Hours.
(Open to all University students.) Fundamental problems and techniques in operation of community newspapers.

JRL 411. Experimental Journalism. 3 Hours.
PR: JRL 215 or MDIA 215 with a minimum grade of C- and senior status or departmental permission.
A project-based, immersion course in experimental journalism using new technology such as virtual reality, augmented reality, sensors, drones and other experimental storytelling methods.
JRL 412. Sport Journalism. 3 Hours.
PR: ADV 201 or ADPR 215 or ADV 215 or JRL 215 or MDIA 215 or PR 215 or STCM 215 with a minimum grade of C-. Develops critical thinking skills in reporting and writing stories. Students examine the value of sport journalism; the way sport functions in society, and gain an understanding of ethics in sport journalism.

JRL 419. Entertainment Reporting. 3 Hours.
PR: (JRL 101 or MDIA 101) and (ADPR 215 or PR 215 or STCM 215) with a minimum grade of C-. This course is an examination of the issues facing the field of entertainment reporting. Students will cover beats, produce reporting and examine the entertainment industry.

JRL 420S. Feature Writing. 3 Hours.
PR: (JRL 215 or MDIA 215 or MDIA 215S) with a minimum grade of C-. Developing writing, and editing news features, personality profiles, color pieces, issue oriented articles and human impact stories for news, public relations, and film.

JRL 424. Adventure Travel Writing & Photography. 3 Hours.
PR: (JRL 215 or MDIA 215) and (JRL 225 or MDIA 225) with a minimum grade of C-. Best practices and ethical considerations of travel and adventure journalism, including photography and point-of-view videography, and appropriate use of digital platforms, blogging and social media for journalistic purposes. Includes a travel component.

JRL 426S. Investigative Reporting. 3 Hours.
PR: (JRL 318 or JRL 318S or JRL 386 or JRL 386S or TVJ 386) with a minimum grade of C-. Reporting on the agencies, structures, and programs that make society work, including circuit court and police.

JRL 427. American Journalism History. 3 Hours.
PR: JRL 101 or MDIA 101 with a minimum grade of C-. Development of media from seventeenth-century England and the American colonies; great names in journalism; freedom of the press and its implications and impact on the nation.

JRL 429. Opinion Writing. 3 Hours.
PR: JRL 215 or MDIA 215 with a minimum grade of C-. Students will analyze news issues and write opinion-based pieces.

JRL 430S. Social Media and Journalism. 3 Hours.
PR: (JRL 215 or MDIA 215 or MDIA 215S) with a minimum grade of C-. This lab course identifies and applies the principles behind social media applications such as blogs and networking sites.

JRL 431. Multimedia Storytelling. 3 Hours.
PR: (JRL 225 or MDIA 225) and (JRL 318 or JRL 320) with a minimum grade of C- in each. This capstone course explores digital narrative storytelling, employing the wide variety of media and interactive applications that online publishing makes possible. However, emphasis is on visual media. Students will learn to facilitate audience comprehension and engagement while educating and informing about contemporary societal issues.

JRL 432. Social Media Strategy. 3 Hours.
This course examines how social media channels can be utilized to meet the goals of corporate, non-profit, political and issue based outreach messaging.

JRL 433. Social Media Applications. 3 Hours.
This course examines how messages can be crafted for maximum success and reach in the social media landscape. Students will explore different methods for monitoring and measurement, explore current trends in social media and examine case studies of successful social media integration across multiple platforms.

JRL 434. Social Media Campaigns. 3 Hours.
This course examines case studies where social media was used successfully in instances of promotion, outreach and crisis communication.

JRL 435S. Live Sports Video Production. 3 Hours.
Production and coverage of live sporting events, including television terminology, camera operation, live directing, live technical directing, digital signage execution, instant replay, work ethic, and promptness. Involves direct practice with over ten of WVU's Division 1 sports.

JRL 440. Visual Storytelling for the Media. 3 Hours.
PR: JRL 220 with a minimum grade of C- or consent. Development of advanced practical and analytical skills in digital photojournalism, photo editing and cross-media design. Analysis of images, visual narratives, new media storytelling, digital imaging, media asset management, and ethical and social issues.

JRL 441. Internship. 3 Hours.
PR: (JRL 215 or MDIA 215) with a minimum grade of C-. Full-time employment for a minimum of 10 weeks under a signed contract detailing the terms of the experience. (Graded pass/fail.).

JRL 442. Practicum. 1-2 Hours.
PR: (JRL 215 or MDIA 215) with a minimum grade of C- and consent. Students must have a signed contract detailing terms of the learning experience. 8 to 20 hours per week for a minimum of 10 weeks while taking other courses. (Graded on a pass/fail basis.).

JRL 445S. International Media 1. 3 Hours.
PR: (JRL 215 or MDIA 215 or MDIA 215S) with a minimum grade of C-. A combination of classroom theory and practical application of the function of media in an international setting.
JRL 446. International Media 2. 1-6 Hours.
PR: Consent. Centers around a trip that involves the study of media in the country students are visiting. Usually a continuation of International Media 1.

JRL 448S. Digital Publication: Social Video. 3 Hours.
PR: (JRL 215 or MDIA 215 or MDIA 215S) and (JRL 225 or MDIA 225 or MDIA 225S) with a minimum grade of C- in each. This course teaches students how to engage an audience by curating content and video and producing and packaging this information in explainer and short social videos for a professional digital publication called 100 Days. In addition, students obtain first-hand experience producing mobile-first content.

JRL 450. Writing for Health Promotion. 3 Hours.
PR: (JRL 101 or MDIA 101) and (PR 215 or ADV 215) with a minimum grade of C-. A writing-intensive course that examines the evolving field of health communication. Students write health messages for distinct audiences. Some topics include: provider-patient communication and persuasive messages for social networks, social influence, and social support.

JRL 452. Applied Health Promotion. 3 Hours.
PR: (JRL 101 or MDIA 101) and (ADV 215 or PR 215) with a minimum grade of C-. Primarily examines in-depth case studies of health communication messages with an emphasis on understanding how audiences are targeted and influenced by these messages.

JRL 454. Health Promotion Campaigns. 3 Hours.
PR: (JRL 101 or MDIA 101) and (ADV 215 or PR 215) with a minimum grade of C-. Applies IMC principles, theories, and techniques to multifaceted health promotion and disease prevention campaigns. Examines non-profit and public organizations that utilize IMC strategies to promote issues such as HIV/AIDS awareness, cancer screening, and child vaccinations.

JRL 457. Adventure Media Capstone: Advanced Adventure Media Production. 3 Hours.
PR: JRL 380 with a minimum grade of C-. Focuses on advanced video production for journalism or strategic communications purposes. Attention is given to in-depth story development and audience insight and engagement techniques associated with the story production. Involves direct practice of adventure sports or travel location-based video storytelling and audience building.

JRL 458S. Interactive Media and Audience Building. 3 Hours.
This course introduces students to the latest and evolving attributes of media entrepreneurship, new economic models for media, and audience building across emergent platforms.

JRL 459S. Multimedia News Publication. 3 Hours.
PR: (JRL 225 or MDIA 225 or MDIA 225S) and (JRL 318 or JRL 318S or JRL 320 or JRL 320S) with a minimum grade of C- in all. In this lab/workshop-style capstone class for journalism majors, students will produce stories and multimedia packages for publication and broadcast.

JRL 467S. Public Affairs Show-Morgantown Today. 3 Hours.
PR: (JRL 380 or JRL 380S) or (JRL 386 or JRL 386S) with a minimum grade of C-. This course is run as an actual public affairs television show. This course will address matters of public policy and interest including topics on education, culture and politics. Students will learn how to produce, gather and report on public affairs issues. Students serve as the reporters, hosts and/or technical crew during show tapings at the Waterfront TV Studio.

JRL 484S. Advanced Sports Video Production. 3 Hours.
PR: (JRL 380 or JRL 380S) with a minimum grade of C-. Focuses on sports video reporting and production for a broadcast sports magazine show. Production of the sports magazine show includes in-the-field reporting, in-the-studio camera operations, live directing and producing, work ethic and promptness. Attention is given to sports reporting and production industry standards.

JRL 487S. Advanced Video Reporting and Producing. 3 Hours.
PR: JRL 380 or JRL 380S or JRL 386 or JRL 386S with a minimum grade of C-. This course is run as an actual newsroom to teach students how to produce, gather and report news. Students are assigned “beats,” and work individually and in teams to produce news for local broadcast. Students serve as the talent and/or technical crew during newscast tapings and learn how to promote their work and engage audiences via professional social media use.

JRL 490. Teaching Practicum. 1-3 Hours.
PR: Consent. Teaching practice as a tutor or assistant. (Graded on a pass/fail basis.).

JRL 491. Professional Field Experience. 1-18 Hours.
PR: Consent. (May be repeated up to a maximum of 18 hours). Prearranged experiential learning program, to be planned; supervised, and evaluated for credit by faculty and field supervisors. Involves temporary placement with public or private enterprise for professional competence development. (Graded on a pass/fail basis.).

JRL 493. Special Topics. 1-6 Hours.
PR: Consent. Investigation of topics not covered in regularly scheduled courses.

JRL 494. Seminar. 1-3 Hours.
PR: Consent. Presentation and discussion of topics of mutual concern to students and faculty.

JRL 495. Independent Study. 1-3 Hours.
Faculty supervised study of topics not available through regular course offerings.

JRL 496. Senior Thesis. 1-3 Hours.
PR: Consent.
MDIA 101. Media and Society. 3 Hours.
Examines the relationship between media, culture and society, with emphasis on the history, structure, and organization of the mass media.

MDIA 119. Reed College Multidisciplinary Orientation. 3 Hours.
PR: Admission into the College of Media MDS program. This course offers an orientation to the Reed College of Media’s MDS program, including program requirements, departmental resources, curriculum options, student responsibilities and opportunities. This is a required course for the Reed College of Media B.A. Multidisciplinary Studies (MDS) program.

MDIA 191. First-Year Seminar. 1-3 Hours.
Engages students in active learning strategies that enable effective transition to college life at WVU. Students will explore school, college and university programs, policies and services relevant to academic success. Provides active learning activities that enable effective transition to the academic environment. Students examine school, college and university programs, policies and services.

MDIA 201. Digital & Social Media Literacy. 3 Hours.
This course teaches students to become perceptive news consumers and disseminators. It emphasizes critical thinking, recognition of bias, relevant history and practical strategies. Students will delve into distinctions of digital and social media messages, analyze forms of sourcing and explore the construction of credibility, bias and truth in the media that we use to build our view of the world.

MDIA 215S. Media Writing. 3 Hours.
PR: College of Media major or minor. Introduction to the fundamental reporting and storytelling skills that are the foundation of all media writing: print, radio, television, public relations, advertising and social media.

MDIA 225S. Media Tools & Applications. 3 Hours.
PR: Must be a College of Media major or Interactive Media Design minor. Intended for College of Media majors and Interactive Media Design minors, this lecture/lab course covers fundamental principles and practices of multimedia content gathering and editing in preparation for upper-level courses with the College of Media.

MDIA 262. Coding for Media Applications. 3 Hours.
Introduces the principles and best practices of code development for visual interactive applications. The course covers the basics of interactive and programming code structures by introducing students to a variety of markup and interactive coding languages. Students will gain confidence with working with code through skill and knowledge based hands-on lessons and assignments.

MDIA 322S. Gaming Design and Digital Narrative. 3 Hours.
This course covers an introduction to the principles and practice of game design as a tool for interactivity, database storytelling, and audience building within journalism. The course will analyze case studies and provide hands-on development and application of game mechanics and game dynamics within journalism and strategic media across web, mobile, tablet and emergent augmented reality platforms.

MDIA 328. Media Ethics and Law. 3 Hours.
PR: JRL 215 or MDIA 215 with a minimum grade of C-. An in-depth exploration of the complex ethical and legal media landscape, with an emphasis on key historical precedents, new cases and challenges related to emerging technology, digital disinformation, artificial intelligence, new problems in social media and other current issues in journalism, public relations and advertising.

MDIA 362. UI/UX Design for Media Applications. 3 Hours.
PR: MDIA 262 or MDIA 362 with a minimum grade of C-. Introduces research and methods used in the field of User Experience design with an emphasis in digital media. Students learn to ideate, develop concepts, conduct user research and how to communicate user experiences to stakeholders.

MDIA 422S. Intermediate Game Design. 3 Hours.
PR: MDIA 262 and MDIA 322 with a minimum grade of C-. Key concepts that students explore are interactive and game design in three-dimensional spaces within both the physical computing and purely digital media. Students will establish a critical awareness of computer-controlled environments through programming, interactions development, game design, and game theory.

MDIA 441. Sports and Adventure Media Internship. 1-3 Hours.
PR: (JRL 101 or MDIA 101) and (JRL 215 or MDIA 215) and (JRL 225 or MDIA 225) with a minimum grade of C- in each. This course provides exposure to the sports, sports media, adventure sports and adventure recreation industries, and to the media roles in these industries. Students will learn about sports and adventure sports media by completing professional experience in these industries.

MDIA 472. Advanced Game Design. 3 Hours.
PR: MDIA 322 and MDIA 422 with a minimum grade of C-. This course focuses on preparing students to work within a large professional game development studio environment, similar to independent (indie) game studio companies. The theme of this studio will be to develop and publish games on meaningful, newsworthy topics in regular cycles.
MDIA 485S. Reed College Multidisciplinary Capstone. 3 Hours.
PR: JRL 119 or MDIA 119 with a minimum grade of C- and College of Media MDS Major and departmental approval. Instructs students on the methods and advantages of multidisciplinary education. Includes an experimental project with real world relevance.

MDIA 493. Special Topics. 1-6 Hours.
PR: Consent. Investigation of topics not covered in regularly scheduled courses.