

# College of Creative Arts and Media

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**College of Creative Arts and Media website:** <https://creativeartsandmedia.wvu.edu> (<https://creativeartsandmedia.wvu.edu/>)

## Introduction

The College of Creative Arts and Media offers innovative curricula and real-world experiences that prepare students for careers in today's creative and media-focused professions. Graduates are well prepared to positively affect the quality of life in the community in which they live, work, and serve.

The College has an enrollment of over 2,000 students and is made up of four professionally accredited and nationally recognized Schools of Art & Design, Media & Communications, Music, and Theatre & Dance. Each School offers a range of undergraduate and graduate degrees addressing such fields as the creative and performing arts, advertising and communications, arts education and scholarship, design disciplines, journalism, marketing and public relations, museum studies, the recording industry, theatre technology, and the intersection of art and health.

Distinguished and credentialed faculty offer instruction in multiple, state-of-the-art facilities across campus and are committed to supporting students beyond the classroom to secure internships, study abroad experiences, mentorship programs, workshops, and research trips necessary to make them competitive. As a result, graduates of the College of Creative Arts and Media are ready to use their imaginative skills to create, educate, evaluate, communicate, and produce art, experiences, events, products, spaces, and services that have the potential to transform lives.

## Undergraduate Degrees Offered

### BACHELOR OF ARTS

- Art History and Museum Professions
- Art Therapy
- Dance
- Game Design and Interactive Media
- Multidisciplinary Media Studies
- Music
- Music Business and Industry
- Theatre

### BACHELOR OF FINE ARTS

- Acting
- Art and Design
- Art Education
- Musical Theatre
- Theatre Design & Technology

### BACHELOR OF MULTIDISCIPLINARY STUDIES

- Multidisciplinary Studies

### BACHELOR OF MUSIC

- Music Composition
- Music Education
- Music Performance
- Music Therapy

### BACHELOR OF SCIENCE

- Design Studies
- Fashion Design and Merchandising
- Integrated Marketing Communications
- Interior Architecture
- Music and Health

## BACHELOR OF SCIENCE IN JOURNALISM

- Advertising and Public Relations
- Direct Admit Journalism
- Sports and Adventure Media

### Our Purpose/Mission Statement

The College of Creative Arts and Media serves students, our university, community and state through innovation, teaching, research, scholarship and creative activity in the arts, media, strategic communications and sustainable design. We engage students to become principled, creative, ethical, curious, courageous and inclusive thinkers, leaders and contributors to society through free expression, experiential learning and interdisciplinary collaboration.

### Values

In addition to WVU's values of:

Accountability, Appreciation, Curiosity, Respect and Service.

We Value:

Connection, Creativity, Diversity, Ethics, Excellence, Free expression, Innovation, Integrity, Public scholarship, Relevance and Sustainability.

## Artistic and Scholarly Achievement

The College of Creative Arts and Media is committed to supporting students in external opportunities, internships, and jobs important to their discipline at the national and international levels through individualized advising to determine professional goals and travel grants, if needed. Students receive mentoring to create specific plans to apply for targeted opportunities and receive support, encouragement, expertise, and resource guidance for successful applications. We are dedicated to an ever-increasing positive presence of current West Virginia University College of Creative Arts and Media students beyond campus in the local, state, national and even international context.

## Study Abroad

The College of Creative Arts and Media realizes the importance of the personal and professional benefits of studying abroad. Through WVU's international programs, students can gain a global perspective, broaden their experiences, and discover new career paths. College of Creative Arts and Media students have the opportunity to study abroad through one of the programs coordinated by the College or by the Office of International Programs.

Interested students should work with their academic advisor to develop a program of study that includes a study abroad experience.

For more information about international programs, see each School's individual program descriptions in this catalog, visit each School's website, or go to West Virginia University's International Programs website at <http://internationalstudies.wvu.edu/>.

## Graduation Requirements

Each School in the College of Creative Arts and Media has specific graduation requirements for its programs. Students should refer to the individual program descriptions for graduation.

## Scholarship and Financial Aid Resources

The College of Creative Arts and Media offers several special scholarship awards for incoming students and students currently enrolled in its programs. College-based awards are granted on the demonstration of outstanding talent, academic achievement, and the student's potential for success in their chosen area of study. To receive and maintain an award from the College, a student must plan to enroll or be enrolled as a full-time major in one of the College's programs of study.

For general information on College-based scholarships, please contact the College of Creative Arts and Media Recruitment Office. Because each School in the College of Creative Arts and Media has specific scholarship criteria, students should refer to the School's individual program descriptions in this catalog and on the School's website.

Students who receive a scholarship should note that any award from the College may impact one's overall financial aid package. Recipients of other forms of financial aid who also receive a scholarship award from the College should consult with the WVU Financial Aid office to discuss the parameters of their complete financial aid package. For more information about financial aid and other University-based scholarships, please visit the WVU Financial Aid website at <http://financialaid.wvu.edu/>.

## For More Information

Additional information on programs of study and areas of emphasis within each degree can be found in the individual School's description in this catalog and/or on the School's website.

For more information about studying at the College of Creative Arts and Media, please contact our Recruitment Office:

Dr. James Froemel, Recruitment Specialist  
 Phone: (304) 293-4339  
 Email: ccarecruitment@mail.wvu.edu.

Timmy Eads, Recruitment Specialist  
 Phone: (304) 964-7469  
 Email: timothy.eads@mail.wvu.edu

## ADMINISTRATION

### DEAN

- Keith Jackson - D.M.A. (Arizona State University)  
Philip J. Faini/Falbo Family Dean

### VICE DEAN

- Diana Martinelli - Ph.D. (University of North Carolina at Chapel Hill)  
Widmeyer Professor in Public Relations

### ASSOCIATE DEAN OF ACADEMIC AFFAIRS

- Sandra Schwartz - Ph.D. (University of Miami)

### ASSOCIATE DEAN OF ENROLLMENT & STUDENT SUCCESS

- Gina Dahlia - M.S.J. (West Virginia University)

### ASSOCIATE DEAN OF RESEARCH AND CREATIVE ACTIVITY

- Mikylah Myers - D.M.A. (University of Houston)

### ASSISTANT DEAN OF ONLINE PROGRAMS

- Chad Mezera - M.S.J. (West Virginia University)

### ASSISTANT DEAN OF PRODUCTION, PRESENTATION, OPERATIONS, & CULTURAL ENGAGEMENT

- Jamie Whoolery - B.F.A. and B.S.J. (West Virginia University)

#### Learning Outcomes

**Specific learning goals for individual programs are listed under each School's section of the catalog.** Due to the nature of the College's specialized degrees, none of these goals listed are intended to be comprehensive.

## ADMISSIONS REQUIREMENTS

Acceptance into the College of Creative Arts and Media and/or one of its Schools is contingent upon admission to WVU as an undergraduate student.

Some schools within the College also have individual admission requirements.

- School of Art & Design requires all Bachelor of Fine Arts (BFA) program applicants to complete a successful portfolio review.
- School of Music requires that all applicants complete a successful audition or interview (BA Music Business and Industry, multi-instrumental track) before consideration for admission into one of its programs.
- School of Theatre and Dance requires all applicants to the Bachelor of Arts (BA) in Dance to complete a successful audition. All Bachelor of Fine Arts (BFA) program applicants must complete a successful audition or portfolio review.

Prospective students should refer to the specific admission criteria of each school found in their program descriptions in this catalog and on the School's website. Students should also check the College's website for audition dates which are held throughout the year.

Students transferring to the College of Creative Arts and Media from other colleges and universities must present a minimum grade point average (GPA) of 2.0 in addition to the standard auditions or portfolio reviews. Programs may have specific transfer requirements.

Some students may be admitted under the individual consideration clause of the University's general admission policy. This category allows admission of exceptionally talented students in art, dance, music, and theatre who might not meet the criteria for grade point averages and standardized test scores to be admitted to one of the College's programs of study.

## TUITION

In addition to University tuition and fees, College of Creative Art and Media students will also be charged College tuition. Music students (undergraduate and most graduate) and musical theatre undergraduate students will also be charged an Applied Lesson Tuition. Music minor students who must take applied lessons for their program(s) will also be assessed the Applied Lesson tuition. Applied Lesson Tuition is assessed only in the semesters when students are enrolled in an applied lessons class.

## College of Creative Arts and Media Minors

### COLLEGE MINOR

- Arts Entrepreneurship ([https://updatecatalog.wvu.edu/undergraduate/minors/arts\\_entrepreneurship/](https://updatecatalog.wvu.edu/undergraduate/minors/arts_entrepreneurship/))

### SCHOOL OF ART & DESIGN

- Art History ([https://updatecatalog.wvu.edu/undergraduate/minors/art\\_history/](https://updatecatalog.wvu.edu/undergraduate/minors/art_history/))
- Ceramics (<https://updatecatalog.wvu.edu/undergraduate/minors/ceramics/>)
- Design Thinking (<http://catalog.wvu.edu/undergraduate/minors/designthinking/>)
- Digital Art and Animation (<http://catalog.wvu.edu/undergraduate/minors/digitalartanimation/>)
- Fashion Merchandising ([http://catalog.wvu.edu/undergraduate/minors/fashion\\_merchandising/](http://catalog.wvu.edu/undergraduate/minors/fashion_merchandising/))
- Painting (<https://updatecatalog.wvu.edu/undergraduate/minors/painting/>)
- Photography (<https://updatecatalog.wvu.edu/undergraduate/minors/photography/>)
- Printmaking (<https://updatecatalog.wvu.edu/undergraduate/minors/printmaking/>)
- Sculpture (<https://updatecatalog.wvu.edu/undergraduate/minors/sculpture/>)
- Sustainable Design ([http://catalog.wvu.edu/undergraduate/minors/sustainable\\_design/](http://catalog.wvu.edu/undergraduate/minors/sustainable_design/))
- Therapeutic Art ([https://updatecatalog.wvu.edu/undergraduate/minors/therapeutic\\_art/](https://updatecatalog.wvu.edu/undergraduate/minors/therapeutic_art/))

### SCHOOL OF MEDIA AND COMMUNICATIONS - REED

- Advertising (<http://catalog.wvu.edu/undergraduate/minors/advertising/>)
- Entertainment Media (<http://catalog.wvu.edu/undergraduate/minors/entertainmentmedia/>)
- Event Planning (<http://catalog.wvu.edu/undergraduate/minors/eventplanning/>)
- Health Promotion ([http://catalog.wvu.edu/undergraduate/minors/health\\_promotion/](http://catalog.wvu.edu/undergraduate/minors/health_promotion/))
- Journalism (<http://catalog.wvu.edu/undergraduate/minors/journalism/>)
- Public Relations ([http://catalog.wvu.edu/undergraduate/minors/public\\_relations/](http://catalog.wvu.edu/undergraduate/minors/public_relations/))
- Sport Communication ([http://catalog.wvu.edu/undergraduate/minors/sports\\_communication/](http://catalog.wvu.edu/undergraduate/minors/sports_communication/))
- Strategic Social Media (<http://catalog.wvu.edu/undergraduate/minors/strategicsocialmedia/>)

### SCHOOL OF MUSIC

- Appalachian Music (<https://updatecatalog.wvu.edu/undergraduate/minors/appalachianmusic/>)
- Jazz Studies ([https://updatecatalog.wvu.edu/undergraduate/minors/jazz\\_studies/](https://updatecatalog.wvu.edu/undergraduate/minors/jazz_studies/))
- Music ([https://updatecatalog.wvu.edu/undergraduate/minors/general\\_musicianship/](https://updatecatalog.wvu.edu/undergraduate/minors/general_musicianship/))
- Music Industry (<https://updatecatalog.wvu.edu/undergraduate/minors/musicindustry/>)
- Music Performance (<https://updatecatalog.wvu.edu/undergraduate/minors/performance/>)
- Music Technology ([https://updatecatalog.wvu.edu/undergraduate/minors/music\\_technology/](https://updatecatalog.wvu.edu/undergraduate/minors/music_technology/))
- World Music ([https://updatecatalog.wvu.edu/undergraduate/minors/world\\_music/](https://updatecatalog.wvu.edu/undergraduate/minors/world_music/))

### SCHOOL OF THEATRE & DANCE

- Dance (<https://updatecatalog.wvu.edu/undergraduate/minors/dance/>)
- Theatre (<https://updatecatalog.wvu.edu/undergraduate/minors/theatre/>)
- Theatre Production (<https://updatecatalog.wvu.edu/undergraduate/minors/theatreproduction/>)

## Accreditation

West Virginia University and College of Creative Arts and Media degree programs are accredited by

- *National Association of Schools of Art and Design (NASAD)*
- *National Association of Schools of Music (NASM)*
- *National Association of Schools of Theatre (NAST)*

The Music Education program is fully accredited by the Council for the Accreditation of Educator Preparation (CAEP) and the West Virginia Department of Education

The Music Therapy program is fully accredited by the American Music Therapy Association (AMTA).

The Journalism program is accredited by *Accrediting Council for Education in Journalism and Mass Communication (ACEJMC)*.

Certification in Public Relations is by the *Public Relations Society of America (PRSA)*.

The Fashion Design & Merchandising program is an affiliate member of the Textile and Apparel Programs Accreditation Commission (TAPAC).

## Courses

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## ADVERTISING (ADV)

### **ADV 201. Advertising and Society. 3 Hours.**

As a social institution, advertising plays a critical role in our daily lives. This course examines the social, economic, and legal aspects of advertising.

### **ADV 215. Principles of Advertising. 3 Hours.**

(Open to all University students.) An introduction to all sides of the advertising field and to the process, quantitative, strategic and aesthetic, by which the sales message is planned, produced and delivered. Students cannot receive credit for both ADV 215 and STCM 215 or ADPR 215, which is considered an equivalent course.

### **ADV 293. Special Topics. 1-6 Hours.**

PR: Consent. Investigation of topics not covered in regularly scheduled courses.

### **ADV 298. Honors. 1-3 Hours.**

PR: Students in Honors Program and consent by the honors director. Independent reading, study, or research.

### **ADV 309. Advertising and Creativity. 3 Hours.**

PR: (ADV 201 or ADV 215) and (JRL 101 or MDIA 101) with a minimum grade of C- in each. (Advertising minors only.) Examines advertising copy and design concepts. Students develop their own advertisements and learn to critically analyze existing ad campaigns.

### **ADV 315S. Advertising Copywriting. 3 Hours.**

PR: (ADPR 215 or ADV 215 or STCM 215) and (MDIA 215 or MDIA 215S) with a minimum grade of C-. Students will learn to write advertising copy and design effective layouts for targeted audiences. Focuses on creative ideation process and includes advertising graphics, copy preparation and layout, evaluation and selection of media. Developing a portfolio.

**ADV 333S. Portfolio. 3 Hours.**

PR: ADPR 215 with a minimum grade of C-. Develop a series of advertising campaigns to create an entry-level, professional portfolio. Learn to interpret market research and strategic planning to create breakthrough creative expressions. Gain an understanding of best practices in copywriting and art direction/design. Learn the skills to craft messages for diverse audiences. Show how concepts must work across all media, including print, digital, video, and experiential.

**ADV 347S. Martin Hall Agency: Advertising Tactics. 3 Hours.**

PR: (ADV 315 or ADV 315S or PR 324 or PR 324S or STCM 315) with a minimum grade of C-. This course is part of a student-run advertising and public relations agency designed to be the closest to a real-world professional experience as is possible in the university setting. Students will learn about the global and diverse work conducted in an agency setting, while serving in an advertising-related staff position within the Martin Hall Agency.

**ADV 393. Special Topics. 1-6 Hours.**

PR: Consent. Investigation of topics not covered in regularly scheduled courses.

**ADV 401S. Creative 1. 3 Hours.**

PR: (ADV 315 or ADV 315S or STCM 315) with a minimum grade of C-. This course builds on the processes introduced in Advertising Copywriting. Emphasis on creativity, concept development, idea generation & principles of effective communication using words and visuals in a variety of print, social, digital and broadcast media.

**ADV 403. Media Planning/Strategy. 3 Hours.**

PR: STCM 215 or ADV 215 or ADPR 215 with a minimum grade of C-. Theory, evaluation and selection of advertising media for a variety of market situations. Market analysis, media characteristics, sources of media data, and development of a media plan.

**ADV 409. Advertising Research and Media. 3 Hours.**

PR: (ADV 201 or ADV 215) and (JRL 101 or MDIA 101) with a minimum grade of C- in each. (Advertising minors only.) Introduces the selection and evaluation of different media used in advertising campaigns. Students learn to analyze and select audiences, compare media, and conduct media research.

**ADV 415. Ideation and Strategic Visualization. 3 Hours.**

PR: ADV 315 or STCM 315 with a minimum grade of C-. This course builds on basic copywriting skills and explores the global media channels used to reach diverse target audiences. Students will analyze award-winning campaigns as a means to understand creative ideation and strategic visualization. Efforts will culminate in the production of advertising executions.

**ADV 419. Advertising Strategies. 3 Hours.**

PR: (ADV 201 or ADV 215) and (JRL 101 or MDIA 101) with a minimum grade of C- in each. (Advertising minors only.) Introduces students to the concept of branding. Students learn how to use advertising to help create powerful brand loyalty by analyzing case studies of successful and unsuccessful branding attempts.

**ADV 451. Interactive Marketing Communications. 3 Hours.**

PR: STCM 215 and STCM 315. An examination of the concepts, strategies and applications involved in direct marketing. Measurability, accountability, lists, data and the integration of direct marketing program into total marketing efforts are discussed.

**ADV 455S. Creative 2. 3 Hours.**

PR: (ADV 401 or ADV 401S) with a minimum grade of C-. This course builds on the strategic and creative processes for strategic communication introduced in Creative 1, including design for print, digital broadcast mobile and other media.

**ADV 490. Teaching Practicum. 1-3 Hours.**

PR: Consent. Teaching practice as a tutor or assistant. (Course will be graded pass/fail.).

**ADV 491. Professional Field Experience. 1-18 Hours.**

PR: Consent. (May be repeated up to a maximum of 18 hrs.) 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. (Course will be graded pass/fail.).

**ADV 492. Directed Study. 1-3 Hours.**

Directed study, reading, and/or research.

**ADV 493. Special Topics. 1-6 Hours.**

PR: Consent. Investigation of topics not covered in regularly scheduled courses.

**ADV 494. Seminar. 1-3 Hours.**

PR: Consent. Presentation and discussion of topics of mutual concern to students and faculty.

**ADV 495. Independent Study. 1-6 Hours.**

Faculty supervised study of topics not available through regular course offerings.

**ADV 496. Senior Thesis. 1-3 Hours.**

PR: Consent.

**ADV 497. Research. 1-6 Hours.**

Independent research projects.

**ADV 498. Honors. 1-3 Hours.**

PR: Students in honors program and consent by the honors director. Independent reading, study, or research.

**ADVERTISING AND PUBLIC RELATIONS (ADPR)****ADPR 215. Introduction to Advertising and Public Relations. 3 Hours.**

PR: College of Media majors only. This introductory course in strategic communications provides a broad overview of professional advertising and public relations practices and their role in society. (Course is equivalent to ADV 215, PR 215, & STCM 215.).

**ADPR 319S. Creative Design and Strategy. 3 Hours.**

PR: (ADPR 215 or ADV 215 or PR 215 or STCM 215) with a minimum grade of C-. Editing and production techniques for public relations and advertising media (brochures, reports, newsletters, etc.,) including copy preparation, typography, graphic design, layout and desktop publishing.

**ADPR 410. Influencer Strategies. 3 Hours.**

PR: (JRL 101 or MDIA 101) and (ADPR 215 or ADV 201 or ADV 215 or PR 215 or STCM 215) with a minimum grade of C- in each. This course explores the role of influencer marketing in meeting marketing goals. Students will learn how to strategically plan an influencer campaign by discovering the campaign performance metrics (KPIs) that most accurately measure campaign success (ROI), budgeting influencer opportunities, and carrying out channel selection. Students will also contemplate the future of influencer marketing and its many prospective implications.

**ADPR 421S. Advertising & PR Audience Insights & Analysis. 3 Hours.**

PR: (ADV 315 or ADV 315S or PR 324 or PR 324S or STCM 315) with a minimum grade of C-. This course focuses on in-depth examination of the multi-faceted world of advertising and public relations research, and the array of complex tools used to produce meaningful results. (Also listed as ADV 421, PR 422, & STCM 521).

**ADPR 435S. Visual Brand Storytelling. 3 Hours.**

PR: (MDIA 215 or MDIA 215S or JRL 215) and (MDIA 225 or MDIA 225S or JRL 225) and (ADPR 215 or ADV 215 or PR 215 or STCM 215) with a minimum grade of C- in each. In this class, students will tell character, culture and place-driven stories that connect emotionally with a target audience. Students will collaborate with a client to produce real-world outcomes that are based on creative strategy and messaging. Through the use of traditional visual mediums and emerging technology students will plan, produce and publish content for print and digital platforms.

**ADPR 439. Strategic Social Media. 3 Hours.**

PR: JRL 101 or MDIA 101 and (ADPR 215 or ADV 201 or ADV 215 or PR 215 or STCM 215 or IMC 215) with a minimum grade of C- in each. This online majors-only course is an accelerated examination of the social media landscape with a focus on crafting messages and successful case studies related to how social media channels can be strategically used to meet the goals of corporate, non-profit, political and issue-based outreach messaging.

**ADPR 450. Audience Psychology and Behavior. 3 Hours.**

PR: ADPR 215 or IMC 215 with a minimum grade of C-. This course is designed to be an introduction to the underlying theories and research that influence strategic communication and explain how strategic communication affects audiences. The course will focus on individual-oriented theories in communication, advertising, public relations, psychology and marketing. More specifically, students will be acquainted with a variety of theoretical perspectives in audience perception, learning, memory, attitudes, and behavior.

**ADPR 452. Strategic Communication Strategy and Management. 3 Hours.**

PR: (JRL 101 or MDIA 101) and (JRL 215 or MDIA 215) and (ADPR 215 or ADV 215 or PR 215 or STCM 215) with a minimum grade of C- in each. This course covers strategic communications from a client's perspective and includes campaign planning and management of various marketing communication agencies.

**ADPR 457S. Martin Hall Agency Experience. 3 Hours.**

PR: (ADPR 421 or ADPR 421S or STCM 421) and (ADV 315 or ADV 315S or PR 324 or PR 324S or STCM 315) with a minimum grade of C- in each. This capstone course is designed as a faculty-advised advertising and public relations agency, designed to provide a real-world professional experience in the university setting. Students manage accounts and work in interactive teams to develop integrated multi-media advertising and public relations strategies, materials and campaigns to address the strategic communication needs of real-world clients.

**ADPR 459S. Strategic Communication Campaigns for Public Relations and Advertising. 3 Hours.**

PR: (ADV 315 or ADV 315S or PR 324 or PR 324S or STCM 315) and (ADPR 421 or ADPR 421S or STCM 421) with a minimum grade of C- in each. This capstone course synthesizes knowledge from all prior major courses and applies it to the development of a Strategic Communications (Advertising and Public Relations) campaign in a real world environment. (Also listed as ADV 459, PR 459 and STCM 559).

**ADPR 493. Special Topics. 1-6 Hours.**

PR: Consent. Investigation of topics not covered in regularly scheduled courses.

**ADPR 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 (ART)****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 109S. 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 218. Introduction to Italian Art and Design Practice. 3 Hours.**

Exploration of contemporary Italian art and design practice through studio instruction and/or experiential learning.

**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 1. 3 Hours.**

PR: (ART 111 or ART 111S) and (ART 112 or ART 112S) and (ART 121 or ART 121S). This course introduces the fundamentals of contemporary photographic practice and explores the medium in a "fine art" context. Students will learn to manually operate a camera, establish workflows for organizing and editing photographs, and practice basic lighting techniques. Technical skills serve as a foundation for exploring artistic uses of photography and the role of the medium in society more broadly.

**ART 234S. Photography 2. 3 Hours.**

PR: ART 232 or ART 232S. This course is a continuation of Photography 1; students will delve further into digital workflows and advanced lighting techniques and learn how to produce inkjet prints of their work. Likewise, students will be introduced to more challenging artistic concepts that will broaden their understanding of the medium's complicated relationship to reality and our perception of it.

**ART 235S. 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 237S. Introduction to Relief Printmaking. 3 Hours.**

PR: (ART 111 or ART 111S) and (ART 121 or ART 121S). This course introduces the fundamentals of relief printmaking and explores the medium in a fine art context. Students will learn the proper care and use of relief printmaking tools, materials, inks and chemicals. Technical skills serve as a foundation for exploring artistic uses of relief printmaking and the role of the medium in society more broadly.

**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 ART 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 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 context 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 286S. Layout for Digital Media. 3 Hours.**

PR: ART 121S. This course focuses on layout and composition for screen-based digital media. During this course, you will learn to use Adobe Illustrator to create vector graphics, use color theory to create color palettes that meet accessibility standards, analyze and manipulate type, use grid systems, and visualize data.

**ART 287. 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.

**ART 288S. Introduction to Game Engine Applications. 1 Hour.**

PR: Restricted to declared majors in Game Design & Interactive Media or Journalism. This course teaches the fundamentals of creating interactive media using the Unity game engine and C# programming. Students will build several working prototypes by analyzing programming problems to identify and implement the necessary components.

**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 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. Alternative Photography. 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 337S. 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 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 342S. CAD and 3D Printing. 3 Hours.**

This course is an introduction to Computer Aided Design (CAD) and 3D Printing for students with no prior experience in the subject. Students will learn how to use CAD software and imaging equipment to design 3D models and fabricate their prototypes and artwork using 3D printing, laser cutting, and other digital tools.

**ART 365. Art Education Elementary. 3 Hours.**

PR: ART 264 or ART 103 (if taken for 3 credit hours) with a minimum grade of C-. Emphasizes child-centered, visual culture arts education at the elementary level. Concentrates on choice-based arts curriculum development. Course content is based on WV, ISTE, and national core arts standards. Studio, lecture and discussion.

**ART 366. Art Education: Secondary. 3 Hours.**

PR: ART 264 with a minimum grade of C-. This course forms a foundation for using arts as an active process for learning at the secondary school level. The course offers experiential and theoretical tools for understanding creativity and critical thinking in arts education, beginning with students' development of their own skills and perspectives as creators/viewers of art. Lecture, studio practice.

**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 382. Public Art. 3 Hours.**

PR: ART 111S and ART 121S and ART 122S and 3 hours of 300-level coursework in focus area. This course introduces fundamental concepts and practices of public art. Students will research issues of site, time, and context to understand local, national, and global public art methodologies. This research will provide a foundation for students to create public art proposals and pursue collaborative activities in this creative discipline.

**ART 386S. 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.

**ART 387. UI/UX Design for Media Applications. 3 Hours.**

PR: ART 262 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.

**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 422. Art Therapy Media & Materials. 3 Hours.**

PR: ART 410 with a minimum grade of C-. Introduces undergraduate students to the fundamentals of art media and methods utilized in art therapy and therapeutic settings. Students explore a variety of 2D & 3D mediums through visual and divergent thinking strategies to understand how specific media in the creative process of art making can promote physical, mental, and emotional well-being of art therapy clients and patients.

**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 435S. Senior Projects in Photography. 6 Hours.**

PR: (ART 234 or ART 234S) and (ART 335 or ART 335S). 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.

**ART 440S. Senior Projects in Ceramics. 6 Hours.**

PR: 18 hours of ART 340 or ART 340S 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 444. Promoting the Arts and Culture. 3 Hours.**

Provides a framework for effective promotion of non-profit performing arts, visual arts and service organizations in the cultural arts industry. Identifies the tactical side of commercially advancing the arts including effective implementation of arts-field-specific promotional programs and initiatives. Develops an awareness of arts organizations in the current social, cultural, and commercial environments.

**ART 445. Senior Capstone. 3 Hours.**

Seminar culminating scholarly experience of the undergraduate art therapy program. Provides the opportunity to explore, research, and articulate individual perspectives on art-making and personal strengths related to future careers in art therapy. Includes lectures, guest speakers/visiting artists, reflective art-making and written assignments.

**ART 470S. Senior Projects in Intermedia. 6 Hours.**

PR: Consent. Advanced study towards completion of senior-level projects in intermedia. Projects are developed to meet individualized goals. The course culminates with participation in a senior student exhibition as well as other exit requirements.

**ART 472S. Advanced Interactive Design. 3 Hours.**

PR: (ART 272 or ART 272S) and (ART 372 or ART 372S) and JRL 225 with a minimum grade of C- in each. This course is a semester long, self-directed project focusing on specific interactive design applications in conjunction with advice and consultation from the instructor.

**ART 485S. Experiments in Interactivity. 3 Hours.**

PR: (ART 372 or ART 372S) and JRL 262 with a minimum grade of C- in each and students must be enrolled in the Interactive Design for Media minor or major. Addresses core principles of microcomputer programming, sensor interaction, and the Internet of Things to create site-specific interactive environments. Students will establish a critical awareness of computer-controlled environments through programming, circuit construction, and customized console design. Technologies explored include Raspberry Pi microcomputers, Arduinos, and 3D printing.

**ART 486S. Intermediate Game Design. 3 Hours.**

PR: (ART 287 or MDIA 262) and (MDIA 322 or MDIA 322S or ART 386S) 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.

**ART 487S. Advanced Game Design. 3 Hours.**

PR: (ART 386S or MDIA 322 or MDIA 322S) and (ART 486S or MDIA 422 or MDIA 422S) with a minimum grade of C- in each or by instructor permission. This course focuses on preparing students to work within a large professional game development studio environment, similar to independent (indie) game studio companies.

**ART 489. Residency 1. 4 Hours.**

PR: (ART 264 and ART 365 and ART 366 and ART 367) with a minimum grade of C- in each. 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 as part of a yearlong student teaching residency. Full-semester, supervised experience in the K-12 art classroom setting and involves 250 hours devoted to student teaching.

**ART 490. Teaching Practicum. 1-3 Hours.**

PR: Consent. Teaching practice as a tutor or assistant.

**ART 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.

**ART 491B. 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 491D. 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 492. Directed Study. 1-3 Hours.**

Directed study, reading and/or research.

**ART 493. 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.

## **ART HISTORY (ARHS)**

**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 311. Museums and Society. 3 Hours.**

PR: (ARHS 101 or ARHS 120 or ARHS 160) with a minimum grade of C- or instructor consent. This course introduces students to the theory and practice of museums, situating museums within a broader societal context. There is an emphasis on fine art museums in the twenty-first century. Topics include museum careers and professional roles within the museum; evolving philosophies of museum practice; museum ethics; and approaches to collecting displaying, and interpreting culturally significant art, objects, and artifacts.

**ARHS 312. Museums in Action. 3 Hours.**

PR: (ARHS 101 or ARHS 120 or ARHS 160) with a minimum grade of C- or instructor consent. Museums in Action explores the many ways in which museums connect with communities. Students will analyze current best practices for encouraging museum visitors to engage with, learn from and experience the objects they have on display. The course includes practical projects, where students will plan and implement components of museum outreach such as tours and public events.

**ARHS 317. Gallery Studies. 3 Hours.**

This course provides a hands-on approach to professional gallery management. Beginning with the practical considerations of daily operations, the course covers art handling, condition reports, packing and shipping artworks, installation, lighting, writing exhibition proposals, press releases, and reviews. Other coursework includes readings, written projects, and presentations on contemporary and historical gallery topics and issues.

**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 421. Professional Field Experience: Analysis of Archaeological Ceramics. 3 Hours.**

PR: Corequisite of ARHS 422. Overview of traditional ceramic technology and its evolution. Examines materials and production methods used in the Mediterranean basin. Study historical typologies of architectural ceramics and pottery found in Italy, analyze archaeological artifacts from local excavations (6th c. BCE–20th c. CE), identify and sort sherds, perform typology analysis of "diagnostic" sherds, catalog and document sherds including analytical drawings and diagrams.

**ARHS 422. Professional Field Experience: Restoration of Archaeological Ceramics. 3 Hours.**

PR: Corequisite of ARHS 421. Theoretical knowledge and practical skills in the field of conservation of archaeological pottery. Students learn various methods of cleaning pottery sherds, the reassembly of pottery from surviving sherds, in-filling gaps left in the pottery after reassembly, the aesthetic treatment of the infilling for display and how to document the restoration procedure on pottery.

**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 451. Professional Field Experience: Introduction to the History and Craft of Book Bindings. 3 Hours.**

PR: Corequisite of ARHS 452. Through a lecture and workshop format, this course introduces students to the history and evolution of Western and Oriental bookmaking, from the handmade codex to pre-industrialized book-making processes. Students craft four traditional books and in the process learn the materials, tools, sewing structures and assembly process of the various elements.



**ARHS 452. Professional Field Experience: Intro to Preservation and Preventive Conservation of Books. 3 Hours.**

PR: Corequisite of ARHS 451. Theoretical overview of libraries and archives collection care, preventive conservation and book and archival material conservation with practical experience in non-invasive preventive conservation. Covers historical intrusive restoration compared to modern conservation treatments. Students assess and document structures, historical materials and conservation conditions of original items, through forms, photographs, drawings and implement non-intrusive conservative measures on original material in an archive.

**ARHS 453. Professional Field Experience: Restoration of Traditional Masonry Buildings in Italy. 3 Hours.**

PR: Corequisite of ARHS 454. Introduces students to restoration of natural and artificial stone surfaces in historic Italian buildings and structures. Through lectures and hands-on workshops, it explores traditional materials and techniques used to create buildings and artwork integral to their structure. It also examines the various agents of deterioration that, over time, damage the materials and the different approaches to their restoration and conservation.

**ARHS 454. Professional Field Experience: Sketching and Analyzing Historic Buildings in Italy. 3 Hours.**

PR: Corequisite of ARHS 453. This course develops intellectual skills in identifying and analyzing historic buildings and their cultural contexts. Building typologies, architectural styles, materials, structural systems, and construction methods are discussed. In the sketching workshop and onsite participants develop analytical skills through observational drawing and documentation.

**ARHS 455. Professional Field Experience: Paper Media and Restoration Methods for Artworks. 3 Hours.**

PR: Corequisite of ARHS 456. This theoretical course is an overview on restoration of paper media including the: nature and history of paper; traditional methods of paper making and printing; processes of deterioration; handling and mounting; methods of conservation and restoration of paper, and artworks on paper. Workshop includes practice on documents from the San Gemini Historic Archive and original ancient prints from private collection.

**ARHS 456. Professional Field Experience: Handwritten & Printed Archival Materials Restoration Methods. 3 Hours.**

PR: Corequisite of ARHS 455. Students gain hands-on experience the basic skills required for restoration of paper media and original archival materials. Students learn and apply basic conservation and restoration skills on original engravings and, having acquired sufficient skill, restore unique manuscript documents from the San Gemini Historic Archive and other Italian Archives (13th-19th centuries).

**ARHS 457. Professional Field Experience: Traditional Painting Materials, Methods, & Restoration Issues. 3 Hours.**

PR: Corequisite of ARHS 458 and ARHS 459. This course gives an in-depth understanding of traditional painting materials and techniques commonly used in Italy during the Middle Ages and the Renaissance. Since this course is aimed primarily at people planning to study art conservation, the course also explores factors that hasten deterioration of the materials and the different approaches to their conservation and restoration.

**ARHS 458. Professional Field Experience: Traditional Painting Workshop. 3 Hours.**

PR: Corequisite of ARHS 457 and ARHS 459. Covers traditional Italian painting materials and techniques (fresco, sgraffito, tempera on wood, gilding, oil on canvas) through hands-on experience using historical methods. No experience necessary; this is not an art class. The main objective is for students to learn the painting processes, difficulties, and limitations associated with each technique and material and how this influences aesthetics and the image-making process.

**ARHS 459. Professional Field Experience: Restoration: Theory, Ethics, and Issues. 2 Hours.**

PR: Corequisite of ARHS 457 and ARHS 458. This course examines the purpose and goals of preservation. Matters of philosophy, ethics, cultural values and "best practices" that influence the work of restorers are covered because misguided restoration work is a major cause of destruction or falsification of irreplaceable cultural heritage. This course teaches students to assess the goals and values that guide and influence restoration and conservation.

**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.

## **DANCE (DANC)**

**DANC 100S. Fundamentals of Dance Techniques. 2 Hours.**

Studio class covering fundamental of dance techniques such as Ballet, Modern Dance, Jazz Dance, Tap, Ballroom, Partner dances and other dance and movement vocabulary such as folk and social dances.

**DANC 110S. Fundamentals of Ballet. 2 Hours.**

Topics include basic ballet dance technique, dance vocabulary, dance literacy, proper alignment, musicality, add sound anatomical practices. (May be repeated for a maximum of 4 credit hours.)

**DANC 120S. Fundamentals of Modern Dance Technique. 2 Hours.**

PR: Permission of instructor. This course is the study of dance at the fundamental level focusing on Modern Dance technique and performance.

**DANC 130S. Fundamentals of Jazz. 2 Hours.**

Basic jazz dance fundamentals and techniques; development of coordination, strength, and flexibility through the execution of the elementary jazz warm-ups, movement progressions, and combinations. (May be repeated for a maximum of 4 credit hours.)

**DANC 140S. Fundamentals of Tap. 2 Hours.**

A studio course designed to introduce the student to the genre of tap dancing. The course will introduce and teach the student beginner level models, movement phrases and techniques through styles of the genre. (May be repeated for a maximum of 4 credit hours.)

**DANC 170. Introduction to Dance. 3 Hours.**

Introductory lecture course, designed to develop an aesthetic appreciation and understanding of dance as a fine art and its impact on society. This course has a practical component so that students have the opportunity to experience various forms of dance.

**DANC 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.

**DANC 200. Dance Practicum. 1 Hour.**

PR: By audition only. (May be repeated for a maximum of 6 credit hours.) Students participate as dancers/performers in a dance production. Contact the Director of Dance for audition information.

**DANC 210S. Intermediate Ballet. 2 Hours.**

PR: DANC 110 or DANC 110S or consent. Techniques of classical ballet dancing. Includes barre exercises, adage combinations, and center practice. A theoretical knowledge and technical achievement is stressed. (May be repeated for a maximum of 8 credit hours.)

**DANC 220S. Intermediate Modern. 2 Hours.**

PR: DANC 120 or DANC 120S or consent. Topics covered include intermediate modern dance technique, dance vocabulary, dance literacy, proper alignment, musicality, and sound anatomical practices. The course focuses on core styles within the modern dance genre. (May be repeated for a maximum of 6 credit hours.)

**DANC 230S. Intermediate Jazz. 2 Hours.**

PR: Consent. Continuation of jazz dance techniques and concepts with an emphasis on jazz isolations, polyrhythms, and syncopated movement sequences, continued practice in development of the body as an instrument of expression. (May be repeated for a maximum of 6 credit hours.)

**DANC 240S. Intermediate Tap. 2 Hours.**

PR: DANC 140 or DANC 140S or consent. A studio course focusing on dance through tap dance technique at the intermediate level. Teaching the student intermediate models, movement phrases and techniques through styles of the Tap Dance genre of movement. (May be repeated for a maximum of 4 credit hours.)

**DANC 250S. Ballroom Dance. 1 Hour.**

Introduction to popular ballroom dancing. Styles will range from fox trot, waltz and swing to Latin dances.

**DANC 251S. World Dance. 3 Hours.**

Introduction to world cultures through the media of dance lecture and movement. Study of global, religious, social, educational and courtship rituals as related to dance.

**DANC 252S. African Dance. 2 Hours.**

Exploring the cultures and techniques of African dance styles.

**DANC 253S. Yoga for Dancers. 2 Hours.**

PR: Dance majors and Dance minors only. The course provides the dance student with the tools to condition and maintain a healthy body and improved dance technique using the modality of yoga. Through the use of anatomical vocabulary, basic theoretical concepts and experiential physical practice, as well as though readings and assessments, the student will gain a greater understanding of Hatha Yoga as it augments dance technique.

**DANC 255S. Dance Styles for Musical Theatre. 1 Hour.**

PR: DANC 130 or DANC 130S or DANC 140 or DANC 140S. An introduction to musical theatre repertoire along with gaining a more efficient and proficient way of learning and executing Broadway musical choreography, new and old. This course gives the student the tools needed at an intermediate to advanced level of dance, to complement their singing and acting abilities; learning choreography from notable musicals.

**DANC 260S. Fundamentals of Choreography. 3 Hours.**

PR: DANC 100 or DANC 100S or DANC 110 or DANC 110S or DANC 130 or DANC 130S. Introductory study of basic elements of choreography including spatial design, choreographic devices, movement analysis, the creation of movement phrases, and creative problem solving.

**DANC 293. Special Topics. 1-6 Hours.**

PR: Consent. Investigation of topics not covered in regularly scheduled courses.

**DANC 300. Dance Practicum. 1-3 Hours.**

PR: By audition only. (May be repeated for a maximum of 6 credit hours.) Students participate as dancers/performers in a dance production. Contact the Director of Dance for audition information.

**DANC 310S. Intermediate/Advanced Ballet. 2 Hours.**

PR: DANC 210 or DANC 210S or consent. Topics covered include advanced classical and contemporary ballet dance techniques, dance vocabulary, dance literacy, proper alignment, musicality, and sound anatomical practices. (May be repeated for a maximum of 8 credit hours.)

**DANC 320S. Advanced Modern. 2 Hours.**

PR: DANC 220 or DANC 220S or consent. Topics covered include advanced modern dance technique, dance vocabulary, dance literacy, proper alignment, musicality, and sound anatomical practices. (May be repeated for a maximum of 6 credit hours.)

**DANC 330S. Advanced Jazz. 2 Hours.**

PR: DANC 230 or DANC 230S. In-depth exploration of both traditional and contemporary jazz techniques and styles, continues progression towards a more advanced level of technical skill as developed and utilized through this specific dance technique.

**DANC 350S. Modern and Ballet Partnering. 2 Hours.**

PR: (DANC 210 or DANC 210S) and (DANC 220 or DANC 220S) or consent. The practical application of partnering work as it pertains to movement and dance through weight sharing and trust training models and movement phrases in modern and ballet genres of dance. (May be repeated for a maximum of 4 credit hours.)

**DANC 360S. Advanced Choreography. 3 Hours.**

PR: DANC 260 or DANC 260S. Provides opportunity at the advanced level for creative exploration and analysis of principles of dance composition through improvisations and problem solving. Informal presentation of student works will be included.

**DANC 370. Dance History. 3 Hours.**

PR: DANC 100 or DANC 170. A study of dance history and leading prominent personalities in the field of dance through their legacy of techniques, choreography and performance. The course will also address the contribution of dance to, and the place of dance within, society and the cultural environment.

**DANC 371. Creative Dance for Educators. 3 Hours.**

PR: DANC 100 or DANC 170. Specific learning experiences for the future of dance education and competencies to be achieved for children's dance. Grades PreK-12. Integration of movement experience with other academic subjects and various cultural heritages emphasized.

**DANC 372. Dance Criticism. 3 Hours.**

PR: (ENGL 101 and ENGL 102) or ENGL 103. This course is designed for Dance major/minor students and other students interested in reading and writing about dance and dance performance, and viewing performances.

**DANC 400. Choreography Practicum. 2 Hours.**

PR: DANC 260 and consent. (May be repeated for a maximum of 6 credit hours.) Students participate as choreographers in a dance production. Contact the director of Dance for audition information.

**DANC 410S. Advanced Ballet. 2 Hours.**

PR: DANC 310S or permission of instructor. This course focuses on the study of Ballet at the advanced level. The course falls in the sequence of ballet technique curriculum offered through the Dance program. The focus of the course content is to continue to develop and train the student's craft and movement skills based on the classical form of dance through the ballet movement vocabulary.

**DANC 420S. Modern Repertory. 1 Hour.**

PR: By audition only. The study and practice of excerpts from dances by prominent contemporary choreographers. The course covers historical aspects of each of the segments studied and its place within the larger context of dance history. (May be repeated for a maximum of 4 credit hours.)

**DANC 450S. Contemporary Rep. 2 Hours.**

PR: DANC 100 or DANC 100S or DANC 120 or DANC 120S. This course is the study of contemporary dance repertoire. The course is intended for the advance intermediate through advanced level dance student. The course will further develop contemporary dance vocabulary, movement skills and provide challenges in musical and movement phrasing.

**DANC 490. Teaching Practicum. 1-3 Hours.**

PR: Consent. Teaching practice as a tutor or assistant.

**DANC 492. Directed Study. 1-3 Hours.**

Directed study, reading, and/or research.

**DANC 493. Special Topics. 1-6 Hours.**

PR: Consent. Investigation of topics not covered in regularly scheduled courses.

**DANC 495. Independent Study. 1-6 Hours.**

Faculty supervised study of topics not available through regular course offerings.

**DANC 496. Senior Thesis. 1-3 Hours.**

PR: Consent.

**DANC 498. Honors. 1-3 Hours.**

PR: Students in Honors Program and consent by the honors director. Independent reading, study or research.

## **DATA MARKETING COMMUNICATIONS (DMC)**

**DMC 460. Introduction to Data Marketing Communications. 3 Hours.**

PR: Admission to the program or permission. This course is the introductory course experience for the data marketing communications master's degree program. Students will explore the fundamentals of using data to make marketing communications decisions, as well as topics including database marketing, loyalty programs, financial and marketing metrics, audience targeting and segmentation, data for digital marketing, data visualization and marketing automation.

## **DESIGN STUDIES (DSGN)**

**DSGN 130S. Introduction to Design Studies Studio. 3 Hours.**

This course is an opportunity for you to learn and apply the elements and principles of design. These concepts will be applied to creating successful two- and three-dimensional design projects. You will also learn about the design industry and identify how all design professions have common foundations.

**DSGN 140. Sustainable Living. 3 Hours.**

Explores the personal, social, economic and environmental aspects of making sustainable choices. Sustainability principles and practices are discussed along with assessments of consumption and lifestyle decisions. Also listed as PLSC 140 and RESM 140.

**DSGN 160. Visual Communications. 3 Hours.**

Using the design process, this course explores the issues of clarity in graphic communications through 2-dimensional and 3-dimensional representations using computer graphic software. Course also addresses the physical and psychological aspects of human emotions, and non-western social norms and their influence on design process and outcome.

**DSGN 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.

**DSGN 200. Information Communications. 3 Hours.**

This course provides advanced instruction in computer graphic software as used to explore the issues of clarity in graphics, motion, and spoken communications. Students address physical and psychological aspects of human factors and their influence on design process, and present evidence in a professional manner.

**DSGN 220. Design Thinking. 3 Hours.**

This course establishes the value of design thinking, identifies the components of the design thinking process, and helps students develop proficiency by using the process in multiple contexts.

**DSGN 270. Product Design Foundations. 3 Hours.**

This course concentrates on materials/manufacturing technology, visualization techniques and observational techniques of people as well as to design better consumer products. Sketching and digital prototyping techniques will be introduced and practiced to display and analyze possible effectiveness of the design solution. In-class lecture, discussion and design work is augmented by out-of-class work towards presentations to the group.

**DSGN 280. Sustainable Design and Development. 3 Hours.**

An overview of social, environmental and economic aspects of the built environment. Site considerations, infrastructure, green buildings, marketing, financing, community. (Local field trips possible.)

**DSGN 293. Special Topics. 1-6 Hours.**

PR: Consent. Investigation of topics not covered in regularly scheduled courses.

**DSGN 300. Product Design. 3 Hours.**

This course follows observational techniques of people as well as materials/manufacturing technology to design better consumer products. Sketching, model making, and prototyping techniques will be introduced and practiced to display and analyze possible effectiveness of the design solution. In-class lecture, discussion and studio work is augmented by out-of-class work towards presentations to the group.

**DSGN 310. Product Design-Footwear. 3 Hours.**

This course will explore the R&D processes associated with footwear design from concept to market. Discussions, lectures and projects will provide a complete understanding of how designers work within the constraints of economics, manufacturing and consumer culture in a collective effort to get a shoe on the shelf in stores.

**DSGN 315. Survey of Non-Western Design. 3 Hours.**

This course examines design from beyond the tradition of Western civilization. Students will study interior design, architecture, and art as shaped by religious beliefs, political systems, and geographical context.

**DSGN 320. Design Ethics and Social Responsibility. 3 Hours.**

PR: DSGN 220 with a minimum grade of C-. This course will introduce students to the study of both philosophical and applied ethics as they relate to daily life and design. Additionally, the course will address and define components of personal and corporate social responsibility, and explore their relationship to ethics and design at the micro and macro levels.

**DSGN 340. Design for Energy Efficiency. 3 Hours.**

An overview of energy efficiency in residential and small commercial settings. Energy, building shell, air leakage, insulation, hvac, lighting, appliances, water heating, indoor air quality. (Local field trips possible.).

**DSGN 393. Special Topics. 1-6 Hours.**

PR: Consent. Investigation of topics not covered in regularly scheduled courses.

**DSGN 420. Professional Preparation. 1 Hour.**

PR: DSGN 220 and DSGN 320 with a minimum grade of C- in each. This course challenges students to utilize the design process to identify personal skills and characteristics relevant to their job goals, and create a coherent branded professional identity based on the expectations of their industry. Students will also analyze and synthesize business trends and forecasting predictions, applying that information to future expectations in their field of study.

**DSGN 470. Leadership in Energy and Environmental Design Green Building Systems. 3 Hours.**

PR: DSGN 280. A detailed study of the LEED green building certification systems, including the various green systems, codes and standards referenced by LEED.

**DSGN 480. Designing Innovative Futures. 3 Hours.**

PR: DSGN 320 and DSGN 491 with a minimum grade of C- in both. This capstone course provides an opportunity to analyze and synthesize information from previous coursework and internship experiences to develop professional proficiency levels in integrated design approaches.

**DSGN 490. Teaching Practicum. 1-3 Hours.**

PR: Consent. Teaching practice as a tutor or assistant.

**DSGN 491. Professional Field Experience: Capstone. 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.

**DSGN 493. Special Topics. 1-6 Hours.**

PR: Consent. Investigation of topics not covered in regularly scheduled courses.

**DSGN 494. Seminar. 1-3 Hours.**

PR: Consent. Presentation and discussion of topics of mutual concern to students and faculty.

**DSGN 495. Independent Study. 1-6 Hours.**

Faculty-supervised study of topics not available through regular course offerings.

**DESIGN AND MERCHANDISING (DSM)****DSM 101. Introduction to Design and Merchandising. 1 Hour.**

Provides an introduction to the educational culture in the Division of Design and Merchandising.

**DSM 130. Introduction to Design. 3 Hours.**

Introduction to design as a process of improving quality of life and a method of problem-solving using design thinking, design theory, and design applications in interdisciplinary contexts.

**DSM 199. Orientation to Design and Merchandising. 1,2 Hour.**

Orientation to degree programs and requirements, departmental resources, curriculum options, student responsibilities and opportunities.

**DSM 293. Special Topics. 1-6 Hours.**

PR: Consent. Investigation of topics not covered in regularly scheduled courses.

**DSM 393. Special Topics. 1-6 Hours.**

PR: Consent. Investigation of topics not covered in regularly scheduled courses.

**DSM 410. The Global Context for Design. 3 Hours.**

Develops students' abilities to weigh design decisions and engage in design practice in a globalized economy within the parameters of ecological, socio-economic, and western and non-western cultural contexts.

**DSM 490. Teaching Practicum. 1-3 Hours.**

PR: Consent. Teaching practice as a tutor or assistant.

**DSM 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.

**DSM 493. Special Topics. 1-6 Hours.**

PR: Consent. Investigation of topics not covered in regularly scheduled courses.

**DSM 494. Seminar. 1-3 Hours.**

PR: Consent. Presentation and discussion of topics of mutual concern to students and faculty.

**DSM 495. Independent Study. 1-6 Hours.**

Faculty supervised study of topics not available through regular course offerings.

**DSM 496. Senior Thesis. 1-3 Hours.**

PR: Consent.

**DSM 498. Honors. 1-3 Hours.**

PR: Students in Honors Program and consent by the honors director. Independent reading, study or research.

## **FASHION DESIGN AND MERCHANDISING (FDM)**

**FDM 110. Introduction to Fashion Business. 3 Hours.**

This course introduces the fashion business by exploring its production and distribution systems with a focus on basic merchandising, design, marketing, and retail concepts.

**FDM 130. Design Concepts of Dress. 3 Hours.**

Introduction to design theory and methodology, elements of design, principles of composition, and universal design related to dress. Practical application included.

**FDM 131. Fashion Design. 3 Hours.**

Market trend research and fabric/trim sourcing are used to design a women's wear collection. Studio work helps develop fashion illustration skills, create a collection, and drape one original design.

**FDM 132S. Apparel Construction Studio. 3 Hours.**

PR: FDM majors only or consent. Basic principles of garment construction. Use of industry methods to analyze, develop, and assemble garments.

**FDM 135S. Fashion Illustration and Tech Design 1 Studio. 3 Hours.**

PR or CONC: FDM 132S with a minimum grade of C- and FDM majors only or department approval. Methods of communicating apparel production and fashion themes through fashion illustration, technical drawing, and fabric rendering using traditional and digital methods.

**FDM 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.

**FDM 211. Introduction to Textiles. 3 Hours.**

PR or CONC: FDM 110 with a minimum grade of C-, sophomore standing or department approval. The course focuses on textiles intended for use in apparel and soft goods applications. Students examine all stages of the textile supply chain - from fiber to finishes - with opportunity for hands-on exploration. Sustainability and technological innovation in the textile industry are also addressed.

**FDM 218. Introduction to Italian Art and Design. 3 Hours.**

Exploration of contemporary Italian art and design practice through studio instruction and/or experiential learning.

**FDM 220. Fashion, the Body, and Culture. 3 Hours.**

Students examine the intersection of fashion, the body, and culture to appreciate the role of dress in everyday life. Students explore dress practices through the lens of economics, politics, religion, and gender, among other social factors. The course emphasizes critical thinking and cross-cultural exploration through group discussion and personal reflection.

**FDM 221. Dress History: 1850-Present. 3 Hours.**

This course offers a survey of Western dress history from 1850 to present day with an emphasis on the contextual factors that influenced how dress changed over time. The rise and influence of fashion designers in the 20th and 21st century is discussed. Students gain hands-on experience in historical research methodologies.

**FDM 222. Fashion Styling Workshop. 3 Hours.**

PR: Sophomore or higher. Overview of fashion items needed to attract media attention for a fashion magazine and its editorials. Students produce a photo shoot for a specific target audience with live models, on location, in a professional studio.

**FDM 225. Introduction to Italian Culture. 3 Hours.**

PR: Sophomore or higher. Exploration of Italian history, culture, art and design through lecture and experiential learning. Field trips such as: Florence, Rome, Siena, San Gimignano, and Monteriggioni. Conversational Italian language included. Students conduct an individual design research project.

**FDM 232. Fashion Design Workshop. 3 Hours.**

PR: Sophomore or higher and instructor consent. Students research a typical theme or trend to design a small coordinated collection including notebook/sketchbook, mood board, finished and flat drawings, and an original garment. Theoretical lessons, practical lessons, and field trips.

**FDM 233. Fashion Accessories Workshop. 3 Hours.**

PR: Sophomores or higher and instructor consent. Students research a topical theme or trend to design a small coordinated collection including notebook/sketchbook, mood board, finished, and flat drawings, and an original garment. Theoretical lessons, and field trips.

**FDM 250S. Apparel Design 1 Studio. 3 Hours.**

PR: (FDM 132 or FDM 132S) and FDM 211 with a minimum grade of C- in both. Creative expression through the introduction of pattern development is studied using the flat-pattern method. Original apparel is designed and constructed.

**FDM 260. Visual Merchandising. 3 Hours.**

PR: FDM 110 and FDM 130 with a minimum grade of C-. This course explores a wide range of visual merchandising activities in relation to the elements of design and principles of composition including display, store design, theft prevention, and promotion. A teamwork approach is used to create and analyze visual merchandising scenarios.

**FDM 261. Fashion Management Workshop. 3 Hours.**

PR: Sophomore or higher and instructor consent. Fashion business fundamentals; fashion industry sourcing, supply chain, and fashion buying cycle; management of supplier portfolio; vendor selection and buying decision criteria; retail fashion brand marketing; internationalization of fashion retailing; international branding and flagship stores.

**FDM 293. Special Topics. 1-6 Hours.**

PR: Consent. Investigation of topics not covered in regularly scheduled courses.

**FDM 310. Merchandising Practicum. 3 Hours.**

PR: FDM 260 with a minimum grade of C- and consent. This course provides a prearranged, on-site supervised work experience to afford practical insight into the textile, apparel, and merchandising profession.

**FDM 311. Fashion Study Tour. 1 Hour.**

PR: Departmental approval, Restricted to FDM majors with junior standing or above. This course focuses on the apparel and retail industries through visits to apparel firms and showrooms, retail establishments, and museums including an historic costume collection.

**FDM 330S. Fashion Illustration and Tech Design 2 Studio. 3 Hours.**

PR: FDM 130 and PR or CONC: (FDM 132 or FDM 132S). Techniques of drawing fashion figures, media, and apparel design presentation techniques explored. Design vocabulary and sources of inspiration examined in the creation of original apparel design renderings and flats for specific target consumers.

**FDM 335S. Apparel Design 2 Studio. 3 Hours.**

PR: (FDM 250 or FDM 250S) with a minimum grade of C-. This course builds on the knowledge and skills developed in Apparel Design 1 Studio by exploring advanced flat pattern techniques.

**FDM 350S. Apparel Design 3 Studio. 3 Hours.**

PR: (FDM 335 or FDM 335S) with a minimum grade of C-. Creative and technical pattern development using the draping method. Original apparel designs patterned and constructed.

**FDM 360. Retail Merchandising. 3 Hours.**

PR: FDM 110 with a minimum grade of C-. This course focuses on intermediate retail merchandising principles as applied to apparel retail and services. The role of merchandising is analyzed relative to market research, planning of new offerings, line development, and competitive strategies for various retail formats.

**FDM 361. Merchandise Planning and Control. 3 Hours.**

PR: FDM 360 with a minimum grade of C- and MATH 124 (equivalent or higher). This course covers merchandising activities performed on the retail level including planning sales and assortments, selecting merchandise for resale, controlling inventories, and determining profit. Basic mathematical formulas involved in merchandising are practiced.

**FDM 370. Quality Analysis. 3 Hours.**

PR: FDM 211 with a minimum grade of C-. This course will introduce the principles of material testing and quality analysis. Students will learn about standardized measurements, evaluation of quality, physical characteristics, and the performance of textile, fashion, and softgood products. Students will evaluate product quality, serviceability, and regulatory compliance standards in this course.

**FDM 393. Special Topics. 1-6 Hours.**

PR: Consent. Investigation of topics not covered in regularly scheduled courses.

**FDM 411. Fashion Consumer Behavior. 3 Hours.**

PR: FDM 360 with a minimum grade of C-. This course will offer an understanding of the consumer-centric nature of the fashion industry. Students will learn consumer behavior theories and models that are applicable to the purchase and usage of fashion products, including the consumer decision making process.

**FDM 412. Fashion Sourcing and Supply Chain Management. 3 Hours.**

PR or CONC: FDM 360 with a minimum grade of C-. This course evaluates key issues facing fashion businesses in the global marketplace. It includes an examination of internal and external forces affecting political, economic, social, environmental and ethical production, and distribution of textile and apparel products.

**FDM 413S. Textile Studio. 3 Hours.**

PR: FDM 211 with a minimum grade of C- or consent. An introduction to a variety of techniques that alter the surface of fabric. Students produce samples of textile surface designs with experimentations in textile dyeing and printing, fabric manipulations and stitchery methods. Studio work is augmented by lectures on pattern and color theory, textile techniques throughout history, and contemporary perspectives illustrated by images, textile examples, and working textile artists.

**FDM 421. Dress History: Prehistory-1850. 3 Hours.**

PR: Junior standing or consent. This course explores the history of fashion and dress from antiquity through 1850 within the corresponding social, cultural, technological, and economic contexts. Explores both Western and Eastern dress and textile histories and how they have influenced each other over time.

**FDM 424. Functional Apparel. 3 Hours.**

PR: ENGL 101 and ENGL 102 and FDM 220 and FDM 230. Physical, sociological, and psychological clothing needs of individuals with functional needs. Historical developments and research needs explored. Students conduct a service-learning project.

**FDM 430S. Senior Studio. 3 Hours.**

PR: (FDM 330 or FDM 330S) and (FDM 350 or FDM 350S) and PR or CONC: FDM 432 with a minimum grade of C- in all. The development of a cohesive fashion collection supported by a strong conceptual framework that demonstrates a high level of design, complex problem solving, understanding of target markets and individual design sensibility.

**FDM 432. Fashion Design Portfolio. 1 Hour.**

PR: FDM 330 with a minimum grade of C- and PR or CONC: FDM 430. Techniques of portfolio presentation from introductory page through development of lines that focus on personal vision & target market.

**FDM 435S. Product Development Studio. 3 Hours.**

PR: FDM 360 with a minimum grade of C- and MATH 124 or higher and senior standing required. This course will offer an understanding of the step by step decision making of pre-production processes involved in creating new products from design concept to the final consumer.

**FDM 460. Sustainability in Fashion. 3 Hours.**

PR: FDM 211 with a minimum grade of C- and PR or CONC: FDM 360 with a minimum grade of C- or consent. This course examines sustainability in the context of cultural, economic, environmental, social, and technological policies and procedures of fashion industries. Factors analyzed include ethics, government policies, international labor standards, environmental regulations, company priorities, consumer responsibilities, economic impact, and worker rights.

**FDM 461. Omni-Channel Fashion Retailing. 3 Hours.**

PR: FDM 211 or FDM 360 with a minimum grade of C- or consent. This course provides an overview of various channels of fashion retail distribution including catalogs, e-commerce, broadcast and brick & mortar formats. It will examine the principles and strategies applied by fashion retailers that market goods and/or services using an omni-channel retail business model.

**FDM 471. Fashion Promotion. 3 Hours.**

PR: FDM 360 with a minimum grade of C- and ADV 215 or instructor consent. In this course, students gain an understanding of promotion methods used in the fashion industry. It examines fashion forecasting and the creation of brand campaigns using a variety of different media. Students develop skills to communicate effectively within different fashion markets.

**FDM 490. Teaching Practicum. 1-3 Hours.**

PR: Consent. Teaching practices as a tutor or assistant.

**FDM 491. Professional Field Experience. 1-18 Hours.**

PR: Consent. (May be repeated up to a maximum of 18 hours.) Pre-arranged 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.

**FDM 493. Special Topics. 1-6 Hours.**

PR: Consent. Investigation of topics not covered in regularly scheduled courses.

**FDM 494. Seminar. 1-3 Hours.**

PR: Consent. Presentation and discussion of topics of mutual concern to students and faculty.

**FDM 495. Independent Study. 1-6 Hours.**

Faculty supervised study of topics not available through regular course offerings.

**FDM 496. Senior Thesis. 1-3 Hours.**

PR: Consent.

**FDM 498. Honors. 1-3 Hours.**

PR: Students in Honors Program and consent by the honors director. Independent reading, study, or research.



## FILM (FILM)

### FILM 101. The Art of Film 1. 3 Hours.

A survey of the history of cinema from its earliest forms and experimentation through the end of the monopoly of the studio system (c. 1960).

### FILM 102. The Art of Film 2. 3 Hours.

A survey of the history of cinema from the rise of the auteur (c. 1960) to present trends, specifically examining American cultural dominance.

## INTEGRATED MARKETING COMMUNICATIONS (IMC)

### IMC 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.

### IMC 215. Principles of Integrated Marketing Communications (IMC). 3 Hours.

PR: Undergraduate IMC majors only. An introduction to the foundations of integrated marketing communications (IMC) with an emphasis on the promotional components (advertising and public relations) as well as the marketing functions of the IMC planning process.

### IMC 315. Strategic Advertising and Public Relations Writing. 3 Hours.

PR: (ADPR 215 or ADV 215 or IMC 215 or PR 215 or STCM 215) and (JRL 215 or MDIA 215 or MDIA 215S) with a minimum grade of C- in each. This class provides exposure to and practice in developing the kinds of writing required in advertising and public relations careers. (Course is equivalent to ADV 315, PR 324 and STCM 315).

### IMC 410. Introduction to Integrated Marketing Communications. 3 Hours.

PR: Admission to the program or permission. This course is the introductory course experience for the integrated marketing communications master's degree program. Students learn and apply the IMC planning process and examine the role of integration to ensure consistency of creative strategy and complementary use of paid, earned, and owned media. This course must be completed in a student's first academic term.

### IMC 421. Advertising & PR Audience Insights & Analysis. 3 Hours.

PR: (ADPR 215 or ADV 215 or IMC 215 or PR 215 or STCM 215) and IMC 315 with a minimum grade of C- in each. This course focuses on in-depth examination of the multi-faceted world of advertising and public relations research, and the array of complex tools used to produce meaningful results. (Also listed as ADPR 421, ADV 421, PR 422, and STCM 521).

### IMC 440. Introduction to Digital Marketing Communication. 3 Hours.

PR: Admission to the program or permission. This course is the introductory course experience for the digital marketing communications master's degree program. Students explore the fundamentals of digital media and the latest methods for collecting, creating and disseminating persuasive messages through digital media channels. This course must be completed in a student's first academic term.

### IMC 459. IMC Capstone. 3 Hours.

PR: (ADPR 421 or STCM 421 or MKTG 325) with a minimum grade of C-. Students apply knowledge and skills from previous IMC courses to create an Integrated Marketing Communications campaign for a real-world client.

### IMC 493. Special Topics. 1-6 Hours.

PR: Consent. Investigation of topics not covered in regularly scheduled courses.

### IMC 495. Independent Study. 1-6 Hours.

Faculty supervised study of topics not available through regular course offerings.

## INTERDISCIPLINARY STUDIES (INDS)

### INDS 498. Honors. 1-3 Hours.

PR: Students in the honors program and consent by the Honors Director. Independent reading, study or research.

## INTERIOR DESIGN (ID)

### ID 105. Introduction to Interior Architecture. 3 Hours.

PR: Consent. Introduction to the practices and theories of interior architecture and design within and across cultures.

### ID 115S. Introduction to Architectural Design and Graphics Studio. 4 Hours.

PR: Consent. Introduction to the principles and elements of design and their applications in analyzing, interpreting, developing, and communicating architectural spaces.

### ID 165S. Architecture and Design Foundations Studio. 4 Hours.

PR: ID 105 and (ID 115 or ID 115S) with a minimum grade of C- in each. Introduction to architectural design and communication processes utilizing concept development and the principles and elements of design.

### ID 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.

**ID 205. Introduction to Architectural Building Technologies. 3 Hours.**

PR: ID 105 and ID 115 and ID 165 with a minimum grade of C- in each. Introductory overview of building technologies associated with structure, enclosure, and the interior environment (including partition, lighting, acoustics, thermal comfort, and indoor air quality).

**ID 215S. Architectural Interior Design and Graphics 1 Studio. 6 Hours.**

PR: ID 105 and (ID 115 or ID 115S) and (ID 165 or ID 165S) with a minimum grade of C- in each. Introduction to architectural design abstraction and conceptualization; Emphasis is placed on developing understandings and applications of ordering principles, pattern utilization, figure-ground relationships, and color in the development of architectural environments. Development of drawing (hand and digital) as a means to design is stressed.

**ID 250. History of the Architectural Interior 1. 3 Hours.**

PR: Consent. Examination of the architectural interiors of classical antiquity and the medieval periods within their geographical, political, aesthetic, social, technological, and economic contexts. Content is focused on developments within Europe and the Mediterranean basin.

**ID 260. History of Interiors and Furniture 2. 3 Hours.**

PR: ID 230. Interiors, furniture, and decorative arts of Europe and America in the nineteenth and twentieth centuries.

**ID 265S. Architectural Interior Design and Graphics 2 Studio. 6 Hours.**

PR: (ID 215 or ID 215S) with a minimum grade of C-. Introduction to the design of architectural, typological elements and compositions with an emphasis on spatial development and human accommodation. Students examine precedents by significant architects and designers and use their findings to inform design decisions. Design diagramming, modeling (digital and physical), and graphic communication are stressed.

**ID 280. History of the Architectural Interior 2. 3 Hours.**

PR: Major or Permission. Examination of the architectural interiors of the modern period within their geographical, political, aesthetic, social, technological, and economic contexts. Content is focused on European and American developments within an increasingly globalized world.

**ID 293. Special Topics. 1-6 Hours.**

PR: Consent. Investigation of topics not covered in regularly scheduled courses.

**ID 305. Architectural Interior Building Systems and Construction. 3 Hours.**

PR: ID 205 with a minimum grade of C- or consent. In depth survey of the properties of interior construction materials and systems with an emphasis on understanding their financial, environmental, regulatory, and craft characteristics and implications for design decision-making.

**ID 310. Interior Finishes, Furnishings, and Fixtures. 3 Hours.**

PR: ID 205 with a minimum grade of C-. In-depth survey of the properties of interior finishes, furnishings, and fixtures with an emphasis on understanding their financial, environmental, acoustical, ergonomic, maintenance and/or regulatory characteristics and implications for design decision-making.

**ID 315S. Advanced Architectural Interior Design 1 Studio. 4 Hours.**

PR: (ID 265 or ID 265S) with a minimum grade of C- and PR or CONC: (ID 316 or ID 316S) and consent. Application of orderly design processes to residential building programs. Investigation of the relationship between human factors and the interior environment. Analysis and integration of existing site considerations, space planning and universal design principles, and building regulations in the development of cohesive residential interior environments. Introduction to design integration of residential interior finishes, furnishings, and fixtures.

**ID 316S. Advanced Architectural Graphics 1 Studio. 2 Hours.**

PR: Consent. Development of advanced speaking and graphic layout skills for design presentations.

**ID 335. Light & Color in Architectural Interiors. 3 Hours.**

PR: Consent. Introduction to the theories and practices of lighting design with an emphasis on the relationships between light, color, and well-being within architectural interiors. Overview of the principles of light quality, quantity, distribution, and color rendering for residential and contract spaces. Application of lighting calculations, modeling, and graphic illustrations to the development of interior lighting schemes.

**ID 365S. Advanced Architectural Interior Design 2 Studio. 4 Hours.**

PR: (ID 315 or ID 315S) with a minimum grade of C- and PR or CONC: (ID 366 or ID 366S). Application of orderly design processes to small scale commercial building programs. Continuing analysis and integration of existing site considerations, space planning and universal design principles, and building regulations in the development of cohesive commercial interior environments. Introduction to selection and specification of commercial interior finishes, furnishings, and fixtures applied to commercial design projects.

**ID 366S. Advanced Architectural Graphics 2 Studio. 2 Hours.**

PR: Consent. Development of advanced graphic and specification skills in architectural interior construction documentation.

**ID 400. Interior Design Internship. 3-6 Hours.**

PR: ID 375 and consent. Supervised, direct experience with a practicing designer or other closely allied professional in a career environment.

**ID 415S. Advanced Architectural Interior Design 3 Studio. 6 Hours.**

PR: (ID 316 or ID 316S) and (ID 365 or ID 365S) and (ID 366 or ID 366S) with a minimum grade of C- in each or consent. Application of orderly design processes, including community-engaged and/or integrated design collaborations, to commercial interior design projects; Investigation of relationship between human factors and commercial interior environments; Continued analysis and integration of existing site considerations, space planning, universal design principles, and building regulations in the development of cohesively designed commercial interiors; Selection and specification of commercial interior finishes, furnishings, and fixtures.

**ID 425. Professional Practices in Architectural Interior Design. 3 Hours.**

PR: Consent. Survey of financial, regulatory, and ethical parameters and issues associated with interior design practice and project management within globalized societies.

**ID 450. Interior Design Seminar. 1 Hour.**

PR: ID 420. Professionals in interior design discuss professional organizations, ethics, entry-level positions, and business practices.

**ID 465S. Advanced Architectural Interior Design 4 Studio. 6 Hours.**

PR: (ID 415 or ID 415S) with a minimum grade of C- or consent. Demonstration, in the design of an architectural interior, abilities to independently conduct design research; identify, analyze, and integrate theoretical and practical knowledge; and reflect on the ethical issues implicit in the project; The project is comprised of visual, oral, and written components and is selected and developed by the student with consultation and approval of the course instructor.

**ID 490. Teaching Practicum. 1-3 Hours.**

PR: Consent. Teaching practice as a tutor or assistant.

**ID 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.

**ID 493. Special Topics. 1-6 Hours.**

PR: Consent. Investigation of topics not covered in regularly scheduled courses.

**ID 494. Seminar. 1-3 Hours.**

PR: Consent. Presentation and discussion of topics of mutual concern to students and faculty.

**ID 495. Independent Study. 1-6 Hours.**

Faculty supervised study of topics not available through regular course offerings.

**ID 496. Senior Thesis. 1-3 Hours.**

PR: Consent.

**ID 498. Honors. 1-3 Hours.**

PR: Students in Honors Program and consent by the honors director. Independent reading, study or research.

**JOURNALISM (JRL)****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 230S. Interviewing for Journalism. 1 Hour.**

PR: MDIA 215S and MDIA 225S with minimum grades of C-. Students will grow in their ability to research, plan and execute interviews across platforms.

**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. Advanced 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 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 321S. Media Design. 3 Hours.**

PR: JRL 215 or MDIA 215S 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 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 340S. Advanced Video Storytelling. 3 Hours.**

PR: JRL 220S or MDIA 225S 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: MDIA 215 or MDIA 215S or MDIA 225 or MDIA 225S with a minimum grade of C-. This course introduces students to the journalistic collection, analysis, and presentation of data.

**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 330S 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 MDIA 215S 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 424S. Adventure Travel Writing & Photography. 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-. 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 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 431S. Multimedia Storytelling. 3 Hours.**

PR: (JRL 225 or MDIA 225S) and (JRL 318S or JRL 320S) 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 440S. Documentary Storytelling. 3 Hours.**

PR: JRL 220S with a minimum grade of C- or consent. Development of practical and analytical skills in documentary production, including research, story development, scripting and editing.

**JRL 441. Internship. 1-3 Hours.**

PR: (JRL 215 or MDIA 215 or MDIA 215S) 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 215S) 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 457S. Advanced Adventure Media Production. 3 Hours.**

PR: JRL 380S 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 458. 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 and Adventure Video Production. 3 Hours.**

PR: (JRL 380 or JRL 380S) with a minimum grade of C-. Focuses on sports and adventure sports video reporting and production for a magazine show. Production of the show includes in-the-field reporting, studio operations and producing. Attention is given to sports and adventure media 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.

**JRL 498. Honors. 1-3 Hours.**

PR: Students in Honors Program and consent by the honors director. Independent reading, study, or research.

**JRL 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.

**MEDIA STUDIES AND TECHNOLOGY (MDIA)****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 School 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 233S. Intermediate Game Engine Applications. 1 Hour.**

PR: MDIA 231S with a minimum grade of C-. This course teaches intermediate techniques for creating interactive media using the Unity game engine and C# programming. Students will combine code, story text, art, and sound to build working prototypes in several game genres.

**MDIA 245. Intro to Screenwriting. 3 Hours.**

In this course, students will learn how skillful screenwriters create vivid characters, gripping conflict, strong dialogue and propulsive scenes.

**MDIA 279. Introduction to Documentary Film. 3 Hours.**

This course will introduce students to the history, theory and aesthetics of documentary filmmaking.

**MDIA 293. Special Topics. 1-6 Hours.**

PR: Consent. Investigation of topics not covered in regularly scheduled courses.

**MDIA 328. Media Ethics and Law. 3 Hours.**

PR: (JRL 215 or MDIA 215 or MDIA 215S) 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 360S. Intro to Esports Production. 3 Hours.**

This course will focus on team building and the basics of creating broadcast style content around an Esports event both in preproduction, formatting, and cultivating storylines for a gaming event(s).

**MDIA 361. Media Relations In Sport. 3 Hours.**

PR: ADV 201 or ADPR 215 or ADV 215 or JRL 215 or MDIA 215 or MDIA 215S or 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.

**MDIA 401. Making Media in the Digital Age. 3 Hours.**

PR: MDIA 215S with a minimum grade of C-. Course builds understanding of media literacy based on current research and teaches discerning fact from fiction in media and creating meaningful media messages.

**MDIA 427. History of American Journalism, Media & Pop Culture. 3 Hours.**

PR: JRL 101 or MDIA 101 with a minimum grade of C-. This course examines the globally situated history and development of American journalism, media, and popular culture from the colonial period to today.

**MDIA 438. Branded Content and Narrative. 3 Hours.**

PR: (JRL 101 or MDIA 101) and (ADV 201 or ADPR 215 or ADV 215 or PR 215 or STCM 215) with a minimum grade of C- in each. This course provides an introduction into how the role of content is evolving in the modern marketing communications landscape and how to apply different types of content generation to new and traditional channels. Additional topics cover the pros and cons of content marketing vs. traditional marketing communication strategies.

**MDIA 441. Internship. 1-3 Hours.**

PR: (JRL 101 or MDIA 101) and (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. Students complete approved internships that provide exposure to the media industry and to the different professional roles and opportunities within this diverse industry.

**MDIA 442. Internship. 1-3 Hours.**

PR: MDIA 101 and MDIA 215S and MDIA 225S with minimum grade of C- in each. Students complete approved internships that provide exposure to the media industry and to the different professional roles and opportunities within this diverse industry. Graded as a pass/fail course.

**MDIA 445S. Advanced Screenwriting. 3 Hours.**

PR: MDIA 245 with a minimum grade of C-. Students will develop and write their own screenplays using the skills and concepts examined in the Introduction to Screenwriting course.

**MDIA 455. Media, Identity, and Power. 3 Hours.**

This course explores the interrelated issues of media, identity, and power through various theoretical, historical, and ethical approaches.

**MDIA 460S. Advanced Esports Production. 3 Hours.**

PR: MDIA 360S with a minimum grade of C-. This advanced course focuses on live and pre-produced video content production for Esports events.

**MDIA 485S. Reed School 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.

**MDIA 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.

## MUSIC (MUSC)

**MUSC 100. Fundamentals of Music Theory. 1 Hour.**

An online course designed to prepare students to enter MUSC 162 (Written Theory 1). The course focuses on basic musical concepts including notation of pitch and rhythm, intervals, scales and modes, and keys and key signatures.

**MUSC 101. Band: Concert. 1,2 Hour.**

(May be repeated for a maximum of 16 credit hours.).

**MUSC 101A. Band: Pep Band. 1,2 Hour.**

(May be repeated for a maximum of 16 credit hours.).

**MUSC 110. Fundamentals of Music. 3 Hours.**

(Not open to music majors.) Introductory course designed to develop music reading skills through a systematic presentation of music notation and elementary compositional projects.

**MUSC 111. Introduction to Music. 3 Hours.**

Introductory course designed to develop an appreciation and understanding of the significance of music and to help the student develop intelligent listening habits.

**MUSC 112. Great Composers in Performance. 3 Hours.**

(Not open to music majors). A study of significant composers and their music. Lectures, in-class musical presentations, concert and rehearsal attendance will: (1) explore relationship of music to the development of society, (2) develop appropriate critical analysis and listening skills.

**MUSC 113. American Popular Music. 3 Hours.**

Introduction of history and development of American popular music.

**MUSC 114. Music and the Immigrant Experience. 3 Hours.**

A survey of music in North America, reflecting the diversity and multicultural character of music-making, emphasizing style, cultural context, and values attached to music as part of the immigrant experience.

**MUSC 115. Introduction to History of Jazz. 3 Hours.**

An Introduction to jazz, its characteristics, important performers, and their music, including an historical survey with attention to the changing style of the music.



**MUSC 116. Music in World Cultures. 3 Hours.**

Examination of music from various cultures (e.g. Native America, South India, Japan, Africa) within their cultural contexts.

**MUSC 118. Music in Appalachia. 3 Hours.**

Survey of traditional instrumental and vocal music of southern Appalachia. History, style characteristics, and performance techniques involving live and recorded examples emphasizing those found in West Virginia.

**MUSC 119. Applied Music: Pipe Organ. 1-4 Hours.**

(May be repeated for credit.) Audition for placement required. Credit and length of lesson varies dependent on curriculum. Weekly lesson to develop technical, artistic and pedagogical aspects of music.

**MUSC 121. Applied Music: Euphonium. 1-4 Hours.**

Audition for placement required. (May be repeated for a max of 8 hr.) Credit and length of lesson varies dependent on curriculum. Weekly lesson to develop technical, artistic and pedagogical aspects of music.

**MUSC 121A. Applied Music: Horn. 1-4 Hours.**

Audition for placement required. (May be repeated for a maximum of 8 hr.) Credit and length of lesson varies dependent on curriculum. Weekly lesson to develop technical, artistic and pedagogical aspects of music.

**MUSC 121B. Applied Music: Trombone. 1-4 Hours.**

Audition for placement required. (May be repeated for max of 8 hr.) Credit and length of lesson varies dependent on curriculum. Weekly lesson to develop technical, artistic and pedagogical aspects of music.

**MUSC 121C. Applied Music: Trumpet. 1-4 Hours.**

Audition for placement required. (May be repeated for max of 8 hr.) Credit and length of lesson varies dependent on curriculum. Weekly lesson to develop technical, artistic and pedagogical aspects of music.

**MUSC 121D. Applied Music: Tuba. 1-4 Hours.**

Audition for placement required. (May be repeated for a max of 8 hr.) Credit and length of lesson varies dependent on curriculum Weekly lesson to develop technical, artistic and pedagogical aspects of music.

**MUSC 122. Applied Music: Jazz. 1-4 Hours.**

Audition for placement required. (May be repeated for a max of 8 hr.) Weekly lesson and attendance at the jazz seminar addressing issues related to jazz performance, technology, pedagogy, and business aspects of music.

**MUSC 123. Applied Music: Harpsichord. 1-4 Hours.**

Audition for placement required. (May be repeated for a max of 8 hr.) Credit and length of lesson varies dependent on curriculum. Weekly lesson to develop technical, artistic and pedagogical aspects of music.

**MUSC 123A. Applied Music: Organ. 1-4 Hours.**

Audition for placement required. (May be repeated for a max of 8 hr.) Credit and length of lesson varies dependent on curriculum. Weekly lesson to develop technical, artistic and pedagogical aspects of music.

**MUSC 123B. Applied Music: Piano. 1-4 Hours.**

Audition for placement required. (May be repeated for a max of 8 hr.) Credit and length of lesson varies dependent on curriculum. Weekly lesson to develop technical, artistic and pedagogical aspects of music.

**MUSC 124. Applied Music: Percussion. 1-4 Hours.**

Audition for placement required. (May be repeated for a max of 8 hr.) Credit and length of lesson varies dependent on curriculum. Weekly lesson to develop technical, artistic and pedagogical aspects of music.

**MUSC 124A. Applied Music: Drum Set. 1-4 Hours.**

Audition for placement required. (May be repeated for a max of 8 hr.) Credit and length of lesson varies dependent on curriculum. Weekly lesson to develop technical, artistic and pedagogical aspects of music.

**MUSC 125. Applied Music: Cello. 1-4 Hours.**

Audition for placement required. (May be repeated for a max of 8 hr.) Credit and length of lesson varies dependent on curriculum. Weekly lesson to develop technical, artistic and pedagogical aspects of music.

**MUSC 125A. Applied Music: Guitar. 1-4 Hours.**

Audition for placement required. (May be repeated for a max of 8 hr.) Credit and length of lesson varies dependent on curriculum. Weekly lesson to develop technical, artistic and pedagogical aspects of music.

**MUSC 125B. Applied Music: String Bass. 1-4 Hours.**

Audition for placement required. (May be repeated for a max of 8 hr.) Credit and length of lesson varies dependent on curriculum. Weekly lesson to develop technical, artistic and pedagogical aspects of music.

**MUSC 125C. Applied Music: Viola. 1-4 Hours.**

Audition for placement required. (May be repeated for a max of 8 hr.) Credit and length of lesson varies dependent on curriculum. Weekly lesson to develop technical, artistic and pedagogical aspects of music.

**MUSC 125D. Applied Music: Violin. 1-4 Hours.**

Audition for placement required. (May be repeated for a max of 8 hr.) Credit and length of lesson varies dependent on curriculum. Weekly lesson to develop technical, artistic and pedagogical aspects of music.

**MUSC 125E. Applied Study:Harp. 1-4 Hours.**

Private instruction of solo, ensemble and orchestral harp repertoire. Students learn the proper techniques of harp playing, develop effective practice skills, critical musical thinking, and musical expression. Harp students perform in at least one school ensemble each semester. Audition required to be admitted to the course.

**MUSC 126. Applied Music: Voice. 1-4 Hours.**

Audition for placement required. (May be repeated for a max of 8 hr.) Credit and length of lesson varies dependent on curriculum. Weekly lesson to develop technical, artistic and pedagogical aspects of music.

**MUSC 127. Applied Music: Bassoon. 1-4 Hours.**

Audition for placement required. (May be repeated for a max of 8 hr.) Credit and length of lesson varies dependent on curriculum. Weekly lesson to develop technical, artistic and pedagogical aspects of music.

**MUSC 127A. Applied Music: Clarinet. 1-4 Hours.**

Audition for placement required. (May be repeated for a max of 8 hr.) Credit and length of lesson varies dependent on curriculum. Weekly lesson to develop technical, artistic and pedagogical aspects of music.

**MUSC 127B. Applied Music: Flute. 1-4 Hours.**

Audition for placement required. (May be repeated for a max of 8 hr.) Credit and length of lesson varies dependent on curriculum. Weekly lesson to develop technical, artistic and pedagogical aspects of music.

**MUSC 127C. Applied Music: Oboe. 1-4 Hours.**

Audition for placement required. (May be repeated for a max of 8 hr.) Credit and length of lesson varies dependent on curriculum. Weekly lesson to develop technical, artistic and pedagogical aspects of music.

**MUSC 127D. Applied Music: Saxophone. 1-4 Hours.**

Audition for placement required. (May be repeated for a max of 8 hr.) Credit and length of lesson varies dependent on curriculum. Weekly lesson to develop technical, artistic and pedagogical aspects of music.

**MUSC 129. Music Technology 1: GarageBand. 1 Hour.**

This course will provide an overview of Apple's GarageBand software, the fundamental recording techniques, and music production vocabulary, through video lectures and hands-on experience.

**MUSC 130S. Piano Class 1. 1 Hour.**

Entry-level piano class.

**MUSC 131S. Piano Class 2. 1 Hour.**

Audition for placement is required.

**MUSC 132S. Piano Class 3. 1 Hour.**

Audition for placement is required.

**MUSC 133S. Piano Class 4. 1 Hour.**

Audition for placement is required.

**MUSC 134S. Piano Class Level 2-2 1/2. 1,2 Hour.**

Audition for placement is required. (May be repeated for credit.)

**MUSC 136S. Guitar Class 1. 1 Hour.**

(May be repeated for credit.)

**MUSC 137S. Music Therapy Class Guitar 1. 1 Hour.**

Required introductory level training in guitar for those majoring in the field of Music Therapy.

**MUSC 138. Voice Class 1. 2 Hours.**

PR: Corequisite of MUSC 138S (May be repeated for credit).

**MUSC 138S. Voice Class 1. 2 Hours.**

PR: Corequisite of MUSC 138. (May be repeated for credit).

**MUSC 139S. Voice Class 2. 1,2 Hour.**

PR: Consent. (May be repeated for a maximum of 4 credit hours.)

**MUSC 140. Commercial Music Aural Skills 1. 3 Hours.**

The aural theory courses in commercial music form a unit of instruction devoted to the development of aural skills for commercial musicians. This course is designed to develop basic ear training skills through performance and dictation.

**MUSC 141. Commercial Music Aural Skills 2. 3 Hours.**

PR: MUSC 140. The aural theory courses in commercial music form a unit of instruction devoted to the development of aural skills for commercial musicians. This course is designed to develop basic ear training skills through performance and dictation.

**MUSC 142. Commercial Music Fundamentals. 3 Hours.**

The study of music fundamentals and their use in contemporary popular music for students with no prior literacy in music.

**MUSC 143. Commercial Music Harmony and Form. 3 Hours.**

PR: MUSC 142. The study of harmony and form and their use in contemporary popular music. This study includes aural analysis of contemporary songs, including form, bass motion, chord function, and the role of the rhythm section. It leads to an understanding of harmony, bass lines, rhythmic language, and form.

**MUSC 144. Functional Keyboard for the Commercial Musician 1. 2 Hours.**

The first course in a two-semester series designed to develop functional commercial piano skills for the non-keyboard music major.

**MUSC 145. Functional Keyboard for the Commercial Musician 2. 2 Hours.**

PR: MUSC 144 or instructor consent. The second course in a two-semester series designed to develop functional commercial piano skills for the non-keyboard music major.

**MUSC 150. Chamber Music: Freshman Percussion. 1 Hour.**

(May be repeated for credit.) PR: Consent.

**MUSC 151. Hip Hop Nation: Musical and Conceptual Foundations of a Cultural Revolution. 3 Hours.**

In this course, we will investigate the origins of Hip Hop music and culture. We will explore the 5 Elements of Hip Hop (DJ'ing, emceeing, b-boying/b-girling, writing/graffiti, and knowing). We will investigate Hip Hop through multiple critical lenses as a musical genre, but also as an important and lasting socio-cultural phenomenon.

**MUSC 160S. Introduction to Music Composition. 2,3 Hours.**

PR: Composition Major. Development of creativity in musical composition. For music composition majors in their first year of college-level study. May be repeated for credit; max. 6 hr.

**MUSC 161. Aural Theory 1. 2 Hours.**

Aural Theory 1 starts with an introduction to active listening. We explore the five main aspects of music through listening exercises and build on that knowledge to work on audiation (being able to hear things in your head) and functional listening (understanding what you hear without seeing it written down) through exercises that incorporate sight-singing and dictation.

**MUSC 162. Written Theory 1. 3 Hours.**

Elementary theory (scales, keys, intervals, triads, and dominant seventh chords) and introduction to diatonic harmony (part-writing and analysis.).

**MUSC 163. Aural Theory 2. 2 Hours.**

PR: MUSC 161. Aural Theory 2 builds on the material that students explored in Aural Theory 1. The end goal of the aural theory sequence is to build strong functional listening and audiation skills. To continue developing these skills, students use focused listening, dictation (single-voice, two-voice, and harmonic), and sight-singing in moderately complex diatonic settings.

**MUSC 164. Written Theory 2. 3 Hours.**

PR: MUSC 162. Continuation of MUSC 162. Chromatic harmony including secondary dominants, modulations, mode mixture, and complex chromatic chords.

**MUSC 166. Theory for Music Theatre 1. 2 Hours.**

Basics of music theory, including intervals, rhythm, notation and musical vocabulary. Emphasis on acquiring these skills through sight singing.

**MUSC 167. Theory for Music Theatre 2. 2 Hours.**

PR: MUSC 166. Intermediate skills in music theory, including rhythmic syncopation, melodic chromaticism, and an introduction to basic harmony and lead sheets.

**MUSC 169. Diction for Singers: French. 2 Hours.**

(May be repeated for credit; max 8 hr.) PR: Consent. Phonetics, phonetic symbols, and pronunciation in singing in alternating semesters in various languages. Other aspects of language that will aid in comprehension of song, oratorio, and operatic texts considered.

**MUSC 169A. Diction for Singers: English. 2 Hours.**

(May be repeated for credit; max 8 hr.) PR: Consent. Phonetics, phonetic symbols, and pronunciation in singing in alternating semesters in various languages. Other aspects of language that will aid in comprehension of song, oratorio, and operatic texts considered.

**MUSC 169B. Diction for Singers: Italian. 2 Hours.**

(May be repeated for credit; max 8 hr.) PR: Consent. Phonetics, phonetic symbols, and pronunciation in singing in alternating semesters in various languages. Other aspects of language that will aid in comprehension of song, oratorio, and operatic texts considered.

**MUSC 169C. Diction for Singers: German. 2 Hours.**

(May be repeated for credit; max 8 hr.) PR: Consent. Phonetics, phonetic symbols, and pronunciation in singing in alternating semesters in various languages. Other aspects of language that will aid comprehension of song, oratorio, and operatic texts considered.

**MUSC 169D. Diction for Singers. 2 Hours.**

(May be repeated for credit; max 8 hr.) PR: Consent. Phonetics, phonetic symbols, and pronunciation in singing in alternating semesters in English; Italian, Latin, Spanish, German, and French. Other aspects of language that will aid comprehension of song, oratorio, and operatic texts considered.

**MUSC 180. Introduction to Music Education. 1 Hour.**

Introduction to purposes of school music education, students as learners, content and structure of school music programs, and music teacher knowledge and skills.

**MUSC 181. Fundamental Music Skills. 2 Hours.**

(Not open to music majors.) Development of skills for future classroom teachers. Basic understanding of rhythm, dynamics, tone color, pitch, and form.

**MUSC 182. Music in the Elementary School. 2 Hours.**

(Not open to music majors.) Development of fundamental music skills and pedagogical strategies for integrating music into the elementary classroom.

**MUSC 185. Introduction to Music Therapy. 3 Hours.**

This course provides an overview of the music therapy profession including: history, therapeutic approaches, clinical processes, populations served, and current professional issues. Readings, lectures, community engagement, clinical video observation and experience will allow you to examine general principles of music therapy and gain understanding regarding the use of music as a viable therapeutic medium across a variety of populations.

**MUSC 189. Music Convocation. 0 Hours.**

(Required for all music majors for six semesters. May be repeated.) Faculty, guest artist, and student performances, lectures and forums on major musical issues and topics.

**MUSC 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.

**MUSC 200S. Fundamentals of Conducting. 2 Hours.**

PR: MUSC 163 and MUSC 164. Basic conducting skills, including beat patterns, expressive gestures, cues, and the fermata; terminology; tempo changes; and the mechanics of score reading.

**MUSC 201S. Conducting and Score Interpretation. 2 Hours.**

PR: (MUSC 200 or MUSC 200S) or consent. Development of techniques of score study; rehearsal preparation. Rehearsals of laboratory ensemble. Study of string, wind, and choral scores.

**MUSC 202S. Conducting and Rehearsing. 2 Hours.**

PR: (MUSC 201 or MUSC 201S) or consent. Intensive study of wind, choral, and orchestral scores, rehearsed by the laboratory ensemble. Conducting of a major performance ensemble in rehearsal.

**MUSC 205. Clinical Foundations of Music Therapy. 3 Hours.**

PR: MUSC 185 with a grade of C- or better. This course discusses and demonstrates basic clinical foundations of the music therapy profession including treatment process, methods of delivery, considerations necessary in a therapeutic relationship, and the professional role of the music therapist.

**MUSC 211. Freelance Career Skills for Musicians. 2 Hours.**

This course provides an introductory overview of many of the administrative and technical skills that most musicians will be required to employ throughout a career as a performer, teacher, or composer.

**MUSC 221. Applied Music: Euphonium. 1-4 Hours.**

Audition for placement required. (May be repeated for a max of 8 hr.) Continuation of MUSC 121. Credit and length of lesson varies dependent on curriculum. Weekly lesson to develop technical, artistic and pedagogical aspects of music.

**MUSC 221A. Applied Music: Horn. 1-4 Hours.**

Audition for placement required. (May be repeated for a max of 8 hr.) Continuation of MUSC 121A. Credit and length of lesson varies dependent on curriculum. Weekly lesson to develop technical, artistic and pedagogical aspects of music.

**MUSC 221B. Applied Music: Trombone. 1-4 Hours.**

Audition for placement required. (May be repeated for a max of 8 hr.) Continuation of MUSC 121B. Credit and length of lesson varies dependent on curriculum. Weekly lesson to develop technical, artistic and pedagogical aspects of music.

**MUSC 221C. Applied Music: Trumpet. 1-4 Hours.**

Audition for placement required. (May be repeated for a max of 8 hr.) Continuation of MUSC 121C. Credit and length of lesson varies dependent on curriculum. Weekly lesson to develop technical, artistic and pedagogical aspects of music.

**MUSC 221D. Applied Music: Tuba. 1-4 Hours.**

Audition for placement required. (May be repeated for a max of 8 hr.) Continuation of MUSC 121D. Credit and lesson length varies dependent on curriculum. Weekly lesson to develop technical, artistic and pedagogical aspects of music.

**MUSC 222. Applied Music: Jazz. 1-4 Hours.**

Audition for placement required. (May be repeated for a max of 8 hr.) Continuation of MUSC 122. Credit and length of lesson varies Weekly lesson and attendance at the jazz seminar addressing issues related to jazz performance, technology, pedagogy, and business aspects of music.

**MUSC 223. Applied Music: Harpsichord. 1-4 Hours.**

Audition for placement required. (May be repeated for a max of 8 hr.) Continuation of MUSC 123. Credit and length of lesson varies dependent on curriculum. Weekly lesson to develop technical, artistic and pedagogical aspects of music.

**MUSC 223A. Applied Music: Organ. 1-4 Hours.**

Audition for placement required. (May be repeated for a max of 8 hr.) Continuation of MUSC 123A. Credit and length of lesson varies dependent on curriculum. Weekly lesson to develop technical, artistic, and pedagogical aspects of music.

**MUSC 223B. Applied Music: Piano. 1-4 Hours.**

Audition for placement required. (May be repeated for a max of 8 hr.) Continuation of MUSC 123B. Credit and length of lesson varies dependent on curriculum. Weekly lesson to develop technical, artistic and pedagogical aspects of music.

**MUSC 224. Applied Music: Percussion. 1-4 Hours.**

Audition for placement required. (May be repeated for a max of 8 hr.) Continuation of MUSC 124. Credit and length of lesson varies dependent on curriculum. Weekly lesson to develop technical, artistic, and pedagogical aspects of music.

**MUSC 224A. Applied Music: Drum Set. 1-4 Hours.**

Audition for placement required. (May be repeated for a max of 8 hr.) Continuation of MUSC 124A. Credit and length of lesson varies dependent on curriculum. Weekly lesson to develop technical, artistic and pedagogical aspects of music.

**MUSC 225. Applied Music: Cello. 1-4 Hours.**

Audition for placement required. (May be repeated for a max of 8 hr.) Continuation of MUSC 125. Credit and length of lesson varies dependent on curriculum. Weekly lesson to develop technical, artistic and pedagogical aspects of music.

**MUSC 225A. Applied Music: Cello. 1-4 Hours.**

Audition for placement required. (May be repeated for a max of 8 hr.) Continuation of MUSC 125A. Credit and length of lesson varies dependent on curriculum. Weekly lesson to develop technical, artistic and pedagogical aspects of music.

**MUSC 225B. Applied Music: String Bass. 1-4 Hours.**

Audition for placement required. (May be repeated for a max of 8 hr.) Continuation of MUSC 125B. Credit and length of lesson varies dependent on curriculum. Weekly lesson to develop technical, artistic and pedagogical aspects of music.

**MUSC 225C. Applied Music: Viola. 1-4 Hours.**

Audition for placement required. (May be repeated for a max of 8 hr.) Continuation of MUSC 125C. Credit and length of lesson varies dependent on curriculum. Weekly lesson to develop technical, artistic and pedagogical aspects of music.

**MUSC 225D. Applied Music: Violin. 1-4 Hours.**

Audition for placement required. (May be repeated for a max of 8 hr.) Continuation of MUSC 125D. Credit and length of lesson varies dependent on curriculum. Weekly lesson to develop technical, artistic, and pedagogical aspects of music.

**MUSC 225E. Applied Study: Harp. 1-4 Hours.**

PR: MUSC 125E. Private instruction of solo, ensemble and orchestral harp repertoire. Second year students learn basic techniques of harp playing, develop effective practice skills, critical musical thinking, and musical expression. Harp students perform in at least one school ensemble each semester. Successful completion of MUSC 125E is required to be admitted to the course.

**MUSC 226. Applied Music: Voice. 1-4 Hours.**

Audition for placement required. (May be repeated for a max of 8 credit hours.) Continuation of MUSC 126. Credit and length of lesson varies dependent on curriculum. Weekly lesson to develop technical, artistic and pedagogical aspects of music.

**MUSC 227. Applied Music: Bassoon. 1-4 Hours.**

Audition for placement required. (May be repeated for a max of 8 hr.) Continuation of MUSC 127. Credit and length of lesson varies dependent on curriculum. Weekly lesson to develop technical, artistic, and pedagogical aspects of music.

**MUSC 227A. Applied Music: Clarinet. 1-4 Hours.**

Audition for placement required. (May be repeated for a max of 8 hr.) Continuation of MUSC 127A. Credit and length of lesson varies dependent on curriculum. Weekly lesson to develop technical, artistic and pedagogical aspects of music.

**MUSC 227B. Applied Music: Flute. 1-4 Hours.**

Audition for placement required. (May be repeated for a max of 8 hr.) Continuation of MUSC 127B. Credit and length of lesson varies dependent on curriculum. Weekly lesson to develop technical, artistic and pedagogical aspects of music.

**MUSC 227C. Applied Music: Oboe. 1-4 Hours.**

Audition for placement required. (May be repeated for a max of 8 hr.) Continuation of MUSC 127C. Credit and length of lesson varies dependent on curriculum. Weekly lesson to develop technical, artistic and pedagogical aspects of music.

**MUSC 227D. Applied Music: Saxophone. 1-4 Hours.**

Audition for placement required. (May be repeated for a max of 8 hr.) Continuation of MUSC 127D. Credit and length of lesson varies dependent on curriculum. Weekly lesson to develop technical, artistic and pedagogical aspects of music.

**MUSC 230S. Music Therapy Methods 1. 3 Hours.**

PR: MUSC 185 and MUSC 205 with a minimum grade of C- in each and PR or CONC: (MUSC 239 or MUSC 239S). This course provides instruction in appropriate interventions utilizing receptive, recreative, improvisatory, and compositional methods across the lifespan with a greater focus on children and adolescents. Students will design and implement music therapy experiences for both individuals and groups.

**MUSC 231. Music Therapy Methods 2. 3 Hours.**

PR: MUSC 230 and MUSC 239 with a minimum grade of C- in each. This course provides instruction in appropriate interventions utilizing receptive, recreative, improvisatory, and compositional methods across the lifespan with a greater focus on adults and older adults. Students will design and implement music therapy experiences for both individuals and groups.

**MUSC 236. Introduction to Recording Technology. 2 Hours.**

Technology of recording and producing audio for broadcast and/or media release. Basics of acoustic sound and technology, recording methods, listening to and analysis of a variety of styles, and hands-on production work.

**MUSC 237. Music Therapy Class Guitar 2. 1 Hour.**

PR: MUSC 137S with a minimum grade of B-. Intermediate / advanced guitar techniques for those majoring in the field of Music Therapy.

**MUSC 239A. Music Therapy Practicum 2. 1 Hour.**

PR: MUSC 230 and MUSC 239 with a grade of C- or better in each and PR or CONC: MUSC 231. Supervised clinical training opportunities with clients and families of diverse backgrounds and needs in a variety of clinical settings. Students will learn how to apply clinical music therapy concepts and will further develop professional competencies.

**MUSC 239S. Music Therapy Practicum 1. 1 Hour.**

PR: MUSC 185 and MUSC 205 with a minimum grade of C- in each and PR or CONC: (MUSC 230 or MUSC 230S). Supervised clinical training opportunities with clients and families of diverse backgrounds and needs in a variety of clinical settings. Students will learn how to apply music therapy concepts and will further develop professional competencies.

**MUSC 261. Aural Theory 3. 2 Hours.**

PR: MUSC 163. Aural Theory 3 builds on the material that students explored in Aural Theory 2. The end goal of the aural theory sequence is to build strong functional listening and audiation skills. To continue developing these skills, students use focused listening, dictation (single-voice, two-voice, and harmonic), and sight-singing in complex diatonic and chromatic settings.

**MUSC 262. Written Theory 3. 3 Hours.**

PR: MUSC 164. Continuation of MUSC 164. Examination of forms and the analysis of more complex structures, including linear analysis. Lead sheet realization.

**MUSC 263. Aural Theory 4. 2 Hours.**

PR: MUSC 261. Continuation of MUSC 261 with more of a focus on extended harmony and modulation.

**MUSC 264. Written Theory 4. 2 Hours.**

PR: MUSC 262. Consideration of melody, rhythm, harmony, texture, form, etc., and how they function to produce an organic work of art. Analysis of larger musical forms and emphasis on twentieth century techniques.

**MUSC 265. Instrumentation. 2 Hours.**

PR: MUSC 164. Study of characteristics of band and orchestral instruments and their use in scoring.

**MUSC 266. Orchestration and Band Arranging. 2 Hours.**

PR: MUSC 265. Problems in scoring for orchestra and band.

**MUSC 269A. Diction for Singers: English and Italian. 3 Hours.**

PR: Consent. Phonetics, phonetic symbols, and pronunciation in singing in alternating semesters in various languages. Other aspects of language that will aid in comprehension of song, oratorio, and operatic texts considered. (May be repeated for credit; max 12 hr.).

**MUSC 269B. Diction for Singers: German and French. 3 Hours.**

PR: Consent. Phonetics, phonetic symbols, and pronunciation in singing in alternating semesters in various languages. Other aspects of language that will aid in comprehension of song, oratorio, and operatic texts considered. (May be repeated for credit; max 12 hr.).

**MUSC 270. History of Western Musical Traditions 1. 3 Hours.**

PR: MUSC 111 or MUSC 113 or MUSC 114 or MUSC 115 or MUSC 116 or MUSC 118 or MUSC 151 or MUSC 177. Survey of Western musical traditions from the Christian era to c1800 in their stylistic, historic, and social settings.

**MUSC 271. History of Western Musical Traditions 2. 3 Hours.**

PR: ENGL 102 and (MUSC 111 or MUSC 113 or MUSC 114 or MUSC 115 or MUSC 116 or MUSC 118 or MUSC 151). Survey of Western musical traditions from c1800 to the present in their stylistic, historic, and social settings. Pre-requisite(s) and/or co-requisite(s) may differ on regional campuses.

**MUSC 272. Music in Cross Cultural Traditions. 3 Hours.**

PR: ENGL 102 and (MUSC 111 or MUSC 113 or MUSC 114 or MUSC 115 or MUSC 116 or MUSC 118 or MUSC 151). Survey of musical practices created by and maintained in the face of cross-cultural engagement.

**MUSC 280. Woodwind Instrument Pedagogy. 2 Hours.**

PR: Corequisite of MUSC 280S. Techniques of teaching woodwind instruments, including playing techniques, pedagogical techniques appropriate for young players, methods, materials, maintenance, and repairs.

**MUSC 280S. Woodwind Instrument Pedagogy. 2 Hours.**

PR: Corequisite of MUSC 280. Techniques of teaching woodwind instruments, including playing techniques, pedagogical techniques appropriate for young players, methods, materials, maintenance, and repairs.

**MUSC 281. Brass Instrument Pedagogy. 2 Hours.**

PR: Corequisite of MUSC 281S. Techniques of teaching brass instruments, including playing techniques, pedagogical techniques appropriate for young players, methods, materials, maintenance, and repair.

**MUSC 281S. Brass Instrument Pedagogy. 2 Hours.**

PR: Corequisite of MUSC 281. Techniques of teaching brass instruments, including playing techniques, pedagogical techniques appropriate for young players, methods, materials, maintenance, and repair.

**MUSC 282. String Instrument Pedagogy. 2 Hours.**

PR: Corequisite of MUSC 282S. Techniques of teaching string instruments, including playing techniques, pedagogical techniques appropriate for young players, methods, materials, maintenance, and repair.

**MUSC 282S. String Instrument Pedagogy. 2 Hours.**

PR: Corequisite of MUSC 282. Techniques of teaching string instruments, including playing techniques, pedagogical techniques appropriate for young players, methods, materials, maintenance, and repair.

**MUSC 283. Percussion Instrument Pedagogy. 2 Hours.**

PR: Corequisite of MUSC 283S. Techniques of teaching percussion instruments, including playing techniques, pedagogical techniques appropriate for young players, methods, materials, maintenance, and repair.

**MUSC 283S. Percussion Instrument Pedagogy. 0 Hours.**

PR: Corequisite of MUSC 283. Techniques of teaching percussion instruments, including playing techniques, pedagogical techniques appropriate for young players, methods, materials, maintenance, and repair.

**MUSC 284. Vocal Pedagogy. 2 Hours.**

PR: MUSC 138 or MUSC 138 exemption. Techniques of voice culture; applicable to school choral activities and instruction of young singers.

**MUSC 284S. Vocal Pedagogy Studio. 0 Hours.**

PR: Corequisite of MUSC 284. Studio course for MUSC 284.

**MUSC 286. Advanced Jazz Improvisation. 2 Hours.**

PR: MUSC 285 or consent. Continuation of MUSC 285. Analysis of chord progressions with emphasis on chord substitutions, turnbacks, and scales. Development of jazz repertoire through performance.

**MUSC 293. Special Topics. 1-6 Hours.**

PR: Consent. Investigation of topics not covered in regularly scheduled courses.

**MUSC 298. Honors. 1-3 Hours.**

PR: Student in Honors Program and consent by the honors director. Independent reading, study or research.

**MUSC 300. Band: Wind Symphony. 1,2 Hour.**

(May be repeated for a maximum of 16 credit hours.).

**MUSC 300A. Band: Symphonic. 1,2 Hour.**

(May be repeated for a maximum of 16 credit hours.).

**MUSC 300B. Band: Marching. 1,2 Hour.**

(May be repeated for a maximum of 16 credit hours.).

**MUSC 302. University Community Choir. 1 Hour.**

PR: Consent. (May be repeated for a maximum of 8 credit hours.).

**MUSC 303. Orchestra. 1,2 Hour.**

PR: Consent. (May be repeated for a maximum of 16 credit hours.).

**MUSC 304. Introduction To Opera Theatre. 1 Hour.**

PR: Consent. (May be repeated for a maximum of 4 credit hours.) Practical work in the development of basic lyric theatre stage technique through movement studies, and in-class, studio performances of operatic scenes.

**MUSC 305. Chamber Singers. 1,2 Hour.**

PR: Consent. (May be repeated for a maximum of 16 credit hours.).

**MUSC 306. University Mountaineer Chorus. 1,2 Hour.**

PR: Consent. (May be repeated for a maximum of 16 credit hours.).

**MUSC 307. Mountaineer Singers. 1,2 Hour.**

PR: Consent. (May be repeated for a maximum of 16 credit hours.).

**MUSC 311. Introduction to Jazz and Commercial Music Improvisation. 2 Hours.**

PR: MUSC 163 and MUSC 164 or consent. Development of improvisatory skills in the jazz and commercial music idiom using melodic, harmonic, and rhythmic motives and patterns, and the application of knowledge of tonal centers, chord progressions, and junctions.

**MUSC 313. Advanced Jazz and Commercial Music Improvisation. 2 Hours.**

PR: MUSC 311 or consent. Continuation of MUSC 311. Analysis of chord progressions with emphasis on chord substitutions, turnbacks, and scales. Development of jazz and commercial music repertoire through performance.

**MUSC 321. Applied Music: Euphonium. 1-4 Hours.**

Audition for placement required. (May be repeated for a max of 8 hr.) Continuation of MUSC 221. Credit and length of lesson varies dependent on curriculum. Weekly lesson to develop technical, artistic and pedagogical aspects of music.

**MUSC 321A. Applied Music: Horn. 1-4 Hours.**

Audition for placement required. (May be repeated for a max of 8 hr.) Continuation of MUSC 221A. Credit and length of lesson varies dependent on curriculum. Weekly lesson to develop technical, artistic and pedagogical aspects of music.

**MUSC 321B. Applied Music: Trombone. 1-4 Hours.**

Audition for placement required. (May be repeated for a max of 8 hr.) Continuation of MUSC 221B. Credit and length of lesson varies dependent on curriculum. Weekly lesson to develop technical, artistic and pedagogical aspects of music.

**MUSC 321C. Applied Music: Trumpet. 1-4 Hours.**

Audition for placement required. (May be repeated for a max of 8 hr.) Continuation of MUSC 221C. Credit and length of lesson varies dependent on curriculum. Weekly lesson to develop technical, artistic and pedagogical aspects of music.

**MUSC 321D. Applied Music: Tuba. 1-4 Hours.**

Audition for placement required. (May be repeated for a max of 8 hours.) Continuation of MUSC 221D. Credit and length of lesson varies dependent on curriculum. Weekly lesson to develop technical, artistic and pedagogical aspects of music.

**MUSC 322. Applied Music: Jazz. 1-4 Hours.**

Audition for placement required. (May be repeated for a max of 8 hr.) Continuation of MUSC 222. Weekly lesson and attendance at the jazz seminar addressing issues related to jazz performance, technology, and business aspects of music.

**MUSC 323. Applied Music: Harpsichord. 1-4 Hours.**

Audition for placement required. (May be repeated for a max of 8 hr.) Continuation of MUSC 223. Credit and length of lesson varies dependent on curriculum. Weekly lesson to develop technical, artistic and pedagogical aspects of music.

**MUSC 323A. Applied Music: Organ. 1-4 Hours.**

Audition for placement required. (May be repeated for a max of 8 hours.) Continuation of MUSC 223A. Credit and length of lesson varies dependent on curriculum. Weekly lesson to develop technical, artistic and pedagogical aspects of music.

**MUSC 323B. Applied Music: Piano. 1-4 Hours.**

Audition for placement required. (May be repeated for a max of 8 hours.) Continuation of MUSC 223B. Credit and length of lesson varies dependent on curriculum. Weekly lesson to develop technical, artistic and pedagogical aspects of music.

**MUSC 324. Applied Music: Percussion. 1-4 Hours.**

Audition for placement required. (May be repeated for a max of 8 hours.) Continuation of MUSC 224. Credit and length of lesson varies dependent on curriculum. Weekly lesson to develop technical, artistic and pedagogical aspects of music.

**MUSC 324A. Applied Music: Drum Set. 1-4 Hours.**

Audition for placement required. (May be repeated for a max of 8 hours.) Continuation of MUSC 224A. Credit and length of lesson varies dependent on curriculum. Weekly lesson to develop technical, artistic and pedagogical aspects of music.

**MUSC 325. Applied Music: Cello. 1-4 Hours.**

Audition for placement required. (May be repeated for a max of 8 hours.) Continuation of MUSC 225. Credit and length of lesson varies dependent on curriculum. Weekly lesson to develop technical, artistic, and pedagogical aspects of music.

**MUSC 325A. Applied Music: Guitar. 1-4 Hours.**

Audition for placement required. (May be repeated for a max of 8 hours.) Continuation of MUSC 225A. Credit and length of lesson varies dependent on curriculum. Weekly lesson to develop technical, artistic, and pedagogical aspects of music.

**MUSC 325B. Applied Music: String Bass. 1-4 Hours.**

Audition for placement required. (May be repeated for a max of 8 hours.) Continuation of MUSC 225B. Credit and length of lesson varies dependent on curriculum. Weekly lesson to develop technical, artistic and pedagogical aspects of music.

**MUSC 325C. Applied Music: Viola. 1-4 Hours.**

Audition for placement required. (May be repeated for a max of 8 hours.) Continuation of MUSC 225C. Credit and length of lesson varies dependent on curriculum. Weekly lesson to develop technical, artistic and pedagogical aspects of music.

**MUSC 325D. Applied Music: Violin. 1-4 Hours.**

Audition for placement required. (May be repeated for a max of 8 hours.) Continuation of MUSC 225D. Credit and length of lesson varies dependent on curriculum. Weekly lesson to develop technical, artistic and pedagogical aspects of music.

**MUSC 325E. Applied Study: Harp. 1-4 Hours.**

PR: MUSC 225E. Private instruction of solo, ensemble and orchestral harp repertoire. Third year students learn intermediate techniques of harp playing, develop effective practice skills, critical musical thinking, and musical expression. Harp students perform in at least one school ensemble each semester. Successful completion of MUSC 225E is required to be admitted to the course.

**MUSC 326. Applied Music: Voice. 1-4 Hours.**

Audition for placement required. (May be repeated for a max of 8 hours.) Continuation of MUSC 226. Credit and length of lesson varies dependent on curriculum. Weekly lesson to develop technical, artistic and pedagogical aspects of music.



**MUSC 327. Applied Music: Bassoon. 1-4 Hours.**

Audition for placement required. (May be repeated for a max of 8 hours.) Continuation of MUSC 327. Credit and length of lesson varies dependent on curriculum. Weekly lesson to develop technical, artistic and pedagogical aspects of music.

**MUSC 327A. Applied Music: Clarinet. 1-4 Hours.**

Audition for placement required. (May be repeated for a max of 8 hours.) Continuation of MUSC 227A. Credit and length of lesson varies dependent on curriculum. Weekly lesson to develop technical, artistic, and pedagogical aspects of music.

**MUSC 327B. Applied Music: Flute. 1-4 Hours.**

Audition for placement required. (May be repeated for a max of 8 hours.) Continuation of MUSC 227B. Credit and length of lesson varies dependent on curriculum. Weekly lesson to develop technical, artistic and pedagogical aspects of music.

**MUSC 327C. Applied Music: Oboe. 1-4 Hours.**

Audition for placement required. (May be repeated for a max of 8 hours.) Continuation of MUSC 227C. Credit and length of lesson varies dependent on curriculum. Weekly lesson to develop technical, artistic and pedagogical aspects of music.

**MUSC 327D. Applied Music: Saxophone. 1-4 Hours.**

Audition for placement required. (May be repeated for a max of 8 hours.) Continuation of MUSC 227D. Credit and length of lesson varies dependent on curriculum. Weekly lesson to develop technical, artistic and pedagogical aspects of music.

**MUSC 328. Applied Lessons for Minors. 1,2 Hour.**

PR: Audition or Consent. (May be repeated for a maximum of 16 credit hours.) Applied music lessons.

**MUSC 330S. Principles and Practices of Music Therapy. 3 Hours.**

PR or CONC: MUSC 339 or MUSC 339S and Music Therapy majors only. Course provides foundational principles and practices when serving clients with learning, neurological, motor, and medical issues, including but not limited to: Characteristics and needs; research literature on music therapy with these populations; applications to clinical work.

**MUSC 331. Advanced Principles and Practices of Music Therapy. 3 Hours.**

PR: Music Therapy Majors only; MUSC 330 with a minimum grade of C- and PR or CONC: MUSC 339A. Course provides continuation of foundational principles and practices when serving various client populations and discusses related professional issues, including but not limited to: advocacy; self-care; program development and related research literature.

**MUSC 336. Introduction to Digital Audio Workstation. 3 Hours.**

PR: MUSC 236 with a minimum grade of C-. Principles of Digital Audio Workstations. Students will be introduced to the key audio and MIDI concepts required to complete a DAW project from set-up to final mix-down.

**MUSC 337. Digital Audio Workstation Alternative. 3 Hours.**

PR: MUSC 336 with a minimum grade of C-. Students will be introduced to DAW alternative(s) from the primary DAW used in MUSC 336. Audio and MIDI concepts requires to complete a project from set-up to final mix-down.

**MUSC 338. Sound-Games/Visual Media. 2 Hours.**

PR: MUSC 336 with a minimum grade of C-. Provides students with some of the core skills and ideas required to implement audio in a video game or visual media.

**MUSC 339A. Music Therapy Practicum 4. 1 Hour.**

PR: MUSC 330 and MUSC 339 with a minimum grade of C- in each. Supervised clinical training opportunities with clients and families of diverse backgrounds and needs in a variety of clinical settings. Students will learn how to apply clinical music therapy concepts and will further develop professional competencies.

**MUSC 339S. Music Therapy Practicum 3. 1 Hour.**

PR or CONC: MUSC 330 or MUSC 330S and Music Therapy majors only. Supervised clinical training opportunities with clients and families of diverse backgrounds and needs in a variety of clinical settings. Students will learn how to apply clinical music therapy concepts and will further develop professional competencies.

**MUSC 340. Chamber Music: Brass. 1 Hour.**

PR: Consent. (May be repeated for a maximum of 8 credit hours.).

**MUSC 341. Chamber Music: Guitar. 1 Hour.**

PR: Consent. (May be repeated for a maximum of 8 credit hours.).

**MUSC 342. Chamber Music: Piano-4 Hand. 1 Hour.**

PR: Consent. (May be repeated for a maximum of 8 credit hours.).

**MUSC 343. Chamber Music: Strings. 1 Hour.**

PR: Consent. (May be repeated for a maximum of 8 credit hours.).

**MUSC 344. Chamber Music: Woodwind. 1 Hour.**

PR: Consent. (May be repeated for a maximum of 8 credit hours.).

**MUSC 345. Chamber Music: Vocal. 1 Hour.**

PR: Consent (May be repeated for a maximum of 8 credit hours.).

**MUSC 346. Chamber Music: Mixed Ensemble. 1 Hour.**

PR: Consent (May be repeated for a maximum of 8 credit hours.).

**MUSC 347. Chamber Music: Mountaineer Singers. 1 Hour.**

PR: Consent. (May be repeated for a maximum of 8 credit hours.).

**MUSC 348. Chamber Music: New Music. 1 Hour.**

PR: Consent. (May be repeated for a maximum of 8 credit hours.).

**MUSC 349. Chamber Music: Other. 1 Hour.**

PR: Consent. (May be repeated for a maximum of 8 credit hours.).

**MUSC 349A. Chamber Music: Brass Choir. 1 Hour.**

PR: Consent. (May be repeated for a maximum of 8 credit hours.).

**MUSC 349B. Chamber Music: Other. 1 Hour.**

PR: Consent. (May be repeated for a maximum of 8 credit hour.).

**MUSC 349C. Chamber Music: Other-Vocal Accompaniment. 1 Hour.**

PR: Consent. (May be repeated for a maximum of 8 credit hours.).

**MUSC 349D. Chamber Music: Other. 1 Hour.**

PR: Consent. (May be repeated for a maximum of 8 credit hours.).

**MUSC 349E. Chamber Music: Other. 1 Hour.**

PR: Consent. (May be repeated for a maximum of 8 credit hours.).

**MUSC 349F. Chamber Music: Other. 1 Hour.**

PR: Consent. (May be repeated for a maximum of 8 credit hours.).

**MUSC 349G. Chamber Music: Other. 1 Hour.**

PR: Consent. (May be repeated for a maximum of 8 credit hours.).

**MUSC 349H. Chamber Music: Other. 1 Hour.**

PR: Consent. (May be offered for a maximum of 8 credit hours.).

**MUSC 349I. Chamber Music: Other. 1 Hour.**

PR: Consent. (May be repeated for a maximum of 8 credit hours.).

**MUSC 349J. Chamber Music: Other. 1 Hour.**

PR: Consent. (May be repeated for a maximum of 8 credit hours.).

**MUSC 349K. Chamber Music: Other. 1 Hour.**

PR: Consent. (May be repeated for a maximum of 8 credit hours.).

**MUSC 349L. Chamber Music: Other. 1 Hour.**

PR: Consent. (May be repeated for a maximum of 8 credit hours.).

**MUSC 349M. Chamber Music: Other. 1 Hour.**

PR: Consent. (May be repeated for a maximum of 8 credit hours.).

**MUSC 349N. Chamber Music: Other. 1 Hour.**

PR: Consent. (May be repeated for a maximum of 8 credit hours.).

**MUSC 349O. Chamber Music: Other. 1 Hour.**

PR: Consent. (May be repeated for a maximum of 8 credit hours.).

**MUSC 349P. Chamber Music: Other. 1 Hour.**

PR: Consent. (May be repeated for a maximum of 8 credit hours.).

**MUSC 349Q. Chamber Music: Other. 1 Hour.**

PR: Consent. (May be repeated for a maximum of 8 credit hours.).

**MUSC 349R. Chamber Music: Other. 1 Hour.**

PR: Consent. (May be repeated for a maximum of 8 credit hours.).

**MUSC 349S. Chamber Music: Other. 1 Hour.**

PR: Consent. (May be repeated for a maximum of 8 credit hours.).

**MUSC 349T. Chamber Music: Other. 1 Hour.**

PR: Consent. (May be repeated for a maximum of 8 credit hours.).

**MUSC 349U. Chamber Music: Other. 1 Hour.**

PR: Consent. (May be repeated for a maximum of 8 credit hours.).

**MUSC 349V. Chamber Music: Other. 1 Hour.**

PR: Consent. (May be repeated for a maximum of 8 credit hours.).

**MUSC 349W. Chamber Music: Other. 1 Hour.**

PR: Consent. (May be repeated for a maximum of 8 credit hours.).

**MUSC 349X. Chamber Music: Other. 1 Hour.**

PR: Consent. (May be repeated for a maximum of 8 credit hours.).

**MUSC 349Y. Chamber Music: Other. 1 Hour.**

PR: Consent. (May be repeated for a maximum of 8 credit hours.).

**MUSC 349Z. Collegium Musicum. 1-2 Hours.**

PR: Consent. (May be repeated for a maximum of 8 credit hours.) Study of outstanding musical works not in the standard repertory. Performance of vocal and instrumental music, investigation of performance practices, preparation of editions, and direction of rehearsals under supervision.

**MUSC 350. Jazz Ensemble 2. 1 Hour.**

PR: By audition. (May be repeated for a maximum of 8 credit hours.).

**MUSC 351. Chamber Music: Percussion 1. 1 Hour.**

PR: Consent. (May be repeated for a maximum of 8 credit hours.).

**MUSC 352. Chamber Music: Percussion 2. 1 Hour.**

PR: Consent. (May be repeated for a maximum of 8 credit hours.).

**MUSC 353. Large Jazz Ensemble 1. 2 Hours.**

PR: Consent. Performing jazz ensemble focusing on large jazz band repertoire. May be repeated a maximum of 8 credit hours.

**MUSC 353B. Chamber Music: Jazz Small Group. 1 Hour.**

PR: Consent. (May be repeated for a maximum of 8 credit hours.).

**MUSC 353C. Chamber Music: Jazz Small Group 2. 1 Hour.**

PR: Consent. (May be repeated for a maximum of 8 credit hours.).

**MUSC 353E. Chamber Music: Jazz and Ethnic. 1 Hour.**

PR: Consent. (May be repeated for a maximum of 8 credit hours.).

**MUSC 353G. Chamber Music: Jazz Vocal Ensemble. 1 Hour.**

PR: Consent. (May be repeated for a maximum of 8 credit hours.).

**MUSC 353H. Chamber Music: Jazz Other. 1 Hour.**

PR: Consent. (May be repeated for a maximum of 8 credit hours.).

**MUSC 353I. Chamber Music: Jazz Vocal Ensemble. 1 Hour.**

PR: Consent. (May be repeated for a maximum of 8 credit hours.).

**MUSC 354. Gamelan. 1 Hour.**

Ensemble that explores the gamelan traditions of Indonesia. (May be repeated for a maximum of 8 credit hours.).

**MUSC 355. Steel Band. 1 Hour.**

(May be repeated for a maximum of 8 credit hours.).

**MUSC 356. African Music Ensemble. 1 Hour.**

Performing ensemble focusing on music of Africa. (May be repeated for a maximum of 8 credit hours.).

**MUSC 357. Brazilian Music Ensemble. 1 Hour.**

Performing ensemble focusing on music of Brazil. (May be repeated for a maximum of 8 credit hours.).

**MUSC 358. Experiential Music Ensemble. 1 Hour.**

Small music ensemble that will explore a variety of global music. (May be repeated for a maximum of 8 credit hours.).

**MUSC 359. Taiko Ensemble. 1 Hour.**

Performing ensemble focusing on Taiko music. (May be repeated for a maximum of 8 credit hours.).

**MUSC 360. Composition. 2 Hours.**

PR: MUSC 264 or consent. Creative writing of music. An elective for non-composition majors.

**MUSC 361. Fife and Drum Ensemble. 2 Hours.**

This course will explore the techniques, history, and performance practice of the fife and drum musical genre. Styles of music will include early American military calls, 19th-century fife and drum repertoire, and 20th-century West Virginian and Appalachian folk music. The ensemble uses traditional 6 hole fifes and rope tension snare and bass drums.

**MUSC 362. Instrumentation and Orchestration. 3 Hours.**

PR: MUSC 262 and MUSC 263. Study of the fundamentals of instrumentation and their application in the transcription, arranging, and orchestration of pre-existing musical compositions.

**MUSC 363. Appalachian Music Ensemble. 1 Hour.**

PR: Consent. Ensemble-based exploration of Appalachian musical traditions.

**MUSC 364. Popular Music Analysis Seminar. 3 Hours.**

PR: MUSC 262 with a minimum grade of C-. This course examines the use of music in film and video games. Students analyze film and video game music with techniques learned in previous levels of theory and new techniques specific to this genre. They also utilize composition to get a hands-on understanding of how media composition works.

**MUSC 365. Songwriting: Composition and Analysis. 3 Hours.**

PR: MUSC 262 with a minimum grade of C-. Students learn the craft of songwriting in this course. Students analyze selected songs from the 1700s to the present to understand the way the process of songwriting developed. They also study the ways in which the natural accents of speech and poetry line up with musical accents, learning how to effectively set text to music.

**MUSC 380. Instrumental Methods and Technology Applications. 3 Hours.**

PR: MUSC 280 and MUSC 281 and MUSC 284 with a minimum grade of C- (and associated proficiency examinations) and for music education majors, successful completion of all pre-professional requirements. Methods, materials, and administration of K-12 instrumental music programs and application of instructional technology. Bi-weekly laboratory.

**MUSC 380S. Instrumental Methods and Technology Applications. 0 Hours.**

PR: For music education majors, successful completion of all pre-professional requirements. Methods, materials, and administration of K-12 instrumental music programs and application of instructional technology. Bi-weekly laboratory.

**MUSC 381. Choral Music Methods and Technology Applications. 3 Hours.**

PR: For music education majors, successful completion of all pre-professional requirements. Methods, materials, and administration of K-12 choral music programs and application of instructional technology. Bi-weekly laboratory.

**MUSC 381S. Choral Music Methods and Technology Applications. 0 Hours.**

PR: For music education majors, successful completion of all pre-professional requirements. Methods, materials, and administration of K-12 choral music programs and application of instructional technology. Bi-weekly laboratory.

**MUSC 382. General Music Methods and Technology Applications. 3 Hours.**

PR: MUSC 280 and MUSC 281 and MUSC 284 with a minimum grade of C- in all and Coreq: MUSC 382S, (and associated proficiency examinations) and for music education majors, successful completion of all pre-professional requirements. Methods, materials, curriculum, and technology applications for elementary general music programs. Weekly practicum (arranged).

**MUSC 382S. General Music Methods and Technology Applications. 3 Hours.**

PR: For music education majors, successful completion of all pre-professional requirements. Methods, materials, curriculum, and technology applications for elementary general music programs. Weekly practicum (arranged).

**MUSC 384. Music Arranging for Public School Groups. 2 Hours.**

PR: MUSC 262. Practical experience in techniques of making simple, workable arrangements of music for public school choral and instrumental performance groups.

**MUSC 385. Survey of Wind Literature. 2 Hours.**

PR: MUSC 177. This course traces the development of wind instrument literature from the Renaissance period to present day, with particular emphasis on the twentieth-century American wind band.

**MUSC 393A. Special Topics. 1-6 Hours.**

PR: Consent. Investigation of topics not covered in regularly scheduled courses.

**MUSC 400. Studio Master Class. 0 Hours.**

PR: Consent. A weekly master class in which private students of one performance instructor gather to perform for each other, receive positive and constructive feedback from the instructor and other students, and explore pedagogy along with other aspects of music making.

**MUSC 404. Opera Practicum. 1 Hour.**

PR: MUSC 304 or consent. Practical work in all aspects of lyric theatre production. Advanced lyric theatre stage technique developed through preparation and performance of major and minor roles in opera productions.

**MUSC 410. Introduction to Music Industry. 3 Hours.**

Introductory overview of the music industry's history, business, technology, and law. Students will gain essential understanding and skills necessary for professional involvement and progress in the music industry.

**MUSC 411. Intellectual Property in Music Industry. 3 Hours.**

Regulatory frameworks and copyright law application and implementation as related to music industry systems. Tools and strategies used to identify, protect and manage intellectual property in the music industry. Topics include: domestic and international perspective of music ownership issues, music industry contracts, licensing, and the commercializing of intellectual property in music industry.

**MUSC 412. Music Product Development and Placement. 3 Hours.**

PR: MUSC 411. Key music product development and placement principles structures, and practices using today's music commerce mechanisms, techniques and technologies for publicity, product advancement, consumer research, and distribution. Design, implementation, control, and evaluation of effective music product market advancement and positioning.

**MUSC 413. Live Music Industry. 3 Hours.**

PR: MUSC 411. Regulations, standards, strategies, and methods of live music event planning, advancement, and implementation. Topics include: talent and venue buying and deal structuring, budgeting, sponsorships, live sound production, music event contracts, licensing, publicity and placement, ticketing, and insurance.

**MUSC 414. Recording Industry. 3 Hours.**

PR: MUSC 411. Recording industry system development, markets, structures, commercial methods and strategies. Topics include: historical development of the recording industry; industry specific copyright regulations and commercial agreements; record company structures and models; recording production processes and technology; global music markets.

**MUSC 415. Music Publishing. 3 Hours.**

PR: MUSC 411. Development, commercial methods, scopes, and practices of the music publishing industry; copyrights acquisition, advancement, and protection. Topics include: history of the music publishing and related copyright regulations; royalties and licensing; performing rights; music publishing and television, film, commercials, musicals, video games, and other media; music publishing agreements; international music publishing.

**MUSC 421. Applied Music: Euphonium. 1-4 Hours.**

Audition for placement required. (May be repeated for a max of 8 hours.) Continuation of MUSC 321. Credit and length of lesson varies dependent on curriculum. Weekly lesson to develop technical, artistic and pedagogical aspects of music.

**MUSC 421A. Applied Music: Horn. 1-4 Hours.**

Audition for placement required. (May be repeated for a max of 8 hours.) Continuation of MUSC 321A. Credit and length of lesson varies dependent on curriculum. Weekly lesson to develop technical, artistic and pedagogical aspects of music.

**MUSC 421B. Applied Music: Trombone. 1-4 Hours.**

Audition for placement required. (May be repeated for a max of 8 hours.) Continuation of MUSC 321B. Credit and length of lesson varies dependent on curriculum. Weekly lesson to develop technical, artistic and pedagogical aspects of music.

**MUSC 421C. Applied Music: Trumpet. 1-4 Hours.**

Audition for placement required. (May be repeated for a max of 8 hours.) Continuation of MUSC 321C. Credit and length of lesson varies dependent on curriculum. Weekly lesson to develop technical, artistic and pedagogical aspects of music.

**MUSC 421D. Applied Music: Tuba. 1-4 Hours.**

Audition for placement required. (May be repeated for a max of 8 hours.) Continuation of MUSC 321D. Credit and length of lesson varies dependent on curriculum. Weekly lesson to develop technical, artistic and pedagogical aspects of music.

**MUSC 422. Applied Music: Jazz. 1-4 Hours.**

Audition for Placement required. (May be repeated for a max of 8 hours.) Continuation of MUSC 322. Weekly lesson and attendance at jazz seminar addressing issues related to jazz performance, technology, pedagogy and business aspects of music.

**MUSC 423. Applied Music: Harpsichord. 1-4 Hours.**

Audition for placement required. (May be repeated for a max of 8 hours.) Continuation of MUSC 323. Credit and length of lesson varies dependent on curriculum. Weekly lesson to develop technical, artistic and pedagogical aspects of music.

**MUSC 423A. Applied Music: Organ. 1-4 Hours.**

Audition for placement required. (May be repeated for a max of 8 hours.) Continuation of MUSC 323A. Credit and length of lesson varies dependent on curriculum. Weekly lesson to develop technical, artistic and pedagogical aspects of music.

**MUSC 423B. Applied Music: Piano. 1-4 Hours.**

Audition for placement required. (May be repeated for a max of 8 hours.) Continuation of MUSC 323B. Credit and length of lesson varies dependent on curriculum. Weekly lesson to develop technical, artistic and pedagogical aspects of music.

**MUSC 424. Applied Music: Percussion. 1-4 Hours.**

Audition for placement required. (May be repeated for a max of 8 hours.) Continuation of MUSC 324. Credit and length of lesson varies dependent on curriculum. Weekly lesson to develop technical, artistic and pedagogical aspects of music.

**MUSC 424A. Applied Music: Drum Set. 1-4 Hours.**

Audition for placement required. (May be repeated for a max of 8 hours.) Continuation of MUSC 324A. Credit and length of lesson varies dependent on curriculum. Weekly lesson to develop technical, artistic and pedagogical aspects of music.

**MUSC 425. Applied Music: Cello. 1-4 Hours.**

Audition for placement required. (May be repeated for a max of 8 hours.) Continuation of MUSC 325. Credit and length of lesson varies dependent on curriculum. Weekly lesson to develop technical, artistic and pedagogical aspects of music.

**MUSC 425A. Applied Music: Guitar. 1-4 Hours.**

Audition for placement required. (May be repeated for a max of 8 hours.) Continuation of MUSC 425A. Credit and length of lesson varies dependent on curriculum. Weekly lesson to develop technical, artistic and pedagogical aspects of music.

**MUSC 425B. Applied Music: String Bass. 1-4 Hours.**

Audition for placement required. (May be repeated for a max of 8 hours.) Continuation of MUSC 325B. Credit and length of lesson varies dependent on curriculum. Weekly lesson to develop technical, artistic, and pedagogical aspects of music.

**MUSC 425C. Applied Music: Viola. 1-4 Hours.**

Audition for placement required. (May be repeated for a max of 8 hours.) Continuation of MUSC 325C. Credit and length of lesson varies dependent on curriculum. Weekly lesson to develop technical, artistic and pedagogical aspects of music.

**MUSC 425D. Applied Music: Violin. 1-4 Hours.**

Audition for placement required. (May be repeated for a max of 8 hours.) Continuation of MUSC 325D. Credit and length of lesson varies dependent on curriculum. Weekly lesson to develop technical, artistic and pedagogical aspects of music.

**MUSC 425E. Applied Study: Harp. 1-4 Hours.**

PR: MUSC 325E. Private instruction of solo, ensemble and orchestral harp repertoire. Fourth year students learn advanced techniques of harp playing, develop effective practice skills, critical musical thinking, and musical expression. Harp students perform in at least one school ensemble each semester. Successful completion of MUSC 325E is required to be admitted to the course.

**MUSC 426. Applied Music: Voice. 1-4 Hours.**

Audition for placement required. (May be repeated for a max of 8 credit hours.) Continuation of MUSC 326. Credit and length of lesson varies dependent on curriculum. Weekly lesson to develop technical, artistic and pedagogical aspects of music.

**MUSC 427. Applied Music: Bassoon. 1-4 Hours.**

Audition for placement required. (May be repeated for a max of 8 hours.) Continuation of MUSC 327. Credit and length of lesson varies dependent on curriculum. Weekly lesson to develop technical, artistic and pedagogical aspects of music.

**MUSC 427A. Applied Music: Clarinet. 1-4 Hours.**

Audition for placement required. (May be repeated for a max of 8 hours.) Continuation of MUSC 327A. Credit and length of lesson varies dependent on curriculum. Weekly lesson to develop technical, artistic and pedagogical aspects of music.

**MUSC 427B. Applied Music: Flute. 1-4 Hours.**

Audition for placement required. (May be repeated for a max of 8 hours.) Continuation of MUSC 327B. Credit and length of lesson varies dependent on curriculum. Weekly lesson to develop technical, artistic and pedagogical aspects of music.

**MUSC 427C. Applied Music: Oboe. 1-4 Hours.**

Audition for placement required. (May be repeated for a max of 8 hours.) Continuation of MUSC 327C. Credit and length of lesson varies dependent on curriculum. Weekly lesson to develop technical, artistic and pedagogical aspects of music.

**MUSC 427D. Applied Music: Saxophone. 1-4 Hours.**

Audition for placement required. (May be repeated for a max of 8 hours.) Continuation of MUSC 327D. Credit and length of lesson varies dependent on curriculum. Weekly lesson to develop technical, artistic and pedagogical aspects of music.

**MUSC 430. Piano Class Methods and Materials. 3 Hours.**

Methods, materials, and pedagogical techniques, including presentation of keyboard theory as used in functional piano. Practical organization of piano classes. Laboratory: Observation of experienced class teacher and student teaching.

**MUSC 431. Survey of Keyboard Technique. 3 Hours.**

This course surveys keyboard technique from the late Baroque to today. It explores the development of three "schools" or approaches to keyboard/piano playing, from the early finger technique to the use of the wrist and arm weight to weight relaxation and coordination. The course includes exploring treatises, literature, and current videos and other resources.

**MUSC 432. Methods and Pedagogy. 2 Hours.**

PR: Junior standing or consent.

**MUSC 433. Methods and Pedagogy. 2 Hours.**

PR: MUSC 432 or consent.

**MUSC 434. Repertoire. 1-2 Hours.**

Survey of solo, chamber, and when appropriate, orchestral literature, spanning the history of a single musical instrument or voice.

**MUSC 435. Repertoire:Voice. 2 Hours.**

**MUSC 435A. Repertoire: Piano. 2 Hours.**

**MUSC 435B. Repertoire: Other. 2 Hours.**

**MUSC 435C. Repertoire. 3 Hours.**

An in-depth study of the standard operatic repertoire from the 17th Century to the present. Focus is on the development of the genre and the performance characteristics and styles.

**MUSC 435D. Repertoire. 2 Hours.**

**MUSC 435E. Repertoire. 2 Hours.**

**MUSC 435F. Repertoire. 2 Hours.**

**MUSC 435G. Repertoire. 2 Hours.**

**MUSC 435H. Repertoire. 2 Hours.**

**MUSC 435I. Repertoire. 2 Hours.**

**MUSC 435J. Repertoire. 2 Hours.**

**MUSC 435K. Repertoire. 2 Hours.**

**MUSC 435L. Repertoire. 2 Hours.**

**MUSC 435M. Repertoire. 2 Hours.**

**MUSC 435N. Repertoire. 2 Hours.**

**MUSC 435O. Repertoire. 2 Hours.**

**MUSC 435P. Repertoire. 2 Hours.**

**MUSC 435Q. Repertoire. 2 Hours.**

**MUSC 435R. Repertoire. 2 Hours.**

**MUSC 435S. Repertoire. 2 Hours.**

**MUSC 435T. Repertoire. 2 Hours.**

**MUSC 435U. Repertoire. 2 Hours.**

**MUSC 435V. Repertoire. 2 Hours.**

**MUSC 435W. Repertoire. 2 Hours.**

**MUSC 435X. Repertoire. 2 Hours.**

**MUSC 435Y. Repertoire. 2 Hours.**

**MUSC 435Z. Repertoire. 2 Hours.**

**MUSC 436. Advanced Digital Audio Workstation Technology. 3 Hours.**

PR: MUSC 336 with a minimum grade of C-. Key audio and MIDI concepts required to operate a DAW in a professional environment.

**MUSC 437. Practicum-Recording Technology. 4 Hours.**

PR: MUSC 336 with a minimum grade of C-. (May be repeated for a maximum of 8 credit hours.) Application of recording techniques learned in a professional environment.

**MUSC 438. Operatic Styles and Repertory. 3 Hours.**

An in-depth study of the standard operatic repertoire from the 17th Century to the present. Focus is on the development of the genre and the performance characteristics and styles.

**MUSC 439. Songwriting with Technology. 3 Hours.**

PR: MUSC 236 with a minimum grade of C- or instructor approval. This course is designed to familiarize those new to songwriting with the basic tools and techniques and deepen the craft for those with experience.

**MUSC 440. Music Therapy Practicum 5. 2 Hours.**

PR: Music Therapy Majors only; MUSC 331 and MUSC 339A with a minimum grade of C- in each. Supervised clinical training opportunities with clients and families of diverse backgrounds and needs in a variety of clinical settings. Students will learn how to apply clinical music therapy concepts and will further develop professional competencies.

**MUSC 440A. Music Therapy Practicum 6. 2 Hours.**

PR: Music Therapy Majors only; MUSC 331 and MUSC 339A with a minimum grade of C- in each. Supervised clinical training opportunities with clients and families of diverse backgrounds and needs in a variety of clinical settings. Students will learn how to apply clinical music therapy concepts and will further develop professional competencies.

**MUSC 444. Psychological Foundation of Music. 3 Hours.**

PR: Consent. This course provides students with understanding of how music influences human behavior, including but not limited to, physical, psychological, and physiological responses to various aspects of music and how responses are utilized in the therapeutic process.

**MUSC 445. Evidence Based Practice in Music Therapy. 3 Hours.**

PR: Music Therapy Majors only; MUSC 330 and MUSC 339 and MUSC 331 and MUSC 339A with a grade of C- or better in each. This course provides an academic study of various research methods in music therapy, the evidence base for effectiveness of music therapy interventions across populations, and professional communication and interpretation of research as it relates to clinical applications. Course includes reading, interpreting and conducting, research, including quantitative and qualitative methodologies, as related to evidence-based practice in music therapy.

**MUSC 459. Film and Video Game Composition. 3 Hours.**

PR: MUSC 164 or instructor permission. Media composers are storytellers. Whether in film, television, podcasts, or video games, music and sound bring our digital worlds to life. This class explores approaches to producing work digitally for linear and non-linear mediums, emphasizing interdisciplinary collaboration with game designers, programmers, film directors, and other creative partners.

**MUSC 460A. Electronic Music Composition. 2-4 Hours.**

PR: MUSC 465S and MUSC 466 or consent. Individual lessons in composition, concentrating on advanced topics in electronic music.

**MUSC 460S. Upper Division Composition. 2-4 Hours.**

PR: MUSC 360 with a minimum grade of B-, or 2 semesters of (MUSC 160 or MUSC 160S), or consent based on scores submitted. Creative writing of music, primarily for acoustic instruments, for music composition majors. Non-composition majors may take the course with a permission of the instructor.

**MUSC 461. Counterpoint, 16th Century. 3 Hours.**

PR: MUSC 262 or consent. The content of this course is stylistic, focusing on the contrapuntal techniques of the late Renaissance period. Through analysis, composition exercises, performance, and listening, students explore concepts such as mode, melody, cadences, and two- and three-part species counterpoint. Students also discuss advanced polyphonic techniques such as imitation and canon.

**MUSC 462. Counterpoint, 18th Century. 3 Hours.**

PR: MUSC 262 or consent. Eighteenth century counterpoint.

**MUSC 463. Analysis of Eighteenth and Nineteenth Century Music. 3 Hours.**

PR: MUSC 262 or instructor consent. Detailed study of the materials and structure of European music of the eighteenth and nineteenth-centuries.

**MUSC 464. Compositional Techniques in Contemporary Music. 3 Hours.**

PR: MUSC 262 or consent. Survey of analytical techniques of contemporary music.

**MUSC 465S. Electronic Music. 2 Hours.**

PR: MUSC 262 or consent. Introductory course studying the software, hardware, production, and mixing techniques associated with the production of electronic music. Students learn technical concepts, gain hands-on experience with software and technology, discuss aesthetic concerns, and produce musical compositions.

**MUSC 466. Techniques for Electronic Music Performance. 2 Hours.**

PR: MUSC 262 or consent. Survey of techniques for live performance of electronic music.

**MUSC 467. Major Project in Theory, Composition, or Music History. 2 Hours.**

(Not available for graduate credit.) PR: MUSC 264.

**MUSC 468. Jazz and Commercial Music Harmony. 2 Hours.**

PR: MUSC 286 or consent. Advanced jazz and commercial music theory and harmony. Ear training, keyboard skills, chord voicing, and substitutions.

**MUSC 469. Counterpoint, 20th Century. 3 Hours.**

PR: MUSC 262 with a minimum grade of C- or graduate status. Twentieth Century Counterpoint.

**MUSC 470A. Topics in Popular Music. 3 Hours.**

PR: MUSC 271 or MUSC 272 or consent. Focused study of one or more popular music styles, traditions, or practices.

**MUSC 470B. Topics in the Study of Western Art Music. 3 Hours.**

PR: MUSC 271 or MUSC 272 or consent. Focused historical study in one or more traditions of western art music.

**MUSC 470C. Topics in the History of Jazz. 3 Hours.**

PR: MUSC 271 or MUSC 272 or consent. A focused historical and ethnographic study of one or more jazz traditions.

**MUSC 470D. Topics in Music of Sub-Saharan Africa. 3 Hours.**

PR: MUSC 271 or MUSC 272 or consent. An historical and/or ethnographic survey of one or more musics of Sub-Saharan Africa.

**MUSC 470E. Topics in Musics of the Americas. 3 Hours.**

PR: MUSC 271 or MUSC 272 or consent. An historical and/or ethnographic study of one or more musical traditions of the Americas.

**MUSC 470F. Topics in Musics of East Asia. 3 Hours.**

PR: MUSC 271 or MUSC 272 or consent. Historical and/or ethnographic survey of one or more musical practices associated with East Asia, including Japan, Korea, and/or China.

**MUSC 470G. Topics in Musics of South Asia. 3 Hours.**

PR: MUSC 271 or MUSC 272 or consent. An historical and/or ethnographic survey of one or more musical traditions of South Asia.

**MUSC 470H. Topics in Gender and Sexuality in Music. 3 Hours.**

PR: MUSC 271 or MUSC 272 or consent. This course addresses various topics in gender, sexuality, and music from an historical and/or ethnographic perspective.

**MUSC 470I. Topics in Race and Ethnicity in Music. 3 Hours.**

PR: MUSC 271 or MUSC 272 or consent. This course addresses various topics in race, ethnicity, and music from an historical and/or ethnographic perspective.

**MUSC 470J. Topics in Musics of the Arab World. 3 Hours.**

PR: MUSC 271 or MUSC 272 or consent. Historical and/or ethnographic survey of one or more musical styles of the Arab World.



**MUSC 477. Music of Africa. 3 Hours.**

Traditional music of selected areas of Africa south of the Sahara with particular reference to West Africa. The diverse musical cultures with emphasis on historical background, instruments, ensembles, forms, styles, and music in its social context.

**MUSC 478. Coaching for Singers. 1,2 Hour.**

PR: MUSC 126 and MUSC 226. This course consists of weekly or bi-weekly voice coaching targeted to specific repertoire. It will provide in-depth work with the details of language pronunciation, phrasing, musical traditions, and presentation.

**MUSC 480S. Jazz and Commercial Music Arranging. 2 Hours.**

PR: MUSC 265. Arranging jazz and commercial music for ensembles of three or more players.

**MUSC 481. Arranging for Large Jazz Ensemble. 2 Hours.**

PR: MUSC 480 or consent. Continuation of MUSC 480, with emphasis on arranging for big band and studio jazz ensemble.

**MUSC 484. Music Residency 1. 4 Hours.**

PR: Consent. Initial field placement for student teaching. Involves temporary placement (2 1/2 days a week) with K-12 music teachers for professional competence development. Students will plan, implement, reflect on, and modify experiences for student learning.

**MUSC 485S. Music Therapy Internship. 2-12 Hours.**

PR: Music Therapy majors only and consent. Students will complete a minimum of 900 hours of supervised clinical training at either an AMTA approved National Roster Internship Site or a University-affiliated Internship site.

**MUSC 486. Capstone in Commercial Music & Technology. 6 Hours.**

PR: JRL 432 and MUSC 271 and MUSC 336 and MUSC 410 and MUSC 411 and Senior Standing. Guidance as a group, individualized, or both in the preparation and completion of the final capstone project in the commercial music and music technology degree. In this course, students will develop an approach, timeline, and self-evaluative criteria for assessment for their project, and realize this project at the level of artistry and professionalism required in the field.

**MUSC 487. Residency 2 Seminar. 2 Hours.**

On-campus capstone seminar designed as a companion to music education students culminating semester-long teaching residency. Examination of residents' professional roles and responsibilities in K-12 music programs.

**MUSC 488. Recital. 2 Hours.**

(Not available for graduate credit.) To be used to fulfill the applied major graduation requirement only when the student has achieved proficiency level nine. Students who have reached level six may receive one hour credit, which may not be used to fulfill the graduation recital requirement.

**MUSC 489. Music Workshops. 2 Hours.**

(May be repeated for credit.).

**MUSC 489A. Music Workshops. 2 Hours.**

(May be repeated for credit.).

**MUSC 489B. Music Workshops. 2 Hours.**

(May be repeated for credit.).

**MUSC 490. Teaching Practicum. 1-3 Hours.**

PR: Consent. Teaching practice as a tutor or assistant.

**MUSC 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.

**MUSC 492. Directed Study. 1-3 Hours.**

Directed study, reading, and/or research.

**MUSC 493. Special Topics. 1-6 Hours.**

PR: Consent. Investigation of topics not covered in regularly scheduled courses.

**MUSC 494. Seminar. 1-3 Hours.**

PR: Consent. Presentation and discussion of topics of mutual concern to students and faculty.

**MUSC 495. Independent Study. 1-6 Hours.**

Faculty supervised study of topics not available through regular course offerings.

**MUSC 496. Senior Thesis. 1-3 Hours.**

PR: Consent.

**MUSC 497. Research. 1-6 Hours.**

Independent research projects.

**MUSC 498. Honors. 1-3 Hours.**

PR: Students in Honors Program and consent by the honors director. Independent reading, study, or research.

**MUSC 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 frame-work for cultural immersion and community service as well as adding to the content of the anchor course.

## **PUBLIC RELATIONS (PR)**

**PR 215. Introduction to Public Relations. 3 Hours.**

Introduces the principles of public relations. Examines the definition and historical development, opportunities and challenges, and techniques and management of public relations.

**PR 293. Special Topics. 1-6 Hours.**

PR: Consent. Investigation of topics not covered in regularly scheduled courses.

**PR 301. Writing for Public Relations. 3 Hours.**

PR: (JRL 101 or MDIA 101) and (PR 215 or ADV 215) with a minimum grade of C- in each and Public Relations minors only. Provides an introduction to writing for a wide range of public relations purposes. Students improve writing skills as they become prepared to effectively communicate with various audiences in multiple formats.

**PR 324S. Public Relations Writing and Applications. 3 Hours.**

PR: (JRL 215 or MDIA 215 or MDIA 215S) and (ADPR 215 or IMC 215 or PR 215 or STCM 215) with a minimum grade of C- in each. This course employs strategy and writing to engage various public relations audiences through the development of written public relations communication tactics such as social media releases, social media plans, media releases, public service announcements, speeches and broadcast writing. Some sections are offered as formal service learning opportunities.

**PR 333S. Web Development. 3 Hours.**

PR: (ADPR 215 or ADV 215 or PR 215 or STCM 215) with a minimum grade of C-. Using the web in PR campaigns, hand-coding HTML, design concepts, layout, hyperlinks, images, tables, web production software, establishing and maintenance of web server account, uploading files.

**PR 347S. Martin Hall Agency: Public Relations Tactics. 3 Hours.**

PR: (ADV 315 or ADV 315S or PR 324 or PR 324S or STCM 315) with a minimum grade of C-. This course is part of a student-run advertising and public relations agency designed to be the closest to a real-world professional experience as is possible in the university setting. Students will learn about the global and diverse work conducted in an agency setting, while serving in a public relations-related staff position within the Martin Hall Agency.

**PR 393. Special Topics. 1-6 Hours.**

PR: Consent. Investigation of topics not covered in regularly scheduled courses.

**PR 401. Applied Public Relations. 3 Hours.**

PR: (JRL 101 or MDIA 101) and (ADV 215 or PR 215) with a minimum grade of C- in each and Public Relations minors only. Covers in-depth case studies of public relations programs. Primary emphasis is placed on successful campaigns; however, unsuccessful efforts are also examined for causes of failure.

**PR 410. Integrated Marketing Communications for Public Relations. 3 Hours.**

PR: (JRL 101 or MDIA 101) and (ADPR 215 or ADV 215 or PR 215 or STCM 215) with a minimum grade of C- in each. Describes the essential role of public relations in integrated marketing communication. Examines successful IMC campaigns and the campaign mindset as it applies to employee relations, government affairs, reputation management, corporate social responsibility, and more.

**PR 412. IMC for Sport. 3 Hours.**

PR: (ADV 201 or ADPR 215 or ADV 215 or PR 215 or STCM 215) with a minimum grade of C-. Describes the essential role of public relations in integrated marketing communication using sport-specific examples to examine the attributes of successful IMC campaigns and the campaign mindset as it applies to sport promotion and communications.

**PR 420S. International Public Relations. 3 Hours.**

PR: (ADV 315 or ADV 315S or PR 324 or PR 324S or STCM 315) with a minimum grade of C-. This seminar-style course provides an in-depth examination of the unique challenges of global and multicultural public relations. Students learn about cultures across the world and analyze how these cultures affect international public relations practices.

**PR 424S. Crisis Communication. 3 Hours.**

PR: (ADV 315 or ADV 315S or PR 324 or PR 324S or STCM 315) with a minimum grade of C-. Crises can violate organization-public relationships, tarnish brands' reputations, and cause widespread human and material damages that are difficult for organizations, individuals, and communities to overcome. Ethical, evidence-based crisis communication play key roles. This course exposes students to the science and art of strategic crisis, emergency, and risk communication in a variety of contexts.

**PR 426S. Advocacy Communication. 3 Hours.**

This course is designed to introduce students to ethical and strategic advocacy communication practices. Students will learn practical skills commonly used to promote ideas and issues. The course takes an experiential learning approach, which means students will learn foundational concepts and professional skills through meaningful involvement in issue advocacy.

**PR 428. Public Interest Communication. 3 Hours.**

Public interest communication merges theory and practice to apply the art and science of strategic communication seeking widespread, sustained prosocial behavior change. Students explore science-grounded approaches toward communication in a variety of areas meaningful to society, such as public health, education, and various social movements. This course challenges and empowers students to use communication and media as responsible change agents.

**PR 431. Promotion for Entertainment Media. 3 Hours.**

PR: (JRL 101 or MDIA 101) and (ADPR 215 or ADV 215 or PR 215 or STCM 215) with a minimum grade of C- in each and Entertainment Media minors only. This online course offers an exploration of the foundations of entertainment promotion and the various opportunities and channels available.

**PR 432. Entertainment Media Branding. 3 Hours.**

PR: (JRL 101 or MDIA 101) and (ADPR 215 or ADV 215 or PR 215 or STCM 215) with a minimum grade of C- in each and Entertainment Media minors only. This course offers an examination of the issues facing entertainment brands with case studies that illuminate both successful and unsuccessful instances of entertainment branding.

**PR 433. Entertainment Media Campaigns. 3 Hours.**

PR: (JRL 101 or MDIA 101) and (ADPR 215 or ADV 215 or PR 215 or STCM 215) with a minimum grade of C- in each and Entertainment Media minors only. This course offers students the opportunity to apply accumulated knowledge to various real-world entertainment promotional campaigns via case studies.

**PR 436. Event Planning. 3 Hours.**

This course offers an exploration of the foundations of event planning including an examination of the uses and purposes of events to clients.

**PR 437. Event Promotion. 3 Hours.**

This course offers an examination of the issues facing events and the promotional tactics used to ensure they are successful.

**PR 438. Event Execution. 3 Hours.**

This course offers an application of knowledge of how events operate and an examination of what tactics can lead to success.

**PR 455S. Strategic Event Planning and Promotion. 3 Hours.**

PR: (ADV 315 or ADV 315S or PR 324 or PR 324S or STCM 315) with a minimum grade of C-. This course provides a hands-on introduction to special event and festival management. Students will learn how to plan, implement and evaluate special events. Students will learn foundational concepts and professional skills of event planning, coordination, sponsorship, programming, vendor management, volunteer management and risk management and will creatively apply research techniques, writing and editing skills.

**PR 458. Health Public Relations. 3 Hours.**

PR: (ADPR 421 or STCM 421) with a minimum grade of C- or consent. In-depth research, study, and development of active PR campaigns in the healthcare field. Students serve as the PR agency for a healthcare-related organization.

**PR 490. Teaching Practicum. 1-3 Hours.**

PR: Consent. Teaching practice as a tutor or assistant. (Course will be graded on a pass/fail basis.)

**PR 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. (Course will be graded on a pass/fail basis.)

**PR 493. Special Topics. 1-6 Hours.**

PR: Consent. Investigation of topics not covered in regularly scheduled courses.

**PR 494. Seminar. 1-3 Hours.**

PR: Consent. Presentation and discussion of topics of mutual concern to students and faculty.

**PR 495. Independent Study. 1-6 Hours.**

Faculty supervised study of topics not available through regular course offerings.

**PR 496. Senior Thesis. 1-3 Hours.**

PR: Consent. (Course will be graded on a pass/fail basis.)

**PR 498. Honors. 1-3 Hours.**

PR: Students in Honors Program and consent by the honors director. Independent reading, study or research.

**STRATEGIC COMMUNICATION (STCM)****STCM 315. Strategic Advertising and Public Relations Writing. 3 Hours.**

PR: (ADPR 215 or ADV 215 or PR 215 or STCM 215) and (JRL 215 or MDIA 215) with a minimum grade of C- in each. This class provides exposure to and practice in developing the kinds of writing required in advertising and public relations careers. (Course is equivalent to ADV 315 & PR 324.)

**STCM 319. Advertising and Public Relations Design. 3 Hours.**

PR: JRL 215 and (ADV 215 or PR 215 or STCM 215) with a minimum grade of C- in each. This course is an introduction to the Adobe Creative Suite and will cover the basics of Adobe Acrobat, InDesign, Illustrator and Photoshop software. Students will learn the vocabulary, methods, processes and necessary skills to produce professional layouts and design for advertising and public relations work in various media to reach diverse audiences.

**STCM 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.

## **THEATRE (THET)**

**THET 100. First-Year Practicum. 1 Hour.**

PR: THET 191. Assigned theatre projects as front-of-house staff for the School's production program. (May be repeated for a maximum of 4 hours.).

**THET 101. Introduction to the Theatre. 3 Hours.**

(Open to all students.) A survey of the nature and function, the arts and crafts, and major phases in the historical development of the theatre.

**THET 102. Acting. 3 Hours.**

(Open to all students.) Basic theories and concepts in stage acting for the beginning student. Emphasis on the physical, intellectual, emotional, and personality languages of acting.

**THET 103. Stagecraft. 3 Hours.**

Fundamentals of scenery construction and technical theatre through formal lecture. Requirements include assignments on running crews for Division productions.

**THET 104. Stagecraft Lab. 1 Hour.**

PR or CONC: THET 103. (May be repeated for a maximum of 3 credits.) Fundamentals of scenery construction and technical theatre through practical crew experience. Requirements include assignments on scenic construction for Division productions.

**THET 105. Costuming. 3 Hours.**

Introduction to Stage Costuming through lecture and demonstration. Emphasis on the application of basic sewing skills and processes used in costume construction.

**THET 106. Costuming Lab. 1 Hour.**

(May be repeated for a maximum of 3 credit hours.) Introduction to stage costuming through practical experience. Emphasis on the application of basic sewing skills and processes used in costume construction for Division productions.

**THET 113. Stage Management Principles. 3 Hours.**

An examination of the fundamental principles that govern the contemporary stage manager.

**THET 120. History of Musical Theatre. 3 Hours.**

This course explores American musical theatre, one of this country's primary contributions to world culture, covering its origins, components, and its major creative figures.

**THET 144S. Fundamentals of Acting. 3 Hours.**

PR: Theatre major. An introduction to the fundamental techniques of acting with a focus on ensemble building, action, imagination, concentration of attention, and objectives. Course projects include structured improvisations and exercises leading to beginning scene study in Realism. Pre-requisite(s) and/or co-requisite(s) may differ on regional campuses.

**THET 170. World Theatre and Drama. 3 Hours.**

Introduction to theatre and drama traditions in ten world cultures. An intercultural study of theaters, performance and staging practices, the cultural milieu, and dramatic literature.

**THET 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.

**THET 200. Production Practicum. 1 Hour.**

PR: THET 104 or THET 106 or consent. (May be repeated for a maximum of 4 hours.) Assigned theatre projects as an introduction to the elements of theatrical production.

**THET 206S. Stage Management Seminar. 1-3 Hours.**

PR: THET 113. The practical application of stage managing for a theatrical production.

**THET 213. Intermediate Stage Management. 3 Hours.**

PR: THET 113. A follow-up course to Stage Management Principles. The course will go into greater depth about stage managing for musicals, dance, and alternate forms of entertainment. Students will practice calling cues to music and choreography. In addition, students will learn to interpret labor law and union contracts, beginning with Actor's Equity Association/LORT rulebook.

**THET 214. Production Management Principles. 3 Hours.**

PR: THET 113. This course will expand upon the topics discussed in Stage Management Principles, applying a student's knowledge of unions and labor laws to the work of a Theatrical Production Manager. Students will learn about the administrative side of theatrical work, including season planning, calendar development, budgeting, human resources, and crisis management.

**THET 219S. Intermediate Costume Construction. 3 Hours.**

PR: THET 105. Study and practical application of costume construction techniques and introduction to pattern making with an emphasis on their applications through extensive hands-on experience with construction projects for division productions.

**THET 220. Fundamentals of Lighting. 3 Hours.**

PR: THET 103. Fundamentals of stage lighting through formal lecture and practical experience. Laboratory requirements include assignments on the lighting/electrics crews for school productions.

**THET 221. Theatre Makeup. 3 Hours.**

Lecture-laboratory course in art of stage makeup. Practical makeup for the University Theatre productions.

**THET 222S. Drafting for the Stage. 3 Hours.**

PR: THET 103. Techniques in drafting in accordance with current graphic standards for stage design and technology. Introduction and refinement of technique and graphic style through projects and exercises.

**THET 225S. Introduction to Stage Design 1. 3 Hours.**

Study elements/principles of two/three dimensional design and application to scenery, lighting and costume design. Emphasis on creative analysis and communication using techniques in drawing, painting, and model making.

**THET 226S. Introduction to Stage Design 2. 3 Hours.**

PR: THET 225 or THET 225S. Experience applying elements/principles of two/three dimensional design to study of scenery, lighting, and costume design. Studio course focusing on color theory, painting and finishing techniques in model making.

**THET 230. Text Analysis. 3 Hours.**

For the student theatre practitioner in acting, design, directing, and stage management. Explorations include: anchoring techniques, concept of pressures, and the parameters of a dramatic event.

**THET 231. Advanced Text Analysis. 3 Hours.**

PR: THET 230. For the student practitioner in the studio acting program only exploring, in more depth, and with new challenging texts, analysis techniques of THET 230 but with total focus on performing the text.

**THET 240S. Fundamental Vocal Technique 1. 2 Hours.**

PR: Majors only. Developing the expressive voice. Understanding the anatomy and physiology of the voice, breath and resonance. Release of physical blocks.

**THET 242S. Fundamentals of Movement. 2 Hours.**

PR: Consent. An investigation into the fundamentals of human movement, and issues of movement in performance. Exercises concentrate on the development of spatial and self-awareness, ensemble skills, and character development.

**THET 244. Intermediate Acting. 3 Hours.**

PR: THET 144. Continued exploration of acting techniques including exercise work in objectives, beats, actions, personalization, environment improvisation, monologue, and scene study work.

**THET 244S. Intermediate Acting. 3 Hours.**

PR: THET 144 or THET 144S. Continued exploration of acting techniques including exercise work in objectives, beats, actions, personalization, environment improvisation, monologue, and scene study work.

**THET 245. Intermediate Acting. 3 Hours.**

PR: THET 244. Continuation of THET 244.

**THET 246S. Auditioning and Career Development. 3 Hours.**

PR: THET 102 or THET 144 or THET 144S or permission of the instructor. Preparatory and laboratory class in auditioning for theatre, film and television. Examination of the entertainment industry including headshots, resumes, unions, casting, representation, self-branding and promotion, and personal career development.

**THET 293. Special Topics. 1-6 Hours.**

PR: Consent. Investigation of topics not covered in regularly scheduled courses.

**THET 300. Practicum. 1 Hour.**

PR: THET 104 or THET 106 or consent. (May be repeated for a maximum of 4 credit hours.) Assigned independent production projects supervised by a faculty mentor.

**THET 301. History of Western Theatre. 3 Hours.**

A survey of important movements, people, innovations, styles, and traditions in European and American theatre from the Greeks to the present.

**THET 302. Directing. 3 Hours.**

Fundamental theory and practice of directing for live theatre with emphasis on script analysis, director-actor communication, ground plan, and composition.

**THET 310S. Stagecraft 2. 3 Hours.**

PR: THET 103. Study of advanced technical procedures including welding, materials, wood joinery, and practical construction problem solving. Emphasis on the practices and development of skills through projects.

**THET 312. Theatrical Rigging. 3 Hours.**

PR: THET 222S. An examination of the tools, equipment, hardware, and safety practices commonly used in theatrical rigging.

**THET 313. Entertainment Management Seminar. 1 Hour.**

PR: THET 213. This course serves as a follow-up to Intermediate Stage Management. Students will be exposed to the role of Stage Management in Non-Traditional Entertainment forms, including circus, television/film, Disney parks, Disney theatrical, touring, and many others. Students will execute skills in professional development and etiquette, interview techniques, and networking.

**THET 315S. Portfolio Development. 3 Hours.**

A 3 hour lab course on techniques of portfolio development focusing on both digital and traditional portfolio formats and related general techniques of graphic design and image preparation.

**THET 317. Costume Pattern Drafting Techniques. 3 Hours.**

PR: THET 105 and THET 106. This course centers on the practice of interpreting 2-dimensional drawings and pictures into drafts that can be built into a wearable 3-dimensional object. The common application is the creation of custom clothing but can also include hats, shoes, gloves, scarves, crowns, armor, and other accessories. Students will learn the necessary math required to draft the shape of the human form.

**THET 321S. Stage Properties. 3 Hours.**

PR: THET 103. Techniques and methods for designing and fabricating stage properties for theatrical production. Practical experience in the construction of properties for class projects and for the School's productions.

**THET 322S. Scene Design. 3 Hours.**

PR: (THET 222 or THET 222S) and (THET 225 or THET 225S). Introduction to the fundamentals of scenic design including conceptualization, development, drafting, rendering, model building and techniques of design presentation.

**THET 323S. Advanced Scene Design. 3 Hours.**

PR: THET 322 or THET 322S. Advanced study of scenic design with an emphasis on conceptualization, rendering, model building, and alternative forms of design presentation for the performing arts. (May be repeated for a maximum of 9 credit hours.).

**THET 324S. Costume Design 1. 3 Hours.**

PR: THET 226 or THET 226S. Study of basic design elements as applied to costume design. Script analysis leading to conceptualization and communication through visual language. Experience in practical organization skills, paperwork and budgeting.

**THET 325S. Lighting Design. 3 Hours.**

PR: THET 220. Experience in the design of stage lighting including conceptualization, drafting and rendering techniques related to the development and presentation of lighting design.

**THET 326S. Advanced Costume Design. 3 Hours.**

PR: THET 324 or THET 324S. Experience applying the basic principles of costume design to text, movement text, opera, dance, and puppetry. Emphasis on rendering techniques, presentation, composition, and fabric selections. (May be repeated for a maximum of 6 credit hours.).

**THET 327S. History of Costume and Decoration 1. 3 Hours.**

PR: (THET 225 or THET 225S) and (THET 226 or THET 226S). A historical survey of clothing, artistic style and decoration from ancient Egypt to 1750. Emphasis on how stage designers employ style in the design of costumes, scenery, and properties. (Field trip required.).

**THET 328S. History of Costume and Decoration 2. 3 Hours.**

PR: (THET 225 or THET 225S) and (THET 226 or THET 226S). A historical survey of clothing, artistic style, and decoration from 1750 to the present. Emphasis on how stage designers employ style in the design of costumes, scenery and properties. (Field trip required.).

**THET 329S. Computer Assisted Design for the Stage. 3 Hours.**

PR: THET 222 or THET 222S. Study of the graphic applications of computer assisted design and drafting for stage design through project work and exercises in a studio format.

**THET 330S. Rendering Techniques. 3 Hours.**

This course allows the students to explore and develop different techniques of rendering scenic, costume, and lighting designs. Students will work in watercolor, acrylic, marker, pencil and other media.

**THET 340S. Intermediate Vocal Techniques 1. 2 Hours.**

PR: (THET 240 or THET 240S) and consent. Extending vocal range, power, and flexibility. Achieving personal connection between words and self. Formation of speech sounds.

**THET 341S. Intermediate Vocal Techniques 2. 2 Hours.**

PR: (THET 340 or THET 340S) and consent. Developing of flexibility and muscularity of the voice. Phonetics.

**THET 342S. Stage Movement 1. 2 Hours.**

PR: (THET 242 or THET 242S) and consent. Continuation of THET 242S. Workshop in movement skills related to the actor's craft, including the analysis, description and execution of a broad range of movement qualities.

**THET 343S. Stage Movement 2. 2 Hours.**

PR: (THET 342 or THET 342S) or consent. An exploration of compositional techniques through the development of original performance material using movement as a basis. Will include a study of the history of theatrical performance art works and artists. (May be repeated for a maximum of 6 credit hours.).

**THET 344S. Acting Studio. 3 Hours.**

PR: (THET 244 or THET 244S) or consent. The purpose of studio is to reexamine basic acting principles and introduce advanced techniques in characterization, personalization, and given circumstances through exercises, monologue work, and intensive scene study coordinated with rehearsal and performance in THET 345S.

**THET 345S. Advanced Acting Studio. 3 Hours.**

PR: Consent. Continuation of THET 344S. Applied application of intermediate work in personalization, given circumstances, action, and objectives. Includes rehearsal and performance of play from the Modern Contemporary Theatre.

**THET 346S. Actor's Craft. 3 Hours.**

PR: THET 244 or THET 244S. Gives the general theatre student a studio style acting class experience, emphasizing exercises and monologue and scene work in a variety of styles.

**THET 348S. Studio Scene Study 1. 1 Hour.**

PR: THET 244 or THET 244S. The presentation of scenes chosen from modern and contemporary theatre, before a panel of acting, voice, and movement faculty for critique.

**THET 352S. Acting the Song. 3 Hours.**

PR: THET 144 or THET 144S. Exploration of lyric, rhyme, imagery, storytelling, phrasing, musical composition and overall theme of a song for clues the actor can use in performance.

**THET 355S. Musical Theatre Studio. 3 Hours.**

PR: (THET 244 or THET 244S) and (MUSC 226 or MUSC 226S). Examine, explore and execute acting techniques and styles applicable to the musical through scene and musical performance study as well as classroom exercises. (May be repeated for a maximum of 6 credit hours.).

**THET 360. Western Theatre History 1: Greeks to Restoration. 3 Hours.**

A survey of important movements, people, innovations, styles, and traditions in European theatre from Greeks through the period of Restoration. Through lecture presentations, discussions, readings, and tests, students will become familiar with theatrical practices, and figures, across a broad spectrum of contexts, definitions, and approaches in the western theatre canon.

**THET 365. Western Theatre History 2: Enlightenment to Contemporary. 3 Hours.**

A survey of important movements, people, innovations, styles, and traditions in 19th and 20th century European theatre ranging from the period of Enlightenment to Contemporary. Through lecture presentations, discussions, readings, and tests, students will become familiar with theatrical practices, and figures, across a broad spectrum of contexts, definitions, and approaches in the western theatre canon.

**THET 370. Production Dramaturgy. 3 Hours.**

PR: THET 112. A process-oriented course dealing with the demands and possibilities for dramaturges in the contemporary theatre. Casebooks and work with other sources contribute to the skill set for dramaturges assisting productions.

**THET 375S. Puppet Construction. 3 Hours.**

PR: THET 105. This studio class focuses on puppetry through the study of basic mechanical systems, printing, sculpting, sewing and finishing techniques.

**THET 393. Special Topics. 1-6 Hours.**

PR: Consent. Investigation of topics not covered in regularly scheduled courses.

**THET 400. Advanced Production Practicum. 1 Hour.**

PR: THET 200 or consent. (May be repeated for a maximum of 6 hours.) Assigned advanced production projects that are supervised by a faculty mentor.

**THET 401. Capstone Experience. 3 Hours.**

This course provides a culminating senior project for students in the areas of BFA acting, design, puppetry, and children's theatre, as well as for the BA in theatre.

**THET 402. Repertory Theatre. 1-6 Hours.**

PR: Consent. Rehearsal and performance techniques for producing plays in rotating repertory. Emphasis is on the creation of synthesized company of performers, designers, and technicians. (May be repeated for maximum of 12 credit hours.).

**THET 403S. Advanced Directing. 3 Hours.**

PR: THET 302. Emphasis on the work of the director as an integrating artist. High level of proficiency in the direction of a one-act play is required of all students enrolled.

**THET 404S. Playwriting. 3 Hours.**

PR: Consent. Development of basic playwriting techniques. Specific assignments explore characterization, dramatic event, dialogue, tension, compression. Emphasis on the student finding one's own voice, style, and courage to dramatize one's view of the world.

**THET 405S. Advanced Playwriting. 3 Hours.**

PR: THET 404 or THET 404S. Further exploration of dramatic technique, with emphasis on orchestrating the longer play. Also touches on script analysis of known dramatic texts and on practical problems of a playwriting career.

**THET 406S. Advanced Stage Management Seminar. 1-3 Hours.**

PR: THET 113 and (THET 206 or THET 206S). The advanced practical application of stage managing, allowing the students more independence to demonstrate a mastery of skills developed in previous coursework. Students are expected to stage manage or assist as Production Manager for a fully produced School of Theatre & Dance production and advise their peers and assistants on communication strategies to facilitate effective production team collaboration.

**THET 410. Light Console Programming. 3 Hours.**

PR: THET 220. Intermediate to advanced programming methods and procedures for industry standard lighting consoles, including typical lighting console hierarchy and operation and its field application and implementation. Application and development of skills in general lighting electrics, lighting management, and lighting networking set up and troubleshooting.

**THET 414. Advanced Production Management. 3 Hours.**

PR: THET 214. Students in this advanced class are expected to learn the intricacies of working with unions other than Actors' Equity Association from an administrative capacity, including advanced budget planning. In addition to unions, students will employ soft skills to better their communication, negotiation, and management styles through career preparation activities and case studies.

**THET 417. Tailoring. 3 Hours.**

PR: THET 425 or Instructor Approval. The Tailoring course teaching strategies and techniques used in the art of structured garments. The course emphasizes precision, teaching students to block, cut, and stitch accurately and consistently. They will also learn of internal jacket structures, complex pockets, and shaping collars. The key goal for tailoring is to create a crisply stitched garment that fits on an actor.

**THET 418. Draping for Costumes. 3 Hours.**

PR: THET 219. Draping is the practice of taking a 2-dimensional costume rendering and using fabric to realize that design on a mannequin. Once students learn how to accurately interpret shapes, they will engineer the foundations that make the garment wearable, including internal interfacings, closures, and body shapers. From there, students will learn to correct patterns based on fit.

**THET 421S. Lighting Design 2. 3 Hours.**

PR: THET 200 and (THET 325 or THET 325S). An advanced study of lighting design with emphasis on design development, cueing, and design refinement during technical rehearsals.

**THET 422S. Advanced Stage Makeup. 3 Hours.**

PR: THET 221. An advanced study of stage makeup materials and techniques. Intensive focus on facial anatomy, casting, sculpting, and design.

**THET 423S. Costume Crafts. 3 Hours.**

PR: THET 111 and (THET 425 or THET 425S). Identification and application of the materials and techniques used in the fabrication of costume crafts. Emphasis on research and practical experience through hands on project work.

**THET 424. Advanced Technical Production. 3 Hours.**

PR: THET 103 and THET 222. Detailed study of the fundamentals and principles of technical direction. The course will examine leadership principles, the flow of information needed to successfully implement a design, different phases of a production/build, budgeting, theatrical construction methods, and how to apply them to given design challenges.

**THET 425S. Advanced Costume Construction. 3 Hours.**

PR: THET 111. Study and practical application of costume construction techniques through development of flat-pattern drafting skills. Emphasis on use of research to interpret the costume rendering. Extensive hands-on experience with construction projects for Division productions. (May be repeated for a maximum of 6 credit hours).

**THET 426. Automation. 3 Hours.**

PR: THET 329. Automation is the exploration of motorized equipment used in the arts and how it can be utilized for production purposes. Topics from electricity to mechanical design will be discussed.

**THET 427. Lighting Technology. 3 Hours.**

PR: THET 220. An advanced study of the tools and technology available to lighting designers with an emphasis on contemporary lighting systems. Including electrical calculations, power distribution, networking and advanced industry specific software.

**THET 428S. Scene Painting. 3 Hours.**

PR: (THET 322 or THET 322S) and (THET 622 or THET 622S) or consent. An introduction to the basic tools, materials, and techniques of scene painting for the stage.

**THET 429S. Sound Seminar. 3 Hours.**

PR: THET 103 and THET 104. An exploration of sound design and equipment for the theatre with practical emphasis on producing and recording sound effects using computer software.

**THET 433S. Model Building. 3 Hours.**

PR: (THET 225 or THET 225S) and (THET 226 or THET 226S). Design and construction methods of the scenographic model are examined. Mastery is attained through the construction of three or four projects in the design studio.

**THET 435. Theatre Health and Safety. 3 Hours.**

Course investigates common health and safety issues encountered in Theatrical Production. Examines the laws and governing agencies in the theatrical industry. Certifies students in CPR and First Aid.



**THET 440S. Advanced Vocal Techniques. 2 Hours.**

PR: Consent. Meeting the demands of heightened texts requiring greater emotional and physical commitments. Tutorials.

**THET 441S. Advanced Vocal Techniques 2. 2 Hours.**

PR: (THET 440 or THET 440S) and consent. Integrating vocal techniques in the context of rehearsal and performance in plays of heightened text and issues of period and style.

**THET 442S. Advanced Stage Movement 1. 2 Hours.**

PR: (THET 343 or THET 343S) or consent. Practical application of issues of performance theory and composition. Studies in the relationship of text and movement in performance, and in the development of original performance material that uses movement as a point of departure.

**THET 443S. Advanced Stage Movement 2. 2 Hours.**

PR: (THET 442 or THET 442S) or consent. Intensive study of issues related to physicality in performance; special topics, which may include, but are not limited to stage combat, mask, and large group composition.

**THET 444S. Advanced Acting Studio. 3 Hours.**

PR: Consent. Continuation of advanced exercises focusing on the works of Shakespeare. Includes verse scansion, text analysis, dynamics, scene study, exercise work and characterization.

**THET 445S. Advanced Acting Studio. 3 Hours.**

PR: Consent. Continuation of THET 444S. Rehearsal and presentation of style project, (Shakespeare, Comedy of Manners, Shaw, etc.). Also includes seminars in special topics in performance.

**THET 447S. Studio Scene Study 2. 1 Hour.**

PR: THET 444 or THET 444S. The presentation of scenes chosen from Shakespeare and other plays of heightened text, before a panel of acting, voice and movement faculty for critique.

**THET 450S. The Complete Performer. 3 Hours.**

PR: (THET 447 or THET 447S) and (THET 455 or THET 455S). This lab-based course employs the best pedagogical approaches to strengthen the abilities of the actor who sings, acts, and dances. Students will work with musicians, lyricists, and book writers toward creating an original musical short, presented at the end of the semester. It is designed to cultivate student ability to compete in the musical theatre community as a triple threat.

**THET 455S. Advanced Musical Theatre Studio. 3 Hours.**

PR: (THET 344 or THET 344S) and (THET 355 or THET 355S). Presentation of scenes and musical performances from the American Musical Theatre genre (1960-Present) with instruction and critique from a panel of acting, music, and dance faculty. Students will examine, explore and execute acting techniques and styles applicable to the musical through scene and musical performance study and classroom exercises. (May be repeated for a maximum of 6 credit hours.)

**THET 460. Contemporary Drama. 3 Hours.**

PR: ENGL 102 or ENGL 103. Contemporary drama provides an analysis and exploration of a set of representative living playwrights with research and context. Also, writing and discussion will follow current issues of the periodical American Theatre.

**THET 462S. Puppetry. 3 Hours.**

Comprehensive study of puppetry as a theatrical form. Construction, manipulation, and production methods for adult and youth audiences are highlighted.

**THET 464S. Children's Theatre. 3 Hours.**

PR: Consent. Study of theatre for child audiences. Writing, acting, designing, directing and producing plays with detailed analysis of scripts and children as audience members. (Field trip required.)

**THET 490. Teaching Practicum. 1-3 Hours.**

PR: Consent. Teaching practice as a tutor or assistant.

**THET 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.

**THET 492. Directed Study. 1-3 Hours.**

PR: Consent. (May be repeated for a maximum of 12 credit hours.) Directed study, reading, and/or research.

**THET 493. Special Topics. 1-6 Hours.**

PR: Consent. Investigation of topics not covered in regularly scheduled courses.

**THET 494. Seminar. 1-3 Hours.**

PR: Consent. Presentation and discussion of topics of mutual concern to students and faculty.

**THET 495. Independent Study. 1-6 Hours.**

Faculty supervised study of topics not available through regular course offerings.

**THET 496. Senior Thesis. 1-3 Hours.**

PR: Consent.

**THET 497. Research. 1-6 Hours.**

Independent research projects.

**THET 498. Honors. 1-3 Hours.**

PR: Students in Honors Program and consent by the honors director. Independent reading, study or research.