

COMMUNICATION STUDIES (CMDI)

CMDI 1030 Creativity and the Digital World (4)

This course provides students with an opportunity to create a dynamic website using text, images, and animations. Students will be introduced to a creative process suitable for the development of web-based content and asks students to consider important societal issues related to having a web presence and using content from the web. Students will also become digitally-literate through this course. Not open to students who have earned credit for CMDI 1200. Falls and Springs. (CTDI)

CMDI 1105 Creating Games (4)

Much has been written about the possibility that games could become the defining objects of popular culture in the new century. Course participants use games as a medium through which they can express their creativity. They study the principles of game design so they can use them to critique existing games as well as to guide the design of new games. Topics include the structure of compelling games, the role of games in society, meaningful play in games, games as simulations, games as narratives, and the culture of gaming. Creating, play testing, critiquing, and revising games of all kinds are primary activities. Not open to students who have earned credit for CMDI 1100. Springs. (CTDI)

CMDI 1300 The Art of Video Blogging (4)

Have you ever watched or read something so compelling that you wanted to share your thoughts, but didn't quite know how? This course explores various approaches to video blogging. Insights into film analysis and narrative structure will be presented, as will creating a shot list, screenwriting, filming, and editing. No prior video blogging experience is required. Falls. (CTDI)

CMDI 2015 "Deviants" in Film and Society (4)

Social expectations generally inform and regulate our behaviors and beliefs. All too often, and for varying reasons, numerous individuals in our society fail to conform to these expectations and they are accordingly labeled as being "deviant." Analyzes various social constructions of "deviants" – outlaws and delinquents among them – as they exist both in cinematic offerings and society. Not open to students who have earned credit for CMDI 2010. Falls and Springs. (SSDI)

CMDI 2025 Sex and Cinema in the 20th Century (and Beyond) (4)

Explores the evolution and social construction of sex, gender and sexual orientation in narrative cinema during the 20th century (and beyond). Not open to students who have earned credit for CMDI 2020. Falls and Springs. (PPDI)

CMDI 2100 The Digital Imagination (3)

The way we communicate is changing in response to our use of rapidly changing digital technology. Students explore how images can be used to express ideas by introducing fundamental concepts of image composition and design. Students learn how images embody meaning and how to use powerful image and animation creation/editing tools to effectively express their ideas. Students explore the use of color, line, shape, texture, light, and principles for two-dimensional design. They use techniques that enhance creativity as they develop images and animations that effectively communicate a variety of messages. Includes a significant hands-on element in which students use state-of-the-art image editing and animation-creation software to develop their assignments and projects. Falls and Springs. (CTDI)

CMDI 2200 The Science of Animation Programming (4)

Introduces participants to animation programming using state-of-the-art animation tools. Students learn animation programming by experimenting with programs, formulating hypotheses about how to create animation effects and testing their hypotheses. Includes a significant hands-on component in which the instructor is available to assist students with laboratory assignments. Students learn about the math and physics of motion, friction, momentum, and the interaction of objects in motion. Falls and Springs. (SIDI)