Department of Communication Arts

Sarah Wildes Arnett, Interim Department Head
Room 1001A, Communication Arts and Curriculum Building

The Department of Communication Arts is a multidisciplinary department with programs that lead to a Bachelor of Fine Arts (B.F.A.) degree with majors in:

- Communication with an emphasis in Organizational Communication or Interpersonal Communication;
- Communication with a concentration in Public Relations;
- Dance;
- Mass Media;
- Theatre with tracks in Performance, Production, Musical Theatre, and Elective Studies in Theatre Management.

The department also offers minors in Communication, Dance, Health Communication, Mass Media Studies, and Theatre Arts.

The programs in the department are designed to give the student the basic knowledge, skills, and values that build upon the foundation provided by the University Core Curriculum and that are required for professional careers in sales, personnel management, public relations, corporate/diversity training, dance, theatre performance and management, and in the media industries including radio, television, the Internet, and music. Moreover, the department's programs stress the importance of critical thinking skills, an appreciation for diverse cultural perspectives, and the application of knowledge to the specific areas found in the department. The Bachelor of Fine Arts is a professional degree preparing students for immediate impact in their careers.

Valdosta State University is an accredited institutional member of the National Association of Schools of Theatre.

- Bachelor of Fine Arts with a Major in Communication (http://catalog.valdosta.edu/undergraduate/academic-programs/arts/communication-arts/bfa-speech-communication/)
- Bachelor of Fine Arts with a Major in Dance (http://catalog.valdosta.edu/undergraduate/academic-programs/arts/communication-arts/bfa-dance/)
- Bachelor of Fine Arts with a Major in Theatre (http://catalog.valdosta.edu/undergraduate/academic-programs/arts/communication-arts/bfa-theatre/)
- Bachelor of Fine Arts Degree with a Major in Mass Media (http://catalog.valdosta.edu/undergraduate/academic-programs/arts/communication-arts/bfa-mass-media/)
- Minor in Communication (http://catalog.valdosta.edu/undergraduate/academic-programs/arts/communication-arts/minor-speech-communication/)
- Minor in Dance (http://catalog.valdosta.edu/undergraduate/academic-programs/arts/communication-arts/minor-dance/)
- Minor in Mass Media Studies (http://catalog.valdosta.edu/undergraduate/academic-programs/arts/communication-arts/minor-mass-media-studies/)
- Minor in Theatre Arts (http://catalog.valdosta.edu/undergraduate/academic-programs/arts/communication-arts/minor-theatre-arts/)
- Institutional Cross-training Certificate for Journalism and Mass Media Students (http://catalog.valdosta.edu/undergraduate/academic-programs/arts/communication-arts/institutional-crosstraining-certificate-journalism-mass-media-students/)
- Sports Broadcasting Certificate (http://catalog.valdosta.edu/undergraduate/academic-programs/arts/communication-arts/sports-broadcasting-certificate/)

Communication

COMM 1100. Human Communication. 3 Hours.
A broad approach to oral communication skills including intrapersonal, interpersonal, small group, and public speaking.

COMM 1100H. Honors Human Communication. 3 Hours.
An honors-level approach to oral communication skills with emphasis on advanced theoretical and practical approaches to interpersonal communication, small group communication, and public speaking.

COMM 1110. Public Speaking. 3 Hours.
The organization of materials and the vocal and physical aspects of delivery in various speaking situations.

COMM 1500. Introduction to Communication Studies. 3 Hours.
Orientation to the communication profession. Topics addressed include professionalism, workplace etiquette, career opportunities, writing style, technology, research, and written and oral presentational skills. This course is to be taken the first term enrolled as a major.

COMM 1800. Communication Technology. 3 Hours.
Examination and application of technology design processes and their impact on communication.

COMM 2100. Introduction to Communication Theory. 3 Hours.
General survey of communication theories to familiarize students with basic constructs in interpersonal, intercultural, organizational, and public communication; to demonstrate the value of theory; and to orient students to the speech communication major.

COMM 2300. Interpersonal Communication. 3 Hours.
The study of communication skills in interpersonal relationship in social and professional contexts.

COMM 2500. Communication, Culture, and Community. 3 Hours.
Introduction to intercultural communication. The course addresses verbal and nonverbal theories, methods, and vocabulary used in mixed cultural situations. Emphasis in is placed on sense-making and strategies to reduce uncertainty in social and cultural systems.

COMM 3011. Argumentation and Advocacy. 3 Hours.
Prerequisite: COMM 2100. Theories of argumentation and advocacy.

COMM 3021. Persuasion. 3 Hours.
Prerequisites: COMM 2100, Theories of persuasions.

COMM 3031. Communication Law and Ethics. 3 Hours.
Prerequisites: COMM 1500 and COMM 2100. Examination of the history and effects of laws that impact communication processes.

COMM 3072. Debate and Individual Events (Forensics) Lab. 2 Hours.
Research and practice in debate and individual events. Individual events include dramatic interpretation, dramatic duo interpretation, after-dinner speaking, prose, poetry, communication analysis, program oral interpretation, impromptu, extemporaneous, persuasion, and informative. Debate events include parliamentary style and Lincoln-Douglas style.

COMM 3111. Applied Communication Research. 3 Hours.
Prerequisites: COMM 1500 and COMM 2100. The study and application of contemporary research methods in organizational settings. Students explore how organizations make data-based decisions utilizing multiple methods including observation, surveys, focus groups, content analysis, and experiments. Students will complete a research project as part of this course.

COMM 3112. Data Analytics in Communication. 3 Hours.
Prerequisites: COMM 1500 and 2100. Analysis of large data sets for assistance in decision-making in message design and stakeholder communication.

COMM 3211. Event Planning. 3 Hours.
Prerequisites: COMM 1500 and COMM 1800. An introduction to the principles of event management including planning, managing, budgeting, promoting, and implementing special events for organizations.

COMM 3231. Health Communication. 3 Hours.
Prerequisites: COMM 1500 and COMM 2300 or HCAD Major. Exploration of the role of communication in identifying, managing, and addressing major health events such as patient advocacy, health promotion, support groups, medical decision making, end-of-life caregiving, healthcare systems, and mediated patient care.

COMM 3311. Teams and Leadership. 3 Hours.
Prerequisites: COMM 1500 and COMM 1800. Study of communication strategies that enhance and promote synergy, cohesion, and university in teams for effective and efficient attainment of their goals.

COMM 3321. Conflict Management. 3 Hours.
Prerequisites: COMM 2300 or Communication Minor. Study of theories and approaches to managing conflict. Students utilize negotiation, mediation, and arbitration techniques in addressing interpersonal and organizational conflicts.

COMM 3331. Creativity and Communication Design. 3 Hours.
Prerequisites: COMM 1500 and COMM 1800 or Communication Minor. Exploration of techniques for creating and applying concepts in professional communication message design.

COMM 3411. Visual Communication and Aesthetics. 3 Hours.
Prerequisites: COMM 1500 and COMM 1800 or Communication Minor. Study of the design, use, and impact of visuals on communication processes.

COMM 3421. Social Media Strategies. 3 Hours.
Prerequisites: COMM 1500 and COMM 1800 or Communication Minor. Study of social media strategies and their impact on communication processes and relationships. Emphasis is placed on how social media shapes virtual interpersonal and organizational identities.

COMM 4120. Theories of Public Communication. 3 Hours.
Prerequisite: COMM 2100. The study of selected bodies of theories of public communication, including political communication, classical theory, contemporary rhetorical theory, and mass communication theory. May be repeated for credit.

COMM 4151. Applied Health Communication. 3 Hours.
Prerequisites: COMM 3231. Advanced study of design, implementation, and evaluation of health communication campaigns.

COMM 4240. Public Relations Law and Ethics. 3 Hours.
Prerequisites: COMM 3200 and speech communication major. Legal and ethical aspects of professional public relations practice.

COMM 4401. Advanced Interpersonal Communication. 3 Hours.
Prerequisites: COMM 2100 and COMM 2300. Advanced study of interpersonal theories and processes.

COMM 4421. Nonverbal Communication. 3 Hours.
Prerequisites: COMM 1500 and COMM 2300. Advanced study of nonverbal codes and their applications in communication.

COMM 4431. Listening and Interviewing. 3 Hours.
Prerequisites: COMM 1500 and COMM 2300. Examination of the theories and processes of listening and interviewing.

COMM 4441. Communication Across Difference. 3 Hours.
Prerequisites: COMM 1500, COMM 2300, and COMM 2500 or Communication Minor. An examination of how communication is influenced by diversity.

COMM 4461. Interpersonal Communication Capstone. 3 Hours.
Prerequisites: Completion of Communication Core and COMM 4401. Application of knowledge and skills through completion of a capstone experience requiring the analysis, development, and implementation of a project.

COMM 4501. Organizational Communication. 3 Hours.
Prerequisites: COMM 3111. Study of complex organizations and their environments.

COMM 4511. Professional Communication. 3 Hours.
Prerequisites: COMM 3331. Identification and application of best communication practices for the workplace.

COMM 4521. Crisis Communication and Negotiation. 3 Hours.
Prerequisites: COMM 1500 and COMM 3321. Application of tools, theories, and skills to manage organizational crises.

COMM 4531. Communicating Globally. 3 Hours.
Prerequisites: COMM 2500 and COMM 3331. An examination of the perspectives, theories, and assumptions underlying communication between nations, organizations, and people.

COMM 4561. Organizational Communication Capstone. 3 Hours.
Prerequisites: Completion of Communication Core and COMM 4501. Application of knowledge and skills through completion of a capstone experience requiring the analysis, development, and implementation of a project.

COMM 4601. Special Topics in Communication. 3 Hours.
Prerequisites: Permission of instructor. Exploration of topics outside the prescribed curriculum of communication. Course may be repeated for credit when topics are different.

COMM 4610. Special Topics in Communication Studies. 1-3 Hours.
Prerequisite: Consent of the instructor. Topics to be assigned by instructor. The course provides an opportunity to explore topics outside the prescribed curriculum of speech communication and may be repeated for credit when topics different.

COMM 4611. Directed Study in Communication Arts. 1-3 Hours.
Prerequisites: Approval of supervising instructor and Department Head. Individual instruction for enrichment of advanced majors in their area of specialization. May be repeated with a change in topic.

COMM 4671. Internship in Communication. 3-9 Hours.
Prerequisite: Completion of Communication Core and COOP 1100. Graded “Satisfactory” or “Unsatisfactory.” The placement of students in apprentice and intern positions in professional environments to enlarge the students’ professionalism.

COMM 4911. Communication Arts Study Abroad I. 3 Hours.
Prerequisite: Acceptance to a VSU study abroad program. For students studying abroad on VSU-approved programs. Students must have written approval from the Office of International Programs and relevant academic units to register for this course. May be repeated with change in program and instructor.

COMM 4912. Communication Arts Study Abroad II. 3 Hours.
Prerequisite: Acceptance to a VSU study abroad program. For students studying abroad on VSU-approved programs. Students must have a written approval from the Office of International Programs and relevant academic units to register for this course. May be repeated with change in program and instructor.

Dance

DANC 1500. Introduction to Dance. 3 Hours.
A general survey and appreciation of dance as an art form, an introduction to dance history and a critical evaluation of dance.

DANC 1600. Fundamentals of Ballet. 2 Hours.
Basic techniques and theories of classical ballet for the beginning dancer. The course emphasizes body placement, awareness, strength, stretch, and terminology. May be repeated for credit.

DANC 1610. Ballet I. 2 Hours.
Prerequisites: DANC 1600 or Dance Major status. Basic techniques and theories of classical ballet for the experienced dancer. The course emphasizes body placement, awareness, strength, stretch, and terminology. May be repeated for credit.

DANC 1700. Contemporary Dance I. 2 Hours.
Basic contemporary dance techniques and theories. May be repeated for credit.

DANC 1900. Tap Dance I. 2 Hours.
Basic skills in tap dancing. May be repeated for credit.

DANC 2600. Ballet II. 3 Hours.
Prerequisite: DANC 1600 or approval of Department Head. A continuation of Ballet I (DANC 1600). May be repeated for credit.

DANC 2700. Contemporary Dance II. 3 Hours.
Prerequisite: DANC 1700 or approval of Department Head. A continuation of Contemporary Dance I (DANC 1700). May be repeated for credit.

DANC 2800. Jazz Dance I. 2 Hours.
Basic jazz dance techniques and theories. May be repeated for credit.

DANC 2900. Tap Dance II. 2 Hours.
Prerequisite: DANC 1900. A continuation of Tap Dance I (DANC 1900). May be repeated for credit.

DANC 2910. Social Dance. 1 Hour.
Introduction to history, terms, positions and movements. Psychomotor instruction in social dance forms from the turn of the century to the present.

DANC 2920. Dance Improvisation. 1 Hour.
An introduction to dance improvisation. Movement studies will be based on modern dance techniques and theories.

DANC 3000. Dance Composition. 3 Hours.
Prerequisite: DANC 1600 or DANC 1700 or approval of Department Head. The study of the tools of dance composition, creating individual and group studies, and solving dance composition problems.

DANC 3100. Choreography. 3 Hours.
Prerequisite: DANC 3000 or approval of Department Head. An application of the fundamentals of dance composition to choreographic projects. Emphasis is also placed on exploring, analyzing, and experimenting with problems in dance performance and production.

DANC 3200. Dance Ensemble. 1 Hour.
Prerequisite: Audition by instructor. A select ensemble emphasizing group and solo performance. May be repeated for a total of 6 credit hours.

DANC 3300. Special Topics in Dance. 1-3 Hours.
The study of specific topics in dance not covered in existing courses. May be repeated for credit if different topics are studied.

DANC 3410. Dance History. 3 Hours.
Prerequisite: DANC 1500 or permission of instructor. A broad survey of dance history with emphasizes on the impact of dance on society from primitive times to the present.

DANC 3420. Music Analysis for Dancers. 2 Hours.
Prerequisite: DANC 1900 or permission of instructor. A study of rhythm, accompaniment, and music resources for dance.

DANC 3500. Dance Pedagogy. 3 Hours.
Prerequisites: Junior or Senior-level standing in Dance. A study of and application of methodology in teaching dance techniques, practices, and theories for preK-12 dance education. Course work includes lecture, observations, and teaching portfolio development, as well as instruction and application of dance lesson planning, peer teaching labs, and fieldwork teaching in a variety of genres.

DANC 3600. Ballet III. 3 Hours.
Prerequisite: DANC 2600 or approval of Department Head. A continuation of Ballet II with emphasis on developing the refined movements of ballet techniques and theories. May be repeated for credit.

DANC 3700. Contemporary Dance III. 3 Hours.
Prerequisite: DANC 2700 or approval of Department Head. A continuation of Contemporary Dance II with emphasis on developing advanced skills in contemporary techniques and theories. May be repeated for credit.

DANC 3800. Jazz Dance II. 3 Hours.
Prerequisite: DANC 2800 or approval of Department Head. A continuation of Jazz Dance I. May be repeated for credit.

DANC 3940. Aerial Dance Arts. 2 Hours.
Prerequisites: DANC 2600 or DANC 2700 or approval of instructor. Fundamentals and application of aerial dance techniques. The course emphasizes aerial dance skills in available apparatus, performance, artistry, improvisation, strengthening and conditioning, and safety practices.

DANC 3950. Dance for Camera. 2 Hours.
Prerequisites: DANC 2700 and 3200 or permission of instructor. Introduction to use video with dance. This course includes composing for the camera, recording dancers in action, and editing footage to create original work.

DANC 4010. Dance Kinesiology. 3 Hours.
Prerequisites: Completion of DANC courses in Area F: DANC 1600, DANC 1700, DANC 2800, and DANC 2920. An intensive study in the field of dance science. Emphasis is placed on principles of kinesiology applied to dance movement, anatomical analysis, conditioning, and injury prevention. Special attention will be given to the application of information to technique class, rehearsal, choreography, and individual anomalies.

DANC 4020. Conditioning and Wellness for Dance. 2 Hours.
Prerequisite: DANC 4010 or permission of instructor. An in-depth study of dance science principles addressing conditioning and wellness techniques specific to dance. This course includes both physical and cognitive components.

DANC 4600. Ballet IV. 3 Hours.
Prerequisite: DANC 3600 or permission of instructor. A continuation of Ballet III, with an emphasis on developing advanced skills in ballet techniques and theories. May be repeated for credit.

DANC 4700. Contemporary Dance IV. 3 Hours.
Prerequisite: DANC 3700 or permission of instructor. A continuation of Contemporary Dance III, with an emphasis on developing advanced skills in contemporary dance techniques and theories. May be repeated for credit.

DANC 4790. Dance Portfolio and Resume Presentation. 2 Hours.
Assembly and presentation of a portfolio and resume for professional use in the field of dance. The course is designed to assist the graduating student in preparation of materials needed for job placement or graduate school admission.

DANC 4800. Jazz Dance III. 3 Hours.
Prerequisite: DANC 3800 or permission of instructor. A continuation of Jazz Dance II. May be repeated for credit.

DANC 4900. Directed Study in Dance. 1-9 Hours.
Prerequisite: Permission of Instructor. Individual instruction for enrichment of advanced majors in their areas of specialization. This course may be repeated for up to 9 hours of credit.

Mass Media

MDIA 2000. Introduction to Mass Media. 3 Hours.
A study of the processes, elements, theories, uses, and impacts on mass media, including history, development, operation, and current business conditions of the major media forms.

MDIA 2000H. Introduction to Mass Media (Honors). 3 Hours.
An honors-level study of the processes, elements, uses, and impacts of mass media, including history, development, operation, and cultural effects of books, newspapers, magazines, motion pictures, radio, television, sound recordings, and computer media.

MDIA 2050. Introduction to Electronic Media Production. 3 Hours.
An introduction to basic principles and terminology associated with the production and capture of video and audio content. The course examines how aesthetic elements communicate meaning in film, video, and computer media through a mix of lecture and hands on projects.

MDIA 2100. Introduction to Media Writing. 3 Hours.
Prerequisites: Major or Minor status or consent of instructor. An introduction to the variety of standard writing styles employed by media professionals. Topics include news writing, advertising copy, public service announcements, and an introduction to copy writing formats for television, radio and the Internet. Basic television scripting for short and long-form programming is also introduced.

MDIA 2350. Media and Culture. 3 Hours.
Prerequisites: Major or Minor status. An introduction to media and culture. This course will explore foundational components of media and culture, examining connections between the message, the medium, society, and culture. The course will explore society's relation to media and how media affects society, through topics such as media industries, representation, audiences, and technology.

MDIA 2500. Computer Mediated Communication. 3 Hours.
An introduction to the history, development, and processes of mediated communication in the digital era with an emphasis on visual analysis, language, and storytelling through as exploration of the tolls and techniques used to create various media artifacts.

MDIA 3001. Media Production I. 3 Hours.
Prerequisites: MDIA 2050 and MDIA 2500 or permission of instructor. Study of media production techniques in the studio environment. Students will build upon production and editing skills and learn how to incorporate audio and visually based media into storytelling. Students will learn about the production workflow and its impact on creating narratives for target audiences.

MDIA 3002. Media Production II. 3 Hours.
Prerequisite: MDIA 3001 or permission of instructor. Intermediate studio-based exploration of the technical, practical, and conceptual aspects of contemporary digital media production in all phases. Students will focus on capturing, editing, and finishing professional quality audiovisual media for creative media industries. Project planning and management, directing, interviewing, and collaborative workflows will be covered.

MDIA 3003. Media Production III. 3 Hours.
Prerequisite: MDIA 3002 or permission on instructor. Advanced studio-based exploration of the technical, practical, and conceptual aspects of contemporary digital media production form preproduction through postproduction. This course will focus on the creation and delivery of linear and interactive digital media for creative media industries including entertainment, news, and marketing.

MDIA 3100. Writing for Media II. 3 Hours.
Prerequisites: Major Status and MDIA 2100 or permission of instructor. Advanced writing course building upon the skills covered in MDIA 2100. Topics include news writing, scriptwriting, writing for radio and television, and other forms of multimedia writing.

MDIA 3125. Social Media. 3 Hours.
Examination of the conceptual, stylistic, and contextual aspects of creating and executing social media campaigns. Topics include tone of voice, audience analysis, message credibility, engagement strategy, online identity, digital listening, and performance monitoring.

MDIA 3175. Transmedia Storytelling. 3 Hours.
Prerequisites: MDIA 2100 and MDIA 3100 or permission of instructor. Exploration of concepts, tools, and techniques used in multi-platform storytelling incorporating traditional and newer immersive forms of media content. The course examines conceptual, stylistic, and contextual aspects of creating and executing impactful communications capable of engaging audiences around contemporary entertainment franchises.

MDIA 3225. Media Research and Audience Analysis. 3 Hours.
Prerequisites: MDIA 2000 and MDIA 2350 or permission of instructor. Introduction to social science research techniques relevant to the media and communication fields. This course will focus on approaches to studying and analyzing media content, methods of inquiry, and their relation to targeted audiences.

MDIA 3250. On-Air Announcing. 3 Hours.
The fundamentals of voice and articulation for on-air performances by newscasters, entertainers, and multimedia broadcasters. Topics include vocal delivery styles; appearance on-camera; and interviews for news packages, sports events, and talk shows.

MDIA 3350. Aesthetics of Electronic Media. 3 Hours.
Prerequisites: MDIA 2000 or consent of instructor. This course is designed to study the application of advanced film and video techniques. Topics include narrative structure, cinematography, directing technique, editing, sound design and the language of production.

MDIA 3400. Screenwriting. 3 Hours.
Prerequisites: Major or Minor status and MDIA 2100 or permission of instructor. An advanced writing course building upon the skills acquired in MDIA 2100. Students will develop a full-length teleplay or screenplay. Topics include development of treatments, plotting, sequencing, character analysis, and synopsis. The techniques required for effective scene construction, plot twists, comedic slants, dramatic tones, and other advanced script writing techniques are also introduced.

MDIA 3500. Newswriting and Reporting. 3 Hours.
Prerequisites: MDIA 2100 or permission of instructor. An advanced course with an emphasis on writing for broadcast news. Students will develop skills in news gathering, interviewing, AP-style writing for television and web, editing news packages, as well as incorporation of social media tools. This course will cover additional concepts such as media law and ethics.

MDIA 3950. Directed Study. 1-3 Hours.
Prerequisite: Major status and approval of advisor, instructor, and department head. Individualized study in an area or subject not normally found in established courses offered by the department, may also allow the student to explore in more detail a topic which is normally covered by the department.

MDIA 4030. Selected Topics in Mass Media. 1-3 Hours.
Prerequisites: MDIA 2050 and 2100, or consent of instructor. Intensive study of a topic relevant to broadcast media. The course introduces the alternative approaches to the study of themes, applications, trends, and issues in media, and provides an opportunity to explore other topics outside the prescribed curriculum of mass media. May be repeated for up to 6 hours of credit if course title are different.

MDIA 4100. Media Economics and Management. 3 Hours.
An examination of the economic structure and impact of the key copyright industries; television, radio, film, print, and digital. Additional focus will be on issues of organization, individual asses, audience, distribution, and financing.

MDIA 4200. Media Law and Ethics. 3 Hours.
Prerequisite: Major or Minor status or permission of instructor. A survey of the U.S. court system, the First Amendment, and laws affecting newsgathering, libel, privacy rights, copyrights, and the Federal Communications Commission. Students will examine various ethical and professional standards affecting media.

MDIA 4270. Diversity in Media. 3 Hours.
Prerequisites: Major status and completion of Area F, or consent of instructor. A critical examination of the relationships between the media and various races, classes, ethnicities, and genders. Topics include the representation of different groups by the media, how audiences are affected by those representations, alternative media, and how minorities and the media industries interact.

MDIA 4400. Media Criticism. 3 Hours.
Prerequisites: Major status and completion of Area F, or consent of instructor. An overview of the theoretical and practical study of critical media examination. This includes describing, interpreting, and judging mediated messages utilizing critical methods. Students will examine various approaches to media criticism and how they are applied to the broadcast media.

MDIA 4450. International Media. 3 Hours.
Prerequisite: Major Status and completion of Area F, or consent of instructor. A critical examination of media systems around the world and the societies in which they function. The role of governmental regulation, cultural factors, and language will be studied. Students will be required to analyze global media, national identities, and the concept of international communication. A comparative analysis of various systems is also required.

MDIA 4700. Digital Media Production Capstone. 3 Hours.
Prerequisites: MDIA 3003 or permission of instructor. An advanced, project-based studio in which students participate in production experiences exploring techniques for communicating using digital media.

MDIA 4950. Senior Seminar. 3 Hours.
Prerequisites: Completion of Area F, major status, restricted to students in their final semester of study in Mass Media. Required of all second semester seniors, the course focuses on the compilation of student portfolio materials. Students will create a resume and a general employment application letter.

MDIA 4960. News Workshop. 3 Hours.
Prerequisite: MDIA 3001 or permission of instructor. An advanced course in video news programming integrating studio and field-based production skills and techniques. The course focuses on identifying news values, cultivating sources of information from assigned beats, reporting and producing news packages, demonstrating competence in studio crew positions, scripting local newcasts, and developing on-air performance skills. May be repeated form credit.

MDIA 4961. Audio Workshop. 3 Hours.
Prerequisites: MDIA 3001 or permission of instructor. The production of portfolio materials such as podcasts, traditional radio, and streamcast programming. May be repeated for credit.

MDIA 4962. Video Workshop. 3 Hours.
Prerequisites: MDIA 3001 or permission of instructor. Active student participation in video production for VSU TV, and online distribution and exhibition. May be repeated for credit.

MDIA 4963. Documentary Workshop. 3 Hours.
Prerequisites: MDIA 3001 or permission of instructor. The production of documentaries in short and long formats. May be repeated for credit.

MDIA 4964. Sports Workshop. 3 Hours.
Prerequisites: MDIA 3001 or permission of instructor. Student participation in the production of sports programming for VSU-TV, the University-programmed cable-access channel. May be repeated for credit.

MDIA 4965. New Media Workshop. 3 Hours.
Prerequisite: MDIA 3001 or permission of instructor. A hands-on exploration of the tools and techniques used to create engaging digital multi-media content for the web, advertising and interactive gaming applications. Topics and techniques include green screen, motion capture, interactive and motion graphics, ideation, co-creation and collaborative workflow.

MDIA 4970. Internship. 3-9 Hours.
Prerequisite: Major and senior status approval of faculty internship director. Graded "Satisfactory" or "Unsatisfactory". Placement of students in apprentice and intern positions in professional environments, including radio and television stations and other media industry organizations in order to enlarge the student's professionalism. The course may be taken only during the student's final two semesters, and may be repeated for credit.

Public Relations

PREL 2000. Introduction to Public Relations. 3 Hours.
Prerequisites: Sophomore standing. The first course in public relations dealing with concepts of communicating with various publics.

PREL 3210. Strategic Design for Public Relations. 3 Hours.
Prerequisites: COMM 1500, 1800, and PREL 2000. Exploration of the basics of design, color, and type to a wide variety of strategically aligned print applications.

PREL 3220. Strategic Writing for Public Relations. 3 Hours.
Prerequisites: COMM 1800, PREL 2000, and JOUR 3510. A study of the writing of public relations materials for print, broadcast, and electronic media.

PREL 3230. Public Relations Case Studies. 3 Hours.
Prerequisite: COMM 3031 and PREL 2000. Use of public relations case studies to explore legal and ethical issues, public relations theory, and best practices for developing a variety of relationships with targeted publics.

PREL 3240. Strategic Design for Digital Media. 3 Hours.
Prerequisite: PREL 3210. Electronic applications in public relations including online media design.

PREL 3250. Public Relations in Health Care. 3 Hours.
Prerequisites: PREL 2000 or Health Communication Minor. Introduction to the use of public relations planning and techniques in health promotion, education, and relationship management.

PREL 4200. Public Relations Research. 3 Hours.
Prerequisites: COMM 3111, COMM 3112, and PREL 2000. Applications of theory and practice in public relations research.

PREL 4220. Integrated Communication. 3 Hours.
Prerequisites: PREL 3240. Study of how public relations, marketing, and advertising work together to achieve strategic goals through the creative use of tools, tactics, objectives, goals, and media planning in public relations and all other communication activities.

PREL 4230. Public Relations Capstone. 3 Hours.
Prerequisites: PREL 3220, and PREL 4200. Development of public relations programs and campaigns for organizations.

PREL 4600. Special Topics in Public Relations. 3 Hours.
Study of specialized public relations theories, contexts, and processes. May be repeated for credit when topics differ.

PREL 4610. Directed Study in Public Relations. 3 Hours.
Prerequisite: Approval of supervising instructor and Department Head. An exploration of topics outside the prescribed curriculum of public relations. Topics assigned by instructor. May be repeated for credit when topics differ.

PREL 4670. Internship in Public Relations. 3-9 Hours.
Prerequisite: Completion of Communication Core, COOP 1100, and PREL 3220. Graded "Satisfactory" or "Unsatisfactory". Apprenticeship or internship in public relations environments.

Theatre

THEA 1000. Voice and Diction. 3 Hours.
Application of the International Phonetic Alphabet's vowel and consonant symbolization for production of Standard American Speech with emphasis on resonance, breath control, vocal relaxation, and posture using a variety of contemporary approaches to vocal training.

THEA 1100. Theatre Appreciation. 3 Hours.
Survey and appreciation of theatre as a performing art; in- troduction to and improvement of critical and aesthetic evaluation of theatrical performances, including the con- tributions of the playwright, the actor, the director, the designer, and the audience member.

THEA 1120. Introduction to Theatrical Design. 3 Hours.
Introduction to the theatrical design process, including basic elements of theatrical design, rendering, and collaboration techniques.

THEA 1710. Introduction to Performance. 1 Hour.
An introduction to the principles of actor training, performer expectations, and rehearsal techniques.

THEA 1800. Acting I. 3 Hours.
A study of basic skills and techniques of acting, including increased sensory awareness, ensemble performing, character examination, and script analysis. Emphasis on the mechanics of voice, body, emotion, and analysis as tools for the actor.

THEA 2020. Musical Theatre Vocal Techniques. 1 Hour.
An introduction to the principles and application of musical theatre singing through the use of traditional and contemporary musical theatre repertoire, implementing musical theatre vocal colors and styles.

THEA 2110. Stage Dialects. 3 Hours.
Prerequisite: THEA 1000. An exploration of dialect frequently used in performance, based on an understanding and usage of the International Phonetic Alphabet.

THEA 2730. Introduction to Theatrical Makeup, Wig, and Costume Technology. 2 Hours.
An introduction to theatrical makeup, wig, and costume technology with a focus on the application of stage makeup, wig styling and maintenance, and basic sewing techniques.

THEA 2750. Basic Technical Theatre and Stage Lighting. 3 Hours.
An introduction to stagecraft and stage lighting, including the tools, materials, equipment, and techniques used for the construction of scenery, properties, and basic lighting for the stage.

THEA 2800. Acting II. 3 Hours.
Further training in the fundamental principles and tools of acting discovered in Acting I; emphasizing critical analysis of oneself and others ensemble performance as well as character and script analysis.

THEA 2810. Basic Stage Movement. 2 Hours.
The principles of physicalizing characters through movement, by developing a kinesthetic awareness and an understanding of gesture, bodily expression, and basic unarmed combat.

THEA 2830. Fundamentals of Stage Combat. 2 Hours.
An introduction to the fundamental principles and practices of stage violence and choreographed fighting for the stage and film.

THEA 2840. Stage Management. 3 Hours.
An introduction to the principles and practices of stage management; an investigation into the role of the stage manager in theatre production.

THEA 2900. Play Analysis for Production. 3 Hours.
An introduction to reading and analyzing plays,with an overview of the major genres of dramatic literature and the impact of literary analysis on the work of the director, the actor, and the designer.

THEA 2999. Track Audtion. 0 Hours.
Graded Satisfactory/Unsatisfactory. A required non-credit course for all theatre students pursuing placement in either the Musical Theatre or Performance Tracks; the audition must be successfully completed prior to enrolling Upper Division Performance classes. If an unsatisfactory grade is earned, the course must be repeated until a satisfactory grade in received.

THEA 3020. Theatre Voice. 1 Hour.
Private instruction in musical theatre vocal techniques. May be repeated for credit.

THEA 3021. Sight Singing and Aural Training for Musical Theatre I. 1 Hour.
Prerequisite: MUSC 1000. Skills development in sight singing and aural training in relation to Musical Theatre performance.

THEA 3031. Sight Singing and Aural Training for Musical Theatre II. 1 Hour.
Prerequisite: THEA 3021. Advanced skills development in sight singing and aural training in relation of musical theatre.

THEA 3100. Directed Study. 1-9 Hours.
Individual instruction for enrichment of advanced majors in their areas of specialization. May be repeated for credit.

THEA 3200. Audition Techniques. 1 Hour.
Prerequisite: THEA 2800 or approval of Instructor. Theory, technique and application of auditions skills for the performer.

THEA 3300. Costume Construction. 2 Hours.
Introduction to the principles and theory of costume construction for professional theatre and dance, with practical experience in the basic elements of sewing.

THEA 3700. Play Analysis for Production. 3 Hours.
An overview of the major genres of dramatic literature with an emphasis on the impact of critical evaluation on the work of the director, the actor, and the designer.

THEA 3710. Theatre Performance. 1 Hour.
Application of performance techniques in approved VSU theat- rical productions. Selection by audition or approval of the instructor. May be repeated for credit.

THEA 3711. Laboratory Theatre Performance. 1 Hour.
Prerequisites: THEA 2800. The application of performance techniques in student-directed same work. Enrollment is by audition or permission of the instructor only.

THEA 3720. Theatre Production. 1 Hour.
Prerequisite: THEA 2750 and 2730 or permission of the instructor. Directed experience in technical theatre. Students will participate in the building of scenery or costumes or the hanging of lights for theatre productions. Course may be repeated for credit.

THEA 3725. Stage Management Practicum. 1 Hour.
Directed experience in stage management. Students will apply management techniques in approved VSU theatrical production. Course may be repeated for credit.

THEA 3730. Theatre Management Practicum. 1 Hour.
Prerequisite: Permission of Instructor. Directed experience in theatre management. Students will participate box office operations and generate publicity documents and playbills. Course may be repeated for credit.

THEA 3740. Theatre Management. 3 Hours.
An investigation of current approaches to theatrical produc- tion including budget preparation, financial management, audience engineering, and promotional techniques used in American commercial, nonprofit professional, educational, and community theatres.

THEA 3745. Front of House Management. 2 Hours.
A study of approaches to and procedures in box office management and house management, including performance settlements, cash handling procedures, and contracts.

THEA 3750. Costume History. 3 Hours.
A survey of costume from ancient Greek to modern times, with emphasis on historically significant theatrical periods.

THEA 3755. Period Décor for Theatre. 3 Hours.
A chronological study of trends and significant developments in décor, architecture, and furnishings for theatrical design.

THEA 3760. Lighting Design. 3 Hours.
Prerequisite: THEA 1120 and THEA 2750. A study of lighting design in theatrical productions, including the use of color, composition and instrumentation.

THEA 3765. Sound Design. 3 Hours.
Prerequisites: THEA 1120 and THEA 2750. A study of sound design for theatre including design principles, media, and skills necessary for communicating and applying ideas and solutions.

THEA 3770. Costume Design. 3 Hours.
Prerequisite: THEA 1120 and THEA 3750. An introduction to the principles and elements of design and their relation to stage costume. The student will learn how to communicate design choices both visually and verbally.

THEA 3780. Scene Design. 3 Hours.
Prerequisite: THEA 1120 and THEA 2750. A study of scenic design through an exploration of design principles, art media, and skills necessary for communicating ideas and solutions with theatre artists.

THEA 3785. Theatre Design Practicum. 1-2 Hours.
Prerequisites: THEA 3760 or THEA 3770 or THEA 3780. Directed experience in design for theatre. Students act as Costume, Lighting, or Scenic Designer for a realized theatre production. Course may be repeated for credit.

THEA 3790. Computer-aided Drafting for the Theatre. 2 Hours.
Prerequisite: THEA 2750. An introduction to theatrical drafting procedures and skills using computer aided design software.

THEA 3795. Draping and Drafting for Costumes. 2 Hours.
Prerequisite: THEA 3300. An introduction to draping and drafting techniques used in costume construction. Students will work in both 2D and 3D methods to create garments, as well as learn industry standard techniques to prepare them to work professionally.

THEA 3800. Acting III. 3 Hours.
Prerequisite: THEA 2800 and 2999 or permission of instructor. The advanced study of scene analysis, rehearsal techniques and audition preparation using material primarily from the Modern Theatre repertory with application of the study in performance situations.

THEA 3850. Acting for the Camera. 2 Hours.
Prerequisites: THEA 2800. The development of techniques required to act in front on the camera.

THEA 3880. Theatre History I. 3 Hours.
Prerequisite: THEA 110 or permission of instructor. The study of the development of theatre from its origins up to the 18th century with emphasis on dramatic theory, play writing styles, theatrical production styles, physical theatres, and the impact of theatre on society.

THEA 3890. Theatre History II. 3 Hours.
Prerequisite: THEA 1100 or permission of instructor. The study of the development of theatre from the 18th century to the present with emphasis on dramatic theory, play writing styles, theatrical production styles, physical theatres, and the impact of theatre on society.

THEA 3950. Fundamentals of Play Directing. 3 Hours.
Prerequisites: THEA 2750, 2800 and 3900. The study of the role of the director in theatrical production, including practical application of theories in class-room exercises.

THEA 4020. Advanced Theatre Voice. 1 Hour.
Prerequisite: Permission of Instructor. Instruction in advanced musical theatre vocal techniques, musical theatre styles, and musical theatre repertoire. May be repeated for credit.

THEA 4030. Special Topics in Theatre. 1-3 Hours.
The study of specific topics in theatre not covered in existing courses. May be repeated for credit if different topics are studied.

THEA 4270. Play Writing. 3 Hours.
An overview of the principles of writing for theatrical pro- duction with primary emphasis on the development of the structure for both one act and full length play scripts.

THEA 4730. Advanced Makeup Techniques. 2 Hours.
Prerequisite: THEA 2730 or permission of Instructor. Exploration of advanced theatrical makeup materials and techniques for developing character makeup and for masks.

THEA 4740. Theatre, Labor Relations, and the Law. 3 Hours.
Prerequisite: THEA 3740. An overview of legal problems and procedures related to theatre, including profit and nonprofit corporations, contracts agreements, collective bargaining and federal law, federal and state regulations, and personnel policies.

THEA 4745. Fundraising in the Arts. 3 Hours.
A study of concepts, techniques, and theories of non-profit fundraising from government, foundations, corporations, and individuals. This course will examine the importance of stewardship, program evaluation and role of the borad and staff in developing and implementing effective fundraising strategies.

THEA 4760. Principles of Technical Theatre. 3 Hours.
Prerequisite: THEA 2750. Advanced study of the principles and techniques of technical theatre needed to engineer and complete the requirements for theatrical productions, in- cluding rigging, welding, advanced construction technology, as well as special problems which arise in the execution of a set design.

THEA 4770. Scene Painting. 3 Hours.
An introduction to basic scene painting techniques, paint media, and materials.

THEA 4790. Theatre Portfolio and Resume Presentation. 2 Hours.
Prerequisite: Senior Standing with a major in Theatre or Dance. Assembly and presentation of a portfolio and resume for professional use in the field of theatre. The course is designed to assist the graduating student in preparation of materials needed for job placement or graduate school admission.

THEA 4800. Acting IV. 3 Hours.
Prerequisites: THEA 3800 and 2999 or permission of Instructor. The study of pre-modern acting styles and application of the styles in a series of class scene performances.

THEA 4810. Musical Theatre Technique. 2 Hours.
Prerequisite: THEA 2800 and THEA 3020, or permission of instructor. The advanced study of scene analysis, rehearsal techniques and audition preparation using materials from the Musical Theatre repertory with application of the study in performance situations.

THEA 4850. Applied Theatre. 3 Hours.
An examination of the theories and methodologies used by practitioners of applied theatre in their work with communities outside of traditional theatre.

THEA 4950. Advanced Directing. 2 Hours.
Prerequisite: THEA 3950. The study and application of various directing styles, aesthetics, theories, skills, and techniques from historical and contemporary practioners. The course will culminate in the workshop performance of a one-act play.

THEA 4970. Internship in Theatre. 3-9 Hours.
Prerequisite: Senior Standing. The placement of students in apprentice and intern positions in professional environments.

THEA 4980. Theatre Tour. 3 Hours.
The placement of students in touring positions conducted in a professionally oriented environment and involving the preparation and presentation of productions for regional and/or local audiences. This placement is to enlarge the student's professionalism. Admission to the tour is by audition only.