2017-2018
FALL TERM 1

AM 1 Nonprofit Arts Management
In this course students learn essential business practices in the public and private sector, the ins and outs of fundraising, grant writing, board governance, volunteer management, and regulatory impacts in the nonprofit art industry. Using text, images, videos, online discussions, interactive learning objects, case studies, and projects, students deepen their understanding of the role of the leadership positions and organizational hierarchy in nonprofit organizations to identify ways to effectively and creatively respond to problems and challenges.
Requisites: None
Credits: 3

ASL 101 American Sign Language 101
This course concentrates on the development of conversational fluency in American Sign Language (ASL). The course is a basic introduction to ASL and students will develop expressive and receptive ASL skills through discussions of such topics as exchanging personal information, talking about surroundings, families, emergencies, attribution, and activates.
Requisites: None
Credits: 3

F101 Self-Management and Entrepreneurship
This course provides artists of all disciplines with the fundamentals for self-sustaining careers in the arts, entertainment, and media. This class provides students with an understanding of the matrix of skills, promotional vehicles, and revenue streams in the arts industries as well as fundamentals of career development and business acumen.
Requisites: None
formerly Introduction to Freelancing
Credits: 3

CW 101 Introduction to Creative Writing
This course introduces students to an extensive creative writing practice by inviting them to write in a variety of genres and forms. Students should become familiar with core literary devices such as structure, conflict, scene, character, voice, point of view, setting, tone, metaphor, imagery, dialogue, and language. Students should learn to read closely and analyze stylistic choices and literary elements from genres such as poetry, fiction, nonfiction, playwriting, and hybrid texts. Course writing will range from experimental to traditional, from structured to open. Students will also be introduced to the critique-based workshop process by writing in various genres and by providing feedback to their peers.
Requisites: None
Credits: 3

CW 102 Ray Bradbury and Creative Storytelling

This course aims to examine the craft of early and contemporary progenitors of the dark fantastic genre—Nathaniel Hawthorne, Edgar Allen Poe, Ambrose Bierce, Shirley Jackson, Charlotte Perkins Gilman and others, leading to an in-depth exploration of the Bradbury oeuvre, from his numerous short stories, to his classic novels including <u>The Martian Chronicles</u> and the seminal <u>Fahrenheit 451</u>. In addition to analyzing and reflecting on Bradbury's compositions, learners will actively use his strategies and techniques to create their own original creative works. Assignments will include weekly readings of classic Bradbury stories and tales by other notable writers in the tradition; critical online class discussions and/or short reading quizzes; a look at countless never-before-seen Bradbury ephemera from a private collection; Bradbury-inspired writing prompts that will develop and hone your skills; as well as two final creative projects that utilize your own passions and artistic expertise as well as influences from Ray Bradbury and his work.

Requisites: None
Credits: 3

GD 101 Introduction to Game Development

This course serves to introduce animation, development, programming, and sound students of the Game Major to the game development industry. In this course history and context of video games will be reviewed and introduce students to the processes and practices of the game development industry. The course aims to place emphasis on applied critical discussion as well as exploration and identification of characteristics of the diverse game genres. Students will have the opportunity to produce written documentation and develop their own game concept at the end of the course.

Requisites: None
Credits: 3

SMM 101 Introduction to Social Media and Digital Strategies

This introductory course aims to teach students how to connect businesses, brands, and nonprofits to their critical audiences via digital communications. Through real-world best practices, examples, and hands-on projects, students will learn on-the-job skills and identify possible career paths in a vibrant field that blends aspects of advertising, public relations, and journalism.

Requisites: None
Credits: 3