PART I – NEW ACADEMIC PROGRAMS AND PROGRAM CHANGES

COLLEGE OF ARTS AND LETTERS

1. Request to change the requirements for the Minor in Dance in the Department of Theatre.

   a. Under the heading Requirements for the Minor in Dance replace the entire entry with the following:

      Complete a minimum of 16 credits from the following:

      1. A minimum of 12 credits from the following courses, including reenrollments:
         
         - DAN 251 Introduction to Dance     2
         - DAN 351 Dance Technique I     2
         - DAN 352 Dance Technique II     2
         - DAN 451 Dance Technique III     2
         - DAN 452 Dance Technique IV     2

      2. Both of the following courses (4 credits):
         
         - DAN 300 Dance Practicum      1
         - DAN 354 Dance Choreography     3

      Additional movement-focused courses, especially in theatre, including independent study as applicable, may be substituted as approved by the academic advisor.

   Effective Fall 2016.

COLLEGE OF COMMUNICATION ARTS AND SCIENCES

1. Request to establish a Minor in Animation and Comics Storytelling in the School of Journalism. The University Committee on Undergraduate Education (UCUE) recommended approval of this request at its January 14, 2016 meeting.

   a. Background Information:

      Major news organizations all over the world regularly use 2D and 3D animations when presenting news stories in different media platforms, such as digital and televised news. There is a long history of media use of comics and cartoons—long before photography—in various media, such as print newspapers and magazines, that is now also used in websites and mobile apps for news and information. A direct relationship exists with comics and animation for storytelling. The School of Journalism has been offering courses in this area that are very popular with students and enrollment is growing. The School would like to marshal the courses into a formal program. This program of study is unique at MSU and elsewhere in that it focuses on production and critical thinking of media visual storytelling integrating animation, comics, characters and news and information. This minor also enhances our innovative College Media Sandbox initiative. Although other universities are beginning to offer more courses in animation and also comics, no other university offers this integrated program of study (production and critical thinking) for storytelling. MSU would be ahead of the curve.

      Through a sequence of courses the students are able to build a strong foundation in the skills necessary to research, create and produce traditional, digital, interactive and immersive 2D/3D animation, comics, graphic novels and cartoons for journalistic storytelling. The end result is a focus on the production of instructional, narrative, historical, news issues and events, and experimental and entertainment works, combined with a look at the cultural, global and historical impacts of media. This fits squarely with the college’s new technology signature area and the innovative digital media creative Media Sandbox initiative in which students produce news and information through storytelling in different forms for different media to various audiences. Projects enhance the student experience and their work is productive community engagement. Students are expected to become highly marketable upon graduation.
b. **Academic Programs Catalog Text:**

The Minor in Animation and Comics Storytelling, administered by the School of Journalism, provides a strong foundation in history, theory and production of storytelling using animation and comics. Students acquire production skills to visually represent issues, events, narrative, instruction, history and entertainment and use critical thinking as they study storytelling content, context, ethics and the cultural, global and historical impacts of these forms for various media platforms and audiences. Upon completion of the minor, students will have gained necessary skills to research, create and produce traditional, digital, interactive and immersive 2D/3D animation, comics, graphic novels, and cartoons.

The minor is available as an elective to students who are enrolled in bachelor’s degree programs at Michigan State University. With the approval of the department and college that administer the student’s degree program, the courses that are used to satisfy the minor may also be used to satisfy the requirements for the bachelor’s degree.

Students who plan to complete the requirements of the minor should consult the undergraduate adviser in the School of Journalism to apply. Applications will be reviewed prior to semester enrollment.

**Requirements for the Minor in Animation and Comics Storytelling**

Complete 15 credits from the following.

1. Both of the following courses (6 credits):
   - **C R E D I T S**
   - JRN 212 2D Animation Storytelling 3
   - JRN 213 Comics, Culture and Graphic Novels 3

2. One of the following courses (3 credits):
   - JRN 338 Visualizing Data with Information Graphics 3
   - JRN 413 3D Animation Storytelling 3

3. Two of the following courses (6 credits):
   - JRN 312 Stop Motion Animation Storytelling 3
   - JRN 313 Political Cartoons 3
   - JRN 338 Visualizing Data with Information Graphics 3
   - JRN 413 3D Animation Storytelling 3
   - JRN 445 Images and Messages 3

   Journalism 338 and 413 may not be used to fulfill both requirement 2. and 3.

Effective Fall 2016.

2. Request to change the requirements for the Linked Bachelor of Arts Degree in Journalism and Master of Arts Degree in Journalism in the School of Journalism. The University Committee on Undergraduate Education (UCUE) will consider this request. The University Committee on Graduate Studies (UCGS) will consider this request at its February 1, 2016 meeting.

Per University policy:

A candidate for a Linked Bachelor's-Master's Degree from Michigan State University may request the application of up to 9 credits toward the master's program for qualifying 400-level and above course work taken at the undergraduate level at Michigan State University or an external accredited institution. The number of approved credits, not to exceed 9, are applied toward the credit requirement of the master's degree. Credits applied to the Linked Bachelor's-Master's Program are not eligible to be applied to any other graduate degree program.

a. **Under the heading LINKED BACHELOR'S-MASTER'S DEGREE IN HEALTH AND RISK COMMUNICATION Bachelor of Arts Degree in Journalism, Master of Arts Degree in Health and Risk Communication** replace the entire entry with the following:

The department welcomes applications from Michigan State University undergraduates majoring in Journalism with at least 86 credits. Application for admission must be made prior to the final semester as a Journalism undergraduate major. Admission to the program requires the following: a minimum cumulative grade-point average of 3.0 based on all courses taken at MSU, a statement of goals for the master's degree, a statement of the applicant's background and at least two reference
forms from faculty in the School of Journalism and one reference letter from someone outside of the School of Journalism. Applicants must complete by graduation (JRN 108, 200, 203) or (CAS 110, 111, 112) and JRN 300, 400, and 430 with a cumulative grade-point average of 3.0 in these courses. Admission to the Linked Bachelor's-Master's program allows the application of up to 9 credits toward the master's program for qualifying 400-level and above course work taken at Michigan State University. No 400-level courses with a grade lower than 3.0 will transfer to the master's degree. Credit obtained from 400-level pass/fail courses and internships will not count toward the degree.

Effective Fall 2016.

3. Request to change the requirements for the Bachelor of Arts degree in Media and Information

The concentrations in the Bachelor of Arts degree in Media and Information will be noted on the student’s academic record when the requirements for the degree have been completed.

a. Under the heading Requirements for the Bachelor of Arts Degree in Media and Information make the following changes:

(1) In item 1., replace paragraph two with the following:

The University’s Tier II writing requirement for the Media and Information major is met by completing one of the following courses: Media and Information 401, 411, 435B, 442, 443, 447, 450, 488, or 498. Those courses are referenced in item 3. below.

(2) Replace item 3. with the following:

a. All of the following core courses (9 credits):

<table>
<thead>
<tr>
<th>Course</th>
<th>Title</th>
<th>Credits</th>
</tr>
</thead>
<tbody>
<tr>
<td>MI 101</td>
<td>Understanding Media and Information</td>
<td>3</td>
</tr>
<tr>
<td>MI 201</td>
<td>Media and Information Technologies and Industries</td>
<td>3</td>
</tr>
<tr>
<td>MI 301</td>
<td>Bringing Media to Market</td>
<td>3</td>
</tr>
</tbody>
</table>

b. Two of the following foundation courses (6 credits):

<table>
<thead>
<tr>
<th>Course</th>
<th>Title</th>
<th>Credits</th>
</tr>
</thead>
<tbody>
<tr>
<td>CAS 110</td>
<td>Creative Thinking</td>
<td>3</td>
</tr>
<tr>
<td>CAS 111</td>
<td>Design and Layout</td>
<td>3</td>
</tr>
<tr>
<td>CAS 112</td>
<td>Story, Sound, and Motion</td>
<td>3</td>
</tr>
<tr>
<td>CAS 116</td>
<td>Media, Sketching, and Graphics</td>
<td>3</td>
</tr>
<tr>
<td>CAS 117</td>
<td>Games and Interactivity</td>
<td>3</td>
</tr>
<tr>
<td>MI 239</td>
<td>Digital Footprints: Privacy and Online Behavior</td>
<td>3</td>
</tr>
</tbody>
</table>

c. Five courses from the following focus areas. Three of the five courses must be from the same focus area (15 credits):

Film and Media Production

<table>
<thead>
<tr>
<th>Course</th>
<th>Title</th>
<th>Credits</th>
</tr>
</thead>
<tbody>
<tr>
<td>CAS 396</td>
<td>Integrated Media Arts Special Topics</td>
<td>3</td>
</tr>
<tr>
<td>MI 241</td>
<td>Filmmaking I</td>
<td>3</td>
</tr>
<tr>
<td>MI 311</td>
<td>Introduction to Documentary Production</td>
<td>3</td>
</tr>
<tr>
<td>MI 341</td>
<td>Filmmaking II</td>
<td>3</td>
</tr>
<tr>
<td>MI 342</td>
<td>Multi Camera Production for Television</td>
<td>3</td>
</tr>
<tr>
<td>MI 343</td>
<td>Audio Production</td>
<td>3</td>
</tr>
<tr>
<td>MI 344</td>
<td>Sound Design for Cinema, Television, and Games</td>
<td>3</td>
</tr>
</tbody>
</table>

<table>
<thead>
<tr>
<th>Course</th>
<th>Title</th>
<th>Credits</th>
</tr>
</thead>
<tbody>
<tr>
<td>MI 351</td>
<td>Producing for Cinema and Television</td>
<td>3</td>
</tr>
<tr>
<td>MI 440</td>
<td>Advanced Video Editing</td>
<td>3</td>
</tr>
<tr>
<td>MI 441</td>
<td>Advanced Lighting and Camera Techniques</td>
<td>3</td>
</tr>
<tr>
<td>MI 435A</td>
<td>Creating the Fiction Film I</td>
<td>3</td>
</tr>
</tbody>
</table>

Game and Interactive Media Design

<table>
<thead>
<tr>
<th>Course</th>
<th>Title</th>
<th>Credits</th>
</tr>
</thead>
<tbody>
<tr>
<td>CAS 396</td>
<td>Integrated Media Arts Special Topics</td>
<td>3</td>
</tr>
<tr>
<td>MI 231</td>
<td>Game and Interactive Media Development</td>
<td>3</td>
</tr>
<tr>
<td>MI 346</td>
<td>Game Design</td>
<td>3</td>
</tr>
<tr>
<td>MI 349</td>
<td>Web Design and Development</td>
<td>3</td>
</tr>
<tr>
<td>MI 445</td>
<td>Game Design and Development I</td>
<td>3</td>
</tr>
<tr>
<td>MI 449</td>
<td>Advanced Web Development and Database</td>
<td>3</td>
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Management | 3 |
<table>
<thead>
<tr>
<th>Course Code</th>
<th>Course Title</th>
<th>Credits</th>
</tr>
</thead>
<tbody>
<tr>
<td>MI 455</td>
<td>Game Design and Development II</td>
<td>3</td>
</tr>
<tr>
<td>MI 482</td>
<td>Building Virtual Worlds</td>
<td>3</td>
</tr>
<tr>
<td>MI 484</td>
<td>Building Innovative Interfaces</td>
<td>3</td>
</tr>
<tr>
<td>MI 497</td>
<td>Game Design Studio</td>
<td>3</td>
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</tbody>
</table>

**Graphics and Animation**

<table>
<thead>
<tr>
<th>Course Code</th>
<th>Course Title</th>
<th>Credits</th>
</tr>
</thead>
<tbody>
<tr>
<td>CAS 396</td>
<td>Integrated Media Arts Special Topics</td>
<td>3</td>
</tr>
<tr>
<td>MI 247</td>
<td>Three-Dimensional Graphics and Design</td>
<td>3</td>
</tr>
<tr>
<td>MI 337</td>
<td>Compositing and Special Effects</td>
<td>3</td>
</tr>
<tr>
<td>MI 347</td>
<td>Advanced Three-Dimensional Computer Animation</td>
<td>3</td>
</tr>
<tr>
<td>MI 377</td>
<td>Advanced 3D Modeling</td>
<td>3</td>
</tr>
</tbody>
</table>

**Creating Human-Centered Technology**

<table>
<thead>
<tr>
<th>Course Code</th>
<th>Course Title</th>
<th>Credits</th>
</tr>
</thead>
<tbody>
<tr>
<td>MI 220</td>
<td>Methods for Understanding Users</td>
<td>3</td>
</tr>
<tr>
<td>MI 250</td>
<td>Introduction to Applied Programming</td>
<td>3</td>
</tr>
<tr>
<td>MI 320</td>
<td>Reasoning with Data</td>
<td>3</td>
</tr>
<tr>
<td>MI 350</td>
<td>Evaluating Human-Centered Technology</td>
<td>3</td>
</tr>
<tr>
<td>MI 420</td>
<td>Interactive Prototyping</td>
<td>3</td>
</tr>
</tbody>
</table>

**Media and Information Management**

<table>
<thead>
<tr>
<th>Course Code</th>
<th>Course Title</th>
<th>Credits</th>
</tr>
</thead>
<tbody>
<tr>
<td>MI 360</td>
<td>Media and Information Management</td>
<td>3</td>
</tr>
<tr>
<td>MI 361</td>
<td>IT Network Management and Security</td>
<td>3</td>
</tr>
<tr>
<td>MI 452</td>
<td>Media Entrepreneurship and Business Strategies</td>
<td>3</td>
</tr>
<tr>
<td>MI 462</td>
<td>Social Media and Social Computing</td>
<td>3</td>
</tr>
<tr>
<td>MI 472</td>
<td>Digital Business and Commerce</td>
<td>3</td>
</tr>
</tbody>
</table>

**Society, Policy and Research**

<table>
<thead>
<tr>
<th>Course Code</th>
<th>Course Title</th>
<th>Credits</th>
</tr>
</thead>
<tbody>
<tr>
<td>MI 302</td>
<td>Networks, Markets, and Society</td>
<td>3</td>
</tr>
<tr>
<td>MI 305</td>
<td>Media and Information Policy</td>
<td>3</td>
</tr>
<tr>
<td>MI 355</td>
<td>Media and Information Research</td>
<td>3</td>
</tr>
<tr>
<td>MI 480</td>
<td>Information and Communication Technologies and Development</td>
<td>3</td>
</tr>
</tbody>
</table>

**d.** One of the following capstone courses (3 credits):

<table>
<thead>
<tr>
<th>Course Code</th>
<th>Course Title</th>
<th>Credits</th>
</tr>
</thead>
<tbody>
<tr>
<td>CAS 496</td>
<td>Advanced Media Project Design and Production (W)</td>
<td>3</td>
</tr>
<tr>
<td>ITM 444</td>
<td>Information Technology Project Management</td>
<td>3</td>
</tr>
<tr>
<td>MI 401</td>
<td>Topics in Media, Information, and Society (W)</td>
<td>3</td>
</tr>
<tr>
<td>MI 411</td>
<td>Collaborative Documentary Design and Production (W)</td>
<td>3</td>
</tr>
<tr>
<td>MI 435B</td>
<td>Creating the Fiction Film II (W)</td>
<td>3</td>
</tr>
<tr>
<td>MI 442</td>
<td>Design of Cinema and Television Projects (W)</td>
<td>3</td>
</tr>
<tr>
<td>MI 443</td>
<td>Audio Industry Design and Management (W)</td>
<td>3</td>
</tr>
<tr>
<td>MI 447</td>
<td>Three-Dimensional Graphics and Animation Portfolio (W)</td>
<td>3</td>
</tr>
<tr>
<td>MI 450</td>
<td>Creating Human-Centered Technology (W)</td>
<td>3</td>
</tr>
<tr>
<td>MI 488</td>
<td>Information and Communication Technology Development Project (W)</td>
<td>3</td>
</tr>
<tr>
<td>MI 498</td>
<td>Collaborative Game Design (W)</td>
<td>3</td>
</tr>
</tbody>
</table>

**e. Media and Information (MI) Electives.**

Additional credits in department courses can be taken as electives outside the above requirements. No more than 60 credits can be taken within the college. Students are encouraged to pursue an optional transcriptable concentration or a department-affiliated minor to complement their major. Minors may be chosen from fiction filmmaking, documentary production, game design and development, information technology, or information and communication technology and development. Special topics and internships are also encouraged through enrollment in MI 491 and MI 493. Students interested in pursuing a concentration or minor should contact the Academic and Students Affairs Office in the College of Communication Arts and Sciences.
Concentrations in Media and Information
The department offers concentrations for students who wish to focus on a specific application area in the discipline. The concentrations are available to, but not required of, any student enrolled in the Bachelor of Arts degree program in Media and Information. Courses completed to satisfy requirement 3. above may also be used to satisfy the requirements of a concentration. The concentration will be noted on the student’s transcript.

Film and Media Production
To earn a Bachelor of Arts degree in Media and Information with a film and media production concentration, students must complete degree requirements 1., 2., and 3. above and the following:
1. Five of the following courses from the Film and Media Production focus area:
   - CAS 396 Integrated Media Arts Special Topics 3
   - MI 241 Filmmaking I 3
   - MI 311 Introduction to Documentary Production 3
   - MI 341 Filmmaking II 3
   - MI 342 Multi Camera Production for Television 3
   - MI 343 Audio Production 3
   - MI 344 Sound Design for Cinema, Television, and Games 3
   - MI 351 Producing for Cinema and Television 3
   - MI 440 Advanced Video Editing 3
   - MI 441 Advanced Lighting and Camera Techniques 3
   - MI 435A Creating the Fiction Film I 3
2. Two courses from the Graphics and Animation, or Game and Interactive Media Design, or Media and Information Management focus areas.
3. One of the following capstone courses:
   - MI 411 Collaborative Documentary Design and Production (W) 3
   - MI 435B Creating the Fiction Film II (W) 3
   - MI 442 Design of Cinema and Television Projects (W) 3
   - MI 443 Audio Industry Design and Management (W) 3

Game and Interactive Media Design
To earn a Bachelor of Arts degree in Media and Information with a game and interactive media design concentration, students must complete degree requirements 1., 2., and 3. above and the following:
1. Five of the following courses from the Game and Interactive Media Design focus area:
   - CAS 396 Integrated Media Arts Special Topics 3
   - MI 231 Game and Interactive Media Development 3
   - MI 346 Game Design 3
   - MI 349 Web Design and Development 3
   - MI 445 Game Design and Development I 3
   - MI 449 Advanced Web Development and Database Management 3
   - MI 455 Game Design and Development II 3
   - MI 482 Building Virtual Worlds 3
   - MI 484 Building Innovative Interfaces 3
   - MI 497 Game Design Studio 3
2. Two courses from the Graphics and Animation, or Film and Media Production, or Media and Information Management focus areas.
3. One of the following capstone courses:
   - MI 447 Three-Dimensional Graphics and Animation Portfolio (W) 3
   - MI 498 Collaborative Game Design (W) 3

Information, Management and Design for Society
To earn a Bachelor of Arts degree in Media and Information with an information, management and design for society concentration, students must complete degree requirements 1., 2., and 3. above and the following:
1. All of the following courses:
   - MI 220 Methods for Understanding Users 3
   - MI 302 Networks, Markets, and Society 3
   - MI 360 Media and Information Management 3
2. Four of the following courses from the Creating Human-Centered Technology, or Media and Information Management, or Society, Policy, and Research focus areas. Three of the four courses must come from the same focus area.
3. One of the following capstone courses:
   - MI 401 Topics in Media, Information, and Society (W) 3
   - MI 450 Creating Human-Centered Technology (W) 3
Request to change the requirements for the Doctor of Philosophy degree in Educational Psychology and Educational Technology in the Department of Counseling, Educational Psychology and Special Education. The University Committee on Graduate Studies (UCGS) will consider this request at its February 1, 2016 meeting.

a. Under the heading Requirements for the Doctor of Philosophy Degree in Educational Psychology and Educational Technology replace the entire entry with the following:

The student must meet the requirements specified below:

1. Proseminar Sequence. Both of the following courses:  
   CEP 900 Proseminar in Educational Psychology and Educational Technology I 3  
   CEP 901 Proseminar in Educational Psychology and Educational Technology II 3

2. Educational Inquiry and Research. All of the following courses:  
   CEP 930 Educational Inquiry 3  
   CEP 932 Quantitative Methods in Educational Research I 3  
   CEP 933 Quantitative Methods in Educational Research II 3  
   CEP 955 Research Design and Methods for Educational Psychology and Educational Technology 3  
   CEP 995 Practicum in Research Design and Data Analysis 3

3. Core Courses (12 credits):  
   a. One of the following courses (3 credits):  
      CEP 911 Intellectual History of Educational Psychology 3  
      CEP 916 Intellectual History of Educational Technology 3  
   b. Three of the following courses (9 credits):  
      CEP 902 The Psychology of Learning School Subjects 3  
      CEP 903 Cognitive Development Across the Lifespan 3  
      CEP 904 Social-Emotional Development across the Lifespan 3  
      CEP 909 Cognition and Technology 3  
      CEP 910 Motivation and Learning 3  
      CEP 917 Design of Media for Learning 3  
      CEP 953 Teachers and Technology 3  
      CEP 956 Mind, Media, and Learning 3

4. Area of Concentration. At least three additional courses in the student’s area of concentration. Students are encouraged to include some course work from outside the Department of Counseling, educational Psychology and Special Education. Emphasis area and concentration courses must provide a coherent program of study approved, in advance, by the student's guidance committee.

5. Pass a departmental preliminary examination, focused on scholarly written and the critique of research at the end of the first year of doctoral study.

6. Satisfactory completion of a research apprenticeship.

7. Successful completion and defense of the dissertation.
8. Complete 24 credits of CEP 999 Doctoral Dissertation Research. Students may not earn more than 30 credits in CEP 999 Doctoral Dissertation Research.

Effective Summer 2016.

2. Request to change the requirements for the Doctor of Philosophy degree in Measurement and Quantitative Methods in the Department of Counseling, Educational Psychology and Special Education. The University Committee on Graduate Studies (UCGS) will consider this request at its February 1, 2016 meeting.

a. Under the heading Requirements for the Doctor of Philosophy Degree in Measurement and Quantitative Methods make the following change:

(1) In item 1. delete the following course:

   CEP 900 Proseminar in Learning, Technology, and Culture 3

Add the following course:

   CEP 900 Proseminar in Educational Psychology and Educational Technology I 3

Effective Fall 2016.

3. Request to change the requirements for the Doctor of Philosophy degree in Special Education in the Department of Counseling, Educational Psychology and Special Education. The University Committee on Graduate Studies (UCGS) will consider this request at its February 1, 2016 meeting.

a. Under the heading Requirements for the Doctor of Philosophy Degree in Special Education make the following change:

(1) In item 1. b. delete the following course:

   CEP 939 Special Topics in Advanced Qualitative Methodology 3

Add the following courses:

   CEP 939A Special Topics in Advanced Qualitative Methodology 3
   CEP 939B Advanced Qualitative Methods: Critical Ethnography 3
   CEP 939C Advanced Qualitative Methods: Discourse Analysis 3
   CEP 939D Advanced Qualitative Methods: Case Studies 3
   CEP 939E Advanced Qualitative Methods: Humanities Oriented Research 3
   CEP 939F Advanced Qualitative Methods: Phenomenology 3
   CEP 939G Advanced Qualitative Methods: Humanizing Research-Decolonizing Qualitative Inquiry 3

(2) In item 2. delete the following course:

   CEP 900 Proseminar in Learning, Technology, and Culture 3

Add the following course:

   CEP 900 Proseminar in Educational Psychology and Educational Technology I 3

Effective Fall 2016.
4. Request to change the requirements for the Doctor of Philosophy degree in Curriculum, Instruction, and Teacher Education in the Department of Teacher Education. The University Committee on Graduate Studies (UCGS) will consider this request at its February 1, 2016 meeting.

   a. Under the heading Requirements for the Doctor of Philosophy Degree in Curriculum, Instruction, and Teacher Education make the following change:

      (1) Replace item 2. d. with the following:

          One course in advanced methodology, approved in advance by the guidance committee.

          (3 or 4 credits)

   Effective Fall 2016.
PART II - NEW COURSES AND CHANGES

COLLEGE OF ARTS AND LETTERS

SPN 810  Literature of the Reconquest
Studies in Medieval Spanish Literature
Fall of even years. 3(3-0) A student may earn a maximum of 9 credits in all enrollments for this course. RB: B.A. in Spanish or equivalent.
Works, genres, and writers of the Reconquest. Topics vary. Works, genres, and writers of the Spanish Middle Ages (12th-15th c.)
Effective Fall 2012 Effective Fall 2016

DAN 251  Introduction to Dance
Fall of every year. Summer of every year. 2(0-4) A student may earn a maximum of 4 credits in all enrollments for this course.
NEW
  Introduction to the technique, vocabulary and appreciation of dance in its varied forms within a global context.
  Effective Summer 2016

DAN 354  Dance Choreography
Spring of every year. 3(0-6) A student may earn a maximum of 6 credits in all enrollments for this course.
  (DAN 253 and DAN 351) and (DAN 352 or DAN 451 or DAN 452) P: (DAN 251 and DAN 351) and (DAN 352 or DAN 451 or DAN 452) R: Not open to freshmen.
  Intensive study in the craft of dance composition and the art of choreography.
  SA: THR 354
  Effective Spring 2013 Effective Fall 2016

ELI BROAD COLLEGE OF BUSINESS

HB 382  Hospitality Business Real Estate Investment Management
Fall of every year. 3(3-0) P: Open to juniors or seniors in the School of Hospitality Business. R: Open to sophomores or juniors or seniors in the School of Hospitality Business or approval of school.
  Process of planning and developing a commercial real estate project: conceptualization and planning, feasibility, commitment, design layout and construction, and management and operation.
  Effective Summer 2014 Effective Fall 2016

HB 437  Hospitality Revenue Management
Spring of every year. 3(3-0) P: HB 375 R: Open to juniors or seniors in the School of Hospitality Business.
  Exposure to key management and marketing issues relating to the effective implementation of revenue management. The relationships between the revenue management function and other functions or departments in the hospitality organization. The role and job responsibilities of a revenue manager. The identification of distribution channels that hospitality organizations may use to distribute their inventory.
  Effective Fall 2015 Effective Fall 2016
COLLEGE OF COMMUNICATION ARTS AND SCIENCES

JRN 212  2D Animation Storytelling
Fall of every year. Spring of every year. 3(3-0)
NEW  2D animation has been an important part of cultural storytelling and education for several centuries. Today multiple industries including educational, medical, journalistic and entertainment all utilize 2D animations in their instructional as well as public service and entertainment media distribution offerings to the public. This course is open to all students at MSU, empowers the student with the theory and production practice of creating an engaging story or instructional 2D animation. This course is one of the foundation courses for the Animation and Comics Storytelling minor.
Effective Fall 2016

JRN 213  Comics, Culture and Graphic Novels
Summer of every year. 3(3-0)
NEW  This course is unique as it looks at comics and graphic novels from around the world, their history and relevance to cultural and historical issues and events. Students also learn skills to create their own comics and graphic novels as well as how to market their work. Special emphasis is put on creating short comics throughout the course such as news issues and events, educational and instructional comics as well as abstract, animated and experimental comic styles.
Effective Fall 2016

JRN 312  Stop Motion Animation Storytelling
Summer of every year. 3(3-0)
NEW  Student will create digital stop motion animation sequences to tell a narrative story or recreate a historical or current world event. Class discussions will focus on the history of stop motion animation, character rigging and kinetics, storyboarding, plot and sequence development. At the end of 14 weeks, student will know the latest industry technical skills for creating stop motion animated stories for educational and entertainment purposes. Open to all majors; no prerequisites.
Effective Fall 2016

JRN 313  Political Cartoons
Summer of every year. 3(3-0)
NEW  By examining political cartoons from around the world from ancient Egypt through today, students learn the impact the cartoons can have on society as well as the techniques to research and create their own political cartoons each week based on current events around the globe. Students also learn how to market and publish their own political cartoons. This course is unique in it not only surveys and critiques historical and current political cartoons but it also teaches students the research and creative skills empowering them to create their own series of political cartoons.
Effective Fall 2016

JRN 413  3D Animation Storytelling
Summer of every year. 3(3-0)
NEW  This course focuses on the character development in regards to culture, story and character relationship to environment. Students learn how to work with an individual as well of set of characters to emote personality through micro facial expressions, body language of walk and gesture and the advanced relationship of physics between character and the environment. The student learns the advanced techniques of character animation at an industry level so as they will have the skills to walk into a Pixar, Disney level internship or apprentice animator position upon graduating.
Effective Fall 2016
MI 101  Understanding Media in the Information Age
Understanding Media and Information
Fall of every year. Spring of every year. Summer of every year. 3(3-0)
Critique and analysis of media including television, radio, film, handhelds, video games, social media and the Internet. Media history, policy, industry structure, and ethics. Technology, industry and social trends affecting the media in the information society. Critique and analysis of media including television, radio, film, handhelds, video games, social media and the Internet. Media history, effects and ethics. Technology, business and social developments affecting the media in the information society.
SA: TC 100, TC 110, TC 101
Effective Fall 2015 Effective Fall 2016

MI 201  Introduction to Media and Information Technologies and Industries
Media and Information Technologies and Industries
Fall of every year. Spring of every year. Summer of every year. 3(3-0) P: MI 101 or CSE 231 P: (MI 101 or concurrently) or (CSE 231 or concurrently)
Operational principles and applications of media and information technologies. Overview of the media and information industries. Operational principles and applications of media and information technologies and services. Technological, business, and policy developments transforming media and information industries. Local, national and global players in the media and information sector.
SA: TC 201
Effective Fall 2015 Effective Fall 2016

MI 220  Methods for Understanding Users
Fall of every year. 3(3-0)
NEW Basics of user research methods, such as interviews, surveys, content analysis, and focus groups. How to use these methods to generate design ideas, solve design problems, and communicate the results.
Effective Fall 2016

MI 231  Introduction to Interactive Media Development
Game and Interactive Media Development
Fall of every year. Spring of every year. 3(2-2) P: CAS 204 and CAS 208 P: (CAS 117) or (CAS 204 and CAS 208) R: Open to students in the Department of Media and Information or in the Design Specialization or in the Game Design and Development Specialization. R: Open to students in the Department of Media and Information or in the Design Specialization.
Brainstorming, planning, implementing, and troubleshooting applications and interfaces for interactive media. Basic principles of programming for interactivity. Brainstorming, planning, implementing, and troubleshooting applications and interfaces for games and interactive media. Basic principles of programming for interactivity.
SA: TC 241, TC 331 SA: TC 241, TC 331, MI 331
Effective Fall 2015 Effective Fall 2016

MI 239  Digital Footprints: Privacy and Online Behavior
Fall of every year. Spring of every year. 3(3-0) P: Completion of Tier I Writing Requirement R: Open to undergraduate students.
Exploration of digitization and capture of personal information. Issues of privacy, anonymity, and ownership. Technologies involved in capturing personal information.
Effective Fall 2015 Effective Fall 2016

MI 241  Filmmaking I
Fall of every year. Spring of every year. Summer of every year. 3(2-2) P: CAS 112 R: Open to students in the Department of Media and Information. Not open to students with credit in CAS 201 or CAS 202.
NEW The process of creating a film product. Items include: Basic camera operation, sound capture, the editing process and producing a final product.
Effective Fall 2016
PART II - NEW COURSES AND CHANGES – continued - 12
February 11, 2016

MI 247 Three-Dimensional Modeling and Design
Three-Dimensional Graphics and Design
Fall of every year. Spring of every year. Summer of every year. 3(2-2) P: ((CAS 111 or CAS 112) and (CAS 205 or CAS 206 or CAS 207)) or (STA 110 and STA 113) or (CAS 205 or CAS 206 or CAS 207) P: (CAS 116) or (STA 110 and STA 113) or (CAS 205 or CAS 206 or CAS 207) R: Open to students in the Department of Media and Information or in the Game Design and Development Specialization. R: Open to students in the Department of Media and Information or in the Game Design and Development Minor.
Principles of 3D of computer graphics applied in cinema, games, illustration, design and sculpture. Use of 3D software to create and manipulate synthetic objects, materials, lights, and cameras.
SA: TC 247
Effective Fall 2015 Effective Fall 2016

MI 250 Introduction to Applied Programming
Fall of every year. 3(2-2)
NEW Create software that responds to user input. Introduces variables, control structures, problem decomposition, finding and using existing libraries/APIs, producing user visible output, testing, creating documentation, and using version control.
Effective Fall 2016

MI 300 Media Policy and Economics
Fall of every year. 3(3-0) P: MI 101 Economics and public policy related to traditional, new and emerging media, including radio, television, cinema, telephony, mobile communications, interactive media, and the Internet.
SA: TC 200, TC 210, TC 300
DELETE COURSE
Effective Fall 2016

MI 301 Bringing Media to Market
Spring of every year. Summer of every year. 3(3-0) P: MI 101 P: (MI 201 or concurrently) or CAS 114 or BUS 190
SA: TC 356, TC 381, TC 301
Effective Fall 2015 Effective Fall 2016

MI 302 Networks, Markets and Society
Fall of every year. 3(3-0) P: MI 201 or concurrently
NEW Theories and methods for understanding dynamic systems in which information and communication technology (ICT) and society evolve interdependently over time. Explores how ICTs shape human experience, and how politics, commercial interests and culture shape how ICTs are designed.
Effective Fall 2016

MI 305 Media and Information Policy
Fall of every year. 3(3-0) P: MI 201 or concurrently
NEW National, international and local policies and private agreements governing traditional, new and emerging media, including radio, television, film, games, social media, mobile communications and the Internet.
SA: TC 200, TC 210
Effective Fall 2016
MI 311  Introduction to Documentary Production  
Spring of every year. 3(2-2) Interdepartmental with Film Studies and Journalism and Writing, Rhetoric and American Cultures.  
P: MI 211  
R: Open to students in the Documentary Studies Specialization.  
R: Open to students in the Documentary Studies Minor.  
Introduction to documentary production using accessible and affordable digital technology.  
SA: TC 233  
Effective Fall 2015  
Effective Fall 2016

MI 320  Reasoning with Data  
Spring of every year. 3(2-2) P: MI 220 and MI 250  
NEW How to explore and summarize structured data using simple statistics such as means, standard deviations, contingency tables, and hypothesis tests, and use this data to evaluate arguments and draw conclusions about technology performance and human behavior.  
Effective Fall 2016

MI 337  Compositing and Special Effects  
Fall of every year. Spring of every year. 3(1-4) 3(2-2) P: {(CAS 201 and CAS 202) and (CAS 205 or CAS 206 or CAS 207)} or THR 219  
P: {(CAS 112) and (CAS 111 or CAS 116)} or THR 219 or (CAS 201 and CAS 202) or (CAS 205 or CAS 206 or CAS 207) RB: MI 241  
R: Open to students in the Department of Media and Information or in the Department of Theatre or in the Documentary Studies Specialization or in the Fiction Film Production Specialization.  
R: Open to students in the Department of Media and Information or in the Department of Theatre.  
Not open to students with credit in THR 337.  
Conceptual and technical use of animation and compositing software for television, cinema, interactive media, and live performance.  
SA: TC 437, TC 337  
Effective Fall 2015  
Effective Fall 2016

MI 341  Film Style Production for Cinema and Television Filmmaking II  
Fall of every year. Spring of every year. Summer of every year. 3(2-2) P: CAS 112 and CAS 201 and CAS 202  
P: (MI 241) or (CAS 112 and CAS 201 and CAS 202)  
R: Open to students in the Department of Media and Information or in the Documentary Studies Specialization or in the Fiction Film Production Specialization.  
R: Open to students in the Department of Media and Information or in the Documentary Studies Minor or in the Fiction Filmmaking Minor.  
Advanced film style planning, techniques, and aesthetic principles for cinema and television production.  
Film style planning, techniques, and aesthetic principles for cinema and television production.  
SA: TC 341  
Effective Fall 2015  
Effective Fall 2016

MI 342  Multi Camera Production for Television  
Fall of every year. Spring of every year. Summer of every year. 3(2-2) P: CAS 112 and CAS 201 and CAS 202  
P: (MI 241) or (CAS 112 and CAS 201 and CAS 202)  
R: Open to students in the Department of Media and Information or in the Documentary Studies Specialization or in the Fiction Film Production Specialization.  
R: Open to students in the Department of Media and Information or in the Documentary Studies Minor or in the Fiction Filmmaking Minor.  
Conceptualizing, designing, planning, producing, directing and evaluating multi-camera video programs.  
SA: TC 342  
Effective Fall 2015  
Effective Fall 2016
MI 343  Basic Audio Production  
Audio Production  
Fall of every year. Spring of every year. Summer of every year. 3(2-2) P: CAS 112 and CAS 201 and CAS 202  
P: (MI 241) or (CAS 112 and CAS 201 and CAS 202)  
R: Open to students in the Department of Media and Information or in the Documentary Studies Specialization or in the Fiction Film Production Specialization.  
R: Open to students in the Department of Media and Information or in the Documentary Studies Minor or in the Fiction Filmmaking Minor. 
Basic audio production techniques. In-depth audio and radio industry analysis. Media writing.  
SA: TC 343  
Effective Fall 2015 Effective Fall 2016

MI 344  Sound Design for Cinema, Television, and Games  
Sound Design  
Spring of every year. Summer of every year. 3(2-2) P: CAS 112  
P: (MI 241) or (CAS 112 and CAS 201 and CAS 202)  
R: CAS 201 and CAS 202  
R: MI 343  
R: Open to students in the Department of Media and Information or in the Documentary Studies Specialization or in the Fiction Film Production Specialization.  
R: Open to students in the Department of Media and Information or in the Documentary Studies Minor or in the Fiction Filmmaking Minor. 
Principles, technology, and techniques of sound design for media projects, including film, games, television, animation, and web.  
Effective Fall 2015 Effective Fall 2016

MI 346  Introduction to Game Design  
Game Design  
Fall of every year. 3(2-2) P: (MI 331 or concurrently) or (CSE 331 or concurrently)  
P: MI 231 or CSE 331  
P: Open to students in the Department of Media and Information or in the Department of Computer Science and Engineering or in the Game Design and Development Specialization.  
P: Open to students in the Department of Media and Information or in the Department of Computer Science and Engineering or in the Game Design and Development Minor or in the Information and Communication Technology for Development Minor. 
Analyze, critique, and design of non-digital and digital games. Overview of game industry.  
SA: TC 346  
Effective Fall 2015 Effective Fall 2016

MI 349  Web Design and Development  
Web Design and Development  
Fall of every year. Summer of every year. 3(2-2) P: (CAS 204 and CAS 205) or MI 331 or CSE 231  
P: (MI 220 or MI 231 or CSE 231) or (CAS 204 and CAS 205)  
P: MI 231  
P: Open to students in the Department of Media and Information or in the Department of Computer Science and Engineering or in the Design Specialization or in the Information and Communication Technology for Development Specialization.  
P: Open to students in the Department of Media and Information or in the Department of Computer Science and Engineering or in the Design Specialization or in the Information and Communication Technology for Development Minor. 
Design and development of web sites, services, and applications that employ primarily web browser technologies. Preproduction, design and development of web sites, services, and applications that employ primarily web browser technologies.  
SA: TC 349  
Effective Fall 2015 Effective Fall 2016

MI 350  Evaluating Human-Centered Technology  
Evaluating Human-Centered Technology  
Spring of every year. 3(2-2) P: MI 220 and MI 250  
NEW  
How to form context specific inquiry based on user needs and goals, how to assess fundamental usability problems, how to conduct lab-based summative evaluation methods, and how to summarize their evaluation results into reports and design suggestions.  
Effective Fall 2016
MI 351  Producing For Cinema and Television  
Spring of every year. 3(3-0) P: CAS 112 and (CAS 201 and CAS 202) P: (MI 241) or (CAS 112 and CAS 201 and CAS 202) R: Open to students in the Department of Media and Information or in the Documentary Studies Specialization or in the Fiction Film Production Specialization. R: Open to students in the Department of Media and Information or in the Documentary Studies Minor or in the Fiction Filmmaking Minor.  
Conceptualizing, designing, planning, and developing projects for cinema and television.  
SA: TC 351  
Effective Fall 2015  
Effective Fall 2016  

MI 355  Media and Information Research  
Spring of every year. 3(3-0) RB: Completion of University Math Requirement R: Open to juniors or seniors in the Department of Advertising and Public Relations or in the Department of Media and Information.  
Applied media and information research methods, practices, techniques and ethics. Data analytics, visualization and online research methods.  
SA: ADV 340, ADV 355, TC 376, TC 355  
Effective Fall 2015  
Effective Fall 2016  

MI 360  Media and Information Management  
Fall of every year. 3(3-0) P: MI 201 or concurrently RB: Completion of Tier I Writing Requirement  
NEW  
Basic principles of managing and financing media and information companies, media projects, and information applications.  
Effective Fall 2016  

MI 361  Information and Communication Technology Management  
IT Network Management and Security  
Fall of every year, Spring of every year. 3(3-0) P: MI 201 or CSE 231 RB: MI 360  
Technologies and organizations that support data communications infrastructure. Case studies of businesses that develop the infrastructure. Structure, design, and management of data networks with a focus on business settings. Examination of information technology security issues specifically in the context of data networks and new, digital media and ITs.  
SA: TC 361  
Effective Fall 2015  
Effective Fall 2016  

MI 362  Web Administration  
Spring of every year. 3(2-2) P: MI 331 or MI 349 or CSE 232 RB: (MI 349 or concurrently) or (MI 361 or concurrently) R: Open to students in the Department of Media and Information or in the Department of Computer Science and Engineering or in the Information and Communication Technology for Development Specialization or in the Information Technology Minor.  
Administration of Web servers and the services necessary to support modern information applications.  
SA: TC 362  
DELETE COURSE  
Effective Fall 2016  

MI 401  Topics in Media Impacts on Society  
Topics in Media, Information and Society (W)  
Fall of every year. Spring of every year. Summer of every year. 3(3-0) A student may earn a maximum of 9 credits in all enrollments for this course. P: (MI 101) and completion of Tier I writing requirement R: Open to undergraduate students or graduate students in the Department of Media and Information.  
SA: TC 239, TC 339, TC 375, TC 401  
Effective Fall 2015  
Effective Fall 2016
MI 411  Collaborative Documentary Design and Production (W)
Spring of every year. 3(2-2) Interdepartmental with Film Studies and Journalism and Writing, Rhetoric and American Cultures. P: Completion of Tier I Writing Requirement R: Open to students in the Documentary Studies Specialization, R: Open to students in the Documentary Studies Minor.
Design and development of documentaries in a team setting using video and audio, still photography, web design, and print media. Participation in a production cycle including idea generation, research, design, production, and distribution.
SA: TC 411
Effective Fall 2015 Effective Fall 2016

MI 420  Interactive Prototyping
Fall of every year. 3(2-2) P: MI 220 and MI 250
NEW Creating iterative and diverse prototypes of computer-based technologies that satisfy user needs. Low-fidelity prototypes that can be used for design feedback and medium-fidelity working prototypes that can be used to assess interactivity and social goals.
Effective Fall 2016

MI 352
MI 440  Advanced Video Editing
Spring of every year. 3(2-2) P: MI 341 R: Open to students in the Department of Media and Information or in the Documentary Studies Specialization or in the Fiction Film Production Specialization, R: Open to students in the Department of Media and Information or in the Documentary Studies Minor or in the Fiction Filmmaking Minor.
Advanced principles, technology and techniques of video editing.
SA: MI 352
Effective Fall 2015 Effective Fall 2016

MI 348
MI 441  Advanced Lighting and Camera Techniques
Fall of every year. Spring of every year. 3(1-4) P: MI 341 R: Open to students in the Department of Media and Information or in the Documentary Studies Specialization or in the Fiction Film Production Specialization, R: Open to students in the Department of Media and Information or in the Documentary Studies Minor or in the Fiction Filmmaking Minor.
Advanced techniques for manipulation of light and image characteristics in film and television settings.
SA: TC 348 SA: TC 348, MI 348
Effective Fall 2015 Effective Fall 2016

MI 442  Design of Cinema and Television Projects  (W)
Fall of every year. Spring of every year. Summer of every year. 3(2-2) P: MI 341 and Completion of Tier I Writing Requirement P: (MI 341) and Completion of Tier I Writing Requirement P: Open to juniors or seniors or graduate students in the Department of Media and Information. R: Open to juniors or seniors or graduate students in the Department of Media and Information or in the Documentary Studies Minor or in the Fiction Filmmaking Minor.
Design and development of television and cinema projects in a team setting. Participation in a production cycle including planning, budgeting, design, proposal writing, production, testing and evaluation. Issues of professionalism, ethics, and communication. Develop TV, video and film projects in a group setting. Practice a full production cycle including idea development, budgeting, pitching, teaser, trailer, production, postproduction, distribution and evaluation. Production case studies, advertising, ethics and worldwide media and job trends.
SA: TC 442
Effective Fall 2015 Effective Fall 2016
MI 443  Audio Industry Design and Management (W)
Fall of every year. Spring of every year. Summer of every year. 3(2-2) R: MI 342 and Completion of Tier I Writing Requirement P: (MI 343) and Completion of Tier I Writing Requirement R: Open to juniors or seniors or graduate students in the Department of Media and Information.
Advanced audio production specializing in multi-channel techniques. Industry focus on all aspects of the audio field.
SA: TC 443
Effective Fall 2015 Effective Fall 2016

MI 445  Game Design and Development I
Fall of every year. 3(2-2) P: (MI 331 or CSE 331 or CSE 335 or STA 360) and Completion of Tier I Writing Requirement P: MI 231 or CSE 331 or CSE 335 or STA 360 RB: TC 247 or TC 347 R: Open to students in the Game Design and Development Specialization and open to graduate students in the Department of Media and Information. R: Open to students in the Game Design and Development Minor and open to graduate students in the Department of Media and Information.
Design, architecture, and creation concepts related to the development of interactive digital games.
SA: TC 445
Effective Fall 2015 Effective Fall 2016

MI 447  Three-Dimensional Modeling and Animation Workshop (W) - Three-Dimensional Graphics and Animation Portfolio (W)
Fall of every year. 3(2-2) P: (MI 347 or MI 377) and Completion of Tier I Writing Requirement RB: MI 337 R: Open to juniors or seniors or graduate students in the Department of Media and Information or in the Game Design and Development Specialization or approval of department. R: Open to seniors or graduate students in the Department of Media and Information.
Design of advanced three-dimensional models and animation. Development of a portfolio of advanced three-dimensional models, animation, and technical art. This course is aimed at students seeking to become computer graphics professionals and want to learn to develop a portfolio and focus their skills on a specific profession or industry.
SA: TC 447
Effective Fall 2015 Effective Fall 2016

MI 359  MI 449  Server-Side Web Development
Advanced Web Development and Database Management
Spring of every year. 3(2-2) P: MI 331 or CSE 331 or MI 349 R: Open to students in the Department of Media and Information or in the Department of Computer Science and Engineering or in the Information and Communication Technology for Development Specialization. R: Open to students in the Department of Media and Information or in the Department of Computer Science and Engineering.
Development of advanced Web sites, services, and applications that employ both browser and server-side technologies. Learn and apply server-side web technologies and database integration with client-side web technologies, to design, develop, and deploy modern web sites, services, and applications.
SA: TC 449, TC 359 SA: TC 449, TC 359, MI 359
Effective Fall 2015 Effective Fall 2016
MI 450  Human Computer Interaction and User Experience Design (WI)
Creating Human-Centered Technology (W)
Fall of every year. Spring of every year. 3(2-2) P: (MI 331 or MI 346 or MI 349) and Completion of Tier I Writing Requirement P: (MI 320 and MI 350 and MI 420 or approval of department) and Completion of Tier I Writing Requirement R: Open to juniors or seniors or graduate students in the Department of Media and Information or in the Department of Computer Science and Engineering. Development, formalization, and communication of information designs. Gathering and structuring information and requirements to meet technological, personal, and business communication goals. Systematic usability evaluation of information designs. The entire human-centered design process, including assessing needs, forming ideas, designing a solution, building prototypes, evaluating the effectiveness of those solutions, and iterating to improve the solutions. Students will create a portfolio piece that illustrates their capabilities.
SA: TC 450
Effective Fall 2015 Effective Fall 2016

MI 452  Media Strategy (WI)
Media Entrepreneurship & Business Strategies
Fall of every year. 3(3-0) P: (MI 300 and MI 301) and Completion of Tier I Writing Requirement P: (MI 301) and completion of Tier I writing requirement R: Open to juniors or seniors or graduate students in the Department of Media and Information. Strategic options, with their attendant risks and opportunities, available to media firms in an industry that is being transformed by new information and communication technologies. Entrepreneurship and business strategy options, with their attendant risks and opportunities, available to media firms in an industry that is being dynamically transformed by new information and communication technologies.
SA: TC 452
Effective Fall 2015 Effective Fall 2016

MI 455  Game Design and Development II
Spring of every year. 3(2-2) P: MI 445 and Completion of Tier I Writing Requirement P: MI 445 R: Open to students in the Game Design and Development Specialization and open to graduate students in the Department of Media and Information. R: Open to students in the Game Design and Development Minor and open to graduate students in the Department of Media and Information. Advanced design, architecture, and creation concepts related to the development of real-time interaction 3D design for gaming, simulation, and immersive virtual environments.
SA: TC 455
Effective Fall 2015 Effective Fall 2016

MI 458  Project Management (W)
Spring of every year. 3(3-0) P: (MI 301) and completion of Tier I writing requirement R: Open to juniors or seniors or graduate students in the Department of Media and Information or in the Applied Engineering Sciences Major. Not open to students with credit in MI 499. Managing complicated and multidisciplinary projects. Organizing projects into manageable elements: scope, time, cost, quality, human resources, communication, risk, procurement, and integration. Communicate with stakeholders. Analyze organizations. Develop a budget. Identify roles and responsibilities during the critical planning, deployment, and evaluation stages.
SA: TC 458
DELETE COURSE
Effective Fall 2017
MI 462  Social Computing (WI)
Social Media and Social Computing
Fall of every year. 3(2-2) P: (MI 349 or MI 361) and Completion of Tier I Writing Requirement P: (MI 349 or MI 361 or approval of department) and Completion of Tier I Writing Requirement R: Open to juniors or seniors or graduate students in the Department of Media and Information or the Information and Communication Technology for Development Specialization. R: Open to juniors or seniors or graduate students.
Social and technological perspectives on how people collaborate using information and communication technology. Experience with using multiple collaboration platforms and analysis of differences between enabling technologies. Social and technological perspectives on how people collaborate using social media and other information and communication technologies. Experience with using multiple collaboration platforms and analysis of differences between enabling technologies.
SA: TC 462B, TC 462
Effective Fall 2015 Effective Fall 2016

MI 472  Electronic Commerce (WI)
Digital Business and Commerce
Spring of every year. 3(2-2) P: (MI 349 or MI 361) and completion of Tier I writing requirement P: ((MI 349 or MI 361) or approval of department) and completion of Tier I writing requirement R: MI 359 or concurrently R: Open to juniors or seniors or graduate students in the Department of Media and Information or the Information and Communication Technology for Development Specialization. R: Open to juniors or seniors or graduate students.
SA: TC 462C, TC 472
Effective Fall 2015 Effective Fall 2016

MI 480  Information and Communication Technologies for Development
Information and Communication Technologies and Development
Fall of every year. 3(3-0) Interdepartmental with Engineering. P: Completion of Tier I Writing Requirement
This course will prepare students with the knowledge and skills necessary to understand the role of information and communications technologies (ICT) in developing countries. This includes theories and case studies that link ICT and social, political, economic, and environmental change. Prepares students with the knowledge and skills necessary to understand the role of information and communications technologies (ICT) in low income countries and in disadvantaged areas in middle and high income countries. This includes theories and case studies that link ICT and social, political, economic and environmental change.
SA: TC 480
Effective Fall 2015 Effective Fall 2016

MI 482  Building Virtual Worlds (WI)
Building Virtual Worlds
Fall of every year. Spring of every year. 3(2-2) P: (MI 331 and MI 346) and completion of Tier I writing requirement P: (MI 231 and MI 346) or MI 445 R: MI 247 R: Open to students in the Department of Media and Information or in the Game Design and Development Minor.
Theoretical and practical approaches to the planning, design, and development of virtual worlds for games and simulations.
Effective Fall 2015 Effective Fall 2016
MI 484  Building Innovative Interfaces (W)
Building Innovative Interfaces
Fall of every year. Spring of every year. 3(2-2) P: (MI 331) and completion of Tier I writing requirement P: MI 231 or MI 250 or CSE 320 or CSE 331 or CSE 335 R: Open to students in the Department of Media and Information. R: Open to students in the Department of Media and Information or in the Department of Computer Science and Engineering or in the Game Design and Development Minor.
Designing, implementing and evaluating new interaction devices using mobile and sensor technologies.
Effective Fall 2015 Effective Fall 2016

MI 488  Information and Communication Technology Development Project (W)
Information and Communication Technology Development Project (W)
Spring of every year. Summer of every year. 3 to 6 credits. Interdepartmental with Engineering. A student may earn a maximum of 6 credits in all enrollments for this course. P: Completion of Tier I Writing Requirement RB: MI 480
Students will learn about the challenges and opportunities of implementing an information and communication technology in a developing country or underprivileged region of the United States. Students will gain hands-on experience conducting field work on location. SA: TC 488
Effective Fall 2015 Effective Fall 2016

MI 498  Collaborative Game Design (W)
Collaborative Game Design (W)
Spring of every year. 3(2-2) P: (MI 445 and MI 455 and MI 497) and completion of Tier I writing requirement P: (MI 497 or MI 482 or MI 447) and completion of Tier I writing requirement R: Open to students in the Game Design and Development Specialization and open to graduate students in the Game Design and Development Minor. R: Open to students in the Department of Media and Information or in the Game Design and Development Minor and open to graduate students in the Department of Media and Information.
Design and development of comprehensive digital games in a team setting working with a client. Participation in a design cycle including specification, design, prototyping, implementation, testing, and documentation. Issues of professionalism, ethics, and communication. SA: TC 498
Effective Fall 2015 Effective Fall 2016

MI 499  Media and Information Capstone (W)
Media and Information Capstone (W)
On Demand. 3(2-2) P: (MI 331 or MI 341 or MI 300) and Completion of Tier I Writing Requirement R: Open to juniors or seniors in the Department of Media and Information. Not open to students with credit in MI 458.
Design and development of comprehensive media and information projects in a team setting working with a client. Participation in a design cycle including specification, design, prototyping, implementation, testing, and documentation. Issues of professionalism, ethics, and communication. SA: TC 499
DELETE COURSE
Effective Fall 2016
COLLEGE OF EDUCATION

CEP 900  Proseminar in Learning, Technology and Culture
         Proseminar in Educational Psychology and Educational Technology I
         Fall of every year. 3(3-0) R: Open to doctoral students in the Department of Counseling,
         Educational Psychology, and Special Education.
         Historical, theoretical, empirical, methodological, and philosophical issues. Research
         literature on learning, teaching subject matter, and social-cultural contexts.
         Effective Fall 2006 Effective Fall 2016

CEP 901  Proseminar in Educational Psychology and Educational Technology II
         Spring of every year. 3(3-0) P: CEP 900 R: Open to doctoral students in the Educational
         Psychology and Educational Technology Major.
         NEW
         Further work on historical theoretical, empirical, methodological, and philosophical issues.
         Scholarship and research skills.
         Effective Spring 2016

CEP 916  Intellectual History of Educational Technology
         Spring of every year. 3(3-0) R: Open to doctoral students in the College of Education.
         NEW
         History of technology and learning in formal and informal settings. Historical, theoretical,
         empirical, methodological, and philosophical issues in the study of technology in
         education. Teachers’ use of educational technology.
         Effective Spring 2016