COMMUNICATION STUDIES
(CMDI)

CMDI 1030  Creativity and the Digital World (4)
This course provides students with an opportunity to create a dynamic
website using text, images, and animations. Students will be introduced
to a creative process suitable for the development of web-based content
and asks students to consider important societal issues related to having
a web presence and using content from the web. Students will also
become digitally-literate through this course. Not open to students who
have earned credit for CMDI 1200. Falls and Springs. (CTDI)

CMDI 1105  Creating Games (4)
Much has been written about the possibility that games could become
the defining objects of popular culture in the new century. Course
participants use games as a medium through which they can express
their creativity. They study the principles of game design so they can
use them to critique existing games as well as to guide the design of
new games. Topics include the structure of compelling games, the role
of games in society, meaningful play in games, games as simulations,
games as narratives, and the culture of gaming. Creating, play testing,
critiquing, and revising games of all kinds are primary activities. Not open
to students who have earned credit for CMDI 1100. Springs. (CTDI)

CMDI 2015  'Deviants' in Film and Society (4)
Social expectations generally inform and regulate our behaviors and
beliefs. All too often, and for varying reasons, numerous individuals in our
society fail to conform to these expectations and they are accordingly
labeled as being 'deviant.' Analyzes various social constructions of
'deviants' -- outlaws and delinquents among them -- as they exist both in
cinematic offerings and society. Not open to students who have earned
credit for CMDI 2010. Falls and Springs. (SSDI)

CMDI 2025  Sex and Cinema in the 20th Century (and Beyond) (4)
Explores the evolution and social construction of sex, gender and sexual
orientation in narrative cinema during the 20th century (and beyond).
Not open to students who have earned credit for CMDI 2020. Falls and
Springs. (PPDI)

CMDI 2100  The Digital Imagination (3)
The way we communicate is changing in response to our use of rapidly
changing digital technology. Students explore how images can be
used to express ideas by introducing fundamental concepts of image
composition and design. Students learn how images embody meaning
and how to use powerful image and animation creation/editing tools
to effectively express their ideas. Students explore the use of color,
line, shape, texture, light, and principles for two-dimensional design.
They use techniques that enhance creativity as they develop images
and animations that effectively communicate a variety of messages.
Includes a significant hands-on element in which students use state-of-
the-art image editing and animation-creation software to develop their
assignments and projects. Falls and Springs. (CTDI)

CMDI 2200  The Science of Animation Programming (4)
Introduces participants to animation programming using state-of-
the-art animation tools. Students learn animation programming by
experimenting with programs, formulating hypotheses about how
to create animation effects and testing their hypotheses. Includes a
significant hands-on component in which the instructor is available to
assist students with laboratory assignments. Students learn about the
math and physics of motion, friction, momentum, and the interaction of
objects in motion. Falls and Springs. (SIDI)