MEDIA STUDIES - MINOR

The minor in media studies (MDST) emphasizes the creative and analytical skills needed to make sense of current and future trends in media, and to gain a deep understanding of the history and development of various means and forms of communication.

Explorations of media theory, history, criticism, practices, popular culture, technology and emerging cultures are enhanced by practical training in media design, storytelling, digital art, online community engagement, documentary filmmaking and social media.

Requirements

A minimum of 18 credit hours is required for the minor, including 9 credit hours of courses numbered 3000 or above.

All courses counted toward the minor must be completed with a grade of C- or better. No pass/fail work may be applied. No more than six credit hours of transfer work may be applied to the minor, including 3 hours of upper-division credit. The grade point average for minor degree coursework must be equal to 2.00 or higher.

<table>
<thead>
<tr>
<th>Code</th>
<th>Title</th>
<th>Credit Hours</th>
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<tbody>
<tr>
<td>MDST 1001</td>
<td>Foundations of Media Studies (^1)</td>
<td>3</td>
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<tr>
<td>or MDST 1002</td>
<td>Introduction to Social Media</td>
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<tr>
<td>MDST 2002</td>
<td>Media and Communication History (^1)</td>
<td>3</td>
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**Required Courses**

Select 12 hours of MDST courses, 9 of which must be 3000 or 4000 level \(^1\)

- MDST 1001: Foundations of Media Studies
- MDST 1009: Truth, Beauty, and Conspiracy
- MDST 1002: Introduction to Social Media
- MDST 1003: Critical Media Literacies
- MDST 2001: Introduction to Global Media
- MDST 2010: Media and Social Movements
- MDST 2011: Disruptive Entrepreneurship in the Internet's New Economies
- MDST 2012: Hacker Culture
- MDST 2031: Documentary and Social Change
- MDST 2032: Visual Literacies & Design
- MDST 2046: Future Histories of Technology
- MDST 3001: Media Research
- MDST 3002: Digital Culture and Politics
- MDST 3021: Comic Books: Culture and Industry
- MDST 3022: Social Media Cultures
- MDST 3101: History of Computing and Information
- MDST 3201: Media, Culture and Globalization
- MDST 3321: Media Industries and Economics
- MDST 3331: Sports-Media Complex
- MDST 3341: Designing Alternative Media Platforms
- MDST 3401: Media, Food and Culture
- MDST 3711: Media and Popular Culture
- MDST 3791: Media and the Public
- MDST 4003: Digital Media Production and Design
- MDST 4071: Writing for Screens
- MDST 4111: Crime, Media and Contemporary Culture
- MDST 4121: Deconstructing Disney: Mediated American Mythology
- MDST 4211: Asian Media and Culture
- MDST 4220: Viral Video & Media
- MDST 4221: Media Technology and Cultural Change
- MDST 4231: Youth Media: Culture and Politics
- MDST 4241: Visual Culture and Human Rights
- MDST 4311: Mass Communication Criticism
- MDST 4331: Gender, Race, Class, and Sexuality in Popular Culture
- MDST 4341: International Media and Global Crises
- MDST 4361: TV and the Family in American Culture and Society
- MDST 4371: Media and Religion
- MDST 4372: Islam, Pop Culture and Media
- MDST 4401: Fan and Audience Studies
- MDST 4402: Transmedia Worldbuilding
- MDST 4405: Queer & Trans Identities in Popular Culture
- MDST 4601: Media Law, Policy and Ethics
- MDST 4841: Undergraduate Independent Study
- MDST 4871: Special Topics
- MDST 4931: Internship

**Total Credit Hours: 18**

\(^1\) The minor requires either MDST 1001 or MDST 1002 as a core course. The other introductory course may be used as an elective towards the 18 required hours, but the minor must still result in 18 hours (the introductory course used as a core requirement does not also count as an elective).

Learning Outcomes

Upon completing the program, students will have:

- Awareness of communication and power within and across networks.
- An understanding of the historic and contemporary systems of inequity across social identities, nationalities, socioeconomic class and the role of media, communication and information in both creating and addressing them.
- Competence to conduct research using at least one method appropriate to media research.
- The ability to produce compelling and effective problem-solving in their given fields.