

Fall 2018 Experimental and Special Topics Course Descriptions

COMM 380: Fandom Studies

3 credit hours

Most people are fans of something. When we hear the word “fan,” many immediately think of a sports fan. Though the topic of sports fans dominated much of the early scholarship on fandom, during this digital age, the focus is on fandoms of mediated texts (video games, books, TV, movies, etc.). In this age, fandoms have great persuasive power. This course takes a critical cultural approach to understanding fandom by exploring three significant areas: 1) fandoms as challenging powerful media producers by creating paratext, such as fanfiction and fan art; 2) fandoms as interpretive communities; and 3) fans and their relationships with other fans and the mediated texts to which they are devoted. Each class member will focus on a fandom of his or her choosing and spend the semester conducting a participant-observation research project of that fandom. Junior or senior status, or by instructor’s permission.

CSCI 394 Portable Software Development

3 credit hours

The purpose of this course is to study issues in the practical development of portable software. Software portability is an important but often neglected aspect of the software engineering process. Computer applications and environments are proliferating, and user expectations continue to grow. Mobile applications are rapidly changing the landscape. Development resources will be much more effectively used if programs developed initially for one environment can be reused with limited effort in other environments.

HIST 294 Intro to Public History

3 credit hours

This course will cover the history of Marietta from a Public History perspective and include an experiential form of learning and research. As a class, we will focus on the problems of shifting collective memory, competing constituencies, shrinking resources, methods of interpretation, and the identification of relevance of public history in the modern world (i.e.; social media, Youtube, etc.)

MASS 301: Topics: Film in Review

3 credit hours

This course will focus on the medium of film and the journalistic practice of review and criticism. View films across genres and read the work of acclaimed film critics. Critical examination of voice, style, form, audience and cultural context, as well as the journalistic conventions of film reviewing, will be emphasized. The course will include viewing films, analyzing films and film journalism, and writing across various journalistic forms.

MUSC 194 Studio Recording

1 credit hour

Recording Studio introduces students to the concepts of recording and mixing music and other audio using computer-based Digital Audio Workstations (DAWs). Topics covered include digital audio theory, DAW signal flow and system requirements, stereo mixing techniques, and use of software-based audio effects processors such as equalizers, compressors, reverbs, and amp simulators. Students will gain hands-on practice in digital music production in a state of the art production lab.

MUSC 332 Topics in Vocal Literature: Art Song**3 credit hours**

Our primary objective is to further our working knowledge of the classical art song repertoire. This course will give students the opportunity to polish skills necessary to prepare for and to teach a repertoire class. The majority of the work will consist of oral presentations (with accompanying written summaries); students also will complete one written project. For oral presentations, students may choose to perform repertoire in class live or use recordings (or a combination of both).

PSYC 301 Topics: Introduction to Counseling**3 credit hours**

An introduction to the Counseling Profession. This course examines the history of the Counseling profession, basic counseling concepts, the roles and functions of Counselors and how they differ from other helping professions, and the variety of settings in which Counselors work.

PSYC 601 Topics: Adventure-Based Counseling**3 credit hours**

This course will provide an overview of adventure-based counseling and its application in the treatment of mental health issues in outdoor settings. The course will explore and discuss therapeutic uses of wilderness experiences for recreation, personal growth and reflection, physical challenge, and to enhance counseling & psychotherapy. Students will participate in experiential learning for skill development in adventure-based counseling. Open to Master of Arts in Psychology students only.