Undergraduate Subjects

**CMS.100 Introduction to Media Studies**
Prereq: None  
U (Fall, Spring)  
3-3-6 units. HASS-H; CI-H

Offers an overview of the social, cultural, political, and economic impact of mediated communication on modern culture. Combines critical discussions with experiments working with different media. Media covered include radio, television, film, the printed word, and digital technologies. Topics include the nature and function of media, core media institutions, and media in transition. Enrollment limited.

_Fall: J. Picker, S. Hong_  
_Spring: I. Condry_

**CMS.300 Introduction to Videogame Theory**
Subject meets with CMS.841  
Prereq: None  
U (Fall)  
3-3-6 units. HASS-H

Introduction to the interdisciplinary study of videogames as texts through an examination of their cultural, educational, and social functions in contemporary settings. Students play and analyze videogames while reading current research and theory from a variety of sources in the sciences, social sciences, humanities, and industry. Assignments focus on game analysis in the context of the theories discussed in class. Includes regular reading, writing, and presentation exercises. No prior programming experience required. Students taking graduate version complete additional assignments. Limited to 15.

_M. Jakobsson, S. Verrilli_

**CMS.301 Introduction to Game Design Methods**
Prereq: None  
U (Spring)  
5-0-7 units. HASS-A

Provides an introduction to the process of designing games and playable experiences. Familiarizes students with concepts, methods, techniques and tools used in the design of a wide variety of games. Focuses on aspects of the process such as rapid prototyping, play testing, and design iteration using a player-centered approach. Students work in project groups where they engage with a series of confined exercises, practice communicating design ideas, and discuss their own and others work in a constructive manner. No prior programming experience required. Limited to 15.

_M. Jakobsson, S. Verrilli_

**CMS.307 Critical Worldbuilding**
Subject meets with CMS.807  
Prereq: None  
Acad Year 2017-2018: Not offered  
Acad Year 2018-2019: U (Fall)  
3-3-6 units. HASS-A

Studies the design and analysis of invented (or constructed) worlds for narrative media, such as television, films, comics, and literary texts. Provides the practical, historical and critical tools with which to understand the function and structure of imagined worlds. Examines world-building strategies in the various media and genres in order to develop a critical and creative repertoire. Participants create their own invented worlds. Students taking graduate version complete additional assignments. Limited to 15.

_J. Diaz_

**CMS.308 The Visual Story: Graphic Novel, Type to Tablet**
Subject meets with CMS.808  
Prereq: None  
U (Spring)  
3-0-9 units. HASS-A

Focuses on the interactions between graphic stories and media technologies from the rotary press of the late 19th century to contemporary touch screens, exploring the changing relations among narrative expression, reader experience and media form. Working with examples from Pulitzer’s Yellow Kid and McKay’s Little Nemo, through the classic comics (from DC superheroes to EC horror) and graphic novels, to interactive and non-linear texts (Cognitos Operation Ajax), examines such elements as graphic design, interface, and form as well as the circulation and economies of these various media-based texts. Students taking graduate version complete additional assignments.

_J. Paradis_
CMS.309[J] Transmedia Storytelling: Modern Science Fiction
Same subject as 21W.763[J]
Subject meets with CMS.809
Prereq: None
U (Fall, Spring)
3-2-7 units. HASS-A

See description under subject 21W.763[J].
H. Hendershot

CMS.311[J] Media in Weimar and Nazi Germany
Same subject as 21G.055[J]
Prereq: None
Acad Year 2017-2018: U (Spring)
Acad Year 2018-2019: Not offered
2-2-8 units. HASS-H; CI-H

See description under subject 21G.055[J]. Enrollment limited.
W. Uricchio

CMS.313 Silent Film
Subject meets with CMS.813
Prereq: None
Acad Year 2017-2018: Not offered
Acad Year 2018-2019: U (Fall)
3-3-6 units. HASS-H

Examines how the key elements of today’s films - composition, continuity editing, lighting, narrative structure - were originally created. Studies the history of cinema, from its origins in the late 19th century to the transition to sound in the late 1920s and early 1930s. Students view a range of films (both mainstream and experimental) from all over the world, with a particular focus on US productions. Emphasis on how color, sound, and other developments paved the way for today’s technological innovations. Students taking graduate version complete additional assignments.
H. Hendershot

CMS.314[J] Phantasmal Media: Theory and Practice
Same subject as 21W.753[J]
Subject meets with CMS.814
Prereq: None
U (Fall)
Not offered regularly; consult department
3-0-9 units. HASS-A

Engages students in theory and practice of using computational techniques for developing expressive digital media works. Surveys approaches to understanding human imaginative processes, such as constructing concepts, metaphors, and narratives, and applies them to producing and understanding socially, culturally, and critically meaningful works in digital media. Readings engage a variety of theoretical perspectives from cognitive linguistics, literary and cultural theory, semiotics, digital media arts, and computer science. Students produce interactive narratives, games, and related forms of software art. Some programming and/or interactive web scripting experience (e.g., Flash, Javascript) is desirable. Students taking the graduate version complete a project requiring more in-depth theoretical engagement.
D. F. Harrell

CMS.333[J] Production of Educational Videos: Skills for Communicating Academic and Professional Content
Same subject as ES.333[J]
Prereq: None
U (Spring)
3-1-8 units. HASS-E; CI-H

See description under subject ES.333[J]. Limited to 12; preference to students in ESG.
D. Custer, G. Ramsay

CMS.334[J] South Asian America: Transnational Media, Culture, and History
Same subject as 21W.788[J]
Prereq: None
Acad Year 2017-2018: Not offered
Acad Year 2018-2019: U (Spring)
3-0-9 units. HASS-H

See description under subject 21W.788[J]. Limited to 18.
V. Bald
CMS.335[J] Short Attention Span Documentary
Same subject as 21W.790[J]
Subject meets with 21W.890
Prereq: None
U (Spring)
3-0-9 units. HASS-A

See description under subject 21W.790[J]. Limited to 16.
R. Adams

CMS.336[J] Social Justice and The Documentary Film
Same subject as 21W.786[J]
Subject meets with CMS.836
Prereq: None
Acad Year 2017-2018: Not offered
Acad Year 2018-2019: U (Fall)
3-0-9 units. HASS-A

See description under subject 21W.786[J]. Limited to 18.
V. Bald

CMS.338 Innovation in Documentary: Technologies and Techniques
Subject meets with CMS.838
Prereq: CMS.100 or permission of instructor
Acad Year 2017-2018: U (Fall)
Acad Year 2018-2019: Not offered
3-0-9 units. HASS-A

Discusses emerging technologies and techniques available to media-makers (e.g., location-based technologies, transmedia storytelling, crowdsourcing, and interactivity) and their implications on the film and television documentary. Studies the development of these tools and considers the many new directions in which they may take the genre. Includes screenings, meetings with documentary makers, and an experimental component in which students can explore new approaches to documentary production. Students taking graduate version complete additional assignments.
W. Uricchio

CMS.350[J] Topics and Methods in 21st-Century Journalism
Same subject as 21W.737[J]
Subject meets with CMS.850
Prereq: None
U (Spring)
3-0-9 units. HASS-H

Gives a broad understanding of what it means to produce journalism today. Evaluates the limitations and strengths of specific types of media, ranging from New York Times stories to Twitter feeds. Provides students with tools to effectively communicate their own work and research to non-specialist audiences. Students submit assignments via an online portal, which mimics the style and substance of an online news source. Students taking graduate version complete additional assignments. Limited to 12.
S. Mnookin

CMS.356[J] Advertising and Media: Comparative Perspectives
Same subject as 21G.036[J]
Subject meets with 21G.190, CMS.888
Prereq: None
U (Spring)
3-0-9 units. HASS-H

See description under subject 21G.036[J].
J. Wang

CMS.360 Introduction to Civic Media
Subject meets with CMS.860
Prereq: None
Acad Year 2017-2018: U (Spring)
Acad Year 2018-2019: Not offered
3-0-9 units. HASS-H

Examines civic media in comparative, transnational and historical perspectives. Introduces various theoretical tools, research approaches, and project design methods. Students engage with multimedia texts on concepts such as citizen journalism, transmedia activism, media justice, and civic, public, radical, and tactical media. Case studies explore civic media across platforms (print, radio, broadcast, internet), contexts (from local to global, present-day to historical), and use (dialogic, contentious, hacktivist). As a final project, students develop a case study or project proposal. Students taking the graduate version complete additional assignments. Limited to 20.
S. Costanza-Chock
CMS.361 Networked Social Movements: Media and Mobilization
Subject meets with CMS.861
Prereq: None
Acad Year 2017-2018: Not offered
Acad Year 2018-2019: U (Spring)
3-0-9 units. HASS-S
Provides an overview of social movement studies as a body of theoretical and empirical work, with an emphasis on understanding the relationship between social movements and the media. Explores multiple methods of social movement investigation, including textual and media analysis, surveys, interviews, focus groups, participant observation, and co-research. Covers recent innovations in social movement theory, as well as new data sources and tools for research and analysis. Includes short papers, a literature review, and a final research project. Students taking graduate version complete additional assignments. Limited to 16.
S. Costanza-Chock

CMS.362 Civic Media Collaborative Design Studio
Subject meets with CMS.862
Prereq: One subject in CMS or MAS
U (Spring)
3-0-9 units. HASS-S
Can be repeated for credit.
Project-based studio focusing on collaborative design of civic media provides a service-learning opportunity for students interested in working with community organizations. Multidisciplinary teams create civic media projects based on real-world community needs. Covers co-design methods and best practices to include the user community in iterative stages of project ideation, design, implementation, testing, and evaluation. Students taking graduate version complete additional assignments. Limited to 16.
S. Costanza-Chock

CMS.376 History of Media and Technology
Subject meets with CMS.876
Prereq: None
U (Fall)
3-0-9 units. HASS-H; CI-H
Surveys the interrelated histories of communications media and technological development, from the emergence of 19th-century forms of mass print media and telegraphy, to sound capture and image-based forms (e.g., film, radio, and television), to the shift from analog to digital cultures. Examines how new forms of communication exert social, political, and cultural influences in the global context. Explores how technological innovation and accelerating media affect social values and behaviors in the popular and global adoption of a media device. Includes two papers and a research project on aspects of media history. Students taking graduate version complete additional assignments. Enrollment limited.
J. Paradis

CMS.400 Media Systems and Texts
Prereq: One subject in Comparative Media Studies or permission of instructor
U (Fall)
3-3-6 units. HASS-H
Explores theoretical, historical and critical approaches to the comparative study of media. Examines media from three perspectives: the historical evolution of particular media forms (media in transition); the migration of particular narratives across different media forms (trans-media texts); and the ways in which media texts and systems cross cultural and national boundaries (global crossings). Instruction and practice in written and oral communication provided.
J. Picker
**CMS.403[J] Media and Methods: Performing**

Same subject as 21M.703[J]

Prereq: CMS.100, 21L.011, or permission of instructor

U (Spring)

Not offered regularly; consult department

3-3-6 units. HASS-H

Seminar examines an array of performance disciplines from the perspective of the performer. Explores what it means to read the human body as a dynamic medium of expression; how fundamental techniques of the performer shift across cultural borders and in step with changing social contexts and historical traditions; and how the expressive tactics of one media platform adapt to the demands of another. Students engage in close analysis of performance practices, acquiring a theoretical and historical framework for thinking about performance across disciplines. Complemented by outside readings, video viewings, short essays, and studio performances, this course is intended to provide students with an introduction to core concepts in performance studies as they relate more generally to the study of media. Instruction and practice in written and oral communication provided. Limited to 20.

*Staff*

**CMS.405 Visual Design**

Prereq: 21L.011 or CMS.100

Acad Year 2017-2018: Not offered

Acad Year 2018-2019: U (Spring)

3-3-6 units. HASS-H

Examines the process of making and sharing visual artifacts using a trans-cultural, trans-historical, constructionist approach. Explores the relationship between perceived reality and the narrative imagination, how an author’s choice of medium and method constrains the work, how desire is integrated into the structure of a work, and how the cultural/economic opportunity for exhibition/distribution affects the realization of a work. Instruction and practice in written and oral communication provided. Limited to 20.

*D. F. Harrell*

**CMS.407 Media and Methods: Sound**

Prereq: None

Acad Year 2017-2018: Not offered

Acad Year 2018-2019: U (Spring)

3-0-9 units. HASS-H

Explores the ways in which humans experience the realm of sound and how perceptions and technologies of sound emerge from cultural, economic, and historical worlds. Examines how environmental, linguistic, and musical sounds are constructed cross-culturally. Describes the rise of telephony, architectural acoustics, and sound recording, and the globalized travel of these technologies. Addresses questions of ownership, property, authorship, and copyright in the age of digital file sharing. Particular focus on how the sound/noise boundary is imagined, created and modeled across diverse sociocultural and scientific contexts. Auditory examples—sound art, environmental recordings, music—will be provided and invited. Instruction and practice in written and oral communication provided. Limited to 20.

*J. Picker*

**CMS.590[J] Design and Development of Games for Learning**

Same subject as 11.127[J]

Subject meets with 11.252[J], CMS.863[J]

Prereq: None

U (Spring)

3-6-3 units. HASS-H

See description under subject 11.127[J].

*E. Klopfer*

**CMS.603 Independent Study**

Prereq: Permission of instructor

U (Fall, IAP, Spring, Summer)

Units arranged

Can be repeated for credit.

Opportunity for individual research in comparative media studies. Registration subject to prior arrangement for subject matter and supervision by a faculty member.

*Staff*

**CMS.604 Independent Study**

Prereq: Permission of instructor

U (Fall, IAP, Spring, Summer)

Units arranged [P/D/F]

Can be repeated for credit.

Opportunity for individual research in comparative media studies. Registration subject to prior arrangement for subject matter and supervision by a faculty member.

*Staff*
CMS.605 Media Internship
Prereq: None
U (Fall, Spring)
Units arranged
Can be repeated for credit.

Part-time internships arranged in Boston and the wider Northeast for students wishing to develop professional experience in a media production organization or industry. Students work with a CMS faculty advisor to produce a white paper on a research topic of interest based on their intern experience. Students planning to take this subject must contact the instructor before the end of the preceding term.

Staff

CMS.606 Media Internship
Prereq: None
G (Fall, Spring)
Units arranged
Can be repeated for credit.

Part-time internships arranged in Boston and the wider Northeast for students wishing to develop professional experience in a media production organization or industry. Students work with a CMS/W faculty advisor to produce a white paper on a research topic of interest based on their intern experience. Students planning to take this subject must contact the instructor before the end of the preceding term.

Staff

CMS.608 Game Design
Subject meets with CMS.864
Prereq: One subject in Comparative Media Studies or permission of instructor
U (Fall)
3-3-6 units. HASS-A

Practical instruction in the design and analysis of non-digital games. Provides students the texts, tools, references, and historical context to analyze and compare game designs across a variety of genres. In teams, students design, develop, and thoroughly test their original games to better understand the interaction and evolution of game rules. Covers various genres and types of games, including sports, game shows, games of chance, card games, schoolyard games, board games, and role-playing games. Students taking the graduate version complete additional assignments. Limited to 20.

P. Tan, R. Eberhardt

CMS.609[J] The Word Made Digital
Same subject as 21W.764[J]
Subject meets with CMS.846
Prereq: None
U (Spring)
3-0-9 units. HASS-A

See description under subject 21W.764[J]. Limited to 18.
N. Montfort

CMS.610 Media Industries and Systems: The Art, Science and Business of Games
Subject meets with CMS.922
Prereq: Two CMS subjects or permission of instructor
Acad Year 2017-2018: Not offered
Acad Year 2018-2019: U (Spring)
3-0-9 units. HASS-S

Examines the interplay of art, science, law, and commerce in the production, marketing, distribution, and consumption of historic and contemporary videogames. Students create prototypes and develop marketing programs to illustrate the challenges of producing videogames in a professional context. Combines perspectives on media industries and systems with an examination of the creative process, development, and trends that shape content. Includes discussions with industry leaders in various areas. Students taking the graduate version complete additional assignments.

C. Weaver

CMS.611[J] Creating Video Games
Same subject as 6.073[J]
Prereq: 6.01, CMS.301, or CMS.608
U (Spring)
3-3-6 units. HASS-A

Introduces students to the complexities of working in small, multidisciplinary teams to develop video games. Covers creative design and production methods, stressing design iteration and regular testing across all aspects of game development (design, visual arts, music, fiction, and programming). Assumes a familiarity with current video games, and the ability to discuss games critically. Previous experience in audio design, visual arts, or project management recommended. Limited to 24.
P. Tan, S. Verrilli, R. Eberhardt
CMS.613[J] Writing for Social Media
Same subject as 21W.751[J]
Prereq: None
U (Spring)
Not offered regularly; consult department
3-0-9 units. HASS-A
See description under subject 21W.751[J]. Limited to 18.

**Staff**

CMS.614[J] Network Cultures
Same subject as 21W.791[J]
Subject meets with CMS.867
Prereq: None
U (Spring)
3-0-9 units. HASS-H

Focuses on the social and cultural aspects of networked life through internet-related technologies (including computers, mobile devices, entertainment technologies, and emerging media forms). Theories and readings focus on the cultural, social, economic, and political aspects of internet use and design. Topics include online communication and communities, social media, gender and race in network spaces, activism and hacking, networked publics, remix culture and intellectual property. Instruction and practice in written and oral communication provided. Students taking the graduate version complete additional readings and assignments.

_T. L. Taylor_

CMS.615 Games for Social Change
Subject meets with CMS.815
Prereq: None
U (Spring)
3-0-9 units. HASS-H

Examines how various movements have tried over time to create games that enable players to enact social change. Students collaborate in teams to design and prototype games for social change and civic engagement. In a workshop setting, teams develop games and showcase them at an end-of-term open house. Features guest speakers from academia and industry as well as the nonprofit sector and the gaming community. Readings explore principals of game design and the social history of games. Students taking graduate version complete additional assignments.

_S. Osterweil_

CMS.616[J] Games and Culture
Same subject as 21W.768[J], WGS.125[J]
Subject meets with CMS.868
Prereq: None
U (Fall)
3-0-9 units. HASS-S

Examines the social, cultural, economic, and political aspects of digital games. Topics include the culture of gameplay, gaming styles, communities, spectatorship and performance, gender and race within digital gaming, and the politics and economics of production processes, including co-creation and intellectual property. Students taking graduate version complete additional readings and assignments.

_T. L. Taylor_

CMS.617 Advanced Game Studio
Prereq: CMS.608 or CMS.611[J]
U (Fall)
3-3-6 units. HASS-A

Students join the class in pre-formed teams, which work under the supervision of experienced mentors to complete a term-long game creation project. Covers management best practices for software engineering teams; creative expression as a collaborative project; developing and evaluating prototypes for potential viability, and translating them into a final polished product; planning and running qualitative testing of design elements; and targeting and selecting an appropriate audience for testing. Includes regular reviews and critiques to discuss progress, design, and work plan. Culminates with public presentation of games. Limited to 15.

_P. Tan, S. Verrilli_

CMS.618[J] Interactive Narrative (New)
Same subject as 21L.489[J], 21W.765[J]
Subject meets with CMS.845
Prereq: None
U (Fall)
3-0-9 units. HASS-A

See description under subject 21W.765[J].

_N. Montfort_

CMS.619[J] Gender and Media Studies
Same subject as WGS.111[J]
Prereq: None
U (Fall)
3-0-9 units. HASS-H

See description under subject WGS.111[J].

_K. Surkan_
**CMS.621 Fans and Fan Cultures**
Subject meets with CMS.821
Prereq: None
U (Spring)
Not offered regularly; consult department
3-0-9 units. HASS-H

Examines media audiences - specifically, fans - and the subcultures that evolve around them. Examines the different historical, contemporary and transnational understandings of fans. Explores products of fan culture, i.e., clubs, fiction, "vids," activism, etc. Readings place these products within the context of various disciplines. Students consider the concept of the "aca-fan" and reflect on their own "fannish" practices. Requires several short papers. Students taking graduate version complete additional assignments. Limited to 20.

*Staff*

**CMS.622 Applying Media Technologies in the Arts and Humanities**
Prereq: None
Acad Year 2017-2018: Not offered
Acad Year 2018-2019: U (Fall)
2-2-8 units. HASS-A

Introduces students to the use of new media technologies to design and develop fresh approaches to creating new content in the arts and humanities. Students explore the rapidly expanding world of contemporary media technologies through teamwork in which they choose from a selection of approaches such as mobile data, civic media, digital humanities, and game prototyping to create novel media objects or compositions. Readings include a selection of classic and contemporary critical and design works from the arts and humanities.

*J. Paradis*

**CMS.627 Imagination, Computation, and Expression Studio**
Subject meets with CMS.827
Prereq: Permission of instructor
Acad Year 2017-2018: Not offered
Acad Year 2018-2019: U (Spring)
3-0-9 units. HASS-A

Can be repeated for credit.

Aims to help students invent and analyze new forms of computer-based art, gaming, social media, interactive narrative, and related technologies. Students participate in a range of new and ongoing projects that are designed to hone skills in research, development, design, and evaluation. Topics vary from year to year; examples include cognitive science and artificial intelligence-based approaches to the arts; social aspects of game design; computing for social empowerment; and game character, avatar, and online profile design. May be repeated for credit with permission of instructor. Students taking graduate version complete additional assignments.

*D. F. Harrell*

**CMS.628 Advanced Identity Representation**
Subject meets with CMS.828
Prereq: Permission of instructor
U (Spring)
3-0-9 units. HASS-A
Can be repeated for credit.

Studies and develops computational identity systems for games, social media, virtual worlds, and computer-based artwork. An interdisciplinary set of readings (cognitive science, computer science, art, and sociology) looks at both the underlying technology and the social/cultural aspects of identity. Includes topics such as developing improved characters, avatars, agents, social networking profiles, and online accounts. Engages students in on-going research projects. Explores how social categories are formed in digital media, including gender, class, and ethnicity, along with everyday social categories (such as those based on personality or shared media preferences). Experience required in one of the following: computer programming, graphic design, web development, interaction design, or social science research methods. Students taking graduate version complete additional assignments.

*D. F. Harrell*
CMS.631 Data Storytelling Studio
Subject meets with CMS.831, MAS.784
Prereq: None
U (Spring)
3-0-9 units. HASS-A

Explores visualization methodologies to conceive and represent systems and data, e.g., financial, media, economic, political, etc. Covers basic methods for research, cleaning, and analysis of datasets. Introduces creative methods of data presentation and storytelling. Considers the emotional, aesthetic, ethical, and practical effects of different presentation methods as well as how to develop metrics for assessing impact. Work centers on readings, visualization exercises, and a final project. Students taking graduate version complete additional assignments.
R. Bhargava

CMS.633 Digital Humanities: Topics, Techniques, and Technologies
Subject meets with CMS.833
Prereq: None
U (Fall, Spring)
3-0-9 units. HASS-H

Examines theory and practice of using computational methods in the emerging field of digital humanities. Develops an understanding of key digital humanities concepts such as data representation, digital archives, information visualization, and user interaction through the study of contemporary research in conjunction with working on real-world projects for scholarly, educational, and public needs. Students create prototypes, write design papers, and conduct user studies. Some programming and design experience is helpful but not required. Students taking graduate version complete additional assignments.
K. Fendt

CMS.634 Designing Interactions
Subject meets with 4.569[J], CMS.834[J]
Prereq: None
U (Fall, Spring)
3-3-6 units. HASS-E
Can be repeated for credit.

Explores the future of mobile interactions and pervasive computing, taking into consideration design, technological, social and business aspects. Discusses theoretical works on human-computer interaction, mobile media and interaction design, and covers research and design methods. Students work in multidisciplinary teams and participate in user-centric design projects aimed to study, imagine and prototype concepts illustrating the future of mobile applications and ubiquitous computing. Students taking graduate version complete additional assignments. Repeatable for credit with permission of instructor. Limited to 12.
F. Casalegno, T. Nagakura

CMS.701 Current Debates in Media
Subject meets with CMS.901
Prereq: CMS.100
U (Fall, Spring)
3-0-9 units. HASS-H

Addresses important, current debates in media with in-depth discussion of popular perceptions and policy implications. Students use multiple perspectives to analyze texts emanating from these debates, and present their findings through discussions and reports. Explores emerging topics (e.g., piracy and IP regimes, net neutrality, media effects, social media and social change, and changing literacies) across media forms and from various historical, transcultural, and methodological perspectives. Examines the framing of these issues, their ethical and policy implications, and strategies for repositioning the debate. Instruction and practice in written and oral communication provided. Students taking graduate version complete additional assignments.
Fall: L. Parks
Spring: C. Peterson

CMS.S60 Special Subject: Comparative Media Studies
Prereq: Permission of instructor
U (IAP, Spring)
Units arranged
Can be repeated for credit.

Seminar or lecture on a topic that is not covered in the regular curriculum.
W. Uricchio, S. Rodriguez
CMS.S61 Special Subject: Comparative Media Studies
Prereq: Permission of instructor
U (Fall)
Not offered regularly; consult department
Units arranged
Can be repeated for credit.

Seminar or lecture on a topic that is not covered in the regular curriculum.

Staff

CMS.S62 Special Subject: Comparative Media Studies
Prereq: Permission of instructor
U (Fall)
Units arranged
Can be repeated for credit.

Seminar or lecture on a topic that is not covered in the regular curriculum.

J. Reich

CMS.THT Comparative Media Studies Pre-Thesis Tutorial
Prereq: Permission of advisor
U (Fall, Spring)
1-0-5 units

Student works with an advisor to define his/her thesis. By the end of
the term, student must have a substantial outline and bibliography
for thesis and must have selected a three-person thesis committee.
Advisor must approve outline and bibliography.

Staff

CMS.THU Undergraduate Thesis in Comparative Media Studies
Prereq: CMS.THT
U (Fall, IAP, Spring, Summer)
Units arranged
Can be repeated for credit.

The CMS Undergraduate Thesis is a substantial research project or
comparable exercise. A written thesis ranges in length from 35 to
50 pages. Digital projects are assessed on the quality of research
and argumentation, as well as presentation, and must include a
substantial written component. Student gives an oral presentation of
his/her thesis at the end of the term. Thesis is not required for CMS
majors.

Staff

CMS.UR Research in Comparative Media Studies
Prereq: None
U (Fall, IAP, Spring, Summer)
Units arranged [P/D/F]
Can be repeated for credit.

Individual participation in an ongoing research project. For students
in the Undergraduate Research Opportunities Program.

Staff

CMS.UG Research in Comparative Media Studies
Prereq: None
U (Fall, IAP, Spring, Summer)
Units arranged
Can be repeated for credit.

Individual participation in an ongoing research project. For students
in the Undergraduate Research Opportunities Program.

Staff

Graduate Subjects

CMS.790 Media Theories and Methods I
Prereq: Permission of instructor
G (Fall)
3-3-6 units

An advanced introduction to core theoretical and methodological
issues in comparative media studies. Topics covered typically
include the nature of theory, the gathering and evaluation of
evidence, the relationship of media to reality, formal approaches
to media analysis, the ethnographic documentation of media
audiences, cultural hierarchy and taste, modes of production,
models of readership and spectatorship.

W. Uricchio

CMS.791 Media Theories and Methods II
Prereq: CMS.790
G (Spring)
3-3-6 units

An advanced introduction to core theoretical and methodological
issues in comparative media studies. Topics covered typically
include globalization, propaganda and persuasion, social and
political effects of media change, political economy and the
institutional analysis of media ownership, online communities,
privacy and intellectual property, and the role of news and
information within democratic cultures.

H. Hendershot
CMS.796 Major Media Texts
Prereq: Permission of instructor
G (Fall)
3-3-6 units

Intensive close study and analysis of historically significant media “texts” that have been considered landmarks or have sustained extensive critical and scholarly discussion. Such texts may include oral epic, story cycles, plays, novels, films, opera, television drama and digital works. Emphasizes close reading from a variety of contextual and aesthetic perspectives. Syllabus varies each year, and may be organized around works that have launched new modes and genres, works that reflect upon their own media practices, or on stories that migrate from one medium to another. At least one of the assigned texts is collaboratively taught, and visiting lectures and discussions are a regular feature of the subject.
L. Parks

CMS.801 Media in Transition
Prereq: Permission of instructor
G (Fall)
3-0-9 units

Centers on historical eras in which the form and function of media technologies were radically transformed. Includes consideration of the “Gutenberg Revolution,” the rise of modern mass media, and the “digital revolution,” among other case studies of media transformation and cultural change. Readings in cultural and social history and historiographic method.
E. Schiappa

CMS.807 Critical Worldbuilding
Subject meets with CMS.307
Prereq: None
Acad Year 2017-2018: Not offered
Acad Year 2018-2019: G (Fall)
3-3-6 units

Studies the design and analysis of invented (or constructed) worlds for narrative media, such as television, films, comics, and literary texts. Provides the practical, historical and critical tools with which to understand the function and structure of imagined worlds. Examines world-building strategies in the various media and genres in order to develop a critical and creative repertoire. Participants create their own invented worlds. Students taking graduate version complete additional assignments. Limited to 13.
J. Diaz

CMS.808 The Visual Story: Graphic Novel, Type to Tablet
Subject meets with CMS.308
Prereq: None
G (Spring)
3-0-9 units

Focuses on the interactions between graphic stories and media technologies from the rotary press of the late 19th century to contemporary touch screens, exploring the changing relations among narrative expression, reader experience and media form. Working with examples from Pulitzers Yellow Kid and Mckays Little Nemo, through the classic comics (from DC superheroes to EC horror) and graphic novels to interactive and non-linear texts (Cognitos Operation Ajax), the course examines such elements as graphic design, interface and form as well as the circulation and economies of these various media-based texts.
J. Paradis

CMS.809 Transmedia Storytelling: Modern Science Fiction
Subject meets with 21W.763[J], CMS.309[J]
Prereq: None
G (Fall, Spring)
3-2-7 units

Explores transmedia storytelling by investigating how science fiction stories are told across different media, such as the short story, the screenplay, moving image, and games. Students read and write critical essays and collaborate to produce their own work of science fiction in a roundtable workshop environment. Students taking graduate version complete additional assignments.
H. Hendershot

CMS.813 Silent Film
Subject meets with CMS.313
Prereq: None
Acad Year 2017-2018: Not offered
Acad Year 2018-2019: G (Fall)
3-3-6 units

Examines how the key elements of today's films - composition, continuity editing, lighting, narrative structure - were originally created. Studies the history of cinema, from its origins in the late 19th century to the transition to sound in the late 1920s and early 1930s. Students view a range of films (both mainstream and experimental) from all over the world, with a particular focus on US productions. Emphasis on how color, sound, and other developments paved the way for today's technological innovations. Students taking graduate version complete additional assignments.
H. Hendershot
CMS.814 Phantasmal Media: Theory and Practice  
Subject meets with 21W.753[J], CMS.314[J]  
Prereq: None  
G (Fall)  
Not offered regularly; consult department  
3-0-9 units  

Engages students in theory and practice of using computational techniques for developing expressive digital media works. Surveys approaches to understanding human imaginative processes, such as constructing concepts, metaphors, and narratives, and applies them to producing and understanding socially, culturally, and critically meaningful works in digital media. Readings engage a variety of theoretical perspectives from cognitive linguistics, literary and cultural theory, semiotics, digital media arts, and computer science. Students produce interactive narratives, games, and related forms of software art. Some programming and/or interactive web scripting experience (e.g., Flash, Javascript) is desirable. Students taking the graduate version complete a project requiring more in-depth theoretical engagement.  
D. F. Harrell

CMS.815 Games for Social Change  
Subject meets with CMS.615  
Prereq: None  
G (Spring)  
3-0-9 units  

Students will collaborate in teams to design and prototype games for social change and civic engagement. Run as a workshop in which student teams develop their games and showcase them at a semester-end open house. Features guest speakers from academia and industry as well as the non-profit sector and the gaming community. Readings will explore principals of game design, and the social history of games. Graduate students will complete additional assignments.  
S. Osterweil

CMS.821 Fans and Fan Cultures  
Subject meets with CMS.621  
Prereq: None  
G (Spring)  
Not offered regularly; consult department  
3-0-9 units  

Examines media audiences - specifically, fans - and the subcultures that evolve around them. Examines the different historical, contemporary and transnational understandings of fans. Explores products of fan culture, i.e., clubs, fiction, "vids," activism, etc. Readings place these products within the context of various disciplines. Students consider the concept of the “aca-fan” and reflect on their own “fannish” practices. Requires several short papers. Students taking graduate version complete additional assignments.Limited to 20.  
Staff

CMS.827 Imagination, Computation, and Expression Studio  
Subject meets with CMS.627  
Prereq: None  
Acad Year 2017-2018: Not offered  
Acad Year 2018-2019: G (Spring)  
3-0-9 units  
Can be repeated for credit.  

Aims to help students invent and analyze new forms of computer-based art, gaming, social media, interactive narrative, and related technologies. Students participate in a range of new and ongoing projects that are designed to hone skills in research, development, design, and evaluation. Topics vary from year to year; examples include cognitive science and artificial intelligence-based approaches to the arts; social aspects of game design; computing for social empowerment; and game character, avatar, and online profile design. May be repeated for credit with permission of instructor. Students taking graduate version complete additional assignments.  
D. F. Harrell
**CMS.828 Advanced Identity Representation**  
Subject meets with CMS.628  
Prereq: Permission of instructor  
G (Spring)  
3-0-9 units  
Can be repeated for credit.

Studies and develops computational identity systems for games, social media, virtual worlds, and computer-based artwork. An interdisciplinary set of readings (cognitive science, computer science, art, and sociology) looks at both the underlying technology and the social/cultural aspects of identity. Includes topics such as developing improved characters, avatars, agents, social networking profiles, and online accounts. Engages students in on-going research projects. Explores how social categories are formed in digital media, including gender, class, and ethnicity, along with everyday social categories (such as those based on personality or shared media preferences). Experience required in one of the following: computer programming, graphic design, web development, interaction design, or social science research methods. Students taking graduate version complete additional assignments.  
*D. F. Harrell*

**CMS.830 Studies in Film**  
Subject meets with 21L.706  
Prereq: Permission of instructor  
G (Fall, Spring)  
3-3-6 units  
Can be repeated for credit.

Intensive study of films from particular periods, genres, or directors. Instruction and practice in oral and written communication provided. Previous topics include Global Horror Film, Film Remixes, Film Narrative, and Heroic Cinema. Students taking graduate version complete different assignments. Limited to 12.  
*Fall: P. Donaldson  
Spring: E. Brinkema*

**CMS.831 Data Storytelling Studio**  
Subject meets with CMS.631, MAS.784  
Prereq: None  
G (Spring)  
3-0-9 units  

Explores visualization methodologies to conceive and represent systems and data, e.g., financial, media, economic, political, etc. Covers basic methods for research, cleaning, and analysis of datasets. Introduces creative methods of data presentation and storytelling. Considers the emotional, aesthetic, ethical, and practical effects of different presentation methods as well as how to develop metrics for assessing impact. Work centers on readings, visualization exercises, and a final project. Students taking graduate version complete additional assignments.  
*R. Bhargava*

**CMS.833 Digital Humanities: Topics, Techniques, and Technologies**  
Subject meets with CMS.633  
Prereq: None  
G (Fall, Spring)  
3-0-9 units  

Examines theory and practice of using computational methods in the emerging field of digital humanities. Develops an understanding of key digital humanities concepts such as data representation, digital archives, information visualization, and user interaction through the study of contemporary research in conjunction with working on real-world projects for scholarly, educational, and public needs. Students create prototypes, write design papers, and conduct user studies. Some programming and design experience is helpful but not required. Students taking graduate version complete additional assignments.  
*K. Fendt*
**CMS.834[J] Designing Interactions**
Same subject as 4.569[J]
Subject meets with CMS.634
Prereq: None
G (Fall, Spring)
3-3-6 units
Can be repeated for credit.

Explores the future of mobile interactions and pervasive computing, taking into consideration design, technological, social and business aspects. Discusses theoretical works on human-computer interaction, mobile media and interaction design, and covers research and design methods. Students work in multidisciplinary teams and participate in user-centric design projects aimed to study, imagine and prototype concepts illustrating the future of mobile applications and ubiquitous computing. Students taking graduate version complete additional assignments. Repeatable for credit with permission of instructor. Limited to 12.

_F. Casalegno, T. Nagakura_

**CMS.836 Social Justice and The Documentary Film**
Subject meets with 21W.786[J], CMS.336[J]
Prereq: None
Acad Year 2017-2018: Not offered
Acad Year 2018-2019: G (Fall)
3-0-9 units

Explores the history and current state of social-issue documentary. Examines how cultural and political upheaval and technological change have converged at different moments to bring about new waves of activist documentary film production. Particular focus on films and other non-fiction media of the present and recent past. Students screen and analyze a series of key films and work in groups to produce their own short documentary using digital video and computer-based editing. Students taking graduate version complete additional assignments. Limited to 18.

_V. Bald_

**CMS.837 Film, Music, and Social Change: Intersections of Media and Society**
Subject meets with 21W.787
Prereq: None
Acad Year 2017-2018: Not offered
Acad Year 2018-2019: G (Fall)
3-0-9 units

Examines films from the 1950s onward that document music subcultures and moments of social upheaval. Combines screening films about free jazz, glam rock, punk, reggae, hip-hop, and other genres with an examination of critical/scholarly writings to illuminate the connections between film, popular music, and processes of social change. Students critique each film in terms of the social, political, and cultural world it documents, and the historical context and effects of the film’s reception. Students taking graduate version complete additional assignments. Limited to 18.

_V. Bald_

**CMS.838 Innovation in Documentary: Technologies and Techniques**
Subject meets with CMS.338
Prereq: CMS.100 or permission of instructor
Acad Year 2017-2018: G (Fall)
Acad Year 2018-2019: Not offered
3-0-9 units

Discusses emerging technologies and techniques available to media-makers (e.g., location-based technologies, transmedia storytelling, crowdsourcing, and interactivity) and their implications on the film and television documentary. Studies the development of these tools and considers the many new directions in which they may take the genre. Includes screenings, meetings with documentary makers, and an experimental component in which students can explore new approaches to documentary production. Students taking graduate version complete additional assignments.

_W. Uricchio_

**CMS.840 Literature and Film**
Subject meets with 21L.435
Prereq: Permission of instructor
G (Spring)
3-3-6 units
Can be repeated for credit.

Investigates relationships between the two media, including film adaptations as well as works linked by genre, topic, and style. Explores how artworks challenge and cross cultural, political, and aesthetic boundaries. Students taking graduate version complete additional assignments.

_K. Surkan_
<table>
<thead>
<tr>
<th>Course Code</th>
<th>Course Title</th>
<th>Subject Meets With</th>
<th>Prereq</th>
<th>Credits</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>CMS.841</td>
<td>Introduction to Videogame Theory</td>
<td>CMS.300</td>
<td>None</td>
<td>3-3-6</td>
<td>Introduction to the interdisciplinary study of videogames as texts through an examination of their cultural, educational, and social functions in contemporary settings. Students play and analyze videogames while reading current research and theory from a variety of sources in the sciences, social sciences, humanities, and industry. Assignments focus on game analysis in the context of the theories discussed in class. Includes regular reading, writing, and presentation exercises. No prior programming experience required. Students taking graduate version complete additional assignments. Limited to 20. M. Jakobsson</td>
</tr>
<tr>
<td>CMS.842</td>
<td>Playful and Social Interaction Design Exploration</td>
<td>None</td>
<td>None</td>
<td>3-0-9</td>
<td>Explores the role of technology in relation to playful and social interaction. Deepens understanding of the potential and limitations of iterative design and rapid prototyping used as research methods. Familiarizes students with the theoretical foundations of interaction design and explorative design research, as well as practice methods applied to working with physical and digital design materials. M. Jakobsson</td>
</tr>
<tr>
<td>CMS.845</td>
<td>Interactive Narrative</td>
<td>21L.489[1J], 21W.765[1J], CMS.618[1J]</td>
<td>Permission of instructor</td>
<td>3-0-9</td>
<td>Provides a workshop environment for understanding interactive narrative (print and digital) through critical writing, narrative theory, and creative practice. Covers important multisequential books, hypertexts, and interactive fictions. Students write critically, and give presentations, about specific works; write a short multisequential fiction; and develop a digital narrative system, which involves significant writing and either programming or the structuring of text. Programming ability helpful. Graduate students complete additional assignments. N. Montfort</td>
</tr>
<tr>
<td>CMS.846</td>
<td>The Word Made Digital</td>
<td>21W.764[1J], CMS.609[1J]</td>
<td>None</td>
<td>3-0-9</td>
<td>Considers the many uses of text, language, and writing in creative digital media. Focuses on non-narrative uses of text, such as information display, visual and lyrical settings, and human-legible computer code. Considers the use of text within the context of computing and different computing platforms. Draws on concepts and approaches from poetics, the material history of texts, and computer science. Assignments include individual and group writing projects, which involve reading and modifying computer programs. Previous programming experience and writing coursework helpful. Students taking graduate version complete additional assignments. Limited to 18. N. Montfort</td>
</tr>
<tr>
<td>CMS.848</td>
<td>Apocalyptic Storytelling</td>
<td>None</td>
<td>Permission of instructor</td>
<td>3-0-9</td>
<td>Focuses on the critical making of apocalyptic, post-apocalyptic and dystopian stories across various narrative media. Considers the long history of Western apocalypticism as well as the uses and abuses of apocalypticism across time. Examines a wide variety of influential texts in order to enhance students’ creative and theoretical repertoires. Students create their own apocalyptic stories and present on selected texts. Investigates conventions such as plague, zombies, nuclear destruction, robot uprising, alien invasion, environmental collapse, and supernatural calamities. Considers questions of race, gender, sexuality, colonialism, trauma, memory, witness, and genocide. Intended for students with prior creative writing experience. Students taking graduate version complete additional assignments. Limited to 15. J. Diaz</td>
</tr>
</tbody>
</table>
CMS.850 Topics and Methods in 21st Century Journalism
Subject meets with 21W.737[J], CMS.350[J]
Prereq: None
G (Spring)
3-0-9 units

Gives a broad understanding of what it means to produce journalism today. Evaluates the limitations and strengths of specific types of media, ranging from New York Times stories to Twitter feeds. Provides students with tools to effectively communicate their own work and research to non-specialist audiences. Students submit assignments via an online portal, which mimics the style and substance of an online news source. Students taking graduate version complete additional assignments. Limited to 12.
S. Mnookin

CMS.860 Introduction to Civic Media
Subject meets with CMS.360
Prereq: None
Acad Year 2017-2018: G (Spring)
Acad Year 2018-2019: Not offered
3-0-9 units

Examines civic media in comparative, transnational and historical perspective. Introduces various theoretical tools, research approaches, and project design methods. Students engage with multimedia texts on concepts such as citizen journalism, transmedia activism, media justice, and civic, public, radical, and tactical media. Case studies explore civic media across platforms (print, radio, broadcast, internet), contexts (from local to global, present-day to historical), and use (dialogic, contentious, hacktivist). As a final project, students develop a case study or project proposal. Students taking the graduate version complete additional assignments. Limited to 20.
S. Costanza-Chock

CMS.861 Networked Social Movements: Media and Mobilization
Subject meets with CMS.361
Prereq: None
Acad Year 2017-2018: Not offered
Acad Year 2018-2019: G (Spring)
3-0-9 units

Provides an overview of social movement studies as a body of theoretical and empirical work, with an emphasis on understanding the relationship between social movements and the media. Explores multiple methods of social movement investigation, including textual and media analysis, surveys, interviews, focus groups, participant observation, and co-research. Covers recent innovations in social movement theory, as well as new data sources and tools for research and analysis. Includes short papers, a literature review, and a final research project. Students taking graduate version complete additional assignments. Limited to 16.
S. Costanza-Chock

CMS.862 Civic Media Collaborative Design Studio
Subject meets with CMS.362
Prereq: One subject in CMS or MAS
G (Spring)
3-0-9 units
Can be repeated for credit.

Project-based studio focusing on collaborative design of civic media provides a service-learning opportunity for students interested in working with community organizations. Multidisciplinary teams create civic media projects based on real-world community needs. Covers co-design methods and best practices to include the user community in iterative stages of project ideation, design, implementation, testing, and evaluation. Students taking graduate version complete additional assignments. Limited to 16.
S. Costanza-Chock

CMS.863[J] Design and Development of Games for Learning
Same subject as 11.252[J]
Subject meets with 11.127[J], CMS.590[J]
Prereq: None
G (Spring)
3-6-3 units

See description under subject 11.252[J].
E. Klopfer
CMS.864 Game Design
Subject meets with CMS.608
Prereq: One subject in Comparative Media Studies or permission of instructor
G (Fall)
3-3-6 units
Practical instruction in the design and analysis of non-digital games. Provides students the texts, tools, references, and historical context to analyze and compare game designs across a variety of genres. In teams, students design, develop, and thoroughly test their original games to better understand the interaction and evolution of game rules. Covers various genres and types of games, including sports, game shows, games of chance, card games, schoolyard games, board games, and role-playing games. Students taking the graduate version complete additional assignments. Limited to 20.
P. Tan, R. Eberhardt

CMS.867 Network Cultures
Subject meets with 21W.791[J], CMS.614[J]
Prereq: None
G (Spring)
3-0-9 units
Focuses on the social and cultural aspects of networked life through internet-related technologies (including computers, mobile devices, entertainment technologies, and emerging media forms). Theories and readings focus on the cultural, social, economic, and political aspects of internet use and design. Topics include online communication and communities, social media, gender and race in network spaces, activism and hacking, networked publics, remix culture and intellectual property. Students taking the graduate version complete additional readings and assignments.
T. L. Taylor

CMS.868 Games and Culture
Subject meets with 21W.768[J], CMS.616[J], WGS.125[J]
Prereq: None
G (Fall)
3-0-9 units
Examines the social, cultural, economic, and political aspects of digital games. Topics include the culture of gameplay, gaming styles, communities, spectatorship and performance, gender and race within digital gaming, and the politics and economics of production processes, including co-creation and intellectual property. Students taking graduate version complete additional readings and assignments.
T. L. Taylor

CMS.871 Media in Cultural Context
Subject meets with 21L.715
Prereq: Permission of instructor
G (Fall)
3-0-9 units
Can be repeated for credit.
Seminar uses case studies to examine specific media or media configurations and the larger social, cultural, economic, political, or technological contexts within which they operate. Organized around recurring themes in media history, as well as specific genres, movements, media, or historical moments. Previously taught topics include Gendered Genres: Horror and Maternal Melodramas; Comics, Cartoons, and Graphic Storytelling; and Exploring Children's Culture. Students taking graduate version complete additional assignments. Approved for credit in Women’s and Gender Studies when content meets the requirements for subjects in that program. Limited to 12.
M. Marks

CMS.874[J] Visualizing Japan in the Modern World
Same subject as 21G.027[J]
Subject meets with 21G.590
Prereq: None
U (Fall)
3-0-9 units. HASS-H; CI-H
See description under subject 21G.027[J]. Enrollment limited.
S. Miyagawa

CMS.876 History of Media and Technology
Subject meets with CMS.376
Prereq: None
G (Fall)
3-0-9 units
Surveys the interrelated histories of communications media and technological development, from the emergence of 19th-century forms of mass print media and telegraphy, to sound capture and image-based forms (e.g., film, radio, and television), to the shift from analog to digital cultures. Examines how new forms of communication exert social, political, and cultural influences in the global context. Explores how technological innovation and accelerating media affect social values and behaviors in the popular and global adoption of a media device. Includes two papers and a research project on aspects of media history. Students taking graduate version complete additional assignments.
J. Paradis
CMS.880 From Print to Digital: Technologies of the Word, 1450-Present
Prereq: Permission of instructor
G (Fall)
Not offered regularly; consult department
3-0-9 units
Explores the impact of new technology on the recording and distribution of words at three different times: the invention of the printing press ca. 1450; the adaptation of electricity to communication technology in the 19th century (telegraph, telephone, phonograph); and the emergence of digital media today. Assignments include essays and online projects. Students taking graduate version complete additional assignments.

Staff

CMS.888 Advertising and Media: Comparative Perspectives
Subject meets with 21G.036[J], 21G.190, CMS.356[J]
Prereq: Permission of instructor
G (Spring)
3-0-9 units
Compares modern and contemporary advertising culture in China, the US, and other emerging markets. First half focuses on branding in the old media environment; second half introduces the changing practice of advertising in the new media environment. Topics include branding and positioning, media planning, social media campaigns, cause marketing 2.0, social TV, and mobility marketing. Required lab work includes interactive sessions in branding a team product for the US (or a European country) and China markets. Taught in English and requires no knowledge of Chinese. Students taking graduate version complete additional assignments.

J. Wang

CMS.901 Current Debates in Media
Subject meets with CMS.701
Prereq: None
G (Fall, Spring)
3-0-9 units
Addresses important, current debates in media with in-depth discussion of popular perceptions and policy implications. Students use multiple perspectives to analyze texts emanating from these debates, and present their findings through discussions and reports. Explores emerging topics (e.g., piracy and IP regimes, net neutrality, media effects, social media and social change, and changing literacies) across media forms and from various historical, transcultural, and methodological perspectives. Examines the framing of these issues, their ethical and policy implications, and strategies for repositioning the debate. Students taking graduate version complete additional assignments.

Fall: L. Parks
Spring: C. Peterson

CMS.915 Understanding Television
Subject meets with 21L.432
Prereq: Permission of instructor
Acad Year 2017-2018: Not offered
Acad Year 2018-2019: G (Spring)
3-0-9 units
Can be repeated for credit.
A cultural approach to television's evolution as a technology and system of representation. Considers television as a system of storytelling and mythmaking, and as a cultural practice studied from anthropological, literary, and cinematic perspectives. Focuses on prime-time commercial broadcasting, the medium's technological and economic history, and theoretical perspectives. Considerable television viewing and readings in media theory and cultural interpretation are required. Previously taught topics include American Television: A Cultural History. Students taking graduate version complete additional assignments.

D. Thorburn

CMS.920 Popular Culture and Narrative
Subject meets with 21L.430
Prereq: Permission of instructor
G (Spring)
3-0-9 units
Can be repeated for credit.
Examines relationships between popular culture and art, focusing on problems of evaluation and audience, and the uses of different media within a broader social context. Typically treats a range of narrative and dramatic works as well as films. Previously taught topics include Elements of Style; Gender, Sexuality and Popular Narrative. Students taking graduate version complete additional assignments. Approved for credit in Women's and Gender Studies when content meets the requirements for subjects in that program. May be repeated for credit with permission of instructor.

Staff
CMS.922 Media Industries and Systems: The Art, Science and Business of Games  
Subject meets with CMS.610  
Prereq: Permission of instructor  
Acad Year 2017-2018: Not offered  
Acad Year 2018-2019: G (Spring)  
3-0-9 units  
Examines the interplay of art, science, law, and commerce in the production, marketing, distribution, and consumption of historic and contemporary videogames. Students create prototypes and develop marketing programs to illustrate the challenges of producing videogames in a professional context. Combines perspectives on media industries and systems with an examination of the creative process, development, and trends that shape content. Includes discussions with industry leaders in various areas. Students taking graduate version complete additional assignments.  
C. Weaver

CMS.925 Film Music  
Subject meets with 21M.284  
Prereq: Permission of instructor  
G (Fall)  
3-0-9 units  
Surveys styles and dramatic functions of music for silent films of the 1910s-20s, and music in sound films from the 1930s to the present. Close attention given to landmark scores by American and European composers, including Korngold, Steiner, Rozsa, Prokofiev, Copland, Herrmann, Rota, Morricone, and Williams. Subsidiary topics include new trends in contemporary film-scoring, pop scores, the impact of electronics, and specialized genres (e.g., animation). Students taking the graduate version complete different assignments. Some background in the study of film and/or music is expected.  
M. Marks

CMS.935 Documentary Photography and Photojournalism: Still Images of a World in Motion  
Subject meets with 21W.749  
Prereq: Permission of instructor  
G (Fall, Spring)  
3-0-9 units  
Meets with 21W.749, but assignments differ.  
B. D. Colen

CMS.950 Workshop I  
Prereq: Permission of instructor  
G (Fall)  
4-2-6 units  
Provides an opportunity for direct project development experience and emphasizes intellectual growth as well as the acquisition of technical skills. Students attend regular meetings to present and critique their work and discuss its implications.  
J. Paradis

CMS.951 Workshop II  
Prereq: CMS.950  
G (Spring)  
Not offered regularly; consult department  
4-2-6 units  
A continuation of Workshop I. Provides an opportunity for direct project development experience and emphasizes intellectual growth as well as the acquisition of technical skills. Students attend regular meetings to present and critique their work and discuss its implications.  
Staff

CMS.990 Colloquium in Comparative Media  
Prereq: None  
G (Fall, Spring)  
2-0-1 units  
Can be repeated for credit.  
Exposes students to the perspectives of scholars, activists, mediamakers, policymakers, and industry leaders on cutting edge issues in media. Registered CMS graduate students only.  
Staff

CMS.992 Portfolio in Comparative Media  
Prereq: CMS.950 or permission of instructor  
G (Fall, IAP, Spring, Summer)  
Units arranged  
Students work individually with an advisor to produce a portfolio project which combines technical skills and a substantial intellectual component.  
Staff
**CMS.993 Teaching in Comparative Media**
Prereq: Permission of instructor
G (Fall, IAP, Spring)
Units arranged
Can be repeated for credit.

For qualified graduate students interested in teaching. Offers experience in classroom and/or tutorial teaching under the supervision of a Comparative Media Studies faculty member.

*Staff*

**CMS.994 Independent Study**
Prereq: Permission of instructor
G (Fall, IAP, Spring, Summer)
Units arranged [P/D/F]
Can be repeated for credit.

Opportunity for individual research in comparative media studies. Registration subject to prior arrangement for subject matter and supervision by a faculty member.

*Staff*

**CMS.995 Independent Study**
Prereq: Permission of instructor
G (Fall, IAP, Spring, Summer)
Units arranged
Can be repeated for credit.

Opportunity for individual research in comparative media studies. Registration subject to prior arrangement for subject matter and supervision by a faculty member.

*Staff*

**CMS.S96 Special Subject: Comparative Media Studies**
Prereq: Permission of instructor
G (Spring)
Units arranged
Can be repeated for credit.

Seminar or lecture on a topic that is not covered in the regular curriculum.

*W. Uricchio, S. Rodriguez*

**CMS.S97 Special Subject: Comparative Media Studies**
Prereq: Permission of instructor
G (IAP, Spring)
Units arranged
Can be repeated for credit.

Seminar or lecture on a topic that is not covered in the regular curriculum.

*Staff*

**CMS.S98 Special Subject: Comparative Media Studies**
Prereq: Permission of instructor
G (Fall)
Units arranged
Can be repeated for credit.

Seminar or lecture on a topic that is not covered in the regular curriculum.

*J. Reich*

**CMS.S99 Special Subject: Comparative Media Studies**
Prereq: Permission of instructor
G (Fall)
Units arranged
Can be repeated for credit.

Seminar or lecture on a topic that is not covered in the regular curriculum.

*Staff*

**CMS.THG Master's Thesis**
Prereq: Permission of advisor
G (Fall, IAP, Spring, Summer)
Units arranged
Can be repeated for credit.

Completion of a graduate thesis, to be arranged with a faculty member, who becomes the thesis supervisor. Required of all CMS students.

*Staff*