COMPARATIVE MEDIA STUDIES / WRITING

(CMS)

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.

Fall: S. Costanza-Chock
Spring: J. Picker

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.

M. Jakobsson

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 playful 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.

M. Jakobsson, S. Verrilli

CMS.307 Critical Worldbuilding
Subject meets with CMS.807
Prereq: None
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.

J. Diaz

CMS.308 The Visual Story: Graphic Novel, Type to Tablet
Subject meets with CMS.808
Prereq: None
U (Spring)
Not offered regularly; consult department
3-0-9 units. HASS-E

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, W. Uricchio

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

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

S. Lewitt
CMS.311[J] Media in Weimar and Nazi Germany  
Same subject as 21G.055[J]  
Prereq: None  
Acad Year 2016-2017: Not offered  
Acad Year 2017-2018: U (Spring)  
2-2-8 units. HASS-H; CI-H  
See description under subject 21G.055[J].  
W. Uricchio

CMS.312 Topics in National and Post-National Cinema  
Subject meets with CMS.812  
Prereq: CMS.100 or permission of instructor  
U (Spring)  
3-0-9 units. HASS-H  
Studies contemporary films emerging from nations such as South Korea, Iran, and Denmark. Explores the importance of cultural settings, the nature of local funding schemes and production practices, and deeper stylistic continuities with the past. Focuses on one nation’s productions (including émigré filmmakers), considering their history, innovations, and meanings in a world in which the idea of nation is increasingly challenged by such factors as immigration, labor outsourcing, and multiculturalism. Examines film’s relationship with other media forms, such as television and social media. Students taking graduate version complete additional assignments.  
H. J. Chung

CMS.313 Silent Film  
Subject meets with CMS.813  
Prereq: None  
Acad Year 2016-2017: U (Fall)  
Acad Year 2017-2018: Not offered  
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. 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].  
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 2016-2017: Not offered  
Acad Year 2017-2018: U (Spring)  
3-0-9 units. HASS-H  
See description under subject 21W.788[J].  
V. Bald

CMS.335[J] Short Attention Span Documentary  
Same subject as 21W.790[J]  
Subject meets with 21W.890  
Prereq: None  
U (Fall, Spring)  
3-0-9 units. HASS-A  
See description under subject 21W.790[J].  
V. Bald
CMS.336[J] The Social Documentary: Analysis and Production
Same subject as 21W.786[J]
Subject meets with CMS.836
Prereq: None
Acad Year 2016-2017: U (Spring)
Acad Year 2017-2018: Not offered
3-0-9 units. HASS-A
See description under subject 21W.786[J].
V. Bald

CMS.338 Innovation in Documentary: Technologies and Techniques
Subject meets with CMS.838
Prereq: CMS.100 or permission of instructor
U (Spring)
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 (Fall)
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.
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
U (Spring)
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.
S. Costanza-Chock

CMS.361 Networked Social Movements: Media and Mobilization
Subject meets with CMS.861
Prereq: None
Acad Year 2016-2017: U (Spring)
Acad Year 2017-2018: Not offered
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.
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.

S. Costanza-Chock

CMS.363 Civic Media, Past and Future
Subject meets with CMS.873
Prereq: None
U (Fall)
3-0-9 units. HASS-E

Explores the history and futures of civic media and the corresponding vision of citizenship that civic media facilitates. Topics include orality and literacy during the rise of democratic governance in ancient Greece, the affordances and limitations of new civic media in the 19th and 20th centuries, the role of education in promoting civic media use, the “Gutenberg parenthesis,” and the emergence of secondary orality in the digital age. Uses historical case studies to illustrate the political and economic effects of new civic media; to enhance theoretical and practical understanding of communication, technology, and political action; and to imagine future models to maximize the opportunities and efficacy of civic media. Students taking graduate version complete additional assignments.

E. Schiappa

CMS.376 History of Media and Technology
Subject meets with CMS.876
Prereq: None
Acad Year 2016-2017: U (Spring)
Acad Year 2017-2018: Not offered
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.

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
Acad Year 2016-2017: U (Spring)
Acad Year 2017-2018: Not offered
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.

C. Fusco

CMS.405 Media and Methods: Seeing and Expression
Prereq: 21L.011 or CMS.100
Acad Year 2016-2017: Not offered
Acad Year 2017-2018: 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.

D. F. Harrell

CMS.407 Media and Methods: Sound
Prereq: None
Acad Year 2016-2017: U (Spring)
Acad Year 2017-2018: Not offered
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 construed 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.

Staff

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.

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.607 From Gamer to Player: Theory and Practice of Player Research
Subject meets with CMS.843
Prereq: CMS.300, CMS.608, or permission of instructor
U (Spring)
Not offered regularly; consult department
3-0-9 units. HASS-S

Focuses on the theories and methods of researching digital game players. Draws on approaches from humanities, social science, and mass communication fields to inform and inspire student research. Examines the strengths, weaknesses, and appropriate use of different data collection methods. Emphasizes familiarity with research philosophy, rules and regulations for working with human subjects. Analyzes current research on digital games and their players to inform understanding of research in practice. Students theorize and develop a player-focused study, collect data, and produce a research paper analyzing their data over the course of the term. Students taking the graduate version complete additional assignments.

T. Harper

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.

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].

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
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 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.

P. Tan, S. Verrilli, R. Eberhardt

CMS.612[J] Writing for Videogames
Same subject as 21W.767[J]
Subject meets with CMS.866
Prereq: None
U (Spring)
Not offered regularly; consult department
3-0-9 units. HASS-A

Explores the convergence of fiction, dramatic writing and game design in writing for videogames. Addresses the problematic relationship between storytelling and games, from both an analytical and practical standpoint. Discusses theory and analysis of pre-existing games. Assignments provide students the opportunity to tackle specific writing problems in a creative way. Basic programming knowledge and previous coursework in game design, videogame theory, interactive narrative or play writing is useful but not required. Graduate students complete additional assignments.

C. Fernandez Vara

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].

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. 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 (Fall)
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.

P. Tan, S. Verrilli

CMS.619[J] Gender and Media Studies
Same subject as WGS.111[J]
Prereq: None
U (Spring)
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)
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.

Staff

CMS.622 Applying Media Technologies in the Arts and Humanities
Prereq: None
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 team work 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
U (Fall)
Not offered regularly; consult department
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. Fox 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 ongoing 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
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.

Staff

CMS.633 Digital Humanities: Topics, Techniques, and Technologies
Subject meets with CMS.833
Prereq: None
U (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.

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: J. Paradis*  
*Spring: W. Uricchio*

**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.  
*T. Rojas*

**CMS.S61 Special Subject: Comparative Media Studies**  
Prereq: Permission of instructor  
U (IAP)  
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.  
*C. Peterson, E. Zuckerman*

**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*
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.

E. Schiappa

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.

H. Hendershot

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
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.

J. Diaz

CMS.808 The Visual Story: Graphic Novel, Type to Tablet
Subject meets with CMS.308
Prereq: None
G (Spring)
Not offered regularly; consult department
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 Pulitzer's 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, W. Uricchio
CMS.809 Transmedia Storytelling: Modern Science Fiction
Subject meets with 21W.763[J], CMS.309[J]
Prereq: None
G (Fall)
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.
S. Lewitt

CMS.812 Topics in National and Post-National Cinema
Subject meets with CMS.312
Prereq: CMS.100 or permission of instructor
Acad Year 2016-2017: G (Spring)
Acad Year 2017-2018: Not offered
3-0-9 units
Studies contemporary films emerging from nations such as South Korea, Iran, and Denmark. Explores the importance of cultural settings, the nature of local funding schemes and production practices, and deeper stylistic continuities with the past. Focuses on one nation's productions (including émigré filmmakers), considering their history, innovations, and meanings in a world in which the idea of nation is increasingly challenged by such factors as immigration, labor outsourcing, and multiculturalism. Examines film’s relationship with other media forms, such as television and social media. Students taking graduate version complete additional assignments.
Staff

CMS.813 Silent Film
Subject meets with CMS.313
Prereq: None
Acad Year 2016-2017: G (Fall)
Acad Year 2017-2018: Not offered
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. Harrell

CMS.815 Games for Social Change
Subject meets with CMS.615
Prereq: None
G (Fall)
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)
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.

Staff

CMS.827 Imagination, Computation, and Expression Studio
Subject meets with CMS.627
Prereq: None
G (Fall)
Not offered regularly; consult department
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. Fox 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 a particular period or genre, or films by a single director. Previous topics include Technologies of Seeing: Pre-Cinema to Early Cinema, Hollywood/Bollywood, Film Analysis, and Shakespeare on Film. Students taking graduate version complete different assignments.

E. Brinkema
CMS.831 Data Storytelling Studio
Subject meets with CMS.631
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.

Staff

CMS.833 Digital Humanities: Topics, Techniques, and Technologies
Subject meets with CMS.633
Prereq: None
G (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 Designing Interactions
Same subject as 4.569
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.

F. Casalegno, T. Nagakura

CMS.836 The Social Documentary: Analysis and Production
Subject meets with 21W.786[J], CMS.336[J]
Prereq: None
Acad Year 2016-2017: G (Spring)
Acad Year 2017-2018: Not offered
3-0-9 units
An introduction to the history of the social documentary from the 1960s through the 1980s. Explores how social upheaval and the shift to smaller, more portable film cameras, and ultimately handheld video, converged to bring about an upsurge of socially engaged documentary film production. Students screen and analyze a series of key films from the period and work in groups to produce their own short documentary using digital video and computer-based editing.

V. Bald

CMS.837 Film, Music, and Social Change: Intersections of Media and Society
Subject meets with 21W.787
Prereq: None
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.

V. Bald
CMS.838 Innovation in Documentary: Technologies and Techniques
Subject meets with CMS.338
Prereq: CMS.100 or permission of instructor
G (Spring)
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 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.
M. Bronstein

CMS.841 Introduction to Videogame Theory
Subject meets with CMS.300
Prereq: None
G (Fall)
3-3-6 units
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.
M. Jakobsson

CMS.842 Playful and Social Interaction Design Exploration
Prereq: None
G (Spring)
3-0-9 units
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

CMS.843 From Gamer to Player: Theory and Practice of Player Research
Subject meets with CMS.607
Prereq: CMS.300, CMS.608, or permission of instructor
G (Spring)
Not offered regularly; consult department
3-0-9 units
Focuses on the theories and methods of researching digital game players. Draws on approaches from humanities, social science, and mass communication fields to inform and inspire student research. Examines the strengths, weaknesses, and appropriate use of different data collection methods. Emphasizes familiarity with research philosophy, rules and regulations for working with human subjects. Analyzes current research on digital games and their players to inform understanding of research in practice. Students theorize and develop a player-focused study, collect data, and produce a research paper analyzing their data over the course of the term. Students taking the graduate version complete additional assignments.
T. Harper

CMS.845 Interactive Narrative
Subject meets with 21L.489[J], 21W.765[J]
Prereq: Permission of instructor
G (Spring)
3-0-9 units
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
CMS.846 The Word Made Digital
Subject meets with 21W.764[J], CMS.609[J]
Prereq: None
G (Spring)
3-0-9 units

Considers the many uses of text, language, and writing in creative
digital media. Focuses on non-narrative uses of text, such as in
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.
N. Montfort

CMS.850 Topics and Methods in 21st Century Journalism
Subject meets with 21W.737[J], CMS.350[J]
Prereq: None
G (Fall)
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.
S. Mnookin

CMS.860 Introduction to Civic Media
Subject meets with CMS.360
Prereq: None
G (Spring)
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.
S. Costanza-Chock

CMS.861 Networked Social Movements: Media and Mobilization
Subject meets with CMS.361
Prereq: None
Acad Year 2016-2017: G (Spring)
Acad Year 2017-2018: Not offered
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.
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.
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.
P. Tan, R. Eberhardt

CMS.866 Writing for Videogames
Subject meets with 21W.767[J], CMS.612[J]
Prereq: None
G (Spring)
Not offered regularly; consult department
3-0-9 units
Explores the convergence of fiction, dramatic writing and game design in writing for videogames. Addresses the problematic relationship between storytelling and games, from both an analytical and practical standpoint. Discusses theory and analysis of pre-existing games. Assignments provide students the opportunity to tackle specific writing problems in a creative way. Basic programming knowledge and previous coursework in game design, videogame theory, interactive narrative or play writing is useful but not required. Graduate students complete additional assignments.
C. Fernandez Vara

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)
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.
S. Frampton
CMS.873 Civic Media, Past & Future
Subject meets with CMS.363
Prereq: None
G (Fall)
3-0-9 units
Explores the history and futures of civic media and the corresponding vision of citizenship that civic media facilitates. Topics include orality and literacy during the rise of democratic governance in ancient Greece, the affordances and limitations of new civic media in the 19th and 20th centuries, the role of education in promoting civic media use, the “Gutenberg parenthesis,” and the emergence of secondary orality in the digital age. Uses historical case studies to illustrate the political and economic effects of new civic media; to enhance theoretical and practical understanding of communication, technology, and political action; and to imagine future models to maximize the opportunities and efficacy of civic media. Students taking graduate version complete additional assignments.
E. Schiappa

CMS.876 History of Media and Technology
Subject meets with CMS.376
Prereq: None
Acad Year 2016-2017: G (Spring)
Acad Year 2017-2018: Not offered
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)
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.

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: J. Paradis
Spring: W. Uricchio
**CMS.915 Understanding Television**  
Subject meets with 21L.432  
Prereq: Permission of instructor  
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 (Fall)  
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  
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)  
3-3-6 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.
F. Harrell

CMS.951 Workshop II
Prereq: CMS.950
G (Spring)
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.
I. Condry

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.
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.
T. Rojas

CMS.S97 Special Subject: Comparative Media Studies
Prereq: Permission of instructor
G (IAP)
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.
C. Peterson, E. Zuckerman
CMS.S99 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.
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