### Undergraduate Subjects

<table>
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<tr>
<th>Course Code</th>
<th>Course Title</th>
<th>Prerequisites</th>
<th>Credits</th>
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<tbody>
<tr>
<td>CMS.100</td>
<td>Introduction to Media Studies</td>
<td>None</td>
<td>3-3-6</td>
<td>HASS-H; CI-H</td>
<td>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.</td>
</tr>
<tr>
<td>CMS.300</td>
<td>Introduction to Videogame Theory</td>
<td>None</td>
<td>3-3-6</td>
<td>HASS-H</td>
<td>Subject meets with CMS.841. Prerequisites: None. U (Fall). 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.</td>
</tr>
<tr>
<td>CMS.301</td>
<td>Introduction to Game Design Methods</td>
<td>None</td>
<td>3-0-9</td>
<td>HASS-A</td>
<td>Prerequisites: None. U (Spring). 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, playtesting, 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.</td>
</tr>
<tr>
<td>CMS.306</td>
<td>Making Comics and Sequential Art</td>
<td>None</td>
<td>3-0-9</td>
<td>HASS-A</td>
<td>Subject meets with CMS.806. Prerequisites: None. U (Spring). Applied introduction to comics and sequential art production. Builds skills in how to develop storylines; develop and draw characters, panels, and backgrounds; prepare for print production; and comprehend the basics of sequential language, composition, and layout. Students engage with crucial personal and political issues at stake across a range of comics genres: superhero, biographical, and countercultural. Addresses not just how we create comics, but why we create comics. Students taking graduate version complete additional assignments. Limited to 16. M. Cordero.</td>
</tr>
<tr>
<td>CMS.307</td>
<td>Critical Worldbuilding</td>
<td>None</td>
<td>3-3-6</td>
<td>HASS-A</td>
<td>Subject meets with CMS.807. Prerequisites: None. U (Fall). 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.</td>
</tr>
</tbody>
</table>
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-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
Acad Year 2021-2022: Not offered
Acad Year 2022-2023: U (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 2021-2022: U (Fall)
Acad Year 2022-2023: 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 2021-2022: Not offered
Acad Year 2022-2023: 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: Computer-Based Art 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)
Not offered regularly; consult department
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
CMS.334[J] South Asian America: Transnational Media, Culture, and History
Same subject as 21W.788[J]
Prereq: None
Acad Year 2021-2022: Not offered
Acad Year 2022-2023: 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
Acad Year 2021-2022: Not offered
Acad Year 2022-2023: U (Fall)
3-0-9 units. HASS-A

See description under subject 21W.790[J]. Limited to 16.
V. Bald

CMS.336[J] Social Justice and The Documentary Film
Same subject as 21W.786[J]
Subject meets with CMS.836
Prereq: None
Acad Year 2021-2022: Not offered
Acad Year 2022-2023: U (Spring)
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
U (Fall)
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.339 Virtual Reality and Immersive Media Production
Subject meets with CMS.839
Prereq: Permission of instructor
Acad Year 2021-2022: Not offered
Acad Year 2022-2023: U (Spring)
3-0-9 units. HASS-A

Provides an overview of historical developments and current innovations in virtual reality (e.g., gear, software, and storytelling techniques) and looks into new trends in augmented, mixed and holographic reality. Includes practical instruction and a step-by-step exploration of the fundamentals of virtual reality creation - from new visual languages and grammars, to storyboarding, scripting, sound design and editing, to new and innovative ways to capture, scan and reproduce 360-degree images. Students taking graduate version complete additional assignments. Limited to 18.
S. Rodriguez

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)
Not offered regularly; consult department
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.351[J] Digital Media in Japan and Korea (New)
Same subject as 21G.067[J]
Subject meets with 21G.597
Prereq: None
Acad Year 2021-2022: U (Spring)
Acad Year 2022-2023: Not offered
3-0-9 units. HASS-H

See description under subject 21G.067[J].
P. Roquet
CMS.352[J] Cinema in Japan and Korea (New)
Same subject as 21G.094[J]
Subject meets with 21G.594
Prereq: None
Acad Year 2021-2022: Not offered
Acad Year 2022-2023: U (Spring)
3-0-9 units. HASS-A
See description under subject 21G.094[J].

P. Roquet

Same subject as 21G.072[J]
Prereq: None
U (Fall)
Not offered regularly; consult department
3-0-9 units. HASS-H; CI-H
See description under subject 21G.072[J]. Enrollment limited.

P. Duong

Same subject as 21G.065[J]
Subject meets with 21G.593
Prereq: None
U (Fall)
3-0-9 units. HASS-H; CI-H
Surveys both cinematic and literary representations of diverse eras and aspects of Japanese culture such as the classical era, the samurai age, wartime Japan and the atomic bombings, social change in the postwar period, and the appropriation of foreign cultural themes, with an emphasis on the modern period. Directors include Akira Kurosawa and Hiroshi Teshigahara. Authors include Kobo Abe and Yukio Mishima. Films shown with subtitles in English. Taught in English. Enrollment limited.

Consult P. Roquet

CMS.355[J] Latin America and the Global Sixties: Counterculture and Revolution (New)
Same subject as 21G.070[J]
Prereq: None
Acad Year 2021-2022: U (Spring)
Acad Year 2022-2023: Not offered
3-0-9 units. HASS-H; CI-H
Close reading of political issues, cultural artifacts, and social actors of Latin America during and in the wake of the revolutionary 1960s. Examines how culture and politics addressed the need to conceptually organize a series of events that were equally momentous and confusing. Questions the established stereotypes and assumptions about Latin America and the sixties that are portrayed in its contemporary, often nostalgic, revivals. Focuses on the ideas that defined Latin America’s participation in a global trend of political upheavals, emerging youth cultures, and demands for social justice. Taught in English. Enrollment limited.

P. Duong

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)
Not offered regularly; consult department
3-0-9 units. HASS-H
See description under subject 21G.036[J].

J. Wang

CMS.357[J] Creation of a Continent: Media Representations of Hispanic America, 1492 to present (New)
Same subject as 21G.731[J], 21H.274[J]
Prereq: One intermediate Spanish subject or permission of instructor
Acad Year 2021-2022: Not offered
Acad Year 2022-2023: U (Fall)
3-0-9 units. HASS-H
Traces the creation of a new literature in Spanish to record and interpret New World experiences. Begins with excerpts from Columbus’s diary and ends with writings on the late 19th-century Cuban and Puerto Rican independence movements. Pairs some of these pre-20th-century texts with more recent literary and film interpretations of the first 400 years of Hispanic American history. Conducted in Spanish.

P. Duong
**CMS.358[J] The Short Form: Literature and New Media Cultures in the Hispanic World (New)**
Same subject as 21G.736[J]
Prereq: One intermediate subject in Spanish or permission of instructor
Acad Year 2021-2022: Not offered
Acad Year 2022-2023: U (Spring)
3-0-9 units. HASS-H

See description under subject 21G.736[J]. Limited to 18.

*R. Duong*

**CMS.360 Introduction to Civic Media**
Subject meets with CMS.860
Prereq: None
Acad Year 2021-2022: Not offered
Acad Year 2022-2023: 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. Limited to 20.

*Staff*

**CMS.361 Networked Social Movements: Media and Mobilization**
Subject meets with CMS.861
Prereq: None
Acad Year 2021-2022: Not offered
Acad Year 2022-2023: 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
Acad Year 2021-2022: Not offered
Acad Year 2022-2023: 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.

*Staff*

**CMS.374[J] Transmedia Art, Extraction, and Environmental Justice (New)**
Same subject as 4.376[J]
Subject meets with CMS.877
Prereq: None
U (Fall)
2-3-7 units. HASS-A

Exploration of today's extractive economies and the role that artists, media-makers, and transmedia producers play in shaping public perception, individual choices, and movement-building towards sustainability. Traces the contingent geological, material, community, and toxic histories of extracted materials used throughout our built environment, as well as civic resistance and reform that could alter extraction practices. Scaffolded workshops with artists and media producers support students' production of creative documentary and other media projects. Students taking graduate version complete additional assignments.

*J. Paradis, J. Barry*
**CMS.375 Reading Climate Through Media**

Subject meets with CMS.875  
Prereq: None  
Acad Year 2021-2022: Not offered  
Acad Year 2022-2023: U (Spring)  
3-0-9 units. HASS-H

Explores how climate is construed in the contemporary media in order to gain a better understanding of how views of climate change are shaped and received in the public sphere. Studies the pathways that take us from climate science to media content, from the big data of global scale to the particulars and narratives of the human experience. Surveys a variety of media forms—reports, articles, comics, videos, films, photography, poetry and fiction—that reflect on the contemporary human challenges of dealing with a changing natural environment of our own making. Emphasizes the role of media in shaping public opinion, both in the US and globally, and its influence on public (and voter) perceptions on which a vast body of regulation and funding for environmental management is based. Students work individually and in teams to produce a selection of the media forms studied. Students taking graduate version complete additional assignments. Limited to 20.

*J. Paradis*

**CMS.376 History of Media and Technology**

Subject meets with CMS.876  
Prereq: None  
U (Spring)  
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 (Spring)  
3-0-9 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.405 Visual Design**

Prereq: 21L.011 or CMS.100  
U (Fall)  
3-0-9 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 Sound Studies**

Prereq: None  
U (Spring)  
Not offered regularly; consult department  
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. Limited to 20.

*J. Picker*
CMS.586[J] Introduction to Education: Looking Forward and Looking Back on Education
Same subject as 11.124[J]
Prereq: None
U (Fall)
3-6-3 units. HASS-S; CI-H

One of two introductory subjects on teaching and learning science and mathematics in a variety of K-12 settings. Topics include education and media, education reform, the history of education, simulations, games, and the digital divide. Students gain practical experience through weekly visits to schools, classroom discussions, selected readings, and activities to develop a critical and broad understanding of past and current forces that shape the goals and processes of education, and explores the challenges and opportunities of teaching. Students work collaboratively and individually on papers, projects, and in-class presentations. Limited to 25.

E. Klopfer

CMS.587[J] Introduction to Education: Understanding and Evaluating Education
Same subject as 11.125[J]
Prereq: None
U (Spring)
3-6-3 units. HASS-S; CI-H

One of two introductory subjects on teaching and learning science and mathematics in a variety of K-12 settings. Topics include student misconceptions, formative assessment, standards and standardized testing, multiple intelligences, and educational technology. Students gain practical experience through weekly visits to schools, classroom discussions, selected readings, and activities to develop a critical and broad understanding of past and current forces that shape the goals and processes of education, and explores the challenges and opportunities of teaching. Students work collaboratively and individually on papers, projects, and in-class presentations. Limited to 25.

E. Klopfer

CMS.590[J] Design and Development of Games for Learning (New)
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

Immerses students in the process of building and testing their own digital and board games in order to better understand how we learn from games. Explores the design and use of games in the classroom in addition to research and development issues associated with computer-based (desktop and handheld) and non-computer-based media. In developing their own games, students examine what and how people learn from them (including field testing of products), as well as how games can be implemented in educational settings. All levels of computer experience welcome. Students taking graduate version complete additional assignments.

E. Klopfer

CMS.591[J] Educational Theory and Practice I
Same subject as 11.129[J]
Prereq: None. Coreq: CMS.586[J]
U (Fall)
3-0-9 units. HASS-S

Concentrates on core set of skills and knowledge necessary for teaching in secondary schools. Topics include classroom management, student behavior and motivation, curriculum design, educational reform, and the teaching profession. Classroom observation is a key component. Assignments include readings from educational literature, written reflections on classroom observations, practice teaching and constructing curriculum. The first of the three-course sequence necessary to complete the Teacher Education Program. Limited to 15; preference to juniors and seniors.

G. Schwanbeck

CMS.592[J] Educational Theory and Practice II
Same subject as 11.130[J]
Prereq: CMS.591[J]
U (IAP)
3-0-9 units

Concentrates on the theory and psychology associated with student learning. Topics include educational theory, educational psychology, and theories of learning. Students assume responsibility for full-time teaching of two or more classes at their designated school. Class sessions focus on debriefing and problem-solving. Second of a three-course sequence necessary to complete the Teacher Education Program.

G. Schwanbeck
CMS.593[J] Educational Theory and Practice III
Same subject as 11.131[J]
Prereq: CMS.592[J]
U (Spring)
3-0-9 units. HASS-S

Students continue their IAP student teaching through mid March. Topics include educational psychology, theories of learning, and using technology and evaluating its effectiveness to enhance student learning. Assignments include readings from educational literature, written reflections on student teaching, presentations on class topics and creating a project that supports student learning at the school where the MIT student is teaching. This is the third of the three-course sequence necessary to complete the Teacher Education Program.

G. Schwanbeck

CMS.594 Education Technology Studio
Subject meets with CMS.894
Prereq: Permission of instructor
U (Fall)
3-0-9 units. HASS-S
Can be repeated for credit.

Uses media and technology to develop new forms of learning experiences for schools, workplace, and informal settings. Students participate in a range of projects that hone understanding and skills in learning science, instructional design, development, and evaluation. Topics vary but include developing new media and activities for massive open online courses, creating practice spaces for practitioners in the professions and humanities, and developing new approaches to assessment in complex learning environments. May be repeated for credit with permission of instructor if project content differs. Students taking graduate version complete additional assignments.

J. Reich

CMS.595 Learning, Media, and Technology
Subject meets with CMS.895
Prereq: None
Acad Year 2021-2022: Not offered
Acad Year 2022-2023: U (Spring)
3-0-9 units. HASS-S

Addresses new digital technologies that are transforming learning across the lifespan - from reading apps for toddlers, intelligent tutors for school children, and blended learning for college students, to MOOCs for adults and interest-based learning communities for hobbyists. Focuses on how these technologies shape people’s lives and learning. Students explore how education technologies operate in complex social-technical systems, and acquire analytic tools and strategies that can be applied to other complex systems. They also refine their thinking about the opportunities, limits, and tradeoffs of educational technology. Students taking graduate version complete additional assignments.

J. Reich

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, IAP, 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, IAP, 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, 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  
Acad Year 2021-2022: Not offered  
Acad Year 2022-2023: 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  
U (Spring)  
Not offered regularly; consult department  
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. Limited to 24.  
*P. Tan, S. Verrilli, R. Eberhardt, A. Grant*
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-S

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
Acad Year 2021-2022: Not offered
Acad Year 2022-2023: 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
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
Prereq: None
Acad Year 2021-2022: Not offered
Acad Year 2022-2023: 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. Limited to 20.

Staff
**CMS.627 Imagination, Computation, and Expression Studio**
Subject meets with CMS.827
Prereq: Permission of instructor
Acad Year 2021-2022: Not offered
Acad Year 2022-2023: 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)
Not offered regularly; consult department
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
Acad Year 2021-2022: Not offered
Acad Year 2022-2023: 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
Acad Year 2021-2022: Not offered
Acad Year 2022-2023: U (Fall)
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 (Spring)
Not offered regularly; consult department
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.635 Designing Active Archives
Subject meets with CMS.835
Prereq: None
U (Fall)
3-0-9 units. HASS-H
Investigates the digital archive as an emerging platform for critical inquiry and creative engagement through analysis, conceptualization, and experimentation with user-oriented design. Readings provide theoretical, analytical, and practical perspectives on topics such as participatory digital culture, data curation, visualization, and the archive’s role in activism. Students work throughout the term to develop a group project. Students taking graduate version complete additional readings and assignments. K. Fendt

CMS.636 Extending the Museum
Subject meets with CMS.855
Prereq: None
U (Spring)
3-0-9 units. HASS-H
Investigates the museum as a participatory public space and rethinks visitor engagement and museum education in light of digital technologies, including extended reality (XR) technologies. Students develop concepts, models, and prototypes that integrate physical and digital spaces in novel ways in close collaboration with partners at local museums. Readings provide theoretical, critical, and analytical foundations for collaborative class projects. Students taking graduate version complete additional readings and assignments. K. Fendt

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.

CMS.S60 Special Subject: Comparative Media Studies
Prereq: Permission of instructor
U (Spring)
Units arranged
Can be repeated for credit.
Seminar or lecture on a topic that is not covered in the regular curriculum.

CMS.S61 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.

CMS.S62 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.

Sta...
CMS.S63 Special Subject: Comparative Media Studies
Prereq: None
Acad Year 2021-2022: U (Spring)
Acad Year 2022-2023: Not offered
Units arranged
Can be repeated for credit.

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

Staff

CMS.THT Comparative Media Studies Pre-Thesis Tutorial
Prereq: Permission of advisor
U (Fall, IAP, Spring, Summer)
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.THI 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.URG 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
Acad Year 2021-2022: Not offered
Acad Year 2022-2023: 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
Acad Year 2021-2022: Not offered
Acad Year 2022-2023: 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
COMPARATIVE MEDIA STUDIES / WRITING (CMS)

CMS.796 Major Media Texts
Prereq: Permission of instructor
Acad Year 2021-2022: Not offered
Acad Year 2022-2023: 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.802 Qualitative Research Methods (New)
Subject meets with CMS.702
Prereq: None
G (Spring)
3-0-9 units

Focuses on a number of qualitative social science methods including interviewing, participant observation, focus groups, cultural probes, and visual sociology. Primary emphasis on understanding and learning concrete techniques that can be evaluated and utilized in any given project. Data organization and analysis will be addressed. Several advanced critical thematics are also covered, including ethics, reciprocity, "studying up," and risk. Students taking graduate version complete additional assignments.

T. L. Taylor

CMS.806 Making Comics and Sequential Art
Subject meets with CMS.306
Prereq: None
G (Spring)
3-0-9 units

Applied introduction to comics and sequential art production. Builds skills in how to develop storylines; develop and draw characters, panels, and backgrounds; prepare for print production; and comprehend the basics of sequential language, composition, and layout. Students engage with crucial personal and political issues at stake across a range of comics genres: superhero, biographical, and countercultural. Addresses not just how we create comics, but why we create comics. Students taking graduate version complete additional assignments. Limited to 16.
M. Cordero

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. Limited to 13.

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 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
Acad Year 2021-2022: Not offered
Acad Year 2022-2023: G (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 novel, the screenplay, moving image, and games. Students consider issues of aesthetics, authorship, and genre, while also contextualizing discussion within the broader framework of the political issues raised by film, TV, and other kinds of science fiction texts. Students taking graduate version complete additional assignments.
H. Hendershot

CMS.813 Silent Film
Subject meets with CMS.313
Prereq: None
Acad Year 2021-2022: Not offered
Acad Year 2022-2023: 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: Computer-Based Art Theory and Practice
Subject meets with 21W.753[J], CMS.314[J]
Prereq: None
G (Spring)
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
Acad Year 2021-2022: Not offered
Acad Year 2022-2023: 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
Prereq: None
Acad Year 2021-2022: Not offered
Acad Year 2022-2023: 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. Limited to 20.
Staff

CMS.827 Imagination, Computation, and Expression Studio
Subject meets with CMS.627
Prereq: None
Acad Year 2021-2022: Not offered
Acad Year 2022-2023: 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)
Not offered regularly; consult department
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
Acad Year 2021-2022: Not offered
Acad Year 2022-2023: G (Fall, Spring)
3-3-6 units
Can be repeated for credit.
Intensive study of films from particular periods, genres, or directors, or films focusing on specific formal or theoretical problems. Previous topics include The Contemporary Horror Film, Film Remixes, Film Narrative, Heroic Cinema, and Color in Film. Students taking graduate version complete different assignments. May be repeated for credit with permission of instructor if content differs. Limited to 12.
P. Donaldson, E. Brinkema
CMS.831 Data Storytelling Studio
Subject meets with CMS.631
Prereq: None
G (Spring)
Not offered regularly; consult department
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
Acad Year 2021-2022: Not offered
Acad Year 2022-2023: G (Fall)
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 (Spring)
Not offered regularly; consult department
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.835 Desiging Active Archives
Subject meets with CMS.635
Prereq: None
G (Fall)
3-0-9 units
Investigates the digital archive as an emerging platform for critical inquiry and creative engagement through analysis, conceptualization, and experimentation with user-oriented design. Readings provide theoretical, analytical, and practical perspectives on topics such as participatory digital culture, data curation, visualization, and the archive’s role in activism. Students work throughout the term to develop a group project. Students taking graduate version complete additional readings and assignments.

K. Fendt
CMS.836 Social Justice and The Documentary Film
Subject meets with 21W.786[J], CMS.336[J]
Prereq: None
G (Spring)
Not offered regularly; consult department
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
G (Fall)
Not offered regularly; consult department
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 2021-2022: G (Fall)
Acad Year 2022-2023: 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.839 Virtual Reality and Immersive Media Production
Subject meets with CMS.339
Prereq: Permission of instructor
Acad Year 2021-2022: Not offered
Acad Year 2022-2023: G (Spring)
3-0-9 units
Provides an overview of historical developments and current innovations in virtual reality (e.g., gear, software, and storytelling techniques) and looks into new trends in augmented, mixed and holographic reality. Includes practical instruction and a step-by-step exploration of the fundamentals of virtual reality creation - from new visual languages and grammars, to storyboarding, scripting, sound design and editing, to new and innovative ways to capture, scan and reproduce 360-degree images. Students taking graduate version complete additional assignments. Limited to 18.
S. Rodriguez

CMS.840 Literature and Film
Subject meets with 21L.435
Prereq: Permission of instructor
G (Spring)
Not offered regularly; consult department
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
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. Limited to 20.
M. Jakobsson

CMS.842 Playful and Social Interaction Design Exploration
Prereq: None
Acad Year 2021-2022: Not offered
Acad Year 2022-2023: 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.844 Exploratory Programming for the Arts and Humanities
Prereq: None
Acad Year 2021-2022: Not offered
Acad Year 2022-2023: G (Spring)
3-1-8 units

Introduces programming through “free projects” in which students choose (or discover) the direction of their project through exploration. Covers the fundamentals of programming and how to develop a programming practice. Students complete analytical and generative projects, using different media. Examines how to think with computation, how computation and media interact, and how computation can be understood as a part of culture. No background in programming required. Limited to 18.
N. Montfort

CMS.845 Interactive Narrative
Subject meets with 21L.489[J], 21W.765[J], CMS.618[J]
Prereq: Permission of instructor
G (Fall)
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
Acad Year 2021-2022: Not offered
Acad Year 2022-2023: 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. Limited to 18.
N. Montfort
**CMS.848 Apocalyptic Storytelling**  
Subject meets with 21W.748  
Prereq: Permission of instructor  
G (Fall)  
3-0-9 units  
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 supernatual 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*

**CMS.850 Topics and Methods in 21st Century Journalism**  
Subject meets with 21W.737[J], CMS.350[J]  
Prereq: None  
G (Spring)  
Not offered regularly; consult department  
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.855 Extending the Museum**  
Subject meets with CMS.636  
Prereq: None  
G (Spring)  
3-0-9 units  
Investigates the museum as a participatory public space and rethinks visitor engagement and museum education in light of digital technologies, including extended reality (XR) technologies. Students develop concepts, models, and prototypes that integrate physical and digital spaces in novel ways in close collaboration with partners at local museums. Readings provide theoretical, critical, and analytical foundations for collaborative class projects. Students taking graduate version complete additional readings and assignments.  
*K. Fendt*

**CMS.860 Introduction to Civic Media**  
Subject meets with CMS.360  
Prereq: None  
Acad Year 2021-2022: Not offered  
Acad Year 2022-2023: 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. Limited to 20.  
*Staff*
CMS.861 Networked Social Movements: Media and Mobilization
Subject meets with CMS.361
Prereq: None
Acad Year 2021-2022: Not offered
Acad Year 2022-2023: 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
Acad Year 2021-2022: Not offered
Acad Year 2022-2023: 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.
Staff

CMS.863[J] Design and Development of Games for Learning (New)
Same subject as 11.252[J]
Subject meets with 11.127[J], CMS.590[J]
Prereq: None
G (Spring)
3-6-3 units
Immerses students in the process of building and testing their own digital and board games in order to better understand how we learn from games. Explores the design and use of games in the classroom in addition to research and development issues associated with computer-based (desktop and handheld) and non-computer-based media. In developing their own games, students examine what and how people learn from them (including field testing of products), as well as how games can be implemented in educational settings. All levels of computer experience welcome. Students taking graduate version complete additional assignments.
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 (Spring)
Not offered regularly; consult department
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.875 Reading Climate Through Media
Subject meets with CMS.375
Prereq: None
Acad Year 2021-2022: Not offered
Acad Year 2022-2023: G (Spring)
3-0-9 units
Explores how climate is construed in the contemporary media in order to gain a better understanding of how views of climate change are shaped and received in the public sphere. Studies the pathways that take us from climate science to media content, from the big data of global scale to the particulars and narratives of the human experience. Surveys a variety of media forms--reports, articles, comics, videos, films, photography, poetry and fiction--that reflect on the contemporary human challenges of dealing with a changing natural environment of our own making. Emphasizes the role of media in shaping public opinion, both in the US and globally, and its influence on public (and voter) perceptions on which a vast body of regulation and funding for environmental management is based. Students work individually and in teams to produce a selection of the media forms studied. Students taking graduate version complete additional assignments. Limited to 20.

J. Paradis

CMS.876 History of Media and Technology
Subject meets with CMS.376
Prereq: None
G (Spring)
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.877 Transmedia Art, Extraction, and Environmental Justice (New)
Subject meets with 4.376[J], CMS.374[J]
Prereq: None
G (Fall)
2-3-7 units

Exploration of today’s extractive economies and the role that artists, media-makers, and transmedia producers play in shaping public perception, individual choices, and movement-building towards sustainability. Traces the contingent geological, material, community, and toxic histories of extracted materials used throughout our built environment, as well as civic resistance and reform that could alter extraction practices. Scaffolded workshops with artists and media producers support students’ production of creative documentary and other media projects. Students taking graduate version complete additional assignments.

J. Paradis, J. Barry

CMS.888 Advertising and Media: Comparative Perspectives
Subject meets with 21G.036[J], 21G.190, CMS.356[J]
Prereq: Permission of instructor
G (Spring)
Not offered regularly; consult department
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.894 Education Technology Studio
Subject meets with CMS.594
Prereq: Permission of instructor
G (Fall)
3-0-9 units
Can be repeated for credit.

Uses media and technology to develop new forms of learning experiences for schools, workplace, and informal settings. Students participate in a range of projects that hone understanding and skills in learning science, instructional design, development, and evaluation. Topics vary but include developing new media and activities for massive open online courses, creating practice spaces for practitioners in the professions and humanities, and developing new approaches to assessment in complex learning environments. May be repeated for credit with permission of instructor if project content differs. Students taking graduate version complete additional assignments.

J. Reich

CMS.895 Learning, Media, and Technology
Subject meets with CMS.595
Prereq: None
Acad Year 2021-2022: Not offered
Acad Year 2022-2023: G (Spring)
3-0-9 units

Addresses new digital technologies that are transforming learning across the lifespan - from reading apps for toddlers, intelligent tutors for school children, and blended learning for college students, to MOOCs for adults and interest-based learning communities for hobbyists. Focuses on how these technologies shape people’s lives and learning. Students explore how education technologies operate in complex social-technical systems, and acquire analytic tools and strategies that can be applied to other complex systems. They also refine their thinking about the opportunities, limits, and tradeoffs of educational technology. Students taking graduate version complete additional assignments.

J. Reich
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.

Staff

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
Acad Year 2021-2022: Not offered
Acad Year 2022-2023: 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
G (Spring)
Not offered regularly; consult department
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.

Staff
CMS.925 Film Music
Subject meets with 21M.284
Prereq: Permission of instructor
G (Spring)
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)
Not offered regularly; consult department
3-0-9 units
Meets with 21W.749, but assignments differ.
B. D. Colen

CMS.950 Workshop I
Prereq: Permission of instructor
Acad Year 2021-2022: Not offered
Acad Year 2022-2023: 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.
Staff

CMS.S97 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.
L. Koslov

CMS.S98 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.S99 Special Subject: Comparative Media Studies
Prereq: Permission of instructor
Acad Year 2021-2022: G (Spring)
Acad Year 2022-2023: Not offered
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