

DIGITAL MEDIA MINOR

The Digital Media Minor is designed for students with a broad interest in the study of digital culture. Courses within this minor provide students a flexible and rigorous program examining digital technology and everyday life, ethical concerns in digital practices, contemporary games and game culture, digital media production, the persuasive communicative power of global digital media industries, and emergent user practices.

CURRICULUM

Code	Title	Hours
Required Courses		
COMM 175 or COMM 201	Introduction to Communication Media Theory and Criticism	3
COMM 200	Digital Communication and Society	3
COMM 275	Web Design and Usability	3
COMM 360	Digital Media Ethics	3
Elective Courses		
Select three courses from the following list. A max of one course can be from non-COMM options.		9
COMM 213	Digital Foundations	
COMM 227	Social Justice & Communication	
COMM 258	Game Studies	
COMM 280	Media Technology & Society	
COMM 299	Themes in Film and Digital Media	
COMM 322	Guerilla Media	
COMM 323	Remixing Culture	
COMM 357	Programming Film & Media: Festivals, TV & Digital	
COMM 361	New Media Criticism ¹	
COMM 371	Special Topics Communication Studies	
COMM 373	Digital Storytelling Abroad ²	
COMM 374	Special Topics: Film & Digital Media	
COMP 111	History of Computing (WI)	
COMP 125	Visual Information Processing (core eligible)	
COMP 150	Introduction to Computing (core eligible)	
COMP 170	Introduction to Object-Oriented Programming	
COMP 250	Introduction to Scientific and Technical Communication (WI)	
COMP 317	Social, Legal, and Ethical Issues in Computing	
COMP 388	Topics in Computer Science	
SOCL 226	Science, Technology, & Society	
Total Hours		21

¹ Writing Intensive (<https://catalog.luc.edu/undergraduate/communication/#wisesections>)

² Satisfies Engaged Learning (<https://catalog.luc.edu/undergraduate/university-requirements/engaged-learning/>) requirement.

Suggested Sequence of Courses

The below sequence of courses is meant to be used as a suggested path for completing coursework. An individual student's completion of requirements depends on course offerings in a given term as well as the

start term for a major or graduate study. Students should consult their advisor for assistance with course selection.

Course	Title	Hours
Sophomore		
Fall		
COMM 201	Media Theory and Criticism (OR COMM 175 Introduction to Communication)	3
COMM 200	Digital Communication and Society	3
Hours		6
Spring		
COMM 275	Web Design and Usability	3
Hours		3
Junior		
Fall		
COMM 360	Digital Media Ethics	3
Hours		3
Spring		
Minor Elective #1		3
Hours		3
Senior		
Fall		
Minor Elective #2		3
Hours		3
Spring		
Minor Elective #3		3
Hours		3
Total Hours		21

LEARNING OUTCOMES

1. Similar to learning grammar to create sentences or speaking the sounds of a foreign language, students who minor in digital media will learn the "language" of film and how shot composition/framing aid in storytelling just as well as dialogue.
2. You will be exploring non-fiction, narrative, and experimental genres and will be asked to demonstrate competency in visual storytelling, camera, editing, sound, lighting, scripting and design work.
3. You will be asked to integrate theoretical and ethical ideas about the media into the creative context of visual/aural expression.
4. In this minor, we will provide students with the basic terminology, observational and critical skills and theoretical background for the study of film aesthetics and language, history, cultural and formal analysis.
5. Lastly, you will approach each assigned screening by performing a close analysis of each film that will explore its cinematic elements and properties such as mise-en-scene, cinematography, camera angles, editing, sound and image relation, narrative and other structures of organization, etc. and, furthermore, explore how different modes of composition and style develop over time.