CINEMA AND INTERACTIVE MEDIA

http://com.miami.edu/programs

The Department of Cinema and Interactive Media offers majors in Motion Pictures and Interactive Media and minors in Motion Pictures (CMPT), Game Design (GAME), and Interactive Media (CIMI).

A Motion Pictures major selects from the following tracks: Studio, Production, Screenwriting, Business, or Critical Studies.

The Department of Cinema and Interactive Media prepares the next generation of storytellers, innovators, filmmakers, designers, creators, researchers, and entrepreneurs for the abundance of opportunities in world of film, digital media, and emerging technologies.

Goals of the Program are:

- To fulfill students with the technical and practical skills needed to make them career-ready through hands-on learning, problem-solving based inquiry, and advanced study.
- To nurture the individual talent, creativity, and discovery process of every student by fostering principles of collaboration, professionalism, and intellectual curiosity.
- To support the educational process through mentoring and advising by renowned faculty and seasoned professionals.
- To encourage students to integrate theory and practice, to cultivate the capacity to think critically, and to connect technology and art and/or design.
- To familiarize students with theoretical, historical, and cultural approaches and expose them to a range of traditions within the field of study.
- To provide access to state-of-the-art facilities, the most technologically advanced tools, and the latest technology.
- To continue to build on our reputation as a place of innovation and interdisciplinarity, as we educate students according to the highest professional and ethical standards.

Major Cognate Area
- Motion Pictures – Arts and Humanities
- Interactive Media – STEM

Please note: students completing majors and minors within the same department may only satisfy one required cognate area of study.

Dept. Code: CIM

Requirements for the Majors in Motion Pictures and Interactive Media

Each candidate for the degree of Bachelor of Science in Communication will complete School of Communication requirements including courses in the School’s General Education Required Areas of Study. Motion Pictures majors must also complete a separate minor or a second major in either a second Program of Study within the School or in an academic program outside the School.

Before admission as a Motion Pictures (CMPT) major or Interactive Media (CIMI), a student must:

- Complete the Core courses in residence at the University, all with grades of C or higher (C- is not acceptable).
- Students who have obtained the written approval of the Chair of Cinema and Interactive Media to use transfer credit hours to satisfy one or more requirements of that major may be required to complete additional courses in residence at the University before being admitted to that major.
- Upon completion of a student’s first 45 University credit hours while enrolled in the School of Communication, University credit hours earned toward the major will be used in computing a student’s major cumulative grade point average; only those students with a cumulative average of 2.5 or higher will be admitted to the major.
- A student who has completed 45 credit hours while enrolled in the School of Communication, but who has not been admitted to one of the Communication majors, may be dismissed from the School.
- A student who has completed 60 University credit hours while enrolled in the School, but who has not been admitted to one of the Communication majors, will be dismissed from the School.

Opportunities

As a major or minor in the CIM department, many opportunities await you, including access to the following facilities and equipment: digital cameras; grip and electrical equipment; a soundstage; digital post-production image and sound facilities; a digital animation studio; a VR Lab, User Experience Lab, and a New Experience Research and Design Lab (NERDLab).

The department offers a Semester in Los Angeles Program each spring as well as summer sessions in Prague (FAMU), Greece, and Spain.

In addition to the chance to work on numerous student projects, there is an array of extracurricular activities in the School of Communication, including the award-winning cable channel UMTV and Delta Kappa Alpha, the National Professional Co-Ed Cinematic Arts Fraternity.

The Bill Cosford Cinema, a state-of-the-art movie theater exhibits first-run alternative, foreign and classic films and hosts numerous guest filmmakers and special events throughout the year. The Cosford Cinema serves as a venue for local film festivals as well as the annual Canes Film Festival featuring UM undergraduate and graduate work.

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Students have the opportunity to compete in the UM Canes Film Festival to earn the chance to take their work to a professional showcase screening, held annually in Los Angeles.

**CIM 103. Survey of Motion Pictures. 3 Credit Hours.**
Examination of the aesthetic, social, and economic aspects of the motion picture industry. Concentration on the present state of the medium with particular emphasis on future trends.
**Components:** LEC.
**Grading:** GRD.
**Typically Offered:** Fall, Spring, & Summer.

**CIM 111. Web Lab. 3 Credit Hours.**
This course is a practical introduction to web design and marketing. Students will learn how to produce and market dynamic websites using modern content management systems.
**Components:** LAB.
**Grading:** GRD.
**Typically Offered:** Fall & Spring.

**CIM 113. Documentary Approaches. 3 Credit Hours.**
Students will explore the varied forms and narrative approaches used in contemporary documentary filmmaking to understand the position of the filmmaker as a storyteller.
**Components:** LEC.
**Grading:** GRD.
**Typically Offered:** Offered by Announcement Only.

**CIM 120. Internet, Media, and Society. 3 Credit Hours.**
Internet, Media, and Society is a foundational course intended to give perspectives on the continuing progression of technology through the lens of media and popular culture. Students will learn about the historical roots of the internet and early tech pioneers, including the various technologies, trends, and subcultures that bubbles up along the way, creating our current media and technological landscapes. From this perspective, students will gain an appreciation and greater understanding of how things came to be, especially the Internet's role in shaping society and their everyday lives.
**Components:** LEC.
**Grading:** GRD.
**Typically Offered:** Fall & Spring.

**CIM 126. Introduction to Screenwriting. 3 Credit Hours.**
Creation and formatting of narrative material for motion pictures. Emphasis on writing the short film.
**Components:** DIL.
**Grading:** GRD.
**Typically Offered:** Fall, Spring, & Summer.

**CIM 151. Introduction to Digital Filmmaking. 3 Credit Hours.**
Lectures and laboratory work to acquaint the student with the basic techniques of motion pictures. Students make short films using digital equipment to develop an understanding of the motion picture as a creative tool of communication and expression.
**Components:** LEC.
**Grading:** GRD.
**Typically Offered:** Fall, Spring, & Summer.

**CIM 206. History of International Cinema. 3 Credit Hours.**
This course is an examination of the origin and history of the motion picture. Narrative and non-fiction genres, in the American and World Cinemas, from 1890 to the present are discussed.
**Components:** LEC.
**Grading:** GRD.
**Typically Offered:** Fall, Spring, & Summer.

**CIM 211. Interaction Design. 3 Credit Hours.**
In this class students will familiarize themselves with the disciplines of user experience (UX) and interaction design (iXD) by understanding and learning how to apply creative and abstract thinking skills to facilitate communication through the design of interfaces that connect information, products, services, and space. Students will be taught to prototype rich interactive experiences and to assess ease of use, utility, perception of the value of the system, and efficiency in performing tasks.
**Components:** LEC.
**Grading:** GRD.
**Typically Offered:** Fall & Spring.

**CIM 215. 2D Character Design. 3 Credit Hours.**
This is a comprehensive course devoted to the development of skills in creating characters for 2D animation and games. Students will develop an understanding of how shape language relates to the characters personality through the creation of a weekly exercises. The course will be delivered in the form of studio projects, individual and class critiques, lectures, discussions, workshops and readings.
**Components:** LAB.
**Grading:** GRD.
**Typically Offered:** Spring.

**CIM 251. Motion Picture Workshop: Storytelling. 3 Credit Hours.**
The practice of the grammar of cinematic language including shot selection, composition, pacing, story clarity, performance, pre-visualization and pre-planning for the creation of short narrative projects. Through critiques, students encounter and interact with an audience of their peers. This course requires students to master contemporary technology in use in the profession.
**Prerequisites:** CIM 103, CIM 151.
**Components:** LEC.
**Grading:** GRD.
**Typically Offered:** Fall, Spring, & Summer.

**CIM 310. Introduction to Game Design. 3 Credit Hours.**
This is an introductory course about game design, theory, and development, and how games align themselves as a lens of study for all interactive media.
**Components:** LEC.
**Grading:** GRD.
**Typically Offered:** Fall & Spring.

**CIM 326. Intermediate Screenwriting. 3 Credit Hours.**
Study of, and practice in, writing feature length, narrative motion pictures. Development of story line in treatment form, attention to cinematic structure, the development of character, and its presentation on screen is discussed.
**Prerequisite:** CIM 126.
**Components:** LEC.
**Grading:** GRD.
**Typically Offered:** Fall, Spring, & Summer.

**CIM 329. Writing for Series Television. 3 Credit Hours.**
An introduction to the structures and techniques of writing situation-comedy and dramatic series television.
**Prerequisite:** CIM 126.
**Components:** LEC.
**Grading:** GRD.
**Typically Offered:** Fall & Spring.
CIM 351. Intermediate Filmmaking. 3 Credit Hours.
This course is an introduction to intermediate level techniques and methodologies for digital production of all contemporary media genres including narrative, documentary, experimental and music performance. Students will work in crews, collaboratively, with specific assigned roles throughout the production work flow.
Prerequisite: CIM 206 and CIM 251.
Components: LEC.
Grading: GRD.
Typically Offered: Fall & Spring.

CIM 353. Post Production Sound Editing and Design. 3 Credit Hours.
Post production sound editing and design is a seminar/workshop that provides a practical and theoretical introduction to sound and its function in the narrative moving image process. The course explores the process from production recording through the final mix.
Requisite: Permission of Instructor.
Components: LEC.
Grading: GRD.
Typically Offered: Fall & Spring.

CIM 355. Essentials of Documentary Film. 3 Credit Hours.
This course is designed to teach students how to tell compelling cinematic documentary stories with a clear and effective point-of-view. We will compare and analyze various styles of documentary storytelling and use these methods in creating effective documentaries films. An emphasis will be put on the various styles of documentary filmmaking.
Components: LEC.
Grading: GRD.
Typically Offered: Fall.

CIM 356. Cinematography. 3 Credit Hours.
An overview of the cinematographer’s process from script to screen. Working with camera, lighting, and grip equipment on exercises and projects is discussed.
Prerequisite: CIM 251.
Components: LEC.
Grading: GRD.
Typically Offered: Fall & Spring.

CIM 357. Editing. 3 Credit Hours.
Introduction to the theory and practice of motion picture editing. Short editing assignments are designed to develop students’ understanding of aesthetic, and technical considerations in the art of dramatic editing.
Prerequisite: CIM 251.
Components: LEC.
Grading: GRD.
Typically Offered: Fall.

CIM 360. 360 Immersive Storytelling. 3 Credit Hours.
This course introduces the student to immersive storytelling techniques. This hands on course is designed for students who want to develop the necessary skills to make immersive projects, this course sets out the tools used to tell visually effective and interactive stories. Through a wide selection of immersive material including film, games, articles, and interviews, students will also analyze immersive storytelling techniques, technologies, narrative strategies, and film theories used across media. The student will be required not only to create immersive experiences using the new technologies but to also write about new ways to think about immersive stories, moving images, interactivity, and how they affect audiences and new distribution outlets.
Components: LEC.
Grading: GRD.
Typically Offered: Fall & Spring.

CIM 364. Business of Motion Pictures. 3 Credit Hours.
Students will get an overview of how content is created and who the players are. They will practice synthesizing information and translating it into a strategic plan for a business or individual career path in the entertainment industry.
Components: LEC.
Grading: GRD.
Typically Offered: Fall & Spring.

CIM 386. Writing the Feature Film-Online. 3 Credit Hours.
The student will prepare and complete the first act of a feature-length screenplay or the student will prepare and commence the rewrite of an existing screenplay.
Prerequisite: CIM 126.
Components: DIL.
Grading: GRD.
Typically Offered: Fall, Spring, & Summer.

CIM 394. Special Topics in Motion Pictures. 3 Credit Hours.
This course subject matter varies according to announced special topic. See class schedule for details.
Components: LEC.
Grading: GRD.
Typically Offered: Fall & Spring.

CIM 395. Directing Techniques I. 3 Credit Hours.
To teach the craft of directing through exercises, screen work, and readings.
Prerequisite: CIM 251.
Components: LEC.
Grading: GRD.
Typically Offered: Fall & Spring.

CIM 401. Nonfiction Film and Digital Media. 3 Credit Hours.
An examination of American and world nonfiction films and media.
Requisite: Junior Standing or Higher.
Components: LEC.
Grading: GRD.
Typically Offered: Spring.

CIM 402. Global Issues and Filmmaking: An Interdisciplinary Approach. 3 Credit Hours.
We will study U.S. foreign aid policies and programs with efforts to stimulate international development, encourage humanitarian engagement, elicit diplomacy and/or promote international and national security. Case studies will focus on global health aid programs, along with other important aid initiatives. Written and oral assignments will be complemented by short analytical film created and produced by students. This will include an historical analysis on the type and purpose of foreign aid, existing online news media sources about the foreign aid programs, expert video interviews, and the coverage and editing of a class debate to fully capture the theoretical and practical foundations of international aid in the twenty-first century.
Requisite: Permission of Instructor.
Components: LEC.
Grading: GRD.
Typically Offered: Offered by Announcement Only.

CIM 403. Film Directors. 3 Credit Hours.
The study of the film authorship through a focus on specific directors.
Requisite: Junior Standing or Higher.
Components: LEC.
Grading: GRD.
Typically Offered: Fall.
CIM 404. Aspects of Contemporary Cinema. 3 Credit Hours.
Study of contemporary movements in American and world cinemas. Requisite: Junior Standing or Higher.
Components: LEC.
Grading: GRD.
Typically Offered: Offered by Announcement Only.

CIM 405. Representations of Sport in Popular Culture. 3 Credit Hours.
This course presents approaches to understanding and contextualizing representations of sports in cinema, television, and digital media. Students gain valuable skills in critical thinking, analysis, and evaluation as they learn to reflect on the various ways sports are portrayed in selected media and popular culture. Requisite: Junior Standing or Higher.
Components: LEC.
Grading: GRD.
Typically Offered: Offered by Announcement Only.

CIM 406. Genres. 3 Credit Hours.
Study of selected genres from a variety of critical perspectives. Issues pertaining to methodologies of defining and categorizing film are discussed. Requisite: Junior Standing or Higher.
Components: LEC.
Grading: GRD.
Typically Offered: Offered by Announcement Only.

CIM 407. National Cinemas. 3 Credit Hours.
Selected films from Europe, Asia, Africa and Latin America will be studied in relation to their diverse social, political and cultural contexts. Requisite: Junior Standing or Higher.
Components: LEC.
Grading: GRD.
Typically Offered: Offered by Announcement Only.

CIM 408. Women, Media, and Popular Culture. 3 Credit Hours.
Examination of film, media, and gender representation from the perspective of feminist theory and cultural studies. Students explore the many ways that women have been portrayed, and how they have portrayed themselves, within popular culture. Requisite: Junior Standing or Higher.
Components: LEC.
Grading: GRD.
Typically Offered: Spring.

CIM 409. Legal Aspects of Motion Pictures. 3 Credit Hours.
The law, contracts, and negotiating techniques of the business affairs aspects of the production of motion pictures. Requisite: Junior Status or Permission of Instructor.
Components: LEC.
Grading: GRD.
Typically Offered: Spring.

CIM 413. Mobile Application Development. 3 Credit Hours.
This course will provide students the ability to conceptualize, design, and develop a mobile application of their choosing.
Components: LEC.
Grading: GRD.
Typically Offered: Fall & Spring.

CIM 416. Building Virtual Worlds. 3 Credit Hours.
The purpose of this course is to explore the construction of virtual environments. Students will learn the principles of constructing interactive 3D environments using a game engine. Students will be responsible for creating a world that can be interacted with on various platforms, including virtual and mixed reality. Prerequisite: CIM 540 or CSC 120 or ECE 118.
Components: LAB.
Grading: GRD.
Typically Offered: Spring.

CIM 424. Augmented Reality. 3 Credit Hours.
This course will provide students the ability to design and develop augmented reality apps. It covers various approaches to designing and programming augmented reality apps using the latest technologies and devices. Students will be given hands-on programming assignments and learn about the key advantages in each of the approaches via in-class discussions. Prerequisite: CIM 540 or CSC 120 or ECE 118.
Components: LAB.
Grading: GRD.
Typically Offered: Spring.

CIM 426. Advanced Screenwriting. 3 Credit Hours.
A continuation of CIM 326. Study of, and practice in, writing feature length, narrative motion picture scripts. Attention is given to cinematic structure, the development of character, and its presentation on screen. Emphasis is placed on bringing the script to a completed draft. Prerequisite: CIM 326.
Components: LEC.
Grading: GRD.
Typically Offered: Spring.

CIM 429. Advanced Television Writing. 3 Credit Hours.
This course explores how to create, format, and write the original Television Pilot and treatment. The class will cover TV pilot format, length, structure as well as techniques in creating TV characters and situations for both comedy and dramatic episodic TV. Prerequisite: CIM 329.
Components: LEC.
Grading: GRD.
Typically Offered: Spring.

CIM 431. Human Computer Interaction. 3 Credit Hours.
This course will teach students about the importance human computer interaction (HCI) in the design, implementation, and evaluation of interactive computing systems for human use. The course will provide both practical application and theoretical knowledge of HCI, with practical concerns balanced by discussion of relevant theory from the literature of computer science, human factors, and interaction design. Prerequisite: CIM 211.
Components: LAB.
Grading: GRD.
Typically Offered: Spring.

CIM 439. Front End Fundamentals. 3 Credit Hours.
This course focuses on the job-ready skills and production workflow techniques in highest demand for front end web developers. Students will learn, practice and demonstrate the skills and principles needed to make effective use of these technologies. Prerequisite: CIM 111 or JMM 341.
Components: LEC.
Grading: GRD.
Typically Offered: Spring.
CIM 444. Internet and Media Activism. 3 Credit Hours.
In this course, students will examine the role of media in shaping social reform to document social issues such as poverty, human rights, social inequities, the environment, and powerless groups. We will review the philosophy and history of media as activism ranging from photography, documentary, cinema, the Internet, social media and newer forms of media. Emphasis is placed on developing a critical understanding of current media advocacy practices with a conscious goal; awareness, change minds, to affect policy, and action. At the end of the semester, students will have a fully developed project concept.
Components: LEC.
Grading: GRD.
Typically Offered: Spring.

CIM 451. Advanced Filmmaking Workshop. 3 Credit Hours.
The theory and practice of motion pictures production from script to screen. Lecture and laboratory. Students will develop and produce a narrative, a documentary, or an experimental work of their choice.
Prerequisite: CIM 351.
Components: LEC.
Grading: GRD.
Typically Offered: Fall & Spring.

CIM 455. Science Documentary: Autism. 3 Credit Hours.
This course brings together student citizens across science, communication, and education to collaborate on content intended to reach audiences on multiple platforms. Students will be exposed to both history and cutting edge research surrounding Autism Spectrum Disorder. In addition to learning the neuroscience and genetics that underlie autism spectrum disorders, students will connect with people in the local community - to lend these issues a face and context. Students will gather information from readings, experts at the University of Miami, and the larger South Florida Community. Students will work in teams to share expertise from their fields of study to generate content for community consumption.
Components: LEC.
Grading: GRD.
Typically Offered: Spring.

CIM 456. Advanced Cinematography. 3 Credit Hours.
Advanced work with camera, lighting, and grip equipment on exercises and projects.
Prerequisite: CIM 356. Or Requisite: Permission of Instructor.
Components: LEC.
Grading: GRD.
Typically Offered: Spring.

CIM 457. Advanced Editing. 3 Credit Hours.
Advanced concepts in aesthetics and theories of picture and sound editing, mixing, color correction, and finishing techniques.
Prerequisite: CIM 357. Or Requisite: Permission of Instructor.
Components: LEC.
Grading: GRD.
Typically Offered: Spring.

CIM 458. Documentary Production. 3 Credit Hours.
Students produce two short digital documentaries and explore various approaches to the documentary film.
Prerequisite: CIM 151.
Components: LEC.
Grading: GRD.
Typically Offered: Fall, Spring, & Summer.

CIM 462. Motion Picture Marketing and Distribution. 3 Credit Hours.
Economic and marketing considerations in the production and distribution of motion pictures.
Prerequisite: CIM 364.
Components: LEC.
Grading: GRD.
Typically Offered: Fall.

CIM 466. Creative Producing. 3 Credit Hours.
Students will discover what their creative voice is as a producer; sharpen their communication skills (networking, pitching, coverage & notes); and will learn the nuts and bolts of what a producer does.
Prerequisite: CIM 364.
Components: LEC.
Grading: GRD.
Typically Offered: Fall.

CIM 471. Social Impact Games. 3 Credit Hours.
Students will explore the use of games as a communication tool for social good and will create their own game-based interventions.
Components: LEC.
Grading: GRD.
Typically Offered: Fall.

CIM 489. Projects in Screenwriting. 3 Credit Hours.
Individual study. This course and CIM 499 cannot count for more than three credits towards a Communication major or minor.
Components: THI.
Grading: GRD.
Typically Offered: Fall & Spring.

CIM 494. Internship in Cinema and Interactive Media. 1-3 Credit Hours.
Prescribed study and supervised work with practitioners in motion pictures.
Requisite: Sophomore Status, cumulative GPA of 2.5, and Permission of Instructor.
Components: THI.
Grading: GRD.
Typically Offered: Fall, Spring, & Summer.

CIM 499. Projects and Directed Research. 1-3 Credit Hours.
Individual study. No more than three credits may be counted toward a Communication major or minor.
Components: THI.
Grading: GRD.
Typically Offered: Fall, Spring, & Summer.

CIM 501. Principles of Aesthetics and Analysis. 3 Credit Hours.
Provides graduate students with introductory immersion in aesthetics, analysis, and history of film and media.
Components: LEC.
Grading: GRD.
Typically Offered: Fall.

CIM 510. Foundation of Screenwriting. 3 Credit Hours.
This course explores the fundamental skill set necessary to manipulate the basic elements of cinematic writing. The course will investigate common dramatic elements found in all screenplays as well as teach format principles of feature, TV and emerging media scripts.
Prerequisite: CIM 126.
Components: LEC.
Grading: GRD.
Typically Offered: Fall.
CIM 511. Writing the Short Film. 3 Credit Hours.
A course in the fundamentals of screenwriting focused on the creation of a 15-30 page screenplay suitable for an MFA project film. Study of and practice in writing short narrative motion picture scripts. Focus is placed on concept, content, cinematic story structure and presentation of character.
Prerequisite: CIM 510.
Components: LEC.
Grading: GRD.
Typically Offered: Offered by Announcement Only.

CIM 513. UX Research Methods. 3 Credit Hours.
This course provides a comprehensive overview of User Experience research methods and how they are incorporated into the product development lifecycle. Students will learn about user-centered design and will conduct a wide range of research methods including ethnography, questionnaires, online studies, and usability testing. There will be considerable focus on practicing research skills and reporting findings from these activities.
Components: LEC.
Grading: GRD.
Typically Offered: Spring.

CIM 514. Motion Picture Studio. 3 Credit Hours.
This course allows students the time to enhance and exhibit their knowledge and skills in Motion Picture. Students will fine-tune their final film projects, polishing their final cuts for film festival submission to film festivals and professional consideration.
Motion Picture Major and Senior Standing.
Components: LEC.
Grading: GRD.
Typically Offered: Spring.

CIM 515. Interactive Media Studio. 3 Credit Hours.
The Interactive Media Studio is designed to allow a student to enhance his or her accumulated knowledge and skills in interactive Media. This course prepares students to gain employment in the field by creating and producing a professional design portfolio and resume. Students will also gain knowledge about how to set up, prepare for, and conduct themselves during professional interviews.
Requisite: Senior Standing and Interactive Media Majors.
Components: STU.
Grading: GRD.
Typically Offered: Spring.

CIM 518. Seminar in Documentary History: Cinéma-vérité. 3 Credit Hours.
The primary focus of this course will be on the half-century old school or tradition of documentary filmmaking associated with the terms "Cinéma-vérité" and "direct cinema". Through close analysis of selected classic and contemporary documentaries, the class will explore their historical significance, their aspirations and achievements as films, and their ways of addressing the aesthetic, epistemological, political and moral issues that inevitably arise when filmmakers take their sync-sound camera into the world and undertake to film life as it is really lived.
Components: LEC.
Grading: GRD.
Typically Offered: Spring.

CIM 519. Seminar in Documentary Production. 3 Credit Hours.
The Seminar in Documentary Production is the capstone production class within the documentary track of the Cinema and Interactive Media Department. Students are entered into the course based on a proposal that outlines their documentary project.
Prerequisites: CIM 255, CIM 458 or JMM 541.
Components: LEC.
Grading: GRD.
Typically Offered: Spring.

CIM 523. Advanced 3D Character Design and Motion Capture. 3 Credit Hours.
Theory and practice of the entire game art development pipeline, from 3D modeling, texturing, rigging and animation to motion capture, and special effects.
Components: LEC.
Grading: GRD.
Typically Offered: Fall & Spring.

CIM 526. Adaptation. 3 Credit Hours.
This course will examine the craft and techniques of adapting sources such as novels, short stories, plays, articles, comic books, Shakespeare to the screen.
Components: LEC.
Grading: GRD.
Typically Offered: Offered by Announcement Only.

CIM 529. Nonfiction Film. 3 Credit Hours.
An examination of American and world nonfiction films.
Prerequisites: CIM 204 or CIM 205.
Components: LEC.
Grading: GRD.
Typically Offered: Offered by Announcement Only.

CIM 530. Human Centered Design. 3 Credit Hours.
This course takes a comprehensive look at human limitations and abilities and how they are key to interaction design and a great user experience. Students will learn about human behavior and how to apply UX guidelines to the design of digital interfaces. Students will also learn how to produce design deliverables for real world practice.
Prerequisite: CIM 211.
Components: PRA.
Grading: GRD.
Typically Offered: Fall & Spring.

CIM 540. Intro to Creative Coding. 3 Credit Hours.
This course will introduce students to the building blocks of creative coding within the visual and media environment.
Components: LEC.
Grading: GRD.
Typically Offered: Fall.

CIM 541. Technology Trends. 3 Credit Hours.
Trends is a foundation course intended to promote a dialogue about the current state of business, art, health, culture, and innovation.
Components: LEC.
Grading: GRD.
Typically Offered: Offered by Announcement Only.

CIM 542. Physical Computing. 3 Credit Hours.
This seminar will examine the differences and opportunities present, between a series of physical computing techniques and rapid prototyping.
Components: LEC.
Grading: GRD.
Typically Offered: Spring.
CIM 543. Designing Innovation. 3 Credit Hours.
Students will explore the process of creating a dialogue between individuals or groups of people and a product, service, or system.
**Components:** LEC.
**Grading:** GRD.
**Typically Offered:** Fall.

CIM 545. Managing Interactive Media Projects. 3 Credit Hours.
This course takes a comprehensive look at managing interactive media projects from inception to implementation and maintenance.
**Components:** LEC.
**Grading:** GRD.
**Typically Offered:** Offered by Announcement Only.

CIM 550. Motion Graphics and Compositing. 3 Credit Hours.
Methods, techniques and aesthetics of 2D computer animation and compositing including animated text, title design, and green screen. Prerequisite CIM 206.
**Components:** LEC.
**Grading:** GRD.
**Typically Offered:** Spring.

CIM 551. Advanced Motion Graphics and Compositing. 3 Credit Hours.
Extend the 2D skills of students who have taken CIM 550 to 3D motion graphics and animation. Emphasis on title design and animation. Permission of Instructor.
**Components:** LEC.
**Grading:** GRD.
**Typically Offered:** Spring.

CIM 552. Motion Picture Marketing and Distribution. 3 Credit Hours.
Economic and marketing considerations in the production and distribution of motion pictures. Prerequisite CIM 206.
**Components:** LEC.
**Grading:** GRD.
**Typically Offered:** Fall.

CIM 553. Advanced Motion Picture Marketing. 3 Credit Hours.
Advanced marketing considerations in the distribution of motion pictures. Prerequisite: CIM 552.
**Components:** LEC.
**Grading:** GRD.
**Typically Offered:** Offered by Announcement Only.

CIM 554. Directing the Actor. 3 Credit Hours.
The purpose of this course is to teach and practice the craft of directing, including text analysis, characterization, visualization, design, intention and rehearsal: to train students to articulate their ideas to actors and film crew.
**Components:** LEC.
**Grading:** GRD.
**Typically Offered:** Fall.

CIM 556. Character and Dialogue. 3 Credit Hours.
An examination of the craft and techniques of creating original characters and dialogue.
**Components:** LEC.
**Grading:** GRD.
**Typically Offered:** Offered by Announcement Only.

CIM 590. Prototyping Techniques. 3 Credit Hours.
This course covers accepted prototyping techniques introducing students to a wide variety of approaches for different kinds of user experience design problems and platforms. Students will learn to develop preliminary iterations of a solution to a design problem in order to communicate the essence of their idea without committing to a costly implementation. Prerequisite: CIM 111.
**Components:** LEC.
**Grading:** GRD.
**Typically Offered:** Offered by Announcement Only.

CIM 591. Advanced Systems: Designing Playful Experiences. 3 Credit Hours.
Building on their systems foundation from the Intro to Systems course, students will continue to play and analyze the games along with designing games in order to build a more extensive vocabulary and toolkit to both understand and design interactive systems. Students will be exposed to a range of popular game prototyping technologies (for example: Twine, GameSalad, ARIS) and will create several mini projects as well as one final game project created using the platform of their choice. Students will explore a different core game mechanic with each prototyping tool thus broadening their ability to create targeted meaning within a playful experience. Prerequisite: CIM 211 or CIM 310.
**Components:** LEC.
**Grading:** GRD.
**Typically Offered:** Fall & Spring.

CIM 593. Dynamic Data. 3 Credit Hours.
This course teaches data analysis through the development of interactive web applications. The course focuses on communicating through computer programming. Students will learn to build and use databases as a primary source and explore data as content. For this course students will be required to build custom software solutions through web programming languages that utilize third party APIs to interpret, analyze and manipulate data. Prerequisites: JMM 341 or CIM 111.
**Components:** LEC.
**Grading:** GRD.
**Typically Offered:** Fall.

CIM 594. Special Topics in Cinema and Interactive Media. 3 Credit Hours.
This course subject matter varies according to announced special topic. See class schedule for details.
**Components:** LEC.
**Grading:** GRD.
**Typically Offered:** Offered by Announcement Only.

CIM 595. Prototyping Techniques. 3 Credit Hours.
To build a more advanced set of professional skills and practices through scene work, shooting, and collaboration. Prerequisite: CIM 251. Or Requisite: Permission of Instructor.
**Components:** LEC.
**Grading:** GRD.
**Typically Offered:** Fall & Spring.

CIM 599. Advanced Projects and Directed Research. 1-6 Credit Hours.
Individual study. May be repeated for a maximum of six credits.
**Components:** THI.
**Grading:** GRD.
**Typically Offered:** Fall, Spring, & Summer.