

Digital Media (DGMD)

DGMD 2205 Introduction to Media Production (3 credits)

Introduction to video and audio production and post-production techniques. Experience is gained using cameras, audio and video equipment, as well as appropriate editing software.

Prerequisite: DGMD majors and minors, JOUR majors; or cons. of instr.

Level of Study: Undergraduate

Schedule of Classes (<https://bulletin.marquette.edu/class-search/?details&code=DGMD%202205>)

DGMD 2335 Script and Story (3 credits)

Students learn to write in the proper script style for a variety of media formats. Writing workshop approach.

Prerequisite: Enrolled in the College of Communication, or cons. of instr.

Level of Study: Undergraduate

Schedule of Classes (<https://bulletin.marquette.edu/class-search/?details&code=DGMD%202335>)

DGMD 2565 The Business of Entertainment (3 credits)

Students receive a thorough grounding in the financial processes and economies in the industry to better understand the basic business and operational framework of film and television. Topics covered range from project development and product distribution to forward funding future projects.

Level of Study: Undergraduate

Schedule of Classes (<https://bulletin.marquette.edu/class-search/?details&code=DGMD%202565>)

DGMD 3210 Cinematography (3 credits)

An exploration of the art and craft involved in the process of cinematic image creation. Emphasis is placed on hands-on application of lighting, lens choices and camera movement.

Prerequisite: DGMD 2205; or cons. of instr.

Level of Study: Undergraduate

Schedule of Classes (<https://bulletin.marquette.edu/class-search/?details&code=DGMD%203210>)

DGMD 3220 Sound Design (3 credits)

Explores the art and technique of sound design. Emphasis is placed on professional recording techniques, creating sound effects, and mixing across a variety of visual media including television, film and games.

Prerequisite: DGMD 2205; or cons. of instr.

Level of Study: Undergraduate

Schedule of Classes (<https://bulletin.marquette.edu/class-search/?details&code=DGMD%203220>)

DGMD 3230 Motion Media Design (3 credits)

A project-based course covering the applications and process of design as they relate to motion media, along with methods for creating motion graphics and animation in 2d and 3d environments.

Prerequisite: DGMD 2205 and DGMD 2335; or cons. of instr.

Level of Study: Undergraduate

Schedule of Classes (<https://bulletin.marquette.edu/class-search/?details&code=DGMD%203230>)

DGMD 3250 Editing Techniques (3 credits)

Students spend time in and out of the classroom developing intermediate editing skills, utilizing techniques that will advance their knowledge and professionalize their editing abilities.

Prerequisite: DGMD 2205 and DGMD 2335; or cons. of instr.

Level of Study: Undergraduate

Schedule of Classes (<https://bulletin.marquette.edu/class-search/?details&code=DGMD%203250>)

DGMD 3260 Directing for Film and Television (3 credits)

Pre-production preparation for film and television directors, including working with performers, casting, script analysis and visualization.

Prerequisite: DGMD 2205 and DGMD 2335; or cons. of instr.

Level of Study: Undergraduate

Schedule of Classes (<https://bulletin.marquette.edu/class-search/?details&code=DGMD%203260>)

DGMD 3270 Short Film Producing (3 credits)

Learn the skills - from pre-production through marketing and distribution - that it takes to produce a short fiction film. Students take an existing script and work through all of the stages to make that script ready for production.

Prerequisite: DGMD 2335; or cons. of instr.

Level of Study: Undergraduate

Schedule of Classes (<https://bulletin.marquette.edu/class-search/?details&code=DGMD%203270>)

DGMD 3500 Basic Game Design (3 credits)

Students learn the layout and game development process using Unreal Engine. Utilizing blueprint logic, students learn how to create a character with seamless and responsive movement and intelligent gameplay by creating two games.

Prerequisite: DGMD 2205 or COSC 1000; Games and Interactive Media minors; or cons. of instr.

Level of Study: Undergraduate

Schedule of Classes (<https://bulletin.marquette.edu/class-search/?details&code=DGMD%203500>)

DGMD 3555 Corporate Media (3 credits)

Analysis and practice in the development of media for the corporate world. In the context of real-world projects, students learn about budgets, schedules, contracts, audience and objectives.

Prerequisite: DGMD 2205 and DGMD 2335; or cons. of instr.

Level of Study: Undergraduate

Schedule of Classes (<https://bulletin.marquette.edu/class-search/?details&code=DGMD%203555>)

DGMD 3600 Game Studies and Aesthetics (3 credits)

Students engage with critical texts and primary sources in the forms of video games, online video, VR, and interactive projects.

Prerequisite: DGMD 2205 or COSC 1000; Games and Interactive Media minors; or cons. of instr.

Level of Study: Undergraduate

Schedule of Classes (<https://bulletin.marquette.edu/class-search/?details&code=DGMD%203600>)

DGMD 3840 Media Aesthetics (3 credits)

Students explore aesthetics through a variety of film and television texts. Emphasis on developing a critical eye as both a media viewer and producer.

Prerequisite: DGMD major or minor; or FMST major or minor; or cons. of instr.

Level of Study: Undergraduate

Schedule of Classes (<https://bulletin.marquette.edu/class-search/?details&code=DGMD%203840>)

DGMD 3986 Internship in Digital Media (0-3 credits)

Observation, participation, and experience in a radio, television, cable, or corporate setting. Augmented with selected readings, papers or conferences with adviser. 0 credit will be SNC/UNC grade assessment; 1-3 credit(s) will be S/U grade assessment.

Prerequisite: Cons. of dept. ch. Consent required.

Level of Study: Undergraduate

Marquette Core Curriculum: Engage Social Systems & Values 2

Schedule of Classes (<https://bulletin.marquette.edu/class-search/?details&code=DGMD%203986>)

DGMD 3999 Advanced Production and Portfolio (3 credits)

Advanced video, audio and post production techniques as applied to professional level work. Emphasis on development of a portfolio and career preparation. Must have taken at least two Intermediate production courses.

Prerequisite: DGMD 2205 and DGMD 2335; DGMD major; Jr. stdng.

Level of Study: Undergraduate

Schedule of Classes (<https://bulletin.marquette.edu/class-search/?details&code=DGMD%203999>)

DGMD 4260 Documentary Production (3 credits)

Students create a single original non-fiction short film in a small group. Applying and building on digital media concepts, students gain a better understanding of documentary style, tone and storytelling technique. Students also practice and refine the essential technical skills needed to make a compelling non-fiction short film. Additional exercises are designed to help cultivate students' voice and perspective on documentary, with an emphasis on ethical practice.

Prerequisite: DGMD major, JOUR major with DGMD minor; Sr. stdng.; or cons. of instr.

Level of Study: Undergraduate

Schedule of Classes (<https://bulletin.marquette.edu/class-search/?details&code=DGMD%204260>)

DGMD 4280 Narrative Production (3 credits)

Create a short film, executing each step of production (pre-production to post-production). Professional film crew roles are stressed. Rotate through many of the technical positions of a small production team (camera operator, sound recordist, gaffer, DIT, editor, etc). Emphasis on skills mastery and portfolio development.

Prerequisite: DGMD 2205; DGMD major; Sr. stdng.; or cons. of instr.

Level of Study: Undergraduate

Schedule of Classes (<https://bulletin.marquette.edu/class-search/?details&code=DGMD%204280>)

DGMD 4345 Advanced Scriptwriting (3 credits)

Development and writing of scripts for short films and television. Emphasis on development of writing portfolio and career preparation. Writing workshop approach.

Prerequisite: DGMD 2335, DGMD major and Sr. stdng.; or cons. of instr.

Level of Study: Undergraduate

Schedule of Classes (<https://bulletin.marquette.edu/class-search/?details&code=DGMD%204345>)

DGMD 4500 Cinematic Animation with Unreal Engine (3 credits)

Students learn the basics of creating real-time animated short films and game cinematics using the Unreal Engine and apply those concepts towards creating their own short, animated film. Topics include environment creation, modeling, character animation, motion and facial capture and photogrammetry.

Prerequisite: DGMD 2205 or COSC 1000; Games and Interactive Media minors, or cons. of instr.

Level of Study: Undergraduate

Schedule of Classes (<https://bulletin.marquette.edu/class-search/?details&code=DGMD%204500>)

DGMD 4600 Virtual Production Techniques (3 credits)

Students explore the many ways in which real-time game engines are being used to enhance film and TV production workflows. Topics include virtual location scouting, previz, camera and light tracking, real-time compositing, and LED wall based environments. Students use the Unreal Engine to create a short film incorporating live actors into virtual environments in real-time.

Prerequisite: DGMD 4500; Games and Interactive Media minors, or cons. of instr.

Level of Study: Undergraduate

Schedule of Classes (<https://bulletin.marquette.edu/class-search/?details&code=DGMD%204600>)

DGMD 4700 Global Television (3 credits)

Explores the role of culture, economics, politics and technology in determining the nature of television content in different countries, how television programming travels around the globe and the geopolitical impact of U.S. media in other parts of the globe.

Prerequisite: DGMD major or minor; or FMST major or minor; or cons. of instr.

Level of Study: Undergraduate

Schedule of Classes (<https://bulletin.marquette.edu/class-search/?details&code=DGMD%204700>)

DGMD 4800 Digital Media Law and Policy (3 credits)

Focuses on contemporary problems in media law and policy. Emphasis is placed on the Internet, mobile and social media, broadcasting, broadband and emerging technologies and on the most current legal and policy controversies and debates affecting those media. Students debate and seek to resolve law and policy problems while also studying and critiquing policymaking processes.

Prerequisite: COMM 3800 or cons. of instr.

Level of Study: Undergraduate

Schedule of Classes (<https://bulletin.marquette.edu/class-search/?details&code=DGMD%204800>)

DGMD 4810 Radio and Television History (3 credits)

Historical, cultural and commercial growth of American radio and television, with special emphasis on programming, from pre-network origins to the present. Covers key genres, persons, issues, trends and developments.

Prerequisite: DGMD major or minor; or FMST major or minor; or cons. of instr.

Level of Study: Undergraduate

Schedule of Classes (<https://bulletin.marquette.edu/class-search/?details&code=DGMD%204810>)

DGMD 4825 Crime Storytelling (3 credits)

Explores true crime and fiction crime storytelling across film, television and podcasts.

Prerequisite: DGMD 2205 and DGMD 2335; or cons. of instr.

Level of Study: Undergraduate

Schedule of Classes (<https://bulletin.marquette.edu/class-search/?details&code=DGMD%204825>)

DGMD 4845 History of Documentary (3 credits)

Considers the near hundred-year history of non-fiction film and video known as documentary. Introducing key films from history, students contemplate the social, cultural, and technological forces that went into the establishment of a "canon" of films and filmmakers, while also deconstructing the values and preconceptions these filmmakers had within a decolonial frame. Students investigate how documentary form has progressed from its early days; how documentary is related to resistance movements; and how documentary shapes our notions of history and truth. Analytic projects are supplemented with short creative "thinking through making" projects.

Prerequisite: DGMD majors and minors; FMST majors and minors; or cons. of instr.

Level of Study: Undergraduate

Schedule of Classes (<https://bulletin.marquette.edu/class-search/?details&code=DGMD%204845>)

DGMD 4850 Television Criticism (3 credits)

Focuses on the analysis of television's creative processes, programs, the economic side of television production, the contexts in which television programs are viewed, television audiences and how they read and interpret content, and to understand television's true societal impact.

Prerequisite: DGMD or FMST majors or minors; or cons. of instr.

Level of Study: Undergraduate

Schedule of Classes (<https://bulletin.marquette.edu/class-search/?details&code=DGMD%204850>)

DGMD 4860 Digital Campaign Strategies, Planning and Analysis (3 credits)

Examines digital campaigns that focus on political or social action issues. Goal is to develop more informed consumers and critics of political and social action communication campaigns. Exposure to relevant theories, methods and ideas, and application of that knowledge to current campaign activity. Explores how campaigns have changed over time, campaign planning, how attitudes are influenced, opinions are created and behaviors are triggered and campaign design and evaluation.

Level of Study: Undergraduate

Schedule of Classes (<https://bulletin.marquette.edu/class-search/?details&code=DGMD%204860>)

DGMD 4931 Topics in Digital Media (1-3 credits)

Various topics in digital media to be announced in the Schedule of Classes. Includes screenings and/or other activities. Lecture/lab format.

Prerequisite: DGMD 2205 and DGMD 2335; or cons. of instr.

Level of Study: Undergraduate

Schedule of Classes (<https://bulletin.marquette.edu/class-search/?details&code=DGMD%204931>)

DGMD 4953 Seminar in Digital Media (1-3 credits)

Special subjects of seminar to be announced in the Schedule of Classes. Variable topics.

Prerequisite: DGMD 2205, DGMD or JOUR major or minor; or cons. of instr.

Level of Study: Undergraduate

Schedule of Classes (<https://bulletin.marquette.edu/class-search/?details&code=DGMD%204953>)

DGMD 4961 Special Institute/Workshop/Project (1-3 credits)

Various topics in digital media to be announced in the Schedule of Classes. Includes screening and/or other activities.

Prerequisite: DGMD 2205 and DGMD 2335; or cons. of instr.

Level of Study: Undergraduate

Schedule of Classes (<https://bulletin.marquette.edu/class-search/?details&code=DGMD%204961>)

DGMD 4995 Independent Study in Digital Media (1-3 credits)

Faculty-supervised, independent study/research of a specific area or topic in digital media.

Prerequisite: Cons. of dept. ch. Consent required.

Level of Study: Undergraduate

Schedule of Classes (<https://bulletin.marquette.edu/class-search/?details&code=DGMD%204995>)

DGMD 4999 Senior Thesis (1-3 credits)

The application of rigorous methodology in developing and writing a thesis under the direction of an adviser.

Prerequisite: Cons. of dept. ch. Consent required.

Level of Study: Undergraduate

Schedule of Classes (<https://bulletin.marquette.edu/class-search/?details&code=DGMD%204999>)

DGMD 5260 Documentary Production (3 credits)

Students create a single original non-fiction short film in a small group. Applying and building on digital media concepts, students gain a better understanding of documentary style, tone and storytelling technique. Students also practice and refine the essential technical skills needed to make a compelling non-fiction short film. Additional exercises are designed to help cultivate students' voice and perspective on documentary, with an emphasis on ethical practice.

Level of Study: Graduate

Schedule of Classes (<https://bulletin.marquette.edu/class-search/?details&code=DGMD%205260>)

DGMD 5345 Advanced Scriptwriting (3 credits)

Development and writing of scripts for short films and television. Emphasis on development of writing portfolio and career preparation. Writing workshop approach.

Level of Study: Graduate

Schedule of Classes (<https://bulletin.marquette.edu/class-search/?details&code=DGMD%205345>)

DGMD 5700 Global Television (3 credits)

Explores the role of culture, economics, politics and technology in determining the nature of television content in different countries, how television programming travels around the globe and the geopolitical impact of U.S. media in other parts of the globe.

Level of Study: Graduate

Schedule of Classes (<https://bulletin.marquette.edu/class-search/?details&code=DGMD%205700>)

DGMD 5800 Digital Media Law and Policy (3 credits)

Focuses on contemporary problems in media law and policy. Emphasis is placed on the Internet, mobile and social media, broadcasting, broadband and emerging technologies and on the most current legal and policy controversies and debates affecting those media. Students debate and seek to resolve law and policy problems while also studying and critiquing policymaking processes.

Level of Study: Graduate

Schedule of Classes (<https://bulletin.marquette.edu/class-search/?details&code=DGMD%205800>)

DGMD 5810 Radio and Television History (3 credits)

Historical, cultural and commercial growth of American radio and television, with special emphasis on programming, from pre-network origins to the present. Covers key genres, persons, issues, trends and developments.

Level of Study: Graduate

Schedule of Classes (<https://bulletin.marquette.edu/class-search/?details&code=DGMD%205810>)

DGMD 5845 History of Documentary (3 credits)

Considers the near hundred-year history of non-fiction film and video known as documentary. Introducing key films from history, students contemplate the social, cultural, and technological forces that went into the establishment of a "canon" of films and filmmakers, while also deconstructing the values and preconceptions these filmmakers had within a decolonial frame. Students investigate how documentary form has progressed from its early days; how documentary is related to resistance movements; and how documentary shapes our notions of history and truth. Analytic projects are supplemented with short creative "thinking through making" projects.

Level of Study: Graduate

Schedule of Classes (<https://bulletin.marquette.edu/class-search/?details&code=DGMD%205845>)

DGMD 5850 Television Criticism (3 credits)

Focuses on the analysis of television's creative processes, programs, the economic side of television production, the contexts in which television programs are viewed, television audiences and how they read and interpret content, and to understand television's true societal impact.

Level of Study: Graduate

Schedule of Classes (<https://bulletin.marquette.edu/class-search/?details&code=DGMD%205850>)

DGMD 5931 Topics in Digital Media (1-3 credits)

Various topics in digital media to be announced in the Schedule of Classes. Includes screenings and/or other activities. Lecture/lab format.

Level of Study: Graduate

Schedule of Classes (<https://bulletin.marquette.edu/class-search/?details&code=DGMD%205931>)