319. Film History (3). This course focuses on major film genres exploring their development, impact, and characteristics. (Prerequisite: Communication 110 and junior standing.) Spring.

330. Intercultural Communication (3). Examines the communication behaviors and patterns unique to a variety of cultures as well as those of gender, racial and ethnic-based subcultures, using a balance of theory and practical application. (Prerequisites: 110, 280.)

342. Organizational Communication (3). This course focuses on the theories used to analyze communication within an organization such as business, industry and government. Examination of contemporary theoretical models and their implications. (Prerequisites: 110, 280.)

403. History of Communication as a Field of Study (3). Survey of communication studies from classical Greek beginnings to recent developments in electronic media. Includes offerings from classical, medieval and modern British rhetoric, emphasizing transitions in the role of the spoken word. (Prerequisite: Communication 300 or 302.)

405. Journalism III (3). Exploring the job of a journalist. Learning and applying page design, photography, headline writing, copy editing and reporting skills to work on the College World, the student-edited newspaper of the Adrian College campus. Participating in guest lectures and job shadow opportunities. (Prerequisite: COMM 306.)

415. Topics Seminar in Journalism (3). The goal of this course is to offer students expanded study opportunities in Journalism. Students will develop their research and investigate skills in small groups. Expected outcomes include project idea creation and for later follow up in capstone experiences. (Prerequisite: Permission) To be offered as needed.

416. Topics in Media Arts (3). Examination of a particular topic of interest to faculty and students in Media Arts. (Prerequisite: With permission.) To be offered as needed

420. Capstone: Experience in Journalism (3) The goal of this course is to provide students with an opportunity to do independent research in Journalism. Students will learn to choose and guide their own individual projects with minimal supervision. Expected outcomes include greater readiness for a career in Journalism (Prerequisite: COMM 405) To be offered as needed.

422. Capstone: Experience in Media Arts (3) The goal of this course is to provide students with an opportunity to do independent research in Media Arts. Students will learn to choose and guide their own individual projects with minimal supervision. Expected outcomes include enhanced readiness for a career in radio and or TV (Prerequisite: 316)

Special and Advanced Courses

199. Exploratory Internship (1-3). Fall, spring, May and summer.

299. Experimental Course (1-3).

399. Professional Internship (1-12). Fall, spring, May and summer (May Term offering limited to 4 credit hours; Summer Term offering limited to 6 credit hours.)

451. Independent Study (1-3). Supervised reading and research in a special interest area of argumentation and advocacy or mass mediated communication. (Prerequisite: department chairperson's written permission and instructor's approval of a written proposal that is submitted to the department prior to registration for the course.) Fall, spring, May and summer.

499. Advanced Experimental Course (1-3).

Computer Information Systems

The Computer Information Systems department provides students from a broad spectrum of majors and disciplines the opportunity to develop basic skills necessary to design information delivery systems. Computer Information Systems minors prepare for this role by studying foundation-level skills in software applications, database design, computer programming, information architecture, user-interface design, and other relevant areas. Students with a high level of interest and motivation should be able to develop additional skills independently in relation to their major fields of interest.

Minor program requirements

To receive an Computer Information Systems minor, students must complete 21 credit hours, including 106 or 108; 250, 390; and twelve hours of the following: 104, 105, 120, 240, 251, 255, ART 218, ART 318, ART 319, ESS 375.

The semesters listed after course descriptions indicate when courses are expected to be offered. Schedules are subject to change; students should confirm semester offerings with the department when planning degree programs.

104. Computer Design Fundamentals (3). The basics of computer design: how computers work and how hardware and software function together. Students learn design principles of modern computers, build a functioning computer, and develop problem-solving techniques related to computer systems. Fall.

105. Operating System Fundamentals (3). The structure and functions of operating systems. Topics include the relationship of the operating system to hardware and software, memory management, data storage, networks, viruses, and data security. Practice and problem-solving related to operating systems. Spring.

106. Computer Programming (3). Provides a working knowledge of Visual Basic, enables students to use computer facilities, and demonstrates some of the capabilities, limitations and applications of computers. Students design programs which incorporate sorts, two-dimensional arrays, subroutines and strings, and which evaluate elementary

sample statistics. (Prerequisite: Mathematics 101 or Mathematics Placement Examination.) Fall.

108. Web-Based Programming (3). Programming concepts fundamental to the understanding of digital technology. Using a markup language and a client-side scripting language, students learn the fundamentals of computer programming (files, strings, variables, loops, network structure, documentation, good programming practices) in a web-based environment. Fall.

120. Introduction to Digital Culture (3). The role of information and information technology in contemporary culture. What information do human beings need in the era of the Information Revolution? How is it organized and accessed? What social and technical problems are associated with access to information? What intellectual property issues are involved? Spring.

140. Business Applications for Computers (3). A practical course in business problem solving, decision making and presentation of information utilizing microcomputer technology. Through business problem simulations the student will actively solve problems while learning about microcomputer hardware configuration, operating systems, and common business microcomputer software including spreadsheets, data base management systems, and business graphics. (Prerequisite: Math 101. Preference given to students who have completed or are currently enrolled in an accounting or business administration course. Can not apply toward Computer Information Systems minor.) Fall, spring.

240. Relational Databases (3). Relational database theory and structure, the development of relationships and queries. (Prerequisite: 106 or 108.) Spring.

250. Advanced Web-Based Programming (3). The use of advanced programming techniques, using server-side software to develop dynamic web pages. Discussion of relevant human interface issues. (Open to freshmen. Prerequisite: 106 or 108 or instructor's permission) Spring.

251. Data Structures in Object-Oriented Languages (3). Study of data structures (such as recursion, lists, trees, heaps, hashing) relevant to programming in object-oriented languages such as C++ and Java. (Prerequisite: 250) Offered as needed.

255. Interfacing with Technology (3). Techniques of interfacing computers and networks with digital and analog devices such as scientific and musical instruments. Development of projects for collecting, storing, and disseminating information electronically and controlling external objects through programming. (Prerequisite: 106 or 108) Offered as needed.

270. Topics (1-3). Study of a language or topic not covered elsewhere in the curriculum. May be repeated for credit with different topics. Offered as needed.

390. Advanced Project (3). Identification of and solution to a web-based programming problem related to the student's major. A formal presentation is made to the department, including a description of the problem, a description of the solution, user-interface questions, a well-written program, and an explanation of how the program solves the problem. (Prerequisite: department chairperson's permission.) Offered as needed.

Related Courses in Other Departments

ART 218 Digital Imaging (3).
ART 318 Graphic Design (3).
ART 319 Web Design (3).
ESS 375 Geographic Information and Positioning Systems (4).

Special and Advanced Courses

199. Exploratory Internship (1-3).

299. Experimental Course (1-3).

399. Professional Internship (1-12).

451. Independent Study (1-3).

499. Advanced Experimental Course (1-3).

Economics

The study of economics provides a basis for diverse applications. For those seeking placement directly upon graduation, career opportunities exist in business and government involving management, administration, research, development and forecasting. The Bachelor of Arts degree in economics also provides excellent preparation for graduate study – in economics itself, or in business, law, public administration and other areas.

Major Program Requirements

Bachelor of Arts degree in Economics
(34 hours of Economics and 3 hours of cognates)

Economics core (18 hours)

ECON 201	Microeconomics (4)
ECON 202	Macroeconomics (4)
ECON 320	Intermediate Macroeconomics (4)
ECON 321	Intermediate Microeconomics (4)
ECON 401	Senior Research (2)

Economics electives (16 hours)

Economics cognates (3 hours)

MATH 204	Elementary Statistics
or MATH 314 (3)	Mathematical Prob. & Statistics II

It is strongly recommended that economics majors, especially those interested in graduate school, also complete Mathematics 135 and 205.

An economics major may elect to have one of the following three areas of concentration: Public Policy, requiring