

BACHELOR OF SCIENCE IN LITERATURE, MEDIA, AND COMMUNICATION - THREAD: MEDIA & SCIENCE, TECHNOLOGY AND CULTURE

| Code | Title | Credit Hours |
|--|---|--------------|
| Wellness Requirement | | |
| APPH 1040 | Scientific Foundations of Health | 2 |
| | or APPH 10 The Science of Physical Activity and Health | |
| | or APPH 10 Flourishing: Strategies for Well-being and Resilience | |
| Core IMPACTS | | |
| Institutional Priority | | |
| CS 1301 | Introduction to Computing | 3 |
| | or CS 1315 Introduction to Media Computation | |
| Mathematics and Quantitative Skills | | |
| MATH 1712 | Survey of Calculus | 4 |
| | or MATH 1552 Integral Calculus | |
| Political Science and U.S. History | | |
| HIST 2111 | The United States to 1877 | 3 |
| | or HIST 2117 The United States since 1877 | |
| | or INTA 1200 American Government in Comparative Perspective | |
| | or POL 1101 Government of the United States | |
| | or PUBP 3000 American Constitutional Issues | |
| Arts, Humanities, and Ethics | | |
| Any HUM | | 6 |
| Communicating in Writing | | |
| ENGL 1101 | English Composition I | 3 |
| ENGL 1102 | English Composition II | 3 |
| Technology, Mathematics, and Sciences | | |
| Lab Science | | 4 |
| Lab Science | | 4 |
| MATH 1711 | Finite Mathematics ⁴ | 4 |
| | or MATH 15 Differential Calculus | |
| | & MATH 15 and Introduction to Linear Algebra | |
| Social Sciences | | |
| Any SS | | 9 |
| Field of Study | | |
| Technical Electives ¹ | | 6 |
| Ethics Requirement ³ | | 3 |
| LMC 2000 | Introduction to Literature, Media, and Communication ² | 3 |
| Select two of the following: ^{2,5} | | 6 |
| LMC 2050 | Seminar in Literature, Media, and Communication | |
| LMC 2060 | Introduction to Literary Studies | |
| LMC 2100 | Introduction to Science, Technology and Culture | |

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| LMC 2200 | Introduction to Gender Studies | |
| LMC 2350 | Introduction to Social Justice | |
| LMC 2400 | Introduction to Media Studies | |
| LMC 2450 | Introduction to Black Media Studies | |
| LMC 2500 | Introduction to Film | |
| LMC 2600 | Introduction to Performance Studies | |
| Major Requirements | | |
| Select one of the following: ² | | 3 |
| LMC 4000 | Senior Seminar in Literature, Media, and Communication | |
| or LMC 4500 | Seminar in Film Studies | |
| or LMC 4600 | Senior Thesis | |
| Concentration | | |
| Science, Technology, and Culture | | |
| LMC 2100 | Introduction to Science, Technology and Culture ² | 3 |
| Select two Foundations courses: ² | | 6 |
| LMC 3104 | The Age of Scientific Discovery | |
| LMC 3106 | The Age of Scientific Revolution | |
| LMC 3112 | Evolution and the Industrial Age | |
| LMC 3214 | Science Fiction | |
| LMC 3215 | Science Fiction Film and Television | |
| LMC 3310 | The Rhetoric of Scientific Inquiry | |
| LMC 3318 | Biomedicine and Culture | |
| LMC 3302 | Science, Technology, and Ideology | |
| LMC 3304 | Science, Technology, and Gender | |
| LMC 3306 | Science, Technology, and Race | |
| Select three Specialty courses: ² | | 9 |
| LMC 3206 | Communication and Culture | |
| LMC 3219 | Literature and Medicine | |
| LMC 3225 | Gender Studies in the Disciplines | |
| LMC 3257 | Global Cinema | |
| LMC 3308 | Environmentalism and Ecocriticism | |
| LMC 3314 | Technologies of Representation | |
| LMC 3352 | Film and/as Technology | |
| LMC 3403 | Technical Communication, Theory and Practice | |
| LMC 3404 | Social Media | |
| LMC 3405 | Media, Culture, and Society | |
| LMC 3410 | The Rhetoric of Nonlinear Documents | |
| LMC 3813 | Special Topics | |
| LMC 4725 | Games Design as a Cultural Practice | |
| LMC 4730 | Experimental Digital Art | |
| LMC 4733 | Mixed Reality Experience Design | |
| Media | | |
| LMC 2400 | Introduction to Media Studies ² | 3 |
| Select two Foundations courses: ² | | 6 |
| LMC 2410 | Introduction to Game Studies | |
| LMC 2500 | Introduction to Film | |
| LMC 2600 | Introduction to Performance Studies | |
| LMC 2700 | Introduction to Computational Media | |
| LMC 2720 | Principles of Visual Design | |
| LMC 2730 | Constructing the Moving Image | |

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| LMC 3206 | Communication and Culture | |
| LMC 3314 | Technologies of Representation | |
| LMC 3404 | Social Media | |
| LMC 3405 | Media, Culture, and Society | |
| Select three Specialty courses: ² | | 9 |
| LMC 3252 | Studies in Film and Television | |
| LMC 3253 | Animation | |
| LMC 3254 | Film History | |
| LMC 3255 | Cinema and Digital Culture | |
| LMC 3256 | Major Filmmakers | |
| LMC 3257 | Global Cinema | |
| LMC 3258 | Documentary Film | |
| LMC 3259 | Experimental Film | |
| LMC 3263 | Music, Culture, and Society | |
| LMC 3352 | Film and/as Technology | |
| LMC 3402 | Graphic and Visual Design | |
| LMC 3406 | Video Production | |
| LMC 3407 | Advanced Video Production | |
| LMC 4730 | Experimental Digital Art | |
| LMC 3813 | Special Topics | |
| LMC 4733 | Mixed Reality Experience Design | |
| LMC Electives ² | | 6 |
| Free Electives | | |
| Free Electives | | 14 |
| Total Credit Hours | | 122 |

¹ Any CoS or CS course.

² Minimum grade of C required.

³ Students must complete one 2000-level or higher Ethics course during their program.

⁴ Other Core IMPACTS Technology, Mathematics, & Science Math Options include: MATH 1551 and MATH 1554, MATH 1551 and MATH 1564, MATH 1550 and MATH 1553, MATH 1550 and MATH 1554, or MATH 1550 and MATH 1564.

⁵ Classes applied here cannot double count toward any thread requirements.