

# COMMUNICATION (COM)

---

**COM 501 - Media Theory (3.0 hours)**

A survey of the principles and practices of contemporary media with an emphasis on how media messages and technologies influence attitudes, beliefs, and behaviors of individuals, groups, and institutions.

**COM 502 - Research methods (4.0 hours)**

Analysis and application of common research techniques used for studying media audiences. Emphasis on research design, sampling, analysis, and reporting results.

Prerequisite: Graduate standing and consent of department chair.

**COM 503 - Communication and Culture (3.0 hours)**

Exploration of the ways culture and identity influence the sending and interpretation of messages. Emphasis on microaggressions, ethnocentricity, prejudice, stereotypes, and ethics.

Prerequisite: Graduate standing and consent of Department Chair.

**COM 505 - Applied Project (4.0 hours)**

This project is designed to show evidence that a student is absorbing what they are being taught over the course of study and can apply and examine that knowledge using a specific idea or topic.

Prerequisite: Graduate standing and consent of department chair.

**COM 601 - Sports, Culture, and Society (3.0 hours)**

Introduces the core components of sports communication industries and analyzes the relationships and economies between professional sport contexts.

Prerequisite: Graduate standing and consent of Department Chair.

**COM 602 - Ethical and legal issues in sports communication (4.0 hours)**

Emphasizes the ethical and legal issues that affect sports communication. Will include case studies of ethical and legal compliance and violation.

Prerequisite: Graduate standing and consent of department chair.

**COM 603 - The Stories of Sport (3.0 hours)**

Introduces the role and importance of storytelling in sports contexts with the goal to identify strategic ways to use stories in sports publicity and promotion.

Prerequisite: Graduate standing and consent of Department Chair.

**COM 604 - Seminar in E-Sports (3.0 hours)**

Offers an overview of E-Sports industries, including the benefits, inclusiveness, and structure of E-Sports organizations and competitions.

Prerequisite: Graduate standing and consent of Department Chair.

**COM 605 - Contemporary Issues in Sports Communication (3.0 hours)**

Designed to explore current issues associated with sports communication. Topics include sports regulation, gambling, and politics.

Prerequisite: Graduate standing and consent of Department Chair.