## Major: English and Communication Studies

Required Courses:

| Course number | Course title | Credit hours |
| :---: | :---: | :---: |
| ECM 2510 | Critical Methods | 4 |
| Choose one of these Creativity and Innovation courses: <br> ECM 2400 <br> ECM 2410 <br> ECM 2450 <br> ECM 2480 <br> ECM 2810 | Media Writing and Ethics <br> Student Publications Practicum (1-2 hour course; may be repeated to total 4 hours) <br> Introduction to Creative Writing <br> Screenwriting <br> New Media Studies | 4 |
| Choose two from these Historical and Formal Context courses: <br> ECM 2110 <br> ECM 2129 <br> ECM 3010 <br> ECM 3020 <br> ECM 3030 <br> ECM 3040 <br> ECM 3100 <br> ECM 3200 | Global Texts <br> World Drama <br> British Literature I <br> British Literature II <br> Early American Literature <br> Modern American Literature <br> Foreign Literature in Translation <br> Shakespeare | 8 |
| Choose one from these Diversity and Difference courses: <br> ECM 3519 <br> ECM 3529 <br> ECM 3539 <br> ECM 3540 <br> ECM 3559 | African-American Writers <br> Women Writers <br> Writers of the American South <br> Migration Literatures <br> Gender and Sexuality in Literature | 4 |
| Choose one of these Professional and Career Exploration courses: <br> CLD 1100 <br> CLD 3100 <br> ECM 3800 $\qquad$ 3800 | Exploring Career and Life Directions <br> Experiencing Career and Life Directions <br> Internship <br> Internship relevant to the major in another academic department | 2 |
| ECM 4300 | Grammar and Linguistics | 4 |
| Choose at least two from these Communication and Media courses: |  | 8 |


| ECM 2170 | Topics in Film |  |
| :---: | :---: | :---: |
| ECM 2210 | Games Studies and Esports |  |
| ECM 2220 | Games and Society |  |
| ECM 2230 | Controversies in Gaming |  |
| ECM 2240 | Game Design Fundamentals |  |
| ECM 2250 | Game Storytelling and Narrative |  |
| ECM 2260 | AR and VR: Creating Immersive Experiences |  |
| ECM 2270 | Games/Media |  |
| ECM 2280 | Game Studio (1-4 hour course; may be repeated to total 4 hours) |  |
| ECM 2310 | Improving Conversation and Communication |  |
| ECM 2360 | Visual Communication |  |
| ECM 2400 | Media Writing and Ethics |  |
| ECM 2410 | Student Publications Practicum (1-2 hour course; may be repeated to total 4 hours) |  |
| ECM 2440 | Successful Communication at Work |  |
| ECM 2450 | Introduction to Creative Writing |  |
| ECM 2480 | Screenwriting |  |
| ECM 2600 | Media and Culture |  |
| ECM 2700 | Media Production |  |
| ECM 2720 | Podcasting |  |
| ECM 2810 | New Media Studies |  |
| ECM 2820 | Web Authoring and Usability |  |
| ECM 2830 | Social Media and Reputation Management |  |
| ECM 2840 | Sports and Media |  |
| ECM 3050 | World Cinema |  |
| ECM 3620 | Special Topics in Communication and Media Studies |  |
| ECM 4700 | Digital Videography |  |
| Note: students may only | ke one gaming course |  |
| ECM courses numbered 2000+ | Elective | 4 |
| ECM 4910 | Capstone Project | 4 |

Total minimal hours $=\mathbf{4 2}$ for B.A. degree
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