Course Content: Introduction to the fundamentals of modern dance training. Specifically, the principles of correct placement/alignment, strength/range/flexibility of the body, proper use of the muscles, and an efficient and artistic sense of style. Exposure and participation will increase the individual’s appreciation of modern dance as an art form.

Prerequisites: None

Attendance: Mandatory. Two absences are allotted for illness, injury or personal business.

Class Format: Daily work on the fundamentals of modern dance. (warm-up, technical exercises, center combinations)

Readings/Text: Selected articles and required attendance at two dance performances

Projects: Observation Papers (4); Response Papers (2)

Evaluation: Attendance/participation/personal progress, written assignments, written exams (2), skills evaluations (2)
GAH 1242-101  
Fundamentals of Music  
Beverly Vaughn  
MTWR 11:30AM –2:30PM  
Summer A 2005

Course Content: Includes basic concepts of melody, harmony, rhythm, tone, color and form. Emphasizes listening to music in a variety of styles. Computer generated examples may be used.

Prerequisites: None

Attendance: Required

Class Format: Lectures, demonstrations, hands-on work, etc.

Readings: Text and others TBA

Papers/Projects: Quizzes, final, miscellaneous assignments

Evaluation: Quizzes, assignments and class participation
Course Content: Listening to and explanation of various musical works from different stylistic periods. Presents the musical process for the general student and may employ online sources.

Prerequisite(s): None

Attendance: Required

Class Format: Lectures, films, presentations

Readings: Text and others TBA

Projects: Term paper, quizzes, final listening assignments, possible miscellaneous writing assignments

Evaluation: Grade is based on quizzes, final assignments and class participation
Course Content: This course is designed to meet the needs of students whose backgrounds in art vary. The class will provide a variety of drawing problems to induce the student to reconsider familiar reality in terms of space, gesture, form, composition, line, value, and texture, in order to generate a heightened visual awareness.

Prerequisites: Not open to those with credit for ARTV 1162. Not open to Art majors for credit.

Attendance: Mandatory. Will be included in evaluation.

Class Format: Will introduce students to a wide range of drawing media while working on stated drawing problems, still life, and landscape environments. Class discussions or critiques and films will be presented in order to allow students to see the numerous possibilities of functions drawing may fulfill.


Papers/projects: Studio work from stated problems, homework: drawing assignments, journal sketchbook of ideas and individual interests, museum and gallery visits.

Evaluation: Grades will be based on a combination of quality, (i.e. concept, inventiveness, and craft), quantity (i.e., time spend, attendance, and amount of work), and on individual mid-term evaluation.
GAH 1374-301  
Irish History & Culture  
Thomas Kinsella  
MTWR 11:30AM – 2:30PM  
Summer C 2006  
(H), (W2)

**Course Content:** An overview of Irish history and culture from its Celtic origins and various invasions until the present. The cultural expressions of the Irish people in their religion and literature will be given special attention.

**Prerequisites:** None.

**Attendance:** Mandatory.

**Class Format:** Lecture and discussion.

**Readings:** We will use the text *The Course of Irish History*, plus other secondary texts.

**Papers/Projects:** Essays, examinations, possibly presentations.

**Evaluation:** Based upon essays, tests, and other assignments.
The course will examine Hip-Hop culture based on history, dance, art, music, politics, and its impact on the global society. Various media will be used and students will have an opportunity to discuss and analyze the current state of affairs in the industry.

Prerequisites: None.

Attendance: Five points will be deducted from the final grade for any absences beyond two. Students will not be allowed to make-up missed assignments unless they can supply written verification of an emergency.

Class Format: Primarily discussion and written assignments.


Papers/Projects: In-Class Activities; Exams; Reaction Papers; Final Project

Evaluation:

This is a Distance Learning Course – Mandatory Orientation

Course Content: Looking at what constitutes the formal and aesthetic aspects of horror as a literary genre, this course will consider the ways in which various authors have inhabited and adapted these conventions to produce “popular” monsters. While attending to what makes these fictions good reads and good examples of the horror genre, we will go on to consider further reasons for their popularity: how individual works and authors seem able to tap into the cultural anxieties of their day. Once having ascertained the structures and appeal of the original fictions, we will go on to look at film versions of them. We will consider the formal and aesthetic aspects of film horror with an eye toward the necessary differences between the video and reading experience. In looking at these film translations, we will also consider why these works appeal to the popular imagination, how they, too, address particular cultural anxieties.

Prerequisites: None.

Attendance: Faithful. Four unexcused absences will lower your grade. Six will guarantee failure in the course.

Class Format: I will provide guidance on the generic frameworks by which horror may be studied as well as some biographical and historical information. I will also show films of the fiction we will be reading. (You will also be required to view some of the films outside of class.) Days not devoted to film showings will be devoted to discussion of either the reading or films or both. Be prepared to speak up.

Readings: Mary Shelley, Frankenstein; E.T.A. Hoffmann, Tales of Hoffmann; Robert Louis Stevenson, Dr. Jekyll and Mr. Hyde; Bram Stoker, Dracula; Stephen King, The Shining; Anne Rice, Interview with the Vampire; The Vampire Lestat, Valerie Martin, Mary Reilly Noel Carroll, The Philosophy of Horror: Paradoxes of the Heart. Selected essays.

Papers/Exams: Three 2-3 page papers. Two 5-7 page papers. One midterm and one final exam.

Evaluation: 2-3 page papers: 10% each; 5-7 page papers: 20% each; Midterm and final: 15% each.
This is a Distance Learning Course – Mandatory Orientation

Course Content: This is an online course. WebCT will be used to post Weekly Lesson instructions. You will submit your projects via WebCT email. Lessons include keyframe animation, sound import, interactivity, and simple Flash game. It is organized into two components: (1) Strategy/Creativity and (2) Technique. (1) Strategy/Creativity component of this course is formatted to learn about researching, planning production, conceptualizing visual ideas, how to present web/interactive media concept to clients, analyzing various ideas for designing effective and innovative project. (2) Technique component of this course covers Flash software, used by many web/design professionals to create interactive design. Classes will be taught with structured lesson plans and weekly projects. Since some technical aspect are core part of the assignments. First few weeks focuses on using Flash to create an animation. Following weeks will cover an intermediate level of Flash action script lessons to create a web site. The lesson include actionscript for interactivity, preloading files, scrolling text, simple puzzle game, and password entry. Although the good part of the course focuses on Flash how-to’s, it is important to be aware that the any software (Flash included) is only a tool and creating engaging project always originates from innovative ideas and putting your best effort.

Prerequisites: Basic computer skills (email, accessing browser, saving files) Basic Photoshop knowledge helpful.

Attendance: Mandatory Orientation and final presentation days.

Class Format: Online lessons. Hands-on lab demonstrations, and studio work.

Readings: Visual Quick Start FlashMX 2005 (Recommended); Hands on Training Flash MX 2005(Required); FlashMX Creative Animation and Interactivity (macromedia press, recommended)

Papers/Projects: Ten weekly projects and three assignments. Each project is expected to take average of one to two hours. A critique session will be held at the completion of each assignment. By the end of this course student will be able to design and construct a web sites, and simple Flash games. This is an application oriented course.

Evaluation: Students are evaluated throughout the term based on the following criteria: Presentation and mandatory attendance - 15%; Projects - 20%; Assignments - 40%; Technical Skills- 10%; Attendance and critique - 15%