

BS in Communications Media (Digital Media) – Class 2011 Matrix

Freshman Students					
	Faith-Humanities	Business	Core Skills	Core Tools	Common
Fall 08	Getting to Know Jesus - Scripture I	Intro to Products and Markets	Communication Skills I	Intro to Directing	Decisions Based on Data
Wtr 09	Introduction to Philosophy	Leadership & Management - Overview	Story, Genre, and Structure	Fundamentals of Post Production	Web Site Design and Build - I
Spr 09	Masterpieces of Literature, Art & Music I	Customer Driven Product & Service Ideation	Writing & Pitching a Script	The Producer: Planning for Production	Web Site Design and Build - II
Sophomore Students					
	Faith-Humanities	Business	Core Skills	Core Tools	Common
Sum 09	Getting to Know Jesus - Scripture II	Entrepreneurial Finance for Firms	Fundamentals of Story Development	Fundamentals of Drawing	Web Site Design and Build - III
Fall 09	Fundamentals of Catholicism	Marketing Products & Services	Writing for Screen I	Fundamentals of Design / Color	e-Commerce: Principles & Practice
Wtr 10	Masterpieces of Literature, Art & Music II	Legal Considerations for Small Bus.	Writing for Screen II	Animation I	Global Culture, History & Politics I
Junior Students					
	Faith-Humanities	Business	Core Skills	Core Tools	Common
Spr 10	Theology of the Catholic Church	Market Assessment	Sculpting	Animation II	Overview of Deal Making
Sum 10	Moral Theology & Ethics	Team, Story Development, & Funding	Advanced Post Production	Animation III	Moral & Ethical Issues in Tech & Media
Fall 10	Masterpieces of Literature, Art & Music III	Production Planning	Self Marketing & Personal Branding	Animation IV	Global Cultures, History & Politics II
Senior Students					
	Faith-Humanities	Business	Core Skills	Core Tools	Bus & Culture
Wtr 11	Catholic Social Teaching	Production	Visual Effects	Game Design I	Advanced Distr. & Marketing Techniques
Spr 11	Marriage and Family	Post-Production	Commercials	Game Design II	Advanced Development & Pack Strategies
Sum 11	Wonders of the Natural Sciences	Distribution & Marketing	Producing Simulation	Sound in Film	Global Cultures, History & Politics III