The School of Literature, Media, and Communication (LMC) is engaged in rethinking the role of humanities education in an increasingly technological and global environment. The faculty is committed to generating humanistic perspectives on a technological world through interdisciplinary research in cultural studies and new media studies at both theoretical and applied levels. In providing humanities and communication courses for all Georgia Tech undergraduates, LMC’s curriculum focuses on the scientific and technologically oriented aspects of the humanities, as well as on the incorporation of new electronic media (visual, aural, and textual) into humanities and communication education.

LMC offers a BS in Literature, Media, and Communication (LMC), a BS in Computational Media (CM) jointly administered with the College of Computing; and an MS and a PhD in Digital Media (DM). The School also participates in the interdisciplinary MS in Human-Computing Interaction (HCI), in conjunction with the Schools of Interactive Computing, Industrial Design, and Psychology. Graduates from LMC’s undergraduate and graduate programs are positioned to assume important roles in the exciting new fields developing in the interface between technology and culture.

The BS in LMC (formerly the BS Science, Technology, and Culture) is the oldest undergraduate degree program in the Ivan Allen College for the Liberal Arts at Georgia Tech. This program offers a thorough education in the different modes of representation that structure our increasingly technological and global world. Program graduates will have both significant theoretical and hands-on experience with novels, films, games, comic books, web pages, and scientific documents. By learning the modes of communication common to science, technology, and the humanities, LMC graduates are prepared to become leaders in education, business, and the arts.

CM is one of Georgia Tech’s fastest-growing programs, going from three students in 2004 to 230 today. The BSCM curriculum gives students a grasp of the computer as a medium: the technical, the historical-critical, and the applied. Students gain significant hands-on and theoretical knowledge of computing, as well as an understanding of visual design and the history of media. CM graduates are uniquely positioned to plan, create, and critique new digital media forms for entertainment, education, and business.

The DM program provides students with a foundational, theoretical background in digital media and the opportunity to practice what is learned in the classroom through active participation in labs and research. MS DM students follow a studio-based curriculum with three core themes (Creativity & Knowledge, Arts & Entertainment, and Civic Media) that prepare students for professional careers in digital media, including: interaction and information design, game design and production, and interactive media design. The PhD program educates research-oriented theorists/practitioners who bring the traditions of the humanities and arts to the design of digital media. Graduates of the program are prepared to work in industry, public service, and universities, shaping the emerging digital genres and expanding our understanding and mastery of the representational power of the computer.

The MS HCI degree program is a cooperative effort of the School of Interactive Computing; the School of Literature, Media and Communication; the School of Industrial Design, and the School of Psychology. The program provides students with the practical and interdisciplinary skills and theoretical understanding they will need to become leaders in the design, implementation, and evaluation of the computer interfaces of the future.

**Minors**
- Minor in Film and Media Studies (http://www.catalog.gatech.edu/programs/minor-film-media-studies)
- Minor in Science Fiction Studies (http://www.catalog.gatech.edu/programs/minor-science-fiction-studies)
- Minor in Technical Communication (http://www.catalog.gatech.edu/programs/minor-technical-communication)
- Minor in East Asian Studies (http://www.catalog.gatech.edu/programs/minor-east-asian-studies)
- Minor in Health, Medicine, and Society (http://www.catalog.gatech.edu/programs/minor-health-medicine-society)
- Minor in Women, Science, and Technology (http://www.catalog.gatech.edu/programs/minor-women-science-technology)

**Bachelor’s Degrees**
- Bachelor of Science in Computational Media (http://www.catalog.gatech.edu/programs/computational-media-bs)
- Bachelor of Science in Literature, Media, and Communication (http://www.catalog.gatech.edu/programs/literature-media-communication-bs)

**Master’s Degrees**
- Master of Science in Digital Media (http://www.catalog.gatech.edu/programs/digital-media-ms)
- Master of Science in Human-Computer Interaction (http://www.catalog.gatech.edu/programs/human-computer-interaction-ms)

**Doctoral Degree**
- Doctor of Philosophy with a Major in Digital Media (http://www.catalog.gatech.edu/programs/digital-media-phd)

LMC 1XXX. Lit,Comm&Culture Elective. 1-21 Credit Hours.

LMC 2000. Introduction to Literature, Media, and Communication. 3 Credit Hours.

An the introductory course to LMC, this course introduces students to key texts and modes of analysis associated with the study of literature, film, digital media, and communication.

LMC 2050. Seminar in Literature, Media, and Communication. 3 Credit Hours.

This course introduces second-semester majors to the intellectual movements, interpretive frameworks, and research skills central to the disciplines represented in LMC.
LMC 2100. Introduction to Science, Technology and Culture. 3 Credit Hours.
Relation to other courses, programs and curricula: As the introductory course to the LMC Science, Technology and Culture thread, this course explores the way in which disciplines construct and represent the knowledge they generate.

LMC 2200. Introduction to Gender Studies. 3 Credit Hours.
This course introduces the cultural concept of gender, examining topics such as biology and gender, social constructions of gender, and the psychology of sexual roles.

LMC 2300. Introduction to Biomedicine and Culture. 3 Credit Hours.
This course provides an introduction to central cultural topics in biomedicine, such as health care, medical practice, medical research, and the systems of cultural meaning within which ideas of health and disease circulate.

LMC 2400. Introduction to Media Studies. 3 Credit Hours.
This course offers an introduction to the historical development and cultural impact of various forms of media print, radio, television, film, and interactive electronic applications.

LMC 2500. Introduction to Film. 3 Credit Hours.
Introduces film techniques and vocabulary in an historical and cultural context. Written texts are supplemented by viewings of specific shots, scenes, and films.

LMC 2600. Introduction to Performance Studies. 3 Credit Hours.
An examination of the origins of the field of performance studies in literary study of theatre and drama, anthropological investigations of ritual, and sociological analyses of performance in everyday life.

LMC 2661. Theatre Production I. 1 Credit Hour.
In this hands-on course, students learn theatrical construction and painting techniques while building scenery for DramaTech productions.

LMC 2662. Theatre Production II. 1 Credit Hour.
In this hands-on course, students create the lighting, property, and costume effects for two DramaTech Theatre productions.

LMC 2698. Research Assistantship. 1-12 Credit Hours.
Independent research conducted under the guidance of a faculty member.

LMC 2699. Undergraduate Research. 1-12 Credit Hours.
Independent research conducted under the guidance of a faculty member.

LMC 2700. Introduction to Computational Media. 3 Credit Hours.
Introduction to key concepts, methods, and achievements in computational media, and the convergence of digital technology with cultural traditions of representation.

LMC 2720. Principles of Visual Design. 3 Credit Hours.
Studio-based course that provides students with basic skills needed to create digital visual images and to analyze designs from historical and theoretical perspectives.

LMC 2730. Constructing the Moving Image. 3 Credit Hours.
Provides the student with the conceptual, formal, aesthetic, and technical approaches to reconsider film, videos, and animation within the context of emerging digital forms.

LMC 2813. Special Topics in STAC. 3 Credit Hours.
Study of one or more topics of current interest in the area of science, technology, and culture.

LMC 2823. Special Topics in Literature and Culture. 3 Credit Hours.
Examination of one or more topics of current interest in literary and cultural studies.

LMC 2XXX. Lit,Comm&Culture Elective. 1-21 Credit Hours.

LMC 3102. Science, Technology, and the Classical Tradition. 3 Credit Hours.
Explores the definition and transmission of science and technology within Greek, Arabic, and medieval Latin contexts.

LMC 3104. The Age of Scientific Discovery. 3 Credit Hours.
Examines the relationships among texts representing the literary, artistic, and scientific thought of the fifteenth and sixteenth centuries.

LMC 3106. The Age of Scientific Revolution. 3 Credit Hours.
Examines interrelation of technological, literary, artistic, and philosophical thought in the late sixteenth and seventeenth centuries.

LMC 3108. Science, Technology, and Enlightenment. 3 Credit Hours.
Considers the conceptual reformulation of the internal and external world urged by the sciences, technology, and culture of the Enlightenment.

LMC 3110. Science, Technology, and Romanticism. 3 Credit Hours.
Examines the relationships among romantic ideology, science, and literature, including Romanticism's imaginative responses to Enlightenment science and the Industrial Revolution.

LMC 3112. Evolution and the Industrial Age. 3 Credit Hours.
Connects later nineteenth century scientific and technological concepts and discoveries, particularly theories of evolution, to the literature and culture of the industrial age.

LMC 3114. Science, Technology, and Modernism. 3 Credit Hours.
Explores a cross-section of technological, scientific, and cultural production characteristics of the first half of the twentieth century.

LMC 3116. Science, Technology, and Postmodernism. 3 Credit Hours.
Focuses on the relation among information technology, nonlinear physics, and the art, literature, and culture of postmodernism. Explores postmodern critiques of the Enlightenment and modernity.

LMC 3118. Science, Technology, and the American Empire. 3 Credit Hours.
Considers nineteenth and twentieth century science and technology as they shaped American culture with particular attention to the relationship between science, technology, progress, and empire.

LMC 3202. Studies in Fiction. 3 Credit Hours.
Examines the elements of fiction and what has made fiction, especially the novel, distinctive, popular, and enduring. Readings may include formal, cultural, and historical theories.

LMC 3204. Poetry and Poetics. 3 Credit Hours.
A study of traditions of poetic practice and poetic theory in English through intensive line by line readings of poems from different periods in literary history.

LMC 3206. Communication and Culture. 3 Credit Hours.
Examines ways in which forms and media of communication create and are created by other cultural constructs.

LMC 3208. African American Literature and Culture. 3 Credit Hours.
Examines the works of African American writers from the Colonial period to the present and examines a variety of cultural constructs that have fundamentally shaped the African American literary tradition.
LMC 3210. Ethnicity in American Culture. 3 Credit Hours.
Explores literary and historical works considering ethnic issues in American culture, including immigration, social assimilation, "double consciousness", the development of ethnic identity/pride, and multiculturalism.

LMC 3212. Women, Literature, and Culture. 3 Credit Hours.
Students in this course will analyze writings by women and examine feminist and other relevant cultural critiques of literature.

LMC 3214. Science Fiction. 3 Credit Hours.
Examines science fiction texts from the last 200 years to show how they reflect ambiguous reactions to change.

LMC 3215. Science Fiction Film and Television. 3 Credit Hours.
This course investigates science fiction as the genre developed during film history and has become one of the most popular forms of television narrative.

LMC 3216. Theatre I: Classic and Medieval. 3 Credit Hours.
The dramatic literature, theory, performance practices, and historical culture context of the theatre from prehistory through the Medieval period.

LMC 3218. Theatre II: Renaissance and Restoration. 3 Credit Hours.
The dramatic literature, theory, performance practices, and historical culture context of the theatre in the Renaissance and Restoration periods.

LMC 3219. Literature and Medicine. 3 Credit Hours.
This course examines works of literature dealing overtly with illness and healing, works about or by physicians and other caregivers, and works that raise questions about ethical behavior in the face of sickness.

LMC 3220. Theatre III: Modern and Contemporary. 3 Credit Hours.
The dramatic literature, theory, performance practices, and historical culture context of the theatre in the Renaissance and Restoration periods.

LMC 3222. Regionalism-American Literature. 3 Credit Hours.
Explores the literary and cultural representations of a particular American region or locale (the South, the West, California, New York City, etc.) and the role such presentations have played in the formation of both regional and national identity.

LMC 3225. Gender Studies in the Disciplines. 3 Credit Hours.
This course explores the concept of gender and its usefulness as a theoretical category in a variety of disciplines. It includes cultural studies of literature, communication media, cultural anthropology, sociology, history, and science.

LMC 3226. Major Authors. 3 Credit Hours.
An examination of the works and career of a major author in historical and cultural context.

LMC 3228. Shakespeare. 3 Credit Hours.
An examination of Shakespeare's works with attention to generic conventions, historical context, and the relationship of text and performance. Major works of Shakespeare's contemporaries are studied as appropriate.

LMC 3234. Creative Writing. 3 Credit Hours.
This course explores a range of creative literary genres, and combines study and analysis of existing modes of one or more forms in order to establish a basis for original creative work by class members.

LMC 3244. Critical Approaches to Modern and Contemporary British Poetry. 3 Credit Hours.
This course examines British poetry of the last 100 years in relation to modern and postmodern modes of cultural expression, philosophy, and literary criticism.

LMC 3248. Poetry and Digital Culture. 3 Credit Hours.
This course examines modernist, postmodern, and contemporary poetry in relation to digital culture, including the computer, World Wide Web, Web 2.0, social media, and apps.

LMC 3252. Studies in Film and Television. 3 Credit Hours.
Explores in depth a theoretical issue central to film and/or television. Among its concerns are authorship, genre history, spectatorship, ideology, narrative theory, and the relationship between these media and social history.

LMC 3253. Animation. 3 Credit Hours.
This course examines animation from its earliest days as a "cinema of attractions" to its current development as a predominantly digital practice.

LMC 3254. Film History. 3 Credit Hours.
Surveys the history of film from its machine origins to its present digital developments. It focuses on various movements, figures, and narrative developments in world cinema.

LMC 3255. Cinema and Digital Culture. 3 Credit Hours.
This course examines the impact of digital technologies on contemporary cinema as well as the influence of different cinematic traditions on new digital media.

LMC 3256. Major Filmmakers. 3 Credit Hours.
Traces in depth an individual artist's career and affords students the opportunity to immerse themselves in the works of an important figure in the world of film.

LMC 3257. Global Cinema. 3 Credit Hours.
This course examines selected movements, styles, and trends in world cinema, emphasizing how contemporary film's global nature affects cultural representation.

LMC 3258. Documentary Film. 3 Credit Hours.
This course examines significant movements, styles, and trends in fact-based film, emphasizing its cultural implications and formal strategies.

LMC 3259. Experimental Film. 3 Credit Hours.
This course examines the history and trends in experimental film and video, emphasizing the relationship to avant-garde art movements.

LMC 3262. Performance Studies. 3 Credit Hours.
An examination of cultural theories of performance and their application to the analysis of specific performative events.

LMC 3302. Science, Technology, and Ideology. 3 Credit Hours.
Examines specific scientific, philosophical, and literary/cultural texts in order to determine the role ideology plays in the construction of culture, especially scientific and technological culture.

LMC 3304. Science, Technology, and Gender. 3 Credit Hours.
Examines specific philosophical, scientific, and cultural texts to determine the role that gender has played in the scientific and technological knowledge, currently and historically.

LMC 3306. Science, Technology, and Race. 3 Credit Hours.
Examines specific historical and contemporary construction of race, within the prevailing scientific theories and ideologies in order to determine the role played by "race" in scientific and technological culture.
LMC 3308. Environmentalism and Ecocriticism. 3 Credit Hours.
Surveys the emergence of ecocriticism as an analytical framework for interpreting the verbal and visual rhetorics of environmentalism in both western and nonwestern cultures.

LMC 3310. The Rhetoric of Scientific Inquiry. 3 Credit Hours.
This course takes as its subject the ways in which argumentative and persuasive discourse is used to create and disseminate scientific knowledge.

LMC 3314. Technologies of Representation. 3 Credit Hours.
Explores historical, cultural, and theoretical issues related by technologies of representation, including written, spoken, and gestural languages; print, painting and illustration; still and moving photography; recorded sound; and computer mediated communications and interactive digital media.

LMC 3316. Science, Technology, and Postcolonialism. 3 Credit Hours.
Studies in the development of Postcolonial literary theory and historiography in order to analyze the interdependent discourses and practices of post-Enlightenment science/technology and European imperialism.

LMC 3318. Biomedicine and Culture. 3 Credit Hours.
Discuss the history of biology and medicine; popular representations of health, disease, and the medical establishment; and the cultural implications of medical imaging technologies.

LMC 3352. Film and/as Technology. 3 Credit Hours.
Examines the development of film technology and the implications of that technology for cinema's treatment of technology.

LMC 3362. Science, Technology and Performance. 3 Credit Hours.
Examines contemporary theories of performance in relation to the production of scientific knowledge and technologies of representation.

LMC 3402. Graphic and Visual Design. 3 Credit Hours.
Introduction to fundamentals of graphic and visual design of print and digital media. Familiarity with use of the World Wide Web, page layout, and computer graphic software recommended.

LMC 3403. Technical Communication, Theory and Practice. 3 Credit Hours.
This course introduces students to workplace document genres to develop visual and verbal skills in critical analysis and document development.

LMC 3406. Video Production. 3 Credit Hours.
An introduction to video production including basic skills in storyboarding, scripting, filming, editing, and sound.

LMC 3408. The Rhetoric of Technical Narratives. 3 Credit Hours.
Focuses on the rhetorical problems posed by such narrative documents as technical proposals, recommendations reports, grant proposals, and marketing studies. Emphasis on document design, graphics, navigation systems, and editing.

LMC 3410. The Rhetoric of Nonlinear Documents. 3 Credit Hours.
Focuses on the rhetorical problems posed by hypertext documents. Emphasis in designing for multiple audiences, page and document design, and navigation in a nonlinear environment.

LMC 3412. Communicating Science and Technology to the Public. 3 Credit Hours.
Examines both the theoretical and practical issues involved in communicating scientific and/or technological material to a variety of lay audiences.

LMC 3414. Intellectual Property: Policy and Law. 3 Credit Hours.
This course introduces students to intellectual property issues, focusing on ways that policy shapes national character and on application of constitutional and statutory law.

LMC 3431. Technical Communication Approaches. 1 Credit Hour.
Part of a multi-semester sequence that students take in tandem with major-specific classes to develop professional written, visual, oral, and analytic strategies.

LMC 3432. Technical Communication Strategies. 2 Credit Hours.
Part of a multi-semester sequence that students take in tandem with major-specific classes to develop professional written, visual, oral, and analytic strategies.

LMC 3502. Ancient and Medieval Literature and Culture. 3 Credit Hours.
Introduction to Greece, Rome, and Medieval Europe through an examination of one or a few major culture conflicts expressed in the literary genres and periods.

LMC 3504. Renaissance Literature and Culture. 3 Credit Hours.
An examination of literature and culture from 1450 to 1650 with an emphasis on both major achievements and divergent voices.

LMC 3506. Enlightenment and Culture. 3 Credit Hours.
Examines the nature of the age from an initial boldness, optimism, and faith in reason to a recognition of its limits.

LMC 3508. Formations of American Culture. 3 Credit Hours.
American literature from the Puritan period through the Civil War, including major movements, key authors and texts, study of literary works within broader historical and cultural context.

LMC 3510. Rearticulations of American Culture. 3 Credit Hours.
Examines presentations of the United States from its geographical expansion in the late-nineteenth century to the closing of the frontier and emergence as global power.

LMC 3512. British and Continental Romanticism. 3 Credit Hours.
Examines British and Continental Romanticism as it appeared during the latter part of the eighteenth century and the first half of the nineteenth century.

LMC 3514. Victorian Literature and Culture. 3 Credit Hours.
Investigates the period 1830 - 1901 in English literature and culture, focusing on how that period defined key questions, especially ones about human nature, society, and the relation of religion to science.

LMC 3516. Literary and Cultural Modernism. 3 Credit Hours.
A partial investigation of the aesthetic ferment that characterizes English-language cultural production from the turn of the century to the end of World War II.

LMC 3518. Literary and Cultural Postmodernism. 3 Credit Hours.
A survey of major themes, representational techniques, and social and cultural concerns of postmodern art and literature.

LMC 3661. Theatre Production III: Management. 1 Credit Hour.
In this "hands-on" course, students will create and execute a publicity campaign and operate the box office for DramaTech Theatre productions.

LMC 3662. Theatre Production IV: Acting. 1 Credit Hour.
This course provides students an opportunity to perform onstage in a production at DramaTech Theatre. Auditions are required.

LMC 3705. Principles of Information Design. 3 Credit Hours.
Presents principles and practices guiding the development of emerging digital genres. Emphasis on maximizing the affordances of the computer in organizing and communicating complex information.
LMC 3710. Principles of Interaction Design. 3 Credit Hours.
Examines principles of design for shaping the procedural and participatory affordances of digital environments, emphasizing the role of cultural context and media transitions.

LMC 3773. Global Issues and Leadership. 3 Credit Hours.
This project based class uses global issues to explore diverse viewpoints, cultures and cognitive biases to develop leadership and presentation skills in small diverse groups.

LMC 3823. Special Topics in Literature and Culture. 3 Credit Hours.
Examination of one or more topics of current interest in literary and cultural studies.

LMC 3833. Special Topics in STAC. 3 Credit Hours.
Study of one or more current issues in science, technology, and culture.

LMC 3843. Special Topics in Communication. 3 Credit Hours.
Examination of one or more topics of current interest in communication studies.

LMC 3853. Special Topics in Film. 3 Credit Hours.
Examines one or more current topics in film studies.

LMC 3863. Special Topics in Performance. 3 Credit Hours.
Examination of one or more topics of current interest in performance studies.

LMC 3XXX. Lit,Comm&Culture Elective. 1-21 Credit Hours.

LMC 4100. Seminar in Science, Technology, and Culture. 3 Credit Hours.
A capstone seminar to the LMC major; this course will ask students to draw upon their training in order to engage topical issues in the cultural studies of science.

LMC 4102. Senior Thesis. 3 Credit Hours.
Preparation for and writing of a thesis through faculty-directed independent study.

LMC 4200. Seminar in Literary and Cultural Theory. 3 Credit Hours.
Concentration on a single literary or cultural theorist and/or a major school of literary or cultural theory. Schools of theory that will be considered include, among others, Materialist, Feminist, Structuralist, Post-Structuralist, and Cultural Studies.

LMC 4204. Poetry and Poetics II. 3 Credit Hours.
Advanced study of the traditions of poetic theory and practice with a special emphasis on processes of poetic conception and revision.

LMC 4300. Seminar in Biomedicine and Culture. 3 Credit Hours.
This course offers an opportunity to investigate in-depth biomedical issues, biomedical concerns in a particular period, or the impact of technological development on biomedicine.

LMC 4400. Seminar in Media Studies. 3 Credit Hours.
Offers an in-depth investigation of the historical development and cultural impact of different forms of media including: television, film, and interactive electronic applications.

LMC 4406. Contemporary Issues in Professional Communication. 3 Credit Hours.
Intended primarily for students planning careers in professional communication, this course will alternate among a number of issues including property law, integrating print and electronic media, and cultural studies of corporate environments.

LMC 4500. Seminar in Film Studies. 3 Credit Hours.
An in-depth investigation of a major movement, theory, period, or technological development in film studies.

LMC 4600. Seminar in Performance Studies. 3 Credit Hours.
An in-depth investigation of a specific issue or theme in Performance Studies.

LMC 4602. Performance Practicum. 3 Credit Hours.
Practical experience and theoretical investigations in theatre and performance making including acting, directing, designing, playwriting, performance art, performance and new media.

LMC 4698. Research Assistantship. 1-12 Credit Hours.
Independent research conducted under the guidance of a faculty member.

LMC 4699. Undergraduate Research. 1-12 Credit Hours.
Independent research conducted under the guidance of a faculty member.

LMC 4701. Undergraduate Research Proposal Writing. 1 Credit Hour.
This course is intended to guide undergraduate students from all disciplines through the stages of writing a proposal for their research option project and thesis.

LMC 4702. Undergraduate Research Thesis Writing. 1 Credit Hour.
This course is intended to guide undergraduate students from all disciplines through the stages of writing their undergraduate thesis.

LMC 4720. Interactive Narrative. 3 Credit Hours.
Examines significant examples of this emerging genre, including its roots in experimental uses of older media, and engages students in creating their own interactive narrative.

LMC 4725. Games Design as a Cultural Practice. 3 Credit Hours.
Emphasis is on the design elements common to games and the expressive possibilities and cultural concerns specific to digital games.

LMC 4730. Experimental Digital Art. 3 Credit Hours.
Provides students with key conceptual, formal, aesthetic and technical elements needed in creating artifacts in areas ranging from augmented and mixed reality to scientific visualization.

LMC 4731. Game AI. 3 Credit Hours.
Examines expressive possibilities of artificial intelligence techniques in computer games.

LMC 4811. Special Topics. 1 Credit Hour.
Topic of current interest not covered in the regular course offerings.

LMC 4812. Special Topics. 2 Credit Hours.
Topics of current interest not covered in the regular course offerings.

LMC 4813. Special Topics. 3 Credit Hours.
Topics of interest not covered in the regular course offerings.

LMC 4814. Special Topics. 4 Credit Hours.

LMC 4815. Special Topics. 5 Credit Hours.
Topics of interest not covered in the regular course offerings.

LMC 4904. Internship. 1-6 Credit Hours.
Offers students a workplace-based learning experience that stresses application of principles and skills gained in other STAC classes.

LMC 4XXX. Lit,Comm&Culture Elective. 1-21 Credit Hours.

LMC 6213. Edu Applications New. 3 Credit Hours.
This course introduces students to a variety of perspectives on learning as they apply to work in educational technology. Students cannot receive credit for LMC 6213 and LCC 6213.

LMC 6215. Issues in Media Studies. 3 Credit Hours.
This course focuses on the study of mass media from historical, theoretical, and cultural perspectives. Students cannot receive credit for LMC 6215 and LCC 6215.
LMC 6310. The Computer as an "Expressive Medium". 3 Credit Hours. Explores the development of the representational power of the computer and the interplay between digital technology and culture. Students cannot receive credit for LMC 6310 and LCC 6310.

LMC 6311. Visual Culture and Design. 3 Credit Hours. Explores visual media through a mutually instructive and integrated interplay between critical analyses and the creation of digital artifacts. Students cannot receive credit for LMC 6311 and LCC 6311.

LMC 6312. Design, Technology & Representation. 3 Credit Hours. Explores historical, cultural, and theoretical issues raised by technologies of representation through critical analyses and the creation of digital artifacts. Students cannot receive credit for LMC 6312 and LCC 6312.

LMC 6313. Principles of Interaction Design. 3 Credit Hours. Explores visual media through a mutually instructive and integrated interplay between critical analyses and the creation of digital artifacts. Students cannot receive credit for LMC 6313 and LCC 6313.

LMC 6314. Design of Networked Media. 3 Credit Hours. Issues in hypertextual and multimedia design in networked environments, including the World Wide Web, interactive television, and wireless applications. Students cannot receive credit for LMC 6314 and LCC 6314.

LMC 6315. Product Production. 3 Credit Hours. Focuses on defining user and client needs, analysis of competing products, budgeting, scheduling and management of the production process, and the design of the testing process. Students cannot receive credit for LMC 6315 and LCC 6315.

LMC 6316. Historical Approaches to Digital Media. 3 Credit Hours. Examines digital media in the context of earlier media, such as handwriting and printing as well as photography, radio, film, and television. Students cannot receive credit for LMC 6316 and LCC 6316.

LMC 6317. Interactive Narrative/Fiction. 3 Credit Hours. Students create interactive fictions in a variety of formats including intersecting story worlds, interactive characters, simulations, and replay worlds. Students cannot receive credit for LMC 6317 and LCC 6317, LMC 6317 and LCC 4720, or LMC 6317 and LMC 4720.

LMC 6318. Experimental Media. 3 Credit Hours. Students will develop the critical, intellectual, and creative tools necessary to understand, work with, and reimagine design at the developmental stages of emerging technologies. Students cannot receive credit for LMC 6318 and LCC 6318.

LMC 6319. Intellectual Property Policy and Law. 3 Credit Hours. Students examine constitutionally informed policy and pragmatic legal issues in intellectual property law, focusing on the effects of power structures and information digitization. Students cannot receive credit for LMC 6319 and LCC 6319.

LMC 6320. Globalization and New Media. 3 Credit Hours. Historical and theoretical approach to the connections between modes of global integration and modes of representing information. Students cannot receive credit for LMC 6320 and LCC 6320.

LMC 6321. Architecture of Responsive Spaces. 3 Credit Hours. Historical and theoretical approach to the connections between modes of global integration and modes of representing information. Students cannot receive credit for LMC 6321 and LCC 6321.

LMC 6325. Game Design and Analysis. 3 Credit Hours. Focused topics in the theory and practice of game design, theory, and analysis, including issues of creation, and reception, such as a single sub-genre, procedural technique, or media tradition. Students cannot receive credit for LMC 6325 and LCC 6325, LMC 6325 and LCC 4725, or LMC 6325 and LMC 4725.

LMC 6330. Expressive Virtual Space. 3 Credit Hours. Practical and theoretical investigation of virtual space in real-time 3D environments with a focus on meditation and functionality. Students cannot receive credit for LMC 6330 and LCC 6330.

LMC 6340. Mixed Reality Experience Design. 3 Credit Hours. This course introduces students to the design of digital experiences for education and entertainment using Augmented Reality, Tangible Computing, or other forms of Mixed Reality. Students cannot receive credit for LMC 6340 and LCC 6340.

LMC 6350. The spatial construction of meaning: Design formulation and design cognition. 3 Credit Hours. Study of the way in which space is manipulated to construct meaning in design formulation. Emphasis on logical structure, geometry, and experiential correlates. Students cannot receive credit for LMC 6350 and LCC 6350.

LMC 6399. Discovery & Invention. 3 Credit Hours. Required course for all DM majors. The purpose of this course is to give students a suite of methods they can use in professional settings to discover opportunities for inventive new computational products and services. It complements the design and production skills developed in 6310 and 6313 with applied research skills. For students in the MS DM and MS HCI programs it will also help them in the development of their MS proposals. Students cannot receive credit for LMC 6399 and LCC 6399.

LMC 6650. Project Studio. 3 Credit Hours. This course offers students the opportunity to work on focused research within existing long-term projects of the New Media(NM) Center.

LMC 6743. STS Core Seminar. 3 Credit Hours. This survey course covers key works Science, Technology & Society, and guest lectures introduce students to faculty doing STS-related research across the Ivan Allen College. Students cannot receive credit for LMC 6743 and LCC 6743, LMC 6743 and HTS 6743, or LMC 6743 and PUBP 6743.

LMC 6748. Social Justice, Critical Theory, and Philosophy of Design. 3 Credit Hours. Focuses on social justice from a Science, Technology, and Society(STS) point of view that is informed by critical theory and philosophy of design. Students cannot receive credit for LMC 6748 and LCC 6748 or LMC 6748 and PUBP 6748.

LMC 6749. Feminist theory and STS. 3 Credit Hours. This course is an advanced science, technology and society (STS) seminar in feminist theory. Students cannot receive credit for LMC 6749 and LCC 6749 or LMC 6749 and PUBP 6749.

LMC 6753. Human-Computer Interaction Professional Preparation and Practice. 1 Credit Hour. Preparation for a professional career in HCI. Students. Atlanta-area lab visits. Career trajectories. Project presentations. Technical, resume and interviewing skills, Atlanta-area HCI resources. Students cannot receive credit for LMC 6753 and CS 6753, LMC 6753 and LCC 6753, LMC 6753 and ID 6753, or LMC 6753 or PSYC 6753.
LMC 6770. Mixed Reality Design. 3 Credit Hours.
This course introduces students to mixed reality design and prototyping
with a focus on Augmented Reality. Students cannot receive credit for
LMC 6770 and CS 4770.

LMC 6800. Digital Media Master’s Project. 3 Credit Hours.
Final project course in Digital Media.

LMC 6998. HCI Master’s Project. 1-9 Credit Hours.
Final project for students completing a Human-Computer Interaction
master’s degree in the Digital Media track. Repeatable for multi-semester
projects.

LMC 6XXX. Lit,Com&Culture Elective. 1-21 Credit Hours.

LMC 7000. Digital Media Master’s Thesis. 1-21 Credit Hours.
Final Thesis course in Digital Media.

LMC 7999. PhD Qualifying Prep. 1-21 Credit Hours.
Preparation for Ph.D. Qualifying exam.

LMC 8000. Proseminar in Media Theory. 3 Credit Hours.
Key traditions of media theory that contribute to the study of Digital
Media. Students cannot receive credit for LMC 8000 and LCC 8000.

LMC 8001. Proseminar in Digital Media Studies. 3 Credit Hours.
Advanced work in production and critique of new media forms. Students
cannot receive credit for LMC 8001 and LCC 8001.

LMC 8801. Special Topics. 1 Credit Hour.
Topic of current interest not covered in the regular course offerings.

LMC 8803. Special Topics in Digital Media. 3 Credit Hours.
Special Topics in Digital Media.

LMC 8813. Advanced Issues in Interactive Narrative. 3 Credit Hours.
Advanced Issues in Interactive Narrative.

LMC 8823. Special Topics in Game Design and Analysis. 3 Credit Hours.
Advanced topics in the theory and practice of game design, theory,
and analysis, including creation, reception, procedural technique, and
tradition.

LMC 8831. Special Topics in Technologies of Representation. 1 Credit
Hour.
Special Topics in Technologies of Representation.

LMC 8903. Special Problems in Human-Computer Interaction. 1-3 Credit
Hours.
Small-group of individual investigation of advanced topics in human-
computer interaction. Guided study and research.

LMC 8910. Special Problems in Information Design and Technology. 1-21
Credit Hours.
An independent study course.

LMC 8997. Teaching Assistantship. 1-9 Credit Hours.
For graduate students holding teaching assistantships.

LMC 8998. Research Assistantship. 1-9 Credit Hours.
For graduate students holding research assistantships.

LMC 8999. PhD Doctoral Prep. 1-21 Credit Hours.
Doctoral Thesis Prep in Digital Media.

LMC 9000. Doctoral dissertation in Digital Media. 1-21 Credit Hours.
Doctoral Dissertation.